

# THIRD ORDER

OPTIMAL SYSTEM  
CHARACTER  
SHEET

## PERSONAL DETAILS

NAME	HEIGHT
ASPECT	WEIGHT
SPECIES	AGE / GENDER
BACKGROUND	HAIR / EYES

**PSQ**

PHYSIQUE

**INS**

INSTINCT

**RSN**

REASON

**DSP**

DISCIPLINE

**BRG**

BEARING

**STAMINA**

PSQ DSP

ATHLETICS

META\*

POWERSUIT

**AWARENESS**

INS RSN

STARSHIP

STEALTH

TECH

**INTELLECT**

RSN DSP

ASTROGATE

MEDICINE

SCIENCE

**PSYCHE**

DSP BRG

ANIMAL KEN

SINK\*

TACTICS

**PRESENCE**

BRG PSQ

CRAFT

INFLUENCE

PERFORM

**VIGOUR**

PSQ RSN

ENGINEERING

ORDNANCE

SURVIVAL

**PROWESS**

INS PSQ

FIGHT

PILOT

RANGED

**CUNNING**

INS PSQ

BUSINESS

LANGUAGE

SOCIETY

**FOCUS**

DSP INS

DEMOLITIONS

LARCENY

PORT\*

**EMPATHY**

BRG INS

SCRY\*

STREETWISE

SUBTERFUGE

**THRESHOLD**

<input type="text"/>	<input type="text"/>
<input type="text"/>	UNC
CURRENT	COMA

**SPEED**

<input type="text"/>	<input type="text"/>
WALK	JOG
<input type="text"/>	<input type="text"/>
RUN	SPRINT

**ENCUMBRANCE**

<input type="text"/>	<input type="text"/>
CURRENT	HALF
<input type="text"/>	<input type="text"/>
FULL	OVER

**EXPERIENCE**

<input type="text"/>
TOTAL

**OPTIONS**

MAX

CONTROL

TRAINING

PASSION

LUCK

**WEAPONS**

DAMAGE

RANGE

QUALITY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**ARMOUR**

CR PR SL BL BU SH HTAL QUALITY

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**FREE  
OPT-UP**

<input type="text"/>
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**OPTIMAL  
SYSTEM**

POOR	
D40	1 SL
NORMAL	
D60	2 SL
GOOD	
D80	3 SL
EXCELLENT	
D100	4 SL
OUTSTANDING	
D120	5 SL