



Character Profile

Name	
Concept	
Player	

Attributes

AGILITY	4	6	8	10	12
SMARTS	4	6	8	10	12
SPIRIT	4	6	8	10	12
STRENGTH	4	6	8	10	12
VIGOR	4	6	8	10	12

Skills

Administration	SMT	4	6	8	10	12
Astrogation	SMT	4	6	8	10	12
Astronautics	SMT	4	6	8	10	12
Athletics	AGI	4	6	8	10	12
Fighting	AGI	4	6	8	10	12
Intimidation	SPI	4	6	8	10	12
Investigation	SMT	4	6	8	10	12
Life Science	SMT	4	6	8	10	12
Material Science	SMT	4	6	8	10	12
Medicine	SMT	4	6	8	10	12
Notice	SMT	4	6	8	10	12
Persuasion	SMT	4	6	8	10	12
Piloting	AGI	4	6	8	10	12
Planetary Science	SMT	4	6	8	10	12
Psionics	SPI	4	6	8	10	12
Repair	SMT	4	6	8	10	12
Riding	AGI	4	6	8	10	12
Security	SMT	4	6	8	10	12
Ship Ops	SMT	4	6	8	10	12
Shooting	AGI	4	6	8	10	12
Social Science	SMT	4	6	8	10	12
Stealth	AGI	4	6	8	10	12
Streetwise	SMT	4	6	8	10	12
Survival	SMT	4	6	8	10	12
Taunt	SMT	4	6	8	10	12
Tracking	SMT	4	6	8	10	12
Weird Science	SMT	4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12

Hindrances

Name	Effect/Modifiers

Health Status

Wounds	□ -1	□ -2	□ -3	Incapacitated
Fatigue		□ -1	□ -2	

Other Stats

Pace		Size		Bennies	
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Defenses

		vs Called Shots		
Parry	Toughness	Head	Arms	Legs
Armor/ Protective Gear		Area Covered	Armor Value	Weight

Parry = 2 + ½ of Fighting (Plus any modifiers from equipment or Edges)
 Base Toughness = 2 + ¼ of Vigor (Plus modifiers from Edges)
 Armor = The best layer of armor per location adds full value to Toughness of that location.
 Second best layer adds half value to that location.

Weapons

Weapon	Range	ROF	AP	Damage	Wt

Ammo

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Powers

Power	PP	Range	Dur	Effect/Trappings

