

PERSONNEL RECORD

NAME

PLAYER

SPECIES

HOMEWORLD

HOMEWORLD UWP

AGE

TERMS SERVED

RANK / TITLE

AFFILIATION / CORP

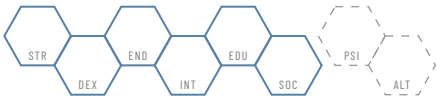
STREET CRED / REP

ID / SIN CODE

PORTRAIT

01 CHARACTERISTICS

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  |

02 SKILLS Untrained -3 · specialties on line

SYS.SK

|                |  |               |  |               |  |
|----------------|--|---------------|--|---------------|--|
| Admin          |  | Gunnery       |  | Vehicle       |  |
| Air/Raft       |  | Interrogation |  | Zero-G Combat |  |
| ATV            |  | Jack-o-T      |  |               |  |
| Bribery        |  | Leader        |  |               |  |
| Blade Combat   |  | Liaison       |  |               |  |
| Brawling       |  | Mechanical    |  |               |  |
| Carousing      |  | Medical       |  |               |  |
| Communications |  | Navigation    |  |               |  |
| Computer       |  | Pilot         |  |               |  |
| Demolition     |  | Prospecting   |  |               |  |
| Electronics    |  | Recruiting    |  |               |  |
| Engineering    |  | Ship's Boat   |  |               |  |
| Forgery        |  | Steward       |  |               |  |
| Forward Obs.   |  | Streetwise    |  |               |  |
| Gambling       |  | Survival      |  |               |  |
| Gravitics      |  | Tactics       |  |               |  |
| Gun Combat     |  | Vacc Suit     |  |               |  |

03 WEAPONS

CMB.WPN

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

04 ARMOR

CMB.ARM

| ARMOR | TL | PROT | RAD | KG | SKILL REQ. |
|-------|----|------|-----|----|------------|
|       |    |      |     |    |            |
|       |    |      |     |    |            |
|       |    |      |     |    |            |

05 ENCUMBRANCE

CARRIED (KG)

LIMIT (STR+END...)

NORMAL

ENCUMBERED

OVER

06 CYBERWARE & AUGMENTS

AUG.REG

| AUGMENT / IMPLANT | LOCATION | TL | EFFECT / DM | LOAD | COST |
|-------------------|----------|----|-------------|------|------|
|                   |          |    |             |      |      |
|                   |          |    |             |      |      |
|                   |          |    |             |      |      |

TOTAL LOAD 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 |
|------|-----|----|
|      |     |    |
|      |     |    |
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|      |     |    |
|      |     |    |
|      |     |    |

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/<br>R/E | NAME | LOCATION / NOTES |
|-------------|------|------------------|
|             |      |                  |
|             |      |                  |
|             |      |                  |
|             |      |                  |
|             |      |                  |
|             |      |                  |

13 SHIP SHARE & VEHICLE

VEH.REG

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