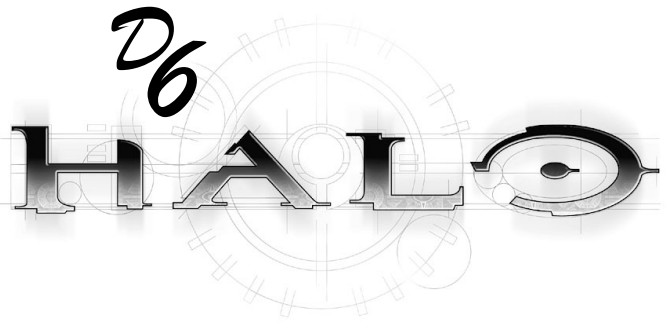


Character Name: _____ Gender: _____

Age: _____ Height: _____ m Rank: _____

Physical Description: _____



Reflexes _____ **D** _____
acrobatics _____ D _____
brawling _____ D _____
climbing _____ D _____
contortion _____ D _____
dodge _____ D _____
flying _____ D _____
jumping _____ D _____
melee combat _____ D _____
riding _____ D _____
sneak _____ D _____

Knowledge _____ **D** _____
alien studies _____ D _____
alien technology _____ D _____
business _____ D _____
demolitions _____ D _____
forgery _____ D _____
languages _____ D _____
medicine _____ D _____
navigation _____ D _____
scholar _____ D _____
security _____ D _____
tech _____ D _____

Advantages: _____

Coordination _____ **D** _____
driving _____ D _____
lockpicking _____ D _____
marksmanship _____ D _____
missile weapons _____ D _____
piloting _____ D _____
sleight of hand _____ D _____
throwing _____ D _____
watercraft _____ D _____

Perception _____ **D** _____
artist _____ D _____
gambling _____ D _____
hide _____ D _____
investigation _____ D _____
know-how _____ D _____
repair _____ D _____
search _____ D _____
streetwise _____ D _____
survival _____ D _____
tracking _____ D _____

Disadvantages: _____

Special Abilities: _____

Physique _____ **D** _____
lifting _____ D _____
running _____ D _____
stamina _____ D _____
swimming _____ D _____

Presence _____ **D** _____
animal handling _____ D _____
charm _____ D _____
command _____ D _____
con _____ D _____
disguise _____ D _____
intimidation _____ D _____
persuasion _____ D _____
willpower _____ D _____

Carry _____ kg **Lift** _____ kg **Push/Drag** _____ kg

Character Points _____ **Fate Points** _____

Armor / Defense: _____ D / _____ D

Strength Damage _____ D _____

Encumbrance _____

Move _____

Wound Level

- Stunned (-1D for this round and the next)
- Wounded (-1D until healed)
- Severely Wounded (-2D until healed)
- Incapacitated (roll *stamina* or *willpower* 15; -3D until healed)
- Mortally Wounded (roll *physique* higher than # of minutes)
- Dead (K.I.A. - Killed in Action)

