

CHARACTER NAME _____				PLAYER NAME _____			
AGE _____	GENDER _____	SIZE _____	STEP _____	BP TOTAL _____	BP AVAILABLE _____	EXPERIENCE _____	MORALE _____

**Wealth** \_\_\_\_\_ • \_\_\_\_\_

» Assets \_\_\_\_\_

» Connections \_\_\_\_\_

» Livelihood \_\_\_\_\_



CAP

**ARMOR**

**BODY**

LUCK

**DEFENSE**

**DEXTERITY**

CAP

**LIFE**

**MIND**

CAP

**WEALTH**

**PRESENCE**

GOOD | POOR

**Brawn**

GOOD | POOR

**Strength**

GOOD | POOR

GOOD | POOR

**Agility**

GOOD | POOR

**Finesse**

GOOD | POOR

GOOD | POOR

**Intellect**

GOOD | POOR

**Wits**

GOOD | POOR

GOOD | POOR

**Charisma**

GOOD | POOR

**Resolve**

GOOD | POOR

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|---|--|--|---|--|--|--|--|
| <p><b>Air Sports</b> _____</p> <p>» Ballooning _____</p> <p>» Gliding _____</p> <p>» Parachuting _____</p> <p><b>Endurance</b> _____</p> <p>» Healing _____</p> <p>» Resilience _____</p> <p>» Stamina _____</p> <p><b>Ground Sports</b> _____</p> <p>» Athletics _____</p> <p>» Climbing _____</p> <p>» Running _____</p> <p><b>Water Sports</b> _____</p> <p>» Boating _____</p> <p>» Surfing _____</p> <p>» Swimming _____</p> | <p><b>Archery</b> _____</p> <p>» Bows _____</p> <p>» Bowyer _____</p> <p>» Crossbows _____</p> <p><b>Gunnery</b> _____</p> <p>» Artillerist _____</p> <p>» Artillery _____</p> <p>» Heavy Weapon _____</p> <p><b>Melee</b> _____</p> <p>» One Handed _____</p> <p>» Two Handed _____</p> <p>» Weaponsmith _____</p> <p><b>Unarmed</b> _____</p> <p>» Grappling _____</p> <p>» Lower Body _____</p> <p>» Upper Body _____</p> | <p><b>Acrobatics</b> _____</p> <p>» Contortion _____</p> <p>» Gymnastics _____</p> <p>» Jumping _____</p> <p><b>Intrusion</b> _____</p> <p>» Locksport _____</p> <p>» Skullduggery _____</p> <p>» Systems _____</p> <p><b>Legerdemain</b> _____</p> <p>» Cardistry _____</p> <p>» Juggling _____</p> <p>» Palming _____</p> <p><b>Stealth</b> _____</p> <p>» Camouflage _____</p> <p>» Shadowing _____</p> <p>» Sneaking _____</p> | <p><b>Craft</b> _____</p> <p>» _____</p> <p>» _____</p> <p>» _____</p> <p><b>Drive</b> _____</p> <p>» Ground Craft _____</p> <p>» Heavy Craft _____</p> <p>» Watercraft _____</p> <p><b>Firearms</b> _____</p> <p>» Gunsmith _____</p> <p>» Handguns _____</p> <p>» Long Guns _____</p> <p><b>Pilot</b> _____</p> <p>» Aircraft _____</p> <p>» Spacecraft _____</p> <p>» Unmanned _____</p> | <p><b>Academics</b> _____</p> <p>» _____</p> <p>» _____</p> <p>» _____</p> <p><b>Computers</b> _____</p> <p>» Imagery _____</p> <p>» Security _____</p> <p>» Software _____</p> <p><b>Electronics</b> _____</p> <p>» Comms _____</p> <p>» Devices _____</p> <p>» Robotics _____</p> <p><b>Engineering</b> _____</p> <p>» Aerospace _____</p> <p>» Mechanical _____</p> <p>» Nautical _____</p> | <p><b>Explosives</b> _____</p> <p>» Defusing _____</p> <p>» Demolitions _____</p> <p>» Sapper _____</p> <p><b>Medicine</b> _____</p> <p>» Alternative _____</p> <p>» Clinical _____</p> <p>» Veterinary _____</p> <p><b>Nature</b> _____</p> <p>» Bushcraft _____</p> <p>» Foodstuffs _____</p> <p>» Subterranean _____</p> <p><b>Streetwise</b> _____</p> <p>» Forgery _____</p> <p>» Investigation _____</p> <p>» Underworld _____</p> | <p><b>Allure</b> _____</p> <p>» Diplomacy _____</p> <p>» Gather Info _____</p> <p>» Vocalize _____</p> <p><b>Deception</b> _____</p> <p>» Acting _____</p> <p>» Bluff _____</p> <p>» Persuasion _____</p> <p><b>Music</b> _____</p> <p>» Percussion _____</p> <p>» String _____</p> <p>» Wind _____</p> <p><b>Negotiation</b> _____</p> <p>» Bargaining _____</p> <p>» Bribery _____</p> <p>» Litigation _____</p> | <p><b>Animal Kinship</b> _____</p> <p>» Behavior _____</p> <p>» Husbandry _____</p> <p>» Training _____</p> <p><b>Awareness</b> _____</p> <p>» Calm _____</p> <p>» Perception _____</p> <p>» Willpower _____</p> <p><b>Coercion</b> _____</p> <p>» Blackmail _____</p> <p>» Interrogation _____</p> <p>» Intimidation _____</p> <p><b>Empathy</b> _____</p> <p>» Emotions _____</p> <p>» Kinesics _____</p> <p>» Motives _____</p> |
|---|--|--|---|--|--|--|--|

**APTITUDE:** \_\_\_\_\_

**FAVORITES:** \_\_\_\_\_

**INTERESTS:** \_\_\_\_\_

**SENSES:** \_\_\_\_\_

Weapon	C	S	M	L	E	Cost	DMG	Fail	ATK	Ammo	Hide	Mass	Wield

**ASSETS • CONNECTIONS • LIVELIHOOD**

**EQUIPMENT**

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