SPECTRUM

CHARACTER RECORD SHEET

ATTRIBUTES

AGI END FIN STR

INT MAR PER REA

INSTINCTS

AWARENESS REFLEX

RESOLVE TOUGHNESS

VITALITIES

LIFE

/

WILL

/

POWER

POWER LIMIT AEGIS

EXPERIENCE

KISMET XP

/

MOVEMENT

RUN	JOG	WALK	H. JUMP	V. JUMP

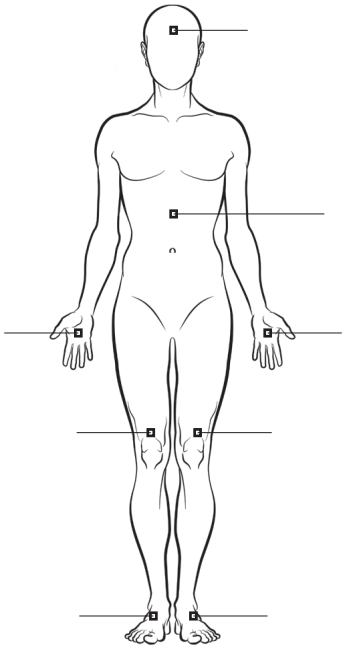
SKILLS

SKILL	DEFICIT	ATTR	RANKS	COLUMN
(REA) ACADEMICS*	-7			
(AGI) ACROBATICS	-10			
(INT) ANIMAL HANDLING	-10			
(AGI) ANIMAL RIDING*	-7			
(REA) APPRISAL	-10			
(STR) ATHLETICS	-10			
(AGI) BOW	-13			
(AGI) CLIMBING	-5			
(END) CONDITIONING	-10			
(FIN) CRAFT*	-17			
(STR) CREW SERVED WEAPON	-13			
(REA) DIVING	-10			
(AGI) DODGE	-3			
(REA) ENGINEERING*	-17			
(PER) ETIQUETTE*	-5			
(REA) EXPLOSIVES	-13			
(FIN) HANDGUN	-13			
(MAR) INTIMIDATION	-5			
(REA) INVESTIGATION	-10			
(INT) LANGUAGES*	-10			
(FIN) LEGERDEMAIN	-10			
(AGI) LONG GUN	-13			
(REA) MEDICINE	-17			

SKILL	DEFICIT	ATTR	RANKS	COLUMN
(PER) MEDITATION	-7			
(MAR) MELEE, FLEXIBLE	-13			
(MAR) MELEE, GRAPPLE	-10			
(MAR) MELEE, ONE-HAND	-10			
(MAR) MELEE, PRECISION	-13			
(MAR) MELEE, SHIELD	-5			
(MAR) MELEE, TWO-HAND	-10			
(MAR) MELEE, UNARMED	-7			
(PER) NAVIGATION	-10			
(FIN) PERFORMANCE*	-7			
(INT) PERSUASION	-5			
(PER) READ NONVERBAL	-3			
(INT) REPAIR*	-13			
(PER) SEARCH	-5			
(PER) SECURITY*	-13			
(FIN) STEALTH	-13			
(INT) SURVIVAL	-17			
(PER) TARGETING	-13			
(FIN) THROWING	-5			
(FIN) VEHICLE*	-10			

STATUS

TRAUMA POINTS



CONDITION	POINTS
ASPHYXIATION	
BLEEDING	
BURNING	
CAUSTICITY	
DAZE	
DISEASE	
EXHAUSTION	
FEAR	
FREEZE	
GRAPPLING	
INSANITY	
POISON	

TRAITS

SPECTRUM

CHARACTER RECORD SHEET

ARMOR	PROTECTION	BALISTIC Y/N	BODY COVERAGE

SHIELD	SIZE	ATTRIBUTE	SHIFTS

INITIATIVE

MELEE WEAPON	RANGE	TYPE	ATTR	SHIFTS

RANGED WEAPON	RATING	AMMO TYPE	DAMAGE	CLOSE RANGE	SHORT RANGE	MEDIUM RANGE	LONG RANGE	EXTREME RANGE	MAXIMUM RANGE

TECHNIQUE	ACTION	DESCRIPTION

TECHNIQUE	ACTION	DESCRIPTION

SPECTRUM

CHARACTER RECORD SHEET

GEAR

CURRENCY

PETS/HIRELINGS/MOUNTS/RIDES

CONTACT	RATING	DESCRIPTION

ASSOCIATION	RATING	DESCRIPTION

SPECTRUM

CHARACTER RECORD SHEET

ATTUNEMENT
/

META-BATTERY	
BATTERY 1	BATTERY 2

POWER	
POWER LIMIT	AEGIS

CONDUITS	
CONDUIT 1	CONDUIT 2
/	/

MANIFESTATION	TYPE	DESCRIPTION

MANIFESTATION	TYPE	DESCRIPTION