

	Name	Callsign	
	Player	Allegiance	
	Storyguide	Profession	
CHARACTER SHEET	Story	Race	
	Virtue	Flaw	
ATTRIBUTES	6560\\D\D\\		
Assilusts Dating Fact Lord	SECONDARY AT	TRIBUTES	

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		

CONCEPT

QUALITIES		
Assets		
Drawbacks		

## **SPECIAL ABILITIES**



INSANITY	
Points	
Disorders	



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

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

	ARMOR		ľ
Туре		Protection	l
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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		

POSSESSIO	NS
Gear (Carried)	
Gear (Owned)	
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PARA-PSYCHIC POWERS					
First Order	Load	Difficulty	Initiation	Maintenance	Page
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Second Order	Load	Difficulty	Initiation	Maintenance	Page
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Third Order	Load	Difficulty	Initiation	Maintenance	Page

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ARMOR		
Туре	Protection	

WEAPONS				
Туре	Damage	Shots/Rounds	Range	
	<u> </u>			

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		Т



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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				

	WEAPON SYSTEMS						
Туре	Size	Range	Damage	Shots	Rounds	Special	SF Code

1	DAMAGE				
	Level	Integrity	Current	Effect	
	Cosmetic			None	
	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	Intellect	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	Intellect	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	Intellect	Perception		
	Presence	Strength	Tenacity		
Secondary Attributes	Actions	Movement	Orgone		
	Reflex	Vitality			
Qualities					
General Skills		'			
Combat Skills					
Gear					
Spells					