

STATUS QUO

CHRONICLES OF A UNIVERSE AT WAR

Character Name FREE TRADER HUMAN HACKER

VALOR 27,000	INITIATIVE BASE 21	MERIT	FACTION CORPORATE	RACE HUMAN	CREDITS			
		SKILLS		ACADEMIC SKILLS INT: 10 REQUIRED	TECH SKILLS INT: 5 REQUIRED	INSTINCT SKILLS INT: ANY		
		INT BROADCASTING 50 8	INT WEAPONSM. 50 11	INT PERCEPTION 14 8				
		INT CYPHER 30 12	REA DRIVING 20 5	REA BALANCE 14 5				
		INT PROGRAMMING 50 16	REA PILOT ORBITAL F 40 7	REA BRAWLING 14 5				
		STAT SKILL (NEG) (LEVEL)	REA PILOT ORBITAL V 40 3	REA CLIMBING 14 5				
		STAT SKILL (NEG) (LEVEL)	INT HACKING 60 15	REA DODGE 14 5				
		STAT SKILL (NEG) (LEVEL)	REA EVA SKILL 40 15	REA ESCAPE 14 5				
		STAT SKILL (NEG) (LEVEL)	REA FENCING 20 15	REA MELEE SKILL 14 6				
		STAT SKILL (NEG) (LEVEL)	REA MARTIAL ART 20 5	REA STEALTH 14 5				
		STAT SKILL (NEG) (LEVEL)	REA QUICK DRAW 20 3	SP RUNNING 14 5				
STAT SKILL (NEG) (LEVEL)	REA ZERO-G 30 5	SP SWIMMING 14 5						
STAT SKILL (NEG) (LEVEL)	PRE ARCHERY 20 5	SP ACROBATICS 14 5						
STAT SKILL (NEG) (LEVEL)	PRE HANDGUN 20 15	REC RESIST TOXIN 14 5						
STAT SKILL (NEG) (LEVEL)	PRE RIFLE SKILL 20 12	REC RESIST STUN 14 5						
STAT SKILL (NEG) (LEVEL)	PRE REMOTE PILOT 40 15	PHY RESIST TOXIN 14 5						
STAT SKILL (NEG) (LEVEL)	PHY ATHLETICS 10 5	ETH LEADERSHIP 14 5						
STAT SKILL (NEG) (LEVEL)	INT SYS OP 30 12	ETH RESIST PAIN 14 5						
HEALTH / BLOOD 70	EQUILIBRIUM 320	COMMON BASE ROLLS				ACADEMIC SKILLS INT: 10 REQUIRED	TECH SKILLS INT: 5 REQUIRED	INSTINCT SKILLS INT: ANY
CLASSES		PRE (12)+ CLASS + - +		RIFLE (12) + - = B24SE				
TECHNICIAN (8)		INT (14)+ WIRED (10) + PROGRAMMING (16)		HACKING (15) + - = B55E				
SMUGGLER (8)		ETH (16)+ COMMAND (10) + - +		- + LEADERSHIP (5) = B31SE				
COMMANDING OFFICER (7)		STAT + CLASS + +		= BASE				
PILOT (5)		STAT + CLASS + +		= BASE				
PUBLIC FIGURE (3)		STAT + CLASS + +		= BASE				
WIRED OP (10)		STAT + CLASS + +		= BASE				
FREE TRADER (5)		STAT + CLASS + +		= BASE				
MODs		INVENTORY		PHY = INVENTORY SPACES				
EATING + -		GEAR / WEAPONS / ITEMS		CLOTHING / ARMOR / PACKS				
ACID (x2 DAMAGE & ADD STUN)								
COLD (x2 DAMAGE & ADD STUN)								
CRUSHING (x2 DAMAGE)								
RADIATION (x2 DAMAGE & EFFECTS)								
SPACE SUFFOCATION								