Character Name		Age	Sex	Handedness	Species
DETECTIVE					Human

Character Modifiers & Other Important Notes

Attributes		Inherent	Trained	BEF
ST	Strength	8	9	6
EN	Endurance	8	9	6
DX	Dexterity	9	10	6
AG	Agility	8	9	G+3
IN	Intelligence	10	12	6
PC	Perception	10	12	E+3
WP	Willpower	9	10	6
EM	Empathy	10	12	6
AP	Appearance	9	9	6

Miscellanea

Social Background			
Height		Frame	
Complexion			
Face			
Hair			
Eyes			
Stamina	Threshold (EN+WP)/5	Reserve (EN)	Total (full Save)
Carrying Capacity		Unladen	Burdened
Unarmed Combat Damage Class			

Familiarities

Gravity		ZG	NW	LT	NL	HY	EX
		0	0.01	0.1	0.8	1.1	2
G			2		3		

Environment	E	Environment	E	Environment	E
Interior	3	Caves			
Urban	3	Crags			
Suburban	3	Desert			
Plains	2	Snow/Ice			
Brush	2	Water			
Forest		Marsh			

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	14	G+3
Charisma	10	(AP+EM)/2	1	20+0	5
Confidence	10	(Cha+WP)/4	1	15	5
Groundcraft	8	(DX+PC)/2	1	19	E+3
Handguns	8	(DX+PC)/2	2	19	3
Initiative*	5	(IN+PC)/2	2	17	E+3
Lockpicking	10	DX/2	1	15	5
Longarms	5	(DX+PC)/2	2	16	4
Pain Resistance*	1	(EN+WP)/2	2	11	5
Search*	10	(IN+PC)/2	1	20+0	E+3
Stamina*	3	(EN+WP)/2	2	13	5
Stealth	5	(AG+PC)/2	2	16	E+3

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Forensics	5	Basic			
Law	20	Std			
Photography	5	Std			
Surveillance	5	Basic			

Familiarities	Level	Familiarities	Level

Personality — Other Notes

Extrovert	☐☐☐☐☐☐	Introvert
Agreeable	☐☐☐☐☐☐	Disagreeable
Orderly	☐☐☐☐☐☐	Disorderly
Relaxed	☐☐☐☐☐☐	Emotional
Open-Minded	☐☐☐☐☐☐	Rigid
Honest	☐☐☐☐☐☐	Dishonest

Background Factors	General	Education	Notes
Underprivileged	80	10	Reduce wealth by one level
Field/Specialist Training	60	20	
Field Experience	75	5	
Totals	215	35	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Modifiers & Other Important Notes

Attributes

		Inherent	Trained	BEF
ST	Strength	7	7	6
EN	Endurance	8	8	6
DX	Dexterity	8	8	6
AG	Agility	8	8	G+3
IN	Intelligence	10	11	6
PC	Perception	11	13	E+3
WP	Willpower	9	9	6
EM	Empathy	11	11	6
AP	Appearance	9	9	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/4 — Reserve (EN) — Total (Roll Sum)
Carrying Capacity	Unladen — Burdened
Unarmed Combat Damage Class	

Familiarities

Gravity	ZG	NW	LT	NL	HY	EX
	0	0.01	0.1	0.5	1	2
G		2		3		

Environment	E	Environment	E	Environment	E
Interior	2	Caves			
Urban	3	Crags			
Suburban	2	Desert			
Plains	1	Snow/Ice			
Brush		Water			
Forest		Marsh			

Skills

Skills	Level	Formula	Cost	Score	BEF
Charisma	10	(AP+EM)/2	1	20	5
Confidence	15	(Cha+WP)/4	1	20	5
Disguise	5	(IN+EM)/4	2	11	5
Groundcraft	8	(DX+PC)/2	1	19	E+3
Initiative*	5	(IN+PC)/2	2	17	E+3
Navigate	10	(IN+PC)/2	1	20+0	E+3
Pain Resistance*	0	(EN+WP)/2	2	9	5
Search*	10	(IN+PC)/2	1	20+0	E+3
Stamina*	5	(EN+WP)/2	2	14	5
Stealth	6	(AG+PC)/2	2	17	E+3
Theory	5	IN/2	3	11	5

Fields of Knowledge

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Economics	5	Basic			
Law	20	Std			
Literature	20	Std			
Photography	5	Std			
Poli Sci	20	Std			
Social Science	5	Basic			
Surveillance	5	Basic			

Familiarities

Familiarities	Level	Familiarities	Level

Personality

		Other Notes
Extrovert ☐☐☐☐☐☐ Introvert		
Agreeable ☐☐☐☐☐☐ Disagreeable		
Orderly ☐☐☐☐☐☐ Disorderly		
Relaxed ☐☐☐☐☐☐ Emotional		
Open-Minded ☐☐☐☐☐☐ Rigid		
Honest ☐☐☐☐☐☐ Dishonest		

Background Factors

Background Factors	General	Education	Notes
Comfortable Childhood	50	30	
Full-Time Education	40	40	
Wide Travels	70	10	See rules
Totals	160	80	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name		Age	Sex	Handedness	Species
SOLDIER				Right	Human

Character Modifiers & Other Important Notes

One favored HTH weapon bonus

Attributes		Inherent	Trained	BEF
ST	Strength	10	11	6
EN	Endurance	11	13	6
DX	Dexterity	10	12	6
AG	Agility	10	12	G+3
IN	Intelligence	6	6	6
PC	Perception	9	11	E+3
WP	Willpower	8	8	6
EM	Empathy	8	8	6
AP	Appearance	9	9	6

Miscellanea

Social Background		
Height		Frame
Complexion		
Face		
Hair		
Eyes		
Stamina	Threshold (EN+WP)/4	Reserve (EN)	Total (full Score)
Carrying Capacity		Unladen	Burdened
Unarmed Combat Damage Class		

Familiarities

Gravity		ZG 0	NW 0.01	LT 0.1	NL 0.8	HY 3	EX 3
G			2		3		

Environment	E	Environment	E	Environment	E
Interior	3	Caves			
Urban	1	Crags			
Suburban	2	Desert	1		
Plains	1	Snow/Ice			
Brush	2	Water	1		
Forest	1	Marsh	1		

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	17	G+3
Groundcraft	5	(DX+PC)/2	1	17	E+3
Handguns	5	(DX+PC)/2	2	17	3
HTH Combat	4	(AG+PC)/2	2	16	G
Initiative*	5	(IN+PC)/2	2	14	E+3
Longarms	8	(DX+PC)/2	2	20	4
Pain Resistance*	3	(EN+WP)/2	2	14	5
Search*	5	(IN+PC)/2	1	14	E+3
Stamina*	8	(EN+WP)/2	2	19	5
Stealth	4	(AG+PC)/2	2	16	E+3
Survival	3	(IN+WP)/4	1	7	E+3
Swimming	5	(ST+EN)/2	1	17	5
Throw	5	(DX+PC)/2	1	17	G+1

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Demolitions	5	Basic			
Mech Eng	5	Basic			
Medicine	5	Basic			
Surveillance	5	Basic			
UC Defensive	5	Std			
UC Lethal	5	Std			

Familiarities	Level	Familiarities	Level

Personality | **Other Notes**

Extrovert	☐☐☐☐☐☐	Introvert
Agreeable	☐☐☐☐☐☐	Disagreeable
Orderly	☐☐☐☐☐☐	Disorderly
Relaxed	☐☐☐☐☐☐	Emotional
Open-Minded	☐☐☐☐☐☐	Rigid
Honest	☐☐☐☐☐☐	Dishonest

Background Factors	General	Education	Notes
Mobile Childhood	60	20	
Field Experience	75	5	
Field Experience	75	5	
Totals	210	30	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name					Age	Sex	Handedness		Species
ATHLETE									Human

Character Modifiers & Other Important Notes

Attributes		Inherent	Trained	BEF
ST	Strength	11	13	6
EN	Endurance	12	15	6
DX	Dexterity	11	13	6
AG	Agility	12	14	G+3
IN	Intelligence	6	6	6
PC	Perception	9	10	E+3
WP	Willpower	10	12	6
EM	Empathy	6	6	6
AP	Appearance	10	12	6

Miscellanea

Social Background			
Height		Frame	
Complexion			
Face			
Hair			
Eyes			
Stamina	Threshold (EN+WP)/4	Reserve (EN)	Total (Skill Level)
Carrying Capacity		Unladen	Burdened
Unarmed Combat Damage Class			

Familiarities

Gravity		ZG	NW	LT	NL	HY	EX
		.01	.1	.3	1.1	2	
G			2	3			

Environment	E	Environment	E	Environment	E
Interior	2	Caves			
Urban	1	Crags			
Suburban	1	Desert			
Plains	3	Snow/Ice			
Brush		Water			
Forest		Marsh			

Skills	Level	Formula	Cost	Score	BEF
Athletics	10	(ST+AG)/2	2	20+1	G+3
Charisma	2	(AP+EM)/2	1	11	5
Dance	5	(AG+PC)/2	1	17	G+2
Groundcraft	5	(DX+PC)/2	1	17	E+3
Hand-to-Hand	8			8	
Initiative*	5	(IN+PC)/2	2	13	E+3
Motorcycles	5	(AG+PC)/2	1	17	E+3
Pain Resistance*	5	(EN+WP)/2	2	19	5
Search*	5	(IN+PC)/2	1	13	E+3
Stamina*	10	(EN+WP)/2	2	20+1	5
Swimming	10	(ST+EN)/2	1	20+1	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Cooking	5	Basic	UC Throws	5	Std
Generic Dance		Std			
Geography	5	Basic			
History	5	Basic			
Literature	5	Basic			
Mathematics	5	Basic			
Medicine	5	Basic			
UC Capture	5	Std			
UC Defensive	5	Std			
	5	Std			

Familiarities	Level	Familiarities	Level

Personality		Other Notes
Extrovert ▭▭▭▭▭ Introvert		
Agreeable ▭▭▭▭▭ Disagreeable		
Orderly ▭▭▭▭▭ Disorderly		
Relaxed ▭▭▭▭▭ Emotional		
Open-Minded ▭▭▭▭▭ Rigid		
Honest ▭▭▭▭▭ Dishonest		

Background Factors	General	Education	Notes
Superior Specimen*	20		+6 Inherent Attribute Points
Comfortable Childhood	50	30	
Field/Specialist Training	60	20	
School of Hard Knocks	80		
Totals	210	50	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name				Age	Sex	Handedness	Species
EXPLORER							Human

Character Modifiers & Other Important Notes

Attributes		Inherent	Trained	BEF
ST	Strength	8	9	6
EN	Endurance	10	12	6
DX	Dexterity	8	9	6
AG	Agility	9	10	G+3
IN	Intelligence	10	12	6
PC	Perception	10	12	E+3
WP	Willpower	9	9	6
EM	Empathy	9	9	6
AP	Appearance	10	9	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/4 · Reserve (EN) · Total (full Sum)
Carrying Capacity	Unladen · Burdened
Unarmed Combat Damage Class	

Familiarities

Gravity	ZG 0	NW 0.01	LT 0.1	NL 0.8	HY 1.1	EX 2
G		1			3	

Environment	E	Environment	E	Environment	E
Interior	2	Caves			
Urban	1	Crags	1		
Suburban	1	Desert	2		
Plains	2	Snow/Ice	2		
Brush	2	Water	2		
Forest	2	Marsh	1		

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	15	G+3
Groundcraft	5	(DX+PC)/2	1	16	E+3
Initiative*	5	(IN+PC)/2	2	17	E+3
Longarms	5	(DX+PC)/2	2	16	4
Pain Resistance*	2	(EN+WP)/2	2	13	5
Ride	5	(EM+WP)/2	1	14	E+3
Sail	5	(IN+PC)/2	2	17	E+2
Search*	8	(IN+PC)/2	1	20	E+3
Stamina*	5	(EN+WP)/2	2	16	5
Stealth	5	(AG+PC)/2	2	16	E+3
Survival	15	(IN+WP)/4	1	20	E+3
Throw	5	(DX+PC)/2	1	16	G+1

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Cooking	5	Basic			
Geography	20	Std			
Geology	5	Basic			
Lang (New Alpha)	10	Basic			
Language	20	Std			
Medicine	5	Basic			
Photography	5	Std			
Tracking	5	Std			

Familiarities	Level	Familiarities	Level

Personality — Other Notes

Extrovert	☐☐☐☐☐	Introvert
Agreeable	☐☐☐☐☐	Disagreeable
Orderly	☐☐☐☐☐	Disorderly
Relaxed	☐☐☐☐☐	Emotional
Open-Minded	☐☐☐☐☐	Rigid
Honest	☐☐☐☐☐	Dishonest

Background Factors	General	Education	Notes
Privileged Childhood	20	20	+2 Inherent AP
Full-Time Education	40	40	
Wide Travels	70	10	See rules
Field Experience	75	5	
Totals	205	75	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name		Age	Sex	Handedness	Species
SPY					Human

Character Modifiers & Other Important Notes
One favored HTH weapon bonus

Attributes

		Inherent	Trained	BEF
ST	Strength	9	9	6
EN	Endurance	9	9	6
DX	Dexterity	9	11	6
AG	Agility	9	9	G+3
IN	Intelligence	10	12	6
PC	Perception	11	13	E+3
WP	Willpower	10	11	6
EM	Empathy	10	12	6
AP	Appearance	10	11	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/4 — Reserve (EN) — Total (Half Score)
Carrying Capacity	Unladen — Burdened
Unarmed Combat Damage Class	

Familiarities

Gravity	ZG 0	ZG 0.01	NW 0.1	LT 0.5	NL 1.1	HY 2	EX
G			2		3		

Environment	E	Environment	E	Environment	E
Interior	3	Caves			
Urban	3	Crags			
Suburban	2	Desert			
Plains	1	Snow/Ice			
Brush		Water			
Forest		Marsh			

Skills

Skills	Level	Formula	Cost	Score	BEF
Athletics	5	(ST+AG)/2	2	14	G+3
Charisma	10	(AP+EM)/2	1	20+0	5
Confidence	15	(Cha+WP)/4	1	20	5
Groundcraft	6	(DX+PC)/2	1	18	E+3
Handguns	8	(DX+PC)/2	2	20	3
HTH Combat	7	(AG+PC)/2	2	18	G
Initiative*	5	(IN+PC)/2	2	18	E+3
Lockpicking	10	DX/2	1	16	5
Pain Resistance*	5	(EN+WP)/2	2	15	5
Search*	10	(IN+PC)/2	1	20+1	E+3
Stamina*	8	(EN+WP)/2	2	18	5
Stealth	10	(AG+PC)/2	2	20+0	E+3
Swimming	5	(ST+EN)/2	1	14	5

Fields of Knowledge

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Comp Sci	5	Basic			
Demolitions	5	Basic			
Lang (Similar)	10	Std			
Medicine	5	Basic			
Mil Sci	15	Std			
Photography	15	Spx1			
Poli Sci	20	Std			
Security Systems	5	Basic			
Surveillance	15	Std			

Familiarities	Level	Familiarities	Level

Personality

			Other Notes
Extrovert	☐☐☐☐☐☐	Introvert	
Agreeable	☐☐☐☐☐☐	Disagreeable	
Orderly	☐☐☐☐☐☐	Disorderly	
Relaxed	☐☐☐☐☐☐	Emotional	
Open-Minded	☐☐☐☐☐☐	Rigid	
Honest	☐☐☐☐☐☐	Dishonest	

Background Factors

Background Factors	General	Education	Notes
Superior Specimen*	20		+6 Inherent Attribute Points
Comfortable Childhood	50	30	
Full-Time Education	40	40	
Field Experience	75	5	
Field/Specialist Training	60	20	
Totals	245	95	

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name			Age	Sex	Handedness		Species
SCHOLAR							Human

Character Modifiers & Other Important Notes

Attributes

		Inherent	Trained	BEF
ST	Strength	6	6	6
EN	Endurance	7	8	6
DX	Dexterity	10	11	6
AG	Agility	7	7	G+3
IN	Intelligence	12	14	6
PC	Perception	11	13	E+3
WP	Willpower	11	12	6
EM	Empathy	8	8	6
AP	Appearance	9	9	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/4 · Reserve (EN) · Total (Skill Score)
Carrying Capacity	Unladen · Burdened
Unarmed Combat Damage Class	

Familiarities

Gravity	ZG 0	NW 0.01	LT 0.1	NL 0.5	HY 1.1	EX 2
G		2		3		

Environment	E	Environment	E	Environment	E
Interior	3	Caves			
Urban	2	Crags			
Suburban	2	Desert			
Plains		Snow/Ice			
Brush		Water	1		
Forest		Marsh			

Skills

Skills	Level	Formula	Cost	Score	BEF
Gen Mus Inst	10	DX/2	1	16	5
Initiative*	2	(IN+PC)/2	2	16	E+3
Navigate	10	(IN+PC)/2	1	20+1	E+3
Pain Resistance*	0	(EN+WP)/2	2	10	5
Sail	7	(IN+PC)/2	2	20+0	E+2
Search*	10	(IN+PC)/2	1	20+1	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Teach	10	(EM+WP)/2	1	20	5
Theory	16	IN/2	3	20+1	5

Fields of Knowledge

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Biology	20	Std			
Chemistry	5	Basic			
Comp Sci	5	Basic			
Forensics	5	Basic			
Mathematics	5	Basic			
Medicine	5	Basic			
Physics	20	Std			
Planetology	5	Basic			

Familiarities	Level	Familiarities	Level

Personality

		Other Notes
Extrovert ⬚⬚⬚⬚⬚⬚ Introvert		
Agreeable ⬚⬚⬚⬚⬚⬚ Disagreeable		
Orderly ⬚⬚⬚⬚⬚⬚ Disorderly		
Relaxed ⬚⬚⬚⬚⬚⬚ Emotional		
Open-Minded ⬚⬚⬚⬚⬚⬚ Rigid		
Honest ⬚⬚⬚⬚⬚⬚ Dishonest		

Background Factors

Background Factors	General	Education	Notes
Underprivileged	80	10	Reduce wealth by one level
Full-Time Education	40	40	
Academic Experience	60	20	
Totals	180	70	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name		Age	Sex	Handedness	Species
THIEF					Human

Character Modifiers & Other Important Notes

Attributes

		Inherent	Trained	BEF
ST	Strength	9	10	6
EN	Endurance	10	11	6
DX	Dexterity	12	14	6
AG	Agility	11	13	G+3
IN	Intelligence	7	7	6
PC	Perception	9	11	E+3
WP	Willpower	8	8	6
EM	Empathy	6	6	6
AP	Appearance	9	9	6

Miscellanea

Social Background		
Height		Frame
Complexion		
Face		
Hair		
Eyes		
Stamina	Threshold (EN+WP)/4	Reserve (EN)	Total (Half Sum)
Carrying Capacity		Unladen	Burdened
Unarmed Combat Damage Class		

Familiarities

Gravity	ZG	NW	LT	NL	HY	EX
		0.01	0.1	0.5	1	2
G		2		3		

Environment	E	Environment	E	Environment	E
Interior	3	Caves		
Urban	3	Crags		
Suburban	3	Desert		
Plains	1	Snow/Ice		
Brush		Water		1
Forest		Marsh		

Skills

Skills	Level	Formula	Cost	Score	BEF
Acrobatics	10	AG/2	2	17	G+2
Athletics	11	(ST+AG)/2	2	20+1	G+3
Charisma	9	(AP+EM)/2	1	17	5
Initiative*	8	(IN+PC)/2	2	17	E+3
Lockpicking	16	DX/2	1	20+1	5
Pain Resistance*	2	(EN+WP)/2	2	12	5
Pickpocket	9	DX	1	20+1	5
Search*	10	(IN+PC)/2	1	19	E+3
Stamina*	10	(EN+WP)/2	2	20	5
Stealth	11	(AG+PC)/2	2	20+1	E+3
Swimming	8	(ST+EN)/2	1	19	5
Throw	8	(DX+PC)/2	1	20+0	G+1

Fields of Knowledge

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Gen Market Field	5	Std			
Security Systems	5	Basic			

Familiarities

Familiarities	Level	Familiarities	Level

Personality

			Other Notes
Extrovert	☐☐☐☐☐☐	Introvert	
Agreeable	☐☐☐☐☐☐	Disagreeable	
Orderly	☐☐☐☐☐☐	Disorderly	
Relaxed	☐☐☐☐☐☐	Emotional	
Open-Minded	☐☐☐☐☐☐	Rigid	
Honest	☐☐☐☐☐☐	Dishonest	

Background Factors

Background Factors	General	Education	Notes
Abandoned and Self	95	5	Reduce wealth by one level
School of Hard Knocks	80		
Field Experience	75	5	
Totals	250	10	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name		Age	Sex	Handedness	Species
ASSASSIN					Human

Character Modifiers & Other Important Notes

Attributes

		Inherent	Trained	BEF
ST	Strength	7	7	6
EN	Endurance	6	6	6
DX	Dexterity	12	14	6
AG	Agility	10	11	G+3
IN	Intelligence	9	10	6
PC	Perception	10	12	E+3
WP	Willpower	9	9	6
EM	Empathy	7	7	6
AP	Appearance	11	11	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/6 · Reserve (EN) · Total (Roll Sum)
Carrying Capacity	Unladen · Burdened
Unarmed Combat Damage Class	

Familiarities

Gravity	ZG 0	NW 0.01	LT 0.1	NL 0.8	HY 1.1	EX 2
G		2	3			

Environment	E	Environment	E	Environment	E
Interior	3	Caves			
Urban	3	Crags			
Suburban	3	Desert			
Plains		Snow/Ice			
Brush		Water			
Forest		Marsh			

Skills

Skills	Level	Formula	Cost	Score	BEF
Charisma	8	(AP+EM)/2	1	17	5
Disguise	8	(IN+EM)/4	2	12	5
Hand-to-Hand	5			5	
Handguns	13	(DX+PC)/2	2	20+2	3
Initiative*	9	(IN+PC)/2	2	20	E+3
Lockpicking	19	DX/2	1	20+2	5
Longarms	13	(DX+PC)/2	2	20+2	4
Pain Resistance*	3	(EN+WP)/2	2	11	5
Search*	13	(IN+PC)/2	1	20+1	E+3
Stamina*	5	(EN+WP)/2	2	13	5
Stealth	11	(AG+PC)/2	2	20+1	E+3

Fields of Knowledge

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Demolitions	15	Std			
Electrical Eng	5	Basic			
Mech Eng	5	Basic			
Medicine	5	Basic			
Mil Sci	5	Basic			
Security Systems	5	Basic			
Surveillance	5	Basic			
UC Defensive	5	Std			
UC Lethal	5	Std			

Familiarities	Level	Familiarities	Level

Personality

			Other Notes
Extrovert	▭▭▭▭▭	Introvert	
Agreeable	▭▭▭▭▭	Disagreeable	
Orderly	▭▭▭▭▭	Disorderly	
Relaxed	▭▭▭▭▭	Emotional	
Open-Minded	▭▭▭▭▭	Rigid	
Honest	▭▭▭▭▭	Dishonest	

Background Factors

Background Factors	General	Education	Notes
Comfortable Childhood	50	30	
Field/Specialist Training	60	20	
Field Experience	75	5	
School of Hard Knocks	80		
Totals	265	55	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

FORESIGHT

Character Name	Age	Sex	Handedness	Species
DRIVER				Human

Character Modifiers & Other Important Notes

Attributes

		Inherent	Trained	BEF
ST	Strength	8	8	6
EN	Endurance	9	10	6
DX	Dexterity	12	15	6
AG	Agility	9	10	G+3
IN	Intelligence	9	10	6
PC	Perception	11	14	E+3
WP	Willpower	9	10	6
EM	Empathy	6	6	6
AP	Appearance	8	8	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/5 — Reserve (EN) — Total (full sum)
Carrying Capacity	Unladen — Burdened
Unarmed Combat Damage Class	

Familiarities

Gravity		ZG 0	NW 0.01	LT 0.1	NL 0.8	HY 1.1	EX 2
G			2		3		

Environment	E	Environment	E	Environment	E
Interior		Caves			
Urban		Crags			
Suburban		Desert			
Plains		Snow/Ice			
Brush		Water			
Forest		Marsh			

Skills

Skills	Level	Formula	Cost	Score	BEF
Aircraft	10	(DX+PC)/2	1	20+1	G+2
Charisma	5	(AP+EM)/2	1	12	5
Groundcraft	15	(DX+PC)/2	1	20+3	E+3
Handguns	5	(DX+PC)/2	2	20	3
Initiative*	8	(IN+PC)/2	2	20	E+3
Lockpicking	15	DX/2	1	20+1	5
Motorcycles	14	(AG+PC)/2	1	20+2	E+3
Pain Resistance*	2	(EN+WP)/2	2	12	5
Search*	5	(IN+PC)/2	1	17	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Watercraft, Powered	14	(IN+PC)/2	1	20+2	E+3

Fields of Knowledge

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Mech Eng	20	Std			
Security Systems	5	Basic			

Familiarities

Familiarities	Level	Familiarities	Level

Personality

			Other Notes
Extrovert	☐☐☐☐☐	Introvert	
Agreeable	☐☐☐☐☐	Disagreeable	
Orderly	☐☐☐☐☐	Disorderly	
Relaxed	☐☐☐☐☐	Emotional	
Open-Minded	☐☐☐☐☐	Rigid	
Honest	☐☐☐☐☐	Dishonest	

Background Factors

Background Factors	General	Education	Notes
Mobile Childhood	60	20	
School of Hard Knocks	80		
Field Experience	75	5	
Totals	215	25	

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name			Age	Sex	Handedness	Species
TECH						Human

Character Modifiers & Other Important Notes

Attributes		Inherent	Trained	BEF
ST	Strength	8	8	6
EN	Endurance	8	8	6
DX	Dexterity	12	15	6
AG	Agility	7	7	G+3
IN	Intelligence	10	11	6
PC	Perception	11	13	E+3
WP	Willpower	9	9	6
EM	Empathy	7	7	6
AP	Appearance	9	9	6

Miscellanea	
Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/4 · Reserve (EN) · Total (full sum)
Carrying Capacity	Unladen · Burdened
Unarmed Combat Damage Class	

Familiarities								
Gravity	ZG	NW	LT	NL	HY	EX		
G		2		3				
Environment	E	Environment	E	Environment	E			
Interior	3	Caves						
Urban	1	Crags						
Suburban	3	Desert						
Plains		Snow/Ice						
Brush		Water						
Forest		Marsh						

Skills	Level	Formula	Cost	Score	BEF
Gen Tools	14	oDX	1	20+3	6
Gen Tools	11	oDX	1	20+2	6
Groundcraft	10	(DX+PC)/2	1	20+1	E+3
Initiative*	3	(IN+PC)/2	2	15	E+3
Lockpicking	9	DX/2	1	17	5
Motorcycles	10	(AG+PC)/2	1	20	E+3
Pain Resistance*	1	(EN+WP)/2	2	10	5
Search*	12	(IN+PC)/2	1	20+1	E+3
Stamina*	5	(EN+WP)/2	2	14	5
Theory	5	IN/2	3	11	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Chemistry	5	Basic			
Comp Sci	20	Std			
Demolitions	5	Basic			
Electrical Eng	5	Basic			
Mathematics	5	Basic			
Mech Eng	20	Std			
Physics	5	Basic			
Surveillance	5	Basic			
Surveillance	5	Basic			

Familiarities	Level	Familiarities	Level

Personality		Other Notes
Extrovert ⬚⬚⬚⬚⬚⬚ Introvert		
Agreeable ⬚⬚⬚⬚⬚⬚ Disagreeable		
Orderly ⬚⬚⬚⬚⬚⬚ Disorderly		
Relaxed ⬚⬚⬚⬚⬚⬚ Emotional		
Open-Minded ⬚⬚⬚⬚⬚⬚ Rigid		
Honest ⬚⬚⬚⬚⬚⬚ Dishonest		

Background Factors	General	Education	Notes
Comfortable Childhood	50	30	
Full-Time Education	40	40	
Field Experience	75	5	
Totals	165	75	

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name	Age	Sex	Handedness	Species
DOCTOR				Human

Character Modifiers & Other Important Notes

Attributes		Inherent	Trained	BEF
ST	Strength	7	7	6
EN	Endurance	8	10	6
DX	Dexterity	10	13	6
AG	Agility	7	7	G+3
IN	Intelligence	11	13	6
PC	Perception	10	12	E+3
WP	Willpower	9	9	6
EM	Empathy	10	12	6
AP	Appearance	9	9	6

Miscellanea

Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	

Stamina	Threshold (EN+WP)/4	Reserve (EN)	Total (full Sum)
Carrying Capacity		Unladen	Burdened
Unarmed Combat Damage Class			

Familiarities

Gravity	ZG	NW	LT	NL	HY	EX
G		2		3		

Environment	E	Environment	E	Environment	E
Interior	3	Caves			
Urban	2	Crags			
Suburban	2	Desert			
Plains		Snow/Ice			
Brush		Water			
Forest		Marsh			

Skills	Level	Formula	Cost	Score	BEF
Charisma	4	(AP+EM)/2	1	15	5
Gen Tools	13	oDX	1	20+2	6
Groundcraft	5	(DX+PC)/2	1	18	E+3
Initiative*	4	(IN+PC)/2	2	17	E+3
Pain Resistance*	2	(EN+WP)/2	2	12	5
Search*	10	(IN+PC)/2	1	20+1	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Theory	15	IN/2	3	20+0	5

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Biology	5	Basic			
Bus Admin	5	Basic			
Chemistry	5	Basic			
Forensics	5	Basic			
Literature	5	Basic			
Medicine	40	Spx2			
Psychology	5	Basic			

Familiarities	Level	Familiarities	Level

Personality		Other Notes
Extrovert ☐☐☐☐☐☐ Introvert		
Agreeable ☐☐☐☐☐☐ Disagreeable		
Orderly ☐☐☐☐☐☐ Disorderly		
Relaxed ☐☐☐☐☐☐ Emotional		
Open-Minded ☐☐☐☐☐☐ Rigid		
Honest ☐☐☐☐☐☐ Dishonest		

Background Factors	General	Education	Notes
Underprivileged	80	10	Reduce wealth by one level
Full-Time Education	40	40	
Academic Experience	60	20	
Totals	180	70	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name		Age	Sex	Handedness	Species
CON-ARTIST					Human

Character Modifiers & Other Important Notes

Attributes		Inherent	Trained	BEF
ST	Strength	8	8	6
EN	Endurance	8	8	6
DX	Dexterity	10	11	6
AG	Agility	8	8	G+3
IN	Intelligence	10	11	6
PC	Perception	10	12	E+3
WP	Willpower	10	12	6
EM	Empathy	12	14	6
AP	Appearance	11	12	6

Miscellanea	
Social Background	
Height	Frame
Complexion	
Face	
Hair	
Eyes	
Stamina	Threshold (EN+WP)/4 — Reserve (EN) — Total (full Score)
Carrying Capacity	Unladen — Burdened
Unarmed Combat Damage Class	

Familiarities										
Gravity		ZG		NW		LT		NL	HY	EX
		0	ZG 0.01	NW 0.1		LT 0.8		NL 1.1	HY 2	
G										
Environment	E	Environment		E	Environment			E		
Interior			Caves							
Urban			Crags							
Suburban			Desert							
Plains			Snow/Ice							
Brush			Water							
Forest			Marsh							

Skills	Level	Formula	Cost	Score	BEF
Charisma	14	(AP+EM)/2	1	20+2	5
Confidence	19	(Cha+WP)/4	1	20+2	5
Dance	10	(AG+PC)/2	1	20	G+2
Groundcraft	10	(DX+PC)/2	1	20+0	E+3
Initiative*	6	(IN+PC)/2	2	18	E+3
Pain Resistance*	2	(EN+WP)/2	2	12	5
Pickpocket	5	DX	1	16	5
Search*	7	(IN+PC)/2	1	19	E+3
Stamina*	5	(EN+WP)/2	2	15	5
Stealth	5	(AG+PC)/2	2	15	E+3

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
Surveillance	5	Basic			

Familiarities	Level	Familiarities	Level

Personality				Other Notes
Extrovert	☐☐☐☐☐☐	Introvert		
Agreeable	☐☐☐☐☐☐	Disagreeable		
Orderly	☐☐☐☐☐☐	Disorderly		
Relaxed	☐☐☐☐☐☐	Emotional		
Open-Minded	☐☐☐☐☐☐	Rigid		
Honest	☐☐☐☐☐☐	Dishonest		

Background Factors	General	Education	Notes
Superior Specimen*	20		+6 Inherent Attribute Points
Traumatic Childhood	75	5	
School of Hard Knocks	80		
Totals	175	5	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.

Character Name			Age	Sex	Handedness		Species	
MARTIAL ARTIST							Human	

Character Modifiers & Other Important Notes

Three favored HTH weapon bonuses

Attributes		Inherent	Trained	BEF
ST	Strength	11	12	6
EN	Endurance	10	11	6
DX	Dexterity	9	9	6
AG	Agility	12	13	G+3
IN	Intelligence	6	6	6
PC	Perception	10	11	E+3
WP	Willpower	12	13	6
EM	Empathy	7	7	6
AP	Appearance	9	9	6

Miscellanea

Social Background

Height		Frame

Complexion

Face

Hair

Eyes

Stamina	Threshold (EN+WP)/4	Reserve (EN)	Total (full Score)

Carrying Capacity	Unladen	Burdened

Unarmed Combat Damage Class

Familiarities

Gravity	ZG	NW	LT	NL	HY	EX
	.9	.99	.9	1.1		2
G		2		3		

Environment	E	Environment	E	Environment	E
Interior	2	Caves	2		
Urban	1	Crags	2		
Suburban	2	Desert	3		
Plains	3	Snow/Ice			
Brush	2	Water			
Forest	3	Marsh			

Skills	Level	Formula	Cost	Score	BEF
Acrobatics	15	AG/2	2	20+0	G+2
Athletics	7	(ST+AG)/2	2	20	G+3
HTH Combat	10	(AG+PC)/2	2	20+0	G
Initiative*	10	(IN+PC)/2	2	19	E+3
Pain Resistance*	8	(EN+WP)/2	2	20	5
Search*	6	(IN+PC)/2	1	15	E+3
Stamina*	10	(EN+WP)/2	2	20+0	5
Stealth	8	(AG+PC)/2	2	20	E+3
Throw	10	(DX+PC)/2	1	20	G+1

Fields of Knowledge	Points	Level	Fields of Knowledge	Points	Level
UC Capture	5	Std			
UC Defensive	5	Std			
UC Exotic Style	5	Std			
UC Exotic Style	5	Std			
UC Lethal	5	Std			
UC Throws	5	Std			

Familiarities	Level	Familiarities	Level

Personality			Other Notes
Extrovert	☐☐☐☐☐☐	Introvert	
Agreeable	☐☐☐☐☐☐	Disagreeable	
Orderly	☐☐☐☐☐☐	Disorderly	
Relaxed	☐☐☐☐☐☐	Emotional	
Open-Minded	☐☐☐☐☐☐	Rigid	
Honest	☐☐☐☐☐☐	Dishonest	

Background Factors	General	Education	Notes
Trained from Childhood*	40	10	+3 Inherent Attribute Points
School of Hard Knocks	80		
Personal Tragedy	40	20	+2 Inherent EM or WP
School of Hard Knocks	80		
Totals	240	30	

FORESIGHT

Note: This template assumes the character has a "default" free package of 7E and 5G familiarities (NW2 for water) and also knows his/her own native language and is literate.