CHARACTER CREATION WORKSHEET v2.0

Name: _____

Power Level: _____

ATTRIBUTES

	Species Base	Allocated Points	(Adv./Disad.)	Roll Result	Biomods	Total
Agility			( )			
Awareness			( )			
Build			( )			
Dexterity			( )			
Fitness			( )			
Intellect			( )			
Presence			( )			
Will			( )			

Derived ATTRIBUTES

	Base	Species Modis.	Biomods	Total
Endurance = (Fitness + Will)/2				
Reflexes = (Agility + Awareness)/2				
Strength = (Build +Fitness)/2				
Toughness = (Build +Fitness) [Table P18]				

SCORES

Agility ___
Awareness ___
Build ___
Dexterity ___
Fitness ___
Intellect ___
Presence ___
Will ___
Endurance ___
Reflexes ___
Strength ___
Toughness ___

Chemical ___
Hearing ___
Intuition ___
Touch ___
Vision ___

APTITUDES

Adv. _____
Adv. _____
Adv. _____
Imp. _____
Imp. _____
Imp. _____
Imp. _____
Imp. _____

BIOMODS

_____
_____
_____
_____
_____
_____

PACKAGES

_____
_____
_____
_____
_____
_____
_____
_____

SKILLS

	Origin	Background 1	Background 2	Professional 1	Professional 2	Professional 3	Professional 4	Professional 5	Elite Bonus	TOTAL
Acting										
Animal Husbandry										
Anthropology										
Aquaculture										
Aquatics										
Archeology										
Archery										
Armed Combat										
Artisan										
Astronomy										
Biochemistry										
Botany										
Bribery										
Bureaucracy										
Culture, Cetacean										
Culture, Colonial										
Culture, Earth										
Culture, GEO										
Culture, Incorporate										
Culture, Military										
Culture, Native										
Culture, Spacer										
Culture, Street										
Chemistry										
Computers										
Damage Control										
Dance										
Demolitions										
Disguise										
Driving										
Economics										
Electronics										
Farming										
Fast-Talk										
First Aid										
Foraging										
Forensic										
Forgery										
Freefall										
General Medicine										
Genetics										
Geology										
Gunnery										
Gymnastics										
Handguns										
Heavy Weapons										

	Origin	Background 1	Background 2	Professional 1	Professional 2	Professional 3	Professional 4	Professional 5	Elite Bonus	TOTAL
Hiding										
History										
Hydroponics										
Language										
Law										
Leadership										
Lockpicking										
Logistics										
Longarms										
Management										
Mechanics										
Meteorology										
Mountaineering										
Music										
Navigation										
Negotiation										
Oration										
Orienteering										
Painting										
Parachuting										
Persuasion										
Pharmacology										
Physical Training										
Physics										
Piloting										
Politics										
Psychology										
Remote Operation										
Sailing										
Sculpture										
Shadowing										
Sleight-of-Hand										
Sneaking										
Sports										
Strategy										
Surgery										
Tactics										
Theology										
Throwing										
Tracking										
Unarmed Combat										
Vet. Medicine										
Writing										
Zoology										