BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

Cool (Pr)
Discipline (Will)
Negotiation (Pr)
Perception (Cun)
Vigilance (Will)
Brawl (Br)
Melee (Br)
Ranged: Light (Ag)
Ranged: Heavy (Ag)
Gunnery (Ag)

Astrogation (Int)
Athletics (Br)
Charm (Pr)
Coercion (Will)
Computers (Int)
Coordination (Ag)
Deception (Cun)
Leadership (Pr)
Mechanics (Int)
Medicine (Int)
Piloting: Planetary (Ag)
Piloting: Space (Ag)
Resilience (Br)
Skulduggery (Cun)
Stealth (Ag)
Streetwise (Cun)
Survival (Cun)

WOUNDS

THRESHOLD   CURRENT