



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

Character Portrait



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

Other Stats				
Pace		Size		Bennies

Defenses		vs Called Shots		
Parry	Toughness	Head	Arms	Legs
Armor/ Protective Gear		Area Covered	Armor Value	Weight
<p>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.</p>				

Weapons					
Weapon	Range	ROF	AP	Damage	Wt

Powers				
Power	PP	Range	Dur	Effect/Trappings

