

| SLA OPERATIVE | |
|---------------|--|
| NAME: | |
| SPECIES: | |
| PACKAGE: | |
| SQUAD: | |
| SCL | |
| EXP | |

| |
|--|
| |
|--|

| | |
|---------------------|--------|
| INITIATIVE | |
| MOVEMENT | / |
| LUCK/FLUX | / |
| HIT POINTS & WOUNDS | / |
| HEAD | [] |
| TORSO | [] |
| ARMS L/R | [][] |
| LEGS L/R | [][] |

| | |
|------|---|
| BODY | / |
|------|---|

| | |
|--------|---|
| BRAINS | / |
|--------|---|

| | |
|---------|---|
| BRAVADO | / |
|---------|---|

| STRENGTH | | |
|-----------|------|---|
| Athletics | 0000 | + |
| Brawl | 0000 | + |
| Melee | 0000 | + |
| Throw | 0000 | + |

| KNOWLEDGE | | |
|------------|------|---|
| Computer | 0000 | + |
| Lore | 0000 | + |
| Medicine | 0000 | + |
| Streetwise | 0000 | + |

| CHARISMA | | |
|-------------|------|---|
| Performance | 0000 | + |
| Persuasion | 0000 | + |
| Deception | 0000 | + |
| Intimidate | 0000 | + |

| DEXTERITY | | |
|------------|------|---|
| Acrobatics | 0000 | + |
| Drive | 0000 | + |
| Ranged | 0000 | + |
| Stealth | 0000 | + |

| CONCENTRATION | | |
|---------------|------|---|
| Demolitions | 0000 | + |
| Electronics | 0000 | + |
| Technical | 0000 | + |
| Tracking | 0000 | + |

| COOL | | |
|-----------------|------|---|
| Survival | 0000 | + |
| Insight | 0000 | + |
| Animal Handling | 0000 | + |
| Sleight of Hand | 0000 | + |

| Melee: | | |
|-----------|----|--------|
| DMG (MIN) | AD | WEIGHT |
| | | |
| | | |

| Armor: | | |
|--------|------------|--------|
| PV | RESISTANCE | WEIGHT |
| | / | |
| | | |

| Ranged: | | | |
|-----------|--------|--------|------|
| DMG (MIN) | AD | WEIGHT | |
| | | | |
| ROF | RECOIL | RANGE | CLIP |
| | | | |
| | | | |

| LANGUAGES | |
|-----------|----------|
| Killian | Neophron |
| Wraithen | Gristle |
| Shktarian | Biya |

| Items at Hand (3) |
|-------------------|
| |

Active Skill Roll: Add your STAT + RANK ± MOD to each die rolled. If the total of the Success Die is equal to or greater than the TN, then the test succeeds. Untrained Skills only add STAT ± MOD.

Luck Points: Reroll the Success Die or any number of the Skill Dice; Alternatively, you can spend Luck after a roll to add a +1 Success for each point spent.

Ratings Points: Spend any time during a game (with game master approval) to perform a cinematic feat that automatically succeeds.