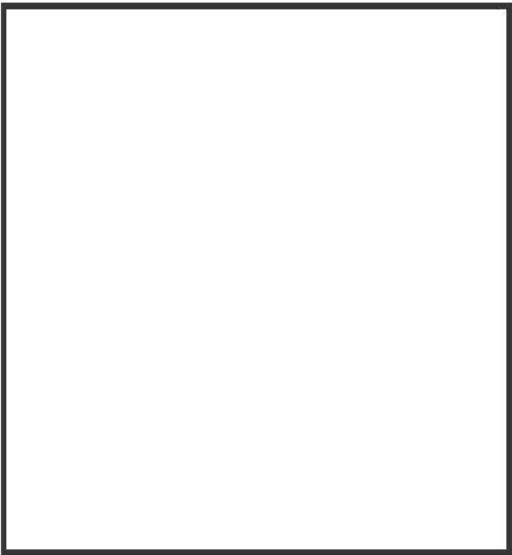


Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Species: \_\_\_\_\_ Gender: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_



**Agility** \_\_\_\_\_  
 acrobatics \_\_\_\_\_  
 brawling \_\_\_\_\_  
 dodge \_\_\_\_\_  
 firearms \_\_\_\_\_  
 flying/0-G \_\_\_\_\_  
 melee combat \_\_\_\_\_  
 missile weapons \_\_\_\_\_  
 riding \_\_\_\_\_  
 running \_\_\_\_\_  
 sleight of hand \_\_\_\_\_  
 throwing \_\_\_\_\_  
 \_\_\_\_\_

**Mechanical** \_\_\_\_\_  
 comm \_\_\_\_\_  
 exoskeleton operation \_\_\_\_\_  
 gunnery \_\_\_\_\_  
 navigation \_\_\_\_\_  
 piloting \_\_\_\_\_  
 sensors \_\_\_\_\_  
 shields \_\_\_\_\_  
 vehicle operation \_\_\_\_\_  
 \_\_\_\_\_

**Strength** \_\_\_\_\_  
 climb/jump \_\_\_\_\_  
 lift \_\_\_\_\_  
 stamina \_\_\_\_\_  
 swim \_\_\_\_\_  
 \_\_\_\_\_

**Perception** \_\_\_\_\_  
 artist \_\_\_\_\_  
 bargain \_\_\_\_\_  
 command \_\_\_\_\_  
 con \_\_\_\_\_  
 forgery \_\_\_\_\_  
 gambling \_\_\_\_\_  
 hide \_\_\_\_\_  
 investigation \_\_\_\_\_  
 know-how \_\_\_\_\_  
 persuasion \_\_\_\_\_  
 search \_\_\_\_\_  
 sneak \_\_\_\_\_  
 \_\_\_\_\_

**Knowledge** \_\_\_\_\_  
 aliens \_\_\_\_\_  
 astrography \_\_\_\_\_  
 bureaucracy \_\_\_\_\_  
 business \_\_\_\_\_  
 cultures \_\_\_\_\_  
 intimidation \_\_\_\_\_  
 languages \_\_\_\_\_  
 scholar \_\_\_\_\_  
 security regulations \_\_\_\_\_  
 streetwise \_\_\_\_\_  
 survival \_\_\_\_\_  
 tactics \_\_\_\_\_  
 willpower \_\_\_\_\_  
 \_\_\_\_\_

**Technical** \_\_\_\_\_  
 armor repair \_\_\_\_\_  
 comp. interface/repair \_\_\_\_\_  
 demolitions \_\_\_\_\_  
 exoskeleton repair \_\_\_\_\_  
 firearms repair \_\_\_\_\_  
 flight sys. repair \_\_\_\_\_  
 gunnery repair \_\_\_\_\_  
 medicine \_\_\_\_\_  
 personal equip. repair \_\_\_\_\_  
 robot interface/repair \_\_\_\_\_  
 security \_\_\_\_\_  
 vehicle repair \_\_\_\_\_  
 \_\_\_\_\_

**Metaphysics** \_\_\_\_\_  
 channel \_\_\_\_\_  
 sense \_\_\_\_\_  
 transform \_\_\_\_\_

**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Special Abilities:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Funds** \_\_\_\_\_  
**Credits** \_\_\_\_\_  
**Fate Points** \_\_\_\_\_  
**Character Points** \_\_\_\_\_  
**Strength Damage** \_\_\_\_\_ **Move** \_\_\_\_\_  
**Body Points** \_\_\_\_\_

**Wound Level** \_\_\_\_\_ **Body Points Range** \_\_\_\_\_  
 Stunned \_\_\_\_\_  
 Wounded \_\_\_\_\_  
 Severely Wounded \_\_\_\_\_  
 Incapacitated \_\_\_\_\_  
 Mortally Wounded \_\_\_\_\_  
 Dead \_\_\_\_\_



Character Name: \_\_\_\_\_

**Armor**

Type	AV	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Weapons**

Type	Dmg.	Range: S/M/L
_____	_____	_____

Ammo:

Ammo:

Ammo:

Ammo:

**Cybernetics**

Type	Notes
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Other Equipment**

Type	Notes
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Personality: \_\_\_\_\_

Objectives: \_\_\_\_\_

Native Language: \_\_\_\_\_

Other Information: \_\_\_\_\_



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