# 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

## Attributes (0–5) Total (18) Traits

| Attribute | | Total | Traits |
|---|---|---|---|
| Strength | ⬡◯◯◯◯ | ⬡ | _____ |
| Reflexes | ⬡◯◯◯◯ | ⬡ | _____ |
| Movement | ⬡◯◯◯◯ | ⬡ | _____ |
| Focus | ⬡◯◯◯◯ | ⬡ | _____ |
| Intelligence | ⬡◯◯◯◯ | ⬡ | _____ |
| Perception | ⬡◯◯◯◯ | ⬡ | _____ |
| Fate | ⬡ 2+ ◯ = ⬡ | | _____ |

**Perks** _____

_____

**Complications** _____

_____

**Spare Time Points**
Spare Time Roll + ◯
+1 Per Session
Max 10 Unused

## Primary Skills x6

### Everyday

| | Trained (+1) | Untrained (−2) | Total | Traits | Toolkit / Tool Box / Workshop / D Workshop |
|---|---|---|---|---|---|
| ◉ | 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 Boxs  1 Res
16 Boxs  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) _____  4) _____  5) _____
6) _____  7) _____  8) _____  9) _____  10) _____
11) _____  12) _____  13) _____  14) _____  15) _____

+2 to all non-combat Skill Rolls connected to knowing about or working with computer hardware.

# Combat Sheet FRAGGED EMPIRE

**Random Damage**

| Str | 1 |
| Ref | 2 |
| Mov | 3 |
| Foc | 4 |
| Int | 5 |
| Per | 6 |
| Fate | |

Atribute 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) Hard 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 + ( ) = ( ) |

**Gain +1 Armour while in Environmental Cover.**

| 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 –1 | – | – | 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 ⬡⬡⬡⬡⬡

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

## Strong Hit 🎲

| | Requirements | Result |
|---|---|---|
| Critical Hit | Attack, Hit, 1 use per RoF, No Splash Damage | Deal your Weapons Critical Damage (–Targets Armour) to a random (roll a d6) Attribute. |
| Critical Boost | Attack, 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 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 Turn 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.

## Personal Combat Environment

**O Gravity:**
Each space costs 2 Movement.
Hit −2
No Overburden Penalty.

**Cover X:**
Defence +X
Bonuses can never more than double base Cover.

**Difficult Terrain:** Each space costs 2 Movement.

**Open/Close Door:** Cost 2 Movement to Change.

## 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<br>Pick One: *Attack, Draw Wpn, Reload, Set Up or Pull Down or make a Analyse, Stealth or Escape Attack Roll. |
|---|---|---|

## 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:
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.
Each space costs 2 Movement.

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

**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: Cant 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 | Turn 45° Alter Velocity = Eng. | Damage Control | 12-Crew | Remove 1 On Fire Effect. Regen Shields. | Calibrate | 12-CPU | Add or remove 1 Target Lock Effect. | Preparation | 8-Crew | Reload or Un Jam a Weapon. May Roll once per Weapon. |
| Manoeuvre | Size x4 | Turn 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 | Turn 45° Make a free System Roll from any System 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 | Turn 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