FADING SUNS

Name:
Player:
Race: Alliance:
Native Planet: Rank:

Characteristics

		min	score	max
Body	Strength	( )		( )
Body	Dexterity	( )		( )
Body	Endurance	( )		( )
Mind	Wits	( )		( )
Mind	Perception	( )		( )
Mind	Tech	( )		( )
Spirit	Extrovert	( )	/	( ) Introvert
Spirit	Passion	( )	/	( ) Calm
Spirit	Faith	( )	/	( ) Ego

Blessings, Benefits, Curses & Afflictions

cost	modifier	trait	situation

Natural Skills

	min	score
Charm	( )	
Dodge	( )	
Empathy	( )	
Fight	( )	
Impress	( )	
Melee	( )	
Observe	( )	
Shoot	( )	
Sneak	( )	
Vigor	( )	

Combat

action	roll	init	goal	dmg	rng	shots	rate	siz
Fist	*Dex + Fight*							
Kick	*Dex + Fight*	-1						
Grapple	*Dex + Fight*	-2						
Charge	*Dex + Fight*	-3						
Dodge	*Dex + Dodge*							

Learned Skills

Academia
Bureaucracy
Drive:
Drive:
Drive:
Etiquette
Gambling
Inquiry
Knavery
Lore: Jumproads
Lore: Native Planet
Lore:
Lore:
Performance
Remedy
Search
Science:
Science:
Science:
Social:
Social:
Streetwise
Survival
Tech:
Tech:
Think Machine
Throwing
Warfare:
Warfare:
Xeno-Empathy

Victory Chart

roll	result
1-2	0
3-5	+1
6-8	+2
9-11	+3
12-14	+4
15-17	+5
18	+6

critical success = x2

Armour

( )

Energy Shield min / max

Hits (/)

Experience

Languages

Speak: Urthish
Speak:
Speak:

Read:
Read:
Read: Urthish

VITALITY O O O O O O O O O O O O O O O O O O O O O O O O
wound penalties -10 -8 -6 -4 -2

WYRD O O O O O O O O O O O O O O O O O O O O O O O O

Occult Powers

Psi / Theurgy	Urge / Hubris

Stigma

Powers/ Rites	lvl	goal	notes

Description

Race: _____ Image: _____

Birthdate: _____

Age: _____

Sex: _____

Hair: _____

Style: _____

Eyes: _____

Complexion: _____

Height: _____

Weight: _____

History

Possessions

carried | siz

Money

cash | assets

owned | location