Name: _____ Age: ___ Gender: __
Hair: _____ Eyes: _____ Height: ____cm Weight: ___kg
Nickname: _____

Ascender Rank: ____
Total Rank Points:
Next Rank at:

Ability Scores

DEX Dexterity	STR Strength	PRS Personality	KNO Knowledge	INS Instinct

Speed

Initiative:
Dash Distance:
Dodge:

HP

Max:
Current:
Damage Reduction:

Suspicion: Innocuous — High Alert

Public Awareness: Ghost — Public Enemy

Weapon

Name	Attack		Weapon Skill		Modifiers	Range	Damage Roll		Weapon Skill/10		Modifiers
		=		+				+		+	
Notes:											
		=		+				+		+	
Notes:											
		=		+				+		+	
Notes:											

Factions

Loyalty	Faction	Favor	Perks Gained
○	Thundercloud (TC)		
○	Wing clippers (WC)		
○	Revelator Pirates(RP)		
○	Skyrun Privateers (SP)		

Contacts

Name	Benefits	Description

	Total		Natural		Learned		Bonus
Thievery & Stealth							
Sneaking (DEX + INS)		=		+		+	
Hiding (DEX + INS)		=		+		+	
Sleight of Hand (DEX x 2)		=		+		+	
Disguise (PER + INS)		=		+		+	
Lying (DEX + PER)		=		+		+	
Entertainment							
Music (Instrument) (DEX + KNO)		=		+		+	
Music (Voice) (DEX + STR)		=		+		+	
Comedy (PER x 2)		=		+		+	
Dance (DEX + INS)		=		+		+	
Acting/Impersonation (PER + KNO)		=		+		+	
Social							
Charm (PER x 2)		+		+		=	
Intimidate (STR + PER)		+		+		=	
Bartering (PER + KNO)		+		+		=	
Diplomacy (PER + INS)		+		+		=	
Perception & Wits							
Investigation (INS x 2)		+		+		=	
Lie Detection (INS x 2)		+		+		=	
Detect Secrets (INS x 2)		+		+		=	
Tech							
Hacking (KNO x 2)		+		+		=	
Demolitions (DEX + KNO)		+		+		=	
Engineering (KNO + INS)		+		+		=	
Robotics (KNO)		+		+		=	
Weapons							
Hand-to-Hand (STR x 2)		+		+		=	
Blunt (STR x 2)		+		+		=	
Blades (DEX + STR)		+		+		=	
Firearms (Light) (DEX x 2)		+		+		=	
Firearms (Heavy) (DEX + (STR / 2))		+		+		=	
Vehicles							
Aircraft (DEX + INS)		+		+		=	
Airship (KNO + INS)		+		+		=	
Ground Vehicles (STR + INS)		+		+		=	
Physical							
Acrobatics (DEX+STR)		+		+		=	
Throwing (STR + INS)		+		+		=	
Athletics (STR + INS)		+		+		=	

Gear

Money: $_____

Portrait:

Items:

Name	Description	Special	Concealment Cost	Weight	Value

Weapons:

Name	Weapon Type & Requirement	Damage	Range	Specials & Modifiers	Weight	Concealment Cost

Gadgets:

Name	Description	Range	Concealment Cost	Value	Side Effects

Attire & Armor:

Name	Class	Damage Reduction	Concealment	Special	Concealment Cost	Cost

Gear at HQ:

Background & Motivation: