

player

character

species

age

homeworld

gender

profession

family

employer

HERO POINTS

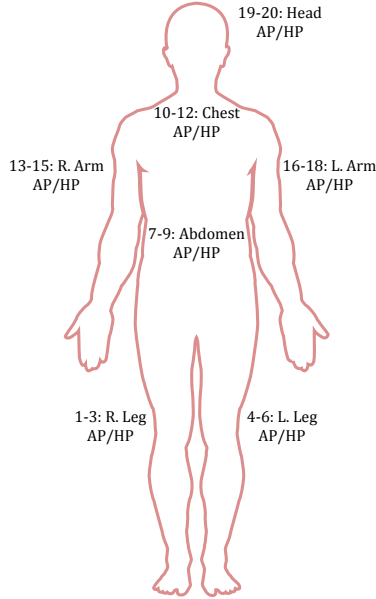
REPUTATION

ARMOR TYPE

TECHNOLOGY

CHARACTERISTICS & ATTRIBUTES

STR	<input type="text"/>	combat actions	<input type="text"/>
CON	<input type="text"/>	damage modifier	<input type="text"/>
SIZ	<input type="text"/>	improvement modifier	<input type="text"/>
INT	<input type="text"/>	movement	<input type="text"/>
POW	<input type="text"/>	tech points	<input type="text"/>
DEX	<input type="text"/>	magic points	<input type="text"/>
CHA	<input type="text"/>	strike rank	<input type="text"/>



COMMON SKILLS

Skill	Basic Percentage	%
Athletics	STR+DEX	
Brawn	STR+SIZ	
Computers	INT x2	
Culture (Own)	INT x2	
Dance	DEX+CHA	
Drive	INT+DEX	
Evade	DEX x2	
Evaluate	INT+CHA	
First Aid	INT+DEX	
Influence	CHA x2	
Insight	INT+POW	
Lore (Regional)	INT x2	
Perception	INT+POW	
Persistence	POW x2	
Resilience	CON x2	
Ride	DEX+POW	
Sing	CHA+POW	
Sleight	DEX+CHA	
Stealth	DEX+INT	
Swim	STR+CON	
Unarmed	STR+DEX	

ADVANCED & TECH SKILLS

Advanced Skill	Basic Percentage	%

COMBAT STYLES

Combat Styles	Basic Percentage	%



WEAPONS

Weapon	Damage	Range	Load	RoF	PEN	Shots	STR/DEX	Size	Combat	Maneuvers	ENC	AP/HP	RP

EQUIPMENT

Equipment	Enc

FATIGUE

Level	Skills Effect	Movement	Strike Rank	CA
Fresh				
Winded	-10% to all skills			
Tired	-20% to all skills	-1m		
Weary	-30% to all skills	-1m	-2	
Exhausted	-40% to all skills	Halved	-4	-1
Debilitated	-50% to all skills	Halved	-6	-2

BENEFITS

housing

housing

vehicle

vehicle

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XENOS TRAITS

DISEASES POISONS & HEALTH

MONEY, WEALTH, & POSSESSIONS

CONTACTS, FRIENDS, & ENEMIES

MISSION NOTES

CAMPAIGN NOTES