BODY	DEXTERITY	INTELLIGENCE	PRESENCE	INSTINCT	psi
Strength	Agility	Memory	Charisma	Perception	Potency
Vitality	Coordination	Lógic	Will	Intuition	Sense
Resistance	Quickness	Inventive	Appearance	Concentration	Vigour

s k i l l

ACADEMICAL.	Cha.	Rank	Tot.
Academic Know.*	mem	+ ___	
- Culture		+ ___	= ___
- Doctrines		+ ___	= ___
- History		+ ___	= ___
- Legal Know.		+ ___	= ___
- Sociology		+ ___	= ___
- Xenology		+ ___	= ___
Language _____	mem	+ ___	= ___
Language _____	mem	+ ___	= ___
Medicine	mem	+ ___	= ___
Military Know.*	log	+ ___	
- Logistics		+ ___	= ___
- Ordinances		+ ___	= ___
- Tactics		+ ___	= ___
Scientific Know.*	mem	+ ___	
- Biochemistry		+ ___	= ___
- Botanic		+ ___	= ___
- Planetary Sci.		+ ___	= ___
- Toxicology		+ ___	= ___
- Zoology		+ ___	= ___
Technical Know.*	log	+ ___	
- Astrography		+ ___	= ___
- Chemistry		+ ___	= ___
- Mathematics		+ ___	= ___
- Physics		+ ___	= ___
- Structures		+ ___	= ___

ATHLETICS	Cha.	Rank	Tot.
Climb	agi	+ ___	= ___
Jump	agi	+ ___	= ___
Run	vit	+ ___	= ___
Stalk	con	+ ___	= ___
Swim	agi	+ ___	= ___
Throw	str	+ ___	= ___
Zero G	agi	+ ___	= ___

OFFENSIVE	Cha.	Rank	Tot.
Blunt Weapons	agi	+ ___	= ___
Brawl	agi	+ ___	= ___
Handgun	coo	+ ___	= ___
Rifle	coo	+ ___	= ___
Slashing Weapons	agi	+ ___	= ___
Support Weapons *	str	+ ___	
- Cannons		+ ___	= ___
- Projectors		+ ___	= ___
- Rocket Launchers		+ ___	= ___
Throwing Weapons	agi	+ ___	= ___

SENSORY	Cha.	Rank	Tot.
Appraisal	log	+ ___	= ___
Camouflage	inv	+ ___	= ___
Concealment	int	+ ___	= ___
Data Search	per	+ ___	= ___
Disguise	inv	+ ___	= ___
Forgery	con	+ ___	= ___
Hide Item	inv	+ ___	= ___
Navigation	inv	+ ___	= ___
Notice	per	+ ___	= ___
Steal	coo	+ ___	= ___

SOCIAL	Cha.	Rank	Tot.
Authority	car	+ ___	= ___
Dialectics	car	+ ___	= ___
Interrogation	wil	+ ___	= ___
Protocol	mem	+ ___	= ___
Visual Arts*	wil	+ ___	
- Dance		+ ___	= ___
- Perform		+ ___	= ___
- Play instrument		+ ___	= ___
- Sing		+ ___	= ___
Seduction	car/app	+ ___	= ___
Streetwise	int	+ ___	= ___

TECHNICAL	Cha.	Rank	Tot.
Demolitions	log	+ ___	= ___
Drive*	coo	+ ___	
- Aerial		+ ___	= ___
- Aquatic		+ ___	= ___
- Ground		+ ___	= ___
First Aid	int	+ ___	= ___
Locks	coo	+ ___	= ___
Operator*	con	+ ___	
- Auxiliary Systems		+ ___	= ___
- Drive Systems		+ ___	= ___
- Sensors		+ ___	= ___
- Weapons		+ ___	= ___
Pilot*	coo	+ ___	
- Atmospherics		+ ___	= ___
- Light		+ ___	= ___
- Medium		+ ___	= ___
- Heavy		+ ___	= ___
Technic*	inv	+ ___	
- Auxiliary Systems		+ ___	= ___
- Drive Systems		+ ___	= ___
- Robotics		+ ___	= ___
- Sensors		+ ___	= ___
- Weapons		+ ___	= ___

SECONDARY	Cha.	Rank	Tot.
_____	___	+ ___	= ___
_____	___	+ ___	= ___
_____	___	+ ___	= ___
_____	___	+ ___	= ___
_____	___	+ ___	= ___
_____	___	+ ___	= ___
_____	___	+ ___	= ___
_____	___	+ ___	= ___

Character Name:
Specie: Gender:
Height: Weight: Age:
Origin and nationality:

Description:

Ocupations:

Special Abilities and Flaws:

Player Name:
Current Experience / Stocked:

Exo Character Sheet.
Reproduction allowed for players use.
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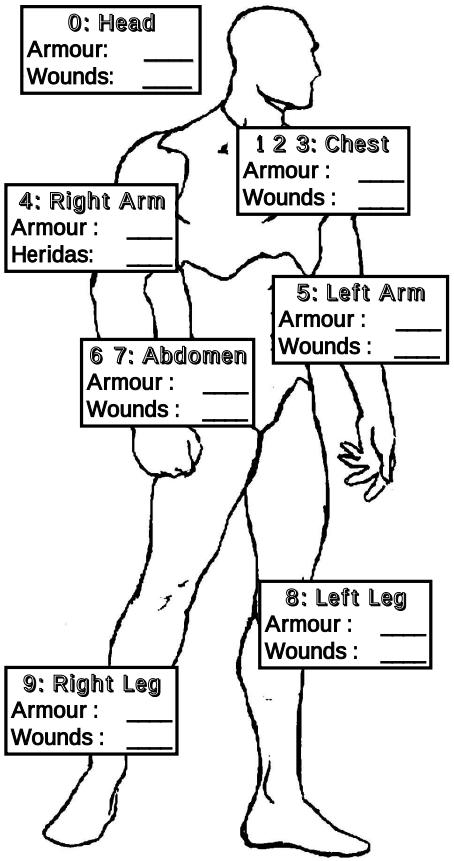
weaponry

Name	Dam.	Amm.	RoF	Range	Rc.	Skl.	Blts.
				___/___/___/___/___			
				___/___/___/___/___			
				___/___/___/___/___			
				___/___/___/___/___			
				___/___/___/___/___			



DATA

Economic Data

Salary: _____

Monthly salary: _____

Monthly available: _____

Others: _____

_____

NOTES

MONEY AVAILABLE

modium bank

Equipment

Name	Qty.	Weight

Total weight:

Home: _____

_____

Vehicle: _____

_____

hit points

3 x Res

mind points

3 x Wil

abilities

Alertness (3per) ___

Strength Adj. (str-5) ___

Dodge (2agi+qui) ___

Iniciative (qui,agi) ___, ___

Load (7str) Kg:___

Resist Pain (wil/2) ___

Breathe (res/2) min, (vit) rnd. ___, ___

Mortal Threshold (vit) ___

Movement

	Walk	Fly	Swim
Normal	___ m/rnd (agi)	___ m/rnd (agi)	___ m/rnd (agi/2)
Quick	___ m/rnd (agi+2vel)	___ m/rnd (agi+vel)	___ m/rnd (agi+vel)/2
swift	___ m/rnd (agi+3vel)	___ m/rnd (agi+2vel)	___ m/rnd (agi+2vel)/2
Q. dur.	___ rnd (10vit)	___ rnd (10vit)	___ min (5vit)
S. dur.	___ rnd (vit)	___ rnd (vit)	___ rnd (vit)

psi skills

BIOKINESIS (ABCFG)	Cha. Rank Tot.
I Biokinetic Healing	vit + ___ = ___
II Biokinetic Hardening	wil + ___ = ___
III Biokinetic Enhancement	str + ___ = ___
IV Biokinetic Draining	res + ___ = ___
V Biokinectic Change	con + ___ = ___

CLAIRVOYANCE (AC)	Cha. Rank Tot.
I Remote Senses (G)	per + ___ = ___
II Post cognition (DG)	mem + ___ = ___
III Astral Projection (D)	app + ___ = ___
IV Precognition (DG)	int + ___ = ___
V Necrovoyance (DG)	wil + ___ = ___

CYBERNESIS (AFG)	Cha. Rank Tot.
I Detect Cybernetics (C)	per + ___ = ___
II Operate Cybernetics	coo + ___ = ___
III Disable Cybernetics (C)	vit + ___ = ___
IV Modify Cybernetics	coo + ___ = ___
V Cybernetic Fusion	wil + ___ = ___

ELECTROKINESIS (ACFG)	Cha. Rank Tot.
I Detect E-M	per + ___ = ___
II Manipulate E-M	coo + ___ = ___
III Transmit E-M (G)	con + ___ = ___
IV Nullify E-M (G)	vit + ___ = ___
V Create E-M (G)	wil + ___ = ___

EMPATHY (CFG)	Cha. Rank Tot.
I Show Empathy (A)	con + ___ = ___
II Sense Empathy (A)	per + ___ = ___
III Impose Empathy (A)	wil + ___ = ___
IV Empathic Pain (AB)	str + ___ = ___
V Empathic Network	con + ___ = ___

PSIONICS (G)	Cha. Rank Tot.
I Psi Sense (CF)	per + ___ = ___
II Psi Link (AD)	mem + ___ = ___
III Psi Barrier (ACF)	wil + ___ = ___
IV Psi Strike (ABCF)	str + ___ = ___
V Psi Control (ACF)	con + ___ = ___

SENTIENESIS (ACFG)	Cha. Rank Tot.
I Sense Enhancement (B)	per + ___ = ___
II Transmit Sense	con + ___ = ___
III Capture Sense	wil + ___ = ___
IV Nullify Sense	per + ___ = ___
V Harm Sense (B)	str + ___ = ___

TELEKINESIS (ACFG)	Cha. Rank Tot.
I Move (E)	coo + ___ = ___
II Throw (B)	qui + ___ = ___
III Compress (B)	str + ___ = ___
IV Force Field (B)	con + ___ = ___
V Disintegrate (ABE)	str + ___ = ___

TELEPATHY (ACFG)	Cha. Rank Tot.
I Read Thoughts	per + ___ = ___
II Send Thoughts	con + ___ = ___
III Force Thoughts	wil + ___ = ___
IV Harm with Thoughts (B)	str + ___ = ___
V Mental Network	con + ___ = ___

THERMOKINESIS (F)	Cha. Rank Tot.
I Thermic Sense (ACG)	per + ___ = ___
II Thermic Modify (AC)	coo + ___ = ___
III Thermic Transmit(ACG)	con + ___ = ___
IV Pyrokinetic (BCG)	vit + ___ = ___
V Create thermic (ABEG)	wil + ___ = ___

Mag. By Target A

0	objects (non-living)
1	non-intelligent living beings
1	artificial Intelligences
2	energy forms
2	intelligent living beings

Mag. By Characteristic B

3	one point of characteristic
2	one point of skills
2	one point of abilities
1	HP, MP, type 0
2	HP, MP, type I
3	HP, MP, type II
1	one point of natural armour

Mag.By Duration C

0	one round
1	2 to 7 rounds
+1	each 8 rnd. or fraction

Mag. By Time D

0	rounds
1	minutes
2	hours
3	days
4	weeks
5	months
6	a year
+6	each year or additional fraction

Mag. By Mass E

0	up to 1kg.
1	up to 5 kg.
2	up to 20 kg.
3	up to 100 kg.
+3	each 100 kg. or additional fraction

Mag. By Area F

0	up to 1 meter
1	up to 3 meters
2	up to 9 meters
+2	each 9 meters or additional fraction.

Mag. By Distance G

0	touch (physical contact)
+1	each 10 meters or fraction

horizons

branches

psi points

3 x Sen

PSI NOTES

Spending
Spending
Critical: 1
Success: TM - Ed (min. 1)
Fail: TM
Fumble: TM + Ed

Summary Psi powers

Action Check (AC)
3d10 + TM - mod. DJ <= psi skill
Maintain power
AC - 5 <= psi skill
Confrontation
AC - vig (psionic) + wil (victim)
(loser: Ed in MP)
Confrontation (psionic 1 vs 2)
AC1 + vig2 vs AC2 + vig1
(loser: Edwinner in MP)
Recovery
Each hour: 1 PP each 3 vig points

Basic Magnitude (BM) = horizon
(- 1 favourable branches)
(x2unfavourable branches)
BM<= vig + pot
Total Mag. (TM) = BM+A+B+C+D+E+F+G- pot
(min. BM)