Character Sheet — Fragged Empire

Character Name Jacob Thrift (Archeologist) **Player** _____ **Race** Kaltoran **Languages:** Corp. Kaltoran, Ancient Kaltoran

			Traits
Level +1 per 3 Sessions, 1 Trait per Lv		4	-
Max Resources	Lv +2 + ◯ =	6	-
Max Influence	Lv +2 + ◯ =	6	-

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
Strength		3	-
Reflexes		4	-
Movement		3	-
Focus		2	-
Intelligence		4	-
Perception		2	-
Fate	2+ 1 =	3	-

Perks
- Language: Ancient Kaltoran

Complications
- Prejudice from Corporation.
- Tripples on a Fate Re-roll = Unwanted Flashback minor Complication

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								
Wealth		-2 + -1 =	-3	-				
Conversation		-1 + =	-1	-				
Leadership		-1 + =	-1	-				
✓ Culture		1 + 1 =	2	Archeologist		✓		
Physical		-1 + =	-1	-				
Resolve		-1 + =	-1	-				
✓ Awareness		1 + 3 =	4	-		✓		
✓ Survival		1 + 1 =	2	Tracker		✓		
Professional								
Mechanics		-1 + =	-1	-				
Electronics		-1 + =	-1	-				
Programming		-1 + =	-1	-				
Bio Tech		-1 + =	-1	-				
Medicine		-1 + =	-1	-				
✓ Psychology		1 + 1 =	2	-			✓	
✓ Astronomy		1 + 1 =	2	-				
✓ Planetoids		1 + 2 =	3	-				

Personal Combat Skills x2

	Total	x2 Traits
✓ Small Arms	1 + 1 = 2	Dirty Fighter
Heavy Arms	-2 + = -2	-
Tactical	-2 + = -2	-
✓ Exotic	1 + = 1	Special Ammo

Vehicle System Skills x2

	Total	x2 Traits
✓ Command	1 + 1 = 2	-
Engineering	-2 + = -2	-
Operations	-2 + = -2	-
✓ Gunnery	1 + = 1	-

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 + ◯ = 10

1) SMG	2) Infestor Whip	3) Culture Toolbox	Gauntlet 1)	Gauntlet 2)
6) -	7) Psychology Toolbox	8) -	4) -	5) Awareness Toolbox
11)	12)	13)	9) Survival Toolbox	10) -
			14)	15)

+2 to all non-combat rolls connected to History and Archeology.
+2 to all Skill Rolls to track Targets (including Spacecraft).

Combat Sheet Fragged Empire

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

Atribute Damage & Spent Fate

Endurance Damage & Effects

-Attribute = Bleeding -5 Attribute = Death -1 Fate = Avoid Death

Combat Order Int + = 4

Overburdened
Each point your Str is under items Weight
Outfit Utility Weapon - 0 Defence

Stealth Tac + Ref + = +2
Requires Light Cover

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+1 = 15 +Cover

vs Impair Def+Str+ = 18

vs Psionic Def+Foc+ = 17

vs Stealth 10+Per+2 = 14*
*+#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 + = 2

vs Energy + 1

vs Slow +

at 0 Endurance -

Endurance: 10+(Str x5)+ = 25

Recovery Foc + = 2

Reduce all Limited Vision and Low Light penalties by 1 Step.

Outfit	Armour	Defence	Endurance	Cover	Frt Cover	Slots	Weight	Variation	Cost
Tactical Armour	2	+	+	+		10	3	Tungsten Carbine	2

Armour vs Energy +

Utility Item	Armour	Defence	Endurance	Cover	Frt Cover	Slots	Weight	Variation	Cost
Tactical Headset	+	+ 1	+	+		+			-

Short Range Comms, all of your Weapons gain Lock On +1

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											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
SMG	+1	5	4	3	3	12	1*	3 (+2d6)	1	Gun (Irradiated)	2

Small, *Take 5 Endurance Damage every Action you spend Reloading or Un Jamming this Weapon, Lock On +3

Modifications: Personalised, Targeting Matrix, Extended Clip

Used Ammunition Used Clips

Infestor Whip (off hand)	+3	4	3	1*	-	-	1	1	1	Melee, Impairment	2

Bio Tech, Strong Hit (5-6), *Max range 5, Lock On +3

Modifications: Personalised, Targeting Matrix

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.
Special Ammo	Attack, Hit	Pick one: Target is knocked Prone, Splash +1, Target is Locked On or +2 End Dmg.

Gain Strong Hit +1 vs Bleeding, Prone or Suppressed Targets. Or vs any Target during a Surprise Round.

Repair

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

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.

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

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.

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.

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

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.

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

0 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.

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

Full Move	Move	Move +2
Take Cover	Move	+1 Cover Step Armour vs Slow +1 (go Prone)
Prep	Recover	Pick One: Draw Wpn, Reload, Un Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical).
Analyse	Attack Recover	On Hit: Boost next Attack: Crit Attribute Location +/-2 Hit +2
Stealth	Stealth	Vs Highest Defence On Hit: Cant be Targeted

Range Actions

Snap Shot	Attack Damage Move	
Spray Fire	Attack Damage Move	Hit +Per +Extra RoF Dice Move -2
Sighted Shot	Attack Damage	Hit +Per Range +Foc
Throw	Attack Damage Move	Hit +Ref Range +Str
Overwatch	Attack* Damage	Hit +Per *May Attack in a 180 Arc in response to any Action.

Melee Actions

Strike	Attack Damage Move	Hit +Ref +Extra RoF Dice Move -2
Charge	Attack Damage Move	Move +2 (Straight Line) Damage +1 (per 4 Movement)
Block	Impair	Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1
Impair	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1
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

Command +

	Skill Roll	
Full Burn	8	Turn 45° Alter Velocity = Eng.
Manoeuvre	Size x4	Turn 90° Alter Velocity = Eng -2.
Direct Crew	14-Crew	Turn 45° Make a free System Roll from any System at -2 or Launch a Fighter.
Strafe Size 1 or 2	vs Def	Turn 45° Attack Front Arc with a Battery. Range -1

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

Engineering +

	Skill Roll	
Damage Control	12-Crew	Remove 1 On Fire Effect. Regen Shields.
Divert Power	14-Pow	A System Roll gains Str Hit +1. Take 5 Shield Damage.
Combat Jump	14-CPU*	*4 Success, +2 Success required if Spacecraft leaves Combat Area.
Patch Job	14-Crew	Repair 1 Attribute Dmg that was dealt after your last Turn.

Operations +

	Skill Roll	
Calibrate	12-CPU	Add or remove 1 Target Lock Effect.
Dumb Fire	vs Def	Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.
Seeker	8-Crew	Launch a Warhead. This Warheads gains: Lock On +6.
Scan	14 -CPU	Boost next Attack: Crit Attribute Location +/-1 vs a Locked On Target.

Gunnery +

	Skill Roll	
Preparation	8-Crew	Reload or Un Jam a Weapon. May Roll once per Weapon.
Volley	vs Def	Attack with a Battery. Shield Dmg +1 May Roll once per Weapon.
Lead the Target	vs Def	Attack with a Battery. Range +1 May Roll once per Weapon.
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