

Starcraft Character Record Sheet



Basic Info

Character Name _____
 Player Name _____
 Level _____
 Race _____
 Gender _____
 Experience _____
 Background (terrans only) _____
 Banked Characteristic Points _____

Ability Scores

Statistic

Strength _____	Defense _____	Hit Points _____/_____
Instinct _____	Toughness _____	Energy Shields _____/_____
Agility _____	Resolve _____	Damage Threshold _____
Fortitude _____	Morale Bonus _____	Healing Threshold _____/_____
Intelligence _____	Speed _____	Initiative _____
Willpower _____	Shift Speed _____	Damage Resistance _____
		Psionic Resistance _____

-Weapon -Accuracy -Damage -Attack Speed/Strikes -Ammunition -Range -Special Traits

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-Weapon -Accuracy -Damage -Attack Speed/Strikes -Ammunition -Range -Special Traits

-Crippling Wound Points Ability Score Purchases: _____ Skill Purchases: _____ Talent Purchases: _____

Mobility (1-4): ○ ○ ○ ○ ○ -1 move speed, athletics, acrobatics, stealth and pilot Vital (13-16): ○ ○ ○ ○ ○ -1 damage resistance and regen

Action (5-8): ○ ○ ○ ○ ○ -1 attacks and checks that involve physical interaction Critical (17-20): ○ ○ ○ ○ ○ -1 defense, skills, and attacks

Core (9-12): ○ ○ ○ ○ ○ -1 healing threshold

Skill	Skill Focus Bonus	Ranks	Ability Bonus	Miscellaneous Modifiers	Total Bonus
Acrobatics	_____	_____	_____	_____	_____
Athletics	_____	_____	_____	_____	_____
Computers	_____	_____	_____	_____	_____
Defensive Training	_____	_____	Prowess Skill	_____	_____
Durability	_____	_____	Prowess Skill	_____	_____
Endurance	_____	_____	_____	_____	_____
Influence	_____	_____	_____	_____	_____
Leadership/ Command	_____	_____	_____	_____	_____
Lore	_____	_____	_____	_____	_____
Medicine	_____	_____	_____	_____	_____
Melee	_____	_____	Prowess Skill	_____	_____
Mental Training	_____	_____	Prowess Skill	_____	_____
Perception	_____	_____	_____	_____	_____
Pilot	_____	_____	_____	_____	_____
Psionics	_____	_____	_____	_____	_____
Ranged	_____	_____	Prowess Skill	_____	_____
Science	_____	_____	_____	_____	_____
Stealth	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____
Tactics	_____	_____	_____	_____	_____

Specializations/ Evolutions/ Classes/ Directives/ Mutations: _____

Talents: _____

Psionics **Psi Level:** _____ **Manifestation Bonus:** _____ **Energy Fatigue:** _____

Powers: _____

-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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-Psionic Power	-Accuracy	-Range	-Power Point Cost	-Power Effect
_____	_____	_____	_____	_____

_____	_____	_____	_____	_____
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Vehicle 1 Statistics Vehicle: _____

Hit Points _____/_____

Defense _____ Damage Resistance _____

Toughness _____ Damage Threshold _____

Move Speed/ Shift Speed _____/_____

Acceleration Rating/ Maximum Speed _____/_____

Energy Shields _____/_____

Vehicle 2 Statistics Vehicle: _____

Hit Points _____/_____

Defense _____ Damage Resistance _____

Toughness _____ Damage Threshold _____

Move Speed/ Shift Speed _____/_____

Acceleration Rating/ Maximum Speed _____/_____

Energy Shields _____/_____

-Vehicle 1 Weapon 1	-Vehicle 1 Weapon 2
Accuracy _____	Accuracy _____
Damage _____	Damage _____
Attack Speed _____	Attack Speed _____
Ammunition _____	Ammunition _____
Range _____	Range _____
Special Traits _____	Special Traits _____
_____	_____

-Vehicle 2 Weapon 1	-Vehicle 2 Weapon 2
Accuracy _____	Accuracy _____
Damage _____	Damage _____
Attack Speed _____	Attack Speed _____
Ammunition _____	Ammunition _____
Range _____	Range _____
Special Traits _____	Special Traits _____
_____	_____

Containers and Carried Items Credits: _____ Honor: ____/____ Evolution Points: _____

Backpack (____ Slots): _____

Equipment Belt 1 (____ Slots): _____

Equipment Belt 2 (____ Slots): _____

Equipment Belt 3 (____ Slots): _____

Carrying Case (____ Slots): _____

Readied Weapons, Armor, Other: _____

Special Traits and Abilities: _____

Other Notes: _____
