Reading a Character Sheet

Important Gear
particularly your weapons and armour.

Resources
your health points, energy points & focus points - they represent your health, vitality and ability to concentrate.

Common Traits
Includes the challenges you present to your foes, presence and likelihood of mishap, your senses and your move speed in contests.

Resistances
*your ability to resist physical damage, once an opponent overcomes your target challenge (**TC**)*

Skills & Techniques
you perform actions with these: they type of action is the skill or technique, your ability in them is rated by two numbers...

R | M

*the **ranks** you have taken in the skill or technique*

*the **modifier** you have in the skill or technique*

*5|**3**(Materials) - means that you have **5** ranks in the skill **Materials** & your modifier is **+3***

STRIKER

CHARACTER PROFILE

Grigori Kurnow

male human (modigen, cyborg)
Professions engineer-rigger 3
Vocations hacker 2, hacker 1
Backgrounds navy-officer-engineering 3, colonist 1
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1



Resources

Vital	hp=12 : ep=2 : fp=8
Rec	hp=4/rest : ep=2/rest : fp=5/rest
hp(v)	○○○○○ ○○ 5
ep(v)	○○
fp	○○○○○ ○○○
Stored	hp=50 : ep=30
Rec	hp=1/hr : ep=10/hr
hp(s)	○○○○○ 5 10 10 20
ep(s)	○○○○○ 5 10 10

Traits

Challenges	TC=10 : SC=11 : PC=11 : init=0
Mishap/Vuln	mishap(cyberware)=4 : vuln(psn) : vuln(rad)
Senses	lightsense=20 : olfactorsense=1 : audiosense=1 : gravitysense=40 : Per(psv)=11
Speeds	base=10 : walk=10 : crawl|climb|swim=2

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	2					2	2			
amr										
fld	2	6	6	3	3					
shd										
aeg	1	1	2			4	4	1	10	3

Skills

1	**2** Health	0	**0** Energy	2	**3** Focus
0	**-3** Strength	0	**1** Perception	2	**0** Resolve
0	**-2** Agility	1	**1** Insight	3	**1** Stealth (-2)
0	**-1** Deception	2	**2** Investigation	0	**-1** Perform
0	**0** Persuasion	0	**1** Society	0	**-2** Antiquities
1	**0** Science	1	**0** Survival	0	**-2** Cbt-Melee
0	**-2** Cbt-Ranged	3	**1** Machinery	5	**3** Materials
2	**0** Munitions	1	**-1** Neuronetics		

Skills (qualifier)
Aegis, Cbt-Zero-G, QTM-Tools, Scan-Tools, Vcl-Space

Techniques (general)

1	**1** Calmness (Resolve)	1	**2** Clarity-Save (Insight)
2	**2** Tenacious-Save (Survival)	3	**5** Track (Investigation)
1	**2** Bushcraft (Insight)		

Techniques (Eng, Machinery)

2	**3** Bypass (Machinery)	2	**3** Conjugate (Machinery)

Techniques (Eng, Materials)

4	**7** Bypass (Materials)	5	**8** Conjugate (Materials)

Techniques (Eng, Munitions)

1	**1** Conjugate (Munitions)	1	**1** Bypass (Munitions)

Techniques (Eng, Neuronetics)

1	**0** Bypass (Neuronetics)

Conjugates

Machinery

Carapace **20hp 1ep 1fp**
tg(touch) -> hp(t)=4[M*] : t=hr

Cut **1ep 1fp**
tg=solid surface or creature -> range=14[10+M*]
: cut or erosion (see text)t=scene | chk(TC,A)=+4[M*]
-> dmg(hp,sls)=fp·d6+3[M]

Grim Reaper **4hp 2ep 1fp**
reach=1 : imp-sv(Agility+B)=12[8+M*] -> dmg(hp,sls)=fp·d6+3[M]
: +4[M*](pen) : t=min

Materials

Black tentacles **30hp 2ep 1fp**
tg=1 : range=30 : radius=2 -> chk(TC,A)=+9[M*] : imp-sv(Strength)=16[8+M]
-> cond(restrained) : t=min

Fabricate **50hp 1ep 1fp**

Gaussian shield **5hp 4ep 2fp**
tg(self)= -> radius=20 : rst(elec)+dmg(fp)·d6+8[M] : t=instant

Lightning **5ep 1fp**
chk(TC)=9[M*] -> ray=45[5·M*] : audio=500 -> dmg(hp,elec)=fp·d6+8[M]
-> radius=9[M*] : fld(elec)=9[M*]

Riot Foam **10hp 1ep 2fp**
chk(TC,A,thrown)=+M(Cbt-Ranged) -> radius=20[2·M*] : rst(frc)+10
: rst(prc)+1 : ¼(lightsense,olfactorsense,audiosense) : t=min

Wall of force **30hp 1ep 1fp**
radius=13[10+½·M*] : range=20 : rst(all)+12 : t=min

Munitions

Fireball **5hp 1ep 1fp**
chk(TC,A)=2[M*] -> range=22[20+M*] : radius=12[10+M*] : audio=400
-> fld(fire)=4[2·M*]

Tear gas **10hp 1ep 1fp**
chk(TC,A,thrown)=+M(Cbt-Ranged) : imp-sv(Health)=10[8+M*] -> ½(allsense)
: 1(lightsense) : cond(sickened) : radius=10audio=150 : t=rnd

Gear

Cyberware
Gravitysense 2, Mnemonic 24, Reflexes, Resistance (cold) 1, Resistance (heat) 1, Subcutaneous Mesh (frc) 2

Carapace
Fortitude Field 2 [handy]
inactive : worn ◊ s2a -> 1hp : 30ep : t=bonus-act
rst(frc)+2 : rst(prc)+6 : rst(sls)+6 : rst(elec)+3 : rst(fire)+3
5ep ○○○○○ 5

STRIKER

The Resources

Resource Totals

showing:
12 health points
2 energy points
8 focus points.

Resource Tallies

Give you a way to tick off amounts as you consume resources (see below)

Vital Resources

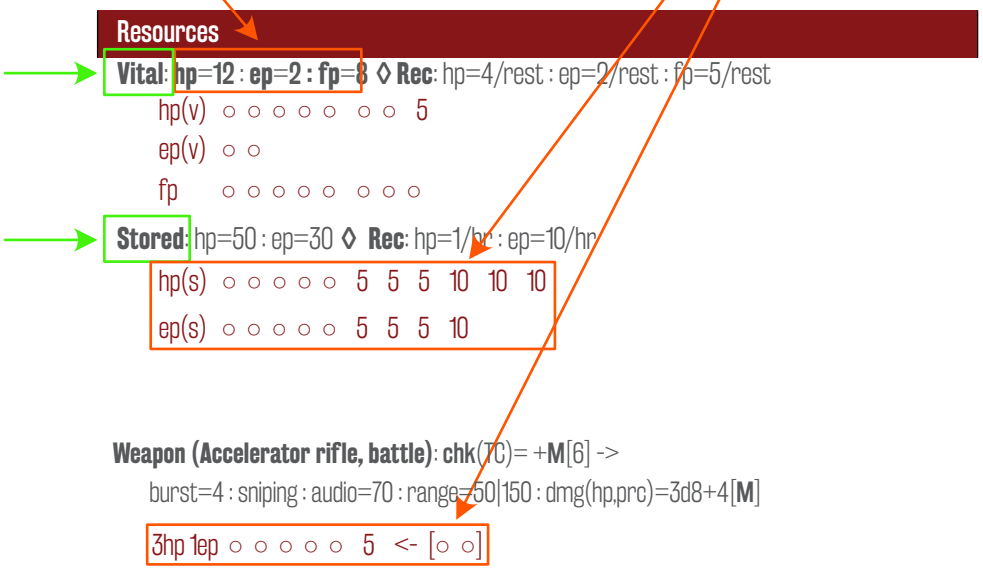
Resources to do with your own body -can be shown as hp(v), ep(v) and fp

You need these.

Stored Resources

External resources usually from matter and energy generators -can be shown as hp(s), ep(s)

Your equipment needs these.



Working With Tallies

Using the tally for vital health points

hp(v) ○ ○ ○ ○ ○ ○ ○ 5

12 hp-v to begin with

Taking 3 health points in damage looks like this

hp(v) ✗ ✗ ✗ ○ ○ ○ ○ 5

9 hp-v remain

If you take 3 further points, you can do this

hp(v) ✗ ○ ○ ○ ○ ○ ○ ✗

6 hp-v remain

Using the tally for the accelerator rifle ammunition

3hp 1ep ○ ○ ○ ○ ○ 5 <- [○ ○]

Emptying the clip of 10 rounds

3hp 1ep ✗ ✗ ✗ ✗ ✗ ✗ <- [○ ○]

Replacing the clip with the first spare

3hp 1ep ○ ○ ○ ○ ○ 5 <- [✗ ○]

If you don't have any spares, you must get 3hp matter and 1ep energy from your stores to conjure a new clip

Resistance

rst(prc)=11

If you're wearing armour and your field is switched on, these combined may give you 11 pierce resistance rst(prc)=11

dmg(hp,prc)=3d8+4

The user of this accelerator rifle has a modifier M of 4, so they can roll 3d8+4 damage on a successful hit.

rst from your sophont or enhancements

rst from armour

rst from personal fields

rst from shields

rst from any aegis suit (eva,hazmat, radiation)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	2	0	0	0	0	3	3	0	0	0
amr	0	5	5	0	1	1	0	0	0	0
fld	2	6	6	3	3	0	0	0	0	0
shd	0	0	0	0	0	0	0	0	0	0
aeg	1	1	2	0	0	4	4	1	10	3

Weapon (Accelerator rifle, battle): chk(TC)= +**M**[6] ->

burst=4 : sniping, audio=70 :

range=50|150 : dmg(hp,prc)=3d8+**M**[4]

3hp 1ep ○ ○ ○ ○ ○ 5 <- [○ ○]

Grigori's foe get's a successful hit on their second attempt

3hp 1ep ✗ ✗ ○ ○ ○ 5 <- [○ ○]

Doing dmg(hp,prc)=16

He is wearing his armour and his Fortitude 2 Field is switched on, so he has rst(prc)=11.

16 hp(v) - 11(rst) = 5 hp(v)

So dmg(hp,prc)=5 damage actually penetrates to Grigori's body

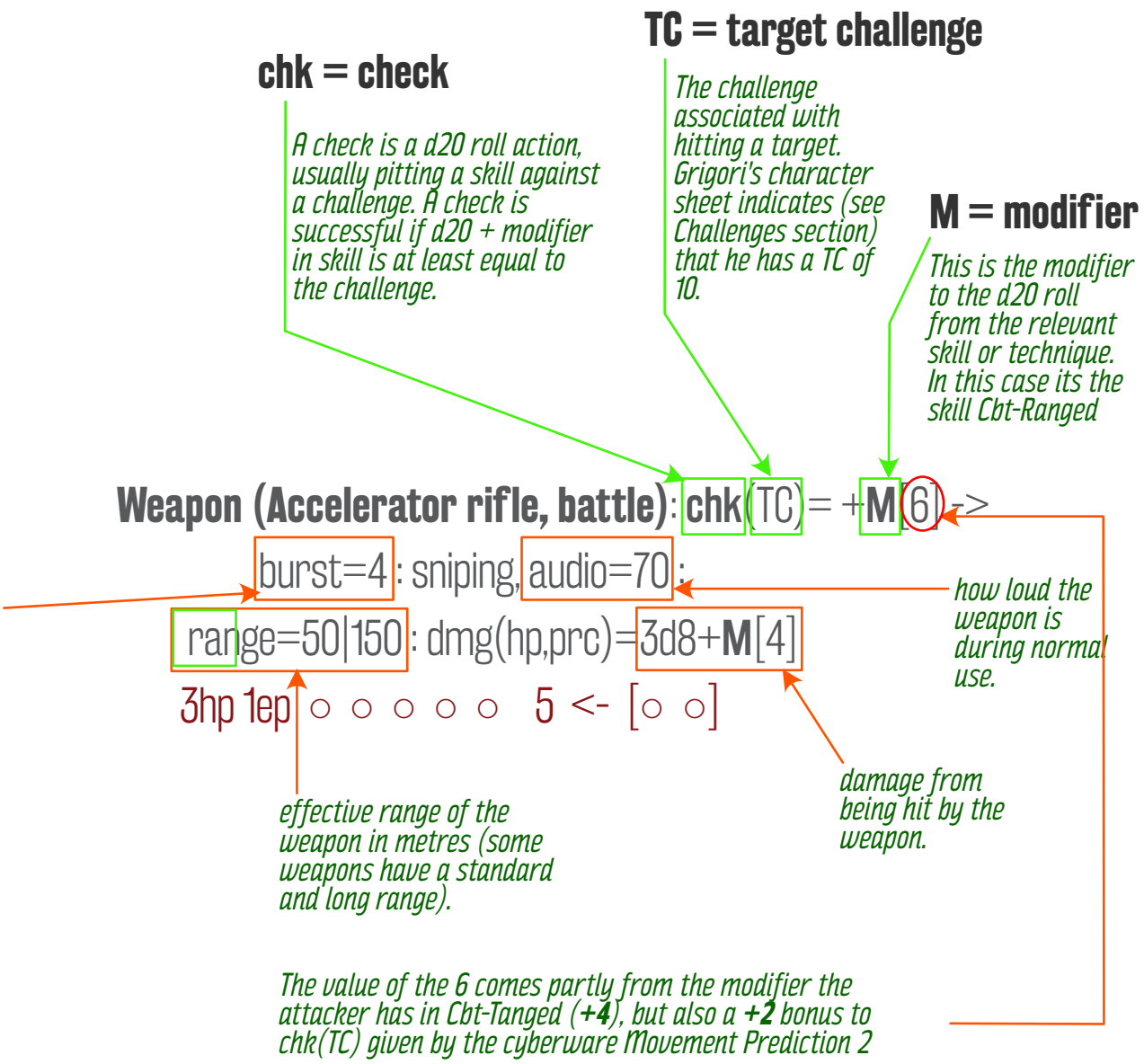
Grigori has 12 hp(v) to begin with

hp(v) ○ ○ ○ ○ ○ ○ ○ 5

and after the dmg(hp,prc)=5, he has 7 hp(v) left

hp(v) ○ ○ ○ ○ ○ ○ ○ ✗

Weapon Properties



attacker's combat skills

4|**2**(Cbt-Melee), 5|**4**(Cbt-Ranged), 1|**-1**(Cbt-Tactical)

Grigori's combat skills (for comparison)

0|**-2**(Cbt-Melee), 0|**-2**(Cbt-Ranged)

*the **ranks** you have taken in the skill or technique*

*the **modifier** you have in the skill or technique*

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