

2320AD

Name: Player: Nature:	Home world: Gravity: Nationality:	Gender: Age: Birth date:																								
Attributes																										
STR ■□□□□ DEX ■□□□□ STA ■□□□□	CHA ■□□□□ SOC ■□□□□ APP ■□□□□	INT ■□□□□ EDU ■□□□□ WIT ■□□□□																								
Abilities																										
Athletics Awareness Brawl Business Computer use Demolitions Disguise Drive Empathy Engineering Etiquette	Firearms Forgery Gambling Gather information Heavy weapons Intimidate Leadership Linguistics Martial arts Medicine Melee	Navigation Perform Pilot Politics Repair Security Stealth Streetwise Subterfuge Survival Technology																								
Merits/Flaws/Notes																										
Backgrounds	Health	Damage:																								
Initiative: (DEX+WIT) Willpower: □□□□□□□□□□ □□□□□□□□□□	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #cccccc;"> <th style="width: 30%;">Level</th> <th style="width: 30%;">Loc</th> <th style="width: 40%;">Armour</th> </tr> </thead> <tbody> <tr> <td>Bruised</td> <td><input type="checkbox"/></td> <td>1 Head</td> </tr> <tr> <td>Hurt</td> <td><input type="checkbox"/></td> <td>2 Chest</td> </tr> <tr> <td>Injured</td> <td><input type="checkbox"/></td> <td>3,4 Stomach</td> </tr> <tr> <td>Wounded</td> <td><input type="checkbox"/></td> <td>5,7 R leg</td> </tr> <tr> <td>Mauled</td> <td><input type="checkbox"/></td> <td>6,8 L leg</td> </tr> <tr> <td>Crippled</td> <td><input type="checkbox"/></td> <td>9 R arm</td> </tr> <tr> <td>Incapac.</td> <td><input type="checkbox"/></td> <td>10 L arm</td> </tr> </tbody> </table>	Level	Loc	Armour	Bruised	<input type="checkbox"/>	1 Head	Hurt	<input type="checkbox"/>	2 Chest	Injured	<input type="checkbox"/>	3,4 Stomach	Wounded	<input type="checkbox"/>	5,7 R leg	Mauled	<input type="checkbox"/>	6,8 L leg	Crippled	<input type="checkbox"/>	9 R arm	Incapac.	<input type="checkbox"/>	10 L arm	
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Attributes: 7/5/3 (15)	Abilities: 23	Freebies: 15																								

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Description	Character history	Allegiances
Mass: Height: Movement: Throw range: Hair: Eyes: Blood group: Handedness:		<ul style="list-style-type: none">•••
		Reputation
	Enhancements	Equipment owned
Insurance	Equipment carried	Weapons
Papers		
Licenses		
Money		
Experience		