

NAME		PLAYER	SPECIES	
HOMEWORLD	HOMEWORLD UWP	AGE	TERMS SERVED	
RANK / TITLE	AFFILIATION / CORP	STREET CRED / REP	ID / SIN CODE	

SYS.UPP



CODE	CHARACTERISTIC	MAX	CURR	DM
STR	Strength			
DEX	Dexterity			
END	Endurance			
INT	Intellect			
EDU	Education			
SOC	Social			
PSI	Psionics			
	ALT: CHA / TRA / INS / SAN			

DM KEY (MGT/CE) · HEX A=10 ... F=15

0	1-2	3-5	6-8	9-11	12-14	15+
-3	-2	-1	0	+1	+2	+3

SYS_SKL

Admin	☐	Gunner	☐	Steward	☐
Advocate	☐	Heavy Weapons	☐	Streetwise	☐
Animals	☐	Investigate	☐	Survival	☐
Art	☐	Jack-of-all-Trades	☐	Tactics	☐
Astrogation	☐	Language	☐	Vacc Suit	☐
Athletics	☐	Leadership	☐		☐
Broker	☐	Mechanic	☐		☐
Carouse	☐	Medic	☐		☐
Deception	☐	Melee	☐		☐
Diplomat	☐	Navigation	☐		☐
Drive	☐	Persuade	☐		☐
Electronics	☐	Pilot	☐		☐
Engineer	☐	Profession	☐		☐
Explosives	☐	Recon	☐		☐
Flyer	☐	Science	☐		☐
Gambler	☐	Seafarer	☐		☐
Gun Combat	☐	Stealth	☐		☐

CMB.WPN

WEAPON / SKILL	TL	RANGE	DAMAGE	MAG	AMMO	TRAITS	KG
					□□□□□		
					□□□□□		
					□□□□□		
					□□□□□		
					□□□□□		

CMB.ARM

ARMOR	TL	PROT	RAD	KG	SKILL REQ.

CARRIED (KG) LIMIT (STR+END...)

☐ NORMAL ☐ ENCUMBERED ☐ OVER

AUG.REG

AUGMENT / IMPLANT	LOCATION	TL	EFFECT / DM	LOAD	COST

TOTAL LOAD

Page 10

THRESHOLD

Load = strain, humanity loss or essence cost per your rules.

RECORDS & ASSETS

NAME

07 CAREER HISTORY

LOG.TRM

TERM	CAREER / ASSIGNMENT	RANK	QUAL	SURV	ADV	EVENTS / MISHAPS / SKILLS GAINED	BENEFITS
1							
2							
3							
4							
5							
6							
7							

08 INJURIES & MEDICAL

BIO.MON

☐ HEALTHY

☐ WOUNDED

☐ UNCONSCIOUS

☐ FATIGUED

RADS

AGING DM

MEDICAL DEBT

INJURY / CONDITION	CHAR	HEALING / TREATMENT

09 TRAITS, BACKGROUND & NOTES

TXT.LOG

10 EQUIPMENT

INV.EQP

ITEM	QTY	KG

11 FINANCES

Cr

FIN.ACC

CREDITS ON HAND	
BANK / ACCOUNTS	
PENSION / YR	
DEBT OWED	
SHIP PAYMENT / MO	
LIFESTYLE / MO	
INCOME / MO	
BLACK-MARKET CRED	
MUSTERING CASH	

12 CONTACTS, ALLIES, RIVALS & ENEMIES

NET.CON

A/C/ R/E	NAME	LOCATION / NOTES

13 SHIP SHARE & VEHICLE

VEH.REG

SHIP NAME / CLASS	
TONS / JUMP	SHARES HELD
VEHICLE / RIDE	
SPEED / RANGE	HULL / ARMOR