Name:

Species:

Star Corps

Attributes

Aim
Athletics
Awareness
Bearing
Creativity
Education
Empathy
Fighting
Might
Reflexes
Science
Stealth
Survival
Tech
Toughness
Will Power

Attributes

Attribute	Rank	Specialties

Health

-1
-2
-3

Soak

Toughness:

Armour:

Total

Gimmicks:

Action Points

Speed

Defence

Weapons

Weapon	Range	Damage	Ammo	Notes
Peace Keeper SMG	50 yards	+3	☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐	Autofire (-2 to hit, +2 Damage, 4 ammo used)
Combat Knife	Combat / 10 yards	Might	-	
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Gear:

Fatigues, boots & wet weather gear; Webbing & light pack; Comm Unit, throat mike & ear piece; Flashlight & under barrel mount; Combat Armour (+2 Soak bonus).

Experience Points

Spent

Notes