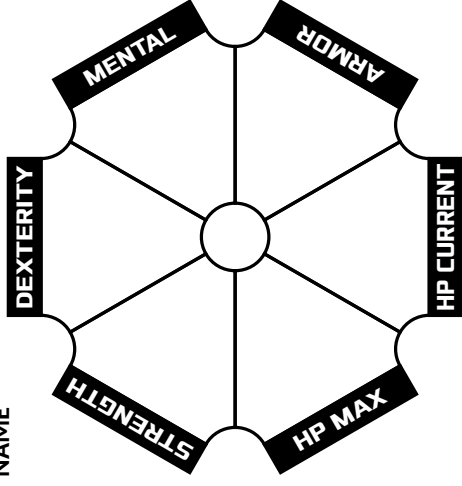


XP _____

CLASS _____

NAME _____



NOTES

INVENTORY

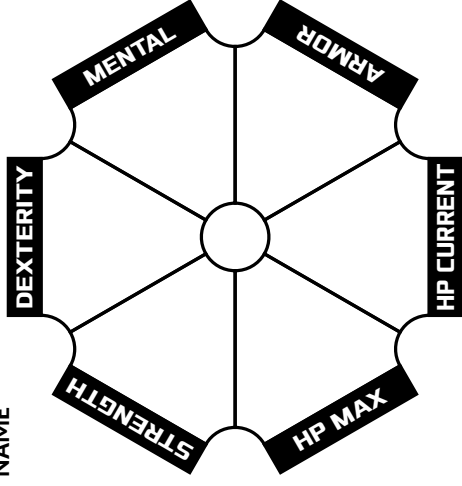
SKILLS	
ATHLETICS	_____
BLOCK	_____
INTIMIDATE	_____
MELEE	_____
THROW	_____
DEXTERITY	
ACROBATICS	_____
DODGE	_____
PILOT	_____
SHOOT	_____
STEALTH	_____
MENTAL	
DIPLOMACY	_____
FIRST AID	_____
KNOWLEDGE	_____
NOTICE	_____
REPAIR	_____

WEAPONS	RNG	DMG

XP _____

CLASS _____

NAME _____



NOTES

INVENTORY

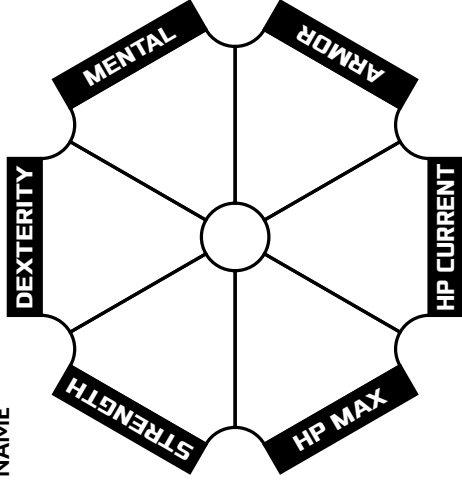
SKILLS	
ATHLETICS	_____
BLOCK	_____
INTIMIDATE	_____
MELEE	_____
THROW	_____
DEXTERITY	
ACROBATICS	_____
DODGE	_____
PILOT	_____
SHOOT	_____
STEALTH	_____
MENTAL	
DIPLOMACY	_____
FIRST AID	_____
KNOWLEDGE	_____
NOTICE	_____
REPAIR	_____

WEAPONS	RNG	DMG

XP _____

CLASS _____

NAME _____



NOTES

INVENTORY

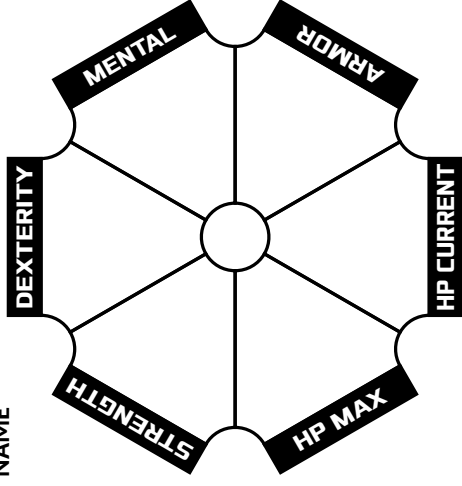
SKILLS	
ATHLETICS	_____
BLOCK	_____
INTIMIDATE	_____
MELEE	_____
THROW	_____
DEXTERITY	
ACROBATICS	_____
DODGE	_____
PILOT	_____
SHOOT	_____
STEALTH	_____
MENTAL	
DIPLOMACY	_____
FIRST AID	_____
KNOWLEDGE	_____
NOTICE	_____
REPAIR	_____

WEAPONS	RNG	DMG

XP _____

CLASS _____

NAME _____



NOTES

INVENTORY

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

WEAPONS	RNG	DMG

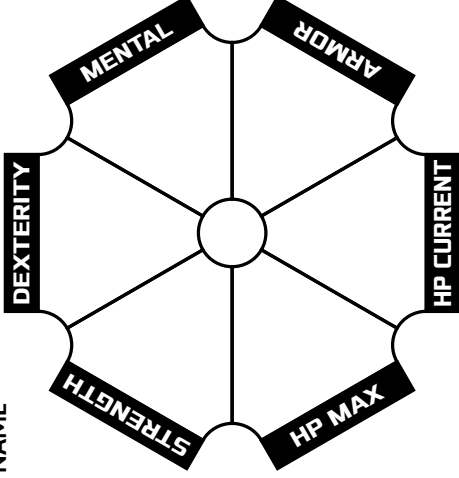
NAME _____ XP _____

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

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.

INVENTORY



WEAPONS	RNG	DMG

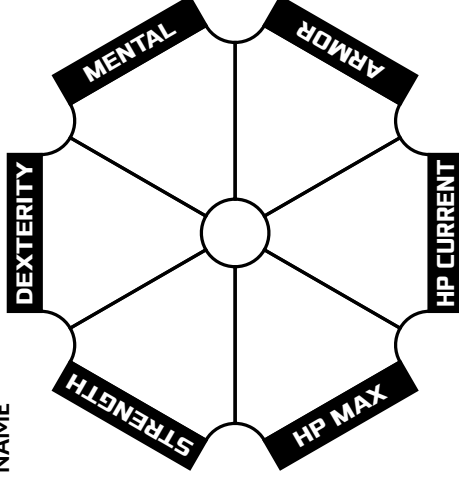
NAME _____ XP _____

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

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

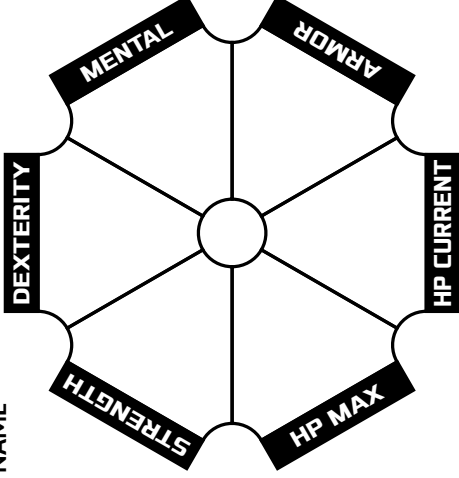
NAME _____ XP _____

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

BRUTE

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

INVENTORY



WEAPONS	RNG	DMG

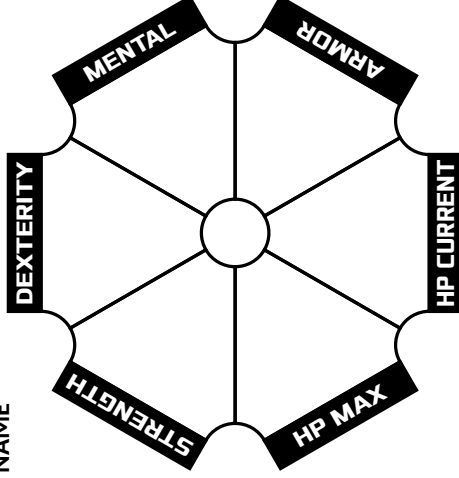
NAME _____ XP _____

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

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

XP _____

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

NAME _____

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.

INVENTORY

DEXTERITY	MENTAL	ARMOR	HP CURRENT
WEAPONS	RNG DMG	HP MAX	STRENGTH

XP _____

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

NAME _____

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.

INVENTORY

DEXTERITY	MENTAL	ARMOR	HP CURRENT
WEAPONS	RNG DMG	HP MAX	STRENGTH

XP _____

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

NAME _____

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

DEXTERITY	MENTAL	ARMOR	HP CURRENT
WEAPONS	RNG DMG	HP MAX	STRENGTH

XP _____

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

NAME _____

SABOTEUR

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

INVENTORY

DEXTERITY	MENTAL	ARMOR	HP CURRENT
WEAPONS	RNG DMG	HP MAX	STRENGTH