Character Sheet FRAGGED EMPIRE

Character Name _____ Player _____

Race _____ Languages: Corp.

Level +1 per 3 Sessions, 1 Trait per Lv ⬡ = ◯   Traits _____

Max Resources Lv +2 + ◯ = ◯   _____

Max Influence Lv +2 + ◯ = ◯   _____

Current Res ⬡⬡⬡⬡⬡ 5 ⬡⬡⬡⬡⬡ 10 ⬡⬡⬡⬡⬡ 15 ⬡⬡⬡⬡⬡ 20 ⬡⬡⬡⬡⬡ 25 ⬡⬡⬡⬡⬡ 30

Current Inf ⬡⬡⬡⬡⊙ 5 ⊗⊙ 10 ⬡⬡⬡⬡⬡ 15 ⊗⊙ 20 ⬡⬡⬡⬡⬡ 25 ⬣ 30

⊙ Minor Perk   ⊚ Moderate Perk   ⬤ Major or Unique Perk   ⊗ Complication

Perks _____
_____

Complications _____
_____

Attributes (0–5) Total (18) Traits

Attributes		Total	Traits
Strength	⬡◯◯◯◯	⬡	_____
Reflexes	⬡◯◯◯◯	⬡	_____
Movement	⬡◯◯◯◯	⬡	_____
Focus	⬡◯◯◯◯	⬡	_____
Intelligence	⬡◯◯◯◯	⬡	_____
Perception	⬡◯◯◯◯	⬡	_____
Fate	⬡ 2+ ◯ =	⬡	_____

Spare Time Points

Spare Time Roll + ◯

+1 Per Session
Max 10 Unused

Primary Skills x6

Trained (+1) Untrained (–2) Total Traits   Toolkit / Tool Box / Workshop / D Workshop

Everyday

	Total	Traits
⊙ Wealth	+ = ◯	_____
◯ Conversation	+ = ◯	_____
◯ Leadership	+ = ◯	_____
◯ Culture	+ = ◯	_____
◯ Physical	+ = ◯	_____
◯ Resolve	+ = ◯	_____
◯ Awareness	+ = ◯	_____
◯ Survival	+ = ◯	_____

Professional

	Total	Traits
⊙ Mechanics	+ = ◯	_____
◯ Electronics	+ = ◯	_____
◯ Programming	+ = ◯	_____
◯ Bio Tech	+ = ◯	_____
◯ Medicine	+ = ◯	_____
◯ Psychology	+ = ◯	_____
◯ Astronomy	+ = ◯	_____
◯ Planetoids	+ = ◯	_____

Personal Combat Skills x2

	Total	x2 Traits
⊙ Small Arms	+ = ◯	_____
◯ Heavy Arms	+ = ◯	_____
◯ Tactical	+ = ◯	_____
◯ Exotic	+ = ◯	_____

Vehicle System Skills x2

	Total	x2 Traits
⊙ Command	+ = ◯	_____
◯ Engineering	+ = ◯	_____
◯ Operations	+ = ◯	_____
◯ Gunnery	+ = ◯	_____

Strong Hit 🎲

Effort _____

Requirements

Primary or Vehicle System Skill, Does not Req Success, Not a Spare Time Roll

Result

You may re-roll a single die from this Skill Roll.

Research ⚒

Workshop: Wb Ws Ws D Ws

_____
_____
_____
_____
_____

Acquire

+1 Unit   12t

Publish   14t
12 Units   1 Inf
16 Units   2 Inf

Variations
Unethical   –4t –1 Inf
Difficult   +4t x2 Inf

Wb: Workbench
Ws: Workshop
D Ws: Dedicated Workshop
*Secret Knowledge or Minor Perk

Trade Goods 🎲

Cargo Space: 1   2   3   4

_____
_____
_____
_____
_____

Acquire
+1 Box   8t
+4 Boxes   14t

Loot
Weight 4   +1 Box

Sell   16t
12 Boxes   1 Res
16 Boxes   2 Res

Variations +2t
Dangerous   x2 Res
Illegal   x2 Res
Valuable   –2 Cargo

Equipment Slots

Weapons & Misc Items, 1 slot per Weight

Outfit + Utility Item + ◯ = ◯

Gauntlet 1) _____   Gauntlet 2) _____

1) _____	2) _____	3) _____
6) _____	7) _____	8) _____
11) _____	12) _____	13) _____

4) _____	5) _____
9) _____	10) _____
14) _____	15) _____

COMBAT SHEET FRAGGED EMPIRE

Attribute		Random Damage
Str		1
Ref		2
Mov		3
Foc		4
Int		5
Per		6
Fate		

Attribute Damage & Spent Fate | **Endurance Damage & Effects**

–Attribute = Bleeding 🜄   –5 Attribute = Death 💀   –1 Fate = Avoid Death

Combat Order   Int + ( ) = ( )

Overburdened
Each point your Str is under items Weight

Outfit ( )   Utility ( )   Weapon ( ) – ( ) Defence

Stealth
Requires Light Cover

Tac + Ref + ( ) = + ( )

Splash Scatter
Scatters 1 space per missed Attack Roll in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.

```
    5   6
  4  ✕  1
    3   2
```

Defence: 10+Ref+ ( ) = +Cover

vs Impair	Def+Str+	= ( )
vs Psionic	Def+Foc+	= ( )
vs Stealth	10+Per+	= ( )*

*+#Allies (max: 10)

Cover Steps: (+)
You can not increase 0 Cover.   Front Cover Equipment

1) Light Cover, +2 Def
You may Stealth.   ◇ ◇

2) Heavy Cover, +4 Def
Reduce End Dmg from RoF 3+ Weapons by 2.   ◇ ◇

3) Entrenched, +6 Def
Immune to Critical Hits if you have Endurance.   ◇ ◇

Armour: Outfit & Utility + ( ) = ( )

vs Energy	+ ( )
vs Slow	+ ( )
at 0 Endurance	– ( )

Endurance: 10+(Str x5)+ ( ) = ( )

Recovery   Foc + ( ) = ( )

Outfit 🎭		Armour	Defence	Endurance	Cover	Frt Cover	Slots	Weight	Variation	Cost
			+	+	+					

Utility Item 🛡		Armour	Defence	Endurance	Cover	Frt Cover	Slots	Weight	Variation	Cost
		+	+	+			+			

Natural Weapons ✊	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
Mind	+Int+Tactical	–	–	Focus	–	Infinite	0	1	0	Analytical	Auto

Natural, No Variations or Modifications

	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
Limbs	+Exotic	Str –1	Str –2	–	–	Infinite	0	2 (+1d6)	0	Melee, Impairment	Auto

Natural, Small, Blunt, No Variations or Modifications

Weapons 🔫	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost

Used Ammunition ⬡⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡⬡ Used Clips ⬡⬡⬡⬡⬡⬡

Used Ammunition ⬡⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡⬡ Used Clips ⬡⬡⬡⬡⬡⬡

Drone / Companion,

Defence: ___   Armour: ___   Movement: ___   Slots: ___   Bodies: ___

Used Ammunition ⬡⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡⬡ Used Clips ⬡⬡⬡⬡⬡⬡

Strong Hit 🎲

	Requirements	Result
Critical Hit	Damage, Hit, 1 use per RoF, Not Splash Damage	Deal your Weapons Critical Damage (–Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Damage, Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurnace.

Repair ⏻

Change Out `14t +`
Change 1 Attribute, Wpn, Trait or new Spacecraft.
Requires: Workshop.

Maintenance: Heal 1 `12t +`
and a Minor Condition (eg: Virus).
Requires: Toolbox.

Quick Fix: Heal any 2 `12 +`
Req: Workshop, Only Heals Dmg dealt this Combat.
May only be rolled once per available Workshop.
Must be performed directly after a Combat.

Rebuild: Heal one 8 `2x 14t +`
and a Major Condition (eg: Lost Wing).
Requires: Workshop.

Healing ✚

First Aid: Stops Bleeding `10 +`
May be performed during Combat.
Requires: Toolkit.

Extended Care: Heal all 1 `2x 12t +`
and a Minor Condition.
Requires: Toolbox.

Paramedics: Heal any 3 `12 +`
Req: Toolbox, Only Heals Dmg dealt this Combat.
Healing may be applied to multiple Characters.
Must be performed directly after a Combat.
Maximum of 1 Paramedics Roll per 3 Characters.

Surgery: Heal one 8 `2x 14t +`
and a Major or Minor Condition.
Requires: Workshop.
May Retro any Trait for a Implant Trait.

Spacecraft Environment

Atmosphere: 1 Engine Attribute Damage (no Armour) at the end of each Turn.
2 Attribute Damage (no Armour) at the end of each 3rd Turn.
−2 Hit and Range.

Dust Cloud: Take Damage equal to your Velocity.
Hit −2 if you Attack through Dust Cloud.

Gravity Field: Gain +2 Velocity when you enter a Gravity Field.
May make a free Rotate of 45° towards the source of the Gravity Field.

Nebula: Remove any Locked On Effects on you.
Remove all Locked On Effects you have applied to your Opponents.
May have additional GM defined effects.

Object: Reduce Vel by 2, if not 1 or 2; take 1 Attribute Dmg (no Armour).
Hit −2 if you Attack through an Object.

Spacecraft: Other Spacecraft immediatly move into an adjacent space.

Spacecraft Effects

Boarded: May have up to 5 Boarded Effects applied to you.
At the start of your Opponent's Turn they may make 1
Boarding Party Attack against you.
On a failed Attack Roll, remove 1 Boarded Effect.

Locked On: Enemies gain Hit: +Lock On vs you.

On Fire: 1 Attribute Dmg (no Armour) at the start of your Turn.

Drone Action	Attack *Damage Move	Hit +RoF Pick One: *Attack, Draw Wpn, Reload, Set Up or Pull Down or make a Analyse, Stealth or Escape Attack Roll.

Personal Combat Environment

Zero Gravity: Moving one space costs 2 Movement.
Hit −2
No Overburden Penalty.

Cover X: Defence +X

Difficult Terrain: Moving one space costs 2 Movement.

Open/Close Door: Cost 2 Movement to Change.

Personal Combat Effects

Bleeding: 1 Attribute Dmg (no Armour) at the start of your Turn.

Grabbing Target: As with Grabbed Effect but may remove as a Free Action.

Grabbed: 1 Action per Turn.
May Move with Target if you have higher Str.
Gain 1 Additional Action if you remove this Effect.

Limited Vision: Targets gain Cover versus you:
Light Cover (Low Light) or Heavy Cover (Blind, Pitch Black) vs You.

Locked On: Enemies gain Hit: +Lock On vs you.

Prone: +1 Cover Step
Cost 2 Movement to Change.
Moving one space costs 2 Movement while Prone.

Stealthed: May not be Targeted while in Cover.
Lost on Major Effect: Attack.
Lost next Turn if 1st Action is not a successful Stealth Action.

Suppressed: Maximum 1 Action this Turn.

Personal Combat Actions

Pick any 2 Actions Per Turn	Bonuses from the same Action do not Stack

Tactical Actions			Range Actions			Melee Actions		
Full Move	Move	Move +2	Snap Shot	Attack Damage Move		Strike	Attack Damage Move	Hit +Ref +Extra RoF Dice Move −2
Take Cover	Move	+1 Cover Step Armour vs Slow +1 (go Prone)	Spray Fire	Attack Damage Move	Hit +Per +Extra RoF Dice Move −2	Charge	Attack Damage Move	Move +2 (Straight Line) Damage +1 (per 4 Movement)
Prep	Recover	Pick One: Draw Wpn, Reload, Un−Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical).	Sighted Shot	Attack Damage	Hit +Per Range +Foc	Block	Impair	Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit −1
Analyse	Attack Recover	On Hit: Boost next Attack; Crit Attribute Location +/−2	Throw	Attack Damage Move	Hit +Ref Range +Str	Impair	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1
Stealth	Stealth	Vs Highest Defence On Hit: Cannot Be Targeted	Overwatch	Attack* Damage	Hit +Per *May Attack in a 180 Arc in response to any Action.	Escape	Damage Impair Move	Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target.

Spacecraft Combat System Rolls

Highest Velocity (or Size if Equal) First	Make 1 System Roll per Turn (Successful System Rolls may not be rolled again),		Highest CPU (or Sensors if Equal) First

Command + ●			Engineering + ●			Operations + ●			Gunnery + ●		
		Skill Roll			Skill Roll			Skill Roll			Skill Roll
Full Burn	8	Rotate 45° Alter Velocity = Eng.	Damage Control	12−Crew	Remove 1 On Fire Effect. Regen Shields. Armour vs Boarding +1	Calibrate	12−CPU	Add or remove 1 Locked On Effect.	Preparation	8−Crew	Reload or Un Jam a Weapon. May Roll Once per Weapon.
Manoeuvre	Size x4	Rotate 90° Alter Velocity = Eng −2.	Divert Power	14−Pow	A System Roll gains Str Hit +1. Take 5 Shield Damage.	Dumb Fire	vs Def	Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.	Volley	vs Def	Attack with a Battery. Shield Dmg +1 May Roll Once per Weapon.
Direct Crew	14−Crew	Rotate 45° Armour vs Boarding +1 Make System Roll at −2 or Launch a Fighter.	Combat Jump	14−CPU*	*4 Success, +2 Success required if Spacecraft leaves Combat Area. ⬡⬡⬢	Seeker	8−Crew	Launch a Warhead. This Warheads gains: Lock On +6.	Lead the Target	vs Def	Attack with a Battery. Range +1 May Roll Once per Weapon.
Strafe Size 1 or 2	vs Def	Rotate 45° Attack Front Arc with a Battery. Range −1	Patch Job	14−Crew	Repair 1 Attribute Dmg that was dealt after your last Turn.	Scan	14 −CPU	Boost next Attack; Crit Attribute Location +/−1 vs a Locked On Target.	Bombard Size 4+	vs Def	Attack with 2 Batteries. Hit −2

Attack Roll Formula:	3d6 +Hit −2 per Rng Increment beyond 1st Attack costs 1 Ammunition per RoF used (minimum 1)	vs	Targets Defence	Free Critical Hit vs Target with 0 Endurance

Spacecraft SHEET FRAGGED EMPIRE

Ship Name _____ Build _____

Influence Cost:

Traits (5 Inf Each) +Weapons +10 = ◯

Attributes	(0-5)	Total (18)	Traits (5 Inf)	Random Damage
Hull	⬡◯◯◯◯◯	⬡	▭	1
Engines	◯◯◯◯◯	⬡	▭	2
Crew	◯◯◯◯◯	⬡	▭	3
Power	◯◯◯◯◯	⬡	▭	4
CPU	◯◯◯◯◯	⬡	▭	5
Sensors	◯◯◯◯◯	⬡	▭	6
Size	⬡⬡ 3+ ◯ = ⬡		▭	

Attribute Damage   **Shield Damage & Effects**

-Attribute = On Fire 🔥   -5 Attribute = Destruction 💀
All Command Crew -1 Fate = Avoid Death

Cargo (Size x4)+Hull-10+ ◯ ◯   Secret Cargo= ◯   Wpn Slots Size + ◯ = ◯   Max Velocity = ⑥   Resupply Size x2 + ◯ = ◯
Days till Food/Fuel run low

Defence: 12-Size+Eng+ ◯ = ⬡
vs Ordinance   Def + ◯ = ◯
vs Boarding   10+Size+Crew+ ◯ = ◯

Armour: 3 + ◯ = ⬡
vs Boarding   0 + ◯ = ◯
at 0 Shields   -1

Shield: 10+(Pow x Size)+ ◯ = ⬡
Regen   Pow + ◯ = ◯

Boarded ◯◯◯◯◯
▭

Innate Weapons

Innate Weapons	Hit (+Skill)	Shield Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Mount	Type & Variations	Cost
Boarding Party	+Crew	-	1*	-	-	-	-	1	-	Boarding	Auto

No Variations or Modifications, *Treat Target as if it had no Shields or Armour

Ordnance

Weapons	Hit (+Skill)	Shield Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Mount	Type & Variations	Cost

Used Ammunition ◯◯◯◯◯◯ ◯◯◯◯ ◯◯◯◯

Used Ammunition ◯◯◯◯◯◯ ◯◯◯◯ ◯◯◯◯

| | | | | | | | | | | Ordnance, | |

Defence: ___ Armour: ___ Movement: ___ Bodies: ___

Destroyed Bodies ◯◯◯◯◯◯◯   ◯◯◯◯◯◯◯   Launched Bodies ◯◯◯◯◯◯◯ ◯◯◯◯

Strong Hit 🎲

	Requirements	Result
Critical Hit	Damage, Hit, 1 use per RoF, Not Splash Damage	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Damage, Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Shields.
Effort	Primary or Vehicle System Skill, Does not Req Success, Not a Spare Time Roll	You may re-roll a single die from this Skill Roll.

Space Craft Layout

Workshop, Labs, Cargo & Notes

Spacecraft Perks: Size + ◯ = ◯

- ◯ +5 Shields (Size 1-2)
- ◯ +1 Cargo
- ◯ +2 Resupply
- ◯ Deep Space SOS Beacon
- ◯ Escape Pods (Size 3-5)
- ◯ Shuttle (Size 4-5)
- ◯ Brig (Size 3-5)
- ◯ Armoury
- ◯ Additional Rooms (Size 3-5)

- ● Ejection Seats (Size 1-2)
- ● Comm System
- ● Life Support
- ● Jump Drive
- ● Docking Clamp (Size 2-5)
- ● Airlock (Size 2-5)
- ● Corridors (Size 3-5)
- ● Small Rooms (Size 3-5)
- ● Large Rooms (Size 5)