

# THE SYSTEM

## Attributes

Strength: \_\_\_\_\_

Coordination: \_\_\_\_\_

Toughness: \_\_\_\_\_

Intellect: \_\_\_\_\_

Charisma: \_\_\_\_\_

Awareness: \_\_\_\_\_

Adrenaline: \_\_\_\_\_

## Character Information

Name: \_\_\_\_\_

Age: \_\_\_\_\_

Race: \_\_\_\_\_

Gender: \_\_\_\_\_

Personality: \_\_\_\_\_

**Title:** \_\_\_\_\_**Level:** \_\_\_\_\_

Pt. Reserve: \_\_\_\_/\_\_\_\_/\_\_\_\_

## Skills

Fighting: \_\_\_\_\_

**MECHANIC**

Psionics: \_\_\_\_\_

Marksmanship: \_\_\_\_\_

Athletics: \_\_\_\_\_

Maneuvers: \_\_\_\_\_

Medicine: \_\_\_\_\_

( ) Knowledge: \_\_\_\_\_

( ) Craft: \_\_\_\_\_

**ROLE PLAY**

( ) Social: \_\_\_\_\_

( ) Stealth: \_\_\_\_\_

( ) Perception: \_\_\_\_\_

( ) Transport: \_\_\_\_\_

( ) Technology: \_\_\_\_\_

( ) Survival: \_\_\_\_\_

Character Points: 0000

Surges: \_\_\_\_\_

Wounds ( )

**Primary Attack:**

To Hit ( \_\_\_\_ )

Damage ( \_\_\_\_ )

**Secondary Attack:**

To Hit ( \_\_\_\_ )

Damage ( \_\_\_\_ )

Defense: Dodge ( \_\_\_\_ ) Block ( \_\_\_\_ ) Def. ( \_\_\_\_ )

Saves: React. ( \_\_\_\_ ) Fort. ( \_\_\_\_ ) Clairity. ( \_\_\_\_ )

## Damage Types (3d6) Roll of a...

3: Crotch Shot (Crit.) 4: Monstrous (Half Crit.) 5: Devastating (+3)  
 6: Strong (+2) 7-9: Good (+1)  
 10-11: Average (None)  
 12-14: Good (+1) 15: Strong (+2)  
 16: Devastating (+3) 17: Monstrous (Half Crit.) 18: Crotch Shot (Crit.)

Initiative ( \_\_\_\_ )

Speed ( \_\_\_\_ )

Experience: \_\_\_\_\_

RPexp: \_\_\_\_\_

# Traits

## Flaws