

From the producers of the DUNGEONS & DRAGONS® Game

STAR FRONTIERS®

Official Character Record Sheets



Keep track of your STAR FRONTIERS characters with these Character Record Sheets.
For use with STAR FRONTIERS Alpha Dawn and Knight Hawks role-playing games.



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PRODUCTS OF YOUR IMAGINATION™

How to Use the Character Record Sheets

This character sheet will help you keep track of your character's abilities and equipment during STAR FRONTIERS® adventures. The following paragraphs explain those terms on the sheet that are not self-explanatory. Be sure to use pencil when you use this sheet, because some abilities may change during an adventure.

General data

General information about creating characters starts on p. 3 of the STAR FRONTIERS® Basic Game Rules. In addition to the specific characteristics given here, you may use this area to record any distinguishing features of your character.

Character movement is explained on p. 19 of the Expanded Game Rules.

Physical data

Consult p. 3-4 of the Basic Game Rules for information on physical data. Write your character's adjusted ability scores in the spaces provided. The following abbreviations are used for this data:

- STR** - Strength
- STA** - Stamina
- DEX** - Dexterity
- RS** - Reaction Speed
- INT** - Intuition
- LOG** - Logic
- PER** - Personality
- LDR** - Leadership
- IM** - Initiative Modifier
- PS** - Punching Score

Medical Record

Use this space to keep track of how many of your character's Stamina points remain after combat. You may also record any other injuries (broken arm, broken leg) your character suffers while on adventures.

General notes

You may use this space to record your character's employer, friends, contacts, and location or base in an adventure. You may also list extra weapons or equipment in this space.

Weapons

Record your character's ranged and melee

STAR FRONTIERS®

Character Record Sheet

UPF PERSONNEL FORM TJK/72860 X4F-98315

GENERAL DATA							
PLAYER'S NAME: <u>Larry Davis</u>				RACE: <u>Dralanite</u>			
CHARACTER'S NAME: <u>Zingak</u>				SEX: _____			
HANDEDNESS: _____				RUNNING: <u>20 m/turn</u> HOURLY: <u>3 Km</u>			
WALKING: <u>5 m/turn</u>							

PHYSICAL DATA				MEDICAL RECORD			
STR/STA:	<u>35/50</u>			CURRENT STA:	<u>31</u>		
DEX/RS:	<u>65/25</u>			OTHER INJURIES:			
INT/LOG:	<u>70/45</u>			GENERAL NOTES			
PER/LDR:	<u>50/45</u>						
IM:							

WEAPONS							
RANGED WEAPON	DMG	MOD TO HIT	PB/S/M/L/E	AMMO	SEU		
<u>Gyrojet Pistol</u>	<u>2d10</u>	<u>33+/-</u>	<u>-10-5/6-50/51-100/101-150</u>	<u>10 rounds</u>	<u>—</u>		
<u>Sonic Stunner</u>			<u>0-3/4-10/11-20/21-30/31-50</u>	<u>20 SEU clip</u>	<u>2</u>		
SAMPLE							
MELEE WEAPON	DMG	MOD	DEFENSE	POWER	SEU USE	MASS	
<u>Club</u>	<u>1d10</u>	<u>-5</u>	<u>1/mertia</u>	<u>—</u>	<u>—</u>	<u>—</u>	

DEFENSES		PERSONAL FILE	
SUIT:		RACIAL ABILITIES:	EXPERIENCE:
SCREEN: <u>Albedo</u>		<u>Lie Detector (5%)</u>	<u>5</u>
ENERGY RECORD		<u>Elasticity</u>	
		CREDITS:	<u>220</u>
		PAY/DAY:	<u>150 credits</u>
AVAILABLE: <u>2 SEU</u>	USED: <u>1 drained</u>		

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SEU USE - Standard Energy Unit use

DC - Deceleration

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GENERAL DATA

PLAYER'S NAME:

RACE:

CHARACTER'S NAME:

SEX:

HANDEDNESS:

WALKING:

RUNNING:

HOURLY:

PHYSICAL DATA

STR/STA: /

DEX/RS: /

INT/LOG: /

PER/LDR: /

IM:

MEDICAL RECORD

CURRENT STA:

OTHER INJURIES:

GENERAL NOTES

WEAPONS

RANGED WEAPON	DMG	MOD TO HIT	PB/S/M/L/E		AMMO	SEU
MELEE WEAPON	DMG	MOD	DEFENSE	POWER	SEU USE	MASS

DEFENSES

SUIT:

SCREEN:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

ENERGY RECORD

AVAILABLE:

USED:

CREDITS:

PAY/DAY:

[illegible][illegible]

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GENERAL DATA

PLAYER'S NAME:

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CHARACTER'S NAME:

SEX:

HANDEDNESS:

WALKING:

RUNNING:

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PHYSICAL DATA

STR/STA: /

DEX/RS: /

INT/LOG: /

PER/LDR: /

IM:

MEDICAL RECORD

CURRENT STA:

OTHER INJURIES:

GENERAL NOTES

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MELEE WEAPON	DMG	MOD	DEFENSE	POWER	SEU USE	MASS

DEFENSES

SUIT:

SCREEN:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

ENERGY RECORD

AVAILABLE:

USED:

CREDITS:

PAY/DAY:

[illegible]

EQUIPMENT								
MISCELLANEOUS EQUIPMENT				ROBOTS				
ITEM		MASS		TYPE	MOVE	LEVEL	MISSION	PROGRAM
COMPUTERS								
LEVEL		FN PTS		MASS		PROGRAM		

VEHICLES			
TYPE	AC/DC/TN/SP/CR	PASS.	CARGO

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HANDEDNESS:

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SUIT:

SCREEN:

PERSONAL FILE

RACIAL ABILITIES:

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CREDITS:

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HOURLY:

PHYSICAL DATA

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SCREEN:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

ENERGY RECORD

AVAILABLE:

USED:

CREDITS:

PAY/DAY:

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RACE:

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HANDEDNESS:

WALKING:

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PHYSICAL DATA

STR/STA: /
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MEDICAL RECORD

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DEFENSES

SUIT:

SCREEN:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

ENERGY RECORD

AVAILABLE:

USED:

CREDITS:

PAY/DAY:

SKILLS			
PRIMARY SKILL AREA: _____			
PSA SKILL	LEV	PSA SKILL	LEV
SUBSKILLS			

SECONDARY SKILL	LEV	SECONDARY SKILL	LEV
SPACESHIP SKILLS			

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PHYSICAL DATA

STR/STA: /
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CURRENT STA:

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SUIT:

SCREEN:

PERSONAL FILE

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ENERGY RECORD

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RACIAL ABILITIES:

EXPERIENCE:

ENERGY RECORD

AVAILABLE:

USED:

CREDITS:

PAY/DAY:

SKILLS			
PRIMARY SKILL AREA: _____			
PSA SKILL	LEV	PSA SKILL	LEV
SUBSKILLS			

SECONDARY SKILL	LEV	SECONDARY SKILL	LEV
SPACESHIP SKILLS			

[illegible]

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for the STAR FRONTIERS® Alpha
Dawn and Knight Hawks Science
Fiction Role-Playing Games

STRANDED!

You're trapped on the outer reaches of a frozen, desolate moonscape. Your parabatteries are dead, and your Stamina is at a new low. Suddenly, a flock of winged rippers swoops down out of the cold, starry sky. You reach for your Laser Rifle. But wait! You're out of ammo! Way to go, Flash.

You forgot to use your character record sheets.

The new STAR FRONTIERS® Character Record Sheets will help you keep track of your character throughout all his space adventures. The sheets include room for ability scores, weapons, defenses, skills, equipment, and mission notes. A set of 32 records is provided in this package, along with tips on how to use them. Room for recording spaceship skills, which are used in the STAR FRONTIERS Knight Hawks Game, is also included.

Don't let your latest frontier be the final one. Carry on with the STAR FRONTIERS® Character Record Sheets, and boldly play where no man has played before.

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