Name: Origin: Aptitude:
Series: Nature: Allegiance:

Player:

Attributes and Abilities

Physical

Strength ●○○○○

Brawl ○○○○○
Might ○○○○○
○○○○○

Dexterity ●○○○○

Athletics ○○○○○
Drive ○○○○○
Firearms ○○○○○
Legerdemain ○○○○○
Martial Arts ○○○○○
Melee ○○○○○
Pilot ○○○○○
Stealth ○○○○○
○○○○○
○○○○○

Stamina ●○○○○

Endurance ○○○○○
Resistance ○○○○○
○○○○○
○○○○○

Mental

Perception ●○○○○

Awareness ○○○○○
Investigation ○○○○○
○○○○○

Intelligence ●○○○○

Academics ○○○○○
Bureaucracy ○○○○○
Engineering ○○○○○
Intrusion ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Science ○○○○○
Survival ○○○○○
○○○○○
○○○○○

Wits ●○○○○

Arts ○○○○○
Meditation ○○○○○
Rapport ○○○○○
○○○○○

Social

Appearance ●○○○○

Intimidation ○○○○○
Style ○○○○○
○○○○○

Manipulation ●○○○○

Command ○○○○○
Interrogation ○○○○○
Subterfuge ○○○○○
○○○○○
○○○○○

Charisma ●○○○○

Etiquette ○○○○○
Perform ○○○○○
Savvy ○○○○○
○○○○○

Combat

Attack	Acc	Dmg	RoF	FT

Armor	Rtg B	Rtg L	Bulk	FT

Experience

Health

Bruised	-0	☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Maimed	-3	☐
Crippled	-4	☐
Incapacitated		☐
Dead		☐

Initiative

Movement

Walk Run Sprint

Advantages

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Psi

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Aptitude

○○○○○
○○○○○
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Auxiliary Modes

○
○
○

Backgrounds

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