

Name



Scenario

Attributes

AWR ○○○○○ AGY ○○○○○ CHM ○○○○○ END ○○○○○ INL ○○○○○
SPD ○○○○○ STH ○○○○○ WIL ○○○○○ Hit Points _____

Skills

Athletics ○○○○○ (STH) Specialties _____	Medicine ○○○○○ (INL) Specialties _____
Criminal ○○○○○ (AGY) Specialties _____	Mil./Law Enforce. ○○○○○ (AWR) Specialties _____
Hard Sciences ○○○○○ (INL) Specialties _____	People ○○○○○ (CHM) Specialties _____
Information Sciences ○○○○○ (INL) Specialties _____	Space ○○○○○ (INL) Specialties _____
Life Sciences ○○○○○ (INL) Specialties _____	Technology ○○○○○ (INL) Specialties _____
Other/Special Skills _____ _____	

Equipment

Advantages & Disads

Hidden Agenda

Unspent BP

Kill _____ (WIL + AGY)
W: do AV dmg to HP. L: do AV/2 dmg to HP

Ruin _____ (INL + AGY)
W: do AV dmg to AVs. L: do AV/2 dmg to AVs

Control _____ (AWR + AGY)
W: protect AV, hold. L: protect AV/2

Exhaust _____ (STH + AGY)
W: protect AV, do AV dmg to HP, 1 dmg to AV.
L: protect AV/2, do AV/2 dmg to HP

(1 BP = 3 EP
= 1 Attribute Pt. = 3 Skill Pts.)