



NAME: _____

CALL SIGN: _____

HOME PLANET: _____

CONCEPT: _____ PLAYER NAME: _____

ATTRIBUTES

STRENGTH: _____

AGILITY: _____

VITALITY: _____

ALERTNESS: _____

INTELLIGENCE: _____

WILLPOWER: _____

DERIVED ATTRIBUTES

LIFE POINTS (VIT+WIL): _____

INITIATIVE (AGI+ALE): _____

ENDURANCE (VIT+WIL): _____

RESISTANCE (VIT+VIT): _____

ACTION DIFFICULTY

Action Diff / Extraordinary

Easy 3 / 10

Average 7 / 14

Hard 11 / 18

Formidable 15 / 22

Heroic 19 / 26

Incredible 23 / 30

Ridiculous 27 / 34

Impossible 31 / 38

ADVANCEMENT

Advancement Points: _____

Attribute Points: _____

Skill Points: _____

Trait Points: _____

ADVANCEMENT COST

Type Cost

Attribute 8

Trait 7

Skill 3

SKILLS AND SPECIALTIES

Animal Handling _____ Medical Expertise _____

Artistry _____ Melee Wpn Combat _____

Athletics _____ Perception _____

Covert _____ Performance _____

Craft _____ Pilot* _____

Discipline _____ Planetary Vehicles _____

Guns _____ Ranged Weapons _____

Heavy Weapons _____ Scientific Expertise _____

Influence _____ Survival _____

Knowledge _____ Technical Eng.* _____

Mechanical Eng* _____ Unarmed Combat _____

WOUND >>



STUN >>

VITALS

AGE: _____ SEX: _____ HAIR COLOR: _____

EYE COLOR: _____ HEIGHT: _____ WEIGHT: _____

EQUIPMENT

COMPLICATIONS

ASSETS

ARMOR

Type: _____
Armor Rating: _____
Covers: _____
Penalty: _____

WEAPONRY

Type: _____ DMG: _____
Range: _____ Ammo: _____

Type: _____ DMG: _____
Range: _____ Ammo: _____

Type: _____ DMG: _____
Range: _____ Ammo: _____

DIE STEPS AND PLOT POINTS CURRENT _____

1	2	3	4	5	6	7	8	9	10	11	12
D2	D4	D6	D8	D10	D12	D12+D2	D12+D4	D12+D6	D12+D8	D12+D10	D12+D12