

| Backgrounds | Terms | Professions            | Levels | Locations     | Levels |
|-------------|-------|------------------------|--------|---------------|--------|
| Colonist    | 1     | Investigator (analyst) | 1      | hacker (gene) | 1      |
| Academic    | 2     |                        |        |               |        |
|             |       |                        |        |               |        |
|             |       |                        |        |               |        |

33

0

300

16

16

16

Age

HP

Next Level

CC

CC-Q

CC-S

Personality traits / alignment

Skills

Vital Resources

Stored Resources

| Start | Talent | R      | M | Max | Temp | Curr | Rec | Max | Curr | Rec |
|-------|--------|--------|---|-----|------|------|-----|-----|------|-----|
| 0     | 2      | Health | 3 | HP  | 12   |      | 4/r | 0   |      |     |
| 0     |        | Energy | 0 | EP  | 2    |      | 2/r | 0   |      |     |
| 0     |        | Focus  | 1 | FP  | 4    |      | 3/r | 0   |      |     |

|    |  |            |    |            |      |       |                                           |
|----|--|------------|----|------------|------|-------|-------------------------------------------|
| -5 |  | Strength   | -5 | 10         | 9    | 6     | Biochem-Water, Biology-Freen, Tech-Modern |
| 0  |  | Perception | 1  | Carry      | Lift | Throw |                                           |
| -3 |  | Resolve    | -2 | Initiative | -2   |       |                                           |

|    |   |             |    |    |    |  |  |
|----|---|-------------|----|----|----|--|--|
| -3 |   | Agility     | -2 | TC | 9  |  |  |
| 0  |   | Insight     | 1  | SC | 11 |  |  |
| -2 |   | Stealth     | -1 | PC | 9  |  |  |
| -2 |   | Deceive     | -2 |    |    |  |  |
| 0  | 3 | Investigate | 4  |    |    |  |  |
| -2 |   | Perform     | -2 |    |    |  |  |
| -1 |   | Persuade    | -1 |    |    |  |  |
| -2 |   | Antiquities | -2 |    |    |  |  |
| -2 | 1 | Science     | 0  |    |    |  |  |
| 0  | 1 | Society     | 2  |    |    |  |  |
| -1 | 2 | Survival    | 1  |    |    |  |  |
| -3 |   | Cbt-Melee   | -3 |    |    |  |  |
| -3 |   | Cbt-Ranged  | -3 |    |    |  |  |
| -2 | 1 | Cybernetics | -1 |    |    |  |  |
| -2 | 2 | Genetics    | 0  |    |    |  |  |
| -2 | 2 | Medicine    | 0  |    |    |  |  |
| -2 | 1 | Neuronetics | -1 |    |    |  |  |
| -2 | 1 | Robotics    | -1 |    |    |  |  |
|    |   |             |    |    |    |  |  |
|    |   |             |    |    |    |  |  |
|    |   |             |    |    |    |  |  |

Qualifiers

- ☒ Aegis
- ☐ Cbt-Zero-G
- ☐ Climber's-Tools
- ☐ Disguise-Tools
- ☒ Forensic-Tools
- ☐ Medicine-Tools
- ☐ QTM-Tools
- ☐ Scan-Tools
- ☐ Surveillance-Tools
- ☐ Ucl-Air
- ☐ Ucl-Ground
- ☐ Ucl-Mech
- ☐ Ucl-Space
- ☐ Ucl-Striker

Move Speeds

|         |                    |  |                     |
|---------|--------------------|--|---------------------|
| 8       | walk               |  |                     |
| Stock   | Modes              |  | Circumstantial mods |
| 4       |                    |  |                     |
| Half    | Modes              |  | Circumstantial mods |
| 2       | crawl, climb, swim |  |                     |
| Quarter | Modes              |  | Circumstantial mods |

Senses

|           |            |           |               |
|-----------|------------|-----------|---------------|
| 20        | lightsense | 1         | olfactorsense |
| Increment | Enh        | Increment | Enh           |
| 1         | audiosense |           |               |
| Increment | Enh        | Increment | Enh           |

Sketch/Notes