

HELIX

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Name: _____ Player: _____
 Archetype: _____ Concept: _____
 Description: _____

Physical	Mental	Social
Acrobatics	Appraisal	Acting
Archery	Botany	Animal Empathy
Brawling ^D	Carpentry	Animal Trainer
Climb	Computer Hacking	Black Market
Dodge	Computer Operation	Knowledge
Dancing	Cooking	Carousing
Erotic Dancing	Cyber Craft*	Contact
Escape Artist	Cyber Lore*	Disguise
Filch	Data Analysis	Distraction
Gun (Hand)	Demolitions	Etiquette
Gun (Rifle)	Drive	Fast Talk ^D
Gun (Shotgun)	(_____)	Gambling
Gunsmith	Drive	Hand Speak
Hand Weapon	(_____)	Innuendo
(_____)	Electronics	Interrogation
Hand Weapon	First Aid	Intimidate
(_____)	Forgery	Know A Guy
Lock Picking	History (Ancient)	Lip Read
Martial Arts	History (Pre-Modern)	Mimicry
Parry	History (Modern)	Negotiate
Pick Pocket	Instrument	Public Speaking
Ranged Weapon	(_____)	Seduction
(_____)	Instrument	Singing
Ranged Weapon	(_____)	Smooth Operator
(_____)	Leatherworking	Social Chameleon
Riding	Listen ^D	Torture
(_____)	Masonry	Trailing
Riding	Mathematics	Ventriloquism
(_____)	Mechanic	Word on the Street
Shield	Navigation	■ Attractive
Smith	Observation ^D	■ Booming Voice
Stealth	Occupational	■ Captivating Voice
Trick Shot	(_____)	■ Charismatic
■ Acute Sense	Para-Coding*	
■ Fast Draw	Psychology	Flaws: _____
■ Flexibility	Research	_____
■ Running	Rope Use	_____
■ Special Attack	Search	_____
	Surgeon	_____
Base Move _____ Ft / Second	Survival	_____
Max Run Time _____ Minutes	Theology	_____
Vertical Leap _____ Ft	Tracking	_____
Horizontal Leap _____ Ft	Traps	_____
Running Leap _____ Ft	Veterinarian	_____
Throwing Distance _____ Ft	Zoology	_____
Hit Points _____ /	■ Perfect Memory	_____

^D -Denotes Quality that can Default
 * -Denotes Archetype Specific Quality
 ■ -Denotes Capped Quality

