	7		Cha	aracter:				Play	/er:			LEVE	L:	
ZTARC	RAFT		Rac	:e:			В	ackgro	ound/	Faction/Quirk:				
	ATTRIBUT	ES						STATISTICS						
	TOTAL	BASE		MISC			CUI	RRENT/N	ИΑХ					
STRENGTH:	=		+			HIT POINTS:	_	/_		MOVE SPI	EED:			
INSTINCT:	=		+			SHIELD POOL:		/_		SHIFT SPI	EED:			
AGILITY:	=		+		S	HIELD ARMOR:				INITIAT	IVE:			
FORTITUDE:			+		EN	IERGY FATIGUE:		/_		MORALE BON	US:			
INTELLIGENCE:	=		+			HEALING				Notes:				
WILLPOWER:	=		+			THRESHOLDS:		1						
WOUNDS:	ACTION:		N	MOBILITY:		CORE:_				VITALS:		CRITIC	CAL:	
						DEFENSES								
	TOTAL	BASE		D. TRAINING		AGILITY		SIZE		ARMOR PENALTY		MISC		TEMP
DEFENSE:	TOTAL	10 BASE	+	D. TRAINING	+	STRENGTH	+	SIZE	-	MISC	+	TEMB	+	
TOUGHNESS:	TOTAL =	10	+	D. TRAINING	+	STRENGTH	+	SIZE	+	MISC	+	TEMP	NOT	ES:
	TOTAL	BASE		M. TRAINING		WILLPOWER		MISC	•	TEMP				
RESOLVE:	=	10	+		+		+		+					
						RESISTANCES								
		TOTAL		BASE		DURABILITY		SIZE		FORTITUDE		MISC		TEMP
DAMAGE TH	RESHOLD:		=	16	+		+		+		+		+	
DAMAGE DE	CICTANOF.	TOTAL		1/2 FORT	Ι.	ARMOR		MISC		TEMP	NOT	re.		
DAMAGE RES	SISTANGE:	TOTAL	=	3 x WILL	+	PSI LEVEL	+	MISC	+	1/2 M. TRAINING	NOI	LJ.		
PSIONIC RES	SISTANCE:		=	0 X WILE	+		+		+					
					NON	N-PROWESS SKIL	LS							
	TOTAL	RANKS		ATT. BONUS		MISC		TEMP		ATTRIBUTE	F	ocus	MA	X RANKS
ACROBATICS:	=		+		+		+		_	AGILITY				
ATHLETICS:			+		+		+		_	STRENGTH ************************************				
*COMMAND*: Computers:	=		+		+		+		_	*WILL(ZERG)* INTELLIGENCE	H		H	
ENDURANCE:			+		+		+			FORTITUDE	H			
INFLUENCE:			+		+		+		-	WILLPOWER				
*LEADERSHIP*:			+		+		+			*WILL(NON-ZERG)*				
LORE:	=		+		+		+			INTELLIGENCE			Г	
MEDICINE:	=		+		+		+			INTELLIGENCE				
PERCEPTION:	=		+		+		+		_	INSTINCT				
PILOT:	=		+		+		+			INSTINCT				
PSIONICS:	=		+		+		+		_	*WILL(PSIONIC)*				
SCIENCE:	=		+		+		+		_	INTELLIGENCE				
STEALTH:	=		+		+		+			AGILITY				
SURVIVAL: Tactics:	=		+		+		+		_	FORTITUDE	H		H	
IAUTIUS:						POWEGG GWITT				INTELLIGENCE				
	RANKS	FOCUS	MA	AX RANKS	P	ROWESS SKILLS		RAN	IKS	MAX RANKS	F	ocus		
DEFENSE TRAINING:						MENTAL TRAIN	ING:							
DURABILITY						RAN	GED:							
MEI EE.					***	ne first focus in a s								

	ODEO	ALIZATIONIC/TERR	AN ONLY	CD DUDGUAGEG
NAME	TYPE	IALIZATIONS(TERRA LEVEL CHOSEN	ABILITY/NOTES	CP PURCHASES
	BASIC	1		RACE/COST
	BASIC	4		
	BASIC	8		BACKGROUND/COST
	ADVANCED	10		
	BASIC	12		ATTRIBUTE PURCHASES(3:1)
	ADVANCED	14		
	BASIC	16		TALENT PURCHASES(2:1)
	ADVANCED	18		
	MASTER	20		SKILL PURCHASES(1:3+1/2 INT RANKS)
	ADVANCED	22		,
	MASTER	24		BANKED CP(MAX = INT)
	ADVANCED	26		Dimines of (mase mir)
	MASTER	28		TOTAL CP
	ADVANCED	30		TOTAL OF
	ADVANGED			
NAME	SOURCE	TALENTS	ABILITY/NOTES	BACKGROUND/RACIAL INFO
IVAWIE	SOURCE		ADILIT/NOTES	
				FVDFDIFUET
				EXPERIENCE
				I

		CLASS(PROTOSS O	NLY)	CP PURCHASES
NAME	LEVEL STARTED	COMPLETION FOCUS	ABILITY/NOTES	
				RACE/COST
				ATTRIBUTE PURCHASES(3:1)
				ATTRIBUTE FUNCHASES(S.1)
				TALENT PURCHASES(2:1)
				SKILL PURCHASES(1:2+1/2 INT RANKS)
				BANKED CP(MAX = INT)
				TOTAL CP
				IUIAL GF
		m a v paymo		DAGTAL TYPE (MORPE
NAME	SOURCE	TALENTS	ABILITY/NOTES	RACIAL INFO/NOTES
				EVERTIFIED
				EXPERIENCE /
				I

			CTIVES(INFESTED TERRAN ONLY)	
NAME	TYPE	LEVEL CHOSEN	ABILITY/NOTE	S
	BASIC	1		
	BASIC	10		
	BASIC/ADVANCED	20		
	BASIC/ADVANCED	30		
		MUTATIONS		CP PURCHASES
				RACE/COST
				ATTRIBUTE PURCHASES(3:1)
				TALENT PURCHASES(2:1)
				SKILL PURCHASES(1:2+1/2 INT RANKS)
				ONIEE I ONOMACEO(112 172 INT NAMEO)
				BANKED CP(MAX = INT)
				TOTAL CP
NAME	SOURCE	TALENTS	ABILITY/NOTES	RACIAL ABILITIES/NOTES
TV WIL	GGGRGE		ABELLINGTES	
				EXPERIENCE
				1

			E EVOLUTIONS(PRIMAL ZERG ONLY)	
NAME	TYPE	LEVEL CHOSEN  5	ABILITY/NOTES	
		10		
		15		
		20		
		25		
		30		
DODY BODYES	EVOLVE	TIONO	**Archetypes cannot be altered once applied	OR DIVIDOUS APPO
BODY POINTS:	EVOLU	HUNS	ESSENCE POINTS:/  *Evolutions can be overwritten during a long rest	CP PURCHASES
				RACE/COST
				ATTRIBUTE PURCHASES(3:1)
				TALENT PURCHASES(2:1)
				SKILL PURCHASES(1:2+1/2 INT RANKS)
				SKILL I OKOHASLS(1.2.1/2 INT KARKS)
				BANKED CP(MAX = INT)
				TOTAL CP
		TALENTS		QUIRK/RACIAL INFO
NAME	SOURCE		ABILITY/NOTES	
				EXPERIENCE
				1

NAME	ADDITIONAL TALE	ENTS ABILITY/NOTES

	ARMOR			
NAME	TYPE	RESISTANCE	DEFENSE PENALTY	WEIGHT
MOUNTE	ED GEAR/SPECIAL TRAI	TS/NOTES		
	WEAPON STATISTIC	S		
WEADON.				
WEAPON:OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
OTHER THURIOMOTES	Necentre	OTTUREO	104102	Britin (GE
	PENETRATION	RENDING	OVERAGE	AMMUNITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	DENDING	OVERAGE	AMMUNITION
	PENETRATION	RENDING	OVERAGE	AMMONITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION
WEAPON:				
OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION

CARRYING CAPACITY	CURRENCY(CREDITS, HONOR, ETC)				
MEDIUM HEAVY MAX					
*Encumberance rules p.150 of Core Book					
TOTAL CARRIED WEIGHT:					
*Worn power armor does not count toward carried weight		INVEN	NTORY		
		111121			
		BACK			TIER:
ITEM NAME	SLOTS	WEIGHT	QUANTITY	DESCRIPTION	
		EOUIDME	NIT DELT		TIED.
ITEM NAME	SLOTS	EQUIPME WEIGHT		DESCRIPTION	TIER:
ITEM NAME	SLOTS	EQUIPME WEIGHT	ONT BELT  QUANTITY	DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS			DESCRIPTION	TIER:
ITEM NAME	SLOTS		QUANTITY	DESCRIPTION	TIER:
ITEM NAME	SLOTS	WEIGHT	QUANTITY	DESCRIPTION	
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		
		WEIGHT	QUANTITY  CNT BELT		

		EQUIPME	ENT BELT		TIER:
ITEM NAME	SLOTS	WEIGHT	QUANTITY	DESCRIPTION	
		WO	ORN/CARRIED	GEAR	
ITEM NAME	LOCATION	WEIGHT	QUANTITY	DESCRIPTION	
		Е	QUIPMENT N	OTES	

MAX PSI LEVEL:	PSIONIC DISCIPLINES AND LEVELS  CURRENT PSI LEVEL:					
MANIFESTATION BONUS			NOTES			
*Subtract current energy fatigue from	n manifestation					
NAME	COST	POWERS DISCIPLINE	EFFECT/DL	POWER ATTACK ACCURACY:  JRATION/NOTES		
I .						

		EVOLUTION		BIOMASS:/
SPECIALTY	MASTERY		NOTES	
BIOMANCY:				
SPAWNING:				
PESTILENCE:				
INFESTATION:				
		POWERS		POWER ATTACK ACCURACY:
NAME	COST	SPECIALTY	EFFECT/DU	JRATION/NOTES

VEHICLES											
VEHICLE NAME	VEHICLE NAME/TYPE:										
HIT POINTS	SIZE/SPACE	MAX SPEED	ACCELERATION	STR/FORT	STRUCTURE RATING						
DEFENSE	TOUGHNESS	DAMAGE THRESHOLD	DAMAGE RESIST	SHIELDS	PILOT RANKS REQ.						
DEFERRE	regerinees	DAMA TOLEMAN	B/W//GE REGIOT	OFFICE	TIESTIWING REQ.						
		CREW									
		GEAR & WEA	PONS								
		NOTES									
		NOTES									
WOLLNDO	ODITION	WITALO	CODE	MODILITY	ACTION						
WUUNDS:	CRITICAL:	VITALS:	CORE:	MOBILITY:	ACTION:						
VEHICLE NAME											
HIT POINTS	SIZE/SPACE	MAX SPEED	ACCELERATION	STR/FORT	STRUCTURE RATING						
DEFENSE	TOUGHNESS	DAMAGE THRESHOLD	DAMAGE RESIST	SHIELDS	PILOT RANKS REQ.						
		CREW									
		GEAR & WEA	PONS								
		NOTES									
		HOTES									
WOLINDS:	CRITICAL:	VITALS:	CORE:	MOBILITY:	ACTION:						
		VIIALO	OUNL	MUDILIII	AUTION						
VEHICLE NAME											
HIT POINTS	SIZE/SPACE	MAX SPEED	ACCELERATION	STR/FORT	STRUCTURE RATING						
DEFENSE	TOUGHNESS	DAMAGE THRESHOLD	DAMAGE RESIST	SHIELDS	PILOT RANKS REQ.						
		CREW									
		- GREW									
		GEAR & WEA	PONS								
		NOTES									
WOUNDS:	CRITICAL:	VITALS:	CORE:	MOBILITY:	ACTION:						

