

Characteristic and Rolls

<i>original</i>	<i>current</i>		
Strength	Effort	
Constitution	Stamina	
Size		
Intelligence	Idea	
Power	Luck	
Dexterity	Agility	
Appearance	Charisma	
Education	Knowledge	
Sanity		

Personnal Information

Name	
Race	Gender
Age	Mov
Height	Weight
Nationality/Homeland	
Profession	
Allegiance	
Distinctive Features	
.....	
.....	
.....	

Skills

Communication (.....)	Psychotherapy (_ %) <input type="checkbox"/>
Bargain (05%) <input type="checkbox"/>	Science (01%)
Command (05%) <input type="checkbox"/> <input type="checkbox"/>
Disguise (01%) <input type="checkbox"/> <input type="checkbox"/>
Etiquette (05%) <input type="checkbox"/>	Strategy (01%) <input type="checkbox"/>
FastTalk (05%) <input type="checkbox"/>	Technical (__ %)
Language, Own (INT/EDU x5%) <input type="checkbox"/>
..... <input type="checkbox"/> <input type="checkbox"/>
Language, Other (00%) <input type="checkbox"/>
..... <input type="checkbox"/>	Perception (.....)
Perform (05%) <input type="checkbox"/>	Insight (05%) <input type="checkbox"/>
Persuade (15%) <input type="checkbox"/>	Listen (25%) <input type="checkbox"/>
Status (15+%) <input type="checkbox"/>	Navigate (10%) <input type="checkbox"/>
Teach (10%) <input type="checkbox"/>	Research (25%) <input type="checkbox"/>
	Sense (10%) <input type="checkbox"/>
Manipulation (.....)	Spot (25%) <input type="checkbox"/>
Art (05%)	Track (10%) <input type="checkbox"/>
..... <input type="checkbox"/>	
..... <input type="checkbox"/>	Physical (.....)
Craft (05%) <input type="checkbox"/>	Climb (40%) <input type="checkbox"/>
..... <input type="checkbox"/>	Drive (__ %)
..... <input type="checkbox"/> <input type="checkbox"/>
Demolition (01%) <input type="checkbox"/> <input type="checkbox"/>
Fine Manip. ^a (05%) <input type="checkbox"/>	Fly (__ %) <input type="checkbox"/>
Heavy Mech. ^b (01%) <input type="checkbox"/>	Hide (10%) <input type="checkbox"/>
..... <input type="checkbox"/>	Jump (25%) <input type="checkbox"/>
Repair (15%) <input type="checkbox"/>	Pilot (01%) <input type="checkbox"/>
..... <input type="checkbox"/> <input type="checkbox"/>
Slight of Hand (05%) <input type="checkbox"/> <input type="checkbox"/>
 <input type="checkbox"/>
Mental (.....)	Projection (DEXx02%) <input type="checkbox"/>
Appraise (15%) <input type="checkbox"/>	Ride (05%) <input type="checkbox"/>
First Aid (30%) <input type="checkbox"/> <input type="checkbox"/>
Gaming (INT+POW) <input type="checkbox"/> <input type="checkbox"/>
Knowledge (__ %)	Stealth (10%) <input type="checkbox"/>
..... <input type="checkbox"/>	Swim (25%) <input type="checkbox"/>
..... <input type="checkbox"/>	Throw (25%) <input type="checkbox"/>
..... <input type="checkbox"/> <input type="checkbox"/>
Literacy (__ %) <input type="checkbox"/>	Combat (.....)
..... <input type="checkbox"/>	Brawl (25%) <input type="checkbox"/>
..... <input type="checkbox"/>	Dodge (DEXx02%) <input type="checkbox"/>
..... <input type="checkbox"/>	Grapple (25%) <input type="checkbox"/>
Medicine (__ %) <input type="checkbox"/>	Martial Arts (01%) <input type="checkbox"/>
..... <input type="checkbox"/> <input type="checkbox"/>
..... <input type="checkbox"/> <input type="checkbox"/>

^a. Fine Manipulation^b. Heavy Machine

Power Points

Personnal

01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63
External Source								

Fatigue Points

Exhausted:								
01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54
Total Encumbrance								

Hit Points

Major Wound								
Dead								
01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36

Hit Locations

<i>Melee</i>	<i>Location</i>	<i>Missile</i>
01-04	RIGHT LEG	01-03
05-08	LEFT LEG	04-06
09-11	ABDOMEN	07-10
12	CHEST	11-15
13-15	RIGHT ARM	16-17
16-18	LEFT ARM	18-19
19-20	HEAD	20

Magic Spells and Powers

[illegible]

Character Points and Failings

Power Level _____

Character Points _____

Character Failings

[illegible]

Sanity

Insane			00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74
75	76	77	78	79	80	81	82	83	84	85	86	87
88	89	90	91	92	93	94	95	96	97	98	99	100

Mental Disorder

[illegible]

Equipment

[illegible]

Armor

[illegible]

Weapons

Damage Bonus: $\text{DexSR} + \text{SizSR} = \text{BaseSR}$

[illegible]

Notes

