Name: Species:				_		24	1				,	,		- /	2	•				
Homeworld:				_	Comp										_				_	-
Tiomeworia.				l I		alue 0	1	2 3		5	6	7	8	9	Α	В	С	D	Е	F
	Homeworld System	Profile		s	TR ength				Ħ		_									-
	DESCRIF	e de la contra			EX terity															
Age	Height				ND durance	Э														
Sex	Weight		$\overline{}$	_	NT elligend															
Hair	Eyes		$\overline{}$		DU cation															
	Notable Fea	tures	==		OC ial Stan	ding														
						core -3	-	2	-1			+0			+1			+2		+3
											a a)		- 1-							
	SHIL						_	AF			Щ	$\exists I$	UU							
				\underline{Q}	Weapo	on	$ldsymbol{ld}}}}}}}$	_	_		_				1					
				\supseteq	DMG			Auto	$oxedsymbol{oxed}$			Ra	ange							
				\mathcal{Q}	Recoil			⊣ ™	$oxedsymbol{oxed}$					Р	С	S	М	L	VL	D
				\mathcal{Q}	Mag		_	Mass				N	otes	$oxed{}$						
	$\underline{\hspace{1cm}}$			\mathcal{Q}	Weapo	on	$ldsymbol{ley}}}}}}}}$		_		_		1		1					
	$\underline{\hspace{1cm}}$			$\underline{\mathcal{Q}}$	DMG			Auto	\vdash		ᆜ	Ra	ange							
	$\overline{}$			\supseteq	Recoil			Ⅎ℡	\sqsubseteq		_		ļ	Р	С	S	М	L	VL	D
	$\overline{}$			\supseteq	Mag		_	Mass				N	otes							
	$\overline{}$			\supseteq	Weapo	on	_	_	_		$\overline{}$				ı					
	$\overline{}$			$\stackrel{\mathcal{A}}{\rightleftharpoons}$	DMG			Auto	\vdash		ᆜ	Ra	ange							
	$\overline{\mathbb{S}}$			\rightleftharpoons	Recoil			⊣ ™	_		⊣			Р	С	S	М	L	VL	D
	$\overline{}$			$\boldsymbol{\bowtie}$	Mag		_	Mass				N	otes	_						
				\Rightarrow	Weapo	on	_	<u> </u>	_		$\overline{}$				I					
	\longrightarrow			\Rightarrow	DMG			Auto	_		\dashv	Ra	ange	_		_		_	\ //	_
	\longrightarrow			\Rightarrow	Recoil			⊣ ™	\vdash		\dashv		ا	Р	С	S	М	L	VL	D
	\longrightarrow	\vdash		\Rightarrow	Mag		$\overline{}$	Mass				N	otes	_						
	\longrightarrow	\vdash		\Rightarrow	Weapo	JII	_	$\overline{}$	_		$\overline{}$	_			Ι					
	\longrightarrow	\vdash		\Rightarrow	DMG			Auto	_		\dashv	Ra	ange			_		_	\ //	_
	$\overline{}$				Recoil				\vdash		\dashv	N.	ا	Р	С	S	М	L	VL	D
	HEA	LTH		\preceq	Mag			Mass	_	=		IN .	otes	_						
Str				1	Armor	Type			/5/				7							
Dex					Protection			Ma	۰۰ ۲			٦٥١	kill	$\overline{}$				TL	$\overline{}$	
End					Armor				33				NIII	_						
PSI					Protection			Ma	۰۰ [اه	kill	$\overline{}$				TL	$\overline{}$	
1 01	CYE				Tiolectio	,,,					7//							112		
Augment			TL (\blacksquare							<u> </u>		7 -1							_
Effects				${ ightharpoonup}$	$\overline{}$				$\overline{}$	$\overline{}$	3r								$\overline{}$	=
										$\overline{}$	ă۲								$\overline{}$	=
				J	$\overline{}$						ăF								$\overline{}$	
Augment			TL	$\overline{}$						$\overline{}$	Ĭ								$\overline{}$	
Effects				$\overline{}$							וֹגֹ								7	
											Ĭ								7	
				J							ኘሾ									
Augment																				
Effects				$\overline{}$					_ (Jk	_	_				_	_	_	
											$) \cap$									_
				J																
Augment									(Jk									
Effects				$\overline{}$)									_
					i					$\overline{}$	V١									

Name:		TRAV	ELLER
Species:		Compatible Produ	ict
FINANCES		<i>F</i> -	ISTORY
Pension	Cash	Career:	Events
		Branch:	
Personal Debt	Ship Debt	Rank/Title:	
		Benefits	
Monthly Debits			
Standard of Living	Total		Aging:
Interest	Debits	Career:	Events
Ship Payment		Branch:	
Ship Maintenance	íl	Rank/Title:	
Other Investments		Benefits	
		\	
			Aging:
		Career:	Events
ALLIES/CONT ACTS/ENEMI	IES/RIV ALS	Branch:	
		Rank/Title:	
1		Benefits	
		Beliefits	
			Aging
		Caracri	Aging: Events
\succ	\longrightarrow	Career:	Events
()(Branch:	
		Rank/Title:	<u> </u>
		Benefits	
] [
			Aging:
(`	Career:	Events
		Branch:	
		Rank/Title:	
		Benefits	
		/	
()	Aging:
		Career:	Events
		Branch:	
		Rank/Title:	
		Benefits	
COMPUTER PROGR	RAMS]	
Software]	Aging:
Rating Effects		Career:	Events
TL		Branch:	
Software		Rank/Title:	
Rating Effects	•	Benefits	
TL		J	
Software			Aging:
Rating Effects		Career:	Events
TL		Branch:	
Software		Rank/Title:	
Rating Effects		Benefits	
TL TL		J	
Software		ήl	Aging:
Rating Effects		ADL	ANCEMENT
TL TL		Skill Total No	
		´	

Name: Species:						VI.	100000 1000	_	E	/-	2		_
opecies.	PSI ST		el-li		Value 0 1			T 7	8 9	ЭΙА	ВС	D	E
Psi Point					Psi Strength	2 3 .	, 3 0	+	0 3	7 /		, 0	
FSIFUIII			-				.	.0		.1			Н
Pongo	Distance	Telepathy or			Score -3	-2 - PS/O/		+0	- ahu	+1		+2	
Range ersonal	0m to 1.5m	+0 Cost	Telekinesis +1 Cost	Teleportation +1 Cost	Awareness	الاالات	<u> </u>	//5	<u> </u>	3			
		+0 Cost						04			F#4		
ose	1.5m to 3m 4m to 12m		+1 Cost	+1 Cost +2 Cost	Pody Armor	Time	Diff	Cost			Effect		
nort edium	12m to 50m	+1 Cost +1 Cost	+2 Cost +4 Cost	+2 Cost	Body Armor Enhanced Awareness	d6 sec	-4 DM		+1 Armo			ill Cha	al ca
	51m to 250m	+2 Cost	+8 Cost	+2 Cost +4 Cost	Enhanced Endurance	d6 sec	+0 DM +0 DM			_	h to all Sk	dii Ched	KS
ng ery Long	251m to 500m	+2 Cost		+4 Cost	Enhanced Strength	d6 sec	+0 DM		+1 END				
stant	501m to 5km	+3 Cost		+6 Cost	Regeneration	d6x10 sec			+1 STR		r Cost spe	nt.	
ry Distant	5km to 500km	+3 Cost		+6 Cost	Suspended Animation	d6 min	+0 DM				/water/mii		
ontinental	501km to 5000km	+4 Cost		+8 Cost	Clairvoyance	domin	7	3	1 uays v	W/O 1000	/ water/iiii	ililiai ai	
anetary	5000km to 50000km	+4 Cost		+8 Cost	Power	Time	 Diff	Cost			Effect		
anctary				10 0031	Clairaudience	d6x10 sec				Hearing	g Effect =	duration	n
			<u> </u>		Clairsentience	d6x10 sec					g and Hea		
				/	Clairvoyance	d6x10 sec					g, Effect =	•	
				/	Sense	d6x10 sec					listant pla		
					Tactical Awareness	d6 sec					Effect = d		
					Telekinesis		٠٠٠٠٠			,			
					Power	Time	Diff	Cost			Effect		
					Flight	d6 sec	+0 DM	5	Fly 6m/r	nd for E	ffect in rn	ds.	
					Microkinesis	d6x10 sec	-2 DM	3	Move m	icrosco	oic objects	s, Perso	nal rng
					Pyrokinesis	d6x10 sec	-2 DM	3R	Effect 5-	-8 d6 dr	ng, 9+ 2d6	6 dmg+f	lame
					Telekinesis	d6 sec	+0 DM	1R	+1 Str p	er Cost	, Effect = 0	duration	1
					Telekinetic Punch	d6 sec	+0 DM	1R	2d6 dmg	g + Effe	ct		
					Telepathy		<u> </u>						
					Power	Time	Diff	Cost	:		Effect		
					Assault	d6 sec	-6 DM	8R	2d6 dmg	g + Effe	ct to Psi, I	nt, then	End
					Life Detection	d6x10 sec	+4 DM	1R	Sense o	ther mi	nds and a	pprox lo	C.
					Probe	d6 min	-4 DM	4R	Read de	ep thou	ughts, dete	ect lies	
					Read Surface Thoughts	d6x10 sec	+0 DM	2R	Read ac	ctive, cu	rrent thou	ghts	
					Send Thoughts	d6x10 sec	-2 DM	2R	Send the	oughts t	to target		
					Shield	Blocks Psi b	oth ways,	always	s on, Fre	ee Acti	on to low	/er	
					Telempathy	d6x10 sec	+2 DM	1R	Read/se	end emo	tions		
					Teleportation								
					Power	Time	Diff	Cost	:		Effect		
					Self, no clothes/equip	d6 sec	+0 DM	R	Teleport	t self w/	o equipme	ent/cloth	nes
					Self w/ 10kg	d6 sec	-2 DM	2R	Carry up	to 10 l	kg and clo	thes	
					Self w/ 500kg	d6 sec	-4 DM	4R	Carry up	to 500	kg of equi	ipment	
					Notes: Teleporter canno	t take any other	iving beings	with th	nem and t	hey mu	st have		
					Preknowledge of Des	stination (either v	sited, pulled	from t	houghts	of anoth	er, or rem	otely	
					viewed). Jumps at Ve	ery Distant Range	leave telep	orter di	isoriented	d for 2d	6x10 seco	nds.	
					Jumps cannot be made	de at Ranges gre	ater than Ve	ry Dist	tant.				
					Teleporting onto fast	moving vehicles	has the telep	oorter t	take collis	sion dar	nage (pag	je 66).	
					Teleporting cannot exceed 400m in elevation change in one jump or over					600m in a	an hour.		
						PSIOI I	C EG	Uli	2111E				
													\subseteq
				,	' [Y						

Name:	TRAV	ELLER .
Species:	Compatible Proc	luct
NOTES		HSTORY
	Career:	Events
	Branch: Rank/Title:	
	Benefits	
	Benefits	
		Aging:
	Career:	Events
	Branch:	
	Rank/Title:	
	Benefits	
		Aging:
	Career:	Events
	Branch:	
	Rank/Title:	
	Benefits	
		Aging:
	Career:	Events
	Branch: Rank/Title:	
	Benefits	
	Benefits	
		Aging:
	Career:	Events
	Branch:	
	Rank/Title:	
	Benefits	
		Aging:
	Career:	Events
	Branch:	
	Rank/Title:	
HOLDINGS	Benefits)
HOLDII 183	-	Aging:
	Career:	Events
	Branch:	Events
<u> </u>	Rank/Title:	
	Benefits	
		Aging:
	Career:	Events
	Branch:	
	Rank/Title:	
	Benefits)
	\angle	
()	Aging: