

CULT LEADER

Nerve:			Name:					
Willpower:			Looks:					
Charisma:			Pilot License:	Frigate				
Intelligence:			Moves:	Prosperity				
Instinct:			Special:					

SHIP								Wallet:	ISK
Damage	Resistance	Size	Strength	Weakness	Weapons	Defenses	Looks	Gear:	

REPUTATION				SHIP DAMAGE					
Name:		Rep:		Shield					
Name:		Rep:		Armour					
Name:		Rep:		Hull					
Name:		Rep:		BODY DAMAGE					
Name:		Rep:		Armour					
Name:		Rep:		Flesh					
Name:		Rep:		Organs				Scars:	

CULT									
Name of Cult:		Population:		Skill Rating:					
Who you are to them:				Benefits:					
Specific Important People:				Penalties:					

MARINE

Nerve:			Name:				
Willpower:			Looks:				
Charisma:			Pilot License: Frigate				
Intelligence:			Moves:				
Instinct:			Special:				

SHIP								Wallet:	ISK
Damage	Resistance	Size	Strength	Weakness	Weapons	Defenses	Looks	Gear:	

REPUTATION				SHIP DAMAGE					
Name:		Rep:		Shield					
Name:		Rep:		Arm our					
Name:		Rep:		Hu ll					
BODY DAMAGE				Arm our					
Name:		Rep:		Fle sh					
Name:		Rep:		Org ans				Scars:	

WEAPONS							
PRIMARY WEAPON		SECONDARY WEAPON		SECONDARY WEAPON		HOLD OUT WEAPON	
Name:		Name:		Name:		Name:	
Damage:		Damage:		Damage:		Damage:	
Qualities:		Qualities:		Qualities:		Qualities:	

