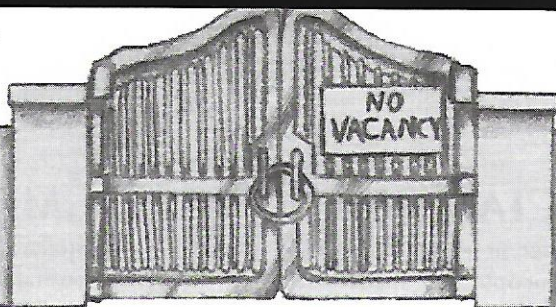


THE



END

NAME: _____
 PLAYER: _____
 PLACE OF BIRTH: _____
 AGE: _____
 FORMER OCCUPATION: _____
 CURRENT OCCUPATION: _____
 RACE: _____
 COLONY: _____
 HEIGHT: _____
 WEIGHT: _____
 EYE COLOR: _____
 HAIR COLOR: _____

DEXTERITY:
 ENDURANCE:
 HEALTH:
 STRENGTH:
 CHARISMA:
 PERCEPTION:
 KNOWLEDGE:
 FREEWILL:

CHARACTER CONCEPT:

ENNUI:

SIN:

Accounting	<input type="text"/>	Engineering	<input type="text"/>	Public Speaking	<input type="text"/>	FIREARMS:	
Acrobatics	<input type="text"/>	Escape	<input type="text"/>	Quick-Draw	<input type="text"/>	Handgun	<input type="text"/>
Acting	<input type="text"/>	Farm	<input type="text"/>	Read Lips	<input type="text"/>	Submachinegun	<input type="text"/>
Alertness	<input type="text"/>	First Aid	<input type="text"/>	Resist Torture	<input type="text"/>	Rifle	<input type="text"/>
Animal Handling	<input type="text"/>	Fish	<input type="text"/>	Ride	<input type="text"/>	Sniping Rifle	<input type="text"/>
Anthropology	<input type="text"/>	Forgery	<input type="text"/>	Savoir-Faire	<input type="text"/>	Shotgun	<input type="text"/>
Archaeology	<input type="text"/>	Gamble	<input type="text"/>	Scavenge	<input type="text"/>	Heavy Weapons	<input type="text"/>
Archery	<input type="text"/>	Geology	<input type="text"/>	Sculpt	<input type="text"/>	FOREIGN LANGUAGE:	<input type="text"/>
Architecture	<input type="text"/>	Haggle	<input type="text"/>	Seamanship	<input type="text"/>		<input type="text"/>
Area Knowledge	<input type="text"/>	Hand-to-Hand Combat	<input type="text"/>	Search	<input type="text"/>	MEDICINE:	
Astronomy	<input type="text"/>	Heavy Machinery	<input type="text"/>	Seduction	<input type="text"/>	Surgery	<input type="text"/>
Blacksmithing	<input type="text"/>	Hide	<input type="text"/>	Sing	<input type="text"/>	Combat Medicine	<input type="text"/>
Blather	<input type="text"/>	History	<input type="text"/>	Slight-of-Hand	<input type="text"/>	Forensic Pathology	<input type="text"/>
Botany	<input type="text"/>	Hunt	<input type="text"/>	Stealth	<input type="text"/>	Treat Disease	<input type="text"/>
Bicycle	<input type="text"/>	Hygiene	<input type="text"/>	Streetwise	<input type="text"/>	Treat Poison	<input type="text"/>
Brew/Distill	<input type="text"/>	Hypnotism	<input type="text"/>	Swim	<input type="text"/>	PILOT:	
Camouflage	<input type="text"/>	Imitate	<input type="text"/>	Tactics	<input type="text"/>	Propeller	<input type="text"/>
Carpentry	<input type="text"/>	Interrogate/Torture	<input type="text"/>	Teach	<input type="text"/>	Jet	<input type="text"/>
Cartography	<input type="text"/>	Intimidate	<input type="text"/>	Teamster	<input type="text"/>	Military	<input type="text"/>
Chemistry	<input type="text"/>	Jury Rig	<input type="text"/>	Theology	<input type="text"/>	Helicopter	<input type="text"/>
Climb	<input type="text"/>	Law	<input type="text"/>	Toxicology	<input type="text"/>	Dirigible	<input type="text"/>
Compose	<input type="text"/>	Leadership	<input type="text"/>	Track	<input type="text"/>	REPAIR:	
Computer	<input type="text"/>	Literature	<input type="text"/>	Write	<input type="text"/>	Vehicle	<input type="text"/>
Con	<input type="text"/>	Locksmith	<input type="text"/>	Zoology	<input type="text"/>	Electrical	<input type="text"/>
Cook	<input type="text"/>	Mathematics	<input type="text"/>	MEGA -SKILLS		Installed System	<input type="text"/>
Cryptography	<input type="text"/>	Melee Weapons	<input type="text"/>	DRIVE:		SURVIVAL:	
Dance	<input type="text"/>	Metallurgy	<input type="text"/>	Manual	<input type="text"/>	Jungle	<input type="text"/>
Debate	<input type="text"/>	Meteorology	<input type="text"/>	Motorcycle	<input type="text"/>	Desert	<input type="text"/>
Demolitions	<input type="text"/>	Occult	<input type="text"/>	Semi-Trailer	<input type="text"/>	Tundra	<input type="text"/>
Diplomacy	<input type="text"/>	Parachute	<input type="text"/>	Bus	<input type="text"/>	Ocean	<input type="text"/>
Disarm/Subdue	<input type="text"/>	Pharmacology	<input type="text"/>	Expert:		WEAPONSMITH:	
Disguise	<input type="text"/>	Photography	<input type="text"/>		<input type="text"/>	Melee	<input type="text"/>
Draw	<input type="text"/>	Physics	<input type="text"/>		<input type="text"/>	Firearms	<input type="text"/>
Education	<input type="text"/>	Play Instrument	<input type="text"/>		<input type="text"/>	Military	<input type="text"/>
Electronics	<input type="text"/>	Psychology	<input type="text"/>		<input type="text"/>		

WEAPON	FAIL #	DAM +	ACC #	NOTES

NON LETHAL	L	W	S	C	LETHAL	L	W	S	C
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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NOTES AND SPECIALIZATIONS:

