

ARMOUR

NAME: _____ AGE: _____

RADS: _____

SPECIES: _____









SPECIES TRAITS: _____

HOMEWORLD: _____

CHARACTERISTIC DMS	
Score	DM
0	-3
1 to 2	-2
3 to 5	-1
6 to 8	+0
9 to 11	+1
12 to 14	+2
15 or more	+3

TYPE	RAD	PROTECTION	KG	OPTIONS

CHARACTERISTICS

 DM	 DM	 DM
STRENGTH	DEXTERITY	ENDURANCE
 DM	 DM	 DM
INTELLECT	EDUCATION	SOCIAL
PSI:  DM	LCK:  DM	

FINANCES

PENSION
Cr _____

DEBT
Cr _____

CASH ON HAND
Cr _____

MONTHLY SHIP PAYMENTS
Cr _____

LIVING COST
Cr _____

ALLIES, CONTACTS, ENEMIES, RIVALS

STUDY PERIOD

TRAINING IN SKILL: _____

WEEKS: _____ / _____

STUDY PERIODS COMPLETE: _____

SKILLS

Jack of All Trades: _____ Untrained: _____

Admin	Deception	>Power Plant	>Slug	>Natural	>
Advocate	Diplomat	Explosives	>	>Unarmed	>
Animals:	Drive:	Flyer:	Heavy Weapons:	Navigation	Seafarer:
>Handling	>Hovercraft	>Airship	>Artillery	Persuade	>Ocean Ships
>Training	>Mole	>Grav	>Man-Port.	Pilot:	>Personal
>Veterinary	>Tracked	>Ornithopter	>Vehicle	>Capital Ships	>Sail
Art:	>Walker	>Rotor	Investigate	>Small Craft	>Submarine
>	>Wheeled	>Wing	Language:	>Spacecraft	Stealth
>	Electronics:	Gambler	>	Profession:	Steward
>	>Comms	Gunner:	>	>	Streetwise
Astrogation	>Computers	>Capital	>	>	Survival
Athletics:	>Remote Ops.	>Ortillery	Leadership	>	Tactics:
>Dexterity	>Sensors	>Screen	Mechanic	>	>Military
>Endurance	Engineer:	>Turret	Medic	Recon	>Naval
>Strength	>J-Drive	Gun Combat:	Melee:	Science:	Vacc Suit
Broker	>Life Support	>Archaic	>Blade	>	
Carouse	>M-Drive	>Energy	>Bludgeon	>	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS

AUGMENTS

TYPE	TL	IMPROVEMENT

EQUIPMENT

MASS	MASS	MASS
TOTAL CARRIED MASS		



WEALTH



SANITY



MORALE



CHARM

NOTABLE ABILITY:

BACKGROUND:

OTHER EQUIPMENT: