



Character Sheet

Attribute	Value
Brawn:	
Brains:	
Balance:	
Bravado:	

Body:	Maximum	Current

Name: _____

Archetype: _____

Quote: _____

Perks: _____

Quirks: _____

Strength Bonus	Dodge Bonus	Move Rate	Initiative Bonus	Zero Dice
				Max #:

Brains Skills:	Score
Disguise	
First Aid	
*Hide (Basic)	
Language & Lore	

*Listen (Basic)	
Medicine	
Navigate: Space	
Navigate: Surface	
Psychology	
Science: Biology	
Science: Chemistry	
Science: Geology	
Science: Physics	
Science: Social	
*See (Basic)	
Technical: Build & Repair	
Technical: Know-How	
Tracking	
Wilderness Survival	

Balance Skills:	Score
*Climb (Basic)	
*Fisticuffs (Basic)	
Lockpicking	
Pilot: Air	
Pilot: Land	
Pilot: Sea	
Pilot: Space	
Ride Animal	
Sleight of Hand	
*Sneak (Basic)	
*Throw (Basic)	
Weapon: Bow	
Weapon: Heavy Weapons	
Weapon: Melee	
Weapon: Ray Gun	
Weapon: Tactical	
Zero-G Training	

Brawn Skills:	Score
*Endure (Basic)	
*Heave (Basic)	
*Jump (Basic)	
Swimming	

Bravado Skills:	Score
Administration	
Animal Handling	
*Backbone (Basic)	
Explosives	
Perform:	

Persuade: Bargain	
Persuade: Bluff	
Persuade: Charm	
Persuade: Debate	
Persuade: Intimidate	
Persuade: Leadership	
Streetwise	

Experience Points

Equipment
