

INITIAL CONCEPT

Identity:

Archetype:

Name:

Basic History

Childhood:

Development:

Adulthood:

ATTRIBUTES

	top level	VARIATION	final
Charm	6	-2	4
Finesse	6	0	6
Presence	4	-1	3
Xenorelation	5	-1	4
Intelligence	5	0	5
Insight	5	-2	3
Wits	4	0	4
Perception	4	0	4
Strength	4	+1	5
Agility	5	+2	7
Endurance	4	-2	2
Coordination	5	+1	6
Psionic			0

Str. End. $5 + 6 = 11$

-9 Toughness $2 \div 2 = 1$

Agl. Wits $7 + 4 = 11 \div 2 = 5$ Initiative

Int. Ins. $5 + 3 = 8 \div 2 = 4$ Resolve

DETAILED HISTORY

Childhood Notes:

Development Notes:

Adulthood Notes:

Additional Notes:

Childhood Skills:

ENGINEERING
GEOLOGY
METALWORKING
RELIGION

Childhood Characteristics:

CURIOS
PHOBIC

Development Skills:

ENG. MECHAN
METALWORKING
GEOLOGY
COMBAT UNARMED

DRIVING

ENG. CHEMICAL
SURVIVAL

Development Characteristics:

PARANOID
HAUNTED

Adulthood Skills:

PILOTING
SHIPHANDLING
COMB. ARMED
NAV. PLANETARY

Adulthood Characteristics:

ADDICTED
AMBIDEXTROUS

Additional Skills:

GAMBLING
ACTING

Additional Characteristic:

ENEMIES



Character Worksheet

LEARNED SKILLS

Primary Skill	Level	Specialties
ENG. MECHAN	4	
Secondary Skills	Level	Specialties
METALWORKING	3	STAVK. DESG. CON/REPAIR
COM. UNARMED	3	GRAPLE STRIKE
DRIVING	3	CARS TRUCKS
Tertiary Skills	Level	Specialties
GEOLOGY	2	EXPLOSIVES FUELS
ENG. CHEMICAL	2	TRANS/EXOR
PILOTING	1	ESCORT
SHIPHANDLING	1	GROUND
NAV. PLANETARY	1	STRIKE
COM. ARMED	1	LOVE SUPPORT
SURVIVAL	2	
GAMBLING	1	
ACTING	1	VOICE

CHARACTERISTICS

CURIOS
PHOBIC - KLAUSTROPHOBIA
PARANOID
HAUNTED - SMART RODICOVAS STRIKKA
ADDICTED - ALCOHOL
AMBIDEXTROUS
ENEMIES -