

ALTERNITY

Science Fiction Roleplaying Game

Campaign Kit



POS
2K-3

by David Eckelberry

Situation Die Steps

Dice to Roll	Situation Die		Situation Description	Modifier
 - 	-d20	B O N U S E S	No Sweat	-5 steps
 - 	-d12		Cakewalk	-4 steps
 - 	-d8		Extremely Easy	-3 steps
 - 	-d6		Very Easy	-2 steps
 - 	-d4		Easy	-1 step
	+d0		Average	None
 + 	+d4	P E N A L T I E S	Tough	+1 step
 + 	+d6		Hard	+2 steps
 + 	+d8		Challenging	+3 steps
 + 	+d12		Formidable	+4 steps
 + 	+d20		Grueling	+5 steps
 +  + 	+2d20		Gargantuan	+6 steps
 +  + 	+3d20	Nearly Impossible	+7 steps	

Dice

d20



d12



d8



d6



d4



BASE SITUATION DICE

Type of Action	Base Die	Score Used
Feat	+d4	Ability
Untrained	+d4	½ Ability
Broad Skill	+d4	Ability
Specialty	+d0	Ability + Rank

COMPLEX SKILL CHECKS

Conditions	Modifier
Critical (worst)	+4 steps
Extreme	+3 steps
Moderate	+2 steps
Slight	+1 step
Marginal	None
Ordinary	-1 step
Good	-2 step
Amazing (best)	-3 steps

Complexity	Successes Required
Marginal	2
Ordinary	3 or 4*
Good	5 to 7*
Amazing	8 to 10*

*Specific number decided by the Gamemaster.

Interaction Situation Modifiers

Target is different species	+2
Target is different culture	+2
Target's/hero's relationship:	
Strangers	+1
Known to each other	0
Acquainted	-1
For the <i>bargain</i> skill only:	
Opponent has no ranks in <i>bargain</i>	-2
Opponent has ranks in <i>bargain</i>	0
Supply is low	+2
Supply is moderate	0
Supply is high	-1
Demand is low	-2
Demand is moderate	0
Demand is high	+2

SKILLS & RESISTANCE MODIFIERS

Acting Character's Skill	Resisting Ability
Deception.....	Intelligence
Entertainment	Intelligence or Will
Heavy Weapons	Dexterity
Interaction	Will
Leadership	Will
Melee Weapons	Strength
Modern Ranged Weapons	Dexterity
Primitive Ranged Weapons	Dexterity
Psionic Skills	Will
Stealth.....	Will
Street Smart	Intelligence or Will
Unarmed Attack	Strength

Medical Science Situation Modifiers

Patient is a member of an alien species	+3
Patient is same species.....	0
Combat conditions	+2
Patient knocked out	+1
Patient dazed*	+1
Patient has mortal damage, per point	+1
No medical treatment items being used	+3
First aid kit being used	0
Trauma pack being used.....	-1
Marginal disease	-1
Ordinary disease	0
Good disease	+1
Amazing disease	+2

IMPACT DAMAGE

Check Result	Severity of Impact				
	Ex	S	M	L	T
Crit. Failure	d6w	d6+2w	d6+2m	d8+4m	d12+8m
Failure	d4w	d4+2w	d4+2m	d8+2m	d12+6m
Ordinary	d6s	d4w	d4+1m	d6+2m	d8+6m
Good	d4s	d4+2s	d8+2w	d4+2m	d6+4m
Amazing	—	d4-2s	d6+2w	d8+4w	d12+6w

Investigate Situation Modifiers

Using just the broad skill	+1
Fast investigation (1 time unit).....	+3
Moderate investigation (2-3 time units).....	+1
Careful investigation (4+ time units).....	-2
Fresh investigation site.....	-2
Recent investigation site	0
Cold investigation site	+2
Old investigation site	+4
Hero has a related skill . . .	
at rank 1-4.....	-1
at rank 5-8.....	-2
at rank 9-12.....	-3
Hidden or concealed clue	+3
Small clue	+3
Large clue	-1
Hero knows what he's looking for	-1
Tracking a single target	0
Tracking a group of characters/creatures.....	-2
Tracking on soft ground.....	-1
Tracking on hard ground	+1
Tracking in urban setting	+3

OVERLAND MOVEMENT & FATIGUE CHECKS

Mode of Travel	Kilometers per Hour	Hours per Fatigue Check
Stroll	4	3
March	6	2
Forced march	8	1

Technical Science Situation Modifiers

No tools	+3
Minimal tools	0
Standard toolkit.....	-1
Specialized toolkit	-2
Darkness	+3
Marginal illumination	+1
Ordinary illumination	0
Good illumination.....	-1
No deadline	-2
Reasonable deadline	0
Tight deadline	+1
Unreasonable deadline	+3

BUYING & SELLING

Skill Result	Buying	Selling
Critical Failure	100% + (d20 × 10%) of cost	100% - (d8 × 10%) of cost
Marginal	100% + (d4 × 10%) of cost	100% - (d4 × 10%) of cost
Ordinary	100% - (d8 × 1%) of cost	100% + (d8 × 1%) cost
Good	100% - (d20 × 1%) of cost	100% + (d20 × 1%) of cost
Amazing	100% - (d4 × 10%) of cost	100% + (d4 × 10%) of cost

Modifiers to Unarmed and Melee Attacks

Situation	Modifier
Attacker	
Rear attack	-2
Flank attack	-1
Off-balance	+2
Higher ground	-1
Overbearing attack	+1
Prone	+2
Running	+2
Sprinting	+3
Wounded	varies
Target	
Prone	-2
Sitting/kneeling	-1
Resistance modifier	varies
Parries or dodges	varies
Illumination	
Twilight/poor visibility	+1
Moonlight	+2
Total Darkness	+3

ENCUMBRANCE

Load	Move	Penalty
STR×2	100%	0
STR×4	75%	+1
STR×5	50%	+2
STR×6	25%	+3

COMBAT MOVEMENT EFFECTS

Type of Move	Restrictions & Penalties
All-out	No actions
Sprint	+3 steps
Run	+2 steps
Walk	No penalty
Easy Swim	+2 steps
Swim	No actions
Glide	+1 step
Fly	+2 steps

Modifiers for Ranged Weapons

Situation	Modifier
Attacker	
Rear attack	-2
Flank attack	-1
Off-balance	+2
Higher ground	-1
Prone	+2
Running	+2
Sprinting	+3
Wounded	varies
Target	
Prone	+2
Sitting/kneeling	+1
Resistance modifier	varies
Dodges	varies
Cover	
Light	+1
Medium	+2
Heavy	+3
Illumination	
Twilight/poor visibility	+1
Moonlight	+2
Total Darkness	+3
Weapon Mode	
Fire	0
Burst	-1
Autofire	+1/+2/+3
Primitive*	
Short	-1
Medium	+1
Long	+2
Pistol or SMG	
Short	-1
Medium	+1
Long	+3
Rifle or	
Heavy weapon (direct)	
Within melee range	+1
Short	-1
Medium	0
Long	+1
Heavy weapon (indirect)	
Within melee range	+4
Short	+2
Medium	-2
Long	0

* Bow, crossbow, or sling only; flintlocks use rifle or pistol as appropriate

ACCURACY BY RANGE*

Distance from Target

Skill Check Result	Short	Medium	Long
Critical Failure	4 m	8 m	12 m
Failure	2 m	4 m	6 m
Ordinary	on target	2 m	4 m
Good	on target	on target	2 m
Amazing	always on target		

* For thrown objects or indirect fire weapons

THROW SITUATION MODIFIERS

Type of Object	Short	Medium	Long
Designed for throwing	-1	+1	+2
Not for throwing	+1	+2	+3
Heavy	+4	—	—

TERRAIN IN COMBAT

Terrain	Movement Effect	Example
Smooth	none	firm sand, earth, light brush
Varied	½	knee-deep water, loose sand, jungle, moving uphill
Rugged	¼	waist-deep water, deep snow or mud, thick jungle, steep slope

Vehicle & Spaceship Operation Modifiers

Clear conditions	-2
Routine conditions	0
Crowded conditions	+1
Hazardous conditions	+2
Traveling faster than cruising speed	+1
Traveling at max speed (vehicles only)	+3
Moderate maneuver (if no other penalties)	+1
Extreme maneuver (if no other penalties)	+3
Pilot attempting second action (such as firing)	+2
Major spin (spaceships only)	+4
Spin or spin out	+2
Skid or yaw	+1
Copilot assist	+1 to -3
Damage (vehicles only):	
Stuns more than half	+1
Wounds more than half	+1
Mortal, per point	+1

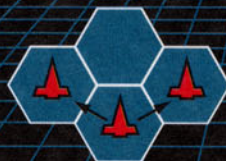
Vehicle & Spaceship Attack Modifiers

Situation	Modifier	Situation	Modifier
Conditions/Cover		Heavy weapon	+1
Hazardous/heavy cover	+3	Add weapon's normal range modifier (vehicles only)	
Crowded/medium cover	+2	Attacker is piloting and making a Moderate or Extreme maneuver	+2
Normal/light cover	+1	Target vehicle's or ship's maneuver in current phase	
Clear/no cover	0	Out of control	-2
Energy weapon		None	-1
Short range	-1	Routine	0
Medium range	0	Moderate	+1
Long range	+1	Extreme	+3
Guided weapon		Target motion	
Short range	0	motionless	-1
Medium range	-1	at or near max speed (vehicles only)	+2
Long range	0	exceeds cruising speed (spaceships only)	+2
Projectile weapon			
Short range	-1		
Medium range	+1		
Long range	+2		
Personal weapon	+1		
Add weapon's normal range modifier (vehicles only)			

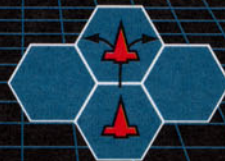
Bank/Veer



Roll/Drift



Turn



1/2 Loop



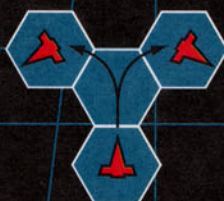
Long Roll



Hard Bank



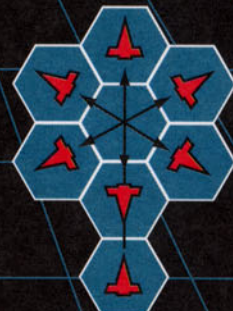
Tight Turn



Hard Skid



Loop and Turn



Vehicle Maneuvers

MELEE WEAPONS

Weapon	Skill	Acc	Range	Type	Damage (O/G/A)
Progress Level 0: Stone Age					
Club	Melee-bludgeon	0	Personal	LI/0	d4+1s/d4w/d4+1w
Dagger	Melee-blade	0	Personal*	LI/0	d4w/d4w+1/d4+2w
Quarterstaff	Melee-bludgeon	-1	Personal	LI/0	d4+1s/d4+3s/d6w
Spear	Melee-blade	0	Personal*	LI/0	d4w/d4+2w/d4m
Unarmed	Unarmed Attack	0	Personal	LI/0	d4s/d4+1s/d4+2s
Progress Level 1: Bronze/Iron Age					
Gauntlet	Unarmed Attack	0	Personal	LI/0	d4+1s/d4+2s/d4-1w
Hand ax	Melee-blade	0	Personal*	LI/0	d4+1w/d4+2w/d4+3w
Mace	Melee-bludgeon	0	Personal	LI/0	d6+1s/d4+1w/d6+1w
Short sword	Melee-blade	0	Personal	LI/0	d4w/d6w/d6+2w
Progress Level 2: Middle Ages					
Broad sword	Melee-blade	0	Personal	LI/0	d4+2w/d6+2w/d4m
Flail	Melee-bludgeon	+1	Personal	LI/0	d6+2s/d4+2w/d6+2w
Great ax	Melee-blade	+1	Personal	LI/0	d6+1w/d6+2w/d4+1m
Nunchaku	Melee-bludgeon	0	Personal	LI/0	d6s/d6+2s/d8+3s
Polearm	Melee-blade	+1	Personal	LI/0	d6+1w/d4+3w/d4+1m
Progress Level 3: Age of Reason					
Cutlass	Melee-blade	+1	Personal	LI/0	d4+1w/d6+1w/d6+3w
Katana	Melee-blade	-1	Personal	LI/0	d4+2w/d6+2w/d4+1m
Rapier	Melee-blade	-1	Personal	LI/0	d4w/d4+1w/d4+2w
Saber	Melee-blade	0	Personal	LI/0	d4w/d4+2w/2d4+1w
Progress Level 4: Industrial Age					
Bayonet	Melee-blade	+1	Personal	LI/0	d4w/d4+2w/d4m
Progress Level 5: Information Age					
Combat knife	Melee-blade	0	Personal*	LI/0	d4+1w/d4+2w/d4+3w
Stun baton	Melee-powered	0	Personal	En/0	d4+1s/d4+3s/d6+4s
Progress Level 6: Fusion Age					
Chainsword	Melee-powered	+1	Personal	LI/0	d8+1w/d8+2w/d4+1m
Pulse baton	Melee-powered	0	Personal	En/0	d8s/d4+2w/d6+2w
Progress Level 7: Gravity Age					
Gravmace	Melee-powered	0	Personal	LI/0	d8+2s/d6+2w/d8+2w
Power Cestus	Unarmed-brawl	0	Personal	LI/0	d4+2s/d4w/d4+1w
Progress Level 8: Energy Age					
Star sword	Melee-powered	0	Personal	En/G	d6+1w/2d6w/d4+3m
Tri-staff	Melee-powered	-1	Personal	En/0	d8+2w/3d4+1w/d6m

* Weapon can be thrown using the Athletics-throw skill; see "Thrown Weapons," page 57.

Modifiers to Unarmed and Melee Attacks

Situation	Attacker	Modifier	Situation	Target	Modifier
Rear attack		-2	Prone		-2
Flank attack		-1	Sitting/kneeling		-1
Off-balance		+2	Resistance modifier		varies
Higher ground		-1	Parries or dodges		varies
Prone		+2	Illumination		
Running		+2	Twilight/poor visibility		+1
Sprinting		+3	Moonlight		+2
Wounded		varies	Total Darkness		+3

HEAVY WEAPONS

Weapon	Skill	Acc	Md	Range	Type	Damage (0/G/A)
Progress Level 4: Industrial Age						
Flamethrower	Hvy-direct	0	F	6/12/30	En/0	d6w/d6+3w/d8+3w
Grenade, frag.	Athl-throw	+1	F	Per STR	HI/G	d4w/d4+2w/d6+2w
Machine gun, .30	Hvy-direct	0	A	60/200/600	HI/0	d6w/d6+3w/d6m
Rocket launcher	Hvy-direct	+1	F	30/60/150	HI/G	d6w/d4+3w/d4m
Progress Level 5: Information Age						
Grenade launcher	Hvy-indirect	0	F	50/200/350	As load	As load
Grenade, concus.	Athl-throw	+1	F	Per STR	LI/0	d6+2s/d4w/d4+1w
Grenade, incend.	Athl-throw	+1	F	Per STR	En/G	d4w/d4+2w/d4+3w
Grenade, smoke	Athl-throw	+1	F	Per STR	Special	Special
Hvy machine gun	Hvy-direct	0	A	100/400/1000	HI/G	d6+1w/2d4+2w/d8m
SAM, handheld	Hvy-indirect	0	F	1000/2000/4000	HI/G	d4w/d6w/d6+4w
Progress Level 6: Fusion Age						
Bantam launcher	Hvy-indirect	0	F	100/800/4000	As load	As load
Bantam, anti-air	Hvy-indirect	-2	F	As launcher	HI/G	d4w/d4+2w/d4m
Bantam, antiper.	Hvy-indirect	0	F	As launcher	En/0	d6w/d6+2w/d8+2w
Bantam, antiveh.	Hvy-indirect	-2	F	As launcher	HI/G	d4+2w/d4+4w/d4+1m
Grenade, plasma	Athl-throw	+1	F	Per STR	En/G	d4+2w/d6+2w/d4m
Grenade, stun	Athl-throw	+1	F	Per STR	En/0	d6s/d8s/d8+2s
Hvy mach gun, ch	Hvy-direct	-1	A	200/600/1200	HI/G	d8w/2d6w/2d4m
Rail gun	Hvy-direct	-1	B/A	150/500/1500	HI/G	d6w/d6+2w/d6m
Progress Level 7: Gravity Age						
Arc gun	Hvy-direct	-1	F	20/40/100	En/G	d8+1s/d8w/d6+3w
Cannon, stutter	Hvy-direct	-1	F	20/40/80	LI/0	d6+2s/d8+3s/2d6+3s
Cannon, 25mm sabot	Hvy-direct	0	F	100/200/2000	HI/G	d8w/d4+1m/d6+2m
Grenade, pulse	Athl-throw	+1	F	Per STR	En/G	d4+2s/d6+2s/d8+2s
Grenade, tracer	Athl-throw	+1	F	Per STR	HI/G	d4+2w/d6+2w/d4+2m
Plasma gun	Hvy-direct	0	F	40/80/200	En/G	d8w/d8+3w/d12+3w
Quantum mini	Hvy-direct	0	F/B/A	100/250/800	En/G	d8+1w/d8+3w/d6m
Progress Level 8: Energy Age						
Bantam, starload	Hvy-indirect	-2	F	As launcher	En/A	d8+2w/d4+1m/d6+1m
Cannon, maser	Hvy-direct	-1	F	80/200/600	En/G	d8w/d4+1m/d6+2m
Grenade, mass	Athl-throw	+1	F	Per STR	En/G	d6+2s/d6+2w/d6m
Mass launcher	Hvy-indirect	-1	F	20/300/1000	En/G	d6+1w/d6+3w/d4+1m

Modifiers for Ranged Weapons

Situation	Modifier	Situation	Modifier	Situation	Modifier
Attacker		Cover		Pistol or SMG	
Rear attack	-2	Light	+1	Short	-1
Flank attack	-1	Medium	+2	Medium	+1
Off-balance	+2	Heavy	+3	Long	+3
Higher ground	-1	Illumination		Rifle or	
Prone	+2	Twilight/poor visibility	+1	Heavy weapon (direct)	
Running	+2	Moonlight	+2	Within melee range	+1
Sprinting	+3	Total Darkness	+3	Short	-1
Wounded	varies	Weapon Mode		Medium	0
Target		Fire	0	Long	+1
Prone	+2	Burst	-1	Heavy weapon (indirect)	
Sitting/kneeling	+1	Autofire	+1/+2/+3	Within melee range	+4
Resistance modifier	varies	Primitive		Short	+2
Dodges	varies	Short	-1	Medium	-2
		Medium	+1	Long	0
		Long	+2		

RANGED WEAPONS

Weapon	Skill	Acc	Md	Range	Type	Damage (0/G/A)
Progress Level 0: Stone Age						
Bow, short	Prim-bow	+1	F	20/40/100	LI/O	d4w/d4+2w/d4+3w
Sling	Prim-sling	+1	F	10/20/60	LI/O	d4s/d4+2s/d4w
Progress Level 1: Bronze/Iron Age						
Javelin	Athl-throw	0	F	Per STR	LI/O	d4w/d4+1w/d4+2w
Progress Level 2: Middle Ages						
Bow, long	Prim-bow	+1	F	40/80/200	LI/O	d4+1w/d6+1w/d4m
Crossbow	Prim-bow	0	F	50/100/250	LI/O	d4+2w/d6+2w/d4+1m
Shuriken	Athl-throw	0	F	Per STR	LI/O	d4s/d4w/d4+1w
Progress Level 3: Age of Reason						
Musket, flintlock	Prim-flintlock	+2	F	20/40/100	HI/O	d6+1w/d6+3w/d6+1m
Pistol, flintlock	Prim-flintlock	+2	F	4/8/16	HI/O	d4+2w/d6+2w/d4+1m
Rifle, long	Prim-flintlock	+1	F	30/60/150	HI/O	d6w/d6+2w/d6m
Progress Level 4: Industrial Age						
Derringer	Mod-pistol	+1	F	2/6/12	HI/O	d4-1w/d6w/d6+2w
Pistol, .32 rev.	Mod-pistol	+1	F	4/8/30	HI/O	d4w/d6w/d4m
Pistol, .45 rev.	Mod-pistol	+1	F	4/10/40	HI/O	d4+1w/d4+2w/d6m
Rifle, .30 bolt	Mod-rifle	0	F	50/100/300	HI/O	d4+2w/d6+2w/d4+1m
Rifle, .44 lever	Mod-rifle	+1	F	40/80/240	HI/O	d6w/d8+1w/d6m
Shotgun, 12 gauge	Mod-rifle	0	F	6/12/30	HI/O	d4w/d6w/d4m
SMG, .45 cal	Mod-SMG	+2	B/A	8/16/40	HI/O	d4+1w/d4+2w/d6m
Progress Level 5: Information Age						
Pistol, .38 rev	Mod-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4m
Pistol, .44 magnum	Mod-pistol	0	F	6/12/50	HI/O	d4+2w/d4+3w/d4+2m
Pistol, 9mm	Mod-pistol	0	F	6/12/50	HI/O	d4+1w/d4+2w/d4m
Rifle, 7.62mm	Mod-rifle	0	F	70/140/350	HI/O	d6+1w/2d4+1w/d4+1m
Rifle, assault	Mod-rifle	0	F/B/A	60/120/300	HI/O	d4+2w/d6+3w/d4+1m
SMG, 9mm	Mod-SMG	+1	B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m
Progress Level 6: Fusion Age						
Pistol, 9mm ch	Mod-pistol	0	F	8/16/60	HI/O	d4+1w/d6+1w/d4m
Pistol, 9mm zero-g	Mod-pistol	0	F	4/10/40	HI/O	d4+1w/d6+1w/d4m
Pistol, 11mm ch	Mod-pistol	0	F	10/20/80	HI/O	d4+2w/d6+2w/d4+1m
Rifle, 11mm ch	Mod-rifle	0	F/B/A	80/160/400	HI/O	d6+1w/d6+3w/d6+1m
Rifle, 11mm zero-g	Mod-rifle	0	F	30/60/200	HI/O	d6+1w/d6+3w/d6+1m
Shotgun, autoflec	Mod-SMG	0	F/B/A	10/20/40	HI/O	d4w/d6w/d4m
SMG, 9mm ch	Mod-SMG	+1	B/A	20/40/100	HI/O	d4+1w/d6+1w/d4m
Progress Level 7: Gravity Age						
Pistol, 15mm sabot	Mod-pistol	0	F	10/20/100	HI/O	2d4w/2d4+1w/d4+3m
Pistol, laser	Mod-pistol	-1	F	20/40/200	En/O	d4+1w/d6+1w/d4m
Pistol, mass	Mod-pistol	0	F	2/6/12	En/G	d6w/d6+2w/d6m
Pistol, stutter	Mod-pistol	0	F	6/12/30	LI/O	d6+2s/d8+2s/d8+4s
Rifle, laser	Mod-rifle	-1	F	100/400/1000	En/O	d6+1w/d6+3w/d4+1m
Rifle, mass	Mod-rifle	0	F	4/12/30	En/G	d6w/d8+1w/d6+1m
Rifle, quantum	Mod-rifle	0	F/B/A	80/200/500	En/O	d4+3w/d6+4w/d6+1m
Rifle, render	Mod-rifle	0	F	50/100/250	En/O	d6+1s/d6+1w/d4+1m
SMG, laser	Mod-SMG	0	B/A	20/80/200	En/O	d6w/d6+2w/d4m
SMG, stutter	Mod-SMG	0	B/A	10/20/80	LI/O	d6+2s/d8+2s/d8+4s
Progress Level 8: Energy Age						
Automaser	Mod-SMG	-1	B/A	20/60/120	En/O	d6w/d6+2w/d4m
Pistol, hvy maser	Mod-pistol	-1	F	20/40/80	En/G	d6+1w/2d4+1w/d4+1m
Pistol, maser	Mod-pistol	-2	F	10/20/60	En/O	d6w/d6+2w/d4m
Rifle, hvy maser	Mod-rifle	-1	F/B/A	40/200/500	En/G	d8+1w/d12w/d6+1m
Rifle, maser	Mod-rifle	-2	F/B/A	60/120/400	En/O	d6+2w/2d4+2w/d4+2m

▶ ALTERNITY Combat Spec Hero Sheet ◀

Hero _____ Player _____ Gamemaster _____

Species _____ Gender _____ Profession Combat Spec Career _____

Attributes _____ Last Resorts _____ □□□□□

Setting _____ Allegiance _____ Last Resort Cost _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="radio"/>	_____
Dexterity	<input type="text"/>	<input type="radio"/>	_____
Constitution	<input type="text"/>	<input type="radio"/>	_____
Intelligence	<input type="text"/>	<input type="radio"/>	_____
Will	<input type="text"/>	<input type="radio"/>	_____
Personality	<input type="text"/>	<input type="radio"/>	_____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/> +	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE <input type="radio"/>		ACTIONS PER ROUND <input type="radio"/>	

COMBAT MOVEMENT RATES			
Sprint	Run	Walk	
Easy Swim	Swim	Glide	Fly

DURABILITY			
Stun	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wound	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fatigue	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal	<input type="radio"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR			
ONE	(L)	(H)	(En)

ARMOR			
TWO	(L)	(H)	(En)

GAME DATA		
Age	Ht	Wt
Special Abilities		
Perks		
Flaws		
Appearance		
Social Status		
Wealth		

GEAR

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
<u>Unarmed</u>	___/___/___	___	<u>L/O</u>	<u>Personal</u>	___/___/___
	___/___/___			___/___/___	___/___/___
	___/___/___			___/___/___	___/___/___
	___/___/___			___/___/___	___/___/___
	___/___/___			___/___/___	___/___/___
	___/___/___			___/___/___	___/___/___
	___/___/___			___/___/___	___/___/___

ACHIEVEMENT TRACK		Skill Points Spent		Stored	
□	□	□	□	□	□
<u>Hero's Level</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	6	7	8	9	10
	11	12	13	14	15
	16	17	18	19	20
	21	22	23		

ALTERNITY is a registered trademark owned by TSR, Inc. ©1998 TSR, Inc. All rights reserved. Permission granted to photocopy for personal use.

STR Skills	Cost	Score
Armor Operation	6	[]/[]/[]
___ Combat	2	[]/[]/[]
___ <i>Powered</i>	3	[]/[]/[]
Athletics	3	[]/[]/[]
___ Climb	2	[]/[]/[]
___ Jump	1	[]/[]/[]
___ Throw	2	[]/[]/[]
___ _____	1	[]/[]/[]
Heavy Weapons	5	[]/[]/[]
___ Direct fire	3	[]/[]/[]
___ Indirect fire	3	[]/[]/[]
Melee Weapons	5	[]/[]/[]
___ Blade	2	[]/[]/[]
___ Bludgeon	2	[]/[]/[]
___ Powered	3	[]/[]/[]
Unarmed Attack	5	[]/[]/[]
___ Brawl	2	[]/[]/[]
___ <i>Power martial arts</i>	4	[]/[]/[]

CON Skills	Cost	Score
Movement	3	[]/[]/[]
___ <i>Race</i>	2	[]/[]/[]
___ <i>Swim</i>	1	[]/[]/[]
___ Trailblazing	3	[]/[]/[]
Stamina	3	[]/[]/[]
___ Endurance	3	[]/[]/[]
___ <i>Resist pain</i>	3	[]/[]/[]
Survival	4	[]/[]/[]
___ Survival train.	2	[]/[]/[]

DEX Skills	Cost	Score
Acrobatics	7	[]/[]/[]
___ Daredevil	4	[]/[]/[]
___ <i>Defensive martial arts</i>	4	[]/[]/[]
___ Dodge	3	[]/[]/[]
___ Fall	3	[]/[]/[]
___ Flight	2	[]/[]/[]
___ <i>Zero-g training</i>	2	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Manipulation	6	[]/[]/[]
___ Lockpick	4	[]/[]/[]
___ Pickpocket	4	[]/[]/[]
___ Prestidigitation	3	[]/[]/[]
Ranged Wpns. Mod.	5	[]/[]/[]
___ Pistol	3	[]/[]/[]
___ Rifle	3	[]/[]/[]
___ SMG	3	[]/[]/[]
Ranged Wpns. Prim.	6	[]/[]/[]
___ Bow	3	[]/[]/[]
___ Crossbow	2	[]/[]/[]
___ Flintlock	2	[]/[]/[]
___ Sling	3	[]/[]/[]
Stealth	7	[]/[]/[]
___ Hide	4	[]/[]/[]
___ Shadow	4	[]/[]/[]
___ Sneak	5	[]/[]/[]
Vehicle Operation	3	[]/[]/[]
___ Air	5	[]/[]/[]
___ Land	3	[]/[]/[]
___ <i>Space</i>	5	[]/[]/[]
___ Water	3	[]/[]/[]

INT Skills	Cost	Score
Business	4	[]/[]/[]
___ Corporate	3	[]/[]/[]
___ Illicit business	3	[]/[]/[]
___ Small business	3	[]/[]/[]
Computer Science	7	[]/[]/[]
___ <i>Hacking</i>	5	[]/[]/[]
___ Hardware	4	[]/[]/[]
___ Programming	4	[]/[]/[]
Demolitions	5	[]/[]/[]
___ Disarm	4	[]/[]/[]
___ <i>Scratch-built</i>	4	[]/[]/[]
___ Set explosives	2	[]/[]/[]
Knowledge	3	[]/[]/[]
___ <i>Computer op.</i>	1	[]/[]/[]
___ Deduce	2	[]/[]/[]
___ <i>First aid</i>	2	[]/[]/[]
___ <i>Language</i>	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Law	5	[]/[]/[]
___ Court proc.	3	[]/[]/[]
___ Law enforc.	2	[]/[]/[]
___ _____	1	[]/[]/[]
Life Science	7	[]/[]/[]
___ Biology	3	[]/[]/[]
___ Botany	3	[]/[]/[]
___ Genetics	3	[]/[]/[]
___ <i>Xenology</i>	4	[]/[]/[]
___ Zoology	3	[]/[]/[]
Medical Science	7	[]/[]/[]
___ Forensics	3	[]/[]/[]
___ Medical know.	3	[]/[]/[]
___ Psychology	3	[]/[]/[]
___ <i>Surgery</i>	5	[]/[]/[]
___ <i>Treatment</i>	4	[]/[]/[]
___ <i>Xenomedicine</i>	3	[]/[]/[]
Navigation	6	[]/[]/[]
___ <i>Drivespace</i>	4	[]/[]/[]
___ System	3	[]/[]/[]
___ Surface	3	[]/[]/[]
Physical Science	7	[]/[]/[]
___ Astronomy	3	[]/[]/[]
___ Chemistry	3	[]/[]/[]
___ Physics	3	[]/[]/[]
___ Planetology	3	[]/[]/[]
Security	4	[]/[]/[]
___ Protection	2	[]/[]/[]
___ Sec. devices	3	[]/[]/[]
System Operation	4	[]/[]/[]
___ Communication	3	[]/[]/[]
___ Defenses	2	[]/[]/[]
___ Engineering	3	[]/[]/[]
___ Sensors	3	[]/[]/[]
___ Weapons	2	[]/[]/[]
Tactics	5	[]/[]/[]
___ Infantry	2	[]/[]/[]
___ Space	3	[]/[]/[]
___ Vehicle	2	[]/[]/[]
Technical Science	7	[]/[]/[]
___ Invention	4	[]/[]/[]
___ Juryrig	3	[]/[]/[]
___ Repair	3	[]/[]/[]
___ Technical know.	3	[]/[]/[]

WIL Skills	Cost	Score
Administration	4	[]/[]/[]
___ Bureaucracy	3	[]/[]/[]
___ Management	3	[]/[]/[]
Animal Handling	3	[]/[]/[]
___ Animal riding	1	[]/[]/[]
___ Animal training	1	[]/[]/[]
Awareness	3	[]/[]/[]
___ Intuition	3	[]/[]/[]
___ Perception	2	[]/[]/[]
Creativity	4	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Investigate	7	[]/[]/[]
___ Interrogate	3	[]/[]/[]
___ Search	4	[]/[]/[]
___ Track	4	[]/[]/[]
Resolve	5	[]/[]/[]
___ Mental	3	[]/[]/[]
___ Physical	3	[]/[]/[]
Street Smart	5	[]/[]/[]
___ Criminal elem.	3	[]/[]/[]
___ Street know.	3	[]/[]/[]
Teach	5	[]/[]/[]
___ _____	3	[]/[]/[]
___ _____	3	[]/[]/[]

PER Skills	Cost	Score
Culture	5	[]/[]/[]
___ Diplomacy	3	[]/[]/[]
___ <i>Etiquette</i>	2	[]/[]/[]
___ _____	2	[]/[]/[]
___ _____	2	[]/[]/[]
___ <i>First encounter</i>	3	[]/[]/[]
Deception	5	[]/[]/[]
___ Bluff	3	[]/[]/[]
___ Bribe	3	[]/[]/[]
___ Gamble	3	[]/[]/[]
Entertainment	4	[]/[]/[]
___ Act	2	[]/[]/[]
___ Dance	2	[]/[]/[]
___ <i>Musical Inst.</i>	2	[]/[]/[]
___ Sing	2	[]/[]/[]
___ _____	2	[]/[]/[]
Interaction	3	[]/[]/[]
___ Bargain	3	[]/[]/[]
___ Charm	3	[]/[]/[]
___ Interview	3	[]/[]/[]
___ Intimidate	2	[]/[]/[]
___ Seduce	3	[]/[]/[]
___ Taunt	2	[]/[]/[]
Leadership	4	[]/[]/[]
___ Command	3	[]/[]/[]
___ <i>Inspire</i>	3	[]/[]/[]

Note: Skills printed in *italic* can't be used untrained.

STR Skills	Cost	Score
Armor Operation	6	[]/[]/[]
___ Combat	2	[]/[]/[]
___ <i>Powered</i>	3	[]/[]/[]
Athletics	3	[]/[]/[]
___ Climb	2	[]/[]/[]
___ Jump	1	[]/[]/[]
___ Throw	2	[]/[]/[]
___ _____	1	[]/[]/[]
Heavy Weapons	5	[]/[]/[]
___ Direct fire	3	[]/[]/[]
___ Indirect fire	3	[]/[]/[]
Melee Weapons	5	[]/[]/[]
___ Blade	2	[]/[]/[]
___ Bludgeon	2	[]/[]/[]
___ Powered	3	[]/[]/[]
Unarmed Attack	5	[]/[]/[]
___ Brawl	2	[]/[]/[]
___ <i>Power martial arts</i>	4	[]/[]/[]

CON Skills	Cost	Score
Movement	3	[]/[]/[]
___ <i>Race</i>	2	[]/[]/[]
___ <i>Swim</i>	1	[]/[]/[]
___ Trailblazing	3	[]/[]/[]
Stamina	3	[]/[]/[]
___ Endurance	3	[]/[]/[]
___ <i>Resist pain</i>	3	[]/[]/[]
Survival	4	[]/[]/[]
___ Survival train.	2	[]/[]/[]

DEX Skills	Cost	Score
Acrobatics	7	[]/[]/[]
___ Daredevil	4	[]/[]/[]
___ <i>Defensive martial arts</i>	4	[]/[]/[]
___ Dodge	3	[]/[]/[]
___ Fall	3	[]/[]/[]
___ Flight	2	[]/[]/[]
___ <i>Zero-g training</i>	2	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Manipulation	6	[]/[]/[]
___ Lockpick	4	[]/[]/[]
___ Pickpocket	4	[]/[]/[]
___ Prestidigitation	2	[]/[]/[]
Ranged Wpns. Mod.	5	[]/[]/[]
___ Pistol	3	[]/[]/[]
___ Rifle	3	[]/[]/[]
___ SMG	3	[]/[]/[]
Ranged Wpns. Prim.	6	[]/[]/[]
___ Bow	3	[]/[]/[]
___ Crossbow	2	[]/[]/[]
___ Flintlock	2	[]/[]/[]
___ Sling	3	[]/[]/[]
Stealth	7	[]/[]/[]
___ Hide	4	[]/[]/[]
___ Shadow	4	[]/[]/[]
___ Sneak	5	[]/[]/[]
Vehicle Operation	3	[]/[]/[]
___ Air	5	[]/[]/[]
___ Land	3	[]/[]/[]
___ <i>Space</i>	5	[]/[]/[]
___ Water	3	[]/[]/[]

INT Skills	Cost	Score
Business	3	[]/[]/[]
___ Corporate	2	[]/[]/[]
___ Illicit business	2	[]/[]/[]
___ Small business	2	[]/[]/[]
Computer Science	7	[]/[]/[]
___ <i>Hacking</i>	5	[]/[]/[]
___ Hardware	4	[]/[]/[]
___ Programming	4	[]/[]/[]
Demolitions	5	[]/[]/[]
___ Disarm	4	[]/[]/[]
___ <i>Scratch-built</i>	4	[]/[]/[]
___ Set explosives	2	[]/[]/[]
Knowledge	3	[]/[]/[]
___ <i>Computer op.</i>	1	[]/[]/[]
___ Deduce	2	[]/[]/[]
___ <i>First aid</i>	2	[]/[]/[]
___ <i>Language</i>	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Law	3	[]/[]/[]
___ Court proc.	2	[]/[]/[]
___ Law enforc.	2	[]/[]/[]
___ _____	1	[]/[]/[]
Life Science	7	[]/[]/[]
___ Biology	3	[]/[]/[]
___ Botany	3	[]/[]/[]
___ Genetics	3	[]/[]/[]
___ <i>Xenology</i>	4	[]/[]/[]
___ Zoology	3	[]/[]/[]
Medical Science	7	[]/[]/[]
___ Forensics	3	[]/[]/[]
___ Medical know.	3	[]/[]/[]
___ Psychology	3	[]/[]/[]
___ <i>Surgery</i>	5	[]/[]/[]
___ <i>Treatment</i>	4	[]/[]/[]
___ <i>Xenomedicine</i>	3	[]/[]/[]
Navigation	6	[]/[]/[]
___ <i>Drivespace</i>	4	[]/[]/[]
___ System	3	[]/[]/[]
___ Surface	3	[]/[]/[]
Physical Science	7	[]/[]/[]
___ Astronomy	3	[]/[]/[]
___ Chemistry	3	[]/[]/[]
___ Physics	3	[]/[]/[]
___ Planetology	3	[]/[]/[]
Security	4	[]/[]/[]
___ Protection	2	[]/[]/[]
___ Sec. devices	3	[]/[]/[]
System Operation	4	[]/[]/[]
___ Communication	2	[]/[]/[]
___ Defenses	2	[]/[]/[]
___ Engineering	3	[]/[]/[]
___ Sensors	3	[]/[]/[]
___ Weapons	2	[]/[]/[]
Tactics	5	[]/[]/[]
___ Infantry	2	[]/[]/[]
___ Space	3	[]/[]/[]
___ Vehicle	2	[]/[]/[]
Technical Science	7	[]/[]/[]
___ Invention	4	[]/[]/[]
___ Juryrig	3	[]/[]/[]
___ Repair	3	[]/[]/[]
___ Technical know.	3	[]/[]/[]

WIL Skills	Cost	Score
Administration	3	[]/[]/[]
___ Bureaucracy	2	[]/[]/[]
___ Management	2	[]/[]/[]
Animal Handling	3	[]/[]/[]
___ Animal riding	1	[]/[]/[]
___ Animal training	1	[]/[]/[]
Awareness	3	[]/[]/[]
___ Intuition	3	[]/[]/[]
___ Perception	2	[]/[]/[]
Creativity	4	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Investigate	7	[]/[]/[]
___ Interrogate	3	[]/[]/[]
___ Search	4	[]/[]/[]
___ Track	4	[]/[]/[]
Resolve	5	[]/[]/[]
___ Mental	3	[]/[]/[]
___ Physical	3	[]/[]/[]
Street Smart	5	[]/[]/[]
___ Criminal elem.	3	[]/[]/[]
___ Street know.	3	[]/[]/[]
Teach	4	[]/[]/[]
___ _____	2	[]/[]/[]
___ _____	2	[]/[]/[]

PER Skills	Cost	Score
Culture	4	[]/[]/[]
___ Diplomacy	2	[]/[]/[]
___ <i>Etiquette</i>	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ <i>First encounter</i>	2	[]/[]/[]
Deception	4	[]/[]/[]
___ Bluff	2	[]/[]/[]
___ Bribe	2	[]/[]/[]
___ Gamble	2	[]/[]/[]
Entertainment	3	[]/[]/[]
___ Act	1	[]/[]/[]
___ Dance	1	[]/[]/[]
___ <i>Musical inst.</i>	1	[]/[]/[]
___ Sing	1	[]/[]/[]
___ _____	1	[]/[]/[]
Interaction	3	[]/[]/[]
___ Bargain	2	[]/[]/[]
___ Charm	2	[]/[]/[]
___ Interview	2	[]/[]/[]
___ Intimidate	2	[]/[]/[]
___ Seduce	2	[]/[]/[]
___ Taunt	2	[]/[]/[]
Leadership	3	[]/[]/[]
___ Command	3	[]/[]/[]
___ <i>Inspire</i>	3	[]/[]/[]

Note: Skills printed in *italic* can't be used untrained.

STR Skills	Cost	Score
Armor Operation	7	[]/[]/[]
___ Combat	3	[]/[]/[]
___ <i>Powered</i>	4	[]/[]/[]
Athletics	3	[]/[]/[]
___ Climb	2	[]/[]/[]
___ Jump	1	[]/[]/[]
___ Throw	2	[]/[]/[]
___ _____	1	[]/[]/[]
Heavy Weapons	6	[]/[]/[]
___ Direct fire	4	[]/[]/[]
___ Indirect fire	4	[]/[]/[]
Melee Weapons	6	[]/[]/[]
___ Blade	3	[]/[]/[]
___ Bludgeon	3	[]/[]/[]
___ Powered	4	[]/[]/[]
Unarmed Attack	5	[]/[]/[]
___ Brawl	3	[]/[]/[]
___ <i>Power martial arts</i>	4	[]/[]/[]

CON Skills	Cost	Score
Movement	3	[]/[]/[]
___ <i>Race</i>	2	[]/[]/[]
___ <i>Swim</i>	1	[]/[]/[]
___ Trailblazing	2	[]/[]/[]
Stamina	3	[]/[]/[]
___ Endurance	4	[]/[]/[]
___ <i>Resist pain</i>	4	[]/[]/[]
Survival	4	[]/[]/[]
___ Survival train.	2	[]/[]/[]

DEX Skills	Cost	Score
Acrobatics	6	[]/[]/[]
___ Daredevil	4	[]/[]/[]
___ <i>Defensive martial arts</i>	4	[]/[]/[]
___ Dodge	3	[]/[]/[]
___ Fall	2	[]/[]/[]
___ Flight	2	[]/[]/[]
___ <i>Zero-g training</i>	3	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Manipulation	6	[]/[]/[]
___ Lockpick	3	[]/[]/[]
___ Pickpocket	3	[]/[]/[]
___ Prestidigitation	2	[]/[]/[]
Ranged Wpns. Mod.	6	[]/[]/[]
___ Pistol	4	[]/[]/[]
___ Rifle	4	[]/[]/[]
___ SMG	4	[]/[]/[]
Ranged Wpns. Prim.	7	[]/[]/[]
___ Bow	4	[]/[]/[]
___ Crossbow	3	[]/[]/[]
___ Flintlock	3	[]/[]/[]
___ Sling	4	[]/[]/[]
Stealth	6	[]/[]/[]
___ Hide	3	[]/[]/[]
___ Shadow	3	[]/[]/[]
___ Sneak	4	[]/[]/[]
Vehicle Operation	3	[]/[]/[]
___ <i>Air</i>	5	[]/[]/[]
___ <i>Land</i>	3	[]/[]/[]
___ <i>Space</i>	5	[]/[]/[]
___ <i>Water</i>	3	[]/[]/[]

INT Skills	Cost	Score
Business	3	[]/[]/[]
___ Corporate	2	[]/[]/[]
___ Illicit business	2	[]/[]/[]
___ Small business	2	[]/[]/[]
Computer Science	7	[]/[]/[]
___ <i>Hacking</i>	5	[]/[]/[]
___ Hardware	4	[]/[]/[]
___ Programming	4	[]/[]/[]
Demolitions	6	[]/[]/[]
___ Disarm	4	[]/[]/[]
___ <i>Scratch-built</i>	4	[]/[]/[]
___ Set explosives	3	[]/[]/[]
Knowledge	3	[]/[]/[]
___ <i>Computer op.</i>	1	[]/[]/[]
___ Deduce	2	[]/[]/[]
___ <i>First aid</i>	2	[]/[]/[]
___ <i>Language</i>	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Law	4	[]/[]/[]
___ Court proc.	2	[]/[]/[]
___ Law enforc.	2	[]/[]/[]
___ _____	1	[]/[]/[]
Life Science	7	[]/[]/[]
___ Biology	3	[]/[]/[]
___ Botany	3	[]/[]/[]
___ Genetics	3	[]/[]/[]
___ <i>Xenology</i>	4	[]/[]/[]
___ Zoology	3	[]/[]/[]
Medical Science	7	[]/[]/[]
___ Forensics	3	[]/[]/[]
___ Medical know.	3	[]/[]/[]
___ Psychology	3	[]/[]/[]
___ <i>Surgery</i>	5	[]/[]/[]
___ <i>Treatment</i>	4	[]/[]/[]
___ <i>Xenomedicine</i>	3	[]/[]/[]
Navigation	6	[]/[]/[]
___ <i>Drivespace</i>	4	[]/[]/[]
___ System	3	[]/[]/[]
___ Surface	3	[]/[]/[]
Physical Science	7	[]/[]/[]
___ Astronomy	3	[]/[]/[]
___ Chemistry	3	[]/[]/[]
___ Physics	3	[]/[]/[]
___ Planetology	3	[]/[]/[]
Security	4	[]/[]/[]
___ Protection	2	[]/[]/[]
___ Sec. devices	2	[]/[]/[]
System Operation	4	[]/[]/[]
___ Communication	2	[]/[]/[]
___ Defenses	3	[]/[]/[]
___ Engineering	3	[]/[]/[]
___ Sensors	2	[]/[]/[]
___ Weapons	3	[]/[]/[]
Tactics	6	[]/[]/[]
___ Infantry	3	[]/[]/[]
___ Space	3	[]/[]/[]
___ Vehicle	3	[]/[]/[]
Technical Science	7	[]/[]/[]
___ Invention	4	[]/[]/[]
___ Juryrig	3	[]/[]/[]
___ Repair	3	[]/[]/[]
___ Technical know.	3	[]/[]/[]

WIL Skills	Cost	Score
Administration	3	[]/[]/[]
___ Bureaucracy	2	[]/[]/[]
___ Management	2	[]/[]/[]
Animal Handling	3	[]/[]/[]
___ Animal riding	1	[]/[]/[]
___ Animal training	1	[]/[]/[]
Awareness	3	[]/[]/[]
___ Intuition	3	[]/[]/[]
___ Perception	2	[]/[]/[]
Creativity	4	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
Investigate	6	[]/[]/[]
___ Interrogate	3	[]/[]/[]
___ Search	3	[]/[]/[]
___ Track	3	[]/[]/[]
Resolve	5	[]/[]/[]
___ Mental	3	[]/[]/[]
___ Physical	3	[]/[]/[]
Street Smart	4	[]/[]/[]
___ Criminal elem.	2	[]/[]/[]
___ Street know.	2	[]/[]/[]
Teach	4	[]/[]/[]
___ _____	2	[]/[]/[]
___ _____	2	[]/[]/[]

PER Skills	Cost	Score
Culture	4	[]/[]/[]
___ Diplomacy	2	[]/[]/[]
___ <i>Etiquette</i>	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ _____	1	[]/[]/[]
___ <i>First encounter</i>	2	[]/[]/[]
Deception	4	[]/[]/[]
___ Bluff	2	[]/[]/[]
___ Bribe	2	[]/[]/[]
___ Gamble	2	[]/[]/[]
Entertainment	3	[]/[]/[]
___ Act	1	[]/[]/[]
___ Dance	1	[]/[]/[]
___ <i>Musical inst.</i>	1	[]/[]/[]
___ Sing	1	[]/[]/[]
___ _____	1	[]/[]/[]
Interaction	3	[]/[]/[]
___ Bargain	2	[]/[]/[]
___ Charm	2	[]/[]/[]
___ Interview	2	[]/[]/[]
___ Intimidate	3	[]/[]/[]
___ Seduce	2	[]/[]/[]
___ Taunt	2	[]/[]/[]
Leadership	4	[]/[]/[]
___ Command	3	[]/[]/[]
___ <i>Inspire</i>	3	[]/[]/[]

Note: Skills printed in *italic* can't be used untrained.

ALTERNITY is a registered trademark owned by TSR, Inc. ©1998 TSR, Inc. All rights reserved. Permission granted to photocopy for personal use.

STR Skills	Cost	Score
Armor Operation	7	[][]
___ Combat	3	[][]
___ <i>Powered</i>	4	[][]
Athletics	3	[][]
___ Climb	2	[][]
___ Jump	1	[][]
___ Throw	2	[][]
___ _____	1	[][]
Heavy Weapons	6	[][]
___ Direct fire	4	[][]
___ Indirect fire	4	[][]
Melee Weapons	6	[][]
___ Blade	3	[][]
___ Bludgeon	3	[][]
___ <i>Powered</i>	4	[][]
Unarmed Attack	5	[][]
___ Brawl	3	[][]
___ <i>Power</i>		
___ <i>martial arts</i>	5	[][]

CON Skills	Cost	Score
Movement	3	[][]
___ <i>Race</i>	2	[][]
___ <i>Swim</i>	1	[][]
___ Trailblazing	3	[][]
Stamina	3	[][]
___ Endurance	4	[][]
___ <i>Resist pain</i>	4	[][]
Survival	5	[][]
___ Survival train.	3	[][]
Blokinesis	6	[][]
___ Bloweapon	3	[][]
___ Control		
___ metabolism	2	[][]
___ <i>Heal</i>	4	[][]
___ <i>Morph</i>	4	[][]
___ Rejuvenate	3	[][]
___ Transfer damage	2	[][]

DEX Skills	Cost	Score
Acrobatics	7	[][]
___ Daredevil	4	[][]
___ <i>Defensive</i>		
___ <i>martial arts</i>	5	[][]
___ Dodge	4	[][]
___ Fall	3	[][]
___ Flight	2	[][]
___ <i>Zero-g training</i>	3	[][]
___ _____	1	[][]
___ _____	1	[][]
Manipulation	6	[][]
___ Lockpick	4	[][]
___ Pickpocket	4	[][]
___ Prestidigitation	2	[][]
Ranged Wpns. Mod.	6	[][]
___ Pistol	4	[][]
___ Rifle	4	[][]
___ SMG	4	[][]
Ranged Wpns. Prim.	7	[][]
___ Bow	4	[][]
___ Crossbow	3	[][]
___ Flintlock	3	[][]
___ Sling	4	[][]
Stealth	7	[][]
___ Hide	4	[][]
___ Shadow	4	[][]
___ Sneak	5	[][]
Vehicle Operation	3	[][]
___ Air	5	[][]
___ Land	3	[][]
___ <i>Space</i>	5	[][]
___ Water	3	[][]

INT Skills	Cost	Score
Business	3	[][]
___ Corporate	2	[][]
___ Illicit business	2	[][]
___ Small business	2	[][]
Computer Science	7	[][]
___ <i>Hacking</i>	5	[][]
___ Hardware	4	[][]
___ Programming	4	[][]
Demolitions	6	[][]
___ Disarm	4	[][]
___ <i>Scratch-built</i>	4	[][]
___ Set explosives	3	[][]
Knowledge	3	[][]
___ <i>Computer op.</i>	1	[][]
___ Deduce	2	[][]
___ <i>First aid</i>	2	[][]
___ <i>Language</i>		
___ _____	1	[][]
___ _____	1	[][]
Law	4	[][]
___ Court proc.	2	[][]
___ Law enforc.	3	[][]
___ _____	1	[][]
Life Science	7	[][]
___ Biology	3	[][]
___ Botany	3	[][]
___ Genetics	3	[][]
___ <i>Xenology</i>	4	[][]
___ Zoology	3	[][]
Medical Science	7	[][]
___ Forensics	3	[][]
___ Medical know.	3	[][]
___ Psychology	3	[][]
___ <i>Surgery</i>	5	[][]
___ <i>Treatment</i>	4	[][]
___ <i>Xenomedicine</i>	3	[][]
Navigation	6	[][]
___ <i>Drivespace</i>	4	[][]
___ System	3	[][]
___ Surface	3	[][]
Physical Science	7	[][]
___ Astronomy	3	[][]
___ Chemistry	3	[][]
___ Physics	3	[][]
___ Planetology	3	[][]
Security	5	[][]
___ Protection	3	[][]
___ Sec. devices	3	[][]
System Operation	4	[][]
___ Communication	2	[][]
___ Defenses	3	[][]
___ Engineering	3	[][]
___ Sensors	3	[][]
___ Weapons	3	[][]
Tactics	6	[][]
___ Infantry	3	[][]
___ Space	3	[][]
___ Vehicle	3	[][]
Technical Science	7	[][]
___ Invention	4	[][]
___ Juryrig	3	[][]
___ Repair	3	[][]
___ Technical know.	3	[][]
ESP	5	[][]
___ <i>Battle mind</i>	4	[][]
___ Clairaudience	2	[][]
___ Clairvoyance	2	[][]
___ Empathy	1	[][]
___ Mind reading	3	[][]
___ <i>Navcognition</i>	3	[][]
___ Postcognition	3	[][]
___ Precognition	4	[][]
___ Psychometry	3	[][]
___ Sensitivity	2	[][]

WIL Skills	Cost	Score
Administration	3	[][]
___ Bureaucracy	2	[][]
___ Management	2	[][]
Animal Handling	3	[][]
___ Animal riding	1	[][]
___ Animal training	1	[][]
Awareness	3	[][]
___ Intuition	3	[][]
___ Perception	2	[][]
Creativity	4	[][]
___ _____	1	[][]
___ _____	1	[][]
Investigate	7	[][]
___ Interrogate	4	[][]
___ Search	4	[][]
___ Track	4	[][]
Resolve	5	[][]
___ Mental	3	[][]
___ Physical	3	[][]
Street Smart	5	[][]
___ Criminal elem.	3	[][]
___ Street know.	3	[][]
Teach	4	[][]
___ _____	2	[][]
___ _____	2	[][]
Telekinesis	6	[][]
___ <i>Electrokinetics</i>	3	[][]
___ <i>Kinetic shield</i>	2	[][]
___ Levitation	2	[][]
___ Photokinetics	1	[][]
___ Psychokinetics	3	[][]
___ <i>Pyrokinesis</i>	4	[][]

PER Skills	Cost	Score
Culture	4	[][]
___ Diplomacy	2	[][]
___ <i>Etiquette</i>		
___ _____	1	[][]
___ _____	1	[][]
___ _____	1	[][]
___ <i>First encounter</i>	2	[][]
Deception	4	[][]
___ Bluff	2	[][]
___ Bribe	2	[][]
___ Gamble	2	[][]
Entertainment	3	[][]
___ Act	1	[][]
___ Dance	1	[][]
___ <i>Musical inst.</i>	1	[][]
___ Sing	1	[][]
___ _____	1	[][]
Interaction	3	[][]
___ Bargain	2	[][]
___ Charm	2	[][]
___ Interview	3	[][]
___ Intimidate	2	[][]
___ Seduce	2	[][]
___ Taunt	2	[][]
Leadership	4	[][]
___ Command	3	[][]
___ <i>Inspire</i>	3	[][]
Telepathy	5	[][]
___ Contact	3	[][]
___ Datalink	4	[][]
___ Illusion	3	[][]
___ Mind blast	4	[][]
___ Mind shield	2	[][]
___ Suggest	3	[][]
___ Tire	3	[][]

Note: Skills printed in *italic* can't be used untrained.

▶ ALTERNITY Diplomat (Tech Op) Hero Sheet ◀

Hero's Name _____ Player's Name _____

Species _____ Gender _____ Profession Diplomat (Tech Op) Career _____

Attributes _____ Last Resorts _____ □□□□□

Setting _____ Gamemaster _____ Last Resort Cost _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input style="width: 40px; height: 25px;" type="text"/>	<input type="radio"/>	_____
Dexterity	<input style="width: 40px; height: 25px;" type="text"/>	<input type="radio"/>	_____
Constitution	<input style="width: 40px; height: 25px;" type="text"/>	<input type="radio"/>	_____
Intelligence	<input style="width: 40px; height: 25px;" type="text"/>	<input type="radio"/>	_____
Will	<input style="width: 40px; height: 25px;" type="text"/>	<input type="radio"/>	_____
Personality	<input style="width: 40px; height: 25px;" type="text"/>	<input type="radio"/>	_____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input style="width: 40px; height: 25px;" type="text"/> +	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
DIE <input style="width: 40px; height: 25px;" type="text"/>	ACTIONS PER ROUND		<input style="width: 40px; height: 25px;" type="text"/>

COMBAT MOVEMENT RATES			
Sprint _____	Run _____	Walk _____	
Easy Swim _____	Swim _____	Glide _____	Fly _____

DURABILITY			
Stun	<input type="radio"/>	□□□□□□□□□□□□□□□□□□□□□□□□	Fatigue <input type="radio"/> □□□□□□□□□□
Wound	<input type="radio"/>	□□□□□□□□□□□□□□□□□□□□□□□□	Mortal <input type="radio"/> □□□□□□□□□□

ARMOR			
	(L)	(H)	(En)

GEAR

GAME DATA

Age _____ Ht _____ Wt _____

Special Abilities _____

Perks _____ Flaws _____

Appearance _____

Social Status _____

Wealth _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ / /	_____	L/O	Personal	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /

ACHIEVEMENT TRACK	Skill Points Spent	Stored
<div style="display: flex; gap: 5px;"> </div>	_____	_____
<i>Hero's Level</i> 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23		

STR Skills	Cost	Score
Armor Operation	7	[] [] []
___ Combat	3	[] [] []
<i>Powered</i>	4	[] [] []
Athletics	3	[] [] []
___ Climb	2	[] [] []
___ Jump	1	[] [] []
___ Throw	2	[] [] []
___ _____	1	[] [] []
Heavy Weapons	6	[] [] []
___ Direct fire	4	[] [] []
___ Indirect fire	4	[] [] []
Melee Weapons	6	[] [] []
___ Blade	3	[] [] []
___ Bludgeon	3	[] [] []
___ Powered	4	[] [] []
Unarmed Attack	5	[] [] []
___ Brawl	3	[] [] []
___ <i>Power martial arts</i>	5	[] [] []

CON Skills	Cost	Score
Movement	3	[] [] []
___ <i>Race</i>	2	[] [] []
___ <i>Swim</i>	1	[] [] []
___ Trailblazing	3	[] [] []
Stamina	3	[] [] []
___ Endurance	4	[] [] []
___ <i>Resist pain</i>	4	[] [] []
Survival	5	[] [] []
___ Survival train.	3	[] [] []

DEX Skills	Cost	Score
Acrobatics	7	[] [] []
___ Daredevil	4	[] [] []
___ <i>Defensive martial arts</i>	5	[] [] []
___ Dodge	4	[] [] []
___ Fall	3	[] [] []
___ Flight	2	[] [] []
___ <i>Zero-g training</i>	2	[] [] []
___ _____	1	[] [] []
___ _____	1	[] [] []
Manipulation	6	[] [] []
___ Lockpick	4	[] [] []
___ Pickpocket	4	[] [] []
___ Prestidigitation	2	[] [] []
Ranged Wpns. Mod.	6	[] [] []
___ Pistol	4	[] [] []
___ Rifle	4	[] [] []
___ SMG	4	[] [] []
Ranged Wpns. Prim.	7	[] [] []
___ Bow	4	[] [] []
___ Crossbow	3	[] [] []
___ Flintlock	3	[] [] []
___ Sling	4	[] [] []
Stealth	7	[] [] []
___ Hide	4	[] [] []
___ Shadow	4	[] [] []
___ Sneak	5	[] [] []
Vehicle Operation	3	[] [] []
___ Air	4	[] [] []
___ Land	2	[] [] []
___ <i>Space</i>	4	[] [] []
___ Water	2	[] [] []

INT Skills	Cost	Score
Business	3	[] [] []
___ Corporate	2	[] [] []
___ Illicit business	2	[] [] []
___ Small business	2	[] [] []
Computer Science	6	[] [] []
___ <i>Hacking</i>	4	[] [] []
___ Hardware	3	[] [] []
___ Programming	3	[] [] []
Demolitions	5	[] [] []
___ Disarm	3	[] [] []
___ <i>Scratch-built</i>	3	[] [] []
___ Set explosives	2	[] [] []
Knowledge	3	[] [] []
___ <i>Computer op.</i>	1	[] [] []
___ Deduce	2	[] [] []
___ <i>First aid</i>	2	[] [] []
___ <i>Language</i>		
___ _____	1	[] [] []
___ _____	1	[] [] []
___ _____	1	[] [] []
Law	4	[] [] []
___ Court proc.	2	[] [] []
___ Law enforc.	3	[] [] []
___ _____	1	[] [] []
Life Science	6	[] [] []
___ Biology	2	[] [] []
___ Botany	2	[] [] []
___ Genetics	2	[] [] []
___ <i>Xenology</i>	3	[] [] []
___ Zoology	2	[] [] []
Medical Science	6	[] [] []
___ Forensics	2	[] [] []
___ Medical know.	2	[] [] []
___ Psychology	2	[] [] []
___ <i>Surgery</i>	4	[] [] []
___ <i>Treatment</i>	3	[] [] []
___ <i>Xenomedicine</i>	2	[] [] []
Navigation	5	[] [] []
___ <i>Drivespace</i>	3	[] [] []
___ System	2	[] [] []
___ Surface	2	[] [] []
Physical Science	6	[] [] []
___ Astronomy	2	[] [] []
___ Chemistry	2	[] [] []
___ Physics	2	[] [] []
___ Planetology	2	[] [] []
Security	5	[] [] []
___ Protection	3	[] [] []
___ Sec. devices	2	[] [] []
System Operation	4	[] [] []
___ Communication	2	[] [] []
___ Defenses	2	[] [] []
___ Engineering	2	[] [] []
___ Sensors	2	[] [] []
___ Weapons	2	[] [] []
Tactics	5	[] [] []
___ Infantry	3	[] [] []
___ Space	2	[] [] []
___ Vehicle	2	[] [] []
Technical Science	6	[] [] []
___ Invention	3	[] [] []
___ Juryrig	2	[] [] []
___ Repair	2	[] [] []
___ Technical know.	2	[] [] []

WIL Skills	Cost	Score
Administration	3	[] [] []
___ Bureaucracy	2	[] [] []
___ Management	2	[] [] []
Animal Handling	3	[] [] []
___ Animal riding	1	[] [] []
___ Animal training	1	[] [] []
Awareness	3	[] [] []
___ Intuition	3	[] [] []
___ Perception	2	[] [] []
Creativity	4	[] [] []
___ _____	1	[] [] []
___ _____	1	[] [] []
Investigate	6	[] [] []
___ Interrogate	4	[] [] []
___ Search	3	[] [] []
___ Track	4	[] [] []
Resolve	5	[] [] []
___ Mental	3	[] [] []
___ Physical	3	[] [] []
Street Smart	5	[] [] []
___ Criminal elem.	3	[] [] []
___ Street know.	3	[] [] []
Teach	4	[] [] []
___ _____	2	[] [] []
___ _____	2	[] [] []

PER Skills	Cost	Score
Culture	4	[] [] []
___ Diplomacy	2	[] [] []
___ <i>Etiquette</i>		
___ _____	1	[] [] []
___ _____	1	[] [] []
___ _____	1	[] [] []
___ <i>First encounter</i>	2	[] [] []
Deception	4	[] [] []
___ Bluff	2	[] [] []
___ Bribe	2	[] [] []
___ Gamble	2	[] [] []
Entertainment	3	[] [] []
___ Act	1	[] [] []
___ Dance	1	[] [] []
___ <i>Musical inst.</i>	1	[] [] []
___ Sing	1	[] [] []
___ _____	1	[] [] []
Interaction	3	[] [] []
___ Bargain	2	[] [] []
___ Charm	2	[] [] []
___ Interview	2	[] [] []
___ Intimidate	3	[] [] []
___ Seduce	2	[] [] []
___ Taunt	2	[] [] []
Leadership	4	[] [] []
___ Command	3	[] [] []
___ <i>Inspire</i>	3	[] [] []

Note: Skills printed in *italic* can't be used untrained.

STR Skills	Cost	Score
Armor Operation	7	[/ /]
___ Combat	3	[/ /]
___ <i>Powered</i>	4	[/ /]
Athletics	3	[/ /]
___ Climb	2	[/ /]
___ Jump	1	[/ /]
___ Throw	2	[/ /]
___ _____	1	[/ /]
Heavy Weapons	6	[/ /]
___ Direct fire	4	[/ /]
___ Indirect fire	4	[/ /]
Melee Weapons	6	[/ /]
___ Blade	3	[/ /]
___ Bludgeon	3	[/ /]
___ Powered	4	[/ /]
Unarmed Attack	5	[/ /]
___ Brawl	3	[/ /]
___ <i>Power martial arts</i>	4	[/ /]

CON Skills	Cost	Score
Movement	3	[/ /]
___ <i>Race</i>	2	[/ /]
___ <i>Swim</i>	1	[/ /]
___ Trailblazing	2	[/ /]
Stamina	3	[/ /]
___ Endurance	4	[/ /]
___ <i>Resist pain</i>	4	[/ /]
Survival	4	[/ /]
___ Survival train.	2	[/ /]

DEX Skills	Cost	Score
Acrobatics	6	[/ /]
___ Daredevil	4	[/ /]
___ <i>Defensive martial arts</i>	4	[/ /]
___ Dodge	3	[/ /]
___ Fall	2	[/ /]
___ Flight	2	[/ /]
___ <i>Zero-g training</i>	3	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
Manipulation	6	[/ /]
___ Lockpick	3	[/ /]
___ Pickpocket	3	[/ /]
___ Prestidigitation	3	[/ /]
Ranged Wpns. Mod.	6	[/ /]
___ Pistol	4	[/ /]
___ Rifle	4	[/ /]
___ SMG	4	[/ /]
Ranged Wpns. Prim.	7	[/ /]
___ Bow	4	[/ /]
___ Crossbow	3	[/ /]
___ Flintlock	3	[/ /]
___ Sling	4	[/ /]
Stealth	6	[/ /]
___ Hide	3	[/ /]
___ Shadow	3	[/ /]
___ Sneak	4	[/ /]
Vehicle Operation	3	[/ /]
___ Air	5	[/ /]
___ Land	3	[/ /]
___ <i>Space</i>	5	[/ /]
___ Water	3	[/ /]

INT Skills	Cost	Score
Business	4	[/ /]
___ Corporate	3	[/ /]
___ Illicit business	2	[/ /]
___ Small business	3	[/ /]
Computer Science	7	[/ /]
___ <i>Hacking</i>	5	[/ /]
___ Hardware	4	[/ /]
___ Programming	4	[/ /]
Demolitions	6	[/ /]
___ Disarm	4	[/ /]
___ <i>Scratch-built</i>	4	[/ /]
___ Set explosives	3	[/ /]
Knowledge	3	[/ /]
___ <i>Computer op.</i>	1	[/ /]
___ Deduce	2	[/ /]
___ <i>First aid</i>	2	[/ /]
___ <i>Language</i>	1	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
Law	4	[/ /]
___ Court proc.	3	[/ /]
___ Law enforc.	2	[/ /]
___ _____	1	[/ /]
Life Science	7	[/ /]
___ Biology	3	[/ /]
___ Botany	3	[/ /]
___ Genetics	3	[/ /]
___ <i>Xenology</i>	4	[/ /]
___ Zoology	3	[/ /]
Medical Science	7	[/ /]
___ Forensics	3	[/ /]
___ Medical know.	3	[/ /]
___ Psychology	3	[/ /]
___ <i>Surgery</i>	5	[/ /]
___ <i>Treatment</i>	4	[/ /]
___ <i>Xenomedicine</i>	3	[/ /]
Navigation	6	[/ /]
___ <i>Drivespace</i>	4	[/ /]
___ System	3	[/ /]
___ Surface	3	[/ /]
Physical Science	7	[/ /]
___ Astronomy	3	[/ /]
___ Chemistry	3	[/ /]
___ Physics	3	[/ /]
___ Planetology	3	[/ /]
Security	4	[/ /]
___ Protection	2	[/ /]
___ Sec. devices	2	[/ /]
System Operation	4	[/ /]
___ Communication	3	[/ /]
___ Defenses	3	[/ /]
___ Engineering	3	[/ /]
___ Sensors	2	[/ /]
___ Weapons	3	[/ /]
Tactics	6	[/ /]
___ Infantry	3	[/ /]
___ Space	3	[/ /]
___ Vehicle	3	[/ /]
Technical Science	7	[/ /]
___ Invention	4	[/ /]
___ Juryrig	3	[/ /]
___ Repair	3	[/ /]
___ Technical know.	3	[/ /]

WIL Skills	Cost	Score
Administration	4	[/ /]
___ Bureaucracy	3	[/ /]
___ Management	3	[/ /]
Animal Handling	3	[/ /]
___ Animal riding	1	[/ /]
___ Animal training	1	[/ /]
Awareness	3	[/ /]
___ Intuition	3	[/ /]
___ Perception	2	[/ /]
Creativity	4	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
Investigate	6	[/ /]
___ Interrogate	3	[/ /]
___ Search	3	[/ /]
___ Track	3	[/ /]
Resolve	5	[/ /]
___ Mental	3	[/ /]
___ Physical	3	[/ /]
Street Smart	4	[/ /]
___ Criminal elem.	2	[/ /]
___ Street know.	2	[/ /]
Teach	5	[/ /]
___ _____	3	[/ /]
___ _____	3	[/ /]

PER Skills	Cost	Score
Culture	5	[/ /]
___ Diplomacy	3	[/ /]
___ <i>Etiquette</i>	2	[/ /]
___ _____	2	[/ /]
___ _____	2	[/ /]
___ <i>First encounter</i>	3	[/ /]
Deception	4	[/ /]
___ Bluff	2	[/ /]
___ Bribe	2	[/ /]
___ Gamble	2	[/ /]
Entertainment	3	[/ /]
___ Act	1	[/ /]
___ Dance	1	[/ /]
___ <i>Musical inst.</i>	1	[/ /]
___ Sing	1	[/ /]
___ _____	1	[/ /]
Interaction	3	[/ /]
___ Bargain	3	[/ /]
___ Charm	2	[/ /]
___ Interview	2	[/ /]
___ Intimidate	3	[/ /]
___ Seduce	2	[/ /]
___ Taunt	2	[/ /]
Leadership	4	[/ /]
___ Command	4	[/ /]
___ <i>Inspire</i>	4	[/ /]

Note: Skills printed in *italic* can't be used untrained.

STR Skills	Cost	Score
Armor Operation	7	[][]
___ Combat	3	[][]
___ <i>Powered</i>	4	[][]
Athletics	3	[][]
___ Climb	2	[][]
___ Jump	1	[][]
___ Throw	2	[][]
___ _____	1	[][]
Heavy Weapons	6	[][]
___ Direct fire	4	[][]
___ Indirect fire	4	[][]
Melee Weapons	6	[][]
___ Blade	3	[][]
___ Bludgeon	3	[][]
___ Powered	4	[][]
Unarmed Attack	5	[][]
___ Brawl	3	[][]
___ <i>Power martial arts</i>	5	[][]

CON Skills	Cost	Score
Movement	3	[][]
___ <i>Race</i>	2	[][]
___ <i>Swim</i>	1	[][]
___ Trailblazing	3	[][]
Stamina	3	[][]
___ Endurance	4	[][]
___ <i>Resist pain</i>	4	[][]
Survival	5	[][]
___ Survival train.	3	[][]
Biokinesis	6	[][]
___ Bioweapon	3	[][]
___ Control		
metabolism	2	[][]
___ <i>Heal</i>	4	[][]
___ <i>Morph</i>	4	[][]
___ Rejuvenate	3	[][]
___ Transfer damage	2	[][]

DEX Skills	Cost	Score
Acrobatics	7	[][]
___ Daredevil	4	[][]
___ <i>Defensive martial arts</i>	5	[][]
___ Dodge	4	[][]
___ Fall	3	[][]
___ Flight	2	[][]
___ <i>Zero-g training</i>	3	[][]
___ _____	1	[][]
___ _____	1	[][]
Manipulation	6	[][]
___ Lockpick	4	[][]
___ Pickpocket	4	[][]
___ Prestidigitation	3	[][]
Ranged Wpns. Mod.	6	[][]
___ Pistol	4	[][]
___ Rifle	4	[][]
___ SMG	4	[][]
Ranged Wpns. Prim.	7	[][]
___ Bow	4	[][]
___ Crossbow	3	[][]
___ Flintlock	3	[][]
___ Sling	4	[][]
Stealth	7	[][]
___ Hide	4	[][]
___ Shadow	4	[][]
___ Sneak	5	[][]
Vehicle Operation	3	[][]
___ Air	5	[][]
___ Land	3	[][]
___ <i>Space</i>	5	[][]
___ Water	3	[][]

INT Skills	Cost	Score
Business	4	[][]
___ Corporate	3	[][]
___ Illicit business	3	[][]
___ Small business	3	[][]
Computer Science	7	[][]
___ <i>Hacking</i>	5	[][]
___ Hardware	4	[][]
___ Programming	4	[][]
Demolitions	6	[][]
___ Disarm	4	[][]
___ <i>Scratch-built</i>	4	[][]
___ Set explosives	3	[][]
Knowledge	3	[][]
___ <i>Computer op.</i>	1	[][]
___ Deduce	2	[][]
___ <i>First aid</i>	2	[][]
___ <i>Language</i>		
___ _____	1	[][]
___ _____	1	[][]
___ _____	1	[][]
Law	5	[][]
___ Court proc.	3	[][]
___ Law enforc.	3	[][]
___ _____	1	[][]
Life Science	7	[][]
___ Biology	3	[][]
___ Botany	3	[][]
___ Genetics	3	[][]
___ <i>Xenology</i>	4	[][]
___ Zoology	3	[][]
Medical Science	7	[][]
___ Forensics	3	[][]
___ Medical know.	3	[][]
___ Psychology	3	[][]
___ <i>Surgery</i>	5	[][]
___ <i>Treatment</i>	4	[][]
___ <i>Xenomedicine</i>	3	[][]
Navigation	6	[][]
___ <i>Drivespace</i>	4	[][]
___ System	3	[][]
___ Surface	3	[][]
Physical Science	7	[][]
___ Astronomy	3	[][]
___ Chemistry	3	[][]
___ Physics	3	[][]
___ Planetology	3	[][]
Security	5	[][]
___ Protection	3	[][]
___ Sec. devices	3	[][]
System Operation	4	[][]
___ Communication	3	[][]
___ Defenses	3	[][]
___ Engineering	3	[][]
___ Sensors	3	[][]
___ Weapons	3	[][]
Tactics	6	[][]
___ Infantry	3	[][]
___ Space	3	[][]
___ Vehicle	3	[][]
Technical Science	7	[][]
___ Invention	4	[][]
___ Juryrig	3	[][]
___ Repair	3	[][]
___ Technical know.	3	[][]
ESP	5	[][]
___ <i>Battle mind</i>	4	[][]
___ Clairaudience	2	[][]
___ Clairvoyance	2	[][]
___ Empathy	1	[][]
___ Mind reading	3	[][]
___ <i>Navcognition</i>	3	[][]
___ Postcognition	3	[][]
___ Precognition	4	[][]
___ Psychometry	3	[][]
___ Sensitivity	2	[][]

WIL Skills	Cost	Score
Administration	4	[][]
___ Bureaucracy	3	[][]
___ Management	3	[][]
Animal Handling	3	[][]
___ Animal riding	1	[][]
___ Animal training	1	[][]
Awareness	3	[][]
___ Intuition	3	[][]
___ Perception	2	[][]
Creativity	4	[][]
___ _____	1	[][]
___ _____	1	[][]
Investigate	7	[][]
___ Interrogate	4	[][]
___ Search	4	[][]
___ Track	4	[][]
Resolve	5	[][]
___ Mental	3	[][]
___ Physical	3	[][]
Street Smart	5	[][]
___ Criminal elem.	3	[][]
___ Street know.	3	[][]
Teach	5	[][]
___ _____	3	[][]
___ _____	3	[][]
Telekinesis	6	[][]
___ <i>Electrokinetics</i>	3	[][]
___ <i>Kinetic shield</i>	2	[][]
___ Levitation	2	[][]
___ Photokinetics	1	[][]
___ Psychokinetics	3	[][]
___ <i>Pyrokinetics</i>	4	[][]

PER Skills	Cost	Score
Culture	5	[][]
___ Diplomacy	3	[][]
___ <i>Etiquette</i>		
___ _____	2	[][]
___ _____	2	[][]
___ _____	2	[][]
___ <i>First encounter</i>	3	[][]
Deception	5	[][]
___ Bluff	3	[][]
___ Bribe	3	[][]
___ Gamble	3	[][]
Entertainment	4	[][]
___ Act	2	[][]
___ Dance	2	[][]
___ <i>Musical inst.</i>	2	[][]
___ Sing	2	[][]
___ _____	2	[][]
Interaction	3	[][]
___ Bargain	3	[][]
___ Charm	3	[][]
___ Interview	3	[][]
___ Intimidate	3	[][]
___ Seduce	3	[][]
___ Taunt	2	[][]
Leadership	4	[][]
___ Command	4	[][]
___ <i>Inspire</i>	4	[][]
Telepathy	5	[][]
___ Contact	3	[][]
___ Datalink	4	[][]
___ Illusion	3	[][]
___ Mind blast	4	[][]
___ Mind shield	2	[][]
___ Suggest	3	[][]
___ Tire	3	[][]

Note: Skills printed in *italic* can't be used untrained.

ALTERNITY Tech Op Hero Sheet

Hero _____ Player _____ Gamemaster _____
 Species _____ Gender _____ Profession Tech Op Career _____
 Attributes _____ Last Resorts _____ □□□□□
 Setting _____ Allegiance _____ Last Resort Cost _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="text"/>	_____
Dexterity	<input type="text"/>	<input type="text"/>	_____
Constitution	<input type="text"/>	<input type="text"/>	_____
Intelligence	<input type="text"/>	<input type="text"/>	_____
Will	<input type="text"/>	<input type="text"/>	_____
Personality	<input type="text"/>	<input type="text"/>	_____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/> +	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>		
DIE <input type="text"/>		ACTIONS PER ROUND <input type="text"/>	

COMBAT MOVEMENT RATES			
Sprint	Run	Walk	
Easy Swim	Swim	Glide	Fly

DURABILITY					
Stun	<input type="text"/>	□□□□□□□□□□□□□□□□□□□□	Fatigue	<input type="text"/>	□□□□□□□□□□□□□□
Wound	<input type="text"/>	□□□□□□□□□□□□□□□□□□□□	Mortal	<input type="text"/>	□□□□□□□□□□□□□□

ARMOR			
	(L)	(H)	(En)

GEAR

GAME DATA		
Age	Ht	Wt
Special Abilities		
Perks	Flaws	
Appearance		
Social Status		
Wealth		

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ / /		L/O	Personal	/ / /
	/ / /			/ / /	/ / /
	/ / /			/ / /	/ / /
	/ / /			/ / /	/ / /
	/ / /			/ / /	/ / /

ACHIEVEMENT TRACK	Skill Points Spent																							Stored
Hero's Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	<input type="text"/>

STR Skills	Cost	Score
Armor Operation	7	[/ /]
___ Combat	3	[/ /]
___ <i>Powered</i>	4	[/ /]
Athletics	3	[/ /]
___ Climb	2	[/ /]
___ Jump	1	[/ /]
___ Throw	2	[/ /]
___ _____	1	[/ /]
Heavy Weapons	6	[/ /]
___ Direct fire	4	[/ /]
___ Indirect fire	4	[/ /]
Melee Weapons	6	[/ /]
___ Blade	3	[/ /]
___ Bludgeon	3	[/ /]
___ Powered	4	[/ /]
Unarmed Attack	5	[/ /]
___ Brawl	3	[/ /]
___ <i>Power martial arts</i>	5	[/ /]

CON Skills	Cost	Score
Movement	3	[/ /]
___ <i>Race</i>	2	[/ /]
___ <i>Swim</i>	1	[/ /]
___ Trailblazing	3	[/ /]
Stamina	3	[/ /]
___ Endurance	4	[/ /]
___ <i>Resist pain</i>	4	[/ /]
Survival	5	[/ /]
___ Survival train.	3	[/ /]

DEX Skills	Cost	Score
Acrobatics	7	[/ /]
___ Daredevil	4	[/ /]
___ <i>Defensive martial arts</i>	5	[/ /]
___ Dodge	4	[/ /]
___ Fall	3	[/ /]
___ Flight	2	[/ /]
___ <i>Zero-g training</i>	2	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
Manipulation	6	[/ /]
___ Lockpick	4	[/ /]
___ Pickpocket	4	[/ /]
___ Prestidigitation	3	[/ /]
Ranged Wpns. Mod.	6	[/ /]
___ Pistol	4	[/ /]
___ Rifle	4	[/ /]
___ SMG	4	[/ /]
Ranged Wpns. Prim.	7	[/ /]
___ Bow	4	[/ /]
___ Crossbow	3	[/ /]
___ Flintlock	3	[/ /]
___ Sling	4	[/ /]
Stealth	7	[/ /]
___ Hide	4	[/ /]
___ Shadow	4	[/ /]
___ Sneak	5	[/ /]
Vehicle Operation	3	[/ /]
___ <i>Air</i>	4	[/ /]
___ <i>Land</i>	2	[/ /]
___ <i>Space</i>	4	[/ /]
___ <i>Water</i>	2	[/ /]

INT Skills	Cost	Score
Business	4	[/ /]
___ Corporate	3	[/ /]
___ Illicit business	3	[/ /]
___ Small business	3	[/ /]
Computer Science	6	[/ /]
___ <i>Hacking</i>	4	[/ /]
___ Hardware	3	[/ /]
___ Programming	3	[/ /]
Demolitions	5	[/ /]
___ Disarm	3	[/ /]
___ <i>Scratch-built</i>	3	[/ /]
___ Set explosives	2	[/ /]
Knowledge	3	[/ /]
___ <i>Computer op.</i>	1	[/ /]
___ Deduce	2	[/ /]
___ <i>First aid</i>	2	[/ /]
___ <i>Language</i>	1	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
Law	5	[/ /]
___ Court proc.	3	[/ /]
___ Law enforc.	3	[/ /]
___ _____	1	[/ /]
Life Science	6	[/ /]
___ Biology	2	[/ /]
___ Botany	2	[/ /]
___ Genetics	2	[/ /]
___ <i>Xenology</i>	3	[/ /]
___ Zoology	2	[/ /]
Medical Science	6	[/ /]
___ Forensics	2	[/ /]
___ Medical know.	2	[/ /]
___ Psychology	2	[/ /]
___ <i>Surgery</i>	4	[/ /]
___ <i>Treatment</i>	3	[/ /]
___ <i>Xenomedicine</i>	2	[/ /]
Navigation	5	[/ /]
___ <i>Drivespace</i>	3	[/ /]
___ System	2	[/ /]
___ Surface	2	[/ /]
Physical Science	6	[/ /]
___ Astronomy	2	[/ /]
___ Chemistry	2	[/ /]
___ Physics	2	[/ /]
___ Planetology	2	[/ /]
Security	5	[/ /]
___ Protection	3	[/ /]
___ Sec. devices	2	[/ /]
System Operation	4	[/ /]
___ Communication	2	[/ /]
___ Defenses	2	[/ /]
___ Engineering	2	[/ /]
___ Sensors	2	[/ /]
___ Weapons	2	[/ /]
Tactics	5	[/ /]
___ Infantry	3	[/ /]
___ Space	2	[/ /]
___ Vehicle	2	[/ /]
Technical Science	6	[/ /]
___ Invention	3	[/ /]
___ Juryrig	2	[/ /]
___ Repair	2	[/ /]
___ Technical know.	2	[/ /]

WIL Skills	Cost	Score
Administration	4	[/ /]
___ Bureaucracy	3	[/ /]
___ Management	3	[/ /]
Animal Handling	3	[/ /]
___ Animal riding	1	[/ /]
___ Animal training	1	[/ /]
Awareness	3	[/ /]
___ Intuition	3	[/ /]
___ Perception	2	[/ /]
Creativity	4	[/ /]
___ _____	1	[/ /]
___ _____	1	[/ /]
Investigate	6	[/ /]
___ Interrogate	4	[/ /]
___ Search	3	[/ /]
___ Track	4	[/ /]
Resolve	5	[/ /]
___ Mental	3	[/ /]
___ Physical	3	[/ /]
Street Smart	5	[/ /]
___ Criminal elem.	3	[/ /]
___ Street know.	3	[/ /]
Teach	4	[/ /]
___ _____	2	[/ /]
___ _____	2	[/ /]

PER Skills	Cost	Score
Culture	5	[/ /]
___ Diplomacy	3	[/ /]
___ <i>Etiquette</i>	2	[/ /]
___ _____	2	[/ /]
___ _____	2	[/ /]
___ <i>First encounter</i>	3	[/ /]
Deception	5	[/ /]
___ Bluff	3	[/ /]
___ Bribe	3	[/ /]
___ Gamble	3	[/ /]
Entertainment	4	[/ /]
___ Act	2	[/ /]
___ Dance	2	[/ /]
___ <i>Musical inst.</i>	2	[/ /]
___ Sing	2	[/ /]
___ _____	2	[/ /]
Interaction	3	[/ /]
___ Bargain	2	[/ /]
___ Charm	3	[/ /]
___ Interview	3	[/ /]
___ Intimidate	3	[/ /]
___ Seduce	3	[/ /]
___ Taunt	2	[/ /]
Leadership	4	[/ /]
___ Command	4	[/ /]
___ <i>Inspire</i>	4	[/ /]

Note: Skills printed in *italic* can't be used untrained.

STR Skills	Cost	Score
Armor Operation	—	[/ /]
___ Combat	—	[/ /]
___ <i>Powered</i>	—	[/ /]
Athletics	—	[/ /]
___ Climb	—	[/ /]
___ Jump	—	[/ /]
___ Throw	—	[/ /]
___ _____	—	[/ /]
Heavy Weapons	—	[/ /]
___ Direct fire	—	[/ /]
___ Indirect fire	—	[/ /]
Melee Weapons	—	[/ /]
___ Blade	—	[/ /]
___ Bludgeon	—	[/ /]
___ Powered	—	[/ /]
Unarmed Attack	—	[/ /]
___ Brawl	—	[/ /]
___ <i>Power martial arts</i>	—	[/ /]

CON Skills	Cost	Score
Movement	—	[/ /]
___ <i>Race</i>	—	[/ /]
___ <i>Swim</i>	—	[/ /]
___ Trailblazing	—	[/ /]
Stamina	—	[/ /]
___ Endurance	—	[/ /]
___ <i>Resist pain</i>	—	[/ /]
Survival	—	[/ /]
___ Survival train.	—	[/ /]

DEX Skills	Cost	Score
Acrobatics	—	[/ /]
___ Daredevil	—	[/ /]
___ <i>Defensive martial arts</i>	—	[/ /]
___ Dodge	—	[/ /]
___ Fall	—	[/ /]
___ Flight	—	[/ /]
___ <i>Zero-g training</i>	—	[/ /]
___ _____	—	[/ /]
Manipulation	—	[/ /]
___ Lockpick	—	[/ /]
___ Pickpocket	—	[/ /]
___ Prestidigitation	—	[/ /]
Ranged Wpns. Mod.	—	[/ /]
___ Pistol	—	[/ /]
___ Rifle	—	[/ /]
___ SMG	—	[/ /]
Ranged Wpns. Prim.	—	[/ /]
___ Bow	—	[/ /]
___ Crossbow	—	[/ /]
___ Flintlock	—	[/ /]
___ Sling	—	[/ /]
Stealth	—	[/ /]
___ Hide	—	[/ /]
___ Shadow	—	[/ /]
___ Sneak	—	[/ /]
Vehicle Operation	—	[/ /]
___ Air	—	[/ /]
___ Land	—	[/ /]
___ <i>Space</i>	—	[/ /]
___ Water	—	[/ /]

INT Skills	Cost	Score
Business	—	[/ /]
___ Corporate	—	[/ /]
___ Illicit business	—	[/ /]
___ Small business	—	[/ /]
Computer Science	—	[/ /]
___ <i>Hacking</i>	—	[/ /]
___ Hardware	—	[/ /]
___ Programming	—	[/ /]
Demolitions	—	[/ /]
___ Disarm	—	[/ /]
___ <i>Scratch-built</i>	—	[/ /]
___ Set explosives	—	[/ /]
Knowledge	—	[/ /]
___ <i>Computer op.</i>	—	[/ /]
___ Deduce	—	[/ /]
___ <i>First aid</i>	—	[/ /]
___ <i>Language</i>	—	[/ /]
___ _____	—	[/ /]
___ _____	—	[/ /]
___ _____	—	[/ /]
Law	—	[/ /]
___ Court proc.	—	[/ /]
___ Law enforc.	—	[/ /]
___ _____	—	[/ /]
Life Science	—	[/ /]
___ Biology	—	[/ /]
___ Botany	—	[/ /]
___ Genetics	—	[/ /]
___ <i>Xenology</i>	—	[/ /]
___ Zoology	—	[/ /]
Medical Science	—	[/ /]
___ Forensics	—	[/ /]
___ Medical know.	—	[/ /]
___ Psychology	—	[/ /]
___ <i>Surgery</i>	—	[/ /]
___ <i>Treatment</i>	—	[/ /]
___ <i>Xenomedicine</i>	—	[/ /]
Navigation	—	[/ /]
___ <i>Drivespace</i>	—	[/ /]
___ System	—	[/ /]
___ Surface	—	[/ /]
Physical Science	—	[/ /]
___ Astronomy	—	[/ /]
___ Chemistry	—	[/ /]
___ Physics	—	[/ /]
___ Planetology	—	[/ /]
Security	—	[/ /]
___ Protection	—	[/ /]
___ Sec. devices	—	[/ /]
System Operation	—	[/ /]
___ Communication	—	[/ /]
___ Defenses	—	[/ /]
___ Engineering	—	[/ /]
___ Sensors	—	[/ /]
___ Weapons	—	[/ /]
Tactics	—	[/ /]
___ Infantry	—	[/ /]
___ Space	—	[/ /]
___ Vehicle	—	[/ /]
Technical Science	—	[/ /]
___ Invention	—	[/ /]
___ Juryrig	—	[/ /]
___ Repair	—	[/ /]
___ Technical know.	—	[/ /]

WIL Skills	Cost	Score
Administration	—	[/ /]
___ Bureaucracy	—	[/ /]
___ Management	—	[/ /]
Animal Handling	—	[/ /]
___ Animal riding	—	[/ /]
___ Animal training	—	[/ /]
Awareness	—	[/ /]
___ Intuition	—	[/ /]
___ Perception	—	[/ /]
Creativity	—	[/ /]
___ _____	—	[/ /]
___ _____	—	[/ /]
Investigate	—	[/ /]
___ Interrogate	—	[/ /]
___ Search	—	[/ /]
___ Track	—	[/ /]
Resolve	—	[/ /]
___ Mental	—	[/ /]
___ Physical	—	[/ /]
Street Smart	—	[/ /]
___ Criminal elem.	—	[/ /]
___ Street know.	—	[/ /]
Teach	—	[/ /]
___ _____	—	[/ /]
___ _____	—	[/ /]

PER Skills	Cost	Score
Culture	—	[/ /]
___ Diplomacy	—	[/ /]
___ <i>Etiquette</i>	—	[/ /]
___ _____	—	[/ /]
___ _____	—	[/ /]
___ <i>First encounter</i>	—	[/ /]
Deception	—	[/ /]
___ Bluff	—	[/ /]
___ Bribe	—	[/ /]
___ Gamble	—	[/ /]
Entertainment	—	[/ /]
___ Act	—	[/ /]
___ Dance	—	[/ /]
___ <i>Musical inst.</i>	—	[/ /]
___ Sing	—	[/ /]
___ _____	—	[/ /]
Interaction	—	[/ /]
___ Bargain	—	[/ /]
___ Charm	—	[/ /]
___ Interview	—	[/ /]
___ Intimidate	—	[/ /]
___ Seduce	—	[/ /]
___ Taunt	—	[/ /]
Leadership	—	[/ /]
___ Command	—	[/ /]
___ <i>Inspire</i>	—	[/ /]

Note: Skills printed in *italic* can't be used untrained.

ALTERNITY is a registered trademark owned by TSR, Inc.
 ©1998 TSR, Inc. All rights reserved.
 Permission granted to photocopy for personal use.

STR Skills	Cost	Score
Armor Operation	—	[/ /]
___ Combat	—	[/ /]
___ <i>Powered</i>	—	[/ /]
Athletics	—	[/ /]
___ Climb	—	[/ /]
___ Jump	—	[/ /]
___ Throw	—	[/ /]
___	—	[/ /]
Heavy Weapons	—	[/ /]
___ Direct fire	—	[/ /]
___ Indirect fire	—	[/ /]
Melee Weapons	—	[/ /]
___ Blade	—	[/ /]
___ Bludgeon	—	[/ /]
___ Powered	—	[/ /]
Unarmed Attack	—	[/ /]
___ Brawl	—	[/ /]
___ <i>Power martial arts</i>	—	[/ /]

CON Skills	Cost	Score
Movement	—	[/ /]
___ <i>Race</i>	—	[/ /]
___ <i>Swim</i>	—	[/ /]
___ Trailblazing	—	[/ /]
Stamina	—	[/ /]
___ Endurance	—	[/ /]
___ <i>Resist pain</i>	—	[/ /]
Survival	—	[/ /]
___ Survival train.	—	[/ /]

DEX Skills	Cost	Score
Acrobatics	—	[/ /]
___ Daredevil	—	[/ /]
___ <i>Defensive martial arts</i>	—	[/ /]
___ Dodge	—	[/ /]
___ Fall	—	[/ /]
___ Flight	—	[/ /]
___ <i>Zero-g training</i>	—	[/ /]
___	—	[/ /]
Manipulation	—	[/ /]
___ Lockpick	—	[/ /]
___ Pickpocket	—	[/ /]
___ Prestidigitation	—	[/ /]
Ranged Wpns. Mod.	—	[/ /]
___ Pistol	—	[/ /]
___ Rifle	—	[/ /]
___ SMG	—	[/ /]
Ranged Wpns. Prim.	—	[/ /]
___ Bow	—	[/ /]
___ Crossbow	—	[/ /]
___ Flintlock	—	[/ /]
___ Sling	—	[/ /]
Stealth	—	[/ /]
___ Hide	—	[/ /]
___ Shadow	—	[/ /]
___ Sneak	—	[/ /]
Vehicle Operation	—	[/ /]
___ Air	—	[/ /]
___ Land	—	[/ /]
___ <i>Space</i>	—	[/ /]
___ Water	—	[/ /]

INT Skills	Cost	Score
Business	—	[/ /]
___ Corporate	—	[/ /]
___ Illicit business	—	[/ /]
___ Small business	—	[/ /]
Computer Science	—	[/ /]
___ <i>Hacking</i>	—	[/ /]
___ Hardware	—	[/ /]
___ Programming	—	[/ /]
Demolitions	—	[/ /]
___ Disarm	—	[/ /]
___ <i>Scratch-built</i>	—	[/ /]
___ Set explosives	—	[/ /]
Knowledge	—	[/ /]
___ <i>Computer op.</i>	—	[/ /]
___ Deduce	—	[/ /]
___ <i>First aid</i>	—	[/ /]
___ <i>Language</i>	—	[/ /]
___	—	[/ /]
___	—	[/ /]
___	—	[/ /]
Law	—	[/ /]
___ Court proc.	—	[/ /]
___ Law enforc.	—	[/ /]
___	—	[/ /]
Life Science	—	[/ /]
___ Biology	—	[/ /]
___ Botany	—	[/ /]
___ Genetics	—	[/ /]
___ <i>Xenology</i>	—	[/ /]
___ Zoology	—	[/ /]
Medical Science	—	[/ /]
___ Forensics	—	[/ /]
___ Medical know.	—	[/ /]
___ Psychology	—	[/ /]
___ <i>Surgery</i>	—	[/ /]
___ <i>Treatment</i>	—	[/ /]
___ <i>Xenomedicine</i>	—	[/ /]
Navigation	—	[/ /]
___ <i>Drivespace</i>	—	[/ /]
___ System	—	[/ /]
___ Surface	—	[/ /]
Physical Science	—	[/ /]
___ Astronomy	—	[/ /]
___ Chemistry	—	[/ /]
___ Physics	—	[/ /]
___ Planetology	—	[/ /]
Security	—	[/ /]
___ Protection	—	[/ /]
___ Sec. devices	—	[/ /]
System Operation	—	[/ /]
___ Communication	—	[/ /]
___ Defenses	—	[/ /]
___ Engineering	—	[/ /]
___ Sensors	—	[/ /]
___ Weapons	—	[/ /]
Tactics	—	[/ /]
___ Infantry	—	[/ /]
___ Space	—	[/ /]
___ Vehicle	—	[/ /]
Technical Science	—	[/ /]
___ Invention	—	[/ /]
___ Juryrig	—	[/ /]
___ Repair	—	[/ /]
___ Technical know.	—	[/ /]

WIL Skills	Cost	Score
Administration	—	[/ /]
___ Bureaucracy	—	[/ /]
___ Management	—	[/ /]
Animal Handling	—	[/ /]
___ Animal riding	—	[/ /]
___ Animal training	—	[/ /]
Awareness	—	[/ /]
___ Intuition	—	[/ /]
___ Perception	—	[/ /]
Creativity	—	[/ /]
___	—	[/ /]
___	—	[/ /]
Investigate	—	[/ /]
___ Interrogate	—	[/ /]
___ Search	—	[/ /]
___ Track	—	[/ /]
Resolve	—	[/ /]
___ Mental	—	[/ /]
___ Physical	—	[/ /]
Street Smart	—	[/ /]
___ Criminal elem.	—	[/ /]
___ Street know.	—	[/ /]
Teach	—	[/ /]
___	—	[/ /]
___	—	[/ /]

PER Skills	Cost	Score
Culture	—	[/ /]
___ Diplomacy	—	[/ /]
___ <i>Etiquette</i>	—	[/ /]
___	—	[/ /]
___	—	[/ /]
___ <i>First encounter</i>	—	[/ /]
Deception	—	[/ /]
___ Bluff	—	[/ /]
___ Bribe	—	[/ /]
___ Gamble	—	[/ /]
Entertainment	—	[/ /]
___ Act	—	[/ /]
___ Dance	—	[/ /]
___ <i>Musical inst.</i>	—	[/ /]
___ Sing	—	[/ /]
___	—	[/ /]
Interaction	—	[/ /]
___ Bargain	—	[/ /]
___ Charm	—	[/ /]
___ Interview	—	[/ /]
___ Intimidate	—	[/ /]
___ Seduce	—	[/ /]
___ Taunt	—	[/ /]
Leadership	—	[/ /]
___ Command	—	[/ /]
___ <i>Inspire</i>	—	[/ /]

Note: Skills printed in *italic* can't be used untrained.

ALTERNITY is a registered trademark owned by TSR, Inc. ©1998 TSR, Inc. All rights reserved. Permission granted to photocopy for personal use.

▶ ALTERNITY Supplemental Hero Sheet ◀

WEAPON DATA

Weapon	Skill	Acc	Actions	Clip Size/Ammo Used	Hide	Mass
_____	_____	_____	_____	/	_____	_____
_____	_____	_____	_____	/	_____	_____
_____	_____	_____	_____	/	_____	_____
_____	_____	_____	_____	/	_____	_____
_____	_____	_____	_____	/	_____	_____

EQUIPMENT

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SKILLS

Abil	Skill	Rank	Score	Abil	Skill	Rank	Score
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]
_____	_____	_____	[/ /]	_____	_____	_____	[/ /]

NOTES

▶ ALTERNITY Extras Form ◀

Character Type _____ Species _____ Profession _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input style="width: 30px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Dexterity	<input style="width: 30px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Constitution	<input style="width: 30px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Intelligence	<input style="width: 30px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Will	<input style="width: 30px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Personality	<input style="width: 30px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____

Name _____

S

W

M

Gear/Notes _____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input style="width: 30px; height: 20px;" type="text"/> +	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
DIE <input style="width: 40px; height: 20px;" type="text"/>	ACTIONS PER ROUND		<input style="width: 40px; height: 20px;" type="text"/>

Name _____

S

W

M

Gear/Notes _____

COMBAT MOVEMENT RATES			
Sprint _____	Run _____	Walk _____	
Easy Swim _____	Swim _____	Glide _____	Fly _____

ARMOR	(LI)	(HI)	(En)

SKILLS			
Abil	Skill	Rank	Score
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]

Name _____

S

W

M

Gear/Notes _____

Name _____

S

W

M

Gear/Notes _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		LI/O	Personal	/ /
_____	/ /			/ /	/ /
_____	/ /			/ /	/ /
_____	/ /			/ /	/ /

ALTERNITY is a registered trademark owned by TSR, Inc. ©1998 TSR, Inc. All rights reserved. Permission granted to photocopy for personal use.

Gamemaster's Record Form

Name & Career	Awareness perception	Awareness intuition	Action Check Score	Ability Scores & Resistance Modifiers						Durability	Notes	
				S	C	D	I	W	P			
											S □□□□□□□□□□□□□□□□□□ W □□□□□□□□□□□□□□□□□□ M □□□□□□□□□□□□□□□□□□	
											S □□□□□□□□□□□□□□□□□□ W □□□□□□□□□□□□□□□□□□ M □□□□□□□□□□□□□□□□□□	
											S □□□□□□□□□□□□□□□□□□ W □□□□□□□□□□□□□□□□□□ M □□□□□□□□□□□□□□□□□□	
											S □□□□□□□□□□□□□□□□□□ W □□□□□□□□□□□□□□□□□□ M □□□□□□□□□□□□□□□□□□	
											S □□□□□□□□□□□□□□□□□□ W □□□□□□□□□□□□□□□□□□ M □□□□□□□□□□□□□□□□□□	
											S □□□□□□□□□□□□□□□□□□ W □□□□□□□□□□□□□□□□□□ M □□□□□□□□□□□□□□□□□□	

▶ ALTERNITY Ship Log Form ◀

Name _____ Type _____

Manufacturer _____ Home System _____

Registry (Nation) _____

Identity Papers/Visas _____

Security Systems _____

Technological Systems/Robots/Software _____

Special Notes _____

SHIP'S CREW			SHIP STORES	
Name & Rank	Skills & Skill Scores		Fuel _____	
Captain _____	Leadership- <i>command</i>	[/ /]	_____	
_____	Tactics- <i>space</i>	[/ /]	Weeks _____	
Pilot _____	Vehicle- <i>space</i>	[/ /]	Food, Air, Water _____	
Copilot _____	Vehicle- <i>space</i>	[/ /]	_____	
Navigator _____	Navigation- <i>system</i>	[/ /]	Weeks _____	
_____	Navigation- <i>drivespace</i>	[/ /]	Recycling _____	
Engineer _____	System- <i>engineering</i>	[/ /]	Missiles _____	
Damage Control _____	Technical- <i>juryrig</i>	[/ /]	_____	
_____	Technical- <i>repair</i>	[/ /]	Probes _____	
Weapons _____	System- <i>weapons</i>	[/ /]	_____	
Defenses _____	System- <i>defenses</i>	[/ /]	E-suits _____	
Sensors _____	System- <i>sensors</i>	[/ /]	_____	
Comm _____	System- <i>comm</i>	[/ /]	Weapons Locker _____	
Doctor _____	Medical- <i>treatment</i>	[/ /]	_____	
_____	Medical- <i>surgery</i>	[/ /]	_____	
Other _____	_____	[/ /]	_____	
_____	_____	[/ /]	_____	

CARGO & PASSENGER MANIFEST					
Capacity (Dur) _____			Loading Systems _____		
Type	Purchase Price	Sell Price	Legal Status	Destination	Dur
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Notes _____					

▶ Ship Status Record Form ◀

Ship Name Hull Type Captain's Name

Compartment 1: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 2: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 3: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 4: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 5: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 6: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 7: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 8: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 9: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 10: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

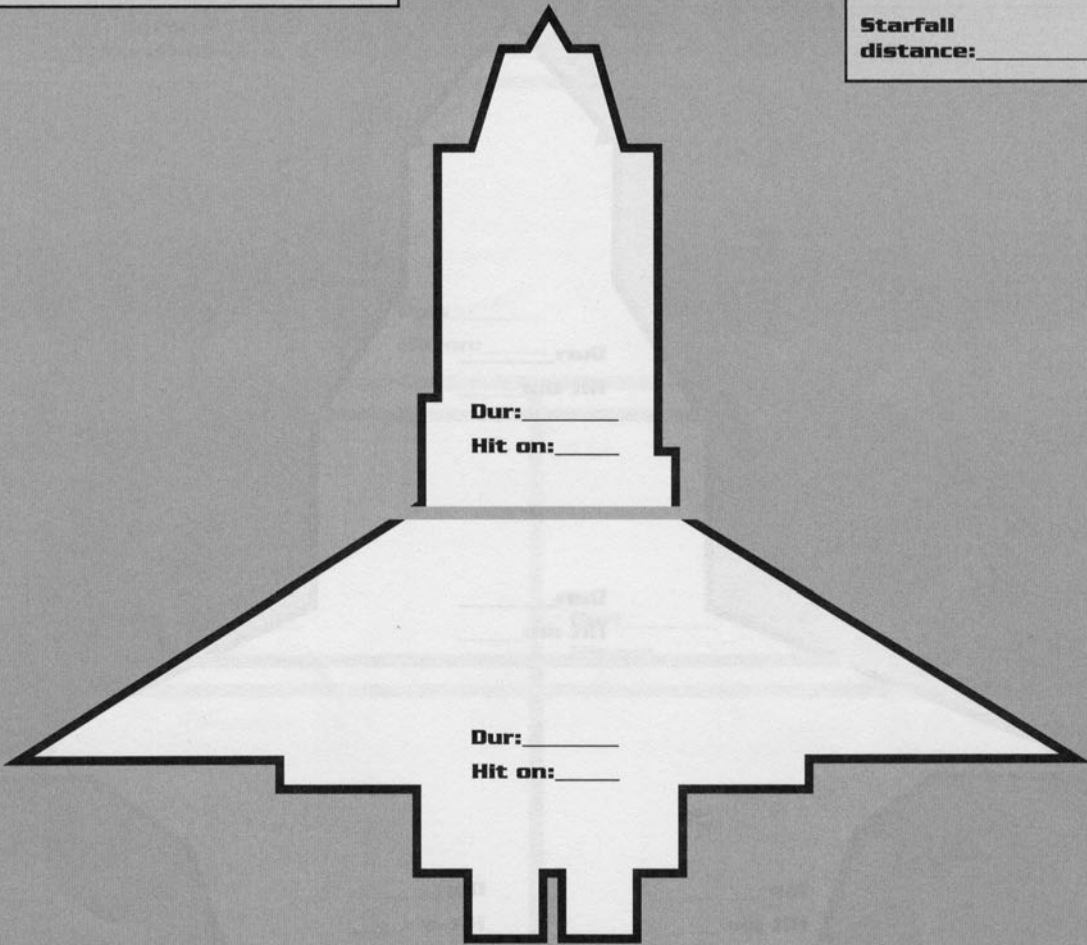
Compartment 11: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Compartment 12: _____
S □□□□□□□□□□□□□□□□□□□□□□□□
W □□□□□□□□□□□□□□□□□□□□□□□□
M □□□□□□□□□□
Systems/Damage _____

Ship Design Record Form

Ship name: _____
 Hull type: _____
 Captain's name: _____

Hull size: _____
 Maneuver rating: _____
 Acc: _____
 Cruising speed: _____
 Starfall distance: _____



Weapons:

Acc	Range	Type	Damage	Actions
_____	_____/_____/_____	_____	_____/_____/_____	_____
_____	_____/_____/_____	_____	_____/_____/_____	_____
_____	_____/_____/_____	_____	_____/_____/_____	_____

Armor: _____ **LI** **HI** **En** _____ **Defenses:** _____

Engines: _____ **Power plant:** _____

Sensors: _____ **Communications:** _____

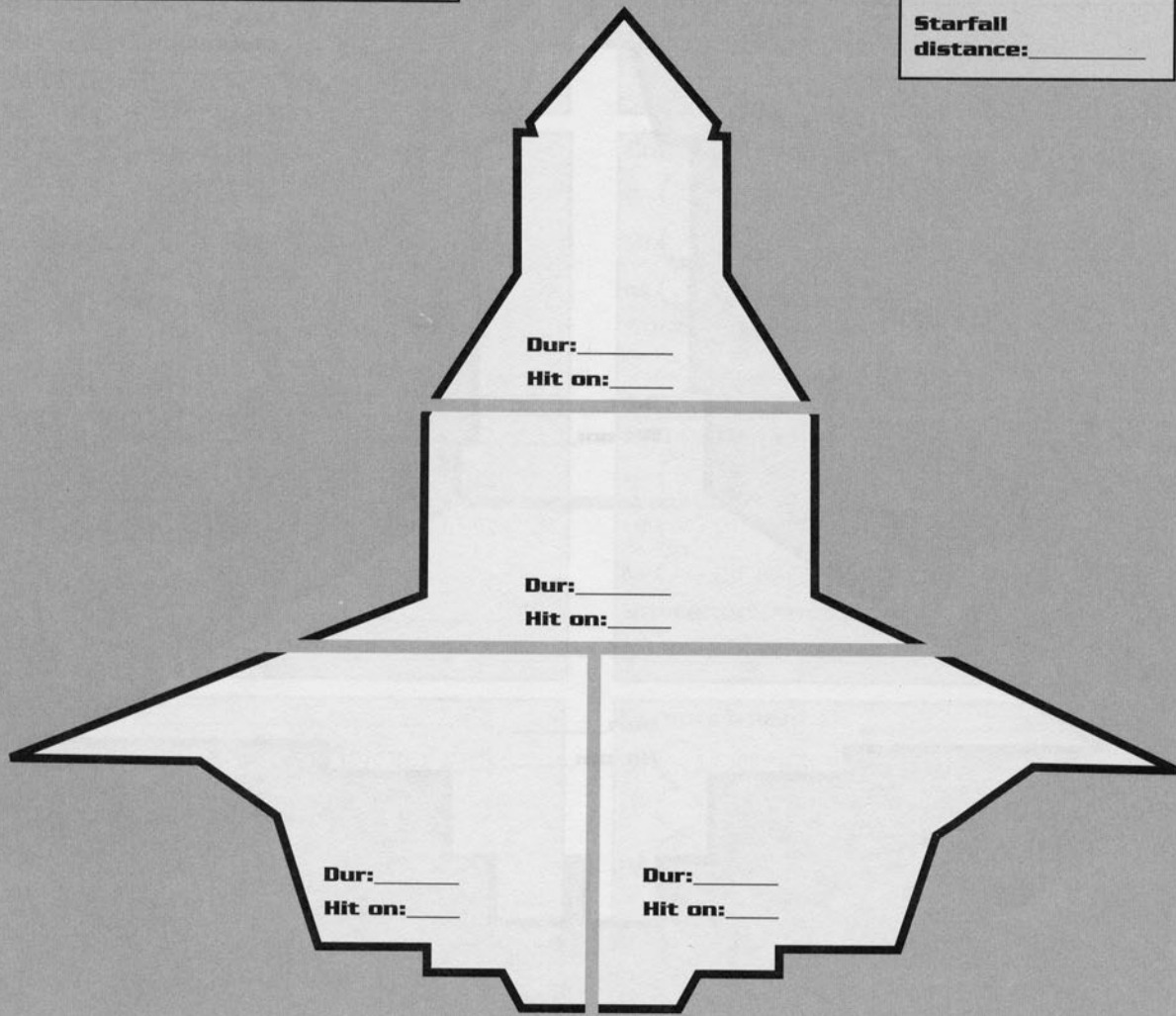
Computer(s): _____

Other equipment: _____

Ship Design Record Form

Ship name: _____
 Hull type: _____
 Captain's name: _____

Hull size: _____
 Maneuver rating: _____
 Acc: _____
 Cruising speed: _____
 Starfall distance: _____



Weapons:

Acc	Range	Type	Damage	Actions
_____	_____ / _____ / _____	_____	_____ / _____ / _____	_____ <input type="checkbox"/>
_____	_____ / _____ / _____	_____	_____ / _____ / _____	_____ <input type="checkbox"/>
_____	_____ / _____ / _____	_____	_____ / _____ / _____	_____ <input type="checkbox"/>

Armor: _____ LI _____ HI _____ En _____ Defenses: _____
 Engines: _____ Power plant: _____
 Sensors: _____ Communications: _____
 Computer(s): _____
 Other equipment: _____

Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

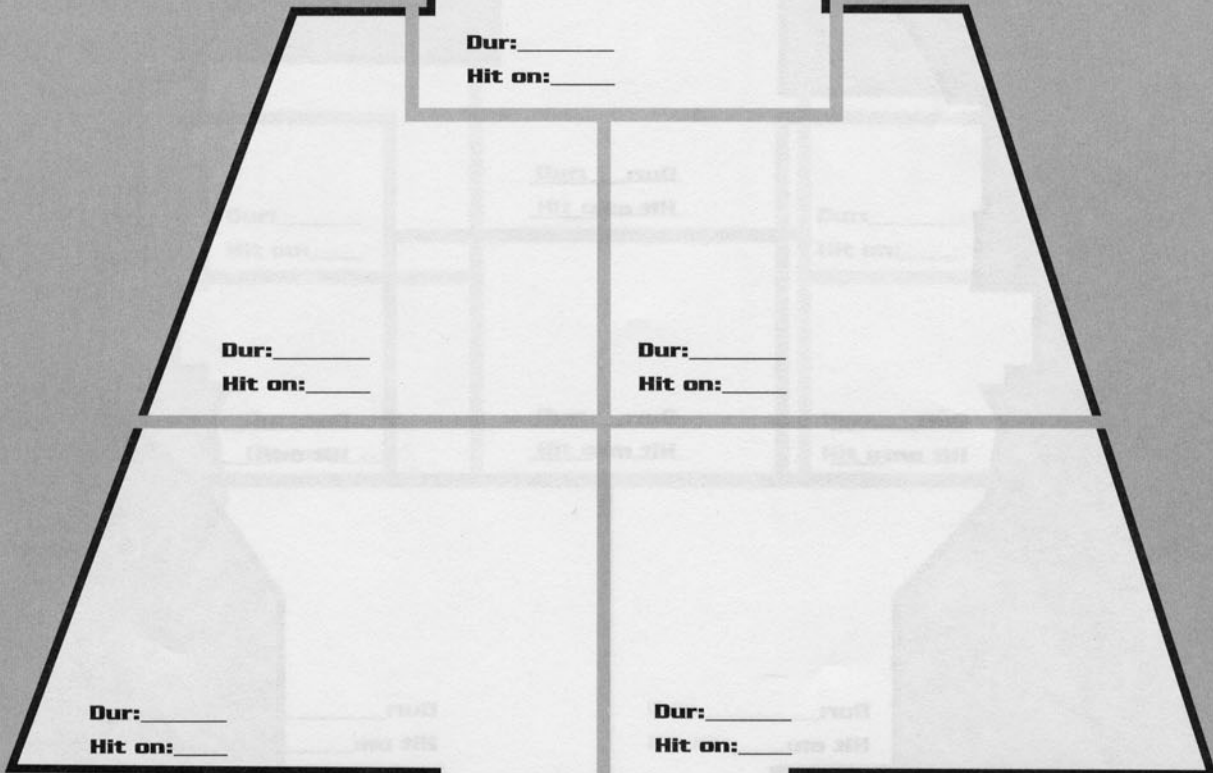
Hull size: _____

Maneuver rating: _____

Acc: _____

Cruising speed: _____

Starfall distance: _____



Weapons:

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions



Armor: LI HI En Defenses: _____

Engines: _____ Power plant: _____

Sensors: _____ Communications: _____

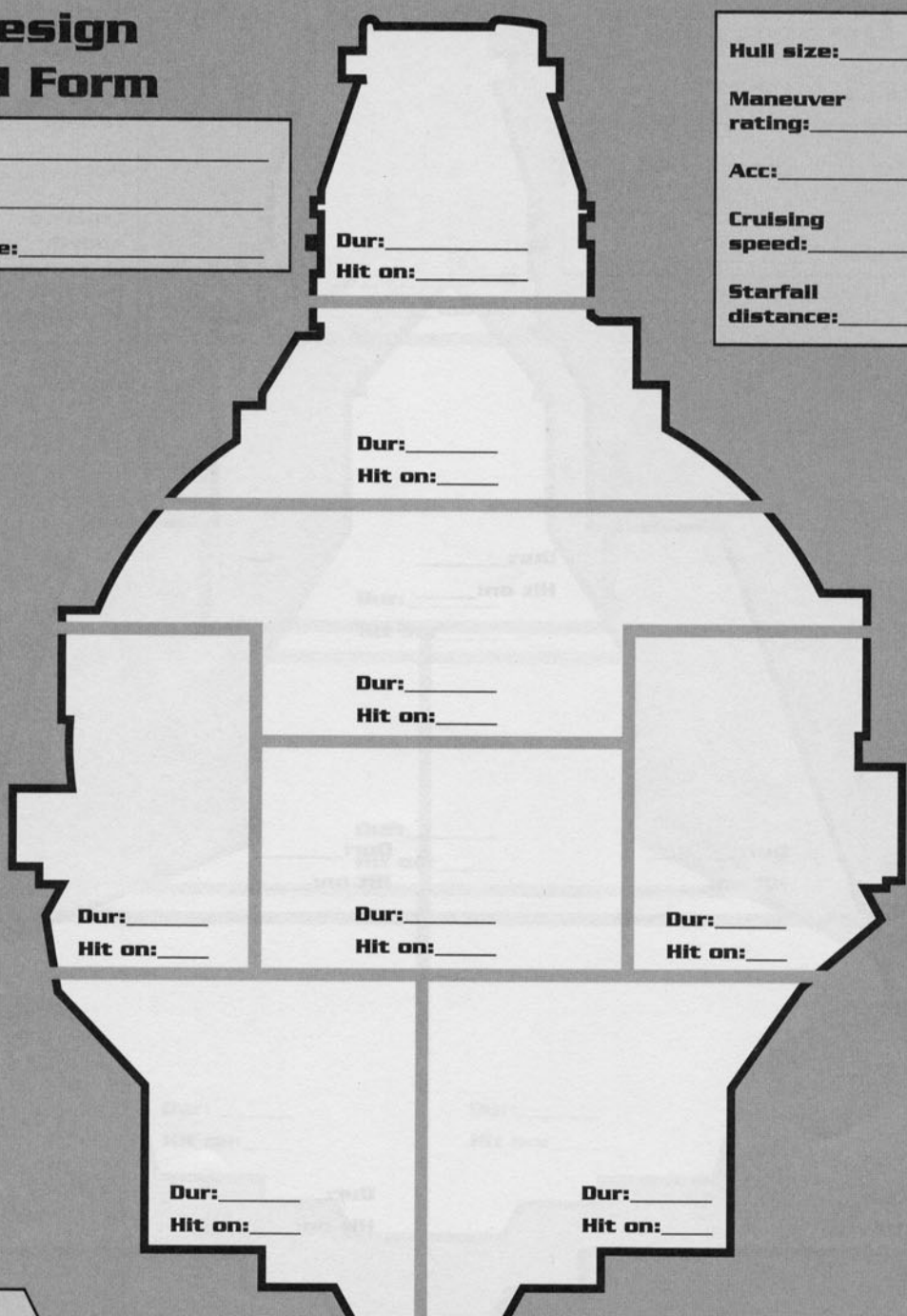
Computer(s): _____

Other equipment: _____

Ship Design Record Form

Ship name: _____
 Hull type: _____
 Captain's name: _____

Hull size: _____
 Maneuver rating: _____
 Acc: _____
 Cruising speed: _____
 Starfall distance: _____



Weapons:

Acc	Range	Type	Damage	Actions
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Armor: LI _____ HI _____ En _____ **Defenses:** _____

Engines: _____ **Power plant:** _____

Sensors: _____ **Communications:** _____

Computer(s): _____

Other equipment: _____

Ship Design Record Form

Ship name: _____
 Hull type: _____
 Captain's name: _____

Hull size: _____
 Maneuver rating: _____
 Acc: _____
 Cruising speed: _____
 Starfall distance: _____



Weapons:

Acc	Range	Type	Damage	Actions
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Armor: _____ LI HI En _____ **Defenses:** _____

Engines: _____ **Power plant:** _____

Sensors: _____ **Communications:** _____

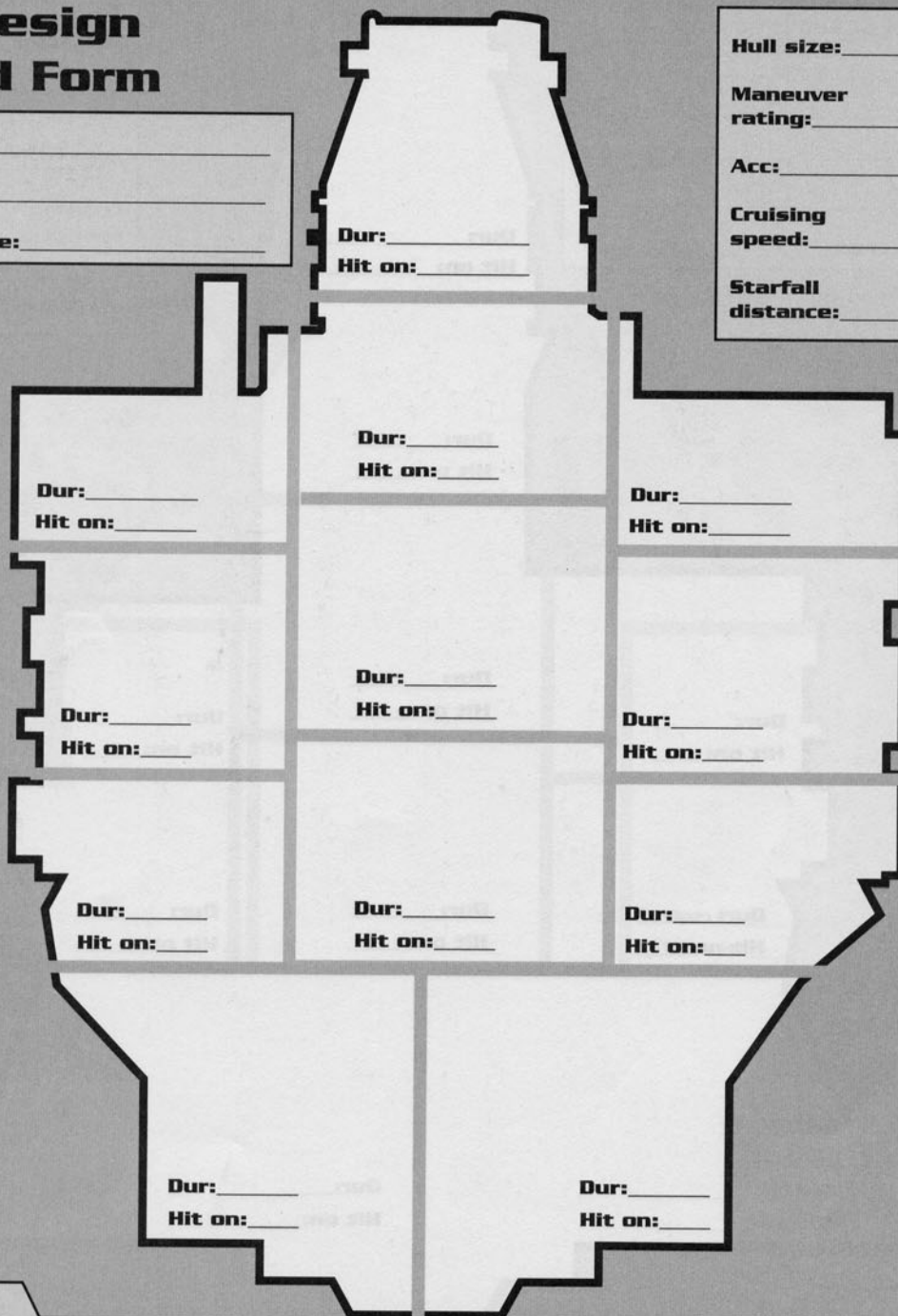
Computer(s): _____

Other equipment: _____

Ship Design Record Form

Ship name: _____
 Hull type: _____
 Captain's name: _____

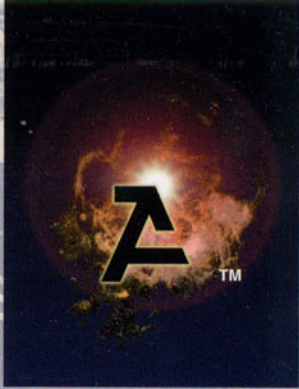
Hull size: _____
 Maneuver rating: _____
 Acc: _____
 Cruising speed: _____
 Starfall distance: _____



Weapons:

Acc	Range	Type	Damage	Actions
_____	_____ / _____ / _____	_____	_____ / _____ / _____	_____
_____	_____ / _____ / _____	_____	_____ / _____ / _____	_____
_____	_____ / _____ / _____	_____	_____ / _____ / _____	_____

Armor: LI _____ HI _____ En _____ **Defenses:** _____
Engines: _____ **Power plant:** _____
Sensors: _____ **Communications:** _____
Computer(s): _____
Other equipment: _____



Campaign Kit

by David Eckelberry

An essential reference for both players and Gamemasters of the **ALTERNITY**® game, the *Campaign Kit* features a four-panel screen that contains the most important tables and game information. It also includes a 32-page booklet of record-keeping aids:

- ▶ **Character Sheets** are specialized for each profession, including the various combinations of Diplomats and secondary professions. Mindwalker, mutant, and cybertech options are included.
- ▶ **Supporting Cast Forms** allow the Gamemaster to quickly and efficiently keep track of the friends and foes of the heroes.
- ▶ **Ship Diagrams** allow players and Gamemasters to keep track of the systems, cargo, and durability of space vessels.
- ▶ **The Ship Log** details the many ports of call that heroes are bound to visit as they explore the galaxy.
- ▶ **The Hero Roster** allows the Gamemaster to keep track of important hero skills, Ability Scores, durability ratings, contacts, and other campaign information.

This accessory is fully compatible with the **STAR*DRIVE**™ campaign setting, or usable with any homemade science fiction campaign.

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-206-624-0933



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com

ALTERNITY and the TSR logo are registered trademarks owned by TSR, Inc.
STAR*DRIVE and the "A" logo are trademarks of TSR, Inc. ©1998 TSR, Inc. All rights reserved.
Made in the U.S.A. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

ISBN 0-7869-1213-8



9 780786 912131

5 1295



EAN

U.S. \$12.95 CAN \$16.95