				:			:						
Изате				Current Points	Startin Level		Low		Med	High		V.High	Epic
Player					Points Provide		1	0	20	30		40	50
Skill	Value	Points	Points Points will be spent on skills (left panel), feats like equipment, proficiencies and focuses (below). Skills:										
Combat				ints Required	1 0		1 2		6		10	45	
Endurance				Skill Level	untrained		1 MICE	3 APPRENTICE		PROFICIENT		10 EXPERT	15 MASTER
Survival			Value		1	NOVICE 2		3		4		5	6
Sui vivai				value	'		_)	7)	1 0
Perception						_							
Agility													
Reasoning			ks										
Doctor*			Profeciencies focuses and attacks			her							
Computers*			uses ar			Equipment and other							
Electronics*			es foct			ment							
			cienci			Equip							
Diplomacy			Profe			-							
Deception						-							
*canno	ot be used ι	untrained											
Feats	Points						plana						
Veteran	4	+1 Action. You may only choose this feat after becoming a journeyman of at least one skill. + 1 S to specific checks (of a skill) or to different skill checks in a specific condition.											
Focus	4	·		•	•					•			alvin a ai a
Powers	6			hasing, eleme ansmorphing.		oi, ei	iergy/	SOME	Diast, in	VISIDIIIT	y, tele	patriy, tei	ekinesis,
Traits	6	Appendages (wings, tails, claws), Resistance (disease, physical, poison, elemental, energy), Regeneration, Enhanced senses (vision, scent, tremor, hearing)											
Proficiency	2	Using a weapon, armor or shield / Knowledge of a subject / using a device/ operating a vehicle / performing a job via other skills, speaking a language											
Equipment	2/5/10	Exceptional, elite or unique. Roll/defense bonus (1-3) and/or other functionalities including cyborg enhancements (Vision, Flight, Arms, Legs, Computer, Reinforcing, Tools, Sensors).											

Life	2xendurance
Actions	zxendurance
	3 (+1 if veteran)
Stamina	endurance
Sanity	equipment

Defenses	Equipment	Action	Other

Мате		Personality										
Play er	Motivation (choose one)	☐ Curiosity, ☐ Wealth, ☐ Influence, ☐ Heroism, ☐ Self-betterment, ☐ Fame, ☐ Personal Achievement:										
Role		☐ Honorable				□ Neu	ıtral	☐ Cunning				
☐ Cleric or ☐ Cultist	Conduct (choose one	☐ Impulsive				□ Neutral		☐ Prudent				
☐ Police or ☐ Smuggler ☐ Soldier or ☐ Rebel	for each row)		Compac	cionata		☐ Neutral		☐ Cruel				
☐ Bounty hunter or ☐ Fugit	ive	☐ Compassionate ☐ Neutral ☐ Cruel										
☐ Mercenary	Bonds	☐ Se	lf, □ Lo	ver, 🗆 F	amily	, □ Frier	ıds, □ C)rganiza	tion, □	Faith,		
☐ Assassin	(choose 1 or 2)		□ Ethnics, □ Life, □ Nature, □ Other									
☐ Thief		Details:										
☐ Scavenger		□ Canarous or □ calfish □ Pational or □ amotional										
□ Spy		☐ Generous or ☐ selfish, ☐ Rational or ☐ emotional,☐ Neat or ☐ untidy, ☐ Progressive or ☐ traditionalist,										
☐ Freelancer	Defining Characteristics	☐ Austere or ☐ hedonist, ☐ Cheerful or ☐ melancholic,										
☐ Contractor	(choose 1 to 3)	☐ Kind or ☐ rude, ☐ Humble or ☐ arrogant,										
□ Decker		☐ Racist or ☐ xenophilic, ☐ Spiritualist or ☐ materialist										
☐ Fixer			racist	01 🗆 🗡	лорт	c, 🗀 ɔ̞̞r	/iiiicualis		naccitan	J.		
☐ Agent		_										
□ Driver —		Sı	ıccess/t	-		/ table*						
☐ Muscle	Difficulty Level ——	Number of rolls										
☐ Streetfighter	1	2	3	4	5	6	7	8	9	10		
□ Exile	Very Easy (1) 50%	75%	88%	94%	97%	98%	99%	100%	100%	100%		
□ Journalist	Easy (2) 0%	25%	50%	69%	81%	89%	94%	97%	98%	100%		
☐ Diplomat	Medium (3) 0%	- 0/	0/						0/	95%		
	(2)	0%	12%	31%	50%	66%	77%	86%	91%	,,		
□ Explorer	Difficult (4) 0%	0%	12% 0%	31% 6%	50% 18%	66% 34%	77% 50%	86% 64%	91% 75%	83%		
☐ Scientist												
•	Difficult (4) 0%	0%	0%	6%	18%	34%	50%	64%	75%	83%		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0%	0% 0%	o% o%	6% o%	18% 3%	34% 11%	50% 23%	64% 36%	75% 50%	83% 62%		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		
☐ Scientist ☐ Government official ☐ Other:	Difficult (4) 0% Very Difficult (5) 0% Extremely dif. (6) 0% Almost impossible (7) 0%	0% 0% 0%	0% 0% 0%	6% 0% 0%	18% 3% 0% 0%	34% 11% 2% 0%	50% 23% 6% 1%	64% 36% 14% 4%	75% 50% 25% 9%	83% 62% %38		