

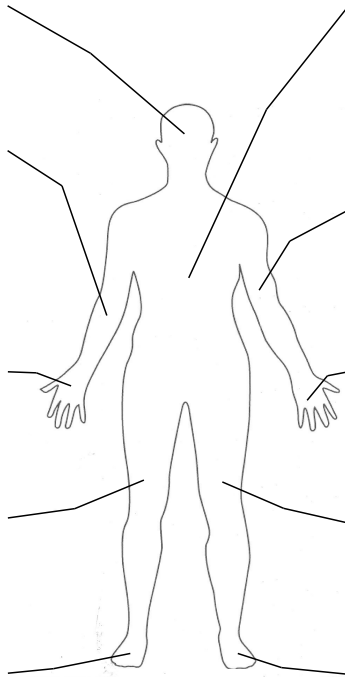
PLAYER:

Name: _____ Affiliation: _____
Height: _____ m Weight: _____ kg Hair: _____ Eyes: _____ Age: _____ Gender: _____
Extra: _____

Attr.	Score	Link	XP	Attr.	Score	Link	XP
STR	_____	_____	_____	INT	_____	_____	_____
BOD	_____	_____	_____	WIL	_____	_____	_____
RFL	_____	_____	_____	CHA	_____	_____	_____
DEX	_____	_____	_____	EDG	_____	_____	_____

1/Early Childhood: _____
2/Late Childhood: _____
3/ _____
4/ _____
5/ _____
6/ _____
7/ _____
8/ _____
9/ _____
10/ _____

2-/12+: Head (DMx2)
 Armor: _____
 (M/B/E/X) _____ / _____ / _____ / _____
Deafened *Blinded*
☐ ☐



6/8: Torso (DMx1)
 Armor: _____
 (M/B/E/X) _____ / _____ / _____
 1-4: Chest
Internal damage ☐
 5-6: Abdomen
Internal damage ☐

5: L. arm (DMx0,5)
Armor: _____
(M/B/E/X) _____ / _____ / _____
-1 roll mod. ☐ ☐

9: R. arm (DMx0,5)
 Armor: _____
 (M/B/E/X) _____ / _____ / _____
 -1 roll mod. ☐ ☐

4: L. hand (DMx0,25)
Armor: _____
(M/B/E/X) _____ / _____ / _____
-2 roll mod. ☐ ☐

10: R. hand (DMx0,25)
 Armor: _____
 (M/B/E/X) _____ / _____ / _____
 -2 roll mod. ☐ ☐

7(3-): L. leg (DMx0,75)
 Armor: _____
 (M/B/E/X) _____ / _____ / _____
 -50% *mvmt* ☐ ☐

7(4+): L. leg (DMx0,75)
Armor: _____
(M/B/E/X) _____ / _____ / _____
-50% *mvmnt* ☐ ☐

3: L. foot (DMx0,25)
 Armor: _____
 (M/B/E/X) / / /
 -25% *mymt* ☐ ☐ ☐ ☐

11: R. foot (DMx0,25)
Armor: _____
(M/B/E/X) _____ / _____ / _____
-25% *mvm*mt ☐ ☐ ☐ ☐

Walk:
Run/Evade:
Sprint:
Climb:
Crawl:
Swim:
Enc. **Very enc.**
☐ ☐

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☐☐[illegible]

Skill

Skill	Lvl/Lks	TN/C	XP
Acrobatics (R)/ <i>Freefall</i>	/	7/SB	
Acrobatics (R)/ <i>Gymnastics</i>	/	7/SB	
Acting (C)	/	8/CB	
Administration (I+W)	/	8/SA	
Animal handling (W)/ <i>Herding</i>	/	7/SB	
Animal handling (W)/ <i>Riding</i>	/	7/SB	
Animal handling (W)/ <i>Training</i>	/	7/SB	
Appraisal (I)	/	8/CB	
Archery (D)	/	7/SB	
Art (basic/D)/ _____	/	8/CB	
Art (basic/D)/ _____	/	8/CB	
Art (adv./D)/ _____	/	9/CA	
Art (adv./D)/ _____	/	9/CA	
Artillery (I+W)	/	8/SA	
Career (I)/ _____	/	7/SB	
Career (I)/ _____	/	7/SB	
Career (I)/ _____	/	7/SB	
Climbing (D)	/	7/SB	
Communication (I)/ <i>conv.</i>	/	7/SB	
Communication (I)/ <i>HPG</i>	/	7/SB	
Communication (I)/ <i>black box</i>	/	7/SB	
Computers (basic/I)	/	8/CB	
Computers (adv./D+I)	/	9/CA	
Cryptography (I+W)	/	9/CA	
Demolitions (D+I)	/	9/CA	
Disguise (C)	/	7/SB	
Driving (R+D)/ <i>ground</i>	/	8/SA	
Driving (R+D)/ <i>rail</i>	/	8/SA	
Driving (R+D)/ <i>sea</i>	/	8/SA	
Escape artist (S+D)	/	9/CA	
Forgery (D+I)	/	8/SA	
Gunnery (R+D)/ _____	/	8/SA	
Gunnery (R+D)/ _____	/	8/SA	
Gunnery (R+D)/ _____	/	8/SA	
Interest (basic/I)/ _____	/	8/CB	
Interest (basic/I)/ _____	/	8/CB	
Interest (basic/I)/ _____	/	8/CB	
Interest (adv./I+W)/ _____	/	9/CA	
Interest (adv./I+W)/ _____	/	9/CA	
Interest (adv./I+W)/ _____	/	9/CA	
Interrogation (W+C)	/	9/CA	
Investigation (I+W)	/	9/CA	
Language (I+C)/ _____	/	8/SA	
Language (I+C)/ _____	/	8/SA	
Language (I+C)/ _____	/	8/SA	
Leadership (W+C)	/	8/SA	
Martial arts (basic/R)	/	7/SB	
Martial arts (adv./R+D)	/	8/SA	
Medtech (I)/ <i>General</i>	/	7/SB	
Medtech (I)/ <i>Veterinary</i>	/	7/SB	
Melee weapons (basic/D)	/	7/SB	
Melee weapons (adv./R+D)	/	8/SA	

Skill	Lvl/Lks	TN/C	XP
Navigation (I)/ _____	/	7/SB	_____
Navigation (I)/ _____	/	7/SB	_____
Navigation (I)/ _____	/	7/SB	_____
Negotiation (C)	/	8/CB	_____
Perception (I)	/	7/SB	_____
Piloting (R+D)/ _____	/	8/SA	_____
Piloting (R+D)/ _____	/	8/SA	_____
Piloting (R+D)/ _____	/	8/SA	_____
Prestidigitation (basic/D)/ <i>pkp</i>	/	7/SB	_____
Prestidigitation (basic/D)/ <i>qd</i>	/	7/SB	_____
Prestidigitation (basic/D)/ <i>soh</i>	/	7/SB	_____
Prestidigitation (adv./R+D)/ <i>pkp</i>	/	8/SA	_____
Prestidigitation (adv./R+D)/ <i>qd</i>	/	8/SA	_____
Prestidigitation (adv./R+D)/ <i>soh</i>	/	8/SA	_____
Protocol (W+C)/ _____	/	9/CA	_____
Protocol (W+C)/ _____	/	9/CA	_____
Protocol (W+C)/ _____	/	9/CA	_____
Running (R)	/	7/SB	_____
Science (I+W)/ _____	/	9/CA	_____
Science (I+W)/ _____	/	9/CA	_____
Science (I+W)/ _____	/	9/CA	_____
Security syst. (D+I)/ <i>Electronic</i>	/	9/CA	_____
Security syst. (D+I)/ <i>Mechanical</i>	/	9/CA	_____
Sensor ops (I+W)	/	8/SA	_____
Small arms (D)	/	7/SB	_____
Stealth (R+I)	/	8/SA	_____
Strategy (I+W)	/	9/CA	_____
Streetwise (C)/ _____	/	8/CB	_____
Streetwise (C)/ _____	/	8/CB	_____
Streetwise (C)/ _____	/	8/CB	_____
Support weapons (D)	/	7/SB	_____
Surgery (D+I)/ <i>General</i>	/	9/CA	_____
Surgery (D+I)/ <i>Veterinary</i>	/	9/CA	_____
Survival (B+I)/ _____	/	9/CA	_____
Survival (B+I)/ _____	/	9/CA	_____
Survival (B+I)/ _____	/	9/CA	_____
Swimming (S)	/	7/SB	_____
Tactics (I+W)/ _____	/	9/CA	_____
Tactics (I+W)/ _____	/	9/CA	_____
Tactics (I+W)/ _____	/	9/CA	_____
Technician (D+I)/ _____	/	9/CA	_____
Technician (D+I)/ _____	/	9/CA	_____
Technician (D+I)/ _____	/	9/CA	_____
Technician (D+I)/ _____	/	9/CA	_____
Thrown weapons (D)/ <i>Blades</i>	/	7/SB	_____
Thrown weapons (D)/ <i>Blunt</i>	/	7/SB	_____
Tracking (I+W)/ <i>Urban</i>	/	8/SA	_____
Tracking (I+W)/ <i>Wilds</i>	/	8/SA	_____
Training (I+C)	/	9/CA	_____
Zero-G ops (R)	/	7/SB	_____
_____	/	/	_____
_____	/	/	_____

TRAITS (PERSONAL)

[illegible]

[illegible]

_____ Kg

Aliases	Traits	Notes

Type	F/S/R(BAR)	Fuel(kg/type)	Range	Speed (kph)	Crew/pass./cargo	Notes
	/ / ()	/			/ /	
	/ / ()	/			/ /	

ID:



UNIT:



TC&E

Unit name:

Affiliation:

Army:

Commander:

Regiment:

Commander:

Battalion:

Commander:

Company:

Commander:

Platoon:

Commander:

Unit:

VEHICLE TRAITS

Name	TP (page)	XP	Name	TP (page)	XP