




























GAEAN REACH CHARACTER SHEET

INVESTIGATIVE ABILITIES

RATING POOL

 Anthropology	_____	_____
 Arts	_____	_____
 Astronomy	_____	_____
 Bureaucracy	_____	_____
 Chemistry	_____	_____
 Engineering	_____	_____
 Evidence Collection	_____	_____
 Finance	_____	_____
 Flair	_____	_____
 Flattery	_____	_____
 Flirting	_____	_____
 Geology	_____	_____
 History	_____	_____
 Impersonate	_____	_____
 Intimidation	_____	_____
 Law	_____	_____
 Life Sciences	_____	_____
 Materiel	_____	_____
 Medicine	_____	_____
 Negotiation	_____	_____
 Nose for Mendacity	_____	_____
 One-Upmanship	_____	_____
 Psychology	_____	_____
 Punctilio	_____	_____
 Reassurance	_____	_____
 Research	_____	_____
 Scuttlebutt	_____	_____

GENERAL ABILITIES

RATING POOL

Athletics	_____	_____
Filch	_____	_____
Gambling	_____	_____
Health	_____	_____
Infiltration	_____	_____
Medic	_____	_____
Preparedness	_____	_____
Scuffling	_____	_____
Shooting	_____	_____
Surveillance	_____	_____
Systems Repair	_____	_____
Vehicles	_____	_____
Wealth	_____	_____
Wherewithal	_____	_____

CHARACTER

PLAYER

PORTRAIT

QUARRY

REASON FOR VENGEANCE


NOTES


HIT THRESHOLD []


HEALTH

12 11 10 9 8 7 6 5 4 3 2 1

0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

 Academic ability: remember something you know

 Interpersonal ability: get someone to tell you something

 Technical ability: take action, perhaps inspecting evidence