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|-----------------------------------|-------------------|-----------------------------|-------------|
| Player: | | Character: | |
| Campaign: | | Race: Human | |
| Type: (Melee) Ship's Navi Officer | | Experience: | |
| ST 10 | DX 10 (10) | IQ 12 | MA 5 |
| Skills: | | Weapons: | |
| Navigation, Stellar (IQ) +1 | | Blaster 3D6 | |
| Rifle +1 | | | |
| Systems Tech (IQ) +1 | | Items: | |
| | | Standard Contractor Uniform | |
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| | | Armor: Flak Vest 3/0 | |
| Money: 47 credits | | Shield: | |

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|----------------------------|-------------------|-----------------------------|-------------|
| Player: | | Character: | |
| Campaign: | | Race: Human | |
| Type: (Melee) Ship's Pilot | | Experience: | |
| ST 10 | DX 12 (12) | IQ 10 | MA 6 |
| Skills: | | Weapons: | |
| Spacecraft Pilot (DX) +2 | | Blaster 3D6 | |
| Rifle +1 | | | |
| | | Items: | |
| | | Standard Contractor Uniform | |
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| | | Armor: Flak Vest 3/0 | |
| Money: 22 Credits | | Shield: | |

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|---|-------------------|-----------------------------|-------------|
| Player: | | Character: | |
| Campaign: | | Race: Human | |
| Type: (Melee) Ship's Gunnery Officer | | Experience: | |
| ST 10 | DX 11 (11) | IQ 11 | MA 5 |
| Skills: | | Weapons: | |
| Gunner (DX) +2 | | Blaster 3D6 | |
| Spacecraft Pilot (DX) +1 | | Phaser 3D6(F) | |
| Rifle +0 (familiarity due to Gunnery School) | | Items: | |
| Pistol +0 (familiarity due to Gunnery School) | | Standard Contractor Uniform | |
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| | | Armor: Flak Vest 3/0 | |
| Money: 31 credits | | Shield: | |



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|--|-------------------|---------------------------|-------------|
| Player: | | Character: | |
| Campaign: | | Race: Human | |
| Type: (Melee) Space Marine #1 | | Experience: | |
| ST 12 | DX 11 (11) | IQ 9 | MA 5 |
| Skills: | | Weapons: | |
| Rifle +2 | | Blaster 3D6 | |
| Pistol +0 (familiarity due to Boot Camp) | | | |
| Unarmed Combat +0 (familiarity due to Boot Camp) | | Items: | |
| Equipment Operator (DX) +1 | | Standard Military Uniform | |
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| | | Armor: Flak Vest 3/0 | |
| Money: 15 credits | | Shield: | |

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|--|-------------------|---------------------------|-------------|
| Player: | | Character: | |
| Campaign: | | Race: Human | |
| Type: (Melee) Space Marine #2 | | Experience: | |
| ST 10 | DX 13 (13) | IQ 9 | MA 6 |
| Skills: | | Weapons: | |
| Rifle +1 | | Blaster 3D6 | |
| Pistol +0 (familiarity due to Boot Camp) | | | |
| Unarmed Combat +1 | | Items: | |
| Weightlessness (DX) +1 | | Standard Military Uniform | |
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| | | Armor: Flak Vest 3/0 | |
| Money: 15 Credits | | Shield: | |

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|--|-------------------|---------------------------|-------------|
| Player: | | Character: | |
| Campaign: | | Race: Human | |
| Type: (Melee) Space Marine #3 | | Experience: | |
| ST 11 | DX 11 (11) | IQ 10 | MA 5 |
| Skills: | | Weapons: | |
| Rifle +1 | | Blaster 3D6 | |
| Pistol +0 (familiarity due to Boot Camp) | | | |
| Unarmed Combat +0 (familiarity due to Boot Camp) | | Items: | |
| Mechanic (IQ) +1 | | Standard Military Uniform | |
| Diplomacy (IQ) +1 | | | |
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| | | Armor: Flak Vest 3/0 | |
| Money: 15 credits | | Shield: | |