

Player					Name									
Attribute	Abbr	Val	1/2	1/4	Close combat techniques									
Strength	STR													
Reflex	REF													
Intelligence	INT													
Willpower	WIL													
Constitution	CON													
Movement	MOV													
Dexterity	DEX													
NOTES: MOV = REF+STR/2; DEX = REF+INT/2														
Combat skills					XP	Attr	Lvl	Val	Combat skills (cont.)					
☐ Basic firearms	1N	1/2DEX			☐ Basic melee	1N	1/2							
☐ Pistol	2/3/6	DEX			☐ Knife	1/3/6	DEX							
☐ Rifle	2/3/6	DEX			☐									
☐ Submachine gun	3/4/8	DEX			☐									
☐ Shotgun	2/3/6	DEX			☐									
☐					☐									
General skills					XP	Attr	Lvl	Val	Education skills					
☐ Acting	2/3/6	INT			☐ Basic liberal arts	2N	INT							
☐ Climbing	2/3/6	MOV			☐ Basic science	2N	INT							
☐ Driving: auto	1/3/6	DEX			☐ History/ PoliSci	1/2/4	INT							
☐ Driving: motorcycle	1/3/6	DEX			☐ Biology/ Bot/ Zoo	2/3/6	INT							
☐ First aid	2/3/6	INT			☐ Medicine	2/4/8	INT							
☐ Parachuting	2/3/6	MOV			☐									
☐ Photography	1/3/6	INT			Mechanical skills					XP	Attr	Lvl	Val	
☐ Pilot: 1.engine	3/4/8	DEX			☐ Basic tool use	1N	MOV							
☐ Pilot: helicopter	3/4/8	DEX			☐ Basic mechanic	4/2/4	DEX							
☐ Pilot: jet	5/5/10	DEX			☐ Computer technician	5/3/6	INT							
☐ Radio operator	1/1/2	INT			☐ Electronics	4/2/4	INT							
☐ SCUBA diving	1/2/4	INT			☐									
☐ Sleight of hand	4/3/6	REF			Speciality skills					XP	Attr	Lvl	Val	
☐ Social chameleon	1/2/4	INT			☐ Concealment	2/2/4	INT							
☐ Swimming	1/3/6	MOV			☐ Disguise	3/3/6	INT							
☐ Throwing	1/2/4	DEX			☐ Interrogation	1/2/4	WIL							
☐					☐ Stealth	2/2/4	MOV							
☐					☐ Surveillance	2/2/4	INT							
☐					☐									
☐					☐									
☐					NOTE: XP costs are (unlock/ L1-L4/ R5) or (unlock / N)									
---- Range ----														
Weapon	Cal.	Dam	Short	Med	Long	Ammo	Load	Wt	Cost	Notes				