

STRENGTH

- FORCE
- MELEE COMBAT

AGILITY

- DEXTERITY
- INFILTRATION
- RANGED COMBAT
- ADVANCED PILOT

WITS

- OBSERVATION
- SURVIVAL
- ADVANCED DATA DJINN
- ADVANCED MEDICURGY
- ADVANCED SCIENCE
- ADVANCED TECHNOLOGY

EMPATHY

- MANIPULATION
- ADVANCED COMMAND
- ADVANCED CULTURE
- ADVANCED MYSTIC POWERS

CHARACTER

NAME	
CONCEPT	
ICON	
ORIGIN	HOME SYSTEM
UPBRINGING	GROUP CONCEPT
PERSONAL PROBLEM	

PORTRAIT

FACE	
CLOTHING	

BIRR

REPUTATION

HEALTH

MIND

EXPERIENCE POINTS	□□□□□□ □□□□□□ □□□□□□
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APPEARANCE

FACE
CLOTHING

HEALTH DAMAGE	□□□□□□□□□□□□□□□□
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STRESS DAMAGE	□□□□□□□□□□□□□□□□
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RADIATION	□□□□□□ □□□□□□ □□□□□□
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TALENTS

CONCEPT	*
GROUP	*
ICON	*
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	*
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	*

ARMOR

CRITICAL INJURIES

WEAPONS

WEAPON	BONUS	INIT	DMG	CRIT	RANGE	COMMENT	RELOAD	□□
WEAPON	BONUS	INIT	DMG	CRIT	RANGE	COMMENT	RELOAD	□□
WEAPON	BONUS	INIT	DMG	CRIT	RANGE	COMMENT	RELOAD	□□
WEAPON	BONUS	INIT	DMG	CRIT	RANGE	COMMENT	RELOAD	□□

GEAR

1	*	6	*
2	*	7	*
3	*	8	*
4	*	9	*
5	*	10	*

CREW RELATIONSHIPS

PC 1	OPINION	BUDDY	<input type="checkbox"/>
PC 2	OPINION	BUDDY	<input type="checkbox"/>
PC 3	OPINION	BUDDY	<input type="checkbox"/>
PC 4	OPINION	BUDDY	<input type="checkbox"/>

PEOPLE I'VE MET

[illegible]

MY CABIN

DESCRIPTION
GEAR
OTHER

TINY ITEMS

[illegible]

NOTES

[illegible]