



NAME: \_\_\_\_\_

CALL SIGN: \_\_\_\_\_

HOME PLANET: \_\_\_\_\_

CONCEPT: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

# BATTLESTAR GALACTICA

—ROLE PLAYING GAME—

## ATTRIBUTES

STRENGTH: \_\_\_\_\_

AGILITY: \_\_\_\_\_

VITALITY: \_\_\_\_\_

ALERTNESS: \_\_\_\_\_

INTELLIGENCE: \_\_\_\_\_

WILLPOWER: \_\_\_\_\_

## DERIVED ATTRIBUTES

LIFE POINTS (VIT+WIL): \_\_\_\_\_

INITIATIVE (AGI+ALE): \_\_\_\_\_

ENDURANCE (VIT+WIL): \_\_\_\_\_

RESISTANCE (VIT+VIT): \_\_\_\_\_

## ACTION DIFFICULTY

| Action | Diff / Extraordinary |
|--------|----------------------|
|--------|----------------------|

|      |        |
|------|--------|
| Easy | 3 / 10 |
|------|--------|

|         |        |
|---------|--------|
| Average | 7 / 14 |
|---------|--------|

|      |         |
|------|---------|
| Hard | 11 / 18 |
|------|---------|

|            |         |
|------------|---------|
| Formidable | 15 / 22 |
|------------|---------|

|        |         |
|--------|---------|
| Heroic | 19 / 26 |
|--------|---------|

|            |         |
|------------|---------|
| Incredible | 23 / 30 |
|------------|---------|

|            |         |
|------------|---------|
| Ridiculous | 27 / 34 |
|------------|---------|

|            |         |
|------------|---------|
| Impossible | 31 / 38 |
|------------|---------|

## ADVANCEMENT

Advancement Points: \_\_\_\_\_

Attribute Points: \_\_\_\_\_

Skill Points: \_\_\_\_\_

Trait Points: \_\_\_\_\_

## ADVANCEMENT COST

| Type | Cost |
|------|------|
|------|------|

|           |   |
|-----------|---|
| Attribute | 8 |
|-----------|---|

|       |   |
|-------|---|
| Trait | 7 |
|-------|---|

|       |   |
|-------|---|
| Skill | 3 |
|-------|---|

## SKILLS AND SPECIALTIES

Animal Handling \_\_\_\_\_

Medical Expertise \_\_\_\_\_

Artistry \_\_\_\_\_

Melee Wpn Combat \_\_\_\_\_

Athletics \_\_\_\_\_

Perception \_\_\_\_\_

Covert \_\_\_\_\_

Performance \_\_\_\_\_

Craft \_\_\_\_\_

Pilot\*

Discipline \_\_\_\_\_

Planetary Vehicles \_\_\_\_\_

Guns \_\_\_\_\_

Ranged Weapons \_\_\_\_\_

Heavy Weapons \_\_\_\_\_

Scientific Expertise \_\_\_\_\_

Influence \_\_\_\_\_

Survival \_\_\_\_\_

Knowledge \_\_\_\_\_

Technical Eng.\*

Mechanical Eng\*

Unarmed Combat \_\_\_\_\_

## VITALS

AGE: \_\_\_\_\_ SEX: \_\_\_\_\_ HAIR COLOR: \_\_\_\_\_

**EYE COLOR:**\_\_\_\_\_ **HEIGHT:**\_\_\_\_\_ **WEIGHT:**\_\_\_\_\_

[illegible]

| ARMOR         |  |
|---------------|--|
| Type:         |  |
| Armor Rating: |  |
| Covers:       |  |
| Penalty:      |  |

  

| WEAPONRY |       |
|----------|-------|
| Type:    | DMG:  |
| Range:   | Ammo: |
| Type:    | DMG:  |
| Range:   | Ammo: |
| Type:    | DMG:  |
| Range:   | Ammo: |

|        |       |
|--------|-------|
| Type:  | DMG:  |
| Range: | Ammo: |
| Type:  | DMG:  |
| Range: | Ammo: |
| Type:  | DMG:  |
| Range: | Ammo: |

## COMPLICATIONS

[illegible]

| DIE STEPS AND PLOT POINTS |          |          |          |          |          |          |          |          |           |           | CURRENT _____ |
|---------------------------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|---------------|
| <b>1</b>                  | <b>2</b> | <b>3</b> | <b>4</b> | <b>5</b> | <b>6</b> | <b>7</b> | <b>8</b> | <b>9</b> | <b>10</b> | <b>11</b> | <b>12</b>     |
| D2                        | D4       | D6       | D8       | D10      | D12      | D12+D2   | D12+D4   | D12+D6   | D12+D8    | D12+D10   | D12+D12       |

12

D12+D1