

### Personal Data

Character Name: \_\_\_\_\_ Archetype: \_\_\_\_\_ Alias/Title: \_\_\_\_\_  
 Place of Birth: \_\_\_\_\_ Age: \_\_\_\_\_ Date of Birth: \_\_\_\_\_  
 Race/Culture: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Description: \_\_\_\_\_

### History

#### Background

#### Summary of Events

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### Contacts

### Compass

### Languages & Data

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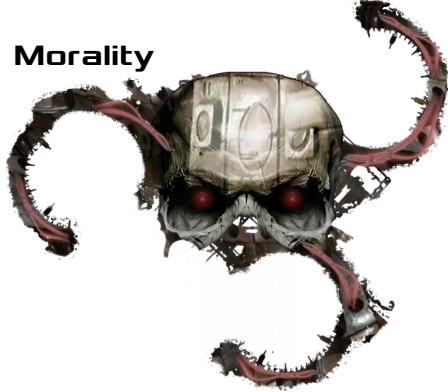
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**Honor**



**Morality**

**Sanity**

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### Augmentation

	Cyber

### Gear

### Finances

### Special Equipment

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**Wealth**

**Profit**

**Loss**

**Other Valuables**

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**Property & Holdings**

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## Statistics

Strength	Dexterity	Endurance	Athletics
Charisma	Intellect	Fortitude	Spirit
	<b>Quickness</b>	<b>Toughness</b>	

### Talents & Traits


### Movement & Lifting

Move	_____	Max Lift	_____
Run	_____	Leap (h)	_____
Swim	_____	Leap (v)	_____

### Fate & Destiny

Fate <span style="font-size: small; margin-left: 10px;">max</span>	Destiny

### Wounds

Wounds	Healing Rate
Current Wounds	Damage <span style="float: right; font-size: small;">Treated</span>
<b>Wound Status</b>	<b>Wounded</b> <b>Mortal</b>

### Armor

Type	Toughness
<b>Encumbrance</b>	Light     Heavy <small>Movement Penalty</small>

### Skills

Skill	die

### Weapons

<b>Weapon</b>	<b>die</b>	<b>Defense</b>	<b>Damage</b>
Notes:	ROF	Cap	Range
<b>Weapon</b>	<b>die</b>	<b>Defense</b>	<b>Damage</b>
Notes:	ROF	Cap	Range
<b>Weapon</b>	<b>die</b>	<b>Defense</b>	<b>Damage</b>
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<b>Weapon</b>	<b>die</b>	<b>Defense</b>	<b>Damage</b>
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<b>Weapon</b>	<b>die</b>	<b>Defense</b>	<b>Damage</b>
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