CHARACTER RECORD SHEET



PERSONAL DETAILS	SKILLS		Skill can be	ısed untrained (O skill levels)
	SKILL NAME	CAT. SCORE	SKILL SPECIALTIES	ATTRIBUTE LEVELS MISC. PRO
PLAYER NAME	APPRAISE			
	ARMED COMBAT	• PHY • \bullet = • \bullet \bullet = \bullet \bullet =\bullet \bullet		
GENDER I GENDER I GENDER				
HEIGHT	ATHLETICS			
POSITION	COMPUTER USE	I ACA I 🗍 I 🦳		
ASSIGNMENT	CONCEAL CONSTRUCT			3
	CRAFT	PHY PHY		
BASE PROFESSION				
ELITE PROFESSIONS	DEMOLITIONS			
ADVANCEMENTS C C C C C C C C C C C C C C C C C C C	ENGINEERING	I ACA I		
ATTRIBUTES		┤		
ATTRIBUTE NAME MOD. SCORE LEVELS MISC. SPC. FAV				
STR STRENGTH	I ENTERPRISE	ACA		
		╎		┤ ┊├┼─┼─┤ ╳┃
	■ ENTERTAIN ■ FIRST AID	■ SOC ■ (■ (■ Phy ■ (■ (
PER PERCEPTION	FORGERY	I PHY I 💭 I 🦳) • AGL () () () ()
	■ GYMNASTICS ■ IMPERSONATE	■ PHY ■()■ (■ SOC ■()■ (AGL RS
REACTIONS	INDOCTRINATE			
REACTION NAME SCORE LEVELS MISC. ATT. FAV				
	■ INQUIRE ■ INVESTIGATE	■ SOC ■ (■ (■ Phy ■ (■ (PRS C
SAV SAVVY	KNOWLEDGE	ACA I		
		$\langle \ \rangle \rightarrow \langle \ \rightarrow \langle \ \rangle \rightarrow \langle \ \rightarrow \rangle \rightarrow \langle \ \rightarrow \langle \ \rightarrow \langle \ \rightarrow \rangle \rightarrow \langle \ \rightarrow \langle \ \rightarrow \rangle $		
CHARACTERISTICS		┤		
SCORE QCK MISC. COURAGE	LANGUAGE	ACA		
SCORE AGL MISC. RENOWN				3 9998
		$ \left\{ \begin{array}{c} \left \right\rangle \right\} $		
	MEDICINE	Î AÇA I 💭 I 🦳		
HEALTH AND FATIGUE	 NEGOTIATE OBSERVE 	SOC _ _ _ _ _ _		
HEALTH BASE HEALTH	OPERATE VEHICLE			
HEALTHY CONCEPTION OF THE ACCORDINATION OF THE ACCO		┤ ┝━┥┝━━		
	■ PERSUADE	I SOC I CI I C		
WOUNDED -5 CONCEPTION -5 CONCEPTION -5 CONCEPTION -5 CONCEPTION -7 CONCEPTION -7 CONCEPTION - 7	SCIENCE	ACA		
NEAR DEATH -9 00000000000000000000000000000000000				
FATIGUE HEALING AND RECOVERY (TN'S)				$\mathbf{R} = \mathbf{R}$
(STUNNED) DAZED 10 Recovery: roll WINDED -1 INJURED 15 2/week gain VIT	SLEIGHT OF HAND) PHY (
TIRED -2 🔿 WOUNDED 20	SPORT	I PHY I 🗍 I 🦳) • AGL () () () () () () () () () () () () ()
FATIGUED -4 INCAPACITATED 25 Medicine (TN-5); EXHAUSTED -8 NEAR DEATH 30 First Aid: gain class	STEALTH System operation	• PHY • () • (AGL AGL
	TACTICS	I ACA I 🗍 I 🦳		
PSIONICS	UNARMED COMBAT			
SKILL NAME CAT. SCORE ATTRIBUTE LEVELS MISC. PRO				
	(Additional ability)			
	(Additional skills)			
PSI () PSI (↓	$ \mid \mid$		3