

PERSONAL DETAILS

VITALS

ORIGINS

CONCEPT

ASPECTS AND TRAITS

B O D Y	[]	AGILITY	[]	PHYSIQUE	[]
	-[]	CONDITION	[]	SPEED	[]
M I N D	-[]	DISCIPLINE	[]	INTELLECT	[]
	[]	INFLUENCE	[]	SANITY	[]
S E N S E S	-[]	AWARENESS	[]	RESISTANCE	[]
	[]	INSTINCT	[]	SENSATION	[]



EXPERIENCE

+1 die for each LVL in related tasks up to 3;
To increase LVL, USED must be 6 x (1 + current LVL)

DESCRIPTION	LVL	USE	DESCRIPTION	LVL	USE	DESCRIPTION	LVL	INT

FACTION STANDING

PILOTS FEDERATION RANKINGS

PILOTING / COMBAT

0	HARMLESS
6	MOSTLY HARMLESS
12	NOVICE
24	COMPETENT
48	EXPERT
96	MASTER
192	DANGEROUS
384	DEADLY
768	ELITE

EXPLORATION

0	AIMLESS
6	MOSTLY AIMLESS
12	SCOUT
24	SURVEYOR
48	TRAILBLAZER
96	PATHFINDER
192	RANGER
384	PIONEER
768	ELITE

TRADING

0	PENNILESS
6	MOSTLY PENNILESS
12	PEDDLER
24	DEALER
48	MERCHANT
96	BROKER
192	ENTREPRENEUR
384	TYCOON
768	ELITE

WEALTH

AVG LOAD BODY x 20

MAX LOAD AVG LOAD x 2

EQUIPMENT Equipment, armour and weapons - include a location

DESCRIPTION	MASS	QTY	CARRY	DESCRIPTION			

TRAUMA AND BLOOD LOSS

MAX TRAUMA BODY x3

CRITICAL BODY

TRAUMA COUNT
.....

TRAUMA COUNT = HALF MAX TRAUMA: -1 DICE TO ROLLS
1 TRAUMA REMAINING: -2 DICE TO ROLLS
TRAUMA COUNT = MAX TRAUMA: UNCONSCIOUS
TRAUMA COUNT = MAX TRAUMA +2: DEAD

BLOOD LOSS RATE (PER TURN)
.....
+1 FOR EVERY SUCCESSFUL HIT

TRAUMA LOCATION HIT MODIFIERS
HEAD: x6; CHEST, UPPER LEG: x2
TORSO, LOWER LEG, ARM: x1

EQUIPPED ARMOUR

DESCRIPTION: HEAD (INNER) **MASS** **DAMAGE TRACKER**
MAX DAMAGE RECHARGE

DESCRIPTION: HEAD (OUTER) **MASS** **DAMAGE TRACKER**
MAX DAMAGE RECHARGE

DESCRIPTION: BODY (INNER) **MASS** **DAMAGE TRACKER**
MAX DAMAGE RECHARGE

DESCRIPTION: BODY (OUTER) **MASS** **DAMAGE TRACKER**
MAX DAMAGE RECHARGE

ARMOUR LOCATION HIT MODIFIERS
HEAD: x3; CHEST, UPPER LEG: x2; TORSO, LOWER LEG, ARM: x1

AVAILABLE WEAPONS

WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RANGE (m)	ROF	TRAUMA
AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP					AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD								

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