

# Navigator RPG

Name \_\_\_\_\_  
 \_\_\_\_\_  
 Race \_\_\_\_\_ Sex \_\_\_\_\_  
 Level \_\_\_\_\_ Age \_\_\_\_\_  
 Profession Mystic  
 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**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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**Talents & Flaws**

Latent Psionic \_\_\_\_\_

\_\_\_\_\_

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**Notes**

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

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