

Character Name DETECTIVE	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities									
ST Strength	8	9	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX			
EN Endurance	8	9	6	Height	Frame	G		2		3					
DX Dexterity	9	10	6	Complexion		Environment	E	Environment	E	Environment	E				
AG Agility	8	9	G+3	Face		Inertor	3	Caves							
IN Intelligence	10	12	6	Hair		Urban	3	Crags							
PC Perception	10	12	E+3	Eyes		Suburban	3	Desert							
WP Willpower	9	10	6	Stamina	Threshold (St/MP)	Source (R)	Total (Skill base)	Plains	2	Snow/Ice					
EM Empathy	10	12	6	Carrying Capacity		Unarmed Combat Damage Class		Brush	2	Water					
AP Appearance	9	9	6					Forest		Marsh					

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	14	G+3
Charisma	10	(AP+EM)/2	1	20+0	5
Confidence	10	(Cha+WP)/4	1	15	5
Groundcraft	8	(DX+PC)/2	1	19	E+3
Handguns	8	(DX+PC)/2	2	19	3
Initiative*	5	(IN+PC)/2	2	17	E+3
Lockpicking	10	DX/2	1	15	5
Longarms	5	(DX+PC)/2	2	16	4
Pain Resistance*	1	(EN+WP)/2	2	11	5
Search*	10	(IN+PC)/2	1	20+0	E+3
Stamina*	3	(EN+WP)/2	2	13	5
Stealth	5	(AG+PC)/2	2	16	E+3

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Forensics	5	Basic			
Law	20	Std			
Photography	5	Std			
Surveillance	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Underprivileged	80	10	Reduce wealth by one level
Field/Specialist Training	60	20	
Field Experience	75	5	
Totals	215	35	

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name JOURNALIST	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities						
ST Strength	7	7	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX
EN Endurance	8	8	6	Height	Frame	G		2		3		
DX Dexterity	8	8	6	Complexion		Environment	E	Environment	E	Environment	E	
AG Agility	8	8	G+3	Face		Inertor	2	Caves				
IN Intelligence	10	11	6	Hair		Urban	3	Crags				
PC Perception	11	13	E+3	Eyes		Suburban	2	Desert				
WP Willpower	9	9	6	Stamina	Threshold (St/VP)/4	Source (St)		Snow/Ice				
EM Empathy	11	11	6			Carrying Capacity		Brush		Water		
AP Appearance	9	9	6			Unarmed Combat Damage Class		Forest		Marsh		

Skills	Level	Formula	Cost	Score	BEF
Charisma	10	(AP+EM)/2	1	20	5
Confidence	15	(Cha+WP)/4	1	20	5
Disguise	5	(IN+EM)/4	2	11	5
Groundcraft	8	(DX+PC)/2	1	19	E+3
Initiative*	5	(IN+PC)/2	2	17	E+3
Navigate	10	(IN+PC)/2	1	20+0	E+3
Pain Resistance*	0	(EN+WP)/2	2	9	5
Search*	10	(IN+PC)/2	1	20+0	E+3
Stamina*	5	(EN+WP)/2	2	14	5
Stealth	6	(AG+PC)/2	2	17	E+3
Theory	5	IN/2	3	11	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Economics	5	Basic			
Law	20	Std			
Literature	20	Std			
Photography	5	Std			
Poli Sci	20	Std			
Social Science	5	Basic			
Surveillance	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Innert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Comfortable Childhood	50	30	
Full-Time Education	40	40	
Wide Travels	70	10	See rules
Totals	160	80	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name EXPLORER	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities									
ST Strength	8	9	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX			
EN Endurance	10	12	6	Height	Frame	G	1			3					
DX Dexterity	8	9	6	Complexion		Environment	E	Environment	E	Environment	E				
AG Agility	9	10	G+3	Face		Inertor	2	Caves							
IN Intelligence	10	12	6	Hair		Urban	1	Crags	1						
PC Perception	10	12	E+3	Eyes		Suburban	1	Desert	2						
WP Willpower	9	9	6	Stamina	Threshold (St/VP)%	Source (R)	Total (Skill Base)								
EM Empathy	9	9	6	Carrying Capacity		Plains	2	Snow/Ice	2						
AP Appearance	10	9	6	Unarmed Combat Damage Class	Unarmed	Brush	2	Water	2						
						Forest	2	Marsh	1						

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	15	G+3
Groundcraft	5	(DX+PC)/2	1	16	E+3
Initiative*	5	(IN+PC)/2	2	17	E+3
Longarms	5	(DX+PC)/2	2	16	4
Pain Resistance*	2	(EN+WP)/2	2	13	5
Ride	5	(EM+WP)/2	1	14	E+3
Sail	5	(IN+PC)/2	2	17	E+2
Search*	8	(IN+PC)/2	1	20	E+3
Stamina*	5	(EN+WP)/2	2	16	5
Stealth	5	(AG+PC)/2	2	16	E+3
Survival	15	(IN+WP)/4	1	20	E+3
Throw	5	(DX+PC)/2	1	16	G+1

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Cooking	5	Basic			
Geography	20	Std			
Geology	5	Basic			
Lang (New Alpha)	10	Basic			
Language	20	Std			
Medicine	5	Basic			
Photography	5	Std			
Tracking	5	Std			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Privileged Childhood	20	20	+2 Inherent AP
Full-Time Education	40	40	
Wide Travels	70	10	See rules
Field Experience	75	5	
Totals	205	75	

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name SPY	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				
One favored HTH weapon bonus				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities						
ST Strength	9	9	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX
EN Endurance	9	9	6	Height	Frame	G		2		3		
DX Dexterity	9	11	6	Complexion		Environment	E	Environment	E	Environment	E	
AG Agility	9	9	G+3	Face		Inertor	3	Caves				
IN Intelligence	10	12	6	Hair		Urban	3	Crags				
PC Perception	11	13	E+3	Eyes		Suburban	2	Desert				
WP Willpower	10	11	6	Stamina	Threshold (St/VP)/4	Source (R)		Total (Skill base)				
EM Empathy	10	12	6	Carrying Capacity		Plains	1	Snow/Ice				
AP Appearance	10	11	6	Unarmed Combat Damage Class		Brush		Water				
						Forest		Marsh				

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	14	G+3
Charisma	10	(AP+EM)/2	1	20+0	5
Confidence	15	(Cha+WP)/4	1	20	5
Groundcraft	6	(DX+PC)/2	1	18	E+3
Handguns	8	(DX+PC)/2	2	20	3
HTH Combat	7	(AG+PC)/2	2	18	G
Initiative*	5	(IN+PC)/2	2	18	E+3
Lockpicking	10	DX/2	1	16	5
Pain Resistance*	5	(EN+WP)/2	2	15	5
Search*	10	(IN+PC)/2	1	20+1	E+3
Stamina*	8	(EN+WP)/2	2	18	5
Stealth	10	(AG+PC)/2	2	20+0	E+3
Swimming	5	(ST+EN)/2	1	14	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Comp Sci	5	Basic			
Demolitions	5	Basic			
Lang (Similar)	10	Std			
Medicine	5	Basic			
Mil Sci	15	Std			
Photography	15	Spx1			
Poli Sci	20	Std			
Security Systems	5	Basic			
Surveillance	15	Std			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Superior Specimen*	20		+6 Inherent Attribute Points
Comfortable Childhood	50	30	
Full-Time Education	40	40	
Field Experience	75	5	
Field/Specialist Training	60	20	
Totals	245	95	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name SCHOLAR	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities						
ST Strength	6	6	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX
EN Endurance	7	8	6	Height	Frame	G		2		3		
DX Dexterity	10	11	6	Complexion		Environment	E	Environment	E	Environment	E	
AG Agility	7	7	G+3	Face		Inertor	3	Caves				
IN Intelligence	12	14	6	Hair		Urban	2	Crags				
PC Perception	11	13	E+3	Eyes		Suburban	2	Desert				
WP Willpower	11	12	6	Stamina	Threshold (St/MP)	Source (R)	Total (Skill base)	Plains	Snow/Ice			
EM Empathy	8	8	6	Carrying Capacity		Unarmed Combat Damage Class		Brush	Water	1		
AP Appearance	9	9	6					Forest	Marsh			

Skills	Level	Formula	Cost	Score	BEF
Gen Mus Inst	10	DX/2	1	16	5
Initiative*	2	(IN+PC)/2	2	16	E+3
Navigate	10	(IN+PC)/2	1	20+1	E+3
Pain Resistance*	0	(EN+WP)/2	2	10	5
Sail	7	(IN+PC)/2	2	20+0	E+2
Search*	10	(IN+PC)/2	1	20+1	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Teach	10	(EM+WP)/2	1	20	5
Theory	16	IN/2	3	20+1	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Biology	20	Std			
Chemistry	5	Basic			
Comp Sci	5	Basic			
Forensics	5	Basic			
Mathematics	5	Basic			
Medicine	5	Basic			
Physics	20	Std			
Planetology	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Underprivileged	80	10	Reduce wealth by one level
Full-Time Education	40	40	
Academic Experience	60	20	
Totals	180	70	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name THIEF	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities									
ST Strength	9	10	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX			
EN Endurance	10	11	6	Height	Frame	G		2		3					
DX Dexterity	12	14	6	Complexion		Environment	E	Environment	E	Environment	E				
AG Agility	11	13	G+3	Face		Interior	3	Caves							
IN Intelligence	7	7	6	Hair		Urban	3	Crags							
PC Perception	9	11	E+3	Eyes		Suburban	3	Desert							
WP Willpower	8	8	6	Stamina	Threshold (St/WP)	Source (St)	Total (Skill base)	Plains	1	Snow/Ice					
EM Empathy	6	6	6	Carrying Capacity		Unladen	Loaded	Brush		Water	1				
AP Appearance	9	9	6	Unarmed Combat Damage Class											

Skills	Level	Formula	Cost	Score	BEF
Acrobatics	10	AG/2	2	17	G+2
Athletics	11	(ST+AG)/2	2	20+1	G+3
Charisma	9	(AP+EM)/2	1	17	5
Initiative*	8	(IN+PC)/2	2	17	E+3
Lockpicking	16	DX/2	1	20+1	5
Pain Resistance*	2	(EN+WP)/2	2	12	5
Pickpocket	9	DX	1	20+1	5
Search*	10	(IN+PC)/2	1	19	E+3
Stamina*	10	(EN+WP)/2	2	20	5
Stealth	11	(AG+PC)/2	2	20+1	E+3
Swimming	8	(ST+EN)/2	1	19	5
Throw	8	(DX+PC)/2	1	20+0	G+1

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Gen Market Field	5	Std			
Security Systems	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Abandoned and Self	95	5	Reduce wealth by one level
School of Hard Knocks	80		
Field Experience	75	5	
Totals	250	10	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name DRIVER	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities						
ST Strength	8	8	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX
EN Endurance	9	10	6	Height	Frame	G		2		3		
DX Dexterity	12	15	6	Complexion		Environment	E	Environment	E	Environment	E	
AG Agility	9	10	G+3	Face		Interior		Caves				
IN Intelligence	9	10	6	Hair		Urban		Crags				
PC Perception	11	14	E+3	Eyes		Suburban		Desert				
WP Willpower	9	10	6	Stamina	Threshold (St/VP)/2	Source (R)		Plains		Snow/Ice		
EM Empathy	6	6	6	Carrying Capacity		Unarmed Combat Damage Class		Brush		Water		
AP Appearance	8	8	6					Forest		Marsh		

Skills	Level	Formula	Cost	Score	BEF
Aircraft	10	(DX+PC)/2	1	20+1	G+2
Charisma	5	(AP+EM)/2	1	12	5
Groundcraft	15	(DX+PC)/2	1	20+3	E+3
Handguns	5	(DX+PC)/2	2	20	3
Initiative*	8	(IN+PC)/2	2	20	E+3
Lockpicking	15	DX/2	1	20+1	5
Motorcycles	14	(AG+PC)/2	1	20+2	E+3
Pain Resistance*	2	(EN+WP)/2	2	12	5
Search*	5	(IN+PC)/2	1	17	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Watercraft, Powered	14	(IN+PC)/2	1	20+2	E+3

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Mech Eng	20	Std			
Security Systems	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Mobile Childhood	60	20	
School of Hard Knocks	80		
Field Experience	75	5	
Totals	215	25	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name DOCTOR	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities						
ST Strength	7	7	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX
EN Endurance	8	10	6	Height	Frame	G		2		3		
DX Dexterity	10	13	6	Complexion		Environment	E	Environment	E	Environment	E	
AG Agility	7	7	G+3	Face		Inertor	3	Caves				
IN Intelligence	11	13	6	Hair		Urban	2	Crags				
PC Perception	10	12	E+3	Eyes		Suburban	2	Desert				
WP Willpower	9	9	6	Stamina	Threshold (EN/WP)/2	Source (EN)		Snow/Ice				
EM Empathy	10	12	6	Carrying Capacity		Plains		Water				
AP Appearance	9	9	6	Unarmed Combat Damage Class		Brush		Marsh				

Skills	Level	Formula	Cost	Score	BEF
Charisma	4	(AP+EM)/2	1	15	5
Gen Tools	13	oDX	1	20+2	6
Groundcraft	5	(DX+PC)/2	1	18	E+3
Initiative*	4	(IN+PC)/2	2	17	E+3
Pain Resistance*	2	(EN+WP)/2	2	12	5
Search*	10	(IN+PC)/2	1	20+1	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Theory	15	IN/2	3	20+0	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Biology	5	Basic			
Bus Admin	5	Basic			
Chemistry	5	Basic			
Forensics	5	Basic			
Literature	5	Basic			
Medicine	40	SpX2			
Psychology	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Innert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Underprivileged	80	10	Reduce wealth by one level
Full-Time Education	40	40	
Academic Experience	60	20	
Totals	180	70	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name CON-ARTIST	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities						
ST Strength	8	8	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX
EN Endurance	8	8	6	Height	Frame	G						
DX Dexterity	10	11	6	Complexion		Environment	E	Environment	E	Environment	E	
AG Agility	8	8	G+3	Face		Interior		Caves				
IN Intelligence	10	11	6	Hair		Urban		Crags				
PC Perception	10	12	E+3	Eyes		Suburban		Desert				
WP Willpower	10	12	6	Stamina	Threshold (St/MP)%	Source (R)		Plains		Snow/Ice		
EM Empathy	12	14	6			Carrying Capacity	Unladen	Loaded		Brush		Water
AP Appearance	11	12	6	Unarmed Combat Damage Class				Forest		Marsh		

Skills	Level	Formula	Cost	Score	BEF
Charisma	14	(AP+EM)/2	1	20+2	5
Confidence	19	(Cha+WP)/4	1	20+2	5
Dance	10	(AG+PC)/2	1	20	G+2
Groundcraft	10	(DX+PC)/2	1	20+0	E+3
Initiative*	6	(IN+PC)/2	2	18	E+3
Pain Resistance*	2	(EN+WP)/2	2	12	5
Pickpocket	5	DX	1	16	5
Search*	7	(IN+PC)/2	1	19	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Stealth	5	(AG+PC)/2	2	15	E+3

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Surveillance	5	Basic			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Superior Specimen*	20		+6 Inherent Attribute Points
Traumatic Childhood	75	5	
School of Hard Knocks	80		
Totals	175	5	

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Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name MARTIAL ARTIST	Age	Sex	Handedness	Species Human
Character Modifiers & Other Important Notes				
Three favored HTH weapon bonuses				

Attributes	Inherent	Trained	BEF	Miscellaneous		Familiarities									
ST Strength	11	12	6	Social Background		Gravity	ZG	NW	LT	NL	HY	EX			
EN Endurance	10	11	6	Height	Frame	G		2		3					
DX Dexterity	9	9	6	Complexion		Environment	E	Environment	E	Environment	E				
AG Agility	12	13	G+3	Face		Interior	2	Caves	2						
IN Intelligence	6	6	6	Hair		Urban	1	Crags	2						
PC Perception	10	11	E+3	Eyes		Suburban	2	Desert	3						
WP Willpower	12	13	6	Stamina	Threshold (St/WP)	Source (St)	Total (Skill Base)	Plains	3	Snow/Ice					
EM Empathy	7	7	6	Carrying Capacity		Unladen	Loaded	Brush	2	Water					
AP Appearance	9	9	6	Unarmed Combat Damage Class											

Skills	Level	Formula	Cost	Score	BEF
Acrobatics	15	AG/2	2	20+0	G+2
Athletics	7	(ST+AG)/2	2	20	G+3
HTH Combat	10	(AG+PC)/2	2	20+0	G
Initiative*	10	(IN+PC)/2	2	19	E+3
Pain Resistance*	8	(EN+WP)/2	2	20	5
Search*	6	(IN+PC)/2	1	15	E+3
Stamina*	10	(EN+WP)/2	2	20+0	5
Stealth	8	(AG+PC)/2	2	20	E+3
Throw	10	(DX+PC)/2	1	20	G+1

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
UC Capture	5	Std			
UC Defensive	5	Std			
UC Exotic Style	5	Std			
UC Exotic Style	5	Std			
UC Lethal	5	Std			
UC Throws	5	Std			

Familiarities	Level	Familiarities	Level

Personality	Other Notes
Extrovert <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Introvert
Agreeable <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disagreeable
Orderly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disorderly
Relaxed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Emotional
Open-Minded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rigid
Honest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dishonest

Background Factors	General	Education	Nobis
Trained from Childhood*	40	10	+3 Inherent Attribute Points
School of Hard Knocks	80		
Personal Traedv	40	20	+2 Inherent EM or WP
School of Hard Knocks	80		
Totals	240	30	

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.