

CHARACTER NAME :

CAREER

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)			◇◇◇◇◇◇ ○○○○○○
Athletics (Br)			◇◇◇◇◇◇ ○○○○○○
Charm (Pr)			◇◇◇◇◇◇ ○○○○○○
Coerce (Will)			◇◇◇◇◇◇ ○○○○○○
Computers (Int)			◇◇◇◇◇◇ ○○○○○○
Cool (Pr)			◇◇◇◇◇◇ ○○○○○○
Coordination (Ag)			◇◇◇◇◇◇ ○○○○○○
Deceit (Cun)			◇◇◇◇◇◇ ○○○○○○
Discipline (Will)			◇◇◇◇◇◇ ○○○○○○
Knowledge (Int)			◇◇◇◇◇◇ ○○○○○○
Leadership (Pr)			◇◇◇◇◇◇ ○○○○○○
Mechanics (Int)			◇◇◇◇◇◇ ○○○○○○
Medicine (Int)			◇◇◇◇◇◇ ○○○○○○
Negotiation (Pr)			◇◇◇◇◇◇ ○○○○○○
Perception (Cun)			◇◇◇◇◇◇ ○○○○○○
Pilot (Ag)			◇◇◇◇◇◇ ○○○○○○
Resilience (Br)			◇◇◇◇◇◇ ○○○○○○
Skulduggery (Cun)			◇◇◇◇◇◇ ○○○○○○
Stealth (Ag)			◇◇◇◇◇◇ ○○○○○○
Streetwise (Cun)			◇◇◇◇◇◇ ○○○○○○
Survival (Cun)			◇◇◇◇◇◇ ○○○○○○
Vigilance (Will)			◇◇◇◇◇◇ ○○○○○○

Brawl (Br)			◇◇◇◇◇◇ ○○○○○○
Gunnery (Ag)			◇◇◇◇◇◇ ○○○○○○
Melee (Br)			◇◇◇◇◇◇ ○○○○○○
Ranged - Light (Ag)			◇◇◇◇◇◇ ○○○○○○
Ranged - Heavy (Ag)			◇◇◇◇◇◇ ○○○○○○

SOAK VALUE

WOUNDS

THRESHOLD

CURRENT

STRAIN

CRITICAL INJURIES

THRESHOLD

CURRENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

[illegible]

MONEY