

Name _____

Geneline _____ Subculture _____

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
							
1/2 Exp	1/2 Exp	1/2 Exp	1/2 Exp	1/2 Exp	1/2 Exp	1/2 Exp	1/2 Exp

Skills

Athletics _____	Conspiracy _____	Guns _____	Melee _____	Program _____
Awareness _____	Crafts _____	Investigate _____	Naturalist _____	Socialize _____
Bio-Sci _____	Deception _____	Lib-Arts _____	Ordnance _____	Stealth _____
Bureaucrat _____	Empathy _____	Mechanic _____	Persuade _____	Thievery _____
Comp-Ops _____	Engineer _____	Medic _____	Phy-Sci _____	Vehicles _____

Languages

















Cultures

Weaknesses

Combat & Scores

Edge	Wealth	Lifestyle	Defense ____ / ____
Wounds		DR	Shock
Light -1	□□□□	Total Wounds	Wound
Moderate -2	□□□□		
Severe -3	□□□□		
Critical -4	□□□□		

Consequences

Arm	Attack	Damage
+	   	
Properties	+	   
Properties	+	   
Properties	+	   

Armor

Armor	DR	Properties
_____	_____	_____
_____	_____	_____

Computers & Software

Rating

Implants

Endurance

Gear

Encumbrance

