
SKILLS [UNSPENT POINTS:_____]

(Base = Stat ÷ 4, rounded down | Tagged skills get +25)

BASIC SKILLS

Physical	Mental	Speech
Athletics (Str): 17 <input type="checkbox"/>	Driving (Mind): 17 <input type="checkbox"/>	Charisma (Spirit): 11 <input type="checkbox"/>
Acrobatics (Agi): 17 <input type="checkbox"/>	Piloting (Mind): 42 ✓	Fast Talk (Spirit): 11 <input type="checkbox"/>
G-Suit (Agi): 17 <input type="checkbox"/>	Mechanics (Mind): 17 <input type="checkbox"/>	
Stealth (Agi): 47 ✓	Operations (Mind): 17 <input type="checkbox"/>	
	Xeno (Mind): 17 <input type="checkbox"/>	
	Investigation (Mind): 42 ✓	
	Perception (Mind): 17 <input type="checkbox"/>	
	Occult (Mind): 17 <input type="checkbox"/>	
	Robotics (Mind): 17 <input type="checkbox"/>	
	First-Aid (Mind): 17 <input type="checkbox"/>	

COMBAT SKILLS

Melee & Unarmed	Ranged	Defence
Unarmed (Agi): 17 <input type="checkbox"/>	Throwing (Agi): 42 ✓	Block (Agi): 17 <input type="checkbox"/>
Melee (Agi): 17 <input type="checkbox"/>	<u>Light Ranged</u> (Agi): 67 ✓	
Energy Blade (Agi): 17 <input type="checkbox"/>	Heavy Ranged (Agi): 17 <input type="checkbox"/>	

MAGIC SKILLS

Offensive & Utility (Mind)

Evocation: _____

Conjuration: _____

Transmutation: _____

Illusion: _____

Divination: _____

Support (Spirit)

Enhancement: _____

Cursing: _____

WEAPONS, ARMOUR AND EQUIPMENT

Weapon	Skill %	Damage	Range	Capacity	Notes
Plasma Pistol	52	2d10+2 Burning	15	15/15	Ignores 5 DR
Smoke Grenade	42	-	5	3	4 tile cloud, Blocks Line of Sight
Plasma Grenade	42	4d8/2d8 (2-tile/ 4-tile)	5	2	Ignores 5 DR

Armour: Leather (Soft) DR: 3

Shield: _____ DR: _____

Credits: 325

Gear & Items:

Plasma Pistol (1.5kg), 3x Smoke Grenade (0.4kg each), 2x Plasma Grenade (0.5kg each), Leather Jacket (Soft) (5kg), Grappling Hook (2kg), Rations x 5 _____

Total Weight: 15.7 Max Encumbrance: 27 kg

DAMAGE, CONDITIONS & NOTES

Current HP: 33 Current MP: _____

Conditions / Status Effects: _____

Notes: 5 skill points spent on Stealth, 10 spent on Light Ranged (Speciality) _____
