Cha	racter Profil	e		Player	
Char	acter Name				SIG EXP FOC TN
Faction			Points	Acrobatics	
			$\prec$	Close Combat	
Homeworld				Stealth	
Heritage			Refresh	Awareness	Sig Exp Foc TN
Social Status		Earnings (	Reaction	Analysis	
Age		Assets	Tracker	Extraplanetary	
Species		Cash flow	$\neg \lor \lor \lor$	Observation	
		Short Falls		Survival	
Languages			$\prec$	Thievery	
Congooges			Spent XP	Brawn	Sig Exp Foc TN
				Athletics	
Traits and Abil	ities*	*See Ba	ack For Descriptions	Resistance Coordination	Sig Exp Foc TN
		][		Ballistics	
<u></u>		][		Pilot	
		][		Spacecraft	
					Sig Exp Foc TN
Talents*	Rank		Rank	Education	
<u>}</u>				Hacking	
<u></u>				Medicine	
<u></u>				Psychology	
				Science	
				Tech	
Readled Weapon	IS Rng Dama	oge Burst Size Reloa		Personality	SIG EXP FOC TN
Weapon / Mode			XXX	Animal Handling	
Category LVI Nar		image Qualities	SHIELD SWORD	Lifestyle	
				Persuade	Sig Exp Foc TN
				Discipline	
				Ready / Active (	Lear
					Qty
				Head	
Physical-Vigou	r				LAM 6/8
				9-14	
f-irewall-Infowar			owar BRE		
				Morale	MODIPHIUS
Resolve-Menta	<u> </u>				ENTERTAINMEN Character
				Armour	Sheet V I.9

	DEDIOGOOIES	AUDITIONIAI WEAPONS								
Name	Qualities	Weapon / Mode	Rng	Damage	Burs	t Si∠e	Reload	<u></u>		
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Name	Qualities									
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Talents			Cear
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Rank	Skill	1	
Lifepath			Current Host Attributes Ceist Attributes
Birth S Class		Upbringing	ACL AWA BWN CCO NT PER WL ACL AWA BWN CCO NT PER WL
Youth Event			
		Additional Event	Special
Education			
Career One		Event	
		Event	- Faction Handler
Career Two			
_		Event	Faction Standing Special
Career Three			
Career f-our		Event	
Background (	/		Current Tasks Notes
Notes			

Faction Handler	Player
Identity	Loyalty Strings
Faction Standing	
Contact Protocol	
Current Missions	Rewards and Penalties
Base Celst Attributes Name	Player
Aci AWA BWN COO INT PER WIL	Player Appearance, Personality and History
ACI AWA BWN COD INT PER WIL	Appearance, Personality and History
	Appearance, Personality and History Default Behavior I
ACI AWA BWN COD INT PER WIL	Appearance, Personality and History Default Behavlor I Default Behavlor 2
ACI AWA BWN COD INT PER WIL	Appearance, Personality and History         Default Behavior 1         Default Behavior 2         Default Behavior 3
	Appearance, Personality and History Default Behavior 1 Default Behavior 2 Default Behavior 3 Shells
ACI AWA BWN COD INT PER WIL	Appearance, Personality and History  Default Behavior 1  Default Behavior 2  Default Behavior 3  Shells  Shell  Cruising Maneuver Structure
	Appearance, Personality and History Default Behavior I Default Behavior 2 Default Behavior 3 Shells Shell Cruising Maneuver Structure Qualities Firewall BTS Impact Dam
	Appearance, Personality and History  Default Behavior 2  Default Behavior 2  Default Behavior 3  Shells  Shell  Cruising Maneuver Structure  Qualities  Hull Motive Processor Weapon
	Appearance, Personality and History  Default Behavior 1  Default Behavior 2  Default Behavior 3  Shell  CruisIng Maneuver Structure  Qualities  Hirewall BTS Impact Dam  Hull Motive Processor Weapon  Notes
	Appearance, Personality and History  Default Behavior 2  Default Behavior 3  Shell  Cruising Maneuver Structure  Qualities  Hull Motive Processor Weapon  Weapon  Shell Cruising Maneuver Structure
	Appearance, Personality and History         Default Behavior 1         Default Behavior 2         Default Behavior 3         Shells         Shell         Qualities         Hull         Motive         Processor         Weapons         Notes         Shell         Cruising         Maneuver         Structure         Qualities         Processor         Weapons         Notes         Shell         Cruising         Maneuver         Structure         Qualities         Pirewall         BTS         Impact Dam
	Appearance, Personality and History         Default Behavior I         Default Behavior 2         Default Behavior 3         Shells         Shell         Qualities         Hirewall         BTS         Impact Dam         Weapons         Notes         Shell         Qualities         Hirewall         BTS         Impact Dam         Motive         Processor         Weapons         Hul         Motive         Processor         Weapons         Notes         Shell         Cruising       Maneuver         Structure         Weapons         Notive       Processor         Weapon         Notes
	Appearance, Personality and History         Default Behavior 1         Default Behavior 2         Default Behavior 3         Shells         Shell         Qualities         Hull         Motive         Processor         Weapons         Shell         Cruising         Maneuver         Structure         Qualities         Hull         Motive         Processor         Weapons         Firewall         BTS         Impact Dam         Hull         Motive         Processor         Weapons
	Appearance, Personality and History         Default Behavior I         Default Behavior 2         Default Behavior 3         Shells         Shell         Qualities         Hirewall         BTS         Impact Dam         Weapons         Notes         Shell         Qualities         Hirewall         BTS         Impact Dam         Motive         Processor         Weapons         Hul         Motive         Processor         Weapons         Notes         Shell         Cruising       Maneuver         Structure         Weapons         Notive       Processor         Weapon         Notes
ACI AWA BWN COO INT PER WIL Skill Attrib Exp Foc Special Special Spe	Appearance, Personality and History  Default Behavior 1  Default Behavior 2  Default Behavior 3  Shell  Cruising Maneuver Structure  qualities  Frewail BTS Impact Dam  Hull Motive Processor Weapon  Veapon  Hull Motive Processor Weapon  Veapon  Veapon
	Appearance, Personality and History         Default Behavior I         Default Behavior 2         Default Behavior 3         Shells         Shell         Qualities         Hirewall         BTS         Impact Dam         Weapons         Notes         Shell         Qualities         Hirewall         BTS         Impact Dam         Motive         Processor         Weapons         Hul         Motive         Processor         Weapons         Notes         Shell         Cruising       Maneuver         Structure         Weapons         Notive       Processor         Weapon         Notes

Wilderness of Mirr	ors					
Individual / Group	Faction	Standing	Contact Method	Notes		
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Equipment Not Carried	J						
Large Gear and Equipment	-		Additional Weapons				
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						<u> </u>	<u>    X  X  </u>
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