

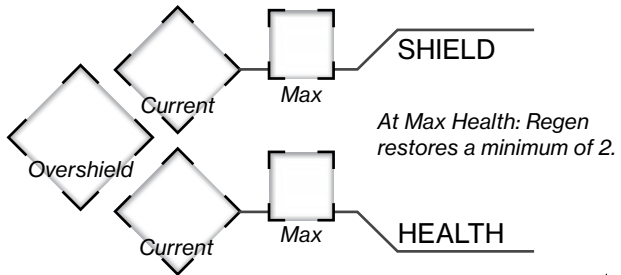
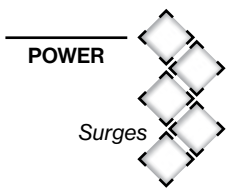
Name _____
 Player _____
 Ghost _____

Concept _____
 Class _____
 Subclass _____



ATTRIBUTES

DISCIPLINE INTELLECT RECOVERY
 MOBILITY STRENGTH RESILIENCE



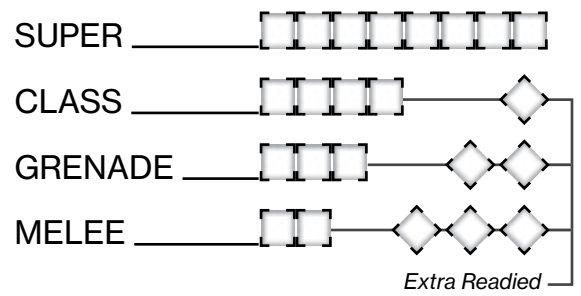
SKILL KITS

Handling *Specialties*

_____ Athletics _____
 _____ Awareness _____
 _____ Diplomacy _____
 _____ Fieldcraft _____
 _____ Influence _____
 _____ Mechanics _____
 _____ Piloting _____
 _____ Research _____
 _____ Subterfuge _____
 _____ Survival _____
 _____ System Ops. _____
 _____ Tactics _____
 _____ Trade _____
 _____ Xeno Studies _____

*Any applicable Specialty, +1 Handling
 Matching Specialty, Enhanced Hit Quality
 Flair: +1/+2/+3 Handling at POW 1/3/5*

ABILITIES



ARMOR MODS

Head _____
 Arms _____
 Chest _____
 Legs _____
 Class _____

ORIGIN

First Resurrection _____

First Death _____


Calling _____


Visual Description _____


_____, GHOST OF _____
Personality / Interests _____

Shell Description _____

ENGRAMS | **GLIMMER** _____
 Encoded _____
 Encrypted _____
 Decoherent _____
 Legendary _____

Weapon Name	Type	Rarity
Trait		Handling _____
Trait		Impact _____
Trait		Range _____
Trait		Attribute _____
Trait		Element _____
Frame Mod		Ammo _____
Mod		
Mod		Reserves Heavy: Max 2

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Trait		Handling _____
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Trait		Element _____
Frame Mod		Ammo _____
Mod		
Mod		Reserves Heavy: Max 2

SUBCLASS

Name _____ Element _____

Keyword _____

Keyword _____

Keyword _____

Keyword _____

Keyword _____

Keyword _____

Keyword _____

Keyword _____

Aspect (POW 2) _____

Aspect (POW 4) _____

Fragment (POW 2) _____

Fragment (POW 3) _____

Fragment (POW 4) _____

Fragment (POW 5) _____

ABILITIES

Unless an Ability declares its Handling, it activates with a Simple Power Roll.

Super _____

Blunt, Duration: 3 Beats

Class _____

Fast, Reliable

Grenade _____

Blunt, Payload, Range: Short

Melee _____

Blunt, Payload, Range: Melee

Movement _____

Fast, Reliable