

Name
Player

Current Points	Starting Level	Low	Med	High	V.High	Epic
	Points Provided	10	20	30	40	50

Points will be spent on skills (left panel), feats like equipment, proficiencies and focuses (below).

Skill	Value	Points
Combat		
Endurance		
Survival		
Perception		
Agility		
Reasoning		
Doctor*		
Computers*		
Electronics*		
Diplomacy		
Deception		

Skills:

Points Required	0	1	3	6	10	15
Skill Level	untrained	NOVICE	APPRENTICE	PROFICIENT	EXPERT	MASTER
Value	1	2	3	4	5	6

Proficiencies focuses and attacks	

Equipment and other	

*cannot be used untrained

Feats	Points	Explanation
Veteran	4	+1 Action. You may only choose this feat after becoming a journeyman of at least one skill.
Focus	4	+ 1 S to specific checks (of a skill) or to different skill checks in a specific condition.
Powers	6	Teleportation, phasing, elemental control, energy/sonic blast, invisibility, telepathy, telekinesis, shapeshifting, transmorphing...
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	3 (+1 if veteran)
Stamina	endurance
Sanity	equipment

Defenses	Equipment	Action	Other

