



CHARACTER RECORD SHEET

CHARACTER NAME _____
 PROFESSION _____
 ELITE PROFESSION _____
 EXPERIENCE POINTS _____
 ADVANCEMENTS _____
 DEVELOPMENT (PRO) _____

PLAYER NAME _____
 CAMPAIGN _____
 AGE _____ HEIGHT _____ Eyes _____
 GENDER _____ WEIGHT _____ Hair _____
 SPECIES _____
 DEVELOPMENT (PER) _____

ATTRIBUTES	SPECIES	NUMBER ROLLED	TOTAL	ATTRIBUTE
	MOD			MOD
STRENGTH				
AGILITY				
INTELLECT				
VITALITY				
PRESENCE				
PERCEPTION				

REACTIONS	ATTRIBUTE	MISC MOD	TOTAL
	MOD		
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE	QUICKNESS	MISC MOD	TOTAL

COURAGE	TOTAL	CURRENT

DEFENSE	AGILITY MOD	MISC MOD	TOTAL
7+			

RENOWN	RENOWN MOD	CURRENT

TRAITS _____
 EDGES _____

 FLAWS _____

WOUND STATUS

	MOD										
HEALTHY											
DAZED											
INJURED											
WOUNDED											
INCAPACITATED											
NEAR DEATH											

WEAPONS	RANGES	DMG	CHARGE	SETTING	PARRY MOD	SPECIAL

EQUIPMENT	MASS	NOTES
SPECIES ABILITIES:		
PROFESSIONAL ABILITIES:		

PSIONIC SKILLS	TEST	KEY	ATTRIBUTE	LEVELS	MISC	TOTAL
	CATEGORY	ABILITY	MOD			
EMPATHY	PSIONIC	PSI				
MIND CONTROL	PSIONIC	PSI				
MIND SHIELD	PSIONIC	PSI				
TELEPATHY	PSIONIC	PSI				

SKILL NAME	SPECIALTIES	TEST CAT.	ATT	ATT MOD	LEVELS	MISC	TOTAL
APPRAISE		ACAD	INT				
ARMED COMBAT	*	PHY	AGL				
ATHLETICS	*	PHYS	STR				
COMPUTER USE		ACAD	INT				
CONCEAL	*	PHYS	INT				
CONSTRUCT		PHYS	INT				
CRAFT		PHYS	AGL				
DEMOLITIONS		PHYS	INT				
ENGINEERING		ACAD	INT				
ENTERPRISE	*	ACAD	INT				
ENTERTAIN	*	SOC	PRS				
FIRST AID	*	PHYS	INT				
FORGERY		PHYS	AGL				
GAMING	*	SOC	INT				
GYMNASTICS	*	PHYS	AGL				
IMPERSONATE	*	SOC	PRS				
INDOCTRINATE		PHYS	INT				
INFLUENCE	*	SOC	PRS				
INQUIRE	*	SOC	PRS				
INVESTIGATE	*	PHYS	PER				
KNOWLEDGE		ACAD	INT				
LANGUAGE		ACAD	INT				
MEDICINE		ACAD	INT				
NEGOTIATE	*	SOC	INT				
OBSERVE	*	PHYS	PER				
PERSUADE	*	SOC	PRS				
RANGED COMBAT	*	PHYS	AGL				
REPAIR		PHYS	INT				
SCIENCE		ACAD	INT				
SLEIGHT OF HAND		PHYS	AGL				
SPORT	*	PHYS	AGL				
STEALTH	*	PHYS	AGL				
SURVIVAL	*	PHYS	PER				
SYSTEM OPS		PHYS	INT				
TACTICS		ACAD	INT				
UNARMED COMBAT	*	PHYS	AGL				

* SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS)