



# The Character Card

The Character Card saves and stores the basic information a player needs to know about his character. A player should have a character card for each character in play.

# Human Char Card

CHARACTER CARD				UPP					
Name				Str	Dex	End	Int	Edu	Soc
Breathes		Gender	Birthdate	Birthworld					
Service Experience				Homeworld					
Career Experience				Personal Equipment			Term01		
							Term02		
							Term03		
Characteristics (GP)				Senses			Skills		
SDEIES				VHST			Term04		
C1 Str		Energy		Vision String			Term05		
Str 2D		Vision		V-16-RGB			Term06		
C2 Dex Agi Gra		Vibration		Hearing String			Term06		
Dex 2D		Hearing		H-16-9382			Term07		
C3 End Sta Vig		Volatiles		Smell String			Term08		
End 2D		Smell		S-16-3			Term09		
C4 Int		Contact		Touch String					
Int 2D		Touch		T-16-3					
C5 Edu Tra Ins		Fields		Aware String					
Edu 2D		Aware							
C6 Soc Cha Cas		Auras		Percept String					
Soc 2D		Percept							

**Human** **Card NN**

CHARACTER CARD (BACK)				D NA=							
Sophont Descriptor				C1	C2	C3	C4	C5	C6		
Education or Training		Physical Aging	Mental Aging								
		Overview									
		HBS-T-AN-LN-N									
		Symmetry									
		Bilateral									
		Head									
		Head-Brain-Senses						San			
Sound	Certifications	Torso							Light		
G		Torso							D		
F		Limbgroup1							U		
E		Arms with Hands							S		
D		Limbgroup2							P		
C		none							B	>	
B		Limbgroup3							G	>	
A		Legs							R	>	
<	9	Limbgroup4							C		
<	8	none							A		
<	7	Tail							N		
	6	none							I		
	5	Skeleton				Racial Scent			F		
	6	Bony Interior				HUM -			X		
	5	Skin	Fluids				Organic				
	4	Skin	Blood				Int= Ext=				

**Human** **Card NN**

