



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 |
| Psonics | 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 |
|------|------------------|
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| | |
| | |

Character Portrait



Health Status

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

Other Stats

| | | | | | |
|------|--|------|--|---------|--|
| Pace | | Size | | Bennies | |
|------|--|------|--|---------|--|

Defenses

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

Parry = 2 + ½ of Fighting (Plus any modifiers from equipment or Edges)
 Base Toughness = 2 + ½ 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 |
|--------|-------|-----|----|--------|----|
| | | | | | |
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Powers

| Power | PP | Range | Dur | Effect/Trappings |
|-------|----|-------|-----|------------------|
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