

## **CHARACTER SHEET**

CONCEPT			
Name Callsign			
Player		Allegiance	
Storyguide		Profession	
Story		Race	
Virtue		Flaw	

ATTRIBUTES			
Attribute	Rating	Feat Level	
Agility			
Intellect			
Perception			
Presence			
Strength			
Tenacity			

SECONDARY ATTRIBUTES		
Actions		
Movement		
Reflex		
Orgone		
Vitality		
Drama Points		

EXPERIENCE		
Total		
Unspent		

	SKILLS	
Skill	Expertise	Attr. Base
Specializations	Expertise	Skill

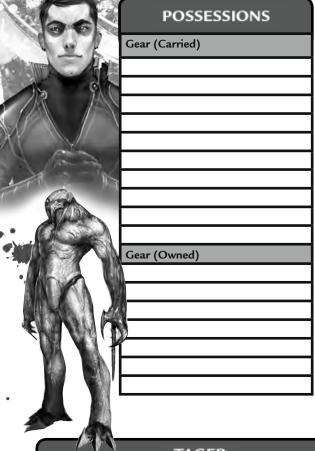
PERSONAL CHARACTERISTICS		
Gender		
Age		
Height		
Weight		
Hair		
Eyes		
Coloring		
Dist. Features		
Birthday		
Place of Birth		

QUALITIES
Assets
Drawbacks

## SPECIAL ABILITIES



	INSANITY
Points	
Disorders	



SPELLS				
First Order	Туре	Effect	Cost	
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Second Order	Туре	Effect	Cost	
			Н	
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Third Order	Туре	Effect	Cost	

	TAGER	
Manifestation		
Regeneration		
Fear Factor		
Shifted Attributes	Level	Feat
Agility		
Perception		
Strength		
Tenacity		
Actions		
Movement		
Reflex		
Vitality		

	ARMOR	
Туре		Protection

WEAPONS			
Туре	Damage	Shots/Rounds	Range

	WOUNDS					
Level	Vitality	Current	Effect	Tager Vitality	Tager Current	
Flesh			None			
Light			-1 Test Penalty			
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half			
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone			
Death's Door			Unconscious & Dying			



	CONCEPT				
Mecha Name					
Mecha Type					
Size Class					
Pilot Callsign					

STRUCTURE				
Integrity				
Armor				
DCS				
Regeneration				

CHARACTERISTICS					
Туре	Mecha Rating	Pilot's Ability	Modifies	Overall	
Control Response			Agility		
Sensors			Perception		
Multi-Task Systems			Actions		
Warning Systems			Reflex		
	Rating	Dam. Bonus	Equals		
Frame			Strength		

SUPPORT SYSTEMS					
Туре	Effects	SF Code			

SENSOR SYSTEMS					
Туре	Range	Mode	SF Code		

MOVEMENT SYSTEMS					
Туре	Effects	SF Code			
Ground Speed					
Air/Water Speed					
Acceleration Code					
Jumping Distance					
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ſ		WEAPON SYSTEMS							
	Туре	Size	Range	Damage	Shots	Rounds	Special	SF Code	
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	DAMAGE					
I	Level	Integrity	Current	Effect		
J	Cosmetic			None		
۱	Light			-1 Test Penalty		
	Moderate			-3 Test Penalty, Half Move, Max. 2 Actions Armor Half, DCS/Regeneneration Half Rate		
	Serious			-6 Test Penalty, Only Crawl. Max. 1 Action No A-Pod/Jump, Pilot Takes Half Armor Gone, DCS Quarter/Regen Half Rate		
	Critical			Falling Apart, Barely Walk No A-Pod/Jump, Pilot Takes Full No DCS/Regen Quarter Rate		



## SUPPORTING CAST SHEET

SUPPORTING CHARACTER					
Name/Callsign		Race			
Defining Characteristics		Gender			
Allegiance					
Attributes	Agility	Intelligence	Perception		
	Presence	Strength	Tenacity		
Secondary Attributes	Actions	Movement	Orgone		
	Reflex	Vitality			
Qualities					
General Skills					
Combat Skills					
Gear					
Spells					

SUPPORTING CHARACTER						
Name/Callsign		Race				
Defining Characteristics		Gender				
Allegiance						
Attributes	Agility	Intelligence	Perception			
	Presence	Strength	Tenacity			
Secondary Attributes	Actions	Movement	Orgone			
	Reflex	Vitality				
Qualities						
General Skills	eneral Skills					
Combat Skills		-				
Gear		· · · · · · · · · · · · · · · · · · ·				
Spells		-				

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	SUP	PORTING CHARACTER	
Name/Callsign		Race	
Defining Characteristics		Gender	
Allegiance			
Attributes	Agility	Intelligence	Perception
	Presence	Strength	Tenacity
Secondary Attributes	Actions	Movement	Orgone
	Reflex	Vitality	
Qualities			
General Skills			
Combat Skills			
Gear			
Spells			