

TIER	NAME	CALLSIGN	IMAGE	EXPERIENCE
<div style="display: flex; justify-content: space-between; padding: 5px;"> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>COVERT</b></div> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>FITNESS</b></div> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>PILOTING</b></div> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>SCIENCE</b></div> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>TACTICAL</b></div> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>TECH</b></div> <div style="width: 15%; background-color: black; color: white; padding: 5px; text-align: center;"><b>ZEN</b></div> </div>				
<div style="display: flex; justify-content: space-between;"> <div style="width: 15%;"> <input type="checkbox"/> Administration  <input type="checkbox"/> Confidence  <input type="checkbox"/> Contacts  <input type="checkbox"/> Disguise  <input type="checkbox"/> Gambling  <input type="checkbox"/> Languages         </div> <div style="width: 15%;"> <input type="checkbox"/> Gong Fu  <input type="checkbox"/> Outland  <input type="checkbox"/> Parkour  <input type="checkbox"/> Sneak  <input type="checkbox"/> Stamina  <input type="checkbox"/> Thrown         </div> <div style="width: 15%;"> <input type="checkbox"/> Crawlers  <input type="checkbox"/> Creepers  <input type="checkbox"/> Cycles  <input type="checkbox"/> Hoppers  <input type="checkbox"/> Rovers  <input type="checkbox"/> Skimmers         </div> <div style="width: 15%;"> <input type="checkbox"/> Biology  <input type="checkbox"/> Chemistry  <input type="checkbox"/> Ecology  <input type="checkbox"/> Forensics  <input type="checkbox"/> Geology  <input type="checkbox"/> Medicine         </div> <div style="width: 15%;"> <input type="checkbox"/> Arch. Ranged  <input type="checkbox"/> Command  <input type="checkbox"/> Firearms  <input type="checkbox"/> Gunnery  <input type="checkbox"/> Perception  <input type="checkbox"/> Strategy         </div> <div style="width: 15%;"> <input type="checkbox"/> Demolition  <input type="checkbox"/> Engineering  <input type="checkbox"/> Hacking  <input type="checkbox"/> Mechanics  <input type="checkbox"/> Security  <input type="checkbox"/> Waveform         </div> <div style="width: 15%; border: 1px solid black; min-height: 100px;"></div> </div>				
GEAR		BACKGROUND		
<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		
SAVINGS				

# ZONE 17

**EVADE**

**BATTERED**

**INJURED**

**GRAVE**

**DESTROYED**

**GONG FU**

STRIKE

GRAB

TRAUMA

RANGE

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TRAUMA

RANGE

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TRAUMA

RANGE

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TRAUMA

RANGE

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