

Character Worksheet

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SKILL LIST (with Specialties)

Acrobatics: Climbing, Contortion, Gymnastics, Zero-G Maneuvering.
Acting: Theater, Film, Voice.
Acumen: Veracity, Attitude, Emotion.
Anthropology: Archaeology, and by individual culture.
Athletics: Jumping, Running, Swimming, Throwing, and by specific sports.
Art: Graphic Design, and by specific media.
Biology: by Kingdoms within a particular biosphere.
Business: Economics, Management, Marketing, Operations, Ethics.
Combat, Armed: Strike, Parry.
Combat, Martial Arts (specify one school): varies.
Combat, Ranged: Handgun, Longarm, Autofire
Combat, Unarmed: Block, Dodge, Grapple, Strike.
Cooking: by types of cuisine.
Dancing: by types of dance.
Diplomacy: Dulcification, Ingratiation, Inquiry, Obfuscation, Persuasion, and Protocol by Culture.
Driving: Cars, Trucks, Motorcycles.
Engineering, Aerospace: Aerodynamics, Structural Design, Plasma Engine Design, Jump Engine Design.
Engineering, Chemical: Alloys, Ceramics, Explosives, Fuels, Plastics, Applications.
Engineering, Civil: Urban Design, Planetary Structures, Orbital Structures, Applications.
Engineering, Electrical: Device Design, Systems Design, Power Systems Design, Computer Systems Design, Device Applications, System Applications.
Engineering, Mechanical: Internal Combustion Engines, Robotics, Mechanical Applications.
Gambling: by game.
Geography: Interstellar, Star System, Planetary, Region.
Geology: by planet type and regional type.
Hiding: Disguise, Concealment, Shadowing, Sneaking.
History: by area, culture and time period.
Instruction: by Race.
Investigation: Research, Forensics, Case Management.

Language (specify one language): Comprehension, Speech, Writing.
Law: by legal system.
Mathematics: Geometry, Trigonometry, Statistics, Calculus.
Medical, Biotech: by Race.
Medical, Diagnostic: by Race.
Medical, EMT: by Race.
Medical, Pharmaceutical: by Race.
Medical, Psychiatry: by Race.
Medical, Surgery: by Race.
Metalworking: Structural Design, Construction/Repair, Ornamentation.
Music: Composition by style, Performance by instrument.
Navigation, Aerospace: Atmospheric, Insystem, Hyperspace.
Navigation, Planetary: Ground, Water.
Philosophy: by school of thought.
Physics: Quantum, Mechanical, Optical, Nuclear, Hyperspatial.
Piloting: Atmospheric Fighter, Atmospheric Shuttle, Atmospheric Transport, Fighter, Shuttle, Transport/Escort.
Religion: Texts by sect, Ceremonies by sect.
Savvy: Underworld, Politics by Culture, High Society, other specific subcultures.
Sculpture: by medium.
Shiphandling: Freighter/Liner, Escort, Capital Ship.
Sleight-of-Hand: Juggling, Prestidigitation, Pick-Pocketing.
Software Design: Authoring, Repair, Hacking.
Survival: Life Support by environment, Foraging by environment.
Tactics, Troop: by military doctrine.
Tactics, Space Combat: by military doctrine.
Telepathy: Scanning, Blocking, Broadcasting.
Tracking: by environment.
Weapons Systems: Ship, Planetary, Orbital, Vehicular.
Writing: Expository, Poetry, Prose.

CHARACTERISTIC LIST

Contentious: The character can be difficult to get along with.
Curious: The character has an insatiable desire to figure things out.
Dedicated: The character is highly devoted to a particular goal or ideal, which is held above all other priorities.
Fanatical: The character firmly believes that his or her most passionate viewpoints are the only possible correct ones.
Heartless: The character has a cruel, or at least a cold, side.
Impulsive: The character acts first and thinks later.
Proud: The character thinks highly of him or herself.
Selfish: The character always puts him or herself ahead of everyone else.
Stubborn: The character is difficult to sway once he or she has reached a conclusion or developed an opinion.
Addicted: The character is addicted to a substance.
Amnesiac: The character's past, or parts of his or her past, cannot be remembered.
Fragile: The character extremely sensitive to personal confrontation, stress, or violence.
Haunted: The character is dogged by regretful or horrifying memories of a trauma in the past.
Insomniac: The character has a great deal of trouble getting sleep, or staying asleep for any length of time.
Paranoid: The character believes that no-one can be trusted and that others are out to exploit, hurt, or kill him or her.
Phobic: The character is completely afraid of a particular situation or object.
Ambidextrous: The character is equally apt with both the right and left hand.
Attractive: The character's physical appearance is pleasing to those who appreciate members of his or her race.
Handicapped: The character suffers a significant permanent disability.
Assets: The character owns one or more items of value.
Death Dream: (Centauri only). The character has foreseen his or her own death through a dream.
Gift of Prophecy: (Female Centauri only). The character has the ability to see events that are yet to come.
Missing Basic Skills: The character is missing some of the basic skills of his or her society.
Ally: The character is associated with a person of value to the character.
Authority: The character is in a position of rank or authority.
Dependent: The character has ties to someone or something for which he or she must care.
Enemies: Through some course of action or twist of fate, the character has acquired one or more enemies.
Famous: The character is well-known, either to the public at large or to some subset of society.
Justice Oath: The character is the subject or issuer of a Narn judicial oath.
Latent Telepath: (Human only). The character has unknown and undiscovered telepathic abilities.
Rogue Telepath: The character has psychic abilities and is on the run from Psi-Corps or his or her race's equivalent.
Sleeper: The character is a Human telepath who has opted out of the capability.