

Character: _____	Player: _____	Condition	Alertness	Condition	Performance
Sex: _____	Age: _____	Sex: _____	Age: _____	Sex: _____	Age: _____
Frame: _____	Score: _____	[AGL] 1 2 3	[BDY] 1 2 3	[AGL] 1 2 3	[BDY] 1 2 3
Height: _____' _____"	Weight: _____#	Distinguishing Features: _____			
*Skin: _____	_____	_____			
*Hair: _____	_____	_____			
*Eyes: _____	_____	_____			
Family Status: _____	Birth Order: _____	Favour	[]	Alertness equals Performance value or lower	
Social Class/Caste: _____	Legal Status: _____	Sudden-Zed conscious on 19+ on (2d12+BDY PM)			

BLOOD-	ABILITIES-	CRITICAL TESTS-	COMBAT DATA-
_____	T	Score PM 2M	2M+ Mod. & Dice
_____	[] CNV (6) Conviction : _____	Lifeforce : _____	Authority : _____
_____	[] PSI (5) Psionic Index : _____	Control : _____	Psi-Attack : _____
_____	[] SCP (4) Scope : _____	Vigilance : _____	Ranged Tech. : _____
_____	[] AGL (3) Agility : _____	Reflexes : _____	Ranged Muscle : _____
_____	[] FTN (2) Fighting : _____	Nerve : _____	Mêlée Weapon : _____
_____	[] BDY (1) Body : _____	Health : _____	Brawling : _____
Notes-	Initiative [] Focus: _____	Experience: _____	Environmental: _____
_____	* FIGHT DICE [] Armour: _____		
_____	Dynamic Pool [] Defence: _____		

	Attacks-	Data-	Yes:Option-
_____			[] Ammunition Count: _____
_____			[] Ammunition Count: _____
Tech Level-	Cultural Level: (-) (Pr) (In) (St) (Ad) (Hi)	Education : _____	Resources: _____
* (0) (1) (2) (3) (4) (5) (6) (7) (8) (9) (A) (B) (C) (D) (E) (F) (G)			Social: _____
BACKGROUND: (<u>W</u>) (<u>R</u>) (<u>S</u>) (<u>U</u>) (<u>M</u>)	PRIMARY- _____	SKILLS- _____	ABERRATIONS & POWERS- _____
*Environment: _____		Academic : _____	
*Site: _____		Arcane : _____	
*Land: _____		Athletic : _____	
		Combat : _____	
		Communication: _____	
	SECONDARY- _____	Covert : _____	
		Civilisation : _____	
		Professional : _____	
		Trades : _____	
		Wilderness : _____	

[illegible]