

CHARACTER NAME:  
SPECIES/ARCHETYPE:  
CAREER:

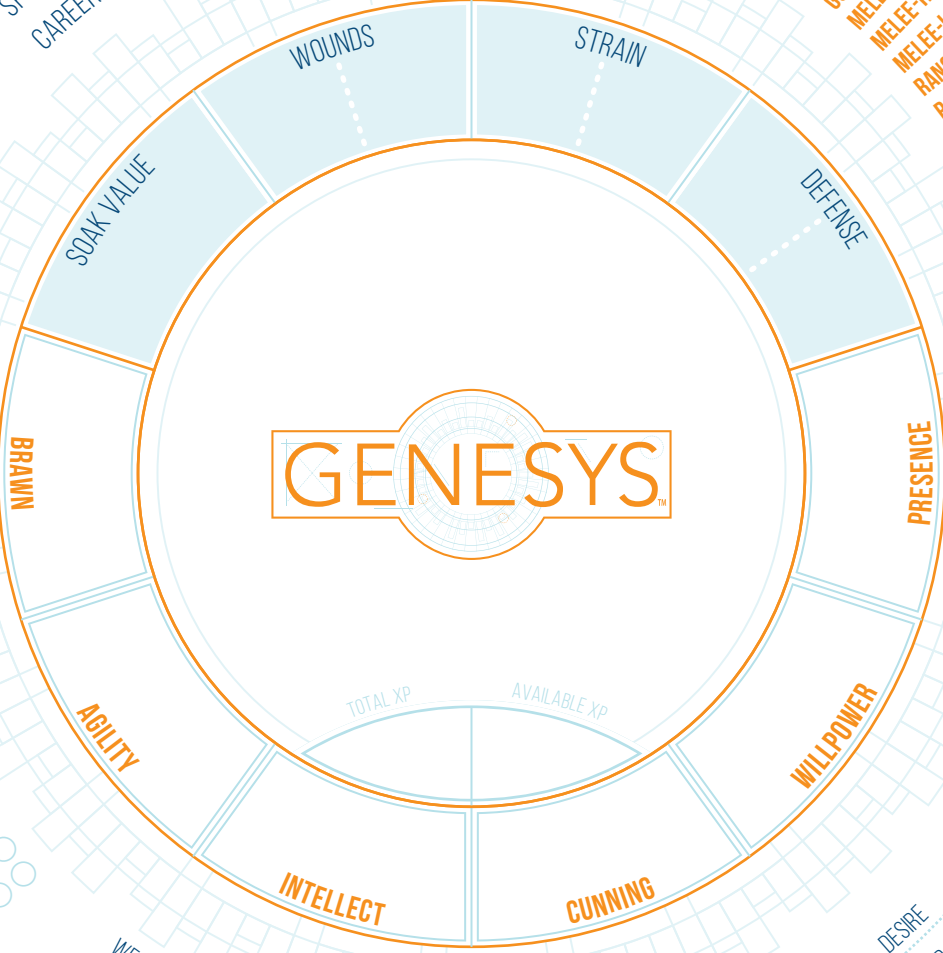
PLAYER:

- ALCHEMY (INT)
- ASTRO CARTOGRAPHY (INT)
- ATHLETICS (BR)
- COMPUTERS (INT)
- COOL (PR)
- COORDINATION (AG)
- DISCIPLINE (WILL)
- DRIVING (AG)
- MECHANICS (INT)
- MEDICINE (INT)
- OPERATING (INT)
- PERCEPTION (CUN)
- PILOTING (AG)
- RESILIENCE (BR)
- RIDING (AG)
- SKULDUGGERY (CUN)
- STEALTH (AG)
- STREETWISE (CUN)
- SURVIVAL (CUN)
- VIGILANCE (WILL)
- ARCANA (INT)
- DIVINE (WILL)
- PRIMAL (CUN)

- BRAWL (BR)
- GUNNERY (AG)
- MELEE (BR)
- MELEE-HEAVY (BR)
- MELEE-LIGHT (BR)
- RANGED (AG)
- RANGED-HEAVY (AG)
- RANGED-LIGHT (AG)
- CHARM (PR)
- COERCION (WILL)
- DECEPTION (CUN)
- LEADERSHIP (PR)
- NEGOTIATION (PR)

- KNOWLEDGE (INT)
- [ ]
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# GENESYS™



WEAPON

SKILL

DAMAGE

RANGE

CRIT

SPECIAL

DESIRE

FEAR

STRENGTH

FLAW

