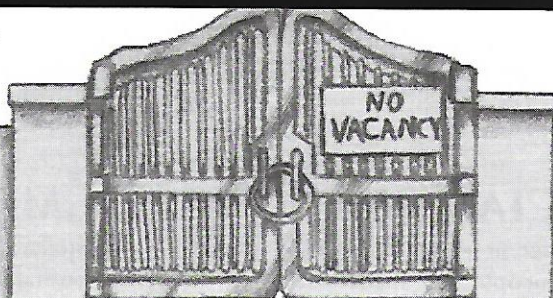


THE

END



NAME:	DEXTERITY:	CHARACTER CONCEPT:
PLAYER:	ENDURANCE:	
PLACE OF BIRTH:	HEALTH:	
AGE:	STRENGTH:	ENNUI:
FORMER OCCUPATION:		
CURRENT OCCUPATION:		
RACE:	CHARISMA:	
COLONY:	PERCEPTION:	
HEIGHT:	KNOWLEDGE:	
WEIGHT:	FREEWILL:	SIN:
EYE COLOR:		
HAIR COLOR:		

Accounting	Engineering	Public Speaking	FIREARMS:
Acrobatics	Escape	Quick-Draw	Handgun
Acting	Farm	Read Lips	Submachinegun
Alertness	First Aid	Resist Torture	Rifle
Animal Handling	Fish	Ride	Sniping Rifle
Anthropology	Forgery	Savoir-Faire	Shotgun
Archaeology	Gamble	Scavenge	Heavy Weapons
Archery	Geology	Sculpt	FOREIGN LANGUAGE:
Architecture	Haggle	Seamanship	
Area Knowledge	Hand-to-Hand Combat	Search	
Astronomy	Heavy Machinery	Seduction	MEDICINE:
Blacksmithing	Hide	Sing	Surgery
Blather	History	Slight-of-Hand	Combat Medicine
Botany	Hunt	Stealth	Forensic Pathology
Bicycle	Hygiene	Streetwise	Treat Disease
Brew/Distill	Hypnotism	Swim	Treat Poison
Camouflage	Imitate	Tactics	PILOT:
Carpentry	Interrogate/Torture	Teach	Propeller
Cartography	Intimidate	Teamster	Jet
Chemistry	Jury Rig	Theology	Military
Climb	Law	Toxicology	Helicopter
Compose	Leadership	Track	Dirigible
Computer	Literature	Write	REPAIR:
Con	Locksmith	Zoology	Vehicle
Cook	Mathematics	MEGA -SKILLS	Electrical
Cryptography	Melee Weapons	DRIVE:	Installed System
Dance	Metallurgy	Manual	SURVIVAL:
Debate	Meteorology	Motorcycle	Jungle
Demolitions	Occult	Semi-Trailer	Desert
Diplomacy	Parachute	Bus	Tundra
Disarm/Subdue	Pharmacology	Expert:	Ocean
Disguise	Photography		WEAPONSMITH:
Draw	Physics		Melee
Education	Play Instrument		Firearms
Electronics	Psychology		Military

WEAPON	FAIL #	DAM +	ACC ±	NOTES

L	W	S	C	L	W	S	C

NOTES AND SPECIALIZATIONS:

GET
LOST