

CHARACTER

Character Name [_____]

Player Name [_____]

Race/Homeworld [_____] Age [_____]

Campaign Setting [_____]

Campaign Title [_____]

Distinctive Features

[_____]
[_____]
[_____]
[_____]
[_____]
[_____]

Personality

[_____]
[_____]
[_____]
[_____]
[_____]
[_____]

Skin/Scale Color

[_____]

Picture

[_____]

Hair/Fur Color

[_____]

Eye Color

[_____]

Height/Weight

[_____]

Personal Quote

[_____]
[_____]
[_____]
[_____]

Sample

STATS & COMBAT

	Score	DM	Career	[]	Terms	[]
Strength	[]	[]	Specialization	[]	Rank	[]
Dexterity	[]	[]	Events	[]		
Endurance	[]	[]	Career	[]	Terms	[]
Intellect	[]	[]	Specialization	[]	Rank	[]
Education	[]	[]	Events	[]		
Social Standing	[]	[]	Career	[]	Terms	[]
Psionic	[]	[]	Specialization	[]	Rank	[]
			Events	[]		
			Melee Weapon	Attack	P C	Damage
			Unarmed	[]		
				[]		
				[]		
Armor Protection	Armor Type					
Ranged Weapon	Attack	P C S M L VL D	Damage	Magazine	Recoil	

Sample

Range		
Range	Distance to Target	Squares to Target
Personal	Less than 1.5 meters	0 (combatants are in the same square)
Close	1.5 to 3 meters	1 to 2 squares
Short	3 to 12 meters	3 to 8 squares
Medium	12 to 50 meters	9 to 34 squares
Long	51 meters to 250 meters	35 to 166 squares
Very Long	251 meters to 500 meters	167 to 334 squares
Distant	501 meters+	334 squares+

Common Bonuses and Penalties	
Aiming	+1 per Aim action
Laser Sight	+1 if aiming
Intelligent Weapon	+1 if total DM is within the program's tolerance
Cover	-0 to -6
Movement	-1 for every 10 full metres of target movement
Target Dodges (Reaction)	-1
Environmental Effects	-1 to -2
Range	-0 to -6
Target Stance	-2 if attacking a prone target at Medium or greater range +2 if attacking a prone target at Personal range
Target Parries (Reaction)	-Defender's Melee skill

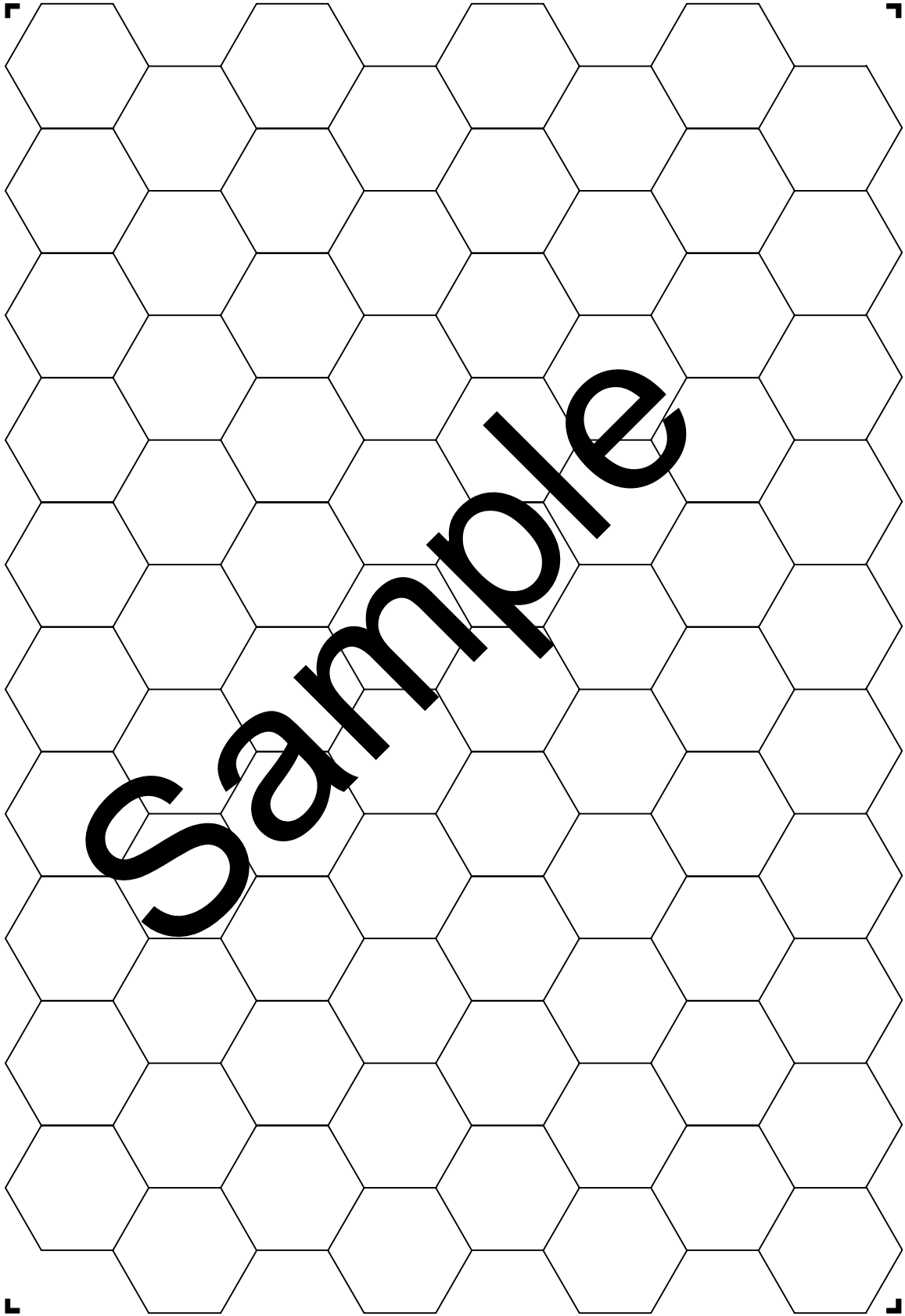
Admin	Drive ()	Mechanic	Steward
Advocate	Drive ()	Medic	Streetwise
Animals ()	Engineering ()	Melee ()	Survival
Animals ()	Engineering ()	Melee ()	Tactics ()
Athletics ()	Explosives	Melee ()	Tactics ()
Athletics ()	Flyer ()	Navigation	Telekinesis ^P
Athletics ()	Flyer ()	Persuade	Telerathy ^P
Art ()	Gambler	Pilot ()	Telerathic ^P
Art ()	Gunner ()	Pilot ()	Trade ()
Art ()	Gunner ()	Pilot ()	Trade ()
Astrogation	Gun Combat ()	Physical Science ()	Trade ()
Awareness ^P	Gun Combat ()	Physical Science ()	Vacc Suit
Battle Dress	Gun Combat ()	Recon	Weapon Engineering ()
Broker	Heavy Weapons ()	Recruiting ¹	Weapon Engineering ()
Carouse	Heavy Weapons	Remote Operations	Zero-G
Clairvoyance ^P	Investigation ¹	Seafarer ()	
Combat Engineering () ¹	Investigation ¹	Seafarer ()	
Combat Engineering () ¹	Jack of all Trades	Sensors	
Comms	Language ()	Social Sciences ()	
Computers	Language ()	Social Sciences ()	
Deception	Leadership	Space Sciences ()	
Diplomat	Life Sciences ()	Space Sciences ()	
Discipline ²	Life Sciences ()	Stealth	

SKILLS

P - Psionic Talent, 1 - Skill from Mercenary Core Book, 2 - Skill from High Guard Core Book

SUBSECTOR CHART

Sample



PLANETS

Sample

Planet Name	[Redacted]	Universal World Profile	[Redacted]
Parsec Name	[Redacted]	Parsec Number	[Redacted]
Imports	[Redacted]	Trade Code	[Redacted]
Exports	[Redacted]	Allies, Contacts, Enemies	[Redacted]
Ruler's Name	[Redacted]		[Redacted]
Notes	[Redacted]		

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SHIP OPERATIONS

Ship Name [] Ship Tonnage []
 Rank on Ship [] Cargo Space []
 Typical Position [] Ship Speed []

Int/Edu+Sensors	Missile	Attack	Speed	Damage	Qty
[]	[]				
Edu+Astrogation []	[]				
Edu+ Engineer(Jump) []	[]				
Soc+Steward []	[]				

Ship Weapon Attack A C S M L VL D []

[]

[]

[]

[]

[]

[]

[]

[]

[]

[]

Sample

Range	Thrust to Change
Adjacent	1
Close	1
Short	2
Medium	5
Long	10
Very Long	25
Distant	50

Initiative	Reactions
0-4	1
5-8	2
9-12	3
13+	4

Damage	Effect
0 or less	No damage
1-4	Single Hit
5-8	Two Single Hits
9-12	Double Hit
12-16	Three Single Hits
16-20	Two Single Hits, Double Hit
21-24	Two Double Hits
24-28	Triple Hit
29-32	Triple Hit, Single Hit
33-36	Triple Hit, Double Hit
37-40	Triple Hit, Double Hit, Single Hit
41-44	Two Triple Hits
For every extra three points	+1 Single Hit
For every extra six points	+1 Double Hit