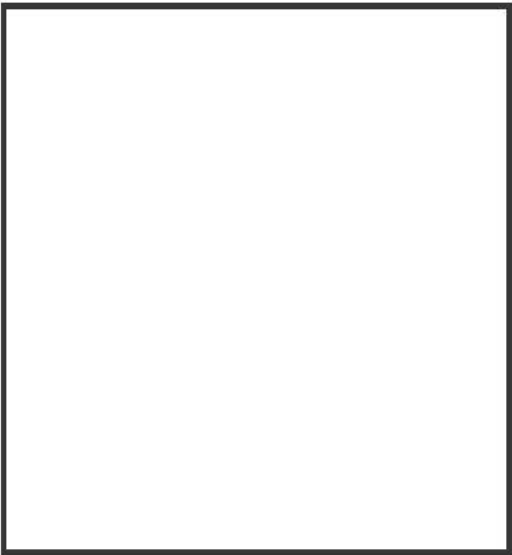


Character Name: _____
 Player Name: _____
 Occupation: _____
 Species: _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____



Agility _____
 acrobatics _____
 brawling _____
 dodge _____
 firearms _____
 flying/0-G _____
 melee combat _____
 missile weapons _____
 riding _____
 running _____
 sleight of hand _____
 throwing _____

Mechanical _____
 comm _____
 exoskeleton operation _____
 gunnery _____
 navigation _____
 piloting _____
 sensors _____
 shields _____
 vehicle operation _____

Strength _____
 climb/jump _____
 lift _____
 stamina _____
 swim _____

Perception _____
 artist _____
 bargain _____
 command _____
 con _____
 forgery _____
 gambling _____
 hide _____
 investigation _____

Knowledge _____
 aliens _____
 astrography _____
 bureaucracy _____
 business _____
 cultures _____
 intimidation _____
 languages _____
 scholar _____
 security regulations _____
 streetwise _____
 survival _____
 tactics _____
 willpower _____

know-how _____
 persuasion _____
 search _____
 sneak _____

Metaphysics _____
 channel _____
 sense _____
 transform _____

Technical _____
 armor repair _____
 comp. interface/repair _____
 demolitions _____
 exoskeleton repair _____
 firearms repair _____
 flight sys. repair _____
 gunnery repair _____
 medicine _____
 personal equip. repair _____
 robot interface/repair _____
 security _____
 vehicle repair _____

Advantages: _____

Disadvantages: _____

Special Abilities: _____

Funds _____
Credits _____
Fate Points _____
Character Points _____
Strength Damage _____ **Move** _____
Body Points _____

Wound Level _____ **Body Points Range** _____
 Stunned _____
 Wounded _____
 Severely Wounded _____
 Incapacitated _____
 Mortally Wounded _____
 Dead _____



