

CORIOLIS

ATTRIBUTES	
STRENGTH	<input type="text"/>
AGILITY	<input type="text"/>
WITS	<input type="text"/>
EMPATHY	<input type="text"/>

SKILLS	GENERAL
DEXTERITY (AGILITY)	<input type="text"/>
FORCE (STRENGTH)	<input type="text"/>
INFILTRATION (AGILITY)	<input type="text"/>
MANIPULATION (EMPATHY)	<input type="text"/>
MELEE COMBAT (STRENGTH)	<input type="text"/>
OBSERVATION (WITS)	<input type="text"/>
RANGED COMBAT (AGILITY)	<input type="text"/>
SURVIVAL (WITS)	<input type="text"/>

	ADVANCED
COMMAND (EMPATHY)	<input type="text"/>
CULTURE (EMPATHY)	<input type="text"/>
DATA DJINN (WITS)	<input type="text"/>
MEDICURGY (WITS)	<input type="text"/>
MYSTIC POWERS (EMPATHY)	<input type="text"/>
PILOT (AGILITY)	<input type="text"/>
SCIENCE (WITS)	<input type="text"/>
TECHNOLOGY (WITS)	<input type="text"/>


EXPERIENCE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

TRAUMA
HIT POINTS (STRENGTH + AGILITY) <input type="text"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CRITICAL INJURIES:
MIND POINTS (WITS + EMPATHY) <input type="text"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RADIATION
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

NAME:	GROUP CONCEPT:		
CONCEPT	PATRON:		
ICON:	NEMESIS:		
PERSONAL PROBLEM:			
FACE:			
CLOTHING:			
BACKGROUND	FIRSTCOME <input type="checkbox"/>	ZENITHIAN <input type="checkbox"/>	PLEBEIAN <input type="checkbox"/> STATIONARY <input type="checkbox"/> PRIVELEGED <input type="checkbox"/>
HOME SYSTEM:			REPUTATION <input type="text"/>

RELATIONSHIPS	BUDDY
PC 1:	<input type="checkbox"/>
PC 2:	<input type="checkbox"/>
PC 3:	<input type="checkbox"/>
PC 4:	<input type="checkbox"/>

TALENTS	
ICON TALENT:	GROUP TALENT:
CHARACTER:	

GEAR							
1	6						
2	7						
3	8						
4	9						
5	10						
TINY ITEMS:					BIRR: 		
ARMOR:	<input type="text"/>	RATING:	<input type="text"/>	OTHER:	<input type="text"/>		
WEAPON	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOAD
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>

CHARACTER SHEET

PEOPLE I'VE MET	CONCEPT	NOTES

MY CABIN
DESCRIPTION:
GEAR:
OTHER:

TINY ITEMS
BIRR: <input data-bbox="1318 1180 1562 1222" type="text"/>

NOTES