

CONCEPT

MIND

SENSES

	-[]	AGILITY	[]	-[]	PHYSIQUE	[]
	-[]	CONDITION	[]	-[]	SPEED	[]
	-[]	DISCIPLINE	[]	-[]	INTELLECT	[]
	-[]	INFLUENCE	[]	-[]	SANITY	[]
	-[]	AWARENESS	[]	-[]	RESISTANCE	[]
	-[]	INSTINCT	[]	-[]	SENSATION	[]



**+1 die for each LVL in related tasks up to 3;
To increase LVL, USED must be 6 x (1 + current LVL)**

FACTION STANDING

[illegible]

PILOTING / COMBAT

0	HARMLESS
6	MOSTLY HARMLESS
12	NOVICE
24	COMPETENT
48	EXPERT
96	MASTER
192	DANGEROUS
384	DEADLY
768	ELITE

EXPLORATION

0	AIMLESS
6	MOSTLY AIMLESS
12	SCOUT
24	SURVEYOR
48	TRAILBLAZER
96	PATHFINDER
192	RANGER
384	PIONEER
768	ELITE

TRADING

0	PENNILESS
6	MOSTLY PENNILESS
12	PEDDLER
24	DEALER
48	MERCHANT
96	BROKER
192	ENTREPRENEUR
384	TYCOON
768	ELITE

WEALTH

AVG LOAD

BODYx 20

MAX LOAD

AVG LOADx 2

EQUIPMENT							Equipment, armour and weapons - include a location						
DESCRIPTION	MASS	QTY	CARRY	DESCRIPTION									