

Character Name: _____

Archetype: _____

Career: _____

Player: _____



BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SOAK

WOUND THRESHOLD

STRAIN THRESHOLD

M/R DEFENSE

SKILLS

GENERAL SKILLS	CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Comp (Hacking) (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Comp (Sysops) (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Cool (Pr)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Coordination (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Discipline (Will)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Driving (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Mechanics (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Medicine (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Operating (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Perception (Cun)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Piloting (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Resilience (Br)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Skulduggery (Cun)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Stealth (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Streetwise (Cun)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Survival (Cun)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Vigilance (Will)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Melee (Br)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Ranged (Heavy) (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Ranged (Light) (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Gunnery (Ag)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

SOCIAL SKILLS	CAREER?	RANK
Charm (Pr)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Coercion (Will)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Deception (Cun)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Leadership (Pr)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Negotiation (Pr)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

KNOWLEDGE SKILLS	CAREER?	RANK
Science (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Society (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
The Net (Int)	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

CUSTOM SKILLS	CAREER?	RANK
	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

FAVORS

GIVEN:

OWED:

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL

TOTAL XP

AVAILABLE XP

MOTIVATIONS

STRENGTH:

FLAW:

DESIRE:

FEAR:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

EQUIPMENT LOG

WEAPONS & ARMOR:

PERSONAL GEAR:

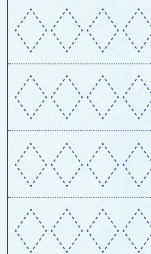
MONEY:

NOTES

CRITICAL INJURIES

SEVERITY

RESULT



TALENTS & SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY



TALENT

ACTIVE?

PAGE # _____

TIER 5