

CHARACTER IDENTITY

CHARACTER NAME: SPECIES UNIVERSE

BACKGROUND: CAREER PLAYER:

STARTING XP: TOTAL XP: AVAILABLE XP:

EXODUS

NDS

DERIVED VALUES

STRAIN POINTS

THRESHOLD

CURRENT

RESISTANCE

THRESHOLD

CURRENT

WOUND POINTS

MELEE

RANGED

DEFENSE

INITIATIVE

ON GUARD

SURPRISED

(Savvy+Perception)

(Willpower+Readiness)

CHARACTERISTICS



might



agility



intellect



savvy



willpower



charisma

SKILLS PROFESSION RANK

COMBAT SKILLS

Unarmed	MGT	☐	☐ ☐ ☐ ☐ ☐ ☐
Melee	MGT	☐	☐ ☐ ☐ ☐ ☐ ☐
Ranged	AGI	☐	☐ ☐ ☐ ☐ ☐ ☐

PHYSICAL SKILLS

Athletics	MGT	☐	☐ ☐ ☐ ☐ ☐ ☐
Reflexes	AGI	☐	☐ ☐ ☐ ☐ ☐ ☐
Fortitude	MGT	☐	☐ ☐ ☐ ☐ ☐ ☐
Stealth	AGI	☐	☐ ☐ ☐ ☐ ☐ ☐

AWARENESS/FIELD SKILLS

Perception	SAV	☐	☐ ☐ ☐ ☐ ☐ ☐
Readiness	WIL	☐	☐ ☐ ☐ ☐ ☐ ☐
Survival	SAV	☐	☐ ☐ ☐ ☐ ☐ ☐
Subterfuge	AGI	☐	☐ ☐ ☐ ☐ ☐ ☐
Streetwise	SAV	☐	☐ ☐ ☐ ☐ ☐ ☐

SKILLS CONTINUED PROFESSION RANK

KNOWLEDGE/TECHNICAL SKILLS

Lore	INT	☐	☐ ☐ ☐ ☐ ☐ ☐
Medicine	INT	☐	☐ ☐ ☐ ☐ ☐ ☐
Science	INT	☐	☐ ☐ ☐ ☐ ☐ ☐
Craft	INT	☐	☐ ☐ ☐ ☐ ☐ ☐

SOCIAL SKILLS

Charm	CHA	☐	☐ ☐ ☐ ☐ ☐ ☐
Deception	CHA	☐	☐ ☐ ☐ ☐ ☐ ☐
Negotiation	CHA	☐	☐ ☐ ☐ ☐ ☐ ☐
Leadership	CHA	☐	☐ ☐ ☐ ☐ ☐ ☐
Intimidation	CHA	☐	☐ ☐ ☐ ☐ ☐ ☐

OPERATION SKILL

Operate	AGI	☐	☐ ☐ ☐ ☐ ☐ ☐
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CUSTOM SKILLS

		☐	☐ ☐ ☐ ☐ ☐ ☐
		☐	☐ ☐ ☐ ☐ ☐ ☐
		☐	☐ ☐ ☐ ☐ ☐ ☐
		☐	☐ ☐ ☐ ☐ ☐ ☐

ARMOR

RESISTANCE

DEFENSE

SPECIAL

WEAPONS/ATTACKS

WEAPON/ATTACK

SKILL

DAMAGE

CRITICAL

RANGE

SPECIAL

MOTIVATION & DRIVE

DRIVE

BOND

FLAW

FEAR

GOAL

COMPLICATION

CHARACTER ILLUSTRATION

CHARACTER DESCRIPTION

AGE

HEIGHT

BUILD

HAIR

EYES

FEATURES

EQUIPMENT

WEAPONS & ARMOR

PERSONAL GEAR

CURRENCY / SPECIAL ITEMS

TALENTS & ABILITIES

TALENT/ABILITY NAME	TIER	ACTIVE	PAGE	SUMMARY

CRITICAL INJURIES

SEVERITY

RESULT

GENERAL NOTES

TALENT ADVANCEMENT REMINDER

This sheet tracks the talents that you acquire throughout your character's growth. When you acquire your character's first Tier 1 talent, notate it within the first box under 'Tier 1'

When acquiring subsequent talents, your character must have more talents in the tier previous to the tier within which the talent they wish to acquire is found. (i.e. to acquire one Tier 2 talent, you must have at least two Tier 1 talents, and so on.)

TIER 1 5 XP

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TIER 2 10 XP

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TIER 3 15 XP

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TIER 4 20 XP

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TIER 5 25 XP

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #

TALENT NAME	ACTIVE?
SUMMARY/NOTES	PAGE #