

NAME:

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FACTION:

CHRONICLE POINTS:

BONUS MELEE DAMAGE:

BONUS RANGE DAMAGE:

AGILITY:

SKILL EXPERTISE / FOCUS

- ACROBATICS
- CLOSE COMBAT
 - UNARMED COMBAT [ADVANCED]
- STEALTH

AWARENESS:

SKILL EXPERTISE / FOCUS

- OBSERVATION
 - INSIGHT [ADVANCED]
- THIEVERY

CO-ORDINATION:

SKILL EXPERTISE / FOCUS

- RANGED WEAPONS
 - HEAVY WEAPONS [ADVANCED]
 - GUNNERY [ADVANCED]
- PILOT
 - SPACE

INTELLIGENCE:

SKILL EXPERTISE / FOCUS

- EDUCATION
 - LINGUISTICS [ADVANCED]
 - SCIENCES [ADVANCED]
- MECHANICS
- SURVIVAL
 - VACUUM [ADVANCED]
- TREATMENT
 - MEDICINE [ADVANCED]
 - PSYCHOTHERAPY [ADVANCED]

MENTAL STRENGTH:

SKILL EXPERTISE / FOCUS

- WILLPOWER
 - MYSTICISM [ADVANCED]

PERSONALITY:

SKILL EXPERTISE / FOCUS

- ANIMAL HANDLING
- LIFESTYLE
- PERSUADE
 - COMMAND [ADVANCED]

PHYSIQUE:

SKILL EXPERTISE / FOCUS

- RESISTANCE

STRENGTH:

SKILL EXPERTISE / FOCUS

- ATHLETICS

LOCATION 1-2
SOAK HEAD

MENTAL WOUNDS

LOCATION 3-5
SOAK RIGHT ARM

LOCATION 9-14
SOAK TORSO

LOCATION 6-8
SOAK LEFT ARM

LOCATION 15-17
SOAK RIGHT LEG

STATUS

LOCATION 18-20
SOAK LEFT LEG

SERIOUS WOUNDS

CRIT DREAD

20	<input type="checkbox"/>	
19-20	<input type="checkbox"/>	D1
18-20	<input type="checkbox"/>	D2
17-20	<input type="checkbox"/>	D3
16-20	<input type="checkbox"/>	D4

CRITICAL WOUNDS

CRITICAL INJURY

WEAPONS:

_____ bonus: weapon: total: ammo:

traits: _____ range: _____

_____ bonus: weapon: total: ammo:

traits: _____ range: _____

TALENTS:

GEAR:

XP AWARDS: