Info

Info	
Name	
Player	
GameMaster	
Setting	
Species	
Gender	
Profession	
Career	

Game Data

Special Abilities	Perks

Attributes		Flaws
Motivation		
Attitude		
Trait1		
Trait2		

Abilities

	Score	Untrained	Resistance
Str			
Dex			
Con			
Int			
Will			
Pers			

Last Resorts

Points		☐☐☐☐☐
Cost		

Personal

Personal	
Age	
Height	
Weight	
Religion	
Allegiance	
Citizenship	
Birthplace	
SocStatus	

Armor					
LI		HI		EN	

Movement	Sprint		Run		Walk	
EasySwim		Swim	Glide		Fly	

Action Check

M	O	G	A
+			
Die		Acts/Rnd	

Achievement Track

Spent		Stored	

Hero's Level 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Durability

Stun		Mortal	
Wound		Fatigue	

Weapons/Attack Forms

Weapon/Form	Score	Base	Acc	Range (S/M/L)	Type	Damage (O/G/A)	Acts	Clip	Hide	Mass	Notes
Unarmed	[/ /]			Personal	LI/O			N/A	N/A	N/A	
	[/ /]										
	[/ /]										
	[/ /]										
	[/ /]										
	[/ /]										
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Ammunitions

Clip	Qt	Current	Clip	Qt	Current

Contacts

Contact	Location	Career	Notes

Enemies

Enemy	Location	Career	Notes

Wealth

Wealth	Qt	Location	Notes	Wealth	Qt	Location	Notes
Credits/Dollars							

Situation Die Step Scale

Die	−d20	−d12	−d8	−d6	−d4	+d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20
Broad	−6	−5	−4	−3	−2	−1	+0	+1	+2	+3	+4	+5	+6
Spec	−5	−4	−3	−2	−1	+0	+1	+2	+3	+4	+5	+6	+7
Bonus	−4	−3	−2	−1	+0	+1	+2	+3	+4	+5	+6	+7	+8

Notes

Skills

Skill	Rank	Score	Skill	Rank	Score	Skill	Rank	Score
Strength			Stamina		[/ /]	Will		
Armor Operation		[/ /]	Endurance		[/ /]	Animal Handling		[/ /]
Combat armor		[/ /]	Survival		[/ /]	Riding		[/ /]
		[/ /]	Survival training		[/ /]	Training		[/ /]
Athletics		[/ /]	Intelligence			Awareness		[/ /]
Climb		[/ /]	Computer Science		[/ /]	Intuition		[/ /]
Jump		[/ /]			[/ /]	Perception		[/ /]
Throw		[/ /]	Hardware		[/ /]	Investigate		[/ /]
Heavy Weapons		[/ /]			[/ /]	Interrogate		[/ /]
Direct fire		[/ /]	Demolitions		[/ /]	Search		[/ /]
Indirect fire		[/ /]	Disarm		[/ /]	Track		[/ /]
Melee Weapons		[/ /]			[/ /]	Resolve		[/ /]
Blade		[/ /]	Set explosives		[/ /]	Mental resolve		[/ /]
Bludgeon		[/ /]	Knowledge		[/ /]	Physical resolve		[/ /]
Powered weapon		[/ /]	Deduce		[/ /]	Street Smart		[/ /]
Unarmed Attack		[/ /]			[/ /]	Criminal elements		[/ /]
Brawl		[/ /]			[/ /]	Ruins knowledge		[/ /]
		[/ /]	Ancient lore		[/ /]	Teach		[/ /]
Dexterity					[/ /]			[/ /]
Acrobatics		[/ /]			[/ /]	Personality		
Daredevil		[/ /]	Law		[/ /]	Culture		[/ /]
		[/ /]	Local justice		[/ /]	Diplomacy		[/ /]
Dodge		[/ /]	Moral code		[/ /]			[/ /]
Fall		[/ /]	Life Science		[/ /]	Deception		[/ /]
Flight		[/ /]	Biology		[/ /]	Bluff		[/ /]
		[/ /]	Botany		[/ /]	Bribe		[/ /]
Manipulation		[/ /]	Mutations		[/ /]	Gamble		[/ /]
Lockpick		[/ /]	Zoology		[/ /]	Entertainment		[/ /]
Pickpocket		[/ /]	Medical Science		[/ /]	Act		[/ /]
Prestidigitation		[/ /]	Psychology		[/ /]	Dance		[/ /]
Ranged Weapons		[/ /]			[/ /]			[/ /]
Bow		[/ /]			[/ /]	Sing		[/ /]
Crossbow		[/ /]	Navigation		[/ /]	Interaction		[/ /]
Pistol		[/ /]	Land		[/ /]	Bargain		[/ /]
Rifle		[/ /]	Water		[/ /]	Charm		[/ /]
Sling		[/ /]	Physical Science		[/ /]	Interview		[/ /]
SMG		[/ /]	Astronomy		[/ /]	Intimidate		[/ /]
Stealth		[/ /]	Chemistry		[/ /]	Seduce		[/ /]
Hide		[/ /]	Physics		[/ /]	Taunt		[/ /]
Shadow		[/ /]	Security		[/ /]	Leadership		[/ /]
Sneak		[/ /]	Protection protocols		[/ /]	Command		[/ /]
Vehicle Operation		[/ /]	Set/disarm traps		[/ /]			
		[/ /]	Tactics		[/ /]			
Land vehicle		[/ /]	Cavalry		[/ /]			
Water vehicle		[/ /]	Infantry		[/ /]			
Constitution			Technical Science		[/ /]			
Movement		[/ /]	Artifact knowledge		[/ /]			
		[/ /]	Invention		[/ /]			
		[/ /]	Juryrig		[/ /]			
Trailblazing		[/ /]	Repair		[/ /]			

Mutations

Mutations	Drawbacks

Equipment

Equipment	Weight	Equipment	Weight	Equipment	Weight

Vehicles

Vehicle	Score	Drv	Type	Dur	Accel	Cruise	Max	Notes
	[/ /]			/ /				
	[/ /]			/ /				
	[/ /]			/ /				

Notes