

CHARACTER SHEET



CHARACTER DATA

NAME: _____
 AGE: _____ SPECIALIZATION: _____
 ORIGIN: _____
 PLANET: _____

HISTORY AND PERSONALITY

IMPORTANT ITEM: _____
 MOTIVATION: _____
 TRAINING: _____
 PERSONALITY TRAITS: _____
 ATTITUDE TO OTHERS: _____

SKILLS

- | | |
|--|--|
| <input type="checkbox"/> APPRAISE (05%) _____ | <input type="checkbox"/> OCCULTISM (05%) _____ |
| <input type="checkbox"/> AURORA EFFECT (00%)* _____ | <input type="checkbox"/> ONE-HANDED WEAPONRY (20%) _____ |
| <input type="checkbox"/> CHARM (15%) _____ | <input type="checkbox"/> PERCEPTION (25%) _____ |
| <input type="checkbox"/> CLIMB (20%) _____ | <input type="checkbox"/> PERSUASION (10%) _____ |
| <input type="checkbox"/> COMMAND (10%) _____ | <input type="checkbox"/> PICKPOCKET (10%) _____ |
| <input type="checkbox"/> CRAFT (05%) _____ | <input type="checkbox"/> PILOTING (01%) _____ |
| <input type="checkbox"/> DISGUISE (05%) _____ | <input type="checkbox"/> PSYCHOANALYSIS (01%) _____ |
| <input type="checkbox"/> DODGE (½ DEX) _____ | <input type="checkbox"/> PSYCHOLOGY (10%) _____ |
| <input type="checkbox"/> DRIVE (20%) _____ | <input type="checkbox"/> RESOURCE ACQUISITION (01%)* _____ |
| <input type="checkbox"/> EXPLOSIVES (01%) _____ | <input type="checkbox"/> RIDE (05%) _____ |
| <input type="checkbox"/> FAST TALK (05%) _____ | <input type="checkbox"/> SCANNING (01%)* _____ |
| <input type="checkbox"/> FIRST AID (30%) _____ | <input type="checkbox"/> SCIENCE (01%) _____ |
| <input type="checkbox"/> HACKING (01%) _____ | <input type="checkbox"/> SHORT FIREARMS (20%) _____ |
| <input type="checkbox"/> HEAVY EQUIPMENT (15%) _____ | <input type="checkbox"/> STEALTH (20%) _____ |
| <input type="checkbox"/> HEAVY FIREARMS (10%) _____ | <input type="checkbox"/> SURVIVAL (20%) _____ |
| <input type="checkbox"/> HISTORY (20%) _____ | <input type="checkbox"/> SWIM (20%) _____ |
| <input type="checkbox"/> INFORMATION SEARCHING (20%) _____ | <input type="checkbox"/> TECHNOLOGY (10%) _____ |
| <input type="checkbox"/> INTIMIDATE (15%) _____ | <input type="checkbox"/> THROW (20%) _____ |
| <input type="checkbox"/> LAW (05%) _____ | <input type="checkbox"/> TRACKING (10%) _____ |
| <input type="checkbox"/> LOCKPICKING (01%) _____ | <input type="checkbox"/> TWO-HANDED WEAPONRY (20%) _____ |
| <input type="checkbox"/> LONG FIREARMS (20%) _____ | <input type="checkbox"/> UNARMED COMBAT (20%) _____ |
| <input type="checkbox"/> MECHANICS (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> MEDICINE (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> NAVIGATION (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

*Special skill, available only to selected specialties

CHARACTER APPEARANCE

HAIR STYLE: _____ SKIN COLOUR: _____
 HAIR COLOUR: _____ HEIGHT: _____
 EYES COLOUR: _____ DRESS STYLE: _____
 NOSE: _____ SPECIAL FEATURES: _____
 EYEBROWS: _____
 MOUTH: _____

ATTRIBUTES

STR	END	SIZ	INT	WP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	APR	LCK	SP	DM
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HP AND ARMOR

MAX	<input type="text"/>	PA	<input type="text"/>
CURR	<input type="text"/>	NA	<input type="text"/>

ENERGY POINTS

MAX	<input type="text"/>
CURRENT	<input type="text"/>

CONDITIONS

POWER POINTS

CURRENT	<input type="text"/>	SPENT	<input type="text"/>
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SPEED

MOVEMENT MINOR ACTION	<input type="text"/>	METERS
MOVEMENT MAJOR ACTION	<input type="text"/>	METERS
MOVEMENT ROUND (RUN)	<input type="text"/>	METERS

ASSISTANT

MAX	<input type="text"/>	CUR.	<input type="text"/>
CHARGES	<input type="text"/>		
UPGRADES			

- Lowering the value thrown on the dice - 1 for each "point"
- Adding 20 points of initiative when determining it - cost 5
- Obtaining a hint regarding the scenario - cost 10
- Flipping the result on the dice (31 becomes 13 etc) - cost 10
- Re-roll any dice throw - cost 10

SUPERPOWERS

POWER	LEVEL	COST	DESCRIPTION

D100	HIT LOC.	SEE WOUND
1-20	HEAD	<input type="checkbox"/>
21-40	LEFT ARM	<input type="checkbox"/>
41-55	RIGHT ARM	<input type="checkbox"/>
56-60	CHEST	<input type="checkbox"/>
61-75	ABDOMEN	<input type="checkbox"/>
76-90	LEFT LEG	<input type="checkbox"/>
91-100	RIGHT LEG	<input type="checkbox"/>

- REACTIONS:
- Counterattack
 - Parry
 - Dodge
 - Leap behind cover
 - Maneuver
 - Using a special ability

(DEX/30)

