

Navigator RPG

Name _____

 Race _____ Sex _____
 Level _____ Age _____
 Profession Armsman
 Height _____ Weight _____
 Hair _____
 Eyes _____
 Skin _____
 Demeanor _____
 Nationality _____
 Appearance _____

Statistics	Abbr.	Tmp.	Bns.	Race	Total
Constitution.....	[Co]	_____	_____	_____	_____
Agility.....	[Ag]	_____	_____	_____	_____
Strength.....	[St]	_____	_____	_____	_____
Quickness.....	[Qu]	_____	_____	_____	_____
Self Discipline.	[SD]	_____	_____	_____	_____
Reasoning.....	[Re]	_____	_____	_____	_____
Memory.....	[Me]	_____	_____	_____	_____
Presence.....	[Pr]	_____	_____	_____	_____
Intuition.....	[In]	_____	_____	_____	_____
Empathy.....	[Em]	_____	_____	_____	_____

Equipment/Weapons/Armor

Talents & Flaws

Notes

Combat	Cost.	Ranks	Prof.	Stats	Bonus	Total
▶ Move In Armor/Light	1/3	■ □□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Move In Armor/Medium	1/3	■ □□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Move In Armor/Heavy	1/3	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Weapon#1	1/3	■ ■ □□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Weapon#2	2/4	■ ■ □□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Weapon#3	3/5	■ ■ □□ □□□□ □□□□ □□□□	_____	_____	_____	_____
General	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Acrobatics/Tumbling	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Climb	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Swim	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Riding	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Pick Locks	7/10	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Stalk/Hide	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Perception	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Driving	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Ambush/Sniper	1/3	■ □□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Physique	1/3	■ ■ □□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Languages	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ _____	3/3	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	3/3	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	3/3	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Mental	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Mental Focus	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Mental Focus Defense	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Forgery	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Survival	1/3	■ ■ □□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ First Aid	1/3	■ ■ □□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Scanners	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Pilot	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Combat Pilot	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Space Pilot	7/10	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Hyperspace Pilot	7/10	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Space Navigation	7/10	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Ship Sensors	7/10	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Technical	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Mechanical	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Arms	2/4	■ □□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Computer	7/10	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ CSI	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Medical	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Science	Cost.	Ranks	Prof.	Stats	Bonus	Total
▶ General	5/7	■ □□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Xeno	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Engineering	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Mech	2/4	□ □□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▶ Weapon	1/3	■ □□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Software	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Hardware	5/7	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Secondary Skills	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Local Knowledge	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Music Instrument	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Public Speaking	3/5	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ Trickery	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Vocation Skills	Cost.	Ranks	Prof.	Stats	Bonus	Total
▶ Vocation: Armsman	2/4	■ □□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	2/4	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
Psionics	Cost.	Ranks	Prof.	Stats	Bonus	Total
▷ Psionic Power	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____
▷ _____	12/15	□□□□ □□□□ □□□□ □□□□	_____	_____	_____	_____

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