

Template: Player Character

Player:

Class / kit:

Species:

Homeworld:

Background

Where the character came from and how they got here.

Personality

Manner, habits, fears and what they will not do.

Goals

What they want, in the short and long term.

Relationships

Allies, rivals, debts and family. Link to NPC pages.

Notable moments

- Session N:

Gear and ship role

What they carry, and what they do aboard the ship.

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