

# Space Opera

## CHARACTER RECORD SHEET

Name \_\_\_\_\_ Race \_\_\_\_\_ Sex \_\_\_\_\_  
 Rank/Grade \_\_\_\_\_ Service \_\_\_\_\_ Pay CR \_\_\_\_\_

Physique _____	Carrying Cap. _____	<u>Hand-to-Hand:</u>
Height _____	Damage Factor _____	Unarmed _____
Mass _____	Shock Resistance CR _____	Dagger _____
Strength _____	Stamina Factor _____	Foil _____
Constitution _____	Wind Factor _____	Katana _____
Agility _____		Spear/Bayonet _____
Dexterity _____	GTA _____	Swords _____
Intelligence _____	MechA _____	Battle Axes _____
Intuition _____	ElecA _____	Sabre _____
Leadership _____		Vibroblade, etc. _____
Bravery _____		Coagulator _____
Empathy _____		LightSword _____
Psionics _____		

## EXPERTISE

### Science

Physical Sciences  
 Adv. Mathematics \_\_\_\_\_  
 Adv. Metallurgy \_\_\_\_\_  
 Astronomy \_\_\_\_\_  
 Chemistry \_\_\_\_\_  
 Force Field Phy \_\_\_\_\_  
 General Physics \_\_\_\_\_  
 Geography \_\_\_\_\_  
 Hyper-Dim. Phy. \_\_\_\_\_  
 Nuclear Physics \_\_\_\_\_  
 Planetology \_\_\_\_\_  
 Temporal Physics \_\_\_\_\_

### Life Sciences

Biochemistry \_\_\_\_\_  
 Botany \_\_\_\_\_  
 Ecology \_\_\_\_\_  
 General Biology \_\_\_\_\_  
 Xeno-Botany \_\_\_\_\_  
 Xeno-Ecology \_\_\_\_\_  
 Xeno-Zoology \_\_\_\_\_  
 Zoology \_\_\_\_\_

### Social Sciences

Comparative Cult. \_\_\_\_\_  
 General Social Sci. \_\_\_\_\_  
 Historical Sciences \_\_\_\_\_  
 Linguistics \_\_\_\_\_  
 Psychology \_\_\_\_\_

### Medical Sciences

Medical Practice \_\_\_\_\_  
 Medical Scientist \_\_\_\_\_  
 Native Medicine \_\_\_\_\_  
 Physician \_\_\_\_\_  
 Xeno-Medicine \_\_\_\_\_

### Engineering

Armament Eng. \_\_\_\_\_  
 Computer Eng. \_\_\_\_\_  
 Elect. Eng. \_\_\_\_\_  
 Mech. Eng. \_\_\_\_\_  
 Power Eng. \_\_\_\_\_  
 StarDrive Eng. \_\_\_\_\_

### Armsman

Airborne Assault \_\_\_\_\_  
 AirCav \_\_\_\_\_  
 Alien Environ. \_\_\_\_\_  
 Arctic Survival \_\_\_\_\_  
 Armored Forces \_\_\_\_\_  
 Combat Copter \_\_\_\_\_

Combat Driver \_\_\_\_\_  
 Combat Pilot \_\_\_\_\_  
 Combat Training \_\_\_\_\_  
 ContraGrav \_\_\_\_\_  
 First Aid \_\_\_\_\_  
 Hv. Energy Wpn. \_\_\_\_\_  
 Jump Belt \_\_\_\_\_  
 Missile Art. \_\_\_\_\_  
 Mobile Inf. \_\_\_\_\_  
 Para. Assault \_\_\_\_\_  
 Projectile Art. \_\_\_\_\_  
 Space Combat \_\_\_\_\_  
 Space Orient. \_\_\_\_\_  
 Street Combat \_\_\_\_\_

### Survival

Desert Survival \_\_\_\_\_  
 Forest Survival \_\_\_\_\_  
 Jungle Survival \_\_\_\_\_  
 Marine Survival \_\_\_\_\_  
 Steppe Survival \_\_\_\_\_

### Combat Engineering

Bomb Disposal \_\_\_\_\_  
 Demolitions \_\_\_\_\_  
 Field Fort. \_\_\_\_\_  
 Military Const. \_\_\_\_\_  
 Space Engineers \_\_\_\_\_

### Direct Fire Small Arms

APROBDIF \_\_\_\_\_  
 Arch. Dir. Fire I \_\_\_\_\_  
 Arch. Dir. Fire II \_\_\_\_\_  
 Arch. Dir. Fire III \_\_\_\_\_  
 Blasters \_\_\_\_\_  
 Disruptors \_\_\_\_\_  
 Flamers \_\_\_\_\_  
 Fusion \_\_\_\_\_  
 Gauss \_\_\_\_\_  
 Grenades, etc. \_\_\_\_\_  
 Handguns \_\_\_\_\_  
 Lasers \_\_\_\_\_  
 MGs \_\_\_\_\_  
 Mil. Small Arms \_\_\_\_\_  
 Needlers \_\_\_\_\_  
 Recoiless \_\_\_\_\_  
 Rocket Launchers \_\_\_\_\_

Shotguns \_\_\_\_\_  
 Special Weapons \_\_\_\_\_  
 Sport Rifles \_\_\_\_\_  
 Stat Arms \_\_\_\_\_  
 Stunners \_\_\_\_\_

### Melee Weapons

Battle Axe \_\_\_\_\_  
 Coagulator \_\_\_\_\_  
 Daggers \_\_\_\_\_  
 Foils \_\_\_\_\_  
 Katana \_\_\_\_\_  
 LaserSword \_\_\_\_\_  
 Sabres \_\_\_\_\_  
 Spears/Bayonet \_\_\_\_\_  
 Swords \_\_\_\_\_  
 Unarmed Combat \_\_\_\_\_  
 VibroBlade \_\_\_\_\_

### Astronaut

Advanced EVA \_\_\_\_\_  
 Astrogator \_\_\_\_\_  
 Combat Orbital Pilot \_\_\_\_\_  
 EVA \_\_\_\_\_  
 FTL Pilot \_\_\_\_\_  
 Interplanetary Pilot \_\_\_\_\_  
 Orbital Pilot \_\_\_\_\_  
 Shipboard Proc. \_\_\_\_\_  
 Space Armament \_\_\_\_\_  
 StarShip Battle \_\_\_\_\_  
 StarShip Tech. \_\_\_\_\_  
 Thermal Power \_\_\_\_\_

### Techs

#### Mech Tech

Aircraft \_\_\_\_\_  
 Alien Environ. Veh. \_\_\_\_\_  
 Gen. Mech. Equip. \_\_\_\_\_  
 Ground Vehicles \_\_\_\_\_  
 Marine Craft \_\_\_\_\_  
 Mil. Aircraft \_\_\_\_\_  
 Mil. Ground Veh. \_\_\_\_\_  
 Mil. Marine Craft \_\_\_\_\_  
 StarShip Machinery \_\_\_\_\_

#### Electronics/Comm Tech

Aircraft Elect. Sys. \_\_\_\_\_  
 Com. Systems \_\_\_\_\_  
 Detection Systems \_\_\_\_\_  
 ECM \_\_\_\_\_  
 Elect. Systems \_\_\_\_\_  
 EVA Systems \_\_\_\_\_  
 StarShip Elec. \_\_\_\_\_  
 Sub-Light Com. \_\_\_\_\_  
 Vehicle Elect. Sys. \_\_\_\_\_

### Computer Tech

Alien Computers \_\_\_\_\_  
 Civ. Program \_\_\_\_\_  
 Computer I-III \_\_\_\_\_  
 Computer IV -V \_\_\_\_\_  
 Computer VI \_\_\_\_\_  
 Computer VII-VIII \_\_\_\_\_  
 Computer IX-X \_\_\_\_\_  
 Cybernetic Brain \_\_\_\_\_  
 Cybernetic System \_\_\_\_\_  
 Mil. Program \_\_\_\_\_  
 MiniComputer \_\_\_\_\_  
 Sci. Program \_\_\_\_\_

### Power Tech

Anti-Matter \_\_\_\_\_  
 Beamed Power \_\_\_\_\_  
 Ground Transmission \_\_\_\_\_  
 Nuclear Power \_\_\_\_\_  
 Portable Power \_\_\_\_\_  
 StarShip Power \_\_\_\_\_  
 Vehicle Power \_\_\_\_\_

### StarDrive Tech

Alien Drives \_\_\_\_\_  
 Anti-Grav \_\_\_\_\_  
 Hyper Drive 10 \_\_\_\_\_  
 Hyper Drive 20 \_\_\_\_\_  
 Hyper Drive 21+ \_\_\_\_\_  
 Jump Drive \_\_\_\_\_  
 Rocket Engines \_\_\_\_\_  
 Sub-Light \_\_\_\_\_

### Armourer

Archaic Melee Wpns. \_\_\_\_\_  
 Armour Tech. \_\_\_\_\_  
 Artillery \_\_\_\_\_  
 BattleScreens \_\_\_\_\_  
 Blasters \_\_\_\_\_  
 Bomb Disposal \_\_\_\_\_  
 Energy Small Arms \_\_\_\_\_  
 Explosives \_\_\_\_\_  
 Firearms \_\_\_\_\_  
 Fusion \_\_\_\_\_  
 Heavy Energy Wpns. \_\_\_\_\_  
 Heavy Missiles \_\_\_\_\_  
 Lasers \_\_\_\_\_  
 Modern Melee Wpns. \_\_\_\_\_  
 PML Tech. \_\_\_\_\_  
 Power Armour \_\_\_\_\_  
 Slugthrowers \_\_\_\_\_  
 StarShip Weapons \_\_\_\_\_

### Crime Tech

Comm. Sys. \_\_\_\_\_  
 Crime Analysis \_\_\_\_\_  
 Detection Sys. \_\_\_\_\_  
 ECM \_\_\_\_\_  
 Forged Doc. \_\_\_\_\_  
 Personal I.D. \_\_\_\_\_  
 MediTech \_\_\_\_\_

### General Skills

Alien Lang. \_\_\_\_\_  
 Administration \_\_\_\_\_  
 Counterfeit \_\_\_\_\_  
 Forgery \_\_\_\_\_  
 Gambling \_\_\_\_\_  
 Merchant \_\_\_\_\_  
 Parachute \_\_\_\_\_  
 Scout \_\_\_\_\_  
 SCUBA \_\_\_\_\_  
 Streetfighting \_\_\_\_\_  
 Streetwise \_\_\_\_\_  
 Swimming \_\_\_\_\_

### Driver

ATV, 4-wheel \_\_\_\_\_  
 ATV, tracked \_\_\_\_\_  
 Construct. Unit \_\_\_\_\_  
 Groundcar \_\_\_\_\_  
 Hovercraft \_\_\_\_\_  
 Motorcycle \_\_\_\_\_  
 Semi/Truck \_\_\_\_\_  
 Single/Truck \_\_\_\_\_

### Atmospheric Pilot

Helicopter \_\_\_\_\_  
 Multi-Eng. Prop. \_\_\_\_\_  
 Multi-Jet \_\_\_\_\_  
 Single-Eng. Prop. \_\_\_\_\_  
 Single Jet \_\_\_\_\_  
 Supersonic Jet \_\_\_\_\_

### Marine Craft

Jetboat/Hydrofoil \_\_\_\_\_  
 Sail/Motor Boat \_\_\_\_\_  
 SE Boat \_\_\_\_\_  
 SE Ship \_\_\_\_\_  
 Submersibles \_\_\_\_\_