

Ammunition & Deployables

Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage
Name	Qualities
Qty	Damage

Additional Weapons

Weapon / Mode	Rng	Damage	Burst Size	Reloads

Talents

Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	
Rank	Skill	

Gear

Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY
Item	Val	QTY

Lifepath

Birth S Class	Upbringing
Youth Event	
Education	Additional Event
Career One	Event
Career Two	Event
Career Three	Event
Career Four	Event
Background Notes	

Current Host Attributes

ACI	AWA	BWN	COO	INT	PER	WL
Type						
Special						

Gelst Attributes

ACI	AWA	BWN	COO	INT	PER	WL
Resolve						
Skill	Attrib	Exp	Foc			
Special						
Notes						

Faction Handler

Identity		
Faction	Standing	
Contact Protocol		
Current Tasks		



Faction Handler

Identity

Faction Standing

Contact Protocol

Current Missions

Player

Loyalty Strings

Rewards and Penalties

Base Gest Attributes

ACI	AWA	BWN	COO	INT	PER	WIL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skill	Attrib	Exp	Foc
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Special

Priority	On Going Task
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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Resolve-Mental TRAUMA

Melee Bonus Ranged Bonus Infower Bonus Psywar Bonus

Player

Appearance, Personality and History

Default Behavior 1

Default Behavior 2

Default Behavior 3

Shells

Shell	Cruising	Maneuver	Structure
Qualities	Firewall	BTS	Impact Dam

Hull	Motive	Processor	Weapon
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Weapons Notes

Shell	Cruising	Maneuver	Structure
Qualities	Firewall	BTS	Impact Dam

Hull	Motive	Processor	Weapon
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Weapons Notes



