

PLAYER'S NAME:

CHARACTER'S NAME:

RACE:

SEX:

AGE:

HANDEDNESS:

HEIGHT:

WEIGHT:

HAIR:

EYES:

SKIN:

WINGS:

Mod: $(STR+STA)/2$

Dodge: $(RUN/2) \times ((DEX+RS)/100)$

Walking: WALK x MOD

Running: RUN x MOD

Hourly: HOUR x MOD

Climb: WALK/5

Rope: 3 x MOD Climb: 2 x MOD

Crawl: WALK/5

Swim/Turn: WALK

Swim/Hour: WALK/10

Run Leap: RUN/6

Stand Leap: WALK/5

Run Vert Leap: RUN/7.5

Stand Vert Leap: WALK/5

STR/STA:

DEX/RS:

INT/LOG:

PER/LDR:

IM:

PS:

Current STA:

Rt Shoulder	Head	Lt Shoulder
Rt Hand	Chest Rt / Lt	Lt Hand
Rt Leg	Abs	Lt Leg

RANGED:

MAX DMG:

ROF:

Success
Rate

RNG:

Blast Radius

MAX
Ammo/SEU

Current
Ammo/SEU

Defense

MELEE:

MAX DMG:

RNG:

Col. Mod:

DEFENSE:

AMMO/SEU:

SEU USE:

MASS:

DEFENSES:

SUIT:

SCREEN:

PERSONAL FILE:

RACIAL ABILITIES:

ENERGY RECORD:

EXPERIENCE:

Have Had to Date:

CREDITS:

BANK:

PAY/DAY:

Profession: Ranger

Occupational Standing: Basic Recruit

SKILL: LEVEL: COL SHIFT EXTRA MOD:

SKILL: LEVEL: COL SHIFT EXTRA MOD:

Agility
Bluff
Body Speak
Camouflage
Charisma
Climbing
Comm. Dev.: Oper
Comp. Access & Oper
Comp. Bypass Security
Comp. Disp. Info.
Concealment
Disguise
Endurance
Empathic Understanding
Find Directions
Persuasion
Power Read
Pumping Federanium
Running

Sec. Sys.: Activate & Oper
Sec. Sys.: Deactivate
Sec. Sys.: Detect
Sec. Sys.: Open Locks
Stealth
Survival
Tracking
Vehicles: Aquatic
Vehicles: Atmospheric
Vehicles: Cars
Vehicles: Cycles
Vehicles: Transports
Weapons: Beam
Weapons: Demolitions
Weapons: Grenades
Weapons: Martial Arts
Weapons: Melee
Weapons: Missiles
Weapons: P.G.S.
Weapons: Pwr'd Asslt Armor
Weapons: Repair

EQUIPMENT

ITEM	MASS	COST

VEHICLES

TYPE	AC/DC/TRN/SP/CR	PASS.	CARGO

ROBOTS

TYPE	MOVE	LEVEL	MISSION	PROGRAM

COMPUTERS

LEVEL	STR PTS	MASS	PROGRAM

PROGITS / SPECIAL COMPUTERS

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