From the producers of the DUNGEONS & DRAGONS® Game

STAR FRONTIERS®

Official Character Record Sheets



Keep track of your STAR FRONTIERS characters with these Character Record Sheets. For use with STAR FRONTIERS Alpha Dawn and Knight Hawks role-playing games.



PRODUCTS OF YOUR IMAGINATION"

How to Use the Character Record Sheets

This character sheet will help you keep track of your character's abilities and equipment during STAR FRONTIERS® adventures. The following paragraphs explain those terms on the sheet that are not self-explanatory. Be sure to use pencil when you use this sheet, because some abilities may change during an adventure.

General data

General information about creating characters starts on p. 3 of the STAR FRONTIERS® Basic Game Rules. In addition to the specific characteristics given here, you may use this area to record any distinguishing features of your character.

Character movement is explained on p. 19 of the Expanded Game Rules.

Physical data

Consult p. 3-4 of the Basic Game Rules for information on physical data. Write your character's adjusted ability scores in the spaces provided. The following abbreviations are used for this data:

STR - Strength

STA - Stamina

DEX - Dexterity

RS - Reaction Speed

INT - Intuition

LOG - Logic

PER - Personality

LDR - Leadership

IM - Initiative Modifier

PS - Punching Score

Medical Record

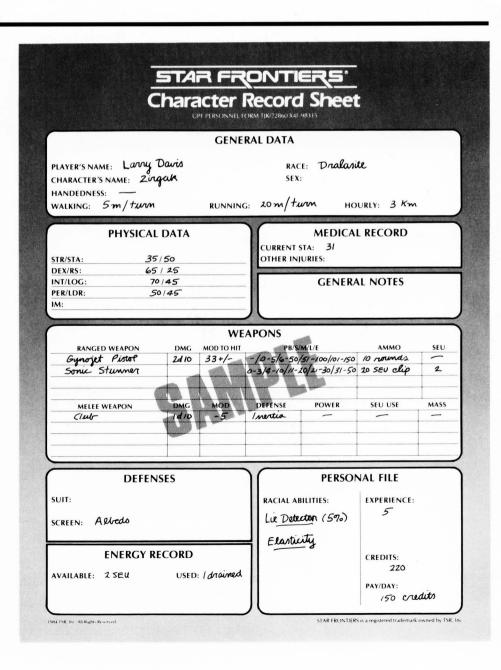
Use this space to keep track of how many of your character's Stamina points remain after combat. You may also record any other injuries (broken arm, broken leg) your character suffers while on adventures.

General notes

You may use this space to record your character's employer, friends, contacts, and location or base in an adventure. You may also list extra weapons or equipment in this space.

Weapons

Record your character's ranged and melee



weapons in this area. The following abbreviations are used for ranged weapons:

DMG - Damage

MOD. TO HIT - Modified To Hit Number: a character's basic chance to hit including any modifiers (see p. 22 of the Expanded Game Rules).

PB/S/M/L/É - Point Blank/Short/ Medium/Long/Extreme: Weapon range modifiers.

AMMO - Ammunition

SEU - Standard Energy Unit

The following abbreviations are used for melee weapons:

DMG - Damage **MOD** - Modifier

SEU USE - Standard Energy Unit use

Defenses

Use this space to record the type of defense (suit or screen) carried by your character.

Energy record

Use this space to keep track of how much energy your character has available and how much he has used for operating defenses, weapons, and computers.

Personal file

Your character gains experience points and credits while on adventures. Use this space to keep track of these values. Record your character's special racial abilities in the space provided.

Skills

Record your character's Primary Skill Area (PSA), PSA skills, and secondary skills in these spaces. List your character's skill level in the column marked "LEV." Spaces for subskills have also been provided.

Spaceship skills. Your character may gain spaceship skills after he has reached a certain level of skill in other areas. Consult the STAR FRONTIERS Knight Hawks game for a list of these skills and how to use them in spaceship adventures.

Equipment

Use these spaces to list all miscellaneous equipment owned or carried by your character. Specific spaces have been provided for listing vehicles, robots, and computers.

The abbreviations used on the vehicle chart are:

AC - Acceleration DC - Deceleration

	PRI	MARY SKIL	L AREA:	SKI Techn	weogical						
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Robotics	1										
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	AC/DC/1	IN/SP/CR	PASS. 2	CARGO 2 Kg	-	FN P	TS M	ASS	PI		ma

TN - Turn Speed SP - Top Speed

CR - Cruise Speed

Consult p. 29-33 of the Expanded Game Rules for information on vehicles.

Information on determining robot types, levels, missions, and programs is on p. 46-47 of the Expanded Game Rules.

The abbreviation **FN PTS** on the computers chart stands for FUNCTION POINTS. Information on determining computer levels, function points, mass, and programs is on p. 46 of the Expanded Game Rules.

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STAR FRONTIERS®

Character Record Sheets

for the STAR FRONTIERS® Alpha Dawn and Knight Hawks Science Fiction Role-Playing Games

STRANDED!

You're trapped on the outer reaches of a frozen, desolate moonscape. Your parabatteries are dead, and your Stamina is at a new low. Suddenly, a flock of winged rippers swoops down out of the cold, starry sky. You reach for your Laser Rifle. But wait! You're out of ammo! Way to go, Flash.

You forgot to use your character record sheets.

The new STAR FRONTIERS® Character Record Sheets will help you keep track of your character throughout all his space adventures. The sheets include room for ability scores, weapons, defenses, skills, equipment, and mission notes. A set of 32 records is provided in this package, along with tips on how to use them. Room for recording spaceship skills, which are used in the STAR FRONTIERS Knight Hawks Game, is also included.

Don't let your latest frontier be the final one. Carry on with the STAR FRONTIERS® Character Record Sheets, and boldly play where no man has played before.

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TSR, Inc.

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