

Character Sheet:

Character: _____
Player: _____
Age: _____ Race: _____
Body Type: _____

VOCATIONS:

VOCATION: _____

Skill: _____

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

Skill: _____

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

VOCATION: _____

Skill: _____

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

Skill: _____

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

VOCATION: _____

Skill: _____

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

Skill: _____

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

STR

REF

INT

CBT

+1

+2

+3

+4

ROLL:

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

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

Equipment/Inventory:

Disabling Characteristics:

Notes:

Lingering Injuries:

Injury:

Penalty:

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:

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