

NAME

CALL SIGN

RANK

BACKGROUND

HERITAGE

PRIMARY SPECIALITY

SECONDARY SPECIALITY

SKILLS

Athletics

Command

CQB

Demolitions

Espionage

Hacker

Marksmanship

Mechanic

Medic

Pilot

Recon

Science

Survival

HITS

DEFENSE

CARRYING CAPACITY

TRICKS

PERMISSIONS

ADVANCEMENT

INFLUENCE

CURRENT
EXPERIENCE

MEDALS AND COMMENDATIONS

- ☐ Learn a new Trick.
- ☐ Learn a second new Trick.
- ☐ Learn a third and final Trick.
- ☐ Increase three skills by 1.
- ☐ Increase one skill by 2 and one by 1.
- ☐ Increase one skill by 3.

Once all Advances are taken, the character becomes a Veteran (+1 Action Point).

GEAR

RANGED WEAPONS

NAME	DAMAGE	RANGE	PERKS	LIMITS	AMMO

MELEE WEAPONS

NAME	DAMAGE	PERKS	LIMITS

ARMOR

NAME	ARMOR RANK	PERKS	LIMITS

OTHER GEAR