

CHARACTER GENERATION DATA

1. Date of Preparation

2. Character Type

3. Prior Service Table

Prior Service Table

Enlist	<input type="checkbox"/>	
DM	<input type="checkbox"/>	if
DM	<input type="checkbox"/>	if
Draft	<input type="checkbox"/>	
Survival	<input type="checkbox"/>	
DM	<input type="checkbox"/>	if
Position	<input type="checkbox"/>	
DM	<input type="checkbox"/>	if
Promo	<input type="checkbox"/>	
DM	<input type="checkbox"/>	if
Return	<input type="checkbox"/>	

5. Acquired Skills Tables

Acquired Skills Tables

Personal Development

1.
2.
3.
4.
5.
6.

Service Skills

1.
2.
3.
4.
5.
6.

Education

1.
2.
3.
4.
5.
6.

Advanced Education

1.
2.
3.
4.
5.
6.

Restrictions:

Restrictions:

4. Table of Ranks

Table of Ranks

1.
2.
3.
4.
5.
6.

6. Skill Eligibility

7. Automatic Skills

8. Character Type

9. Benefit Tables

Material Benefits

Cash Benefits

1.
2.
3.
4.
5.
6.
7.

1.
2.
3.
4.
5.
6.
7.

Restrictions:

Restrictions:

10. Benefit Descriptions

11. Skill Descriptions

12. Career Restrictions