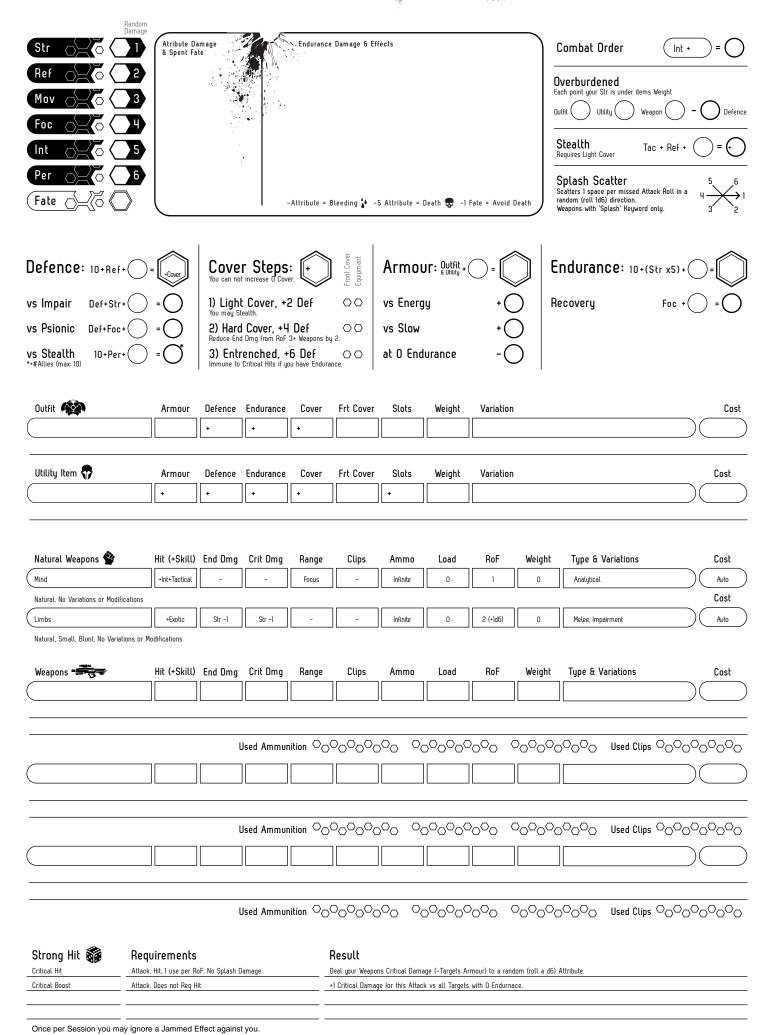
Character Name_		_ Player		Race	Languages: Corp.
	Lv +2 + $\bigcirc$ = $\bigcirc$	Traits			$\bigcirc$
Reflexes  Movement  Focus  Intelligence  Perception	(0-5) Total (18)  (0-5) Total (18)  (0-5)	Traits		Perks  Complications  Spare Time Poil  Spare Time Roll +	ints (+1 Per Session Max 10 Unused
Trained (+1)  Wealth Conversation Leadership Culture Physical Resolve Awareness Survival  Mechanics Electronics Programmin Bio Tech Medicine Psychology Astronomy Planetoids	+ = \ + = \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ + = \ \ \ + = \ \ \ \	Traits		□ Small  Wellote System Skills X2  Heave  □ Tactio  □ Comm  □ Comm	y Arms
Strong Hit	Requirements Primary or Vehicle System Skill, Di	oes not Req Success, Not a Spare Time Roll	Result You may re-roll a sin	ngle die from this Skill Rol	IL.
Research A	\(\) \(\) \(\) \(\) \(\) \(\) \(\) \(\)	Ws: Wo	12t  sh 14t  s 1 Inf		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 Valuable -2 Cargo
Equipment Slots Weapons & Misc Items, 1 slot pe	Outfit + Ul	ility Item + =			Gauntlet 1) (Gauntlet 2)
weapons α misc items, i stor pe	(2)		3)		4) 5)
6)	7)		8)		9) (10)
(11)	) (12)	) (	13)	) (	14)

# COMBAT SHEET FRAGGED



#### Change Out

Change 1 Attribute, Wpn, Trait or new Space Requires: Workshop.



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



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

Healing 🗬



Extended Care; Heal all 1 ( 2x 12t (+

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

12 (+

Rebuild; Heal one 8 and a Major Condition (eg: Lost Wing) Requires: Workshop.

2x 14t (+

May make 1 free Spacecraft Maintenance Spare Time Roll per Session.

## 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 Hit +RoF

Pick One: \*Attack, Draw Wpn, Reload, Set Up or Pull Down or make a Analyse, Stealth or Escape Attack Roll.

Paramedics: Heal any 3
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

Requires: Toolbox.

Surgery: Heal one 8 and a Major Condition. Requires: Workshop. May Retro any Trait for a Implant Trait.

2x 14t (+

### 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.

### 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.

Grahhed: 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.

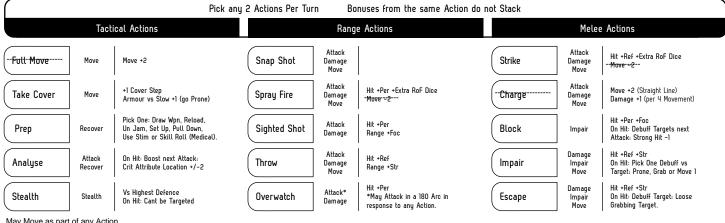
Stealthed: May not be Targeted while in Cover.

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



May Move as part of any Action.

## Spacecraft Combat System Rolls

