

VALKYRIE TEAM BETA AGENTS

NAME: _____

NATIVE ERA: _____

NATIVE OCCUPATION: _____

NATIVE LANGUAGE: _____

STRENGTH:  _____

DEXTERITY:  _____

ENDURANCE:  _____

INTELLIGENCE:  _____

EDUCATION:  _____

CHARACTER CREATION

1) Roll 3d6 for each characteristic and throw out the lowest die. Raise any results of less than 7 to 7.

2) Choose your character's Native Era/Occupation and Language.

3) Add your Education and Intelligence for Skill Points, then allocate Points to your skills. Half of your skills must be from your former life. Add Skill Points to Characteristic for total (i.e. if EDU is 7 and you buy 2 points of Biology, then the score would be Biology-9).

INJURIES

Wounds are taken off your STR, DEX and END, in any order you choose. Two stats going to zero = unconscious and a serious wound. Three stats at zero=death.

SKILLS

Aircraft (DEX): _____	Archaeology (EDU): _____	Athletics (STR): _____	Biology (EDU): _____
Blowgun (STR): _____	Bola (STR): _____	Bow (STR/DEX): _____	Brawling (STR): _____
Broker (INT): _____	Camouflage (INT): _____	Carousing (END): _____	Chemistry (EDU): _____
Computer (EDU): _____	Concealment (INT): _____	Craftsman (INT): _____	Demolitions (DEX): _____
Diplomacy (INT): _____	Disguise (INT): _____	Electronics (EDU): _____	Engineering (EDU): _____
Equestrian (DEX): _____	Fast Talk (INT): _____	Forgery (DEX): _____	Gambling (INT): _____
Geology (EDU): _____	Grav Craft (DEX): _____	Ground Craft (DEX): _____	Handgun (DEX): _____
Heavy Wpns (INT): _____	History (EDU): _____	Hunting (DEX): _____	Interrogation (INT): _____
Intrusion (DEX): _____	Large Blade (STR): _____	Linguistics (EDU): _____	Martial Arts (STR): _____
Mechanical (DEX): _____	Medical (EDU): _____	Navigation (INT): _____	Other Lang. (EDU): _____
Perception (INT): _____	Performance (INT): _____	Persuasion (INT): _____	Philosophy (EDU): _____
Psychology (EDU): _____	Physics (EDU): _____	Pole Arm (STR): _____	Prospecting (INT): _____
Recon (INT): _____	Research (INT): _____	Rifle (DEX): _____	Shield (STR): _____
Small Blade (STR): _____	Spacecraft (INT): _____	Watercraft (DEX): _____	Stealth (DEX): _____
Streetwise (INT): _____	Survey (INT): _____	Survival (INT): _____	Tactics (INT): _____
Trader (INT): _____	Vacc Suit (DEX): _____		

Other skills I can talk the Referee into:

_____ (): _____ (): _____

_____ (): _____ (): _____

Encumbrance/Movement Penalty

(adds to difficulty): _____

MELEE BONUS

Add 1 point to damage for every point of your STR that is 10 and above (or subtract 1 point for every point of STR 4 and below). Add 1 point to damage for every point of Martial Arts skill.