

NAME _____
 OCCUPATION _____
 APPEARANCE _____

 AGE _____ HEIGHT _____ BUILD _____



HEROIC LEVEL _____
 EXP. POINTS _____ PLOT POINTS _____
 CONCEPT _____

ATTRIBUTES

AGILITY D _____ STRENGTH D _____ VITALITY D _____ ALERTNESS D _____ INTELLIGENCE D _____ WILLPOWER D _____
 LIFE POINTS (VITALITY + WILLPOWER) _____ SERIOUS WOUND LEVEL (-2) _____ INITIATIVE (AGILITY + ALERTNESS) D _____ + D _____
 MOVEMENT | WALK = 0 ACTIONS, 15 FT | HUSTLE = 1 ACTION, 30 FT | RUN = 2 ACTIONS, 30 FT+AGILITY+ ATHLETICS/RUNNING

TRAITS

ASSETS	NOTE	COMPLICATIONS	NOTE
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SKILLS

ANIMAL HANDLING D _____	KNOWLEDGE D _____	PILOT * D _____	GUNS D _____
_____ D _____	_____ D _____	_____ D _____	_____ D _____
ARTISTRY D _____	_____ D _____	_____ D _____	_____ D _____
_____ D _____	LINGUIST * D _____	PLANETARY VEHICLES D _____	HEAVY WEAPONS D _____
ATHLETICS D _____	_____ D _____	_____ D _____	_____ D _____
_____ D _____	MECH. ENGINEERING * D _____	SCIENTIFIC EXPERTISE * D _____	MELEE WEAPON COMBAT D _____
_____ D _____	_____ D _____	_____ D _____	_____ D _____
COVERT D _____	_____ D _____	_____ D _____	_____ D _____
_____ D _____	MEDICAL EXPERTISE * D _____	SURVIVAL D _____	RANGED WEAPONS D _____
_____ D _____	_____ D _____	_____ D _____	_____ D _____
CRAFT D _____	_____ D _____	_____ D _____	_____ D _____
_____ D _____	PERCEPTION D _____	TECH. ENGINEERING * D _____	UNARMED COMBAT D _____
DISCIPLINE D _____	_____ D _____	_____ D _____	_____ D _____
_____ D _____	_____ D _____	_____ D _____	_____ D _____
INFLUENCE D _____	PERFORMANCE D _____	_____ D _____	_____ D _____
_____ D _____	_____ D _____	_____ D _____	_____ D _____

* SKILL CANNOT BE USED UNTRAINED

WEAPONS

NAME	DAMAGE	RANGE	MAX ROF	MAGAZINE
UNARMED	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

GEAR

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR

NAME	AR	COVERS
_____	_____	_____

MONEY

TOTAL	CREDITS	DOLLARS	PLATINUM	GOLD	SILVER
CREDITS € _____	€1	\$25	2.5	5	250

ACTION	DIFFICULTY	EXTRA SUCCESS	COMPLEX ACTIONS	PLOT POINT COST	DICE STEPS
EASY	3	10	15	1	d2
AVERAGE	7	14	35	2	d4
HARD	11	18	55	3	d6
FORMIDABLE	15	22	75	4	d8
HEROIC	19	26	95	5	d10
INCREDIBLE	23	30	115	6	d12
RIDICULOUS	27	34	135	7	d12+d2
IMPOSSIBLE	31	38	155	8	d12+d4
—	—	—	—	9	d12+d6
—	—	—	—	10	d12+d8
—	—	—	—	11	d12+d10
—	—	—	—	12	d12+d12

YOU CAN USE PLOT POINTS TO MODIFY ROLLS | REDUCE DAMAGE | FUEL ASSETS | MANIPULATE THE STORY

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