

NAME: _____

HISTORY: _____

PARADIGM(S): _____

S.P.E.W. ATTRIBUTES

STRENGTH: 

PERCEPTION: 

EMPATHY: 

WILLPOWER: 

GESTALT LV.: 

MORALE:

CARGO:

GESTALT DICE:

SURVIVAL POINTS

VITALITY

HEALTH POINTS - INJURIES

☐
 ☐
 ☐
 ☐
 ☐

DAMAGE TYPE DEF. BONUS

[Ac]	[Pi]	[Si]
[Bi]	[Po]	[Th]
[Ei]	[Ra]	[C]

BASE DEF.

GEAR BONUS

MISC. BONUS

DAMAGE TYPE DEF. BONUS

DEFENSE

CHRONIC INJURIES:

BASE DAMAGE THRESHOLD **TOUGHNESS + ABIL** ± TEMP DT MODIFIERS = TOTAL DT

DAMAGE

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VIRAL

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ABILITY/DISADVANTAGE/MOTIVATION	TIER	DESCRIPTORS (DLV.)		INITIATIVE (IN MOMENTS) STARTING INIT. IS 4D6 ± P _B
				1
				2
				3
				4
				5
				6
				7
				8
				9
				10
				11
				12
				13
				14

Skill Checks {SC%}	WMO	BY KIT	SUPPORTED	BASIC SKILL CHECKS					TRAINED SKILL CHECKS												
☐	☐			BALANCE (Bal%)	-	P	Wb	SKILL	=	z	☐	☐			CALM (Calm%)	-	E	Wb	SKILL	=	z
☐	☐			BRAWL (Brf%)	-	S	Pb	SKILL	=	x	☐	☐			DIPLOMACY (ASK) (D-Ask%)	-	E	Pb	SKILL	=	z
☐	☐			CLIMB (Clim%)	-	S	Wb	SKILL	=	x	☐	☐			DIPL. (BARTER/BRIBE) (D-BB%)	-	E	Wb	SKILL	=	z
☐	☐			COMPOSURE (Cmps%)	-	W	Ec	SKILL	=	x	☐	☐			DIPLOMACY (EXPRESSION) (D-Ex%)	-	E	Pb	SKILL	=	z
☐	☐			DODGE (Do%)	-	P	Sb	SKILL	=	x	☐	☐			DIPLOMACY (COMMAND) (D-Cd%)	-	E	Wb	SKILL	=	z
☐	☐			ENDURANCE (End%)	-	S	Wb	SKILL	=	x	☐	☐			DIPL.(DET. MOTIVES) (D-DM%)	-	E	Pb	SKILL	=	z
☐	☐			GRAPPLE (Grl%)	-	S	Wb	SKILL	=	z	☐	☐			DIPL. (INTIMIDATE) (D-Int%)	-	E	Sb	SKILL	=	z
☐	☐			HIDE (Hide%)	-	P	Wb	SKILL	=	z	☐	☐			DIGITAL SYSTEMS (DgtlSys%)	-	P	Wb	SKILL	=	z
☐	☐			HOLD (Hold%)	-	W	Pb	SKILL	=	x	☐	☐			ENERGY (TYPE) (Enrg%)	-	P	Wb	SKILL	=	z
☐	☐			JUMP/LEAP (J/L%)	-	S	Wb	SKILL	=	x	☐	☐			FIREARMS (LONG GUN) (Frm-L%)	-	P	Wb	SKILL	=	z
☐	☐			LIFT/PULL (L/P%)	-	S	Wb	SKILL	=	x	☐	☐			FIREARMS (PISTOL) (Frm-P%)	-	P	Wb	SKILL	=	z
☐	☐			RESIST PAIN (RPai%)	-	W	Sb	SKILL	=	z	☐	☐			FIRST AID (FAid%)	-	P	Wb	SKILL	=	z
☐	☐			SEARCH (Srch%)	-	P	Wb	SKILL	=	x	☐	☐			MELEE ATTACK (MA%)	-	S	Pb	SKILL	=	z
☐	☐			SNEAK (Snk%)	-	P	Wb	SKILL	=	x	☐	☐			NAVIGATION (Nav%)	-	P	Wb	SKILL	=	z
☐	☐			SPOT /LISTEN (Spt/Li%)	-	P	Wb	SKILL	=	z	☐	☐			SWIM (Swim%)	-	S	Wb	SKILL	=	z
☐	☐							SKILL	=	x	☐	☐			THROW (Thrw%)	-	P	Sb	SKILL	=	z

EXPERT SKILL CHECKS																					
☐	☐			ADVANCED MEDICINE (AMed%)	---	Pb	Wb	SKILL	=	z	☐	☐			PILOT (VEHICLE) (Pil%)	---	Pb	Wb	SKILL	=	z
☐	☐			ASTROGATION/TELEMETRY (As/Te%)	---	Pb	Wb	SKILL	=	z	☐	☐			SCIENCE (FIELD) (Sci%)	---	Pb	Wb	SKILL	=	z
☐	☐			CONSTRUCTION/ENGINEERING (Co/En%)	---	Pb	Wb	SKILL	=	z	☐	☐			SURVIVAL (Srvl%)	---	Pb	Wb	SKILL	=	z
☐	☐			MARTIAL ARTS (MtiA%)	---	Sb	Wb	SKILL	=	z	☐	☐			TOUGHNESS (Tgh%)	---	Sb	Wb	SKILL	=	z

NOTES		15
SPECIALTIES:	+	16
	+	17
	+	18
	+	19
	+	20
	+	21
	+	22
	+	23
SPECIAL RULES:	+	24
	+	BACK
	+	T01
	+	ACTIVE
	+	FORMATIONS

EQUIPMENT REFERENCE SHEET

COMPONENTS

KITS

[illegible]

DESCRIPTORS (DLV.)

[illegible]

NAME:				Type(s):			
Tech Level:		CU:		Descriptors DLv.			
Tech Points:		Durability:				FC	
External Mods:		Capacity:					
External Mods							
Tech Point Upgrades							
Skill Checks {SC%}: { %, %, %, %, %, %, % }							
Effect(s):							

NAME:		Type(s):	
Tech Level:	CU:	Descriptors DLv. FC	
Tech Points:	Durability:		
External Mods:	Capacity:		
External Mods		Total DLv.: Multiplier: x Lethality: x /x /x Gear Bonus:	
Tech Point Upgrades		Total DLv.: Multiplier: x Lethality: x /x /x Gear Bonus:	
Skill Checks {SC%}: { %, %, %, %, %, %, % }		Total DLv.: Multiplier: x Lethality: x /x /x Gear Bonus:	
Effect(s):			