Player: Name: CO: Gender: Height: Build: Age: Hair Color: Eye Color: Nationality: Experience: Fame Points: Rank: Pay: Savings: Attitude:	//	Curr	ent Advantage	s:	The A	Artifact Profile	
Attributes	Fraction Co		Stress	Skills:		Pilot <specific> - Dex</specific>	
	1/2	1/8	Physical	Acids - I.Q. Ambush - I.Q. Anthropology - I.Q. Archaeology - I.Q. (2) Architectural - I.Q. (2)			
Ref			Functional	Artillery Operation - Do Artillery Repair - Dex Bartering - Cha Biology - I.Q. (2) Bluffing - Cha Botany - I.Q. (2) Camouflage - Int Carrying - Con Chemistry - I.Q. (2)	ex	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)</specific>	
ITA			Mental	Climbing - Str Code Cracking - I.Q. Command - Cha Computer Operation - I Computer Programmin Concealed Object - Int Construction Bunker - Construction Mantrap Construction Shelter - I Construction Shelter - I	I.Q. (2)	Repair Electronics - Dex Repair Machinery - Dex Resist Intimidation - Psy Resist Fatigue - Psy Running - Con	
HPEquipment & 1	Possessions			Construction Vehicle T Culture <specific> - I.Q</specific>		Scim. Sign Language - IQ (3) Scrambler - Int Seduction - Bty Sensors - I.Q. Signal Triangulation - I.Q.	
				Defeat Security - I.Q. Detect Ambush - Int Dodge - Ref Drug Recognition - Int Drug Resistance - Psy ECCM - Int ECM - Dex Electronics - I.Q. Electronics - I.Q. Electronics - I.Q. Electronics Disposal - D First Aid - I.Q. Foraging - Int General Medicine - I.Q. Hide - Int HTH Combat - Agi Hunting - Int Immunization - I.Q. Intimidation - Cha Iron Will - Psy	g- I.Q. (2)	Sniper - Agi (2) Sociology - I.Q. (2) Speak <specific> - I.Q. (2) Speak Kelrath - I.Q. (2) Speak Scimrahn - 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 - Str Swimming Distances - Con Theology - I.Q. (2)</specific>	
				Jamming - I.Q. Law enforcement - I.Q. Mapping - I.Q. Martial Arts - Agi Mathematics - I.Q. Mechanical Engineerin Meditation - Psy Melee Combat - Int		Tracking - Int (2) Weapon Repair - Dex Weight Lifting - Str Welding - Dex WS <specific> - Agi</specific>	
Game Notes				Meitee Combat - Int Military Intelligence - I Navigation Land - I.Q. Navigation Subterrane: Parry Blow - Ref Persuasion - Cha Physics - I.Q. (2) Pick locks - Dex Pilot Automobile - Dex	an - I.Q.	WS Grenade - Agi WS Kelrath Weapons - Agi WS Knife - Agi WS Gun - Agi WS Pistol - Agi	

Quick Reference Tables

Critical Hits				
Hit Location	Stress	Damage		
Head	10 Physical 10 Mental	Damage x2		
Body	10 Physical	Standard Damage		
Shoulder	5 Physical 5 Functional	Standard Damage		
Arm	5 Physical 10 Functional	Half Damage		
Hand	10 Functional	Quarter Damage		
Groin	10 Physical	Standard Damage		
Leg	5 Physical 3 Functional	Half Damage		
Foot	5 Physical	Quarter Damage		

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.

61-99
+1

Hand to Hand		
Damage		
Str	Stress	
10	2 points	
20	4 points	
30	6 points	
40	8 points	
50	10 points	
60	12 points	
70	14 points	
80	16 points	
90	18 points	
100	20 points	

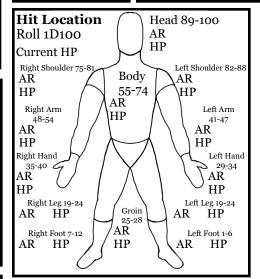
1 point of damage per 10 physical stress caused

Range Cla	sses				
Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
A B C D	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	зоК
Mod.	20% Adv	7	20% Imp	40% Imp	90% Imp

Actions Per Turn				
Fail	Full	1/2	1/4	1/8
1	2	3	4	5

Armor
Causes
Physical
Functional
Mental

Max Lifting Mass: Carrying Mass; Wielding Mass: Running Speed: 50 m/turn + Horizontal Jump: Vertical Jump: Focus Skills:



NCO	Exp.	Movem	
Ranks	Required	Per Tur	
Private			Meters
Filvate	0-2		Per
Private	3-7	Km/h	Turn
First Class		10	42
Corporal	8-20	20	83
Corporar	0-20	30	125
Sergeant	21-50	40	167
_	0 -	50	208
Staff Sergeant	51-100	60	250
Sergeant		70	292
Sergeant	101-150	80	333
First Class		90	375
Master	4=4 000	100	417
Sergeant	151-200	150	625
bergeam		200	833
First	201-250	250	1 km
Sergeant		300	1.25 km
Command	251+	350	1.46 km
Sergeant	⊤1ن∡	400	1.7 km
Major		500	2 km
		1,000	4 km

Weapon Skills

For the first fractional success, the attack hits it's target if it is a single action. If an attack is a burst, one in five of the attacks hit.

Each fractional success used after the first, a hit may be moved one hit location. (See: Rules-Event Resolution-Hit Location)

Each fractional success used after the first, a hit may avoid armor, the Armor Rating (AR) is reduced by one half the damage of the weapon. (See: Rules-Event Resolution-Avoiding Armor)

For bursts, each fractional success used after the first may be used to hit one more time for every five attacks. (See: Rules-Event Resolution-Bursts Of Actions)

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	

Drug Addictions	
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