

CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES

PLAYER

|                   |                                   |                                   |                              |
|-------------------|-----------------------------------|-----------------------------------|------------------------------|
| <b>SOAK VALUE</b> | <b>WOUNDS</b>                     | <b>STRAIN</b>                     | <b>DEFENSE</b>               |
|                   | <b>THRESHOLD</b>   <b>CURRENT</b> | <b>THRESHOLD</b>   <b>CURRENT</b> | <b>RANGED</b>   <b>MELEE</b> |

CHARACTERISTICS

|              |                |                  |                |                  |                 |
|--------------|----------------|------------------|----------------|------------------|-----------------|
| <b>BRAWN</b> | <b>AGILITY</b> | <b>INTELLECT</b> | <b>CUNNING</b> | <b>WILLPOWER</b> | <b>PRESENCE</b> |
|--------------|----------------|------------------|----------------|------------------|-----------------|

SKILLS

| GENERAL SKILLS            | CAREER? | RANK       | COMBAT SKILLS           | CAREER? | RANK       |
|---------------------------|---------|------------|-------------------------|---------|------------|
| Astrogration (Int)        |         | ▶▶▶▶▶▶▶▶▶▶ | Brawl (Br)              |         | ▶▶▶▶▶▶▶▶▶▶ |
| Athletics (Br)            |         | ▶▶▶▶▶▶▶▶▶▶ | Gunnery (Ag)            |         | ▶▶▶▶▶▶▶▶▶▶ |
| Charm (Pr)                |         | ▶▶▶▶▶▶▶▶▶▶ | Melee (Br)              |         | ▶▶▶▶▶▶▶▶▶▶ |
| Coercion (Will)           |         | ▶▶▶▶▶▶▶▶▶▶ | Ranged - Light (Ag)     |         | ▶▶▶▶▶▶▶▶▶▶ |
| Computers (Int)           |         | ▶▶▶▶▶▶▶▶▶▶ | Ranged - Heavy (Ag)     |         | ▶▶▶▶▶▶▶▶▶▶ |
| Cool (Pr)                 |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         |            |
| Coordination (Ag)         |         | ▶▶▶▶▶▶▶▶▶▶ | <b>KNOWLEDGE SKILLS</b> |         |            |
| Deception (Cun)           |         | ▶▶▶▶▶▶▶▶▶▶ | Core Worlds (Int)       |         | ▶▶▶▶▶▶▶▶▶▶ |
| Discipline (Will)         |         | ▶▶▶▶▶▶▶▶▶▶ | Education (Int)         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Leadership (Pr)           |         | ▶▶▶▶▶▶▶▶▶▶ | Lore (Int)              |         | ▶▶▶▶▶▶▶▶▶▶ |
| Mechanics (Int)           |         | ▶▶▶▶▶▶▶▶▶▶ | Outer Rim (Int)         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Medicine (Int)            |         | ▶▶▶▶▶▶▶▶▶▶ | Underworld (Int)        |         | ▶▶▶▶▶▶▶▶▶▶ |
| Negotiation (Pr)          |         | ▶▶▶▶▶▶▶▶▶▶ | Xenology (Int)          |         | ▶▶▶▶▶▶▶▶▶▶ |
| Perception (Cun)          |         | ▶▶▶▶▶▶▶▶▶▶ | Other:                  |         | ▶▶▶▶▶▶▶▶▶▶ |
| Piloting - Planetary (Ag) |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         |            |
| Piloting - Space (Ag)     |         | ▶▶▶▶▶▶▶▶▶▶ | <b>CUSTOM SKILLS</b>    |         |            |
| Resilience (Br)           |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Skulduggery (Cun)         |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Stealth (Ag)              |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Streetwise (Cun)          |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Survival (Cun)            |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         | ▶▶▶▶▶▶▶▶▶▶ |
| Vigilance (Will)          |         | ▶▶▶▶▶▶▶▶▶▶ |                         |         | ▶▶▶▶▶▶▶▶▶▶ |

WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|--------|-------|--------|-------|------|---------|
|        |       |        |       |      |         |
|        |       |        |       |      |         |
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|        |       |        |       |      |         |
|        |       |        |       |      |         |

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

