

CHARACTER

CHARACTER NAME:

SPECIES/ARCHETYPE:

CAREER:

PLAYER:



**SOAK VALUE**

**WOUNDS**

THRESHOLD	CURRENT

**STRAIN**

THRESHOLD	CURRENT

**DEFENSE**

RANGED	MELEE

CHARACTERISTICS

**BRAWN**

**AGILITY**

**INTELLECT**

**CUNNING**

**WILLPOWER**

**PRESENCE**

SKILLS

GENERAL SKILLS	SETTING?	CAREER?	RANK
ALCHEMY (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
ASTROCARTOGRAPHY (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
ATHLETICS (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COMPUTERS (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COOL (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COORDINATION (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
DISCIPLINE (WILL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
DRIVING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MECHANICS (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MEDICINE (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
OPERATING (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
PERCEPTION (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
PILOTING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RESILIENCE (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RIDING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
SKULDUGGERY (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
STEALTH (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
STREETWISE (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
SURVIVAL (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
VIGILANCE (WILL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

COMBAT SKILLS	SETTING?	CAREER?	RANK
BRAWL (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
GUNNERY (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MELEE (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MELEE-HEAVY (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MELEE-LIGHT (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RANGED (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RANGED-HEAVY (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RANGED-LIGHT (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

SOCIAL SKILLS	SETTING?	CAREER?	RANK
CHARM (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COERCION (WILL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
DECEPTION (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
LEADERSHIP (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
NEGOTIATION (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

KNOWLEDGE SKILLS	SETTING?	CAREER?	RANK
KNOWLEDGE (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

MAGIC SKILLS	SETTING?	CAREER?	RANK
ARCANA (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
DIVINE (WILL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
PRIMAL (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

CUSTOM SKILLS	SETTING?	CAREER?	RANK
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL

TOTAL XP

AVAILABLE XP

MOTIVATIONS

STRENGTH:

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FLAW:

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DESIRE:

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FEAR:

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CHARACTER ILLUSTRATION

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CHARACTER DESCRIPTION

GENDER:

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AGE:

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HEIGHT:

Blank line for Height

BUILD:

Blank line for Build

HAIR:

Blank line for Hair

EYES:

Blank line for Eyes

NOTABLE FEATURES:

Blank area for notable features

MONEY:

Blank line for Money

EQUIPMENT LOG

WEAPONS & ARMOR:

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PERSONAL GEAR:

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NOTES

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CRITICAL INJURIES

SEVERITY

RESULT

Table for critical injuries with diamond patterns in the severity column

TALENTS AND SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY

Table with 3 columns: Name, Page #, Ability Summary. Contains 12 empty rows for recording talents and special abilities.

# TALENT PYRAMID

**PURCHASING TALENTS**

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.

TALENT	ACTIVE? <input type="checkbox"/>
PAGE #	

TALENT	ACTIVE? <input type="checkbox"/>
PAGE #	

TALENT	ACTIVE? <input type="checkbox"/>
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**TIER 1**  
5XP

**TIER 2**  
10XP

**TIER 3**  
15XP

**TIER 4**  
20XP

**TIER 5**  
25XP