| Info | |
|---|---|
| Name | |
| Player | |
| GameMaster | |
| Setting | |
| Species | |
| Gender | |
| Profession | |
| Career | |

| Abilities | Score | Untrained | Resistance |
|---|---|---|---|
| Str | | | |
| Dex | | | |
| Con | | | |
| Int | | | |
| Will | | | |
| Pers | | | |

| Last Resorts | | |
|---|---|---|
| Points | | |
| Cost | | |

| Game Data | |
|---|---|
| Special Abilities | Perks |
| | |
| | |
| | |
| | |
| **Attributes** | **Flaws** |
| Motivation | |
| Attitude | |
| Trait1 | |
| Trait2 | |

| Personal | |
|---|---|
| Age | |
| Height | |
| Weight | |
| Religion | |
| Allegiance | |
| Citizenship | |
| Birthplace | |
| SocStatus | |

| Armor | | | | | |
|---|---|---|---|---|---|
| LI | | HI | | EN | |

| Movement | Sprint | | Run | | Walk | |
|---|---|---|---|---|---|---|
| EasySwim | | Swim | | Glide | | Fly | |

| Action Check | | | | |
|---|---|---|---|---|
| M | O | G | A | |
| + | | | | |
| Die | | Acts/Rnd | | |

Achievement Track

| Spent | | Stored | |
|---|---|---|---|

Hero's Level 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

| Durability | | | | |
|---|---|---|---|---|
| Stun | | Mortal | | |
| Wound | | Fatigue | | |

Weapons/Attack Forms

| Weapon/Form | Score | Base | Acc | Range (S/M/L) | Type | Damage (O/G/A) | Acts | Clip | Hide | Mass | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Unarmed | [ / / ] | | | Personal | LI/O | | | N/A | N/A | N/A | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |

Ammunitions

| Clip | Qt | Current | Clip | Qt | Current |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |

Contacts

| Contact | Location | Career | Notes |
|---|---|---|---|
| | | | |
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| | | | |
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Enemies

| Enemy | Location | Career | Notes |
|---|---|---|---|
| | | | |
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| | | | |
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Wealth

| Wealth | Qt | Location | Notes | Wealth | Qt | Location | Notes |
|---|---|---|---|---|---|---|---|
| Credits/Dollars | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Situation Die Step Scale

| Die | -d20 | -d12 | -d8 | -d6 | -d4 | +d0 | +d4 | +d6 | +d8 | +d12 | +d20 | +2d20 | +3d20 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Broad | -6 | -5 | -4 | -3 | -2 | -1 | +0 | +1 | +2 | +3 | +4 | +5 | +6 |
| Spec | -5 | -4 | -3 | -2 | -1 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 |
| Bonus | -4 | -3 | -2 | -1 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 |

Notes

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## Skills

| Skill | Rank | Score | Skill | Rank | Score | Skill | Rank | Score |
|---|---|---|---|---|---|---|---|---|
| **Strength** | | | Stamina | | [ / / ] | **Will** | | |
| Armor Operation | | [ / / ] | Endurance | | [ / / ] | Animal Handling | | [ / / ] |
| Combat armor | | [ / / ] | Survival | | [ / / ] | Riding | | [ / / ] |
| Powered armor | | [ / / ] | Survival training | | [ / / ] | Training | | [ / / ] |
| Athletics | | [ / / ] | **Intelligence** | | | Awareness | | [ / / ] |
| Climb | | [ / / ] | Computer Science | | [ / / ] | Intuition | | [ / / ] |
| Jump | | [ / / ] | Hacking | | [ / / ] | Perception | | [ / / ] |
| Throw | | [ / / ] | Hardware | | [ / / ] | Investigate | | [ / / ] |
| Heavy Weapons | | [ / / ] | Programming | | [ / / ] | Interrogate | | [ / / ] |
| Direct fire | | [ / / ] | Demolitions | | [ / / ] | Search | | [ / / ] |
| Indirect fire | | [ / / ] | Disarm | | [ / / ] | Track | | [ / / ] |
| Melee Weapons | | [ / / ] | Scratch-built | | [ / / ] | Resolve | | [ / / ] |
| Blade | | [ / / ] | Set explosives | | [ / / ] | Mental resolve | | [ / / ] |
| Bludgeon | | [ / / ] | Knowledge | | [ / / ] | Physical resolve | | [ / / ] |
| Powered weapon | | [ / / ] | Deduce | | [ / / ] | Street Smart | | [ / / ] |
| Unarmed Attack | | [ / / ] | First aid | | [ / / ] | Criminal elements | | [ / / ] |
| Brawl | | [ / / ] | Ancient language | | [ / / ] | Ruins knowledge | | [ / / ] |
| Power martial arts | | [ / / ] | Ancient lore | | [ / / ] | Teach | | [ / / ] |
| **Dexterity** | | | | | [ / / ] | | | [ / / ] |
| Acrobatics | | [ / / ] | | | [ / / ] | **Personality** | | |
| Daredevil | | [ / / ] | Law | | [ / / ] | Culture | | [ / / ] |
| Defensive martial arts | | [ / / ] | Local justice | | [ / / ] | Diplomacy | | [ / / ] |
| Dodge | | [ / / ] | Moral code | | [ / / ] | First contact | | [ / / ] |
| Fall | | [ / / ] | Life Science | | [ / / ] | Deception | | [ / / ] |
| Flight | | [ / / ] | Biology | | [ / / ] | Bluff | | [ / / ] |
| | | [ / / ] | Botany | | [ / / ] | Bribe | | [ / / ] |
| Manipulation | | [ / / ] | Mutations | | [ / / ] | Gamble | | [ / / ] |
| Lockpick | | [ / / ] | Zoology | | [ / / ] | Entertainment | | [ / / ] |
| Pickpocket | | [ / / ] | Medical Science | | [ / / ] | Act | | [ / / ] |
| Prestidigitation | | [ / / ] | Psychology | | [ / / ] | Dance | | [ / / ] |
| Ranged Weapons | | [ / / ] | Surgery | | [ / / ] | Musical instrumnet | | [ / / ] |
| Bow | | [ / / ] | Treatment | | [ / / ] | Sing | | [ / / ] |
| Crossbow | | [ / / ] | Navigation | | [ / / ] | Interaction | | [ / / ] |
| Pistol | | [ / / ] | Land | | [ / / ] | Bargain | | [ / / ] |
| Rifle | | [ / / ] | Water | | [ / / ] | Charm | | [ / / ] |
| Sling | | [ / / ] | Physical Science | | [ / / ] | Interview | | [ / / ] |
| SMG | | [ / / ] | Astronomy | | [ / / ] | Intimidate | | [ / / ] |
| Stealth | | [ / / ] | Chemistry | | [ / / ] | Seduce | | [ / / ] |
| Hide | | [ / / ] | Physics | | [ / / ] | Taunt | | [ / / ] |
| Shadow | | [ / / ] | Security | | [ / / ] | Leadership | | [ / / ] |
| Sneak | | [ / / ] | Protection protocols | | [ / / ] | Command | | [ / / ] |
| Vehicle Operation | | [ / / ] | Set/disarm traps | | [ / / ] | | | |
| Air vehicle | | [ / / ] | Tactics | | [ / / ] | | | |
| Land vehicle | | [ / / ] | Cavalry | | [ / / ] | | | |
| Water vehicle | | [ / / ] | Infantry | | [ / / ] | | | |
| **Constitution** | | | Technical Science | | [ / / ] | | | |
| Movement | | [ / / ] | Artifact knowledge | | [ / / ] | | | |
| Race | | [ / / ] | Invention | | [ / / ] | | | |
| Swim | | [ / / ] | Juryrig | | [ / / ] | | | |
| Trailblazing | | [ / / ] | Repair | | [ / / ] | | | |

### Mutations

| Mutations | Drawbacks |
|---|---|
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| | |

## Equipment

| Equipment | Weight | Equipment | Weight | Equipment | Weight |
|---|---|---|---|---|---|
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## Vehicles

| Vehicle | Score | Drv | Type | Dur | Accel | Cruise | Max | Notes |
|---|---|---|---|---|---|---|---|---|
| | [ / / ] | | | / / | | | | |
| | [ / / ] | | | / / | | | | |
| | [ / / ] | | | / / | | | | |

## Notes

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