

NPC SHEET

FRAGGED
EMPIRE

Henchmen

	Hit	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Weapon: Type & Variations	Cost
	+2=	+Bodies						+Bodies			
Combat Order = 0	Lock On	Movement		Armour	Defence	vs Stealth	vs Impair		Slots		Bodies
Average Player Res					Def-4	Def+Slots					

Weapon Notes:

Traits:

Destroyed Bodies Used Ammunition Used Clips

Name Average Player Resources Skilled Nemesis

Attributes Rnd Dmg Damage & Effects

Str 1

Ref 2

Mov 3

Foc 4

Int 5

Per 6

Fate

0 Attribute = Death

Race Traits

Variations

Defence: 10 + Ref + =

vs Impair Def + Str + =

vs Psionic Def + Foc + =

vs Stealth 10 + Per + = *

Armour: Bonus + =

vs Energy +

vs Slow +

at 0 Endurance -

End: 10 + (Str x 5) + =

Recovery Foc + =

Stealth 2 + Ref + = +

Combat Order Int + =

Weapon	Hit	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
	+2=										

Used Ammunition Used Clips

Name Average Player Resources Skilled Nemesis

Attributes Rnd Dmg Damage & Effects

Str 1

Ref 2

Mov 3

Foc 4

Int 5

Per 6

Fate

0 Attribute = Death

Race Traits

Variations

Defence: 10 + Ref + =

vs Impair Def + Str + =

vs Psionic Def + Foc + =

vs Stealth 10 + Per + = *

Armour: Bonus + =

vs Energy +

vs Slow +

at 0 Endurance -

End: 10 + (Str x 5) + =

Recovery Foc + =

Stealth 2 + Ref + = +

Combat Order Int + =

Weapons	Hit	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
	+2=										

Used Ammunition Used Clips

	+2=										
--	-----	--	--	--	--	--	--	--	--	--	--

Used Ammunition Used Clips

Strong Hit Requirements Result

FRAGGED

EMPIRE

Inf Cost: Traits (5 Inf Each) + Wpn + 10 = ○

Traits

Shield: $10 + (P \times S) + \bigcirc = \text{Benzene Ring}$

Regen Power + ○ = ○

Weapon Slots Size +  = 

Cost

()

Ordinance,

Destroyed Bodies Launched Bodies

Inf Cost: Traits (5 Inf Each) + Wpn + 10 = ○

Traits

Shield: $10 + (\text{PxS}) + \bigcirc = \text{Benzene Ring}$

Regen Power + ○ = ○

Weapon Slots Size +  = 

Cost

()

Destroyed Bodies Launched Bodies

Result