



Character: _____ Player: _____ LEVEL: _____

Race: _____ Background/Faction/Quirk: _____

ATTRIBUTES				STATISTICS			
	TOTAL	BASE	MISC		CURRENT/MAX		
STRENGTH:	_____	= _____	+ _____	HIT POINTS:	____/____	MOVE SPEED:	_____
INSTINCT:	_____	= _____	+ _____	SHIELD POOL:	____/____	SHIFT SPEED:	_____
AGILITY:	_____	= _____	+ _____	SHIELD ARMOR:	_____	INITIATIVE:	_____
FORTITUDE:	_____	= _____	+ _____	ENERGY FATIGUE:	____/____	MORALE BONUS:	_____
INTELLIGENCE:	_____	= _____	+ _____	HEALING THRESHOLDS:	____/____	Notes: _____	
WILLPOWER:	_____	= _____	+ _____				

WOUNDS: _____ ACTION: _____ MOBILITY: _____ CORE: _____ VITALS: _____ CRITICAL: _____

DEFENSES										
	TOTAL	BASE	D. TRAINING	AGILITY	SIZE	ARMOR PENALTY	MISC	TEMP		
DEFENSE:	_____	= 10	+ _____	+ _____	+ _____	- _____	+ _____	+ _____	Notes: _____	
TOUGHNESS:	_____	= 10	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	Notes: _____	
RESOLVE:	_____	= 10	+ _____	+ _____	+ _____	+ _____	+ _____	Notes: _____		

RESISTANCES										
	TOTAL	BASE	DURABILITY	SIZE	FORTITUDE	MISC	TEMP			
DAMAGE THRESHOLD:	_____	= 16	+ _____	+ _____	+ _____	+ _____	+ _____	Notes: _____		
DAMAGE RESISTANCE:	_____	= _____	+ _____	+ _____	+ _____	+ _____	Notes: _____			
PSIONIC RESISTANCE:	_____	= _____	+ _____	+ _____	+ _____	+ _____	Notes: _____			

NON-PROWESS SKILLS										
	TOTAL	RANKS	ATT. BONUS	MISC	TEMP	ATTRIBUTE	FOCUS	MAX RANKS		
ACROBATICS:	_____	= _____	+ _____	+ _____	+ _____	AGILITY				
ATHLETICS:	_____	= _____	+ _____	+ _____	+ _____	STRENGTH				
COMMAND:	_____	= _____	+ _____	+ _____	+ _____	*WILL(ZERG)*				
COMPUTERS:	_____	= _____	+ _____	+ _____	+ _____	INTELLIGENCE				
ENDURANCE:	_____	= _____	+ _____	+ _____	+ _____	FORTITUDE				
INFLUENCE:	_____	= _____	+ _____	+ _____	+ _____	WILLPOWER				
LEADERSHIP:	_____	= _____	+ _____	+ _____	+ _____	*WILL(NON-ZERG)*				
LORE:	_____	= _____	+ _____	+ _____	+ _____	INTELLIGENCE				
MEDICINE:	_____	= _____	+ _____	+ _____	+ _____	INTELLIGENCE				
PERCEPTION:	_____	= _____	+ _____	+ _____	+ _____	INSTINCT				
PILOT:	_____	= _____	+ _____	+ _____	+ _____	INSTINCT				
PSIONICS:	_____	= _____	+ _____	+ _____	+ _____	*WILL(PSIONIC)*				
SCIENCE:	_____	= _____	+ _____	+ _____	+ _____	INTELLIGENCE				
STEALTH:	_____	= _____	+ _____	+ _____	+ _____	AGILITY				
SURVIVAL:	_____	= _____	+ _____	+ _____	+ _____	FORTITUDE				
TACTICS:	_____	= _____	+ _____	+ _____	+ _____	INTELLIGENCE				

PROWESS SKILLS							
	RANKS	FOCUS	MAX RANKS		RANKS	MAX RANKS	FOCUS
DEFENSE TRAINING:	_____	_____	_____	MENTAL TRAINING:	_____	_____	_____
DURABILITY	_____	_____	_____	RANGED:	_____	_____	_____
MELEE:	_____	_____	_____				

**The first focus in a skill gives +2 max ranks. Each additional only gives +1

ARMOR

NAME	TYPE	RESISTANCE	DEFENSE PENALTY	WEIGHT

MOUNTED GEAR/SPECIAL TRAITS/NOTES

WEAPON STATISTICS

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
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WEAPON: _____

OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
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WEAPON: _____

OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
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WEAPON: _____

OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
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WEAPON: _____

OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION

WEAPON: _____

OTHER TRAITS/NOTES	ACCURACY	STRIKES	RANGE	DAMAGE
	PENETRATION	RENDING	OVERAGE	AMMUNITION

EQUIPMENT BELT

TIER: _____

ITEM NAME	SLOTS	WEIGHT	QUANTITY	DESCRIPTION

WORN/CARRIED GEAR

ITEM NAME	LOCATION	WEIGHT	QUANTITY	DESCRIPTION

EQUIPMENT NOTES

VEHICLES

VEHICLE NAME/TYPE: _____

HIT POINTS	SIZE/SPACE	MAX SPEED	ACCELERATION	STR/FORT	STRUCTURE RATING
DEFENSE	TOUGHNESS	DAMAGE THRESHOLD	DAMAGE RESIST	SHIELDS	PILOT RANKS REQ.

CREW

GEAR & WEAPONS

NOTES

WOUNDS: **CRITICAL:** ____ **VITALS:** ____ **CORE:** ____ **MOBILITY:** ____ **ACTION:** ____

VEHICLE NAME/TYPE: _____

HIT POINTS	SIZE/SPACE	MAX SPEED	ACCELERATION	STR/FORT	STRUCTURE RATING
DEFENSE	TOUGHNESS	DAMAGE THRESHOLD	DAMAGE RESIST	SHIELDS	PILOT RANKS REQ.

CREW

GEAR & WEAPONS

NOTES

WOUNDS: **CRITICAL:** ____ **VITALS:** ____ **CORE:** ____ **MOBILITY:** ____ **ACTION:** ____

VEHICLE NAME/TYPE: _____

HIT POINTS	SIZE/SPACE	MAX SPEED	ACCELERATION	STR/FORT	STRUCTURE RATING
DEFENSE	TOUGHNESS	DAMAGE THRESHOLD	DAMAGE RESIST	SHIELDS	PILOT RANKS REQ.

CREW

GEAR & WEAPONS

NOTES

WOUNDS: **CRITICAL:** ____ **VITALS:** ____ **CORE:** ____ **MOBILITY:** ____ **ACTION:** ____

NOTES

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