

Name	Faction	Role
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Vitality [max]	Close Quarter [CQ]	Ranged [Ra]
	Strength [St]	Agility [Ag]
	Perception [Pe]	Endurance [En]

Science [Sci]	Technology [Tech]	Biology [Bio]	Resilience [Re]
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Code words

Weapons, items, armor	Details
Enhancements and additional items	

Effects

Abilities

Time Passed

1st TIER

↓

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2ND TIER

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □

FINAL TIER

□ □ □ → IF TIME PASSES AGAIN TURN TO 1000.

Consumables	Quantity
Miscellaneous items	
Carried items tally	
Light items	
Regular items	

Creds

Chance

- 2 - 1 0 + 1 + 2

Reference bookmark/Mission