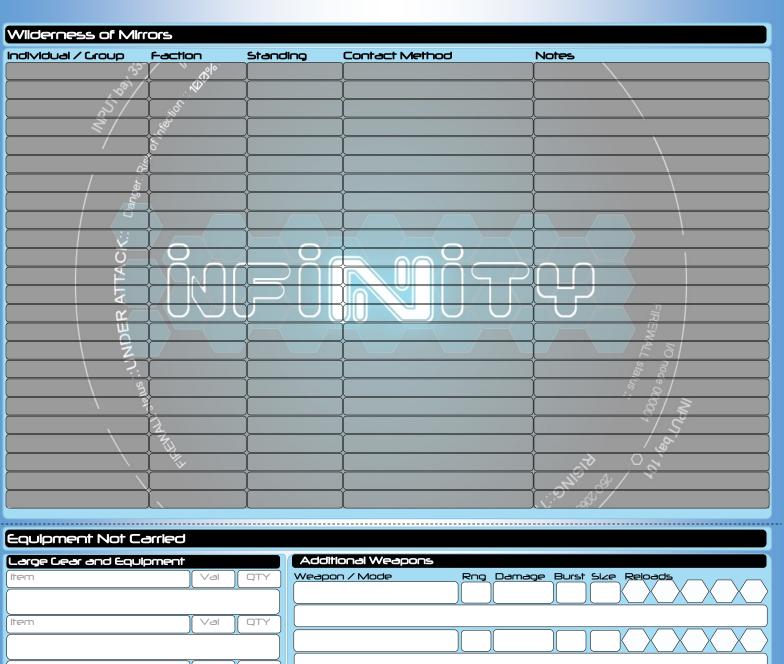
Che	racter Profil	Player							
Char	acter Name			Acille	Sig Exp Foc TN				
Faction			infinity Points	Aqiiity Acrobatics					
Homeworld				Close Combat Stealth					
Heritage			Refresh	Awareness	Sig Exp Foc TN				
Social Status		Earnings	Reaction	Analysis					
Age		Assets	Tracker	Extraplanetary					
Species		Cash flow		Observation					
		Short Falls	Earned XP	Survival					
Languages				Thievery  Brawn	Sig Exp Foc TN				
			Spent XP	Athletics					
Traits*				Resistance					
		*See B	ack for Descriptions	Coordination	Sig Exp Foc TN				
				Ballistics					
				Pilot					
				Spacecraft  Intelligence	Sig Exp Foc TN				
				Education					
Talents*	Rank		Rank	Hacking					
				Medicine					
				Psychology					
				Science					
				Tech	Sig Exp Foc TN				
				Personality Animal Handling					
				Command					
				Lifestyle					
Readled Weapor Weapon / Mode		ge Burst Si∠e Reloads		Persuade					
				Will Power	Sig Exp Foc TN				
				Discipline					
				Ready / Active 0					
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Firewall-Infowar		Infower		ACH BT5	10000				
Resolve-Menta	1	Psyw	er /		MODIPHIOS ENTERTAINMENT				
	<del>.</del>	Bonus		Armour	Character Sheet V I.9				

Ammunition & Depioyables Additional Weapons	
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Name Qualities	
Qty Damage	XXXX
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Additional Event  Special  Section Handler	
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Additional Event  Event  F-action Handler  Identity  F-action Standing	
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Additional Event  Special  State of the Content of	
Additional Event  Special  State Special	
Additional Event  Special  State of the stat	

Faction Handler	Player
Identity	
Faction Standing	Loyalty Strings
Contact Protocol	
Current Missions	Rewards and Penalties
Base Celst Attributes Name	Player
Base Celst Attributes Name  ACI AWA BWN COO INT PER WIL	Player  (Appearance, Personality and History
ACJ AWA BWN COO INT PER WL	Appearance, Personality and History
	Appearance, Personality and History  Default Behavior I
ACJ AWA BWN COO INT PER WL	Appearance, Personality and History  Default Behavior I  Default Behavior 2  Default Behavior 3
ACJ AWA BWN COO INT PER WL	Appearance, Personality and History  Default Behavior I  Default Behavior 2
ACJ AWA BWN COO INT PER WL	Appearance, Personality and History  Default Behavior 2  Default Behavior 3  Shells  Shell (Crulsing Maneuver Structure)
ACJ AWA BWN COO INT PER WL	Appearance, Personality and History  Default Behavior I  Default Behavior 2  Default Behavior 3  Shells  Shell Crulsing Maneuver Structure  Qualities Firewall BTS Impact Dam
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Large Cear and Equipment			Additional Weapons								
Item	Val	QTY	Weapon / Mode	Rng	Damage	Burst	Size	Reloac	<u> </u>		
Item	Val	QTY									
								<u> </u>	<u>_X</u>	<u>X</u>	<u>X_</u>
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Item	Val	QTY							_/ \_		
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Item	Val	QTY				<u> </u>			_/\_		