



Character Sheet:

Character: \_\_\_\_\_

Player: \_\_\_\_\_

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

Body Type:\_\_\_\_\_

Disabling Characteristics:\_\_\_\_\_

ATTRIBUTES:

**STR** (Strength)

-1	+1	+2	+3	+4
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For each additional point in **STR**:  
**severity in injury** can be **reduced**  
once every combat encounter

**REF** (Reflex)

-1	+1	+2	+3	+4
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For each additional point in **REF**:  
**Turn Priority is Higher** at the  
beginning of combat encounters

**INT** (Intelligence)

-1	+1	+2	+3	+4
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For each additional point in **INT**:  
Receive **3 additional Skill Points**  
to spend in character creation

SKILLS:

**STR Based Skills**

**Endurance:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Athletics:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Grip:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Swim:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Throw:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**REF Based Skills**

**Perception:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Acrobatics:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Ride/Pilot:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Sleight of Hand:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Stealth:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**INT Based Skills**

**General Knowledge:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Deception:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Infiltration:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Persuasion:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Survival:**

-1	+1	+2	+3	+4
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ROLL: \_\_\_\_\_

VOCATIONS:

**VOCATION:**\_\_\_\_\_

☐ STR ☐ REF ☐ INT

+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Skill:**\_\_\_\_\_ **Skill:**\_\_\_\_\_

STR	REF	INT	CBT
+1	+2	+3	+4

ROLL: \_\_\_\_\_

**Skill:**\_\_\_\_\_ **Skill:**\_\_\_\_\_

STR	REF	INT	CBT
+1	+2	+3	+4

ROLL: \_\_\_\_\_

**VOCATION:**\_\_\_\_\_

☐ STR ☐ REF ☐ INT

+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Skill:**\_\_\_\_\_ **Skill:**\_\_\_\_\_

STR	REF	INT	CBT
+1	+2	+3	+4

ROLL: \_\_\_\_\_

**Skill:**\_\_\_\_\_ **Skill:**\_\_\_\_\_

STR	REF	INT	CBT
+1	+2	+3	+4

ROLL: \_\_\_\_\_

**VOCATION:**\_\_\_\_\_

☐ STR ☐ REF ☐ INT

+1	+2	+3	+4
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ROLL: \_\_\_\_\_

**Skill:**\_\_\_\_\_ **Skill:**\_\_\_\_\_

STR	REF	INT	CBT
+1	+2	+3	+4

ROLL: \_\_\_\_\_

**Skill:**\_\_\_\_\_ **Skill:**\_\_\_\_\_

STR	REF	INT	CBT
+1	+2	+3	+4

ROLL: \_\_\_\_\_

STATE:

**Injuries:**

1	2	3	4	5	6
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When the level of injury exceeds your **BASE ROLL (3) + ATTRIBUTE POINTS**, you fall **unconscious**.

**Lingering Injuries:**

Injury:	Penalty:

**Destiny Points:**

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**Commerce Points:**

0	1	2	3	4	5	6	7	8
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**Equipment/Inventory:**

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**Notes:**

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