

**Player:**  
**Name:**  
**CO:**  
**Gender:**  
**Height:**  
**Build:**  
**Age:**  
**Hair Color:**  
**Eye Color:**  
**Nationality:**  
**Experience:**            /  
**Fame Points:**        /  
**Rank:**  
**Pay:**  
**Savings:**  
**Attitude:**

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**Principals and Priorities:**

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**Current Advantages:**

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**Current Impairments:**

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# The Artifact

**Character Profile**

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Attributes	Fraction Columns				Stress Physical	
	Full	1/2	1/4	1/8		
<b>Con</b>	_____	_____	_____	_____		<b>Functional</b>
<b>Str</b>	_____	_____	_____	_____		
<b>Ref</b>	_____	_____	_____	_____		
<b>Agi</b>	_____	_____	_____	_____		<b>Mental</b>
<b>Dex</b>	_____	_____	_____	_____		
<b>Bty</b>	_____	_____	_____	_____		
<b>Cha</b>	_____	_____	_____	_____		
<b>Int</b>	_____	_____	_____	_____		
<b>IQ</b>	_____	_____	_____	_____		
<b>Psy</b>	_____	_____	_____	_____		
<b>HP</b>	_____	_____	_____	_____		

**Skills:**

Acids - I.Q.	_____	Pilot <specific> - Dex	_____
Ambush - I.Q.	_____	_____	_____
Anthropology - I.Q.	_____	_____	_____
Archaeology - I.Q. (2)	_____	_____	_____
Architectural - I.Q. (2)	_____	_____	_____
Artillery Operation - Dex	_____	Pilot E - Suit - Dex	_____
Artillery Repair - Dex	_____	Pilot Anti-Grav - Dex	_____
Bartering - Cha	_____	Pilot Tank - Dex	_____
Biology - I.Q. (2)	_____	Politics - I.Q.	_____
Bluffing - Cha	_____	Propaganda - I.Q.	_____
Botany - I.Q. (2)	_____	Psychology - I.Q. (2)	_____
Camouflage - Int	_____	Radio - Dex	_____
Carrying - Con	_____	Read/Write<specific>-I.Q. (2)	_____
Chemistry - I.Q. (2)	_____	_____	_____
Climbing - Str	_____	_____	_____
Code Cracking - I.Q.	_____	_____	_____
Command - Cha	_____	_____	_____
Computer Operation - Dex	_____	_____	_____
Computer Programming- I.Q. (2)	_____	_____	_____
Concealed Object - Int	_____	Repair Electronics - Dex	_____
Construction Bunker - I.Q.	_____	Repair Machinery - Dex	_____
Construction Mantrap - I.Q.	_____	Resist Intimidation - Psy	_____
Construction Road - I.Q.	_____	Resist Fatigue - Psy	_____
Construction Shelter - I.Q.	_____	Running - Con	_____
Construction Vehicle Trap - I.Q.	_____	Scim. Sign Language - IQ (3)	_____
Culture <specific> - I.Q.	_____	Scrambler - Int	_____
_____	_____	Seduction - Bty	_____
_____	_____	Sensors - I.Q.	_____
_____	_____	Signal Triangulation - I.Q.	_____
_____	_____	Sniper - Agi (2)	_____
_____	_____	Sociology - I.Q. (2)	_____
_____	_____	Speak <specific> - I.Q. (2)	_____
_____	_____	_____	_____
_____	_____	_____	_____
Defeat Security - I.Q.	_____	Speak Kelrath - I.Q. (2)	_____
Detect Ambush - Int	_____	Speak Scimrahn - I.Q. (2)	_____
Dodge - Ref	_____	Speak Chezbah - I.Q. (2)	_____
Drug Recognition - Int	_____	Sprinting - Str	_____
Drug Resistance - Psy	_____	Stealth - Agi	_____
ECCM - Int	_____	Storytelling - Cha	_____
ECM - Dex	_____	Street Fighting - Agi	_____
Electronics - I.Q.	_____	Structural Recognition - I.Q.	_____
Electronics Engineering- I.Q. (2)	_____	Style - Bty	_____
Explosives - Dex	_____	Surgery - Dex (2)	_____
Explosives Disposal - Dex	_____	Surveillance - Int	_____
First Aid - I.Q.	_____	Swimming - Str	_____
Foraging - Int	_____	Swimming Distances - Con	_____
General Medicine - I.Q. (3)	_____	Theology - I.Q. (2)	_____
Hide - Int	_____	Tracking - Int (2)	_____
HTH Combat - Agi	_____	Weapon Repair - Dex	_____
Hunting - Int	_____	Weight Lifting - Str	_____
Immunization - I.Q.	_____	Welding - Dex	_____
Intimidation - Cha	_____	WS <specific> - Agi	_____
Iron Will - Psy	_____	_____	_____
Jamming - I.Q.	_____	_____	_____
Law enforcement - I.Q.	_____	_____	_____
Mapping - I.Q.	_____	_____	_____
Martial Arts - Agi	_____	_____	_____
Mathematics - I.Q.	_____	_____	_____
Mechanical Engineering - I.Q.	_____	_____	_____
Meditation - Psy	_____	_____	_____
Melee Combat - Int	_____	_____	_____
Military Intelligence - I.Q.	_____	WS Grenade - Agi	_____
Navigation Land - I.Q.	_____	WS Kelrath Weapons - Agi	_____
Navigation Subterranean - I.Q.	_____	WS Knife - Agi	_____
Parry Blow - Ref	_____	WS Gun - Agi	_____
Persuasion - Cha	_____	WS Pistol - Agi	_____
Physics - I.Q. (2)	_____	_____	_____
Pick locks - Dex	_____	_____	_____
Pilot Automobile - Dex	_____	_____	_____

**Equipment & Possessions**

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**Game Notes**

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