

CORE QUALITIES

SCORE DICE POOL

STR STRENGTH

AGI AGILITY

CON CONDITIONING

VIT VITALITY

DIS DISCIPLINE

INT INTELLIGENCE

CHA CHARISMA

ATH ATHLETICISM

PA PHYSICAL ACUMEN

FIT FITNESS

WILL WILL

WIS WISDOM

WIT WIT

PRE PRESENCE

PHY PHYSIS

IR IMPURITY RATING

AL ASCENSION LEVEL

SECONDARY QUALITIES

(STR+AGI)/2

(AGH+CON)/2

(CON+VIT)/2

(VIT+DIS)/2

(DIS+INT)/2

(INT+CHA)/2

(CHA+STR)/2

(STR + AGI + CON + VIT + DIS + INT + CHA) / 7

OTHER

CURRENT MAXIMUM

LANGUAGES

MENTAL FIELDS

Alertness ALE

Arts ART

Coercion COE

Commerce COM

Fine Arts FA

Military Theory M T

Nefarious NEF

Science SCI

Survival SUR

Technology TEC

A Aircraft Vehicle

Animal Handling

Appraise

Arcane Science

B Barter

Biology Science

Bluff

Bows/Xbows

Business Admin

C Chemistry Science

Climbing

Computer Tech

Concentration

Culinary Arts

D Deceive

Defeat Security

Detection

E Electronic Tech

Equipment

Escape Artist

Explosives

G Gamble

Gather Info

Genetics Science

Grapple

Ground Vehicle

H Heavy Assault

History

I Industrial Vehicle

Intimidation

L Launcher/Mortar

Law

Leadership

Living off the Land

PHYSICAL FIELDS

Assault Support Weapons ASW

Core Fitness CF

Espionage ESP

Melee Combat MC

Operate Vehicles OV

Small Arms SA

Vehicle Systems VS

MODIFS

M Manipulation

Mechanical Tech

Medicine Science

N Navigation

Negotiation

Networking

O One Handed

Orienteering

P Performing

Pistol/SMG

Power Suits

Production

R Read People

Rifles/Shotguns

Running

S Sense Action

Sensory/Comm

Sleight of Hand

Sociology

Stealth

Street Smarts

Structural Tech

Swimming

T Tactics

Tracking

Theft

Theology

Throwing

Tumble

Two Handed

U Unarmed

V Visual Arts

W Watercraft Vehicle

Weapon Systems

Writing

INFO

NAME

PLAYER

SEX AGE SPECIES

SW SWIM

CR CRAWL

MR MONKEY RUN

WK WALK

RUN RUN

SP SPRINT

FLY FLY

HEALTH

MAXIMUM

WOUNDED ALL DR +5

SERIOUSLY WOUNDED ALL DR +10

DYING UNCONSCIOUS LOOSE 1HP/SEGMENT

DEAD

RECOVERY RATE

MOVEMENT RATES

ARMOR

ARMOR SHIELD BLEEDING RATE DECREASE MUTATION AUG TOTAL

HIGH VELOCITY KINETIC

MELEE KINETIC

ENERGY

CHEMICAL

VOID

ALPHA

OMEGA

ATTACK

NAME DICE POOL

SKILL FIELD ITEM BONUS MISC MODIF TOTAL EXERTION MAX ATTACKS

TYPE RANGE RELOAD TIME CLIP SIZE DAMAGE

COMBAT

REACTION

DEFENSE RATING

DICE POOL

ACTIVE SEGMENTS

REACTION ROLL

ENDURANCE

MAXIMUM

TIRED -1 DICE

DRAINED -2 DICE

EXHAUSTED NO DICE

SUBSEQUENT ENDURANCE DAMAGE BECOMES HEALTH DAMAGE

RECOVERY RATE PER HOUR OF SLEEP

RECOVERY RATE PER HOUR OF WAKING REST

CURRENT HEALTH

CURRENT ENDURANCE

BLEEDING RATE

ATTACK

NAME DICE POOL

SKILL FIELD ITEM BONUS MISC MODIF TOTAL EXERTION MAX ATTACKS

TYPE RANGE RELOAD TIME CLIP SIZE DAMAGE

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