



Name: _____
 Player: _____
 Concept: _____

Species: _____
 Motivation: _____
 Affiliation: _____

ATTRIBUTES

Strength _____	000000	Charisma _____	000000	Perception _____	000000
Dexterity _____	000000	Manipulation _____	000000	Intelligence _____	000000
Stamina _____	000000	Appearance _____	000000	Wits _____	000000

ABILITIES

Talents

Athletics _____ 00000
 Awareness _____ 00000
 Dodge _____ 00000
 Integrity _____ 00000
 Investigation _____ 00000
 Presence _____ 00000
 Resistance _____ 00000
 Socialize _____ 00000
 Stealth _____ 00000

Specialties: _____

Skills

Blasters _____ 00000
 Brawl _____ 00000
 Gunnery _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Pilot _____ 00000
 Thrown _____ 00000
 Vehicle Ops _____ 00000

Specialties: _____

Knowledges

Academics _____ 00000
 Bureaucracy _____ 00000
 Computers _____ 00000
 Craft _____ 00000
 Galaxy _____ 00000
 Medicine _____ 00000
 Survival _____ 00000
 Tactics _____ 00000
 Technology _____ 00000

Specialties: _____

ADVANTAGES

Control

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

Sense

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

Alter Energy

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

Alter Mind

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Weapons

Attunement

00000

Darkside Taint

00000□

Willpower

0000000000
 □□□□□□□□□□

Virtues

Compassion
 00000
 □□□□□

Temperance
 00000
 □□□□□

Conviction
 00000
 □□□□□

Valor
 00000
 □□□□□

Soak

B: _____/L: _____
 E: _____/S: _____

Defense

DDV: _____/PDV: _____
 MDDV: _____/MPDV: _____

Health Levels

-0 □□□
 -1 □□□
 -2 □□□
 -4 □□□
 Incap. □□□

Experience
