FINAL

CHARACTER NAME

PLAYER

CONCEPT

CREW

DRIVE

SKILLS

PHYSICAL SKILLS		MENTAL SKILLS		SOCIAL SKILLS	
ATHLETICS		*ART*		*CHARM*	
AWARENESS		*BUSINESS*		*CONVICTION*	
MELEE		*EDUCATION*		*EMPATHY*	
SHOOT		*LORE*		*HIGH SOCIETY*	
STEALTH		*MEDICINE*		*RHETORIC*	
SURVIVAL		*SCIENCE*		*STREETWISE*	
VEHICLES		*TECHNOLOGY*		*TAUNT*	

SKILL CAP

SPECIALITIES

TRAITS & LIMITATIONS

ATTRIBUTES

EMPHASIS

ENDURANCE

WILL

DAMAGE

CHARACTER NOTES

EXPERIENCE

ADVANCEMENT