

<b>CHARACTER</b>	
<b>BACKGROUND</b>	
<b>CAREER</b>	
<b>INTEREST</b>	
<b>FACTION</b>	
<b>GENDER IDENTITY</b>	
<b>ACTUAL AGE</b>	
<b>LANGUAGES</b>	
<b>MOTIVATION</b>	
<b>MOTIVATION</b>	
<b>MOTIVATION</b>	

<b>BASE APTITUDES</b>	BASE APT CHECK (X3)	BONUS
<b>COGNITION</b>		
<b>INTUITION</b>		
<b>REFLEXES</b>		
<b>SOMANTICS</b>		
<b>SAVVY</b>		
<b>WILLPOWER</b>		

<b>INITIATIVE</b>	
<b>REZ POINTS</b>	<b>SPENT</b>

<b>MORPH</b>	
<b>TYPE</b>	
<b>VISIBLE GENDER</b>	
<b>VISIBLE AGE</b>	
<b>MOVEMENT RATE</b>	
<b>MORPH POINTS</b>	

<b>DESCRIPTION/PICTURE</b>

<b>INSIGHT POOL</b> <small>(COG, INT)</small>	<b>SPENT</b>	
<b>VIGOR POOL</b> <small>(REF, SOM)</small>	<b>SPENT</b>	
<b>MOXIE POOL</b> <small>(SAV, WIL, REP)</small>	<b>SPENT</b>	
<b>FLEX POOL</b> <small>(ANY TEST, NARRATIVE)</small>	<b>SPENT</b>	

1D6 SPLIT ANY POOLS  
 ALL POOLS MAX

<b>ACTIVE SKILLS (SPECIALIZATIONS)</b>	LINKED APTITUDED	BASE SCORE	TRAINING	BONUS	TOTAL
ATHLETICS	SOM				
DECEIVE	SAV				
EXOTIC SKILL					
EXOTIC SKILL					
FRAY	REF X2				
FREE FALL	SOM				
GUNS	REF				
HARDWARE	COG				
HARDWARE	COG				
HARDWARE	COG				
INFILTRATE	REF				
INFOSEC	COG				
INTERFACE	COG				
KINESICS	SAV				
MEDICINE	COG				
MEDICINE	COG				
MELEE	SOM				
PERCEIVE	INT X2				
PERSUADE	SAV				
PILOT	REF				
PILOT	REF				
PILOT	REF				
PROGRAM	COG				
PROVOKE	SAV				
PSI	WILL				
RESEARCH	INT				
SURVIVAL	INT				

<b>MORPH WARE / TRAITS</b>

<b>MELEE WEAPON</b>	SKILL	DAMAGE VALUE	NOTES

<b>RANGED WEAPON</b>	SKILL	DAMAGE VALUE	FIRING MODE	RANGE

**NOTES:**

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<b>ARMOR</b>	ENERGY	KINETIC	NOTES

<b>LUCIDITY</b>	<b>STRESS</b>	<b>TRAUMA</b>	<b>CURRENT</b>	<b>INSANITY</b>
RATING	DAMAGE	THRESHOLD	TRAUMA	RATING

<b>ALIENATION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>HELPLESSNESS</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>THE UNKNOWN</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>VIOLENCE</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>DURABILITY</b>	<b>CURRENT</b>	<b>WOUNDS</b>	<b>CURRENT</b>	<b>DEATH</b>
RATING	DAMAGE	THRESHOLD	WOUNDS	RATING

