

Name:

Values: Score 1-3.

Spiritual/Worldly:

Expressive/Reserved:

Honor/Cunning:

Instinctive/Calculating:

Peaceable/Militant:

Attributes:

Power: A measure of simple physical strength.

Coordination: A measure of your character's ability to move deftly and precisely.

Resilience: A character's physical hardiness and conditioning.

Empathy: A character's ability to understand others.

Awareness: A character's perceptiveness, attention to detail, and situational awareness.

Stress Threshold:

Morale:

Health:

Armor:

Shielding:

Skills:

Brawl:

Duelist:

Gunslinger:

Rifleman:

Heavy Weapons:

Unwieldy:

Evasion:

Bluff:

Persuasion:

Coercion:

Read other:

Navigation:

Mechanic:

Linguistics:

Gunnery:

Pilot:

Medicine:

Demolition:
Survival:
Stealth:
Security:
Computer Use:
Animal Affinity:
Perception:
First Aid:

Leadership:
Inquiry:

History:
Management:
Psychic Theory:
Linguistics:

Dance:
Sing:
Instrument:
Artist:

Heritage:
Homeworld:
Early Life:
Previous career:
Military Origin:
Service Record:
Ties: