

NAME _____ SPECIES _____ FATE REFRESH _____ (BASE _____ - SPENT _____)
 CONCEPT _____ SKILL POINTS _____ POWER LEVEL _____

ASPECTS

HERITAGE
HOMEWORLD
STRENGTH
WEAKNESS

SKILLS

Academics	□□□ □□□	Investigation	□□□ □□□
Alertness	□□□ □□□	Leadership	□□□ □□□
Artillery	□□□ □□□	Medicine	□□□ □□□
Athletics	□□□ □□□	Might	□□□ □□□
Burglary	□□□ □□□	Pilot	□□□ □□□
Contacting	□□□ □□□	Psychic	□□□ □□□
Deceit	□□□ □□□	Rapport	□□□ □□□
Empathy	□□□ □□□	Resolve	□□□ □□□
Endurance	□□□ □□□	Sleight of Hand	□□□ □□□
Engineering	□□□ □□□	Stealth	□□□ □□□
Fists	□□□ □□□	Survival	□□□ □□□
Gambling	□□□ □□□	Systems	□□□ □□□
Guns	□□□ □□□	Trading	□□□ □□□
Intimidation	□□□ □□□	Weapons	□□□ □□□

STUNTS / SPECIES ABILITIES

STRESS □□□ □□□ □□□

CONSEQUENCES

MILD (-2)

MODERATE (-4)

SEVERE (-6)