

PC Name: \_\_\_\_\_ Player: \_\_\_\_\_

Faction/Origin: \_\_\_\_\_ Body Age: \_\_\_\_\_ Real Age: \_\_\_\_\_

Species/Ph'type/Moch: \_\_\_\_\_

Visible Attributes: \_\_\_\_\_

### CHARACTERISTICS, MEASURES & DAMAGE

<b>Ag:</b> <input style="width:40px;" type="text"/> 1 2 3 4 5 6 7 8 9 10 Bonus: -3 -2 -2 -1 0 +1 +2 +2 +3 +3	<b>In:</b> <input style="width:40px;" type="text"/> Bonus: _____	<b>Armour:</b> Hide + Shell + Reflex + Hyper'l't <input style="width:40px;" type="text"/> <input style="width:40px;" type="text"/> <input style="width:40px;" type="text"/> <input style="width:40px;" type="text"/>
<b>En:</b> <input style="width:40px;" type="text"/> 1 2 3 4 5 6 7 8 9 10 Bonus: -3 -2 -2 -1 0 +1 +2 +2 +3 +3	<b>Em:</b> <input style="width:40px;" type="text"/> Bonus: _____	<b>Fate:</b> ..... 1 2 3 4 5 <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/>
<b>St:</b> <input style="width:40px;" type="text"/> 1 2 3 4 5 6 7 8 9 10 11 12 Bonus: -3 -2 -2 -1 0 +1 +2 +2 +3 +3 +3 +4	<b>Dying track</b> -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/> <input style="width:20px;" type="text"/>	

Languages: \_\_\_\_\_ **SP:**  **Title**

Traits: \_\_\_\_\_ **Mv:**

Augments, Nanospore, other attributes: \_\_\_\_\_

WEAPON SKILLS	GENERAL SKILLS	Medic (SO) +.....	Presence (S) +.....
Melee (S) +.....	Astrogation (X) +.....	(.....)+.....	Command +.....
Unarmed +.....	Athletics (S) +.....	(.....)+.....	Diplomacy +.....
Tools +.....	Commerce (X) +.....	<b>Mining (X) +.....</b>	Influence +.....
Primitive +.....	Demolitions (X) +.....	Asteroid +.....	<b>Repair (SO) +.....</b>
Distort Spinner(X) +.....	Drive (S) +.....	..... +.....	(.....)+.....
..... +.....	Suspensored +.....	<b>Nanospore (X) +.....</b>	(.....)+.....
<b>Firearm (S) +.....</b>	Seacraft +.....	Nanotech +.....	<b>Soc. Science (X) +.....</b>
Projectile +.....	Battle Armour (X) +.....	Control +.....	Archaeology +.....
Energy +.....	Primitive (X) +.....	IMTel (X) +.....	History +.....
Indirect +.....	<b>Engineering (X) +.....</b>	..... +.....	Sophontology +.....
NuHu Stave (X) +.....	Drives +.....	<b>Operations (XO) +.....</b>	<b>Stealth (S) +.....</b>
..... +.....	Structural +.....	Comms( )+.....	<b>Survival (XO) +.....</b>
..... +.....	Power +.....	Sensors( )+.....	(.....)+.....
<b>Support (X) +.....</b>	<b>Handler (X) +.....</b>	Remotes( )+.....	(.....)+.....
Projectile +.....	Lavan +.....	<b>Perception (S) +.....</b>	<b>Tactics (X) +.....</b>
Energy +.....	..... +.....	<b>Phys. Science (X)+.....</b>	Surface +.....
Indirect +.....	..... +.....	Astrophysics +.....	Space +.....
<b>Gunnery (X) +.....</b>	<b>Life Science (X) +.....</b>	Chemistry +.....	<b>Trade (all X)</b>
Direct +.....	Biology +.....	Drone +.....	..... +.....
Launched +.....	Cybernetics +.....	Gatebuilder (X) +.....	..... +.....
AD +.....	Xenobiology +.....	<b>Pilot (X) +.....</b>	<b>Zero-G (X) +.....</b>
	<b>Manipulation (S) +.....</b>	Shuttles +.....	
		Ships +.....	
		Pilot.Personal +.....	

PC Name: \_\_\_\_\_ Player: \_\_\_\_\_

Character Keywords/Description: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Weapons	Mode	Skill	Atks	SV	Ag/St	PB	Effv	Long	Extr	Max	Special
_____					/ - /	/ /	/ /	/ /	/ /	/ /	/ /
_____					/ - /	/ /	/ /	/ /	/ /	/ /	/ /
_____					/ - /	/ /	/ /	/ /	/ /	/ /	/ /
_____					/ - /	/ /	/ /	/ /	/ /	/ /	/ /
_____					/ - /	/ /	/ /	/ /	/ /	/ /	/ /

**Equipment**

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**Contacts**

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\_\_\_\_\_  
\_\_\_\_\_

**Summary Profile/Career (Prior experience)**

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\_\_\_\_\_  
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**Notes, Ship, Home, etc**

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Previous ADR treatments : \_\_\_\_\_ Previous Clones: \_\_\_\_\_

