

STAR FRONTIERS®

CHARACTER RECORD SHEET

GENERAL DATA

Characters Name: _____ **Character started:** _____
Players Name: _____ **Handedness:** _____
Race: _____ **Sex:** _____ **Age:** _____ **Height:** _____ **Weight:** _____
Occupational Standing: _____ **Profession:** _____

PHYSICAL DATA

STR [] **STA** []
DEX [] **RS** []
INT [] **LOG** []
PER [] **LDR** []
IM [] **DM** []

MEDICAL RECORD

Current STA: _____ **Other Injuries:** _____

MOVEMENT

Walking: _____ **Running:** _____ **Hourly:** _____

WEAPONS

Ranged Weapon	To Hit	Damage	PB. Range	S. Range	M. Range	L. Range	E. Range	Max. Ammo
Melee Weapon	To Hit	Damage	Col. Mod.	To Defend	Power	SEU Use	Mass	

PERSONAL FILE

Experience: _____ **Credits:** _____

Racial Abilities: _____

WEAPON SKILLS

Skill Name	Level	Col Shift	Extra Modifier
Beam			
Demolitions			
Grenades			
Martial Arts			
Melee Crush Weapons			
Melee Slash Weapons			
Missiles			
P.G.S.			
Powered Assault Armor	+X		
Repair*			

DEFENSES

Suit: _____ **Screen:** _____

NEW SKILLS

Skill Name	Level	Col Shift	Extra Modifier

ENERGY RECORD

Total SEU: _____ **Type:** _____

Remaining SEU: _____

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SKILL RECORD SHEET

EXPANDED SKILLS

Skill Name	Level	Col Shift	Extra Mod	Skill Name	Level	Col Shift	Extra Mod
Acoustics*				Hypnosis			
Agility	Prof			Intelligence	Prof		
Analyze Animal Behavior		+2		Law			
Analyze Ecosystems*				Machinery Operation		+2	
Animal Taming				Machinery Repair			
Animal Training*				Making Items/Structures	Auto		
Appraisals				Matter Transferal Devices		+1	
Archaeology		+1		Medical Devices*		+1	
Biology* = Botany + Zoology				Medical Diagnosis*		+2	
Bionics*				Medical Treatment:			
Bluff				Disease*			
Body Speak	+X			Infection*		+1	
Botany		+2		Infestation*			
Camouflage				Miscellaneous*	Auto		
Charisma	Prof			Poison*			
Chef	Auto			Radiation*			
Chemistry		+2		Veterinary*	+X		
Climbing	Auto			Wounds I	+X		
Communication				Wounds II		+2	
Communication Devices:				Wounds III		+1	
Operate		+1		Wounds IV			
Repair*				Optics*			
Computers:				Persuasion			
Access & Operate	+X		-1 CS*COML	Photography		+1	
Bypass Security*		+1	-1 CS*MXPL	Physics		+2	
Defeat Security*		+2	-1 CS*MXPL	Politics	7		
Display Information*		+3	-1 CS*COML	Power Read*	Auto		
Interface*			-1 CS*COML	Psycho-pathology			
Program Manipulation*		+1	-1 CS*MXPL	Pumping Federanium	Auto		
Program Writing	Special			Ride Mount	+X		
Program Bodycomp*		+1		Robotics:			
Repair Bodycomp*		+1		Activate/Deactivate	Auto		
Repair Mainframe*		+1	-1 CS*COML	Alter Functions*		+1	-1 CS*ROBL
Repair Specialized*		+1		Alter Mission*		+1	-1 CS*ROBL
Concealment	/+X			Identification	+X		-1 CS*ROBL
Cryptography				List Functions*	+X		-1 CS*ROBL
Cybernetics*				Modifications*	+X		-1 CS*ROBL
Disguise*		+1		Remove Security Locks*		+2	-1 CS*ROBL
Dramatics*		+1		Repair			-1 CS*ROBL
Empathic Understanding				Robopsychologist*			
Endurance	Prof			Running	Auto		
Engineer:				Security Systems:			
Alternate Energy*				Activate & Operate		+1	
Architectural*	+X			Deactivate*		+1	-1 CS*SECL
Civil*	+X			Detect*		+1	-1 CS*SECL
Hydraulic*				Open Locks*		+1	-1 CS*LOKL
Mechanical*				Society			
Military*				Stable Mounts*	Auto		
Nuclear*				Stealth			
Entertaining	Special			Survival		+2	
Ecobiology*				Theology		+2	
Finance Level 5				Tracking			
Find Directions		+1		Vehicles:			
Forensic Medicine*	+X or 0			Aquatic	+X		
Forgery (to forge*)				Atmospheric	+X		
Forgery (to detect)		+1		Cars	+X		
Gemology				Cycles	+X		
Genetics*				Machinery		+1	
Geology		+2		Repair*			
Geophysics		+2		Transports	+X		
Haggling				Zoology		+2	

* Requires prerequisite skill
 CS = Column Shift
 COML = Computer Level
 LOKL = Lock Level
 MXPL = Maxiprogram Level
 ROBL = Robot Level
 ROBM = Robot Modification Type
 SECL = Security Level

