| Info | |
|---|---|
| Name | |
| Player | |
| GameMaster | |
| Setting | |
| Species | |
| Gender | |
| Profession | |
| Career | |

| Abilities | | | |
|---|---|---|---|
| | Score | Untrained | Resistance |
| Str | | | |
| Dex | | | |
| Con | | | |
| Int | | | |
| Will | | | |
| Pers | | | |

| Last Resorts | | |
|---|---|---|
| Points | | ☐☐☐☐☐ |
| Cost | | |

| Game Data | |
|---|---|
| Special Abilities | Perks |
| | |
| | |
| | |
| | |

| Attributes | | Flaws |
|---|---|---|
| Motivation | | |
| Attitude | | |
| Trait1 | | |
| Trait2 | | |

| 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 | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |
| | [ / / ] | | | | | | | | | | |

**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**

Chris Alfeld (calfeld@cs.utah.edu) [alternity1.cs - 5/18/99 www.math.utah.edu/~calfeld/]

## Vehicles

| Vechile | | | | System | Dur | Vechile | | | | System | Dur |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Skill | | Drv | | | | Skill | | Drv | | | |
| Acc | Cruise | Max | | | | Acc | Cruise | Max | | | |
| Stun | | | | | | Stun | | | | | |
| Wound | | | | | | Wound | | | | | |
| Mortal | | | | | | Mortal | | | | | |
| Type | Arm | | | | | Type | Arm | | | | |
| Weapon | Acc | Ac/Rd | | # Clips Md Dur | | Weapon | Acc | Ac/Rd | | # Clips Md Dur | |
| Range | Type | Dmg | | Amo | | Range | Type | Dmg | | Amo | |
| Weapon | Acc | Ac/Rd | | # Clips Md Dur | | Weapon | Acc | Ac/Rd | | # Clips Md Dur | |
| Range | Type | Dmg | | Amo | | Range | Type | Dmg | | Amo | |

## Skills

| Skill | Rank | Abl | Score | Skill | Rank | Abl | Score |
|---|---|---|---|---|---|---|---|
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |
| | | | [ / / ] | | | | [ / / ] |

## Equipment

| Equipment | Weight | Equipment | Weight | Equipment | Weight |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

## Psionics

Energy

Crit.Fail. -3 Broad Use -2 SpecUse -1

| Skill | Rank | Abl | Score |
|---|---|---|---|
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |
| | | | [ / / ] |

## Mutations

Origin

Uniqueness

Mut.Pts

DrBk.Pts

### Mutations

### Drawbacks

## Computer

Model

Quality | Memory

| Program | Size | A | S |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

## Cybertech

Tolerance / /

Cykosis

| Gear | Points | Gear | Points |
|---|---|---|---|
| | | | |
| | | | |
| | | | |

## Combat Modifiers

| Attacker | |
|---|---|
| Rear/Flank | -2/-1 |
| Offbalance | +2 |
| HigherGrnd | -1 |
| Overbear | +1 |
| Prone | +2 |
| Run/Sprint | +2/+3 |
| **Defender** | |
| Prone/Sit | +2/+1 |
| **Miscaleneous** | |
| Cover | +1/+2/+3 |
| LowLight | +1/+2/+3 |
| Ranges (-/S/M/L) | |
| Primvative | */-1/+1/+2 |
| Pistol/SMG | */-1/+1/+3 |
| Rifle/Dir | +1/-1/0/+1 |
| Indirect | +4/+2/-2/0 |
| **Weapon Mode** | |
| Burst | -1 |
| AutoFire | +1/+2/+3 |
| * -3 [optional rule] | |

## Notes

Chris Alfeld (calfeld@cs.utah.edu) [alternity2.cs - 05/18/99 www.math.utah.edu/~calfeld/]