

## CHARACTER DESIGN SHEET

## ATTRIBUTES

_____	CHARACTER'S NAME
_____	ORIGIN
_____	SPECIES
_____	BACKGROUND
_____	EDUCATION
_____	GOAL
_____	MOTIVATION
_____	ATTITUDE
_____	PLAYER'S CHOICE
_____	PROFESSION

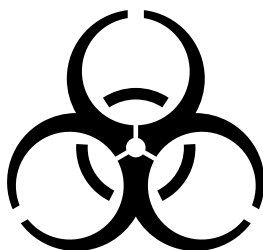
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ORIGIN	BACKGROUND	EDUCATION	OTHER	PROFESSION	TOTAL	
						<b>ADMINISTRATION</b>
						Bureaucracy
						Law
						Management
						<b>AGRICULTURE</b>
						Animal Husbandry
						Aquaculture
						Farming
						Hydroponics
						<b>ATHLETICS</b>
						Aquatics
						Archery
						Freefall
						Parachuting
						Physical Training
						Throwing
						<b>COMMAND</b>
						Leadership
						Logistics
						Strategy
						Tactics
						<b>COMMERCE</b>
						Economics
						Negotiation
						<b>COMMUNICATION</b>
						Language
						Oration
						Persuasion
						Writing
						<b>COMPUTERS</b>
						Computer Engineering
						Computer Operation
						Computer Repair
						Hacking
						<b>CONSTRUCTION</b>
						Carpentry
						Civil Engineering
						Demolitions

ORIGIN	BACKGROUND	EDUCATION	OTHER	PROFESSION	TOTAL
					<b>CULTURE</b>
					Colonial
					Earth
					GEO
					Incorporate
					Military
					Native
					Spacer
					Street
					<b>ELECTRONICS</b>
					Electrical Engineering
					Electronics Operation
					Electronics Repair
					<b>FINE ARTS</b>
					Acting
					Artisan
					Dance
					Music
					Painting
					Photography
					Sculpture
					<b>FIREARMS</b>
					Autofire
					Handguns
					Longarms
					<b>HAND-TO-HAND COMBAT</b>
					Brawling
					Martial Arts
					Military Hand-to-Hand
					<b>HUMAN SCIENCES</b>
					Anthropology
					Archaeology
					History
					Political Science
					Theology
					<b>LIFE SCIENCES</b>
					Biochemistry
					Botany
					Environmental Engineering
					Genetics
					Zoology
					<b>MECHANICS</b>
					Mechanical Engineering
					Mechanics Operation
					Mechanics Repair

ORIGIN	BACKGROUND	EDUCATION	OTHER	PROFESSION	TOTAL
					<b>MEDICINE</b>
					First Aid
					Forensic Medicine
					General Medicine
					Genetic Engineering
					Pharmacology
					Psychology
					Surgery
					Veterinary Medicine
					<b>MILITARY WEAPONS</b>
					Artillery
					Heavy Weapons
					Gunnery
					<b>PHYSICAL SCIENCES</b>
					Astronomy
					Chemistry
					Geology
					Meteorology
					Physics
					<b>SCIENTIFIC METHOD</b>
					Experimental Research
					Mathematics
					<b>SUBTERFUGE</b>
					Bribery
					Disguise
					Fast Talk
					Forgery
					Pick Pocket
					Stealth
					<b>SURVIVAL</b>
					Fishing
					Foraging
					Mountaineering
					Navigation
					Orienteering
					Tracking
					<b>VEHICLES</b>
					Driving
					Piloting
					Sailing

## PRIMARY CHARACTER SHEET



NAME	
ORIGIN	AGE
BACKGROUND	GENDER
EDUCATION	BUILD
GOAL	COMPLEXION
MOTIVATION	EYE COLOR
ATTITUDE	HAIR COLOR
PLAYER'S CHOICE	HAIR STYLE
PROFESSION	HEIGHT
	WEIGHT
	SPECIAL

DAMAGE	LOCATION	LEVEL	EFFECTS

# AWARENESS

## AWARENESS

# CHEMICAL




## HEARING

# INTUITION

# TOUCH

# VISION



# CHARISMA

## CHARISMA

## EDUCATION

## EDUCATION

## EXPERIENCE

## EXPERIENCE

## INITIATIVE

## INITIATIVE

# INTELLECT

## INTELLECT

# WILL

WILL

# PHYSICAL

## AGILITY

## AGILITY

## APPEARANCE

## APPEARANCE

# CONSTITUTION

# CONSTITUTION

## DEXTERITY

## DEXTERITY

# ENDURANCE

## ENDURANCE

# SPEED

**SPEED**

# STRENGTH

## STRENGTH

## ATTRIBUTES

# SPECIES

ABILITIES

## SKILLS

[illegible]

# BLUE PLANET

## SECONDARY CHARACTER SHEET

### PERSONAL GEAR

ITEM	LOCATION	WEIGHT

### CHIPS

CURRENT	TOTAL

### MODS


### ARMOR

	GRADE	VALUE
HEAD		
FACE		
NECK		
TORSO		
ARMS		
LEGS		
HANDS		
FEET		

### WEAPON

#### RANGES

PB

S

M

L

#### ROF

#### WT

### DAMAGE RANKS


### PERSONAL INFORMATION

RESIDENCE
EMPLOYER
FINANCES
FAMILY
FRIENDS AND CONTACTS
RESOURCES
PROFILE DETAILS