	N	AME		-						
RACE	CALLING	BAC	EKGROUND	RACIAL ABILI	TY BA	ACKGROUNI	O ABILITY	CAL	LING A	ABILITY
STRENGTH	ATTR	BUTES		MELEE COMBAT	· ()—(<u>SKID</u>	SCIEN	CE	\bigcirc	- OO
AGILITY	•		- 0-0-0-(RANGED COMBA	т 🔾	\bigcirc	ENGINEE	RING	<u> </u>	- -
FORTITUDE	•			ATHLETICISM	\bigcirc	\bigcirc	Lor	Е	\bigcirc	-
PERCEPTION	••••		0-0-0-0	Observation	\bigcirc	\bigcirc	ARCAI	NA	\bigcirc	_
INTELLECT	••••			MEDICINE Value Pa			SPELLCAS			
WILLPOWER	•		0-0-0-(VEHICLES OUTDOORSMAN			LEADER:			
CHARISMA	•		-0-0-0	ROGUERY	\bigcirc	\bigcirc	BRUTAL		<u> </u>	_
			Max at Character C	reation Skill	0 = TN 7 Sk	sill 1 = TN 6 S	kill 2 = TN 5			,
DARING (- Tackle a Dangerous Problem Head On - Save an Ally From De	SPEND TO: - +1 Success to or Reroll an - Overcome Fear/Terror/Pleath			Magic/)-()-	0-0-0
GENIUS	Answer	r: in Investigation or a Tough Question m Rigorous Study	- Overcome a Challen with Specialized Tools - Study Ancient Relics	- Gain a Hint About a Curre		х			-	0-0-0
SPIRIT	- Suffer	de Aid to an Ally Consequences for Willingly	- Negotiate, Charm, or Trick an Enemy - Answer a Call for He	 Overcome Confusion/Mir) - ()-	<u> </u>
+1 AT	TOUGHNESS +1 AT STRENGTH 2, 5, 8 WEAL DAMAGE	HEALING Spend a day with or receive medica physician Check = Fortitude Aid = Agility[Mec [Medicine] HEALING Spend a day with receive aid from a engage in fun act Check = Fortitude Aid = Charisma[N Willpower[Medic NSES VIGILANCE +1 AT PERCEPTION 2, 5, 8 PONS E REACH/RANG	will but mental stress, a psychologist, or vities. The vities of the vi	CURRENT LOAD MAXIMUM LOAD 10+[Strength x2] WEALTH FUNDS TREASURE 2 Treasure = 1 Load EXPERIENCE UNSPENT EXPERIENCE +1 Attribute = [New Level] x 3 +1 Skill = [New Level] x 8 +1 Magic/Tech = [New Level] x 5 +1 Trait = [New Level] x 5 +1 Trait = [New Level] x 4		Notes	TRAITS			
WEAPON	QUAL DAMAGE QUAL ARM +TOUGHN	E REACH/RANG				NOTIES				

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					l						
VEHICLI	ES										
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VEHICLE 2		Size	SPEED	DEFE	NSE I	LOAD LIMIT	RESISTANCE	CREW	EQUIPPED		
V LINCIL D		DILL	OFFILE	D III II	NOL I	DOAD IIIVIII	REDIDITATOL	ORLW	LQUITLD		
VEHICLE 3		SIZE	SPEED	DEFE	NSE I	LOAD LIMIT	RESISTANCE	CREW	EQUIPPED		
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NT											
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						Frame	Size		RESISTANCE	SPEED	Crew
					Upgrade		Size	DEFENSE	RESISTANCE	Speed Damage T	Crew 'RACKERS
					Upgrade		Size	DEFENSE	RESISTANCE	DAMAGE T	RACKERS
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					Upgrade		Size	DEFENSE	RESISTANCE	DAMAGE T	CRACKERS
Features					Upgrade		Size	DEFENSE	RESISTANCE	DAMAGE TENGINES	CRACKERS
					Upgrade		Size	DEFENSE	RESISTANCE	DAMAGE T	CRACKERS
					Upgrade		Size	DEFENSE	RESISTANCE	DAMAGE TENGINES	RACKERS
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						Weapon	DAMAG	e Range	RESISTANCE	DAMAGE TENGINES HELM HULL QUALITIE	**************************************
						WEAPON WEAPON	DAMAG DAMAG	E RANGE	RESISTANCE	DAMAGE TENGINES HELM HULL QUALITIE	*RACKERS
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					Other Requirements
	Spell Name	Complexity	Targets/AOE		
Description					
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Requirements
	Spell Name	Complexity	Targets/AOE		
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Description	Spell Name	Complexity	Targets/AOE		
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Requirements
Description	Spell Name	Complexity	Targets/ĀOE	Effects List/Features	Other Requirements
Description	Spell Name	Complexity	Targets/AOE Range	Effects List/Features	Other Requirements
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Description		Power Casting DC Complexity Power	Range Duration Targets/AOE Range	Effects List/Features	Other Requirements
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Description	Spell Name	Power Casting DC Complexity Power Casting DC	Range Duration Targets/AOE Range Duration	Effects List/Features	Other Requirements

			TECHN	OLOG	Y	
					Modules	Other Requirements
Description	Invention Name	Form	Size	Duration		
		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
Description	Invention Name	Form	Size	Duration		
		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
Description	Invention Name	Form	Size	Duration		
		Complexity	Build Time	AoE/Targets		
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Description		Complexity	Build Time	AoE/Targets		
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A mmorana mana	Name	Inverse	Description SPECIAL ABILITIES	INVENTORY
ATTRIBUTES		INJURIES	SPECIAL ABILITIES	INVENTORY
Physical	Combat			
Mental	Movement	Physical		
Social	Observation			
Defense		_ 0000		
Resistance	Survival			
Size	Problem-Solving	Mental		
Speed	_			
Max Load	Social Skills			
		FOLLOW	TER/COMPANION	
	Name		Description	
ATTRIBUTES	SKILLS	INJURIES	SPECIAL ABILITIES	INVENTORY
Physical	Combat			
Mental	Movement	Physical		
Social	_			
Defense	Observation			
Resistance	Survival			
Size		Mental		
Speed	Problem-Solving	_ 0000		
Max Load	Social Skills			
		Follow	TER/COMPANION	
	Name		Description	
ATTRIBUTES		INJURIES	SPECIAL ABILITIES	INVENTORY
Physical	Combat			
Mental	Manage	Dharainal		
Social	Movement	— Physical		
Defense	Observation			
Resistance	Survival			
Size	_	Mental		
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Max Load	Social Skills	_ 0000		
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Max Load	Social Skills		TER/COMPANION	
Max Load				
	Name	Follow	Description	Inventory
ATTRIBUTES	Name SKILLS			Inventory
ATTRIBUTES Physical	Name SKILLS Combat	FOLLOW INJURIES	Description	INVENTORY
ATTRIBUTES Physical Mental	Name SKILLS	FOLLOW INJURIES Physical	Description	INVENTORY
ATTRIBUTES Physical Mental Social	Name SKILLS Combat	FOLLOW INJURIES Physical	Description	Inventory
ATTRIBUTES Physical Mental Social Defense	Name SKILLS Combat Movement Observation	FOLLOW INJURIES	Description	INVENTORY
ATTRIBUTES Physical Mental Social Defense Resistance	Name SKILLS Combat Movement	FOLLOW INJURIES Physical OOOO OOOO OOOOO OOOOOO OOOOOOOOO	Description	Inventory
ATTRIBUTES Physical Mental Social Defense	Name SKILLS Combat Movement Observation	FOLLOW INJURIES Physical	Description	INVENTORY