Vehicles

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

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