

Name: _____ Race: _____ Morphism: _____
 Family: _____ Species: _____ Corps: _____

Base Mass +Armor Mass +/-Misc = TOTAL MASS

Base Move -Armor Penalty +/-Misc = TOTAL MOVE

Battle Score (p. 322): _____

| | | | | | |
|--|-------------------|--|------------|---------------------|--|
| | MIND | | | EVASION | |
| | EXERT PERCEIVE | WOUNDS | INITIATIVE | ENDURE | |
| | BODY | RESOLVE SAVE +1 for every Landmark | | FOCUS | |
| | EXERT PERCEIVE | DODGE SAVE +1 for every 10 in Evade | | READINESS | |
| | COMMUNITY | ENDURE SAVE +1 for every 10 in Endure | | Ranged Damage Bonus | |
| | EXERT PERCEIVE | | | Melee Damage Bonus | |

PROFICIENCIES

| | | | | | | | |
|--|---------------|--|--|--|---------------|--|--|
| | ATHLETICS | | | | PILOT | | |
| | COMMUNICATION | | | | PROTOCOL | | |
| | CQC | | | | RANGED COMBAT | | |
| | ENGINEERING | | | | SABOTAGE | | |
| | LOGIC | | | | SCIENCE | | |
| | MEDICINE | | | | STEALTH | | |
| | OPERATE | | | | | | |

NAME | BOON | FAULT

BACKGROUND:

POSITIVE NEGATIVE

Limited Ability (p.): _____

Ability 1 (p.): _____

Ability 2 (p.): _____

Ability 3 (p.): _____

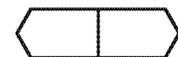
SIMPLIFICATIONS

Source

COMPLICATIONS

Source

TECHNIQUES



TOTAL | SPENT

PERSONAL QUIRKS AND ABILITIES

Source

CREDITS DEBT

OPERATION AUGMENTATION

HEAD

CORE

DERMIS

RECLAMATION SURGERIES

INVENTORY

Base Mass +Hex Occupancy +Body Stat +/-Misc = Cargo Points

Tiny objects: .5 points | Small objects: 1 point | Medium objects: 3 points | Large objects: 5 points | Very large objects: 8 points
Worn weapons and armor don't count.

| INVENTORY | CARGO POINTS | GEAR SCORE | COST |
|-----------|--------------|------------|------|
| | | | |

ACTIVE EQUIPMENT EFFECTS

| | | | | | | | | | | | | | |
|----------|----|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|
| | 10 | 10 | 10 | 15 | 15 | 15 | 20 | 20 | 20 | 25 | 25 | 25 | 30 |
| STAT | 1 | OR | OR | 2 | OR | OR | 3 | OR | OR | 4 | OR | OR | 5 |
| | | 2 Proficiencies | 2 Technique | |
| | | 2 Focus | 2 Notoriety | | 2 Focus | 2 Notoriety | | 2 Focus | 2 Readiness | | 2 Focus | 2 Readiness | |
| PERCEIVE | 1 | OR | OR | 2 | OR | OR | 3 | OR | OR | 4 | OR | OR | 5 |
| | | 2 Technique | 2 Proficiencies | |
| | | 2 Readiness | 2 Focus | | 2 Readiness | 2 Focus | | 2 Notoriety | 2 Focus | | 2 Notoriety | 2 Focus | |
| STAT | 1 | OR | OR | 2 | OR | OR | 3 | OR | OR | 4 | OR | OR | 5 |
| | | 1 Movement | 2 Focus | | 1 Movement | 2 Notoriety | | 1 Movement | 2 Boon | | 1 Movement | 2 Notoriety | |
| | | 2 Technique | 2 Readiness | | 2 Initiative | 2 Boon | | 2 Technique | 2 Readiness | | 2 Initiative | 2 Readiness | |
| PERCEIVE | 1 | OR | OR | 2 | OR | OR | 3 | OR | OR | 4 | OR | OR | 5 |
| | | 2 Technique | 2 Focus | | 2 Technique | 2 Focus | | 2 Technique | 2 Focus | | 2 Readiness | 2 Proficiencies | |
| | | 2 Boon | 2 Readiness | | 2 Notoriety | 2 Boon | | 2 Notoriety | 2 Readiness | | 2 Boon | 2 Readiness | |
| STAT | 1 | OR | OR | 2 | OR | OR | 3 | OR | OR | 4 | OR | OR | 5 |
| | | 2 Focus | 600 Credits | | 2 Focus | 2 Focus | | 2 Technique | 2 Focus | | 2 Technique | 2 Focus | |
| | | 2 Notoriety | 2 Readiness | | 2 Notoriety | 2 Readiness | | 2 Notoriety | 600 Credits | | 2 Notoriety | 2 Readiness | |
| PERCEIVE | 1 | OR | OR | 2 | OR | OR | 3 | OR | OR | 4 | OR | OR | 5 |
| | | 2 Focus | 2 Proficiencies | | 2 Technique | 2 Proficiencies | | 2 Technique | 2 Proficiencies | | 2 Proficiencies | 2 Focus | |
| | | 2 Notoriety | 2 Readiness | |

TOTAL EXP: SPENT EXP: REMAINING EXP:

PROGRESSION PURCHASE TRACKING

BOONS FOCUS READINESS PROFICIENCY

MOVEMENT INITIATIVE TECHNIQUES NOTORIETY

250 EXP
 500 EXP
 800 EXP
 1150 EXP

NOTORIETY PURCHASE TRACKING

| | | | |
|--------------------------|-------------|--------------------------|---------------------------------------|
| <input type="checkbox"/> | +1 Movement | <input type="checkbox"/> | +1 Notorious Item Point |
| <input type="checkbox"/> | +1 Evade | <input type="checkbox"/> | +1 Notorious Contextual Adaptation |
| <input type="checkbox"/> | +1 Endure | <input type="checkbox"/> | +1 Notorious Reputation |
| <input type="checkbox"/> | +1 Wound | <input type="checkbox"/> | +1 Proficiency and +1 Technique point |
| <input type="checkbox"/> | +1 MDB | <input type="checkbox"/> | + 600 Credits |
| <input type="checkbox"/> | +1 RDB | <input type="checkbox"/> | + 1 Operation Slot |

LANDMARK AUTOMATIC BENEFITS

+1 Personal Quirk +1 Reclamation Surgery +4 MDB & RDB