

CHARACTER NAME

FIRST CLASS/LEVEL

TALENT

CODE NAME

SECOND CLASS/LEVEL

SPECIALTY

PLAYER NAME

THIRD CLASS/LEVEL

BASE SPEED



ATTRIBUTE NAME	ATTRIBUTE SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

	TOTAL	CURRENT		THRESHOLD	CURRENT
VITALITY			SUBDUAL DAMAGE		
WOUNDS			STRESS DAMAGE		

DEFENSE

= 10+

+

+

+

-

ARMOR

INITIATIVE

=

+

+

	TOTAL	CAREER LEVEL	INT MOD	MISC
KNOWLEDGE CHECK BONUS				

	TOTAL	CAREER LEVEL	CHA MOD	MISC
REQUEST CHECK BONUS				

	TOTAL	CAREER LEVEL	WIS MOD	MISC
GEAR CHECK BONUS				

ACTION DICE

SAVING THROWS

	TOTAL BONUS	BASE SAVE	ATTRIBUTE MOD	MISC MOD
FORTITUDE				
REFLEX				
WILL				

BASE ATTACKS

	TOTAL BONUS	BASE ATTACK	ATTRIBUTE MOD	MISC MOD
UNARMED				
MELEE				
RANGED				

PRIMARY WEAPON		ATK	RECOIL	DMG	E/T	RANGE	SZ/HAND	WEIGHT	QUALITIES
AMMO TYPE	AMMO SPECIAL	SHOTS		AMMO TYPE	AMMO SPECIAL	SHOTS			

SECONDARY WEAPON		ATK	RECOIL	DMG	E/T	RANGE	SZ/HAND	WEIGHT	QUALITIES
AMMO TYPE	AMMO SPECIAL	SHOTS		AMMO TYPE	AMMO SPECIAL	SHOTS			

ARMOR AND PROTECTIVE GEAR		DR	RESIST	DEFENSE PENALTY	ACP	SPEED PENALTY	NOTICE/SEARCH DC	WEIGHT	SPECIAL

## SKILLS

MAX RANKS

CLASS SKILL	SKILL NAME	KEY ATTRIBUTES	RESULT CAP	SKILL BONUS	RANKS	ATTRIBUTE MOD	MISC MOD	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	STR/DEX	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	ANALYSIS	INT/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	ATHLETICS	STR/CON	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	BLEND	DEX/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	BLUFF	CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	BUREAUCRACY	CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	COMPUTERS	INT	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	CULTURES ■	INT	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	DRIVE ■	DEX	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	ELECTRONICS	INT/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	FALSIFY	INT/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	IMPRESS	CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	INTIMIDATE	STR/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	INVESTIGATION	WIS/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	MANIPULATE	WIS/CHA	___/___	=	___/___	___	___	___	___

CLASS SKILL	SKILL NAME	KEY ATTRIBUTES	RESULT CAP	SKILL BONUS	RANKS	ATTRIBUTE MOD	MISC MOD	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	MECHANICS	INT/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	MEDICINE	INT/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	NETWORKING	WIS/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	NOTICE	WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	PROFESSION ■	CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	RESOLVE	CON/WIS	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SCIENCE ■	INT	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SEARCH	INT	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SECURITY	INT	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SENSE MOTIVE	WIS/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SLEIGHT OF HAND	DEX	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SNEAK	DEX/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	STREETWISE	WIS/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	SURVIVAL	WIS/CHA	___/___	=	___/___	___	___	___	___
<input type="checkbox"/>	TACTICS	WIS/CHA	___/___	=	___/___	___	___	___	___

■ THIS IS A FOCUS SKILL.

## FOCUSES AND FORTES

### CULTURES

KNOWN	FORTE	FOCUS
<input type="checkbox"/>	<input type="checkbox"/>	CENTRAL AMERICA
<input type="checkbox"/>	<input type="checkbox"/>	EASTERN ASIA (INCL. CHINA)
<input type="checkbox"/>	<input type="checkbox"/>	EASTERN EUROPE (INCL. RUSSIA)
<input type="checkbox"/>	<input type="checkbox"/>	NORTH AFRICA
<input type="checkbox"/>	<input type="checkbox"/>	NORTHERN AMERICA (INCL. GREENLAND)
<input type="checkbox"/>	<input type="checkbox"/>	OCEANIA (INCL. AUSTRALIA)
<input type="checkbox"/>	<input type="checkbox"/>	SOUTH AMERICA
<input type="checkbox"/>	<input type="checkbox"/>	SOUTHERN AFRICA
<input type="checkbox"/>	<input type="checkbox"/>	SOUTHERN ASIA (INCL. SOUTHEAST ASIA)
<input type="checkbox"/>	<input type="checkbox"/>	WESTERN ASIA (INCL. THE MIDDLE EAST)
<input type="checkbox"/>	<input type="checkbox"/>	WESTERN EUROPE

### DRIVE

KNOWN	FORTE	FOCUS
<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL GROUND VEHICLES
<input type="checkbox"/>	<input type="checkbox"/>	STANDARD GROUND VEHICLES
<input type="checkbox"/>	<input type="checkbox"/>	HEAVY GROUND VEHICLES
<input type="checkbox"/>	<input type="checkbox"/>	MOUNTS AND ANIMAL-DRAWN VEHICLES
<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL AIRCRAFT
<input type="checkbox"/>	<input type="checkbox"/>	PERFORMANCE AIRCRAFT
<input type="checkbox"/>	<input type="checkbox"/>	SERVICE AIRCRAFT
<input type="checkbox"/>	<input type="checkbox"/>	ROTARY-WING AIRCRAFT
<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL WATERCRAFT
<input type="checkbox"/>	<input type="checkbox"/>	STANDARD WATERCRAFT
<input type="checkbox"/>	<input type="checkbox"/>	SHIPS
<input type="checkbox"/>	<input type="checkbox"/>	SUBMARINES

### PROFESSION

KNOWN	FORTE	FOCUS
<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"/>	

### SCIENCE

KNOWN	FORTE	FOCUS
<input type="checkbox"/>	<input type="checkbox"/>	CHEMISTRY
<input type="checkbox"/>	<input type="checkbox"/>	ECONOMY
<input type="checkbox"/>	<input type="checkbox"/>	ENGINEERING
<input type="checkbox"/>	<input type="checkbox"/>	FABRICATION
<input type="checkbox"/>	<input type="checkbox"/>	GENETICS
<input type="checkbox"/>	<input type="checkbox"/>	MATHEMATICS
<input type="checkbox"/>	<input type="checkbox"/>	PHARMACOLOGY
<input type="checkbox"/>	<input type="checkbox"/>	PROGRAMMING
<input type="checkbox"/>	<input type="checkbox"/>	SUPER-SCIENCE

## CONDITIONS

FACTION/FREELANCE

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

CAMPAIGN

CAMPAIGN QUALITIES

XP GAINED

XP NEEDED

REPUTATION/NET WORTH

INTERESTS

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
<input type="checkbox"/>	<input type="checkbox"/>	UNARMED	<input type="checkbox"/>	<input type="checkbox"/>	HURLED
<input type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (HURLED)
<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (BLUNT)	<input type="checkbox"/>	<input type="checkbox"/>	INDIRECT FIRE
<input type="checkbox"/>	<input type="checkbox"/>	EDGED	<input type="checkbox"/>	<input type="checkbox"/>	RIFLE
<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (EDGED)	<input type="checkbox"/>	<input type="checkbox"/>	SHOTGUN
<input type="checkbox"/>	<input type="checkbox"/>	EXPLOSIVES	<input type="checkbox"/>	<input type="checkbox"/>	SUBMACHINE GUN
<input type="checkbox"/>	<input type="checkbox"/>	GUIDED	<input type="checkbox"/>	<input type="checkbox"/>	TACTICAL
<input type="checkbox"/>	<input type="checkbox"/>	HANDGUN	<input type="checkbox"/>	<input type="checkbox"/>	VEHICLE WEAPON

CLASS ABILITIES

NAME	EFFECT

FEAT ABILITIES

NAME	EFFECT

WEALTH

TOTAL	LIFESTYLE	SPENDING CASH	POSSESSIONS
SPENDING CASH		APPEARANCE MOD	
LIFESTYLE			
POSSESSIONS			

VEHICLE

SIZE	OCC	A/T	MPH
DEF/SAVE	CARGO	RNG/FUEL	QUALITIES

VEHICLE WEAPON

ATK	DMG	E/T	RANGE	SZ/HAND	BLAST
AMMO TYPE	AMMO SPECIAL	SHOTS	AMMO TYPE	AMMO SPECIAL	SHOTS

SUBPLOTS

COMPLETED	COMPLETED
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

CONTACTS

CONTACT #1

NAME	
ACQUAINTANCE	
ASSOCIATE	
CONFEDERATE	
PARTNER	

CONTACT #2

NAME	
ACQUAINTANCE	
ASSOCIATE	
CONFEDERATE	
PARTNER	

CONTACT #3

NAME	
ACQUAINTANCE	
ASSOCIATE	
CONFEDERATE	
PARTNER	

MISSION GEAR

GEAR PICKS	RESERVE PICKS	RESERVE COMMON ITEMS

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	EXTREME LOAD	OVERLOADED
LIFT OVER HEAD Equals max heavy load		LIFT OFF GROUND Equals 2x max heavy load		PUSH OR DRAG Equals 5x max heavy load