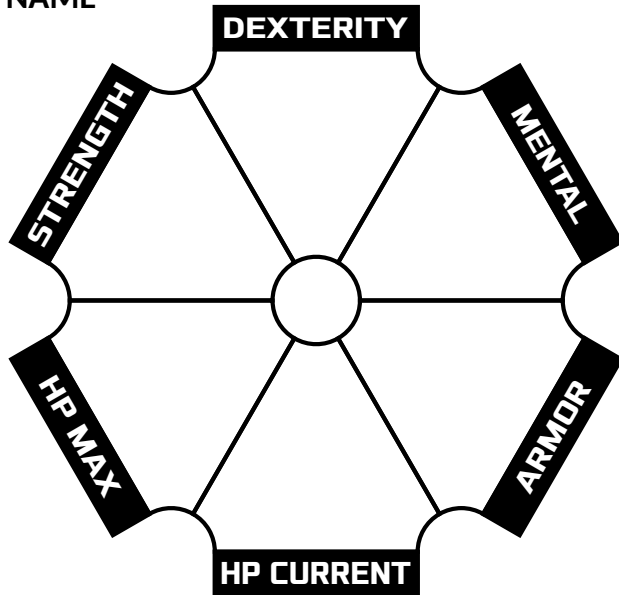


NAME \_\_\_\_\_

CLASS \_\_\_\_\_

XP \_\_\_\_\_



WEAPONS	RNG	DMG

**NOTES**

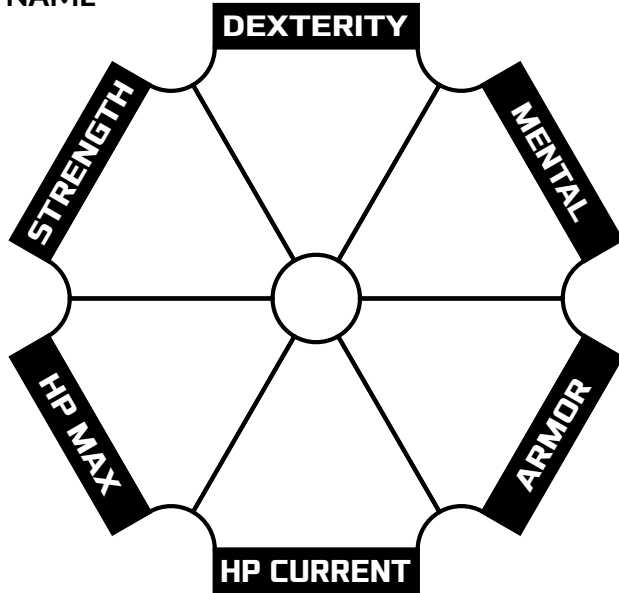
**INVENTORY**

SKILLS		
___	ATHLETICS	STRENGTH
___	BLOCK	
___	INTIMIDATE	
___	MELEE	
___	THROW	DEXTERITY
___	ACROBATICS	
___	DODGE	
___	PILOT	
___	SHOOT	MENTAL
___	STEALTH	
___	DIPLOMACY	
___	FIRST AID	
___	KNOWLEDGE	
___	NOTICE	
___	REPAIR	

NAME \_\_\_\_\_

CLASS \_\_\_\_\_

XP \_\_\_\_\_



WEAPONS	RNG	DMG

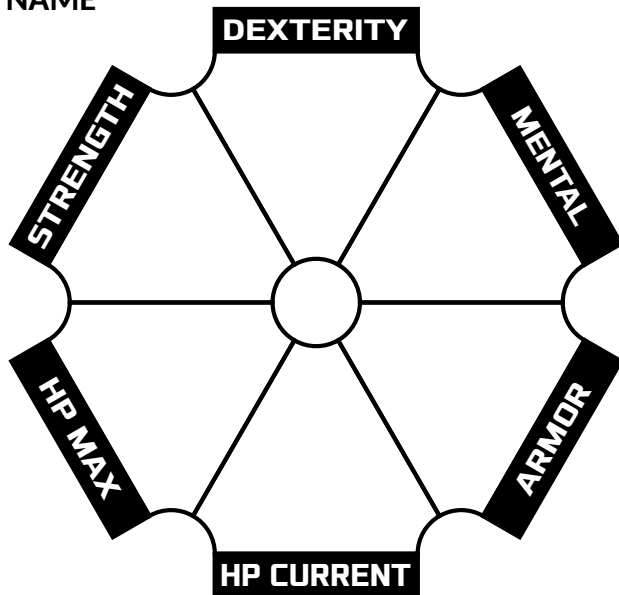
**NOTES**

**INVENTORY**

SKILLS		
___	ATHLETICS	STRENGTH
___	BLOCK	
___	INTIMIDATE	
___	MELEE	
___	THROW	DEXTERITY
___	ACROBATICS	
___	DODGE	
___	PILOT	
___	SHOOT	MENTAL
___	STEALTH	
___	DIPLOMACY	
___	FIRST AID	
___	KNOWLEDGE	
___	NOTICE	
___	REPAIR	

NAME \_\_\_\_\_

XP \_\_\_\_\_



**BRUTE**

- Your hit points are equal to 10 + 3 times your strength.
- Melee attacks ignore 1 armor or 3 armor if you have edge.

**SKILLS**

- \_\_\_ ATHLETICS
  - \_\_\_ BLOCK
  - \_\_\_ INTIMIDATE
  - \_\_\_ MELEE
  - \_\_\_ THROW
- 
- \_\_\_ ACROBATICS
  - \_\_\_ DODGE
  - \_\_\_ PILOT
  - \_\_\_ SHOOT
  - \_\_\_ STEALTH
- 
- \_\_\_ DIPLOMACY
  - \_\_\_ FIRST AID
  - \_\_\_ KNOWLEDGE
  - \_\_\_ NOTICE
  - \_\_\_ REPAIR

STRENGTH

DEXTERITY

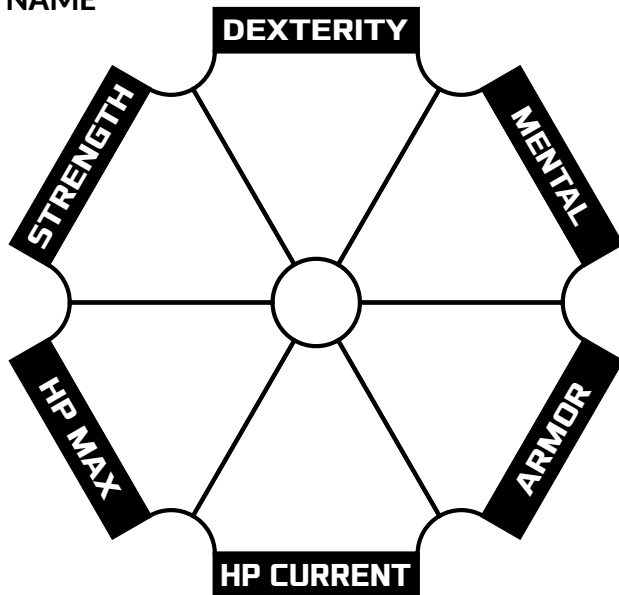
MENTAL

WEAPONS	RNG	DMG

**INVENTORY**

NAME \_\_\_\_\_

XP \_\_\_\_\_



**MARKSMAN**

- Gain +1 on shoot rolls with the precision rifle as long as it is your personal rifle.
- You may gain edge on a shoot roll if you do not move for the round and instead take the time to carefully aim.

**SKILLS**

- \_\_\_ ATHLETICS
  - \_\_\_ BLOCK
  - \_\_\_ INTIMIDATE
  - \_\_\_ MELEE
  - \_\_\_ THROW
- 
- \_\_\_ ACROBATICS
  - \_\_\_ DODGE
  - \_\_\_ PILOT
  - \_\_\_ SHOOT
  - \_\_\_ STEALTH
- 
- \_\_\_ DIPLOMACY
  - \_\_\_ FIRST AID
  - \_\_\_ KNOWLEDGE
  - \_\_\_ NOTICE
  - \_\_\_ REPAIR

STRENGTH

DEXTERITY

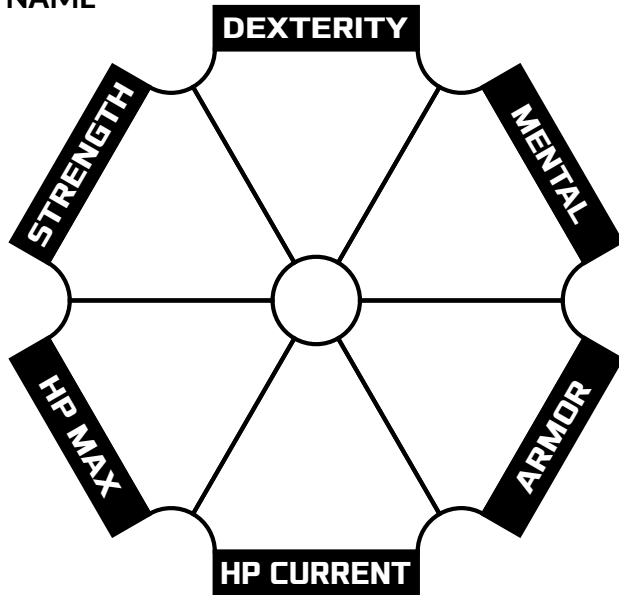
MENTAL

WEAPONS	RNG	DMG

**INVENTORY**

NAME \_\_\_\_\_

XP \_\_\_\_\_



**MECHANIC**

- You can jury-rig things in a few rounds or minutes, instead of doing a proper repair which may take several hours.
- The repair skill gains edge.

**INVENTORY**

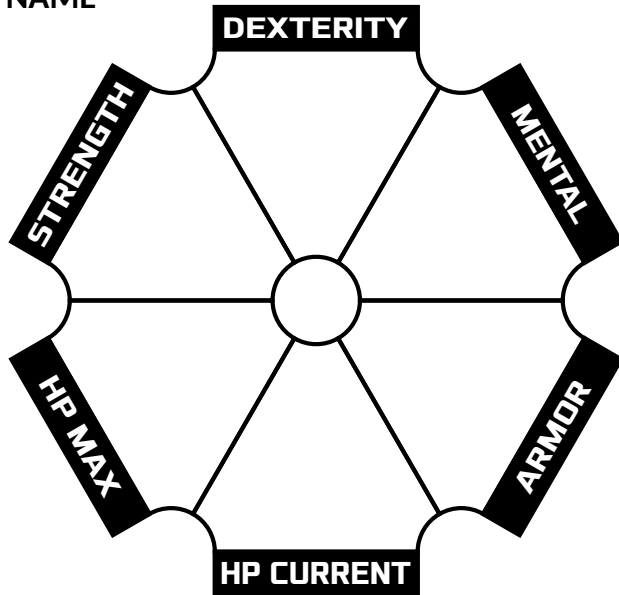

WEAPONS	RNG	DMG

**SKILLS**

___ ATHLETICS ___ BLOCK ___ INTIMIDATE ___ MELEE ___ THROW	STRENGTH
___ ACROBATICS ___ DODGE ___ PILOT ___ SHOOT ___ STEALTH	DEXTERITY
___ DIPLOMACY ___ FIRST AID ___ KNOWLEDGE ___ NOTICE ___ REPAIR	MENTAL

NAME \_\_\_\_\_

XP \_\_\_\_\_



**MEDIC**

- You can use a special rapid injection to immediately heal someone for 1d8 HP. Any additional injections within 8 hours will cause damage instead.
- First aid rolls gains edge.

**INVENTORY**

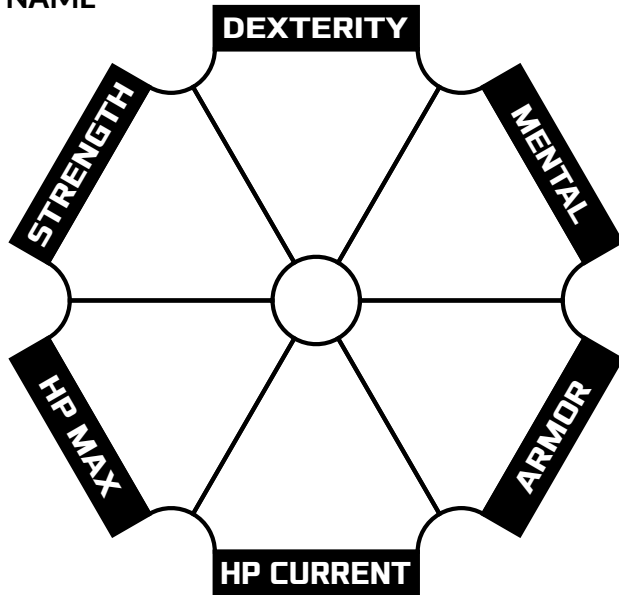

WEAPONS	RNG	DMG

**SKILLS**

___ ATHLETICS ___ BLOCK ___ INTIMIDATE ___ MELEE ___ THROW	STRENGTH
___ ACROBATICS ___ DODGE ___ PILOT ___ SHOOT ___ STEALTH	DEXTERITY
___ DIPLOMACY ___ FIRST AID ___ KNOWLEDGE ___ NOTICE ___ REPAIR	MENTAL

NAME \_\_\_\_\_

XP \_\_\_\_\_



**PILOT**

- You gain +1 when rolling shoot for a weapon that is part of a vehicle, light a fighter ship or tank.
- The pilot skill gains edge.

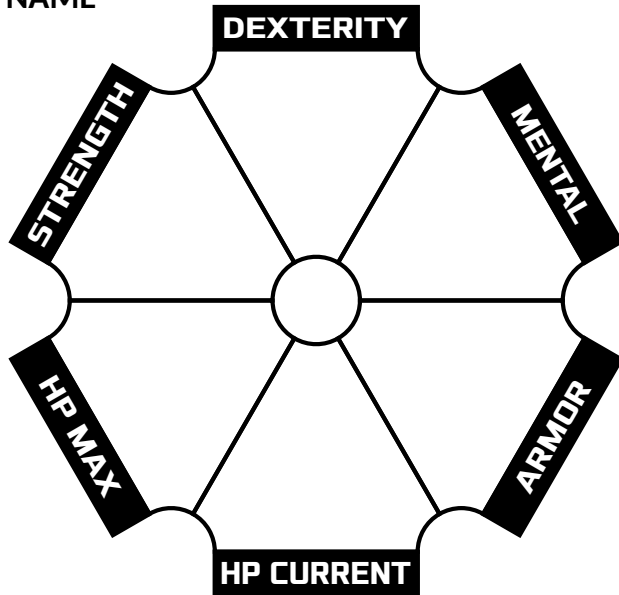
WEAPONS	RNG	DMG

**INVENTORY**

SKILLS		STRENGTH
___	ATHLETICS	
___	BLOCK	
___	INTIMIDATE	
___	MELEE	
___	THROW	
___	ACROBATICS	DEXTERITY
___	DODGE	
___	PILOT	
___	SHOOT	
___	STEALTH	
___	DIPLOMACY	MENTAL
___	FIRST AID	
___	KNOWLEDGE	
___	NOTICE	
___	REPAIR	

NAME \_\_\_\_\_

XP \_\_\_\_\_



**RENEGADE**

- Gain +1 on shoot rolls with a blaster pistol and if combat has not yet started, you can quick draw to also gain edge.
- Your swagger gives your intimidate and diplomacy rolls edge.

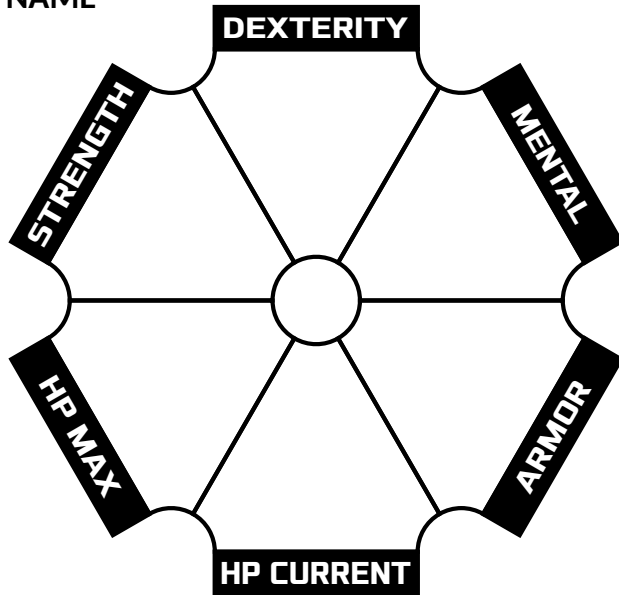
WEAPONS	RNG	DMG

**INVENTORY**

SKILLS		STRENGTH
___	ATHLETICS	
___	BLOCK	
___	INTIMIDATE	
___	MELEE	
___	THROW	
___	ACROBATICS	DEXTERITY
___	DODGE	
___	PILOT	
___	SHOOT	
___	STEALTH	
___	DIPLOMACY	MENTAL
___	FIRST AID	
___	KNOWLEDGE	
___	NOTICE	
___	REPAIR	

NAME \_\_\_\_\_

XP \_\_\_\_\_



**SABOTEUR**

- You gain +1 on any rolls involving explosives, demolitions or subterfuge.
- Stealth gains edge.

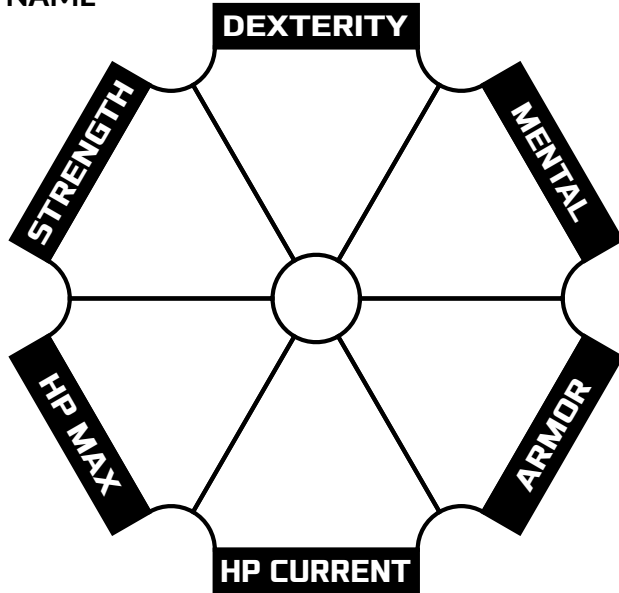
**INVENTORY**


WEAPONS	RNG	DMG

SKILLS	
___	ATHLETICS
___	BLOCK
___	INTIMIDATE
___	MELEE
___	THROW
___	ACROBATICS
___	DODGE
___	PILOT
___	SHOOT
___	STEALTH
___	DIPLOMACY
___	FIRST AID
___	KNOWLEDGE
___	NOTICE
___	REPAIR

NAME \_\_\_\_\_

XP \_\_\_\_\_



**SOLDIER**

- The dexterity penalty from wearing armor is reduced by 1 as you are more accustomed to it.
- Gain +1 on shoot rolls for the pulse rifle and melee rolls for the baton and laser sword.

**INVENTORY**


WEAPONS	RNG	DMG

SKILLS	
___	ATHLETICS
___	BLOCK
___	INTIMIDATE
___	MELEE
___	THROW
___	ACROBATICS
___	DODGE
___	PILOT
___	SHOOT
___	STEALTH
___	DIPLOMACY
___	FIRST AID
___	KNOWLEDGE
___	NOTICE
___	REPAIR