Character Sheet:

Character:_____

Player:_____

Age:_____ Race:_____

Body Type:_____

ATTRIBUTES:

STR (Strength)

-1	+1	+2	+3	+4

For each additional point in **STR**: **severity in injury** can be **reduced** once every combat encounter

REF (Reflex)

-1	+1	+2	+3	+4

For each additional point in **REF**: **Turn Priority is Higher** at the beginning of combat encounters

INT (Intelligence)

-1	+1	+2	+3	+4

For each additional point in **INT**: Receive **3 additional Skill Points** to spend in character creation

VOCATIONS:

VOCATION:_____

Skill:_____ **Skill:**_____

STR REF INT **CBT**   STR REF INT **CBT**

| +1 | +2 | +3 | +4 | ROLL: | | +1 | +2 | +3 | +4 | ROLL: |

Skill:_____ **Skill:**_____

STR REF INT **CBT**   STR REF INT **CBT**

| +1 | +2 | +3 | +4 | ROLL: | | +1 | +2 | +3 | +4 | ROLL: |

VOCATION:_____

Skill:_____ **Skill:**_____

STR REF INT **CBT**   STR REF INT **CBT**

| +1 | +2 | +3 | +4 | ROLL: | | +1 | +2 | +3 | +4 | ROLL: |

Skill:_____ **Skill:**_____

STR REF INT **CBT**   STR REF INT **CBT**

| +1 | +2 | +3 | +4 | ROLL: | | +1 | +2 | +3 | +4 | ROLL: |

VOCATION:_____

Skill:_____ **Skill:**_____

STR REF INT **CBT**   STR REF INT **CBT**

| +1 | +2 | +3 | +4 | ROLL: | | +1 | +2 | +3 | +4 | ROLL: |

Skill:_____ **Skill:**_____

STR REF INT **CBT**   STR REF INT **CBT**

| +1 | +2 | +3 | +4 | ROLL: | | +1 | +2 | +3 | +4 | ROLL: |

SKILLS:

STR Based Skills

Endurance:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Athletics:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Grip:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Swim:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Throw:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

REF Based Skills

Perception:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Acrobatics:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Ride/Pilot:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Sleight of Hand:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Stealth:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

INT Based Skills

General Knowledge:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Deception:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Infiltration:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Persuasion:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

Survival:

| -1 | +1 | +2 | +3 | +4 | ROLL: |

STATE:

Destiny Points:

Commerce Points:

0	1	2	3	4	5	6	7	8

Injuries:

1	2	3	4	5	6

When the level of injury exceeds your **BASE ROLL (3) + ATTRIBUTE POINTS**, you fall *unconscious*.

Lingering Injuries:

Injury:	Penalty:

Disabling Characteristics:

_____

_____

_____

Equipment/Inventory:

_____

_____

_____

_____

Notes:

_____