CHARACTER SHEET

ΕΧΡ^ΔΝSΕ

| ыпакаыт | | | | | | | | | Λr | | | | |
|---------------------|----------|-----------|---------------------------|---------------|-----------|-----------|-----------------------------|--------------|-----------|------------|--------|------------|--|
| NAME | | | | | SOCIAL | CLASS | | | | | | | |
| GENDER | | | | BACKGROUND | | | | | | | | | |
| AGE | | | | PROFESSION | | | | | | | | | |
| ORIGIN | | | DRIVE | | | | | | | | | | |
| | - | | JALITY | | | | | | | | | | |
| FORTUNE | | | | NFALL | | | | | | | | | |
| INCOME | | | | | | LEVEL | | | | | | | |
| SPEED | | RUN | | - | | LLVLL | | | | | | | |
| | | | | | nceen | ΙΠΤΙΠΝΙ | | | | | | | |
| DEFENCE | BONUS | | | DESCRIPTION | | | | | | | | | |
| TOUGHNESS | | ARMOUR | | | | | _ | | _ | | _ | _ | |
| ABI | LITIES | | | | | | | | | | _ | | |
| Accuracy Dexte | rity Con | stitution | Strength | Fighting | Wi | Willpower | | Intelligence | | unication | P | Perception | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| FOCI | | | | | | | | | | | | | |
| Accuracy | Att/Focu | s Total | Willpower | | Att/For | | Total | Communic | -1: | Att/Foc | | Total | |
| Bows | | s Total | | | ATT/ FOI | CUS | Total | | ation | Att/ FOC | IS | Total | |
| Gunnery | | | Courage Faith | | | | | Bargaining | | | | | |
| Pistols | | | | | | | | Deception | | | | | |
| Rifles | | | Self-Discipl | | | | Disguise Tatal Etiquette | | | | | | |
| Throwing | | _ | Intelligence | 9 | Att/Focus | | Total | Expression | | | | | |
| | Δ/Γ | ıs Total | Art | | | | | Gambling | | | | | |
| Dexterity | Att/Focu | is lotai | Business | | | | | Investigatio | n | | | | |
| Acrobatics | | _ | Cryptograp | | | | | Leadership | | | | | |
| Crafting Driving | | | Current Aff | | | | | Performing | | | | | |
| Free-Fall | | | Demolitions | | | | | Persuasion | | | | | |
| Initiative | | | Engineering Evaluation | | | | | Seduction | | | | | |
| Piloting | | | Law | | | | | Perception | 1 | Att/Foc | IS | Total | |
| Sleight of Hand | | | Medicine | | | | | Empathy | | | | | |
| Stealth | | | Navigation | | | | | Hearing | | | | | |
| Constitution | Att/Focu | ıs Total | Research | | | | | Intuition | | | \top | | |
| Running | | - ratur | Science | | | | | Searching | | | | | |
| Stamina | | | Security | | | | | Seeing | | | | | |
| Swimming | | | , Tactics | | | | | Smelling | | | | | |
| Tolerance | | | Technology | | | | Survival | | | | | | |
| Strength | Att/Focu | ıs Total | Fighting | | Att/Fo | | Total | Tasting | | | | | |
| Climbing | | - rotur | Brawling | | | | rotui | Touching | | | | | |
| Intimidation | + | | Grappling | | | | | Tracking | | | | | |
| Jumping | | | Heavy Weap | ions | | | | | STA | NDARD TE | ST | | |
| Might | | | | Light Weapons | | | | 3 | d6 + Attr | ibute + Fo | cus v | s TN | |
| J | 1 1 | I | 3 | | | | | | (double | s produce | SP's |) | |

| TALENTS | TALENTS | | | | | | SPECIALIZATIONS | | | | | | |
|---------|---------|----|--------|-----|----|--|-----------------|-----|----|----------------|-----|----|--|
| Talent | Lvl | Pg | Talent | Lvl | Pg | | Specialization | Lvl | Pg | Specialization | Lvl | Pg | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |

GEAR and NOTES

ΕΧΡΔΝSΕ

| GEAR | | | | | CONDITIONS |
|------------------|--------|---------|------|-----|---|
| Armour & Shields | Bonus | Penalty | Cost | Pg | DEAFENED The character cannot hear and automatically fails ability tests |
| | | | | | reliant on hearing, such as Perception (Hearing). |
| | | | | | DYING The character is in danger of perishing. A dying character loses 1 point |
| | | | | | of Constitution score each round on the start of the character's turn. When the character's Constitution score reaches –3, the character dies. Successful first |
| Weapons & Notes | Attack | Dmg | Cost | Pg | aid applied to a dying character stabilizes their condition, making them helpless, |
| | | Ding | 0001 | ' g | unconscious, and wounded instead. They must recover from these conditions normally (see Interludes in Chapter 5). |
| | | | | | EXHAUSTED The character is severely fatigued. The character's Speed is halved and they cannot take the Charge or Run actions. An exhausted character who receives an additional fatigued or exhausted condition becomes helpless. |
| | | | | | FATIGUED The character is tired and cannot take the Charge or Run actions. A fatigued character who receives an additional fatigued condition becomes exhausted. |
| | | | | | FREE FALLING The character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds, |
| Equipment | | | Cost | Pg | a surface to push off from, or some type of thrust (like from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stan as change their movement. |
| | | | | | acted upon to stop or change their movement. HELPLESS The character is incapable of doing anything. The |
| | | | | | character cannot take any actions. |
| | | | | | HINDERED The character's Speed is halved (round down) and they cannot take the Charge or Run actions. |
| | | | | | INJURED The character is hurt. The character has a –1 penalty to all tests and is fatigued, unable to take the Charge or Run actions. An injured character who receives an additional injured condition becomes wounded. |
| | | | | | PRONE The character is lying on the ground. The character cannot take the Charge or Run actions, as they can only move by crawling, and standing up from prone requires a Move action using half the character's Speed. Melee attacks have a +1 bonus against prone characters, while ranged attacks have a -1 penalty. |
| | | | | | RESTRAINED The character's Speed becomes 0 and they effectively cannot move. A restrained condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint. |
| | | | | | UNCONSCIOUS The character is unaware of their surroundings or the passage of time. The character falls prone and is helpless, unable to take any actions. |
| | | | | | WOUNDED The character is severely injured. The character has a –2 penalty to all tests and is exhausted, their Speed halved and unable to take the Charge |
| | | | | | or Run actions. A wounded character who receives an additional injured or wounded condition becomes dying. |
| | | | | | NOTES |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

TALENTS AND SPECIALIZATIONS

ΕΧΡΔΝSΕ

| TALENTS | | | SPECIALIZATIONS | | | | | | |
|--------------|-------|----|-----------------|----------|----|--|--|--|--|
| TALENT | LVL | Pg | SPECIALIZATION | LVL | Pg | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| TALENT | LVL | Π_ | | 1.1/1 | | | | | |
| TALENT | LVL | Pg | SPECIALIZATION | LVL | Pg | | | | |
| | | | | <u> </u> | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| TALENT | LVL | Pg | SPECIALIZATION | LVL | Pg | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | 1.1/1 | | | 13/1 | | | | | |
| TALENT | LVL | Pg | SPECIALIZATION | LVL | Pg | | | | |
| | 1 | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| TALENT | LVL | Pg | SPECIALIZATION | LVL | Pg | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | 1.1/1 | | | 1.1/1 | | | | | |
| TALENT | LVL | Pg | SPECIALIZATION | LVL | Pg | | | | |
| | 1 | · | | <u>I</u> | I | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| ADVANCEMENTS | | | | | | | | | |