

Player: _____

Character Name: _____

Age: _____ Sex: _____ Race: _____

PHYS: _____ Hits:

Move: _____

DEFT: _____ Armored DEFT: _____ Initiative ¹⁻² / ³⁻⁸ / ⁹⁻¹⁰ _____

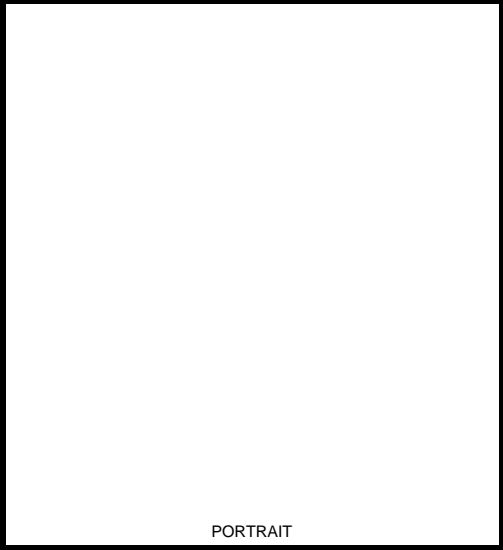
INTL: _____ EPs: Starting: _____ Spent: _____ Unspent: _____

WILL: _____ Appearance: _____ Contact Points: _____

PSYC: _____ NRG:

Personal Traits: _____

Contacts: _____



EPs:	Skill Name:	Base:	Plus:	Skill:
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
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_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
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_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____
_____	_____	_____	+	_____ = _____

Money: _____

Equipment: _____

Weapon:	Skill:	Hit:	Total:	Range:	Damages:
_____	_____	_____	_____	_____	¹⁻² / ³⁻⁸ / ⁹⁻¹⁰
_____	_____	_____	_____	_____	¹⁻² / ³⁻⁸ / ⁹⁻¹⁰
_____	_____	_____	_____	_____	¹⁻² / ³⁻⁸ / ⁹⁻¹⁰
_____	_____	_____	_____	_____	¹⁻² / ³⁻⁸ / ⁹⁻¹⁰
_____	_____	_____	_____	_____	¹⁻² / ³⁻⁸ / ⁹⁻¹⁰

Defenses: Skill Name: Skill: Modifiers: Total:

Melee: _____ -10= _____

Missile: _____ -10= _____

Mental: _____ -10= _____

Shield: _____ + ^{Modifier} _____ Hits:

Worn Armor: _____ ^{DEFT Limit} / ^{Physical} / ^{Energy}

Natural Armor: _____ + / +

Helmet: _____ ^{Physical} / ^{Energy} + / +

Total Armor: _____ /