

Standard Skills	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total
<input type="checkbox"/> Athletics (Str + Dex)																
<input type="checkbox"/> Brawn (Str + Siz)																
<input type="checkbox"/> Conceal (Dex + Pow)																
<input type="checkbox"/> Customs ((Int x 2) + 40)																
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<input type="checkbox"/> Dance (Dex + Cha)																
<input type="checkbox"/> Deceit (Int + Cha)																
<input type="checkbox"/> Endurance (Con x 2)																
<input type="checkbox"/> Evade (Dex x 2)																
<input type="checkbox"/> First Aid (Int + Dex)																
<input type="checkbox"/> Home Parallel (Int x 2)																
--																
(Nothing)																
(Turn ALL off)																
Standard Skills Totals:																

Professional Skills	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total
<input type="checkbox"/> Acting (Cha x 2)																
<input type="checkbox"/> Acrobatics (Str + Dex)																
<input type="checkbox"/> Art (Pow + Cha)																
-- Type																
-- Type																
<input type="checkbox"/> Astrogation (Int x 2)																
<input type="checkbox"/> Binding (Pow + Cha)																
<input type="checkbox"/> Bureaucracy (Int x 2)																
<input type="checkbox"/> Combat Style (Str + Dex)																
<input type="checkbox"/> Commerce (Int + Cha)																
<input type="checkbox"/> Communications (Int x 2)																
<input type="checkbox"/> Computers (Int x 2)																
<input type="checkbox"/> Courtesy (Int + Cha)																
<input type="checkbox"/> Craft (Dex + Int)																
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<input type="checkbox"/> Culture (Int x 2)																
<input type="checkbox"/> Demolitions (Int + Pow)																
<input type="checkbox"/> Devotion (Pow + Cha)																
<input type="checkbox"/> Disguise (Int + Cha)																
<input type="checkbox"/> Electronics (Dex + Int)																
<input type="checkbox"/> Engineering (Int x 2)																
<input type="checkbox"/> Exhort (Int Cha)																
<input type="checkbox"/> Folk Magic (Pow + Cha)																
<input type="checkbox"/> Forgery (Dex + Int)																
<input type="checkbox"/> Gambling (Int + Pow)																
<input type="checkbox"/> Healing (Int + Pow)																
<input type="checkbox"/> Invocation (Int x 2)																
<input type="checkbox"/> Linguistics (Int + Cha)																
<input type="checkbox"/> Locale (Int x 2)																
<input type="checkbox"/> Lockpicking (Dex x 2)																
<input type="checkbox"/> Lore (Int x 2)																
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<input type="checkbox"/> Mechanisms (Dex + Int)																
<input type="checkbox"/> Medicine (Int + Pow)																
<input type="checkbox"/> Meditation (Int + Con)																
<input type="checkbox"/> Musicianship (Dex + Cha)																
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<input type="checkbox"/> Mysticism (Pow + Con)																
<input type="checkbox"/> Navigation (Int + Pow)																
<input type="checkbox"/> Oratory (Pow + Cha)																
<input type="checkbox"/> Politics (Int + Cha)																
<input type="checkbox"/> Probabilities (Int x 2)																
<input type="checkbox"/> Research (Int + Pow)																
<input type="checkbox"/> Science (Int x 2)																
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--																
<input type="checkbox"/> Seamanship (Int + Con)																
<input type="checkbox"/> Seduction (Int + Cha)																
<input type="checkbox"/> Sensors (Int + Pow)																
<input type="checkbox"/> Shaping (Int + Pow)																
<input type="checkbox"/> Sleight (Dex + Cha)																
<input type="checkbox"/> Streetwise (Pow + Cha)																
<input type="checkbox"/> Survival (Specify) (Con + Pow)																
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<input type="checkbox"/> Teach (Int + Cha)																
<input type="checkbox"/> Track (Int + Con)																
<input type="checkbox"/> Trance (Pow + Con)																
Professional Skills Totals:																

Psionic & Magic	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total
Attrition, Biokinesis, Clairvoyance, Empathy, Martial Mind, Telekinesis, Telepathy, Thermokinesis, Translocation (Pow x 2)								Folk Magic, Animism, Mysticism, Sorcery, Theism (Pow)								
<input type="checkbox"/>									<input type="checkbox"/>							
<input type="checkbox"/>									<input type="checkbox"/>							
<input type="checkbox"/>									<input type="checkbox"/>							
Psionic Skills Totals								Magic Skills Totals								

Transport	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total
<input type="checkbox"/> Drive (Dex+Pow)									<input type="checkbox"/> Ride (Dex+Pow)							
<input type="checkbox"/> Land Vehicle									<input type="checkbox"/> Beast							
<input type="checkbox"/> Crawler									<input type="checkbox"/> Pilot (Dex+Int)							
<input type="checkbox"/> Speeder									<input type="checkbox"/> Airship							
<input type="checkbox"/> Walker									<input type="checkbox"/> Flyer							
<input type="checkbox"/> Boating (Str+Con)									<input type="checkbox"/> Space Ship							
<input type="checkbox"/> Boat																
<input type="checkbox"/> Submersibles																
Transportation Skills Totals:																

Language	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total
<input type="checkbox"/> Language (Int + Cha) (Specific Language)									<input type="checkbox"/> Literacy (Int x 2) (Specific Language)							
<input type="checkbox"/> Lang:									<input type="checkbox"/> Lang:							
<input type="checkbox"/> Lang:									<input type="checkbox"/> Lang:							
Language Skills Totals:																

Weapon Skills	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total	Experience Gained	Allocated Skill Points	Age Allocation	Age	Age Points to Work With	Characteristics	Other	Total
<input type="checkbox"/> Combat Style									<input type="checkbox"/> Weapon Type							
<input type="checkbox"/>																
<input type="checkbox"/>																
<input type="checkbox"/>																
Weapon Skills Totals																

Str

Int

Dex

Con

Cha

Pow

Size