

NAME	
SPECIES	
GENDER	
AGE	
DATE OF BIRTH	
PLACE OF ORIGIN	
HEIGHT	
WEIGHT	
HAIR	
EYES	
HANDEDNESS	

SPECIES ABILITIES

EXPERIENCE

ADVANCEMENTS

ATTRIBUTES	Initial Score	Species Modifier	Final Score	Attribute Modifier
STRENGTH				
AGILITY				
INTELLECT				
VITALITY				
PRESENCE				
PERCEPTION				
PSI				

REACTIONS	Initial Score	Modifier	Total
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

	Quickness	Modifier	TOTAL
INITIATIVE			
	Agility Mod.	Modifier	TOTAL
DEFENSE (7 +)			
	TOTAL	CURRENT	
COURAGE			
	CURRENT	RENOWN MODIFIER	
RENOWN			

	Vitality	Strenght Mod.	Misc.	TOTAL
HEALTH				
HEALTHY				
DAZED	-1			
INJURED	-3			
WOUNDED	-5			
INCAPACITATED	-7			
NEAR DEATH	-9			

NOTES

PROFESSION

ELITE PROFESSION

ELITE PROFESSION

RANK

CURRENT ASSIGNMENT / JOB

POSTING / AREA OF OPERATIONS

PERSONAL DEVELOPMENT

PROFESSIONAL DEVELOPMENT

PROFESSIONAL ABILITIES

EDGES

FLAWS

PERSONAL HISTORY

[illegible]

PHASER & DISRUPTOR EFFECTS

POWER	SETTING	CHARGES	DAMAGE
1	Light Stun	1	stun
2	Medium Stun	2	stun
3	Heavy Stun	3	1 + stun
4	Light Thermal	5	1d6 + 3
5	Medium Thermal	8	2d6 + 6
6	Heavy Thermal	12	3d6 + 12
7	Light Disrupt A	15	5d6 + 18
8	Light Disrupt B	20	10d6 + 36
9	Light Disrupt C	30	Kill
10	Medium Disrupt A	40	Kill
11	Medium Disrupt B	50	Kill
12	Medium Disrupt C	60	Kill
13	Heavy Disrupt A	70	Kill
14	Heavy Disrupt B	80	Kill
15	Heavy Disrupt C	90	Kill
16	Heavy Disrupt D	100	Kill

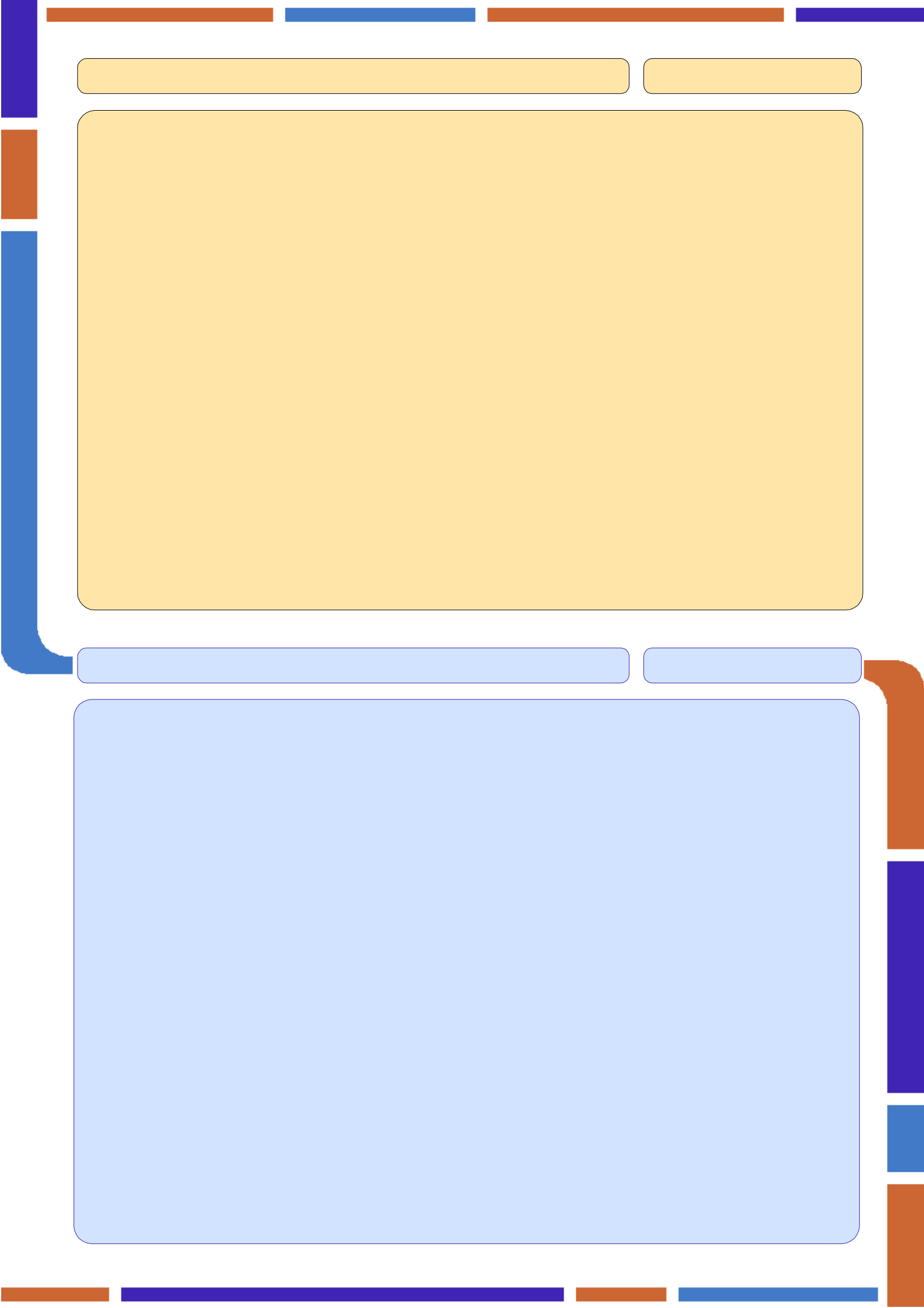
NOTES

NOTES

EQUIPMENT

WEAPONS

Weapon	Ranges	Damage	Charges	Settings	Parry Mod.	Special



SKILL	Specialties	Category	Attribute	Attr.Mod	Level	Misc.	TOTAL	SKILL	Specialties	Category	Attribute	Attr.Mod	Level	Misc.	TOTAL
APPRAISE		ACAD	INT					INVESTIGATE		PHYS	PER				
ARMED COMBAT •		PHYS	AGL					KNOWLEDGE		ACAD	INT				
ATHLETICS •		PHYS	STR												
COMPUTER USE		ACAD	INT												
CONCEAL •		PHYS	INT					LANGUAGE		ACAD	INT				
CONSTRUCT		PHYS	INT												
CRAFT		PHYS	AGL												
								MEDICINE		ACAD	INT				
								NEGOTIATE •		SOC	INT				
DEMOLITIONS		PHYS	INT					OBSERVE •		PHYS	PER				
ENGINEERING		ACAD	INT					PERSUADE •		SOC	PRS				
								RANGED COMBAT •		PHYS	AGL				
ENTERPRISE •		ACAD	INT					REPAIR		PHYS	INT				
								SCIENCE		ACAD	INT				
ENTERTAIN •		SOC	PRS												
FIRST AID •		PHYS	INT					SLEIGHT OF HAND		PHYS	AGL				
FORGERY		PHYS	AGL					SPORT •		PHYS	AGL				
GAMING •		SOC	INT					STEALTH •		PHYS	AGL				
GYMNASTICS •		PHYS	AGL					SURVIVAL •		PHYS	PER				
IMPERSONATE •		SOC	PRS					SYSTEM OPS		PHYS	INT				
INDOCTRINATE		PHYS	INT					TACTICS		ACAD	INT				
INFLUENCE •		SOC	PRS					UNARMED COMBAT •		PHYS	AGL				
INQUIRE •		SOC	PRS												

• SKILL CAN BE USED UNTRAINED