

# SPACE STATION OMEGA PERSONNEL DATAFILE A SCI-FI ROLEPLAYING GAME OF POLITICS AND DRAMA AMONG THE STARS

PROFILE	VIEWS	STRESS and TRAUMA TRACKS														
<b>Title / Rank / Name (Alias or Callsign):</b>  <b>Background (1d8) [Descriptor+Faction+Career]:</b>  <b>Age, Physical &amp; Personality Description:</b>	<b>The War:</b>  <b>The Alliance:</b>  <b>Homeworld:</b>	<b>Ratings</b>	<b>1d4</b>	<b>1d6</b>	<b>1d8</b>	<b>1d10</b>	<b>1d12</b>									
		<b>Stress Types</b>														
		<b>Trauma Types</b>														
<b>VALUES and BELIEFS [Challenged] (d10, d8, d4, d6, d6, d6)</b>		<b>ROLES [Primary or Secondary] and SPECIALTIES (d10, d8, d4, d6, d6)</b>														
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Love [ ]	1d4	1d6	1d8	1d10	1d12											

**TALENTS (for a Role or Open with Basic Actions)**

**Name (or Ability Set):**  
Description:

Role:            Activation:

Effect:

Rating:            Limit:  
SFX:

**Name (or Ability Set):**  
Description:

Role:            Activation:

Effect:

Rating:            Limit:  
SFX:

**Name (or Ability Set):**  
Description:

Role:            Activation:

Effect:

Rating:            Limit:  
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Role:            Activation:

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Role:            Activation:

Effect:

Rating:            Limit:  
SFX:

**Name (or Ability Set):**  
Description:

Role:            Activation:

Effect:

Rating:            Limit:  
SFX:

**RESOURCES (with Statements and SFX each)**

**FACTIONS**

[ ] I \_\_\_\_\_  
because (SFX 2d ):;

[ ] I \_\_\_\_\_  
because (SFX 2d ):;

[ ] I \_\_\_\_\_  
because (SFX 2d ):;

[ ] I \_\_\_\_\_  
because (SFX 2d ):;

**SECTORS**

[ ] Find me \_\_\_\_\_  
because (SFX 2d8):

[ ] I \_\_\_\_\_  
because (SFX 2d8):

[ ] I \_\_\_\_\_  
because (SFX 2d6):

[ ] I \_\_\_\_\_  
because (SFX 2d4):

**RELATIONSHIPS**

[ ] I \_\_\_\_\_ this Station  
Because (1d8):

[ ] I \_\_\_\_\_  
because (SFX 1d8):

[ ] I \_\_\_\_\_  
because (SFX 1d6):

[ ] I \_\_\_\_\_  
because (SFX 1d4):

**SIGNATURE ASSETS**

**Name:**  
[ ] I...  
Description:  
SFX 2d :

**Name:**  
[ ] I...  
Description:  
SFX 2d :

**Name:**  
[ ] I...  
Description:  
SFX 2d :

**EXTRAS**

**Name:**  
[ ] I...  
Description:  
SFX 2d :

**Name:**  
[ ] I...  
Description:  
SFX 2d :

**Name:**  
[ ] I...  
Description:  
SFX 2d :

**SCENE ASSETS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**GROWTH (for Training and Change)**

**Callbacks**

**Challenges**