

[i]THE EXPANSE[/i]
Character Sheet

[2column]

[col]

[b]Name:[/b]

[b]Origin:[/b]

[b]Background:[/b]

[b]Social Class:[/b]

[b]Profession:[/b]

[b]Drive:[/b]

[b]Speed:[/b]

[b]Defense:[/b]

[b]Toughness:[/b]

[b]Armor:[/b]

[b]Penalty:[/b]

[/col]

[col]

[b]Level:[/b]

[b]Physical Appearance:[/b]

[b]Move:[/b]

[b]Run:[/b]

[b]Fortune:[/b]

[b]Talents & Specializations:[/b]

[b]Relationships:[/b]

[/col]

[/2column]

[abilities="Abilities"]

ACCURACY:

Accuracy measures aim and precision, and measures your ability to hit targets with ranged or thrown weapons.

Focuses:

COMMUNICATION:

Communication covers social skills and generally making friends and influencing people.

Focuses:

CONSTITUTION:

Constitution is your character's overall health, fortitude, and resistance to harm, illness, and fatigue.

Focuses:

DEXTERITY:

Dexterity covers deftness, agility, and reaction time, affecting how quickly and gracefully you move.

Focuses:

FIGHTING:

Fighting is your character's capability and prowess in close combat, ranging from a brawl to wielding weapons.

Focuses:

INTELLIGENCE:

Intelligence measures a character's reasoning, memory, problem-solving, and overall knowledge.

Focuses:

PERCEPTION:

Perception is the ability to pick up on and notice things using any of the character's senses.

Focuses:

STRENGTH:

Strength is sheer muscle power and the ability to apply it, from lifting heavy things to feats of athletics.

Focuses:

WILLPOWER:

Willpower measures self-control, self-discipline, mental fortitude and confidence.

Focuses:

[/abilities]

[b]Conditions:[/b]

[b]Equipment:[/b]

[b]Goals:[/b]

[b]Experience:[/b]

[b]Income:[/b] 0

[b]Weapon / Qualities / Attack Roll / Damage:[/b]

[b]Preferred Stunts:[/b]

[b]Talent Name / Degree / Talent Effect:[/b]