

NAME:

RADS:

AGE:

SPECIES:

SPECIES TRAITS:

HOMEWORLD:

ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS

CHARACTERISTICS

DM **DM** **DM**
STRENGTH **DEXTERITY** **ENDURANCE**
DM **DM** **DM**
INTELLECT **EDUCATION** **SOCIAL**

PSI:



FINANCES

PENSION

Cr _____

DEBT

Cr _____

CASH ON HAND

Cr _____

MONTHLY SHIP PAYMENTS

Cr _____

LIVING COST

Cr _____

ALLIES, CONTACTS, ENEMIES, RIVALS

STUDY PERIOD

TRAINING IN SKILL: _____

WEEKS: _____ / _____

STUDY PERIODS COMPLETE: _____

SKILLS

Admin _____	Drive (_____)	Heavy Weapons (_____)	Profession (_____)
Advocate _____	Electronics (_____)	Heavy Weapons (_____)	Profession (_____)
Animals (_____)	Electronics (_____)	Investigate _____	Profession (_____)
Animals (_____)	Electronics (_____)	Jack of all Trades _____	Recon _____
Animals (_____)	Engineer (_____)	Language (_____)	Science (_____)
Athletics (_____)	Engineer (_____)	Language (_____)	Science (_____)
Athletics (_____)	Engineer (_____)	Language (_____)	Science (_____)
Athletics (_____)	Explosives _____	Leadership _____	Seafarer (_____)
Art (_____)	Flyer (_____)	Mechanic _____	Seafarer (_____)
Art (_____)	Flyer (_____)	Medic _____	Stealth _____
Art (_____)	Flyer (_____)	Melee (_____)	Steward _____
Art (_____)	Flyer (_____)	Melee (_____)	Streetwise _____
Astrogation _____	Gambler _____	Melee (_____)	Survival _____
Broker _____	Gunner (_____)	Navigation _____	Survival _____
Carouse _____	Gunner (_____)	Persuade _____	Tactics (_____)
Deception _____	Gun Combat (_____)	Pilot (_____)	Tactics (_____)
Diplomat _____	Gun Combat (_____)	Pilot (_____)	Vacc Suit _____
Drive (_____)	Gun Combat (_____)	Pilot (_____)	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS

AUGMENTS

TYPE	TL	IMPROVEMENT

EQUIPMENT

EQUIPMENT	MASS	MASS	MASS

TOTAL CARRIED MASS