STRIKER

CHARACTER PROFILE

Character Name | Gender | Sophontcy | Clades

Professions

Vocations

Backgrounds | Age

Size (SX) | Hardness | Factors (HX, EX, FX) | Reach

Level | XP | XP needed

Provenances

Character Image

Resources

Vital HP		Recovery	
EP			
FP			
Stored HP		Recovery	
EP			

Traits

Challenges (TC, SC, PC, CC) | Initiative

Senses (light D S, mag D S, grav D S, audio, olfact, sonar) | Per(psy)

Speeds (base, walk, crawl, climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min										
amr										
fld										
shd										
aeg										

Skills

Health (R M, bonus) | Energy (R M, bonus) | Focus (R M, bonus)

Strength (R M, start, bonus)

Perception (R M, start, bonus)

Insight (R M, start, bonus)

Resolve (R M, start, bonus)

Agility (R M, start, bonus; B M S)

Stealth (R M, start, bonus; B M S)

Deception (R M, start, bonus)

Investigation (R M, start, bonus)

Perform (R M, start, bonus)

Persuasion (R M, start, bonus)

Antiquities (R M, start, bonus)

Science (R M, start, bonus)

Society (R M, start, bonus)

Survival (R M, start, bonus)

Cbt-Melee (R M, start, bonus)

Cbt-Ranged (R M, start, bonus)

(R M, start, bonus) _____

(R M, start, bonus) _____

(R M, start, bonus) _____

(R M, start, bonus) _____

(R M, start, bonus) _____

(R M, start, bonus) _____

Qualifiers

Techniques

M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique
M	base skill	R M bonus	technique

Gear

Enhancements

item _____ type _____ wt ____ CC ____
eff _____ HP EP

item _____ type _____ wt ____ CC ____
eff _____ HP EP

item _____ type _____ wt ____ CC ____
eff _____ HP EP

item _____ type _____ wt ____ CC ____
eff _____ HP EP

item _____ type _____ wt ____ CC ____
eff _____ HP EP

item _____ type _____ wt ____ CC ____
eff _____ HP EP

item _____ type _____ wt ____ CC ____
eff _____ HP EP

Carapace

item _____ type _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ type _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ type _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ type _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ type _____ wt ____ CC ____
eff _____ HP EP # cap rem units

Weapons

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

item _____ wt ____ CC ____
eff _____ HP EP # cap rem units

Conjugates

industry _____ R M

known ____ max fp ____

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

industry _____ R M

known ____ max fp ____

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

industry _____ R M

known ____ max fp ____

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP

_____ does _____
eff _____ HP EP FP