

NAME

PLAYER

ATTRIBUTES

**AWARENESS
COORDINATION
INGENUITY
PRESENCE
RESOLVE
STRENGTH**

Appearance

SKILLS

**ATHLETICS
CONVINCE
CRAFT
FIGHTING
KNOWLEDGE
MARKSMAN
MEDICINE
SCIENCE
SUBTERFUGE
SUVIVAL
TECHNOLOGY
TRANSPORT**

Personal Goal

Personality

TRAITS

Background

Equipment

Story Points

Home Tech Level

NAME

PLAYER

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COORDINATION
INGENUITY
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SCIENCE
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SUVIVAL
TECHNOLOGY
TRANSPORT

Personal Goal

Personality

Background

TRAITS

Equipment

Story Points

Home Tech Level

NAME

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AWARENESS
COORDINATION
INGENUITY
PRESENCE
RESOLVE
STRENGTH

Appearance

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MARKSMAN
MEDICINE
SCIENCE
SUBTERFUGE
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TECHNOLOGY
TRANSPORT

Personal Goal

Personality

TRAITS

Background

Equipment

Story Points

Home Tech Level

NAME

PLAYER

ATTRIBUTES

AWARENESS
COORDINATION
INGENUITY
PRESENCE
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STRENGTH

Appearance

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CONVINCE
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FIGHTING
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MEDICINE
SCIENCE
SUBTERFUGE
SUVIVAL
TECHNOLOGY
TRANSPORT

Personal Goal

Personality

TRAITS

Background

Equipment

Story Points

Home Tech
Level

NAME

PLAYER

ATTRIBUTES

AWARENESS
COORDINATION
INGENUITY
PRESENCE
RESOLVE
STRENGTH

Appearance

SKILLS

ATHLETICS
CONVINCE
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FIGHTING
KNOWLEDGE
MARKSMAN
MEDICINE
SCIENCE
SUBTERFUGE
SUVIVAL
TECHNOLOGY
TRANSPORT

Personal Goal

Personality

TRAITS

Background

Equipment

Story Points

Home Tech
Level

NAME

PLAYER

ATTRIBUTES

AWARENESS
COORDINATION
INGENUITY
PRESENCE
RESOLVE
STRENGTH

Appearance

SKILLS

ATHLETICS
CONVINCE
CRAFT
FIGHTING
KNOWLEDGE
MARKSMAN
MEDICINE
SCIENCE
SUBTERFUGE
SUVIVAL
TECHNOLOGY
TRANSPORT

Personal Goal

Personality

TRAITS

Background

Equipment

Story Points

Home Tech Level

NAME _____

PLAYER _____

AWARENESS _____

COORDINATION _____

INGENUITY _____

PRESENCE _____

RESOLVE _____

STRENGTH _____

Appearance



Personal Goal

Personality

Athletics _____

Convince _____

Craft _____

Fighting _____

Knowledge _____

Marksman _____

Medicine _____

Science _____

Subterfuge _____

Survival _____

Technology _____

Transport _____

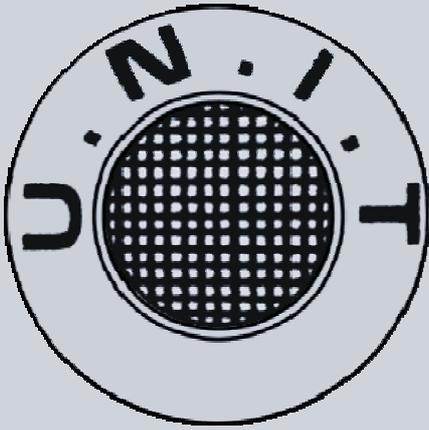
Background

Equipment

TRAITS

Story Points

Home Tech Level



NAME

PLAYER

ATTRIBUTES

Awareness
Coordination
Ingenuity
Presence
Resolve
Strength

SKILLS

Athletics
Convince
Craft
Fighting
Knowledge
Marksman
Medicine
Science
Subterfuge
Survival
Technology
Transport

TRAITS

Appearance

Personal Goal

Personality

Background

Equipment

Story Points

Home Tech Level



NAME

PLAYER

ATTRIBUTES

- Awareness
- Coordination
- Ingenuity
- Presence
- Resolve
- Strength

SKILLS

- Athletics
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- Subterfuge
- Survival
- Technology
- Transport

TRAITS

Appearance

Personal Goal

Personality

Background

Equipment

Story Points

Home Tech Level



NAME

PLAYER

ATTRIBUTES

- Awareness
- Coordination
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- Athletics
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- Science
- Subterfuge
- Survival
- Technology
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TRAITS

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Appearance

Personal Goal

Personality

Background

Equipment

Story Points

Home Tech Level

NAME

PLAYER

ATTRIBUTES

Awareness
Coordination
Ingenuity
Presence
Resolve
Strength

Appearance

SKILLS

Athletics
Convince
Craft
Fighting
Knowledge
Marksman
Medicine
Science
Subterfuge
Survival
Technology
Transport

Personal Goal

Personality

TRAITS

Background

Equipment

Story Points

Home Tech
Level

NAME

Awareness

Coordination

Ingenuity

Presence

Resolve

Strength

PLAYER

Appearance

Personal Goal

Personality

Athletics

Convince

Craft

Fighting

Knowledge

Marksman

Medicine

Science

Subterfuge

Survival

Technology

Transport

Background

Equipment

TRAITS

Story Points

Home Tech Level

NAME

ATTRIBUTES

Awareness
Coordination
Ingenuity
Presence
Resolve
Strength

SKILLS

Athletics
Convince
Craft
Fighting
Knowledge
Marksman
Medicine
Science
Subterfuge
Survival
Technology
Transport

TRAITS

PLAYER

Appearance

Personal Goal

Personality

Background

Equipment

Story Points

Home Tech
Level

NAME

ATTRIBUTES

Awareness
Coordination
Ingenuity
Presence
Resolve
Strength

SKILLS

Athletics
Convince
Craft
Fighting
Knowledge
Marksman
Medicine
Science
Subterfuge
Survival
Technology
Transport

TRAITS

PLAYER

Appearance

Personal Goal

Personality

Background

Equipment

Story Points

**Home Tech
Level**