

Navigator RPG

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

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