

Character Name:

### Skill Check Formula

D10 + Base Stat + Skill Level Bonus + Category Bonus

## Skills

### Medical

Fractures (INT)

Muscular Trauma (INT)

Contusions (INT)

Organ Damage (INT)

### Mechanics

Gunsmithing (DEX)

Demolitions (DEX)

Engineering (INT)

Bodging (INT)

### Electronics

Networking (INT)

Drone Flying (DEX)

Hacking (INT)

Security (INT)

### Military Knowledge

Interior Tactics (INT)

Exterior Tactics (INT)

RECCE (INT)

Target ID (INT)

### Communications

Negotiation (INT)

Languages (INT)

Body Language (INT)

Intimidation (FORT)

### Combat

Assault Rifles (DEX)

Submachine Guns (DEX)

High Calibre (DEX)

Handguns (DEX)

### Nature

Meteorologist (INT)

Survival (INT)

Wildlife (INT)

Intuition (INT)

### Social Skills


Deception (CON)


Persuasion (INT)

Empathy (FORT)

Leadership (FORT)

Health: 

Move Pool: 

Carry Weight: 

Visibility: 

## Stats

Strength

Dexterity

Constitution

Intellect

Fortitude

Vitality






To Hit:  
D10  
+ Dexterity  
+ Handling  
+ Weapon Type Skill  
+ Range Prof.  
+ (Prone)

## Abilities

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	/

## Primary






Name:

Handling: 	Type: <input type="text"/>	Weight Metric: 
Ammo Type: 	Range Prof.: 	Mag Cap: 

D10 Bonus: Prof: DEX+HAN+WeaponSkill+RangeProf.

## Secondary






Name:

Handling: 	Type: <input type="text"/>	Weight Metric: 
Ammo Type: 	Range Prof.: 	Mag Cap: 

D10 Bonus: Prof: DEX+HAN+WeaponSkill+RangeProf.

## Sidearm



Name:

Handling: 	Type: <input type="text"/>	Weight Metric: 
Ammo Type: 	Range Prof.: 	Mag Cap: 

D10 Bonus: Prof: DEX+HAN+WeaponSkill+RangeProf.



## Torso Armour

Name:

Ballistics: 	Durability: 
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## Helmet

Name:

Ballistics: 	Durability: 
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