	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	$\bigcirc$	<del>-</del> OO
AGILITY	•		<del>-</del> 0-0-0-(	RANGED COMBA	т 🔾	$\bigcirc$	ENGINEE	RING	<u> </u>	<del>-</del> -
FORTITUDE	•		· OO(	ATHLETICISM	$\bigcirc$	$\bigcirc$	Lor	Е	$\bigcirc$	<del>-</del>
PERCEPTION	••••		0-0-0-0	Observation	$\bigcirc$	$\bigcirc$	ARCAI	NA	$\bigcirc$	<del>_</del>
INTELLECT	••••			MEDICINE  Value Pa			SPELLCAS			
WILLPOWER	•		0-0-0-(	VEHICLES OUTDOORSMAN			LEADER:			
CHARISMA	•		-0-0-0	ROGUERY	$\bigcirc$	$\bigcirc$	BRUTAL		<u> </u>	<del>_</del>
			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			<b>-</b>	0-0-0
SPIRIT	- Suffer	de Aid to an Ally Consequences for Willingly	- Negotiate, Charm, or Trick an Enemy - Answer a Call for He	<ul> <li>Overcome Confusion/Mir</li> </ul>					) <del>-</del> ()-	<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				

<u>Name</u>	CARRIED EQUIPM			STORED EQU	PMMNI
		<u>Val</u>	Load Name		<u>Val</u> <u>Load</u>
	VEHICLE 1		VEHICLE 2		VEHICLE 3
		_			
	SIZE SPEED DEFENSE	<u> </u>	SIZE SPEED D	DEFENSE	SIZE SPEED DEFENSE
VEHICLE NAME	LOAD LIMIT RESISTANCE CREW	VEHICLE NAME	LOAD LIMIT RESISTANCE	CREW VEHICLE NAME	LOAD LIMIT RESISTANCE CREW
	HOUSING			PERSONAL SI	IIP
DESCRIPTION					
			Frame Upgrades	Size Defense	RESISTANCE SPEED CREW
FEATURES					
			WEAPON	DAMAGE RANGE	QUALITIES
					~
			WEAPON	DAMAGE RANGE	OUALITIES
			WEAPON	Damage Range	Qualities
Ppoi	OEPTY	Access	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	Access	WEAPON		
Proi	PERTY	Access	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	Access	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	Access	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Prof	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities
Proi	PERTY	ACCESS	WEAPON	DAMAGE RANGE	Qualities

			MAG	$\mathbf{IC}$	
					Other Requirements
	Spell Name	Complexity	Targets/AOE		
Description					
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Requirements
	Spell Name	Complexity	Targets/AOE		
Description					
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Dequirements
	Spell Name	Complexity	Targets/AOE	Ellects his/realures	Other Requirements
Description					
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Requirements
Description	Spell Name	Complexity	Targets/AOE		
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Requirements
Description	Spell Name	Complexity	Targets/AOE		
		Power	Range		
		Casting DC	Duration		
				Effects List/Features	Other Requirements
Description	Spell Name	Complexity	Targets/AOE	Effects List/Features	Other Requirements
Description	Spell Name	Complexity	Targets/AOE Range	Effects List/Features	Other Requirements
Description	Spell Name			Effects List/Features	Other Requirements
Description	Spell Name	Power	Range	Effects List/Features	OTHER REQUIREMENTS
Description	Spell Name	Power	Range		Other Requirements  Other Requirements
Description  Description	Spell Name	Power	Range		
		Power  Casting DC	Range Duration		
		Power  Casting DC  Complexity  Power	Range  Duration  Targets/AOE  Range		
		Power  Casting DC  Complexity	Range  Duration  Targets/AOE		
		Power  Casting DC  Complexity  Power	Range  Duration  Targets/AOE  Range	Effects List/Features	
Description		Power  Casting DC  Complexity  Power	Range  Duration  Targets/AOE  Range	Effects List/Features	Other Requirements
	Spell Name	Power  Casting DC  Complexity  Power  Casting DC  Complexity	Range  Duration  Targets/AOE  Range  Duration  Targets/AOE	Effects List/Features	Other Requirements
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		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
Description	Invention Name	Form	Size	Duration		
Description		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
	Invention Name	Form	Size	Duration		
Description		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
	Invention Name	Form	Size	Duration		
Description		Complexity	p <sub>e</sub> namie	Top /man		
		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
	Invention Name	Form	Size	Duration		
Description						
		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		
					Modules	Other Requirements
	Invention Name	Form	Size	 Duration	and dates	Onto requiements
Description						
		Complexity	Build Time	AoE/Targets		
		Materials	Range	Assistants Required		

		FOLLOW	TER/COMPANION	
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		
Speed	Problem-Solving	— 0000 I		
_				
Max Load	Social Skills	_ 0000		
Max Load	Social Skills		TEP/COMPANION	
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  OOOOOOOOO  OOOOOOO	Description	Inventory
ATTRIBUTES  Physical  Mental  Social  Defense	Name SKILLS Combat Movement Observation	FOLLOW  INJURIES  Physical	Description	INVENTORY