

# Near Earth Campaign Character Sheet

<b>Name</b> _____	<b>Affiliation</b> _____		
<b>Homeworld</b> _____	Complexion <input style="width:50px;" type="text"/>	Skin <input style="width:50px;" type="text"/>	
<b>Culture</b> _____	Hair <input style="width:50px;" type="text"/>	Eyes <input style="width:50px;" type="text"/>	

Dexterity	<b>DEX</b>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Perception	<b>PER</b>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Knowledge	<b>KNO</b>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Mechanical	<b>MEC</b>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Technical	<b>TEC</b>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Strength	<b>STR</b>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
<b>PSIONIC ABILITY</b>		<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
		yes	no
Telepathy	#	<input style="width:30px;" type="text"/>	top <input style="width:30px;" type="text"/>
Self-control	#	<input style="width:30px;" type="text"/>	top <input style="width:30px;" type="text"/>
Telekinesis	#	<input style="width:30px;" type="text"/>	top <input style="width:30px;" type="text"/>

Initiative			
Roll and keep <b>PER</b> , subtract Wounds		<input style="width:50px;" type="text"/>	
Melee Weapons		To Hit*	Damage**
<input style="width:100%; height:20px;" type="text"/>		<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Ranged Weapons		To Hit*	Damage
<input style="width:100%; height:20px;" type="text"/>		<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Distances	S	M	L
<input style="width:100%; height:20px;" type="text"/>		<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Distances	S	M	L

\* Difficulty    \*\* STR + Damage Rating

Ammunition			
<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>
<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>

Armor / Protective Item	Physical	Energy
<input style="width:100%; height:20px;" type="text"/>	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Head	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Torso front	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Torso back	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Arms	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
Legs	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>
<b>DEX</b> penalty	<input style="width:30px;" type="text"/>	<input style="width:30px;" type="text"/>

*This character sheet was made by **Oliver Berger**; please feel free to share any comments and suggestions with me: [mail@oliverberger.de](mailto:mail@oliverberger.de) Thank you!*

<b>CP</b>	<input style="width:30px;" type="text"/>						
<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>	<input style="width:30px; height:20px;" type="text"/>
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<b>FP</b>	<input style="width:30px;" type="text"/>						
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Wounds	<input style="width:30px;" type="text"/>
Stunned	<input style="width:30px;" type="text"/>
Stunned	<input style="width:30px;" type="text"/>
Stunned	<input style="width:30px;" type="text"/>
Stunned	<input style="width:30px;" type="text"/>
Wounded	<input style="width:30px;" type="text"/>
Wounded twice	<input style="width:30px;" type="text"/>
Incapacitated	<input style="width:30px;" type="text"/>
Mortally wound.	<input style="width:30px;" type="text"/>
Dead	<input style="width:30px;" type="text"/>

Skill	DEX	PER	KNO	MEC	TEC	STR	Skill	DEX	PER	KNO	MEC	TEC	STR
<b>(A) Medicine</b>							Search						
<b>1st Aid</b>							Security						
<b>Alien Species</b>							Sensors						
Armor repair							Sneak						
Astrogation							Spacetransport Ops						
<b>Bargain</b>							Stamina						
Beastriding							Starfighter Piloting						
Blaster repair							Starfighter repair						
Body Language							Starship Gunnery						
Bureaucracy							Starship Shields						
Business							Streetwise						
<b>Capitalship repair</b>							Survival						
Climbing							Swimming						
Command							Swoop Ops						
Communications							<b>Tactics</b>						
Computer prog/repair							<b>Value</b>						
Con							<b>Walker Ops</b>						
Cultures							Willpower						
<b>Demolition</b>													
Disguise													
Droid prog/repair													
<b>Gambling</b>													
Ground Vehicle Ops													
<b>Hide</b>													
<b>Intimidation</b>							<b>Archaic Guns</b>						
Intimidation: Bullying							<b>Blaster</b>						
Investigation							(s)						
<b>Jumping</b>							Blaster Artillery						
<b>Languages</b>							Brawling						
Law Enforcement							(s)						
Lifting							<b>Dodge</b>						
<b>Persuasion</b>							Firearms						
Pickpocket							(s)						
Planetary Systems							<b>Grenades</b>						
Powersuit Ops							<b>Melee Combat</b>						
<b>Repulsorlift Ops</b>							(s)						
Runnung							Missile Weapons						
<b>Scholar</b>							<b>Vehicleblaster</b>						