Sundered Skies

Hero:

Race: Charisma:

Homeisle: Pace:

Attributes

Agility	4	6	8	10	12	
Smarts	4	6	8	10	12	
Strength	4	6	8	10	12	
Spirit	4	6	8	10	12	
Vigor	4	6	8	10	12	

Parry Toughness

Hindrances:

Edges:

Skills

4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		
4	6	8	10	12		

N
5
10
15

S
25
30
35

V
45
50
55

H
65
70
75

L
90
100
110

Permanent Injuries;

-1
-2
-4
Glow Mad

Wounds
-1
-2
-3
Inc
-2
-1
Fatigue

Gear	Wt

Armor

Head:

Torso:

Arms:

Legs:

Total WT Carried:

Weight Limit:

Encumbrance Penalty:

Powers/Trappings	Cost	Range	Damage/Effect	Duration

Weapon	Range	ROF	Damage	AP	WT	Notes

5 10 15 20 25 30

Ship Type | Cost

Acc/Top | Crew

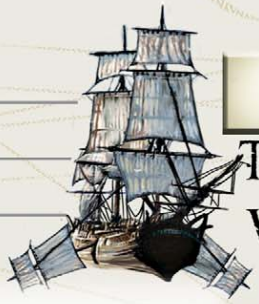
Handling | Cargo

Notes:

Ship Name:

Captain:

Port of Call:



Toughness

Wounds

-1

-2

-3

Wrecked

Upgrades

Guns	Range	ROF	Damage (AP)	Burst?	Notes
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

Agility

Smarts

Spirit

Strength

Vigor

Crewmen, Troops, and other Allies

Type ~ Rank:

Pace | Parry | Toughness

Edges:

Hindrances:

Name	Notes

Fatigue

-1

-2

INC

Skills

d ____ Climbing

d ____ Boating

d ____ Fighting

d ____ Guts

d ____ Intimidation

d ____ Repair

d ____ Notice

d ____ Shooting

d ____ Stealth

d ____ Throwing

d ____ _____

d ____ _____

d ____ _____

Gear	Range	ROF	Damage (AP)	Notes
	/ /			
	/ /			
	/ /			

Ammo Track

V High -1

High

Low

Out