

# 5 PARSECS FROM HOME

## CREW CREATION WORKSHEET

METHOD USED

# CREW MEMBERS # HUMANS  # BOTS  # ALIENS

1 RACE	<input type="text"/>	NAME	<input type="text"/>
BACKGROUND	<input type="text"/>		
MOTIVATION	<input type="text"/>		
CLASS	<input type="text"/>		
WEAPONS	<input type="text"/>		
EQUIPMENT	<input type="text"/>		

2 RACE	<input type="text"/>	NAME	<input type="text"/>
BACKGROUND	<input type="text"/>		
MOTIVATION	<input type="text"/>		
CLASS	<input type="text"/>		
WEAPONS	<input type="text"/>		
EQUIPMENT	<input type="text"/>		

3 RACE	<input type="text"/>	NAME	<input type="text"/>
BACKGROUND	<input type="text"/>		
MOTIVATION	<input type="text"/>		
CLASS	<input type="text"/>		
WEAPONS	<input type="text"/>		
EQUIPMENT	<input type="text"/>		

4 RACE	<input type="text"/>	NAME	<input type="text"/>
BACKGROUND	<input type="text"/>		
MOTIVATION	<input type="text"/>		
CLASS	<input type="text"/>		
WEAPONS	<input type="text"/>		
EQUIPMENT	<input type="text"/>		

5 RACE	<input type="text"/>	NAME	<input type="text"/>
BACKGROUND	<input type="text"/>		
MOTIVATION	<input type="text"/>		
CLASS	<input type="text"/>		
WEAPONS	<input type="text"/>		
EQUIPMENT	<input type="text"/>		

6 RACE

	NAME	
BACKGROUND		
MOTIVATION		
CLASS		
WEAPONS		
EQUIPMENT		

EQUIPMENT


GADGETS


WEAPONS


SHIP

NAME		
TYPE		
TRAITS		
DEBT		HULL

CREDITS

	STORY POINTS	
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RUMORS

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RIVALS


PATRONS
