

STAR FRONTIERS

PHYSICAL DATA

STR/STA _____ / _____
 DEX/RS _____ / _____
 INT/LOG _____ / _____
 PER/LDR _____ / _____
 IM: _____ DM: _____

GENERAL DATA

PLAYER'S NAME: _____
 CHARACTER'S NAME: _____
 PROFESSION: _____ OCCUPATION: _____
 HANDNESS: _____ SEX: _____
 RACE: _____ HEIGHT: _____ WEIGHT: _____
 APPEARANCE: _____

MOVEMENT

MOVEMENT RATES
 - WALKING: _____
 - RUNNING: _____
 - HOURLY RATE: _____
 ENCUMBERED AT: _____
(Half movement; maximum weight is 2x)

WEAPONS DATA

RANGED WEAPONS	SUCCESS RATE	MAX DMG	B	G	Y	RANGE	AMMO or Standard Energy Units (SEU)		
							MAXIMUM	REMAINING	
MELEE WEAPONS	COL MOD	MAX DMG	B	G	Y	DEFENSE	POWER	SEU USE	MASS

SKILLS / DISCIPLINES

SKILL	LEVEL	COL SHIFT	EXTRA MOD	SKILL	LEVEL	COL SHIFT	EXTRA MOD

PERSONAL DATA

RACIAL ABILITIES _____

XP _____

 CREDITS _____

DEFENSES

SUIT: _____
 SCREEN: _____

ENERGY RECORD

AVAILABLE: _____
 USED: _____

MEDICAL

CURRENT STA: _____
 OTHER INJURIES: _____

At half STA carrying capacity and movement are reduced by half

EQUIPMENT

MISCELLANEOUS ITEMS	MASS	VEHICLES				
		VEHICLE TYPE	AC/DC/TRN/SP/CR	PASS.	CARGO	
		ROBOTS				
		ROBOT TYPE	MOVE	LEVEL	MISSION	PROGRAM
		COMPUTERS				
		LEVEL	STR Pts	MASS	PROGRAM	
		PROGITS/SPECIAL COMPUTERS				

GENERAL NOTES