CHARACTER NAME _____ CLASS _____

FACTION _____ RACE _____

| Action Points | | Physical Health | | Mental Health | | Armor | | Resist | |
|---|---|---|---|---|---|---|---|---|---|
| Total | Spent | Total | Remaining | Total | Remaining | Soak | Prowl Penalty | Physical | Mental |
| | | | | | | | | | |

| Strength | Agility | Appearance | Physical Pool Bonus |
|---|---|---|---|
| Base / Bonus | Base / Bonus | Base / Bonus | |

| Intelligence | Aptitude | Personality | Mental Pool Bonus |
|---|---|---|---|
| Base / Bonus | Base / Bonus | Base / Bonus | |

NOTES

| ACTIVE SKILLS | RANK | BONUS | TOTAL |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| ACTIVE SKILLS | RANK | BONUS | TOTAL |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| INITIATIVE | GUARD | DODGE | INTERCEPT | Movement |
|---|---|---|---|---|
| | | | | Agi stat / 2, round up |

ATTACKS

| WEAPON | Rate of Fire | AP | Strike | Damage | Range | Ammo Total | Ammo Used | Magazines | Special Properties |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

| SPECIAL ACTIONS | AP |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

## PERSONAL DETAILS

Alignment:

Traits:

Quirks:

Disposition:

Gender:

Eyes:

Age:

Skin:

Hair:

Height:

Weight:

CREDITS:

CDP:

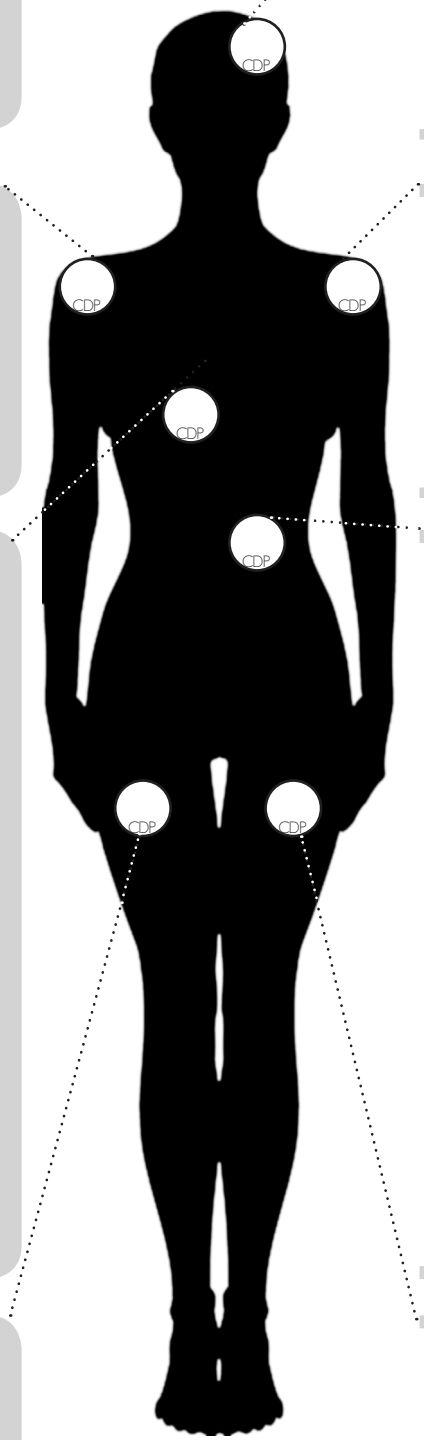
EQUIPMENT / WEAPONS / ARMOR:

FACTION / CLASS BONUSES

# GENETIC MODIFICATIONS

FULL BODY

HEAD




L. ARM

R. ARM

TORSO: INTERNAL

TORSO: EXTERNAL

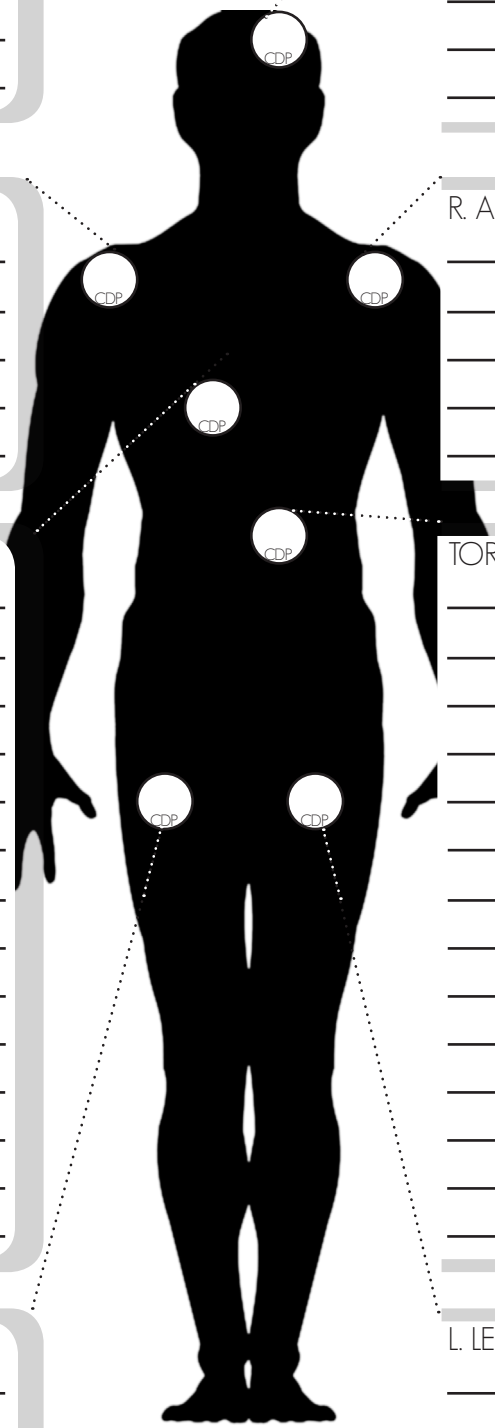
R. LEG

L. LEG

# GENETIC MODIFICATIONS

FULL BODY

HEAD




L. ARM

R. ARM

TORSO: INTERNAL

TORSO: EXTERNAL

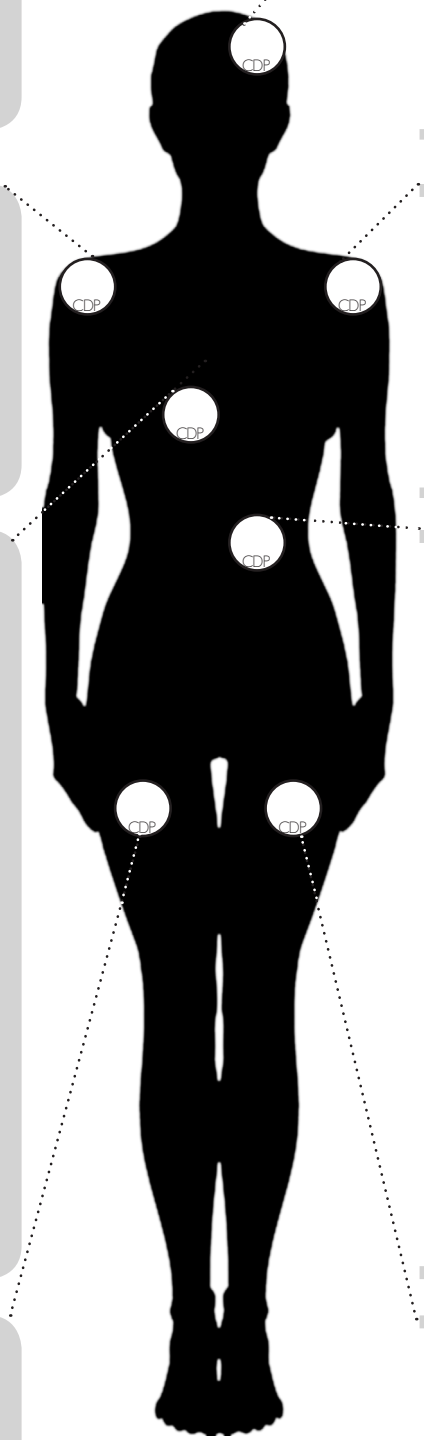
R. LEG

L. LEG

# CYBERNETIC MODIFICATIONS

FULL BODY

HEAD




L. ARM

R. ARM

TORSO: INTERNAL

TORSO: EXTERNAL

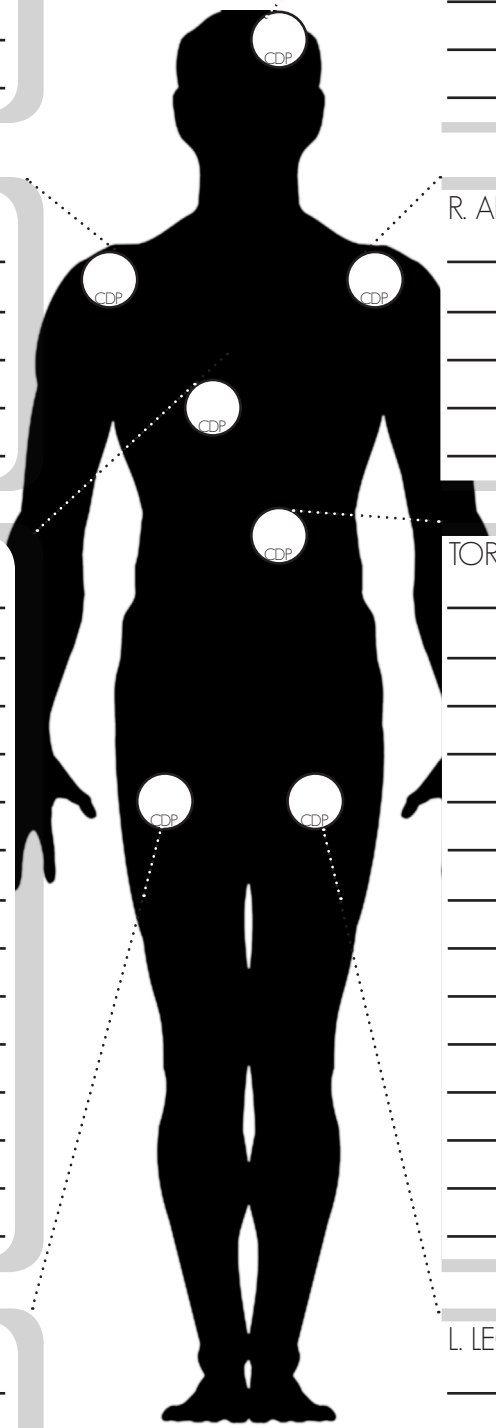
R. LEG

L. LEG

# CYBERNETIC MODIFICATIONS

FULL BODY

HEAD




L. ARM

R. ARM

TORSO: INTERNAL

TORSO: EXTERNAL

R. LEG

L. LEG

SHIP NAME: _____ CREW: _____

OWNER: _____ SHIP FRAME: _____

| Main Body Health | | Cockpit Health | | Wing Health | | Aileron Health | | Engine Health | |
|---|---|---|---|---|---|---|---|---|---|
| Total | Remaining | Total | Remaining | Total | Remaining | Total | Remaining | Total | Remaining |
| | | | | | | | | | |

## SHIELD SYSTEM:

Soak

| Aft | | Port | | Fore | | Ventral | | Starboard | | Dorsal | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Total | Remaining | Total | Remaining | Total | Remaining | Total | Remaining | Total | Remaining | Total | Remaining |
| | | | | | | | | | | | |

| SPEED | | | INITIATIVE | GUARD | DODGE | INTERCEPT |
|---|---|---|---|---|---|---|
| Sub-Luminal | FTL | Atmosphere | | | | |
| | | | | | | |

## ENGINE SYSTEMS

Power

## MISC SYSTEMS

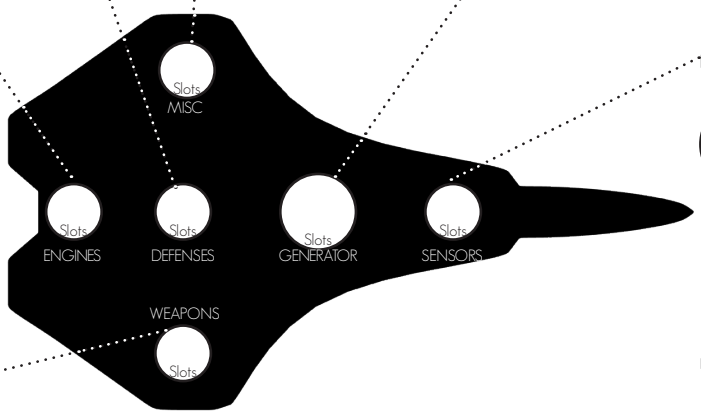
Power

## GENERATOR SYSTEMS

Output

## DEFENSIVE SYSTEMS

Power




## SENSOR SYSTEMS

Power

| WEAPON SYSTEMS | Rate of Fire | AP | Strike | Damage | Range | Ammo | | Power | Reloads | Special Properties |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |
| | | | | | | Total | Used | | | |

## SHIP APPLICABLE SKILLS

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

PASSIVE SKILL:

| RANK | BONUSES |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

## SHIP BASED ACTIVE SKILLS

| | RANK | BONUS | TOTAL |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

## SHIP DETAILS

Registry Number:

Insignia:

Home Port:

Callsign:

Dry Weight:

Color:

Age:

Skin:

Length:

NET WORTH:

PASSENGERS / CREW:

CARGO:

PASSIVE PSIONICS:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PASSIVE PSIONICS:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PASSIVE PSIONICS:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PASSIVE PSIONICS:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PASSIVE PSIONICS:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

ACTIVE PSIONICS

| RANK | BONUS | TOTAL |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

PSIONIC ACTIONS

| | AP |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PROGRAM:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PROGRAM:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PROGRAM:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

PROGRAM:

| RANK | BONUSES |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

COMPUTER:

AI: HEALTH: AP:

| Intelligence | Aptitude | Personality |
|---|---|---|
| Base / Bonus / Total | Base / Bonus / Total | Base / Bonus / Total |

| SKILLS | RANK | BONUS | TOTAL |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| PROGRAMS | RANK | BONUS | TOTAL |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |