



Name \_\_\_\_\_ Total XP \_\_\_\_\_  
 Race \_\_\_\_\_ Cosm \_\_\_\_\_ Unspent \_\_\_\_\_  
 Axioms: Magic \_\_\_\_\_ Social \_\_\_\_\_ Spirit \_\_\_\_\_ Tech \_\_\_\_\_ Clearance Level \_\_\_\_\_

### ATTRIBUTES & SKILLS

Charisma    Dexterity    Mind    Spirit    Strength    Movement    Run    Total Toughness    Armor

### DEFENSES

Dodge  
Melee Defense  
Unarmed Defense

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		
Melee Weapons	Dex		
Missile Weapons	Dex		
Unarmed Combat	Dex		
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Skill Adds	Value



SHOCK  
WOUNDS

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1												

Vulnerable    Symmed  
 Wound-Tracker  
 -4  
-2  
+4  
+2  
10  
-3  
-3  
-3  
-2  
-1