

# ARMOUR

NAME:

RADS:

AGE:


SPECIES:

SPECIES TRAITS:


HOMEWORLD:

TYPE	RAD	PROTECTION	KG	OPTIONS


## CHARACTERISTICS




**STRENGTH**




**DEXTERITY**




**ENDURANCE**



**INTELLECT**



**EDUCATION**



**SOCIAL**

PSI:

DM

## FINANCES

### PENSION

Cr \_\_\_\_\_

### DEBT

Cr \_\_\_\_\_

### CASH ON HAND

Cr \_\_\_\_\_

### MONTHLY SHIP PAYMENTS

Cr \_\_\_\_\_

### LIVING COST

Cr \_\_\_\_\_

## ALLIES, CONTACTS, ENEMIES, RIVALS

## STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_

WEEKS: \_\_\_\_\_ / \_\_\_\_\_

STUDY PERIODS COMPLETE: \_\_\_\_\_

## SKILLS

Admin	Drive ( )	Heavy Weapons ( )	Profession ( )
Advocate	Electronics ( )	Heavy Weapons ( )	Profession ( )
Animals ( )	Electronics ( )	Investigate	Profession ( )
Animals ( )	Electronics ( )	Jack of all Trades	Recon
Animals ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Explosives	Leadership	Seafarer ( )
Art ( )	Flyer ( )	Mechanic	Seafarer ( )
Art ( )	Flyer ( )	Medic	Stealth
Art ( )	Flyer ( )	Melee ( )	Steward
Astrogation	Gambler	Melee ( )	Streetwise
Broker	Gunner ( )	Navigation	Survival
Carouse	Gunner ( )	Persuade	Tactics ( )
Deception	Gun Combat ( )	Pilot ( )	Tactics ( )
Diplomat	Gun Combat ( )	Pilot ( )	Vacc Suit
Drive ( )	Gun Combat ( )	Pilot ( )	

## WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS

## AUGMENTS

TYPE	TL	IMPROVEMENT

## EQUIPMENT

MASS	MASS	MASS

**TOTAL CARRIED MASS**