Player:
Name:
CO:
Gender:
Height:
Build:
Age:
Hair Color:
Eye Color:
Nationality:
Attitude:

Character Notes:

Experience: /
Fame Points: /
Rank:
Pay:
Savings:
Stress Points:
Current Hit Points:
CDF Notes:

Game Notes:

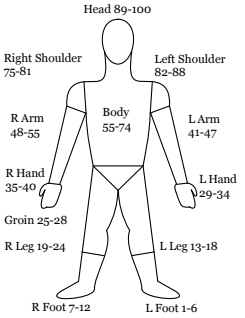
The Artifact

Character Profile

	Attributes	1/2	1/4	1/8	CDF
Con					
Str					
Agi					
Ref					
Dex					
Bty					
Cha					
Int					
I.Q.					
Psy					
H.P.					

Equipment & Possessions

Hit Location (Roll 1D100)



Max Lifting Mass:
Carrying Mass;
Wielding Mass:
Running Speed:
Horizontal Jump:
Vertical Jump:
Actions Per Turn:
Focus Skills:

Skills:

Acids - I.Q.
Ambush - I.Q.
Anthropology - I.Q.
Archaeology - I.Q. (2)
Architectural - I.Q. (2)
Artillery Operation - Dex
Artillery Repair - Dex
Bartering - Cha
Biology - I.Q. (2)
Bluffing - Cha
Botany - I.Q. (2)
Camouflage - Int
Carrying - Con
Chemistry - I.Q. (2)
Climbing - Con
Code Cracking - I.Q.
Command - Cha
Computer Operation - Dex
Computer Programming- I.Q. (2)
Concealed Object - Int
Construction Bunker - I.Q.
Construction Mantrap - I.Q.
Construction Road - I.Q.
Construction Shelter - I.Q.
Construction Vehicle Trap - I.Q.
Culture <specific> - I.Q.

Defeat Security - I.Q.
Detect Ambush - Int
Dodge - Ref
Drug Recognition - Int
Drug Resistance - Psy
ECCM - Dex
ECM - Dex
Electronics - I.Q.
Electronics Engineering- I.Q. (2)
Explosives - Dex
Explosives Disposal - Dex
First Aid - I.Q.
Foraging - Int
General Medicine - I.Q. (3)
Hide - Int
HTH Combat - Agi
Hunting - Int
Immunization - I.Q.
Intimidation - Cha
Iron Will - Psy
Jamming - I.Q.
Law enforcement - I.Q.
Mapping - I.Q.
Martial Arts - Agi
Mathematics - I.Q.
Mechanical Engineering - I.Q.
Meditation - Psy
Melee Combat - Agi
Military Intelligence - I.Q.
Navigation Land - I.Q.
Navigation Subterranean - I.Q.
Parry Blow - Ref
Persuasion - Cha
Physics - I.Q. (2)
Pick locks - Dex
Pilot Automobile - Dex
Pilot <specific> - Dex

Pilot E - Suit - Dex
Pilot Anti-Grav - Dex
Pilot Tank - Dex
Politics - I.Q.
Propaganda - I.Q.
Psychology - I.Q. (2)
Radio - Dex
Read/Write<specific>-I.Q. (2)

Repair Electronics - Dex
Repair Machinery - Dex
Resist Intimidation - Psy
Resist Fatigue - Psy
Running - Con
Scim. Sign Language - IQ (3)
Scrambler - Int
Seduction - Bty
Sensors - I.Q.
Signal Triangulation - I.Q.
Sniper - Agi (2)
Sociology - I.Q. (2)
Speak <specific> - I.Q. (2)

Speak Kelrath - I.Q. (2)
Speak Scimrahn - I.Q. (2)
Speak Chezbah - I.Q. (2)
Sprinting - Str
Stealth - Agi
Storytelling - Cha
Street Fighting - Agi
Structural Recognition - I.Q.
Style - Bty
Surgery - Dex (2)
Surveillance - Int
Swimming - Str
Swimming Distances - Con
Theology - I.Q. (2)
Tracking - Int (2)
Weapon Repair - Dex
Weight Lifting - Str
Welding - Dex
WS <specific> - Agi

WS Grenade - Agi
WS Kelrath Weapons - Agi
WS Knife - Agi
WS Pistol - Agi
WS Gun - Agi

Quick Reference Tables

CDF Modifiers
1 day without food -10 from all attributes
5 days without food -40 from all attributes
> 5 days without food -1 HP/day
Wounded 1+ HP -5 Str -5 Agi
Wounded half HP -20 all attributes
Stress Points =1/2 Psy -10 I.Q., Int, Cha and Psy

General Modifiers

Using/firing wrong handed	
Called shot	-20
Darkness	-15
Low light	-40
Subdued light	-20
Target under soft cover	-10
Target under hard cover	-10
Moving target	-25
Fast moving target	-20
Small target	-40
Large target	-10
Aimed shot (-2 actions)	+10
Line of sight obstructed	+15

Experience Table

At the end of a game, The GM awards experience according to the following criteria.

Did the player stay in character?	+2
Did the player cooperate?	+1
Was the player an active participant	+2
Did the player use their head?	+1
Did the character avoid violence?	+1
Was the character good or noble?	+1
Was the character brave or heroic?	+2
Good humor award.	+1

Advancement Tables

The rate that a character raises skill levels is strongly dependent on the I.Q. attribute. Find your character's I.Q. on the chart, and the skill level already possessed, this will give you the ratio of skill points raised by the experience points expended.
One Experience point raises . . .

	Current Skill Level		
I.Q.	1-25	26-50	51-99
10-24	+3	+2	+1
25-40	+5	+3	+1
41-75	+8	+5	+2
76-90	+10	+8	+5
91-99	+15	+10	+5

Attribute Advancement
Attribute advancement is not dependent on I.Q., only the current attribute level applies. A minimum of 3 experience points must be expended to raise an attribute.

	Attribute Level		
Exp.	10-30	31-60	61-99
3 Exp.	+3	+2	+1

Range Classes

Class	PB	Shrt	Med	Long	Ex
A	1	5	10	15	20
B	2	10	20	50	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
Modifier	+5	+0	-10	-20	-50

Hit Points

Con	HP	Str	HP
1-25	5	1-25	+2
26-50	10	26-50	+5
51-75	15	51-75	+10
76-100	20	76-100	+15

Armor
Type:
CDF modifiers:

Hit Location	AR	HP
Head		
R Shoulder		
L Shoulder		
Body		
R Arm		
L Arm		
R Hand		
L Hand		
Groin		
R Leg		
L Leg		
R Foot		
L Foot		

NCO Ranks

Ranks	Exp. Required
Private	0-2
Private First Class	3-7
Corporal	8-20
Sergeant	21-50
Staff Sergeant	51-100
Sergeant First Class	101-150
Master Sergeant	151-200
First Sergeant	201-250
Command Sergeant Major	251+

Movement Per Turn

Km/h	Meters Per Turn
10	42
20	83
30	125
40	167
50	208
60	250
70	292
80	333
90	375
100	417
150	625
200	833
250	1 km
300	1.25 km
350	1.46 km
400	1.7 km
500	2 km
1,000	4 km

Hand to Hand Damage

Str + HTH	Damage
10-40	1 point
41-60	2 points
61-80	3 points
81-100	4 points
101-120	5 points
121-130	6 points
131-140	7 points
141-150	8 points
151-160	9 points
161-170	10 points
171-180	12 points
181-190	15 points
191-200	20 points

Critical Hits
Head: Damage x 2
Body: Standard Damage
Shoulder: -1 HP/min to blood loss
Arm: 1/2 Damage Str -15 Agi -20
Hand: 1/4 Damage Str -5 Dex -20
Groin: incapacitation 1D10 turns, -1 HP/ turn to blood loss.
Leg: 1/2 Damage Str -20 Agi -10
Foot: 1/4 Damage Str -10 Agi -10

Multiple Actions Table

NO. OF ACTIONS	BASE	1/2	1/4	1/8
2	1	1	2	2
3	1	2	2	3
4	1	2	3	4
5	1	3	4	5
6	1	3	4	6
7	2	3	5	7
8	2	4	6	8
9	2	4	7	9
10	2	5	8	10
15	2	7	11	15
20	3	10	15	20
25	4	13	20	25
30	4	15	24	30
35	5	18	27	35
40	5	20	30	40
45	6	23	35	45
50	7	25	40	50
60	8	30	45	60
70	9	35	55	70
80	10	40	60	80
90	12	45	70	90
100	13	50	75	100

Drug Addictions

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