

Reading a Character Sheet

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

Important Gear

particularly your weapons and armour.

STRIKER

Grigori Kurnow

male human(transgen)
 Engineer (rigger) 3
Vocations: Hacker (machinery) 1, Hacker (materials) 2
Backgrounds: Navy Officer (engineering) 3, Colonist 1
 M4(0(size), 1(hardness), 4(HX), 2(EX), 2(FX), 1(reach)

Resources	
Vital: 12(hp) 2(ep) 8(fp) ◊ Recovery: 4/r(hp), 2/r(ep), 5/r(fp)	
hp-v [0 0 0 0 0 0 5]	
ep-v [0 0]	
fp-v [0 0 0 0 0 0 0]	
Stored: 50(hp), 30(ep) ◊ Recovery: 1/r(hp), 10/hr(ep)	
hp-s [0 0 0 0 5 5 5 10 10]	
ep-s [0 0 0 0 5 5 5 10]	

Traits	
Challenges: 10(TC), 11(SC), 11(PC), -1(init)	
Mishap/Vuln: mishap(cyb.3), vuln(psr.rad)	
Senses: 4(0(grav)sense), 2(0(light)sense), 1(0(audio)sense), 1(0(factor)sense)	
Speeds: 10/5/2, stock(walk), quarter(crawl, climb, swim)	

	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
avg	1	1	2	0	0	4	4	1	1	3

Skills	
1/2(Health), 0/0(Energy), 2/3(Focus)	
0/-3(Strength), 0/1(Perception), 1/-1(Resolve)	
0/0/0(Agility), 1/1/1(Insight), 3/1/-2(Stalath)	
0/-1(Deceive), 2/2(Investigate), 0/-1(Perform), 0/0(Persuade)	
0/-2(Antiquities), 0/-1(Science), 0/1(Society), 1/0(Survival)	
0/-2(Out-Melee), 0/-2(Out-Range)	
3/1(Machinery), 5/3(Materials), 2/0(Munitions), 1/-1(Neuronetics)	
Skills (qual): Abgs, cdcz, cftc, 1(M-Tools, Scan-Tools, Vol-Space)	
Techniques (general): 1/2(Pairness), 1/2(Clarity-Save), 1/1(Bushcraft), 3/5(Track)	
Techniques (Eng_mac): 2/3(Bypass), 2/3(Conjugata)	
Techniques (Eng_mat): 4/7(Bypass), 5/8(Conjugata)	
Techniques (Eng_mun): 1/1(Bypass), 1/1(Conjugata)	
Techniques (Eng_neu): 1/0(Bypass)	

Conjugates	
(Mac): Carapace [20hp 1ep 1fp]: 1(tc,ouch) -> eff= fp[1]-dB+M[3](1tp,stamp) for hr	
(Mac): Cut [1ep 1fp]: 1(tc) with 10+M*[14](range) ->	
◊ eff= cut or erosion (see text) for ssene	
◊ chk(TC)= +M*[4] with 10+M*[14](range) -> eff= fp[1]-dB+M[3](hp,sls)	
(Mac): Grim Reaper [4hp 2ep 1fp]: -> eff= 1(reach) ->	
imp(svAgility8+M*[12])= fp[1]-dB+M[3](hp,sls), M*[4](pen) for min	
(Mac): Fabricate [50hp 1ep 1fp]:	
◊ eff= 60+M*[50](range), fabricate 1+1/2+M*[2](volume)	
◊ chk(TC)= +M*[9] -> imp(svStrength8+M*[17])= oagad	
(Mac): Black tentacles [30hp 2ep 1fp]: chk(TC-A)= +M*[9] ->	
imp(svStrength8+M*[17])= 30(range), 2(reach), cond,grappled for min	
(Mac): Gaussian shield [5hp 4ep 2fp]: 1(tc,seal) ->	
eff= 20(radius), fp[2]-dB+M[8](rst,elec)	
(Mac): Lightning [5ep 1fp]: chk(TC)= +M*[9] -> eff= 0(audio), 5-M*[45](range), fp[1]-dB+M[8](hp,elec) -> eff= M*[9](radius), M*[9](f,elec)	

CHARACTER PROFILE



(Mac): **Riot Foam** [10hp 1ep 2fp]: chk(TC-A)= +M*[10], 2-M*[20](radius), cond, incapacitated 10(rst,frc), 1(rst,prc), 1/4(sense) for min
 (Mac): **Wall of force** [10hp 5ep 1fp]: eff= 10+1/2+M*[12](area), 20(range), 20(rst,all) for 1 min but see text

(Mun): **Fireball** [5hp 1ep 1fp]: chk(TC-A)= +M*[2], 400(audio) -> eff= 20-M*[40](range), 10+M*[12](radius), 2-M*[14](field,fire)
 (Mun): **Tear gas** [10hp 1ep 1fp]: chk(TC-A)= +M*[2] -> imp(svHealth8+M*[10])= 10(radius), 0(light)sense, cond,shaken for 1d4 rnd

Gear	
Enhancements (cyberware): Gravitsenses 2, Mnemonic 24, Reflexes, Resistance, cold 1, Resistance, heat 1, Subcutaneous mesh, frc 2	

Field (Fortitude 2) -> 5ep [0 0 0 0 5]

Weapon (Handfiochette 2mm): chk(TC)= +M[-2] -> eff= 1(recoil), 350(audio) -> eff= 30/50(range), 2dB+M[-2](hp,prc)
 4hp 3ep [0 0 0 0 5]

Description
 Sub Lieutenant Grigori Kurnow is very precise man. He is literal minded and does not think in terms of metaphor.

He has no interest in petty comforts and is perfectly happy living in shipping container.

Avoid it. If it must happen, then Grigori will rely on conjugates, Grim Reaper and Lightning are useful here, as well as Black Tentacles to incapacitate a target. Grigori has 40(gravitsense) so you can remind the GM to give him passive Per checks psv(Per) for any movement of creatures (creature size determines the C) within 40 metres. He won't be able to detect the movement of absolutely minute things like nanobots, microbes etc., but if its big enough to be seen on Ripley's motion tracker, then there's a reasonable chance of Grigori picking it up. You can also make active Per checks.



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-v)

You need these.

Stored Resources

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

Your equipment needs these.

Resources

Vital: 12(hp), 2(ep), 8(fp) ◊ **Recovery:** 4/r(hp), 2/r(ep), 5/r(fp)

hp-v [0 0 0 0 0 0 0 5]
ep-v [0 0]
fp-v [0 0 0 0 0 0 0]

Stored: 50(hp), 30(ep) ◊ **Recovery:** 1/hr(hp), 10/hr(ep)

hp-s [0 0 0 0 0 5 5 5 10 10 10]
ep-s [0 0 0 0 0 5 5 5 10]

Weapon (Accelerator rifle, battle): chk(TC) = +M[6] ->
eff = 4(burst), sniping, 70(audio) ->
eff = 50/150(range), 3d8+M[4](hp,ple)

3hp 1ep [0 0 0 0 0 5] <- 0 0

Working With Tallies

Using the tally for vital health points

hp-v [0 0 0 0 0 0 0 5]
12 hp-v to begin with

Taking 3 health points in damage looks like this

hp-v [~~0~~ ~~0~~ ~~0~~ 0 0 0 0 5]
9 hp-v remain

If you take 3 further points, you can do this

hp-v [~~0~~ 0 0 0 0 0 0 ~~5~~]
6 hp-v remain

Using the tally for the accelerator rifle ammunition

3hp 1ep [0 0 0 0 0 5] <- 0 0

Emptying the clip of 10 rounds

3hp 1ep [~~0~~ ~~0~~ ~~0~~ ~~0~~ ~~0~~ ~~5~~] <- 0 0

Replacing the clip with the first spare

3hp 1ep [0 0 0 0 0 5] <- ~~0~~ 0

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

Resistance

11(rst,prc)

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

3d8+4(hp,prc)

The user of this accelerator rifle has a modifier M of 4, so they can roll 3d8+4(hp,prc) 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] ->

eff = 4(burst), sniping, 70(audio) ->

eff = 50/150(range), 3d8+M[4](hp,prc)

3hp 1ep [0 0 0 0 0 5] <- 0 0

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

3hp 1ep [~~8~~ ~~8~~ 0 0 0 5] <- 0 0

Doing 16(hp,prc) in damage

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

$$16(\text{hp,prc}) - 11(\text{rst,prc}) = 5(\text{hp,prc})$$

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

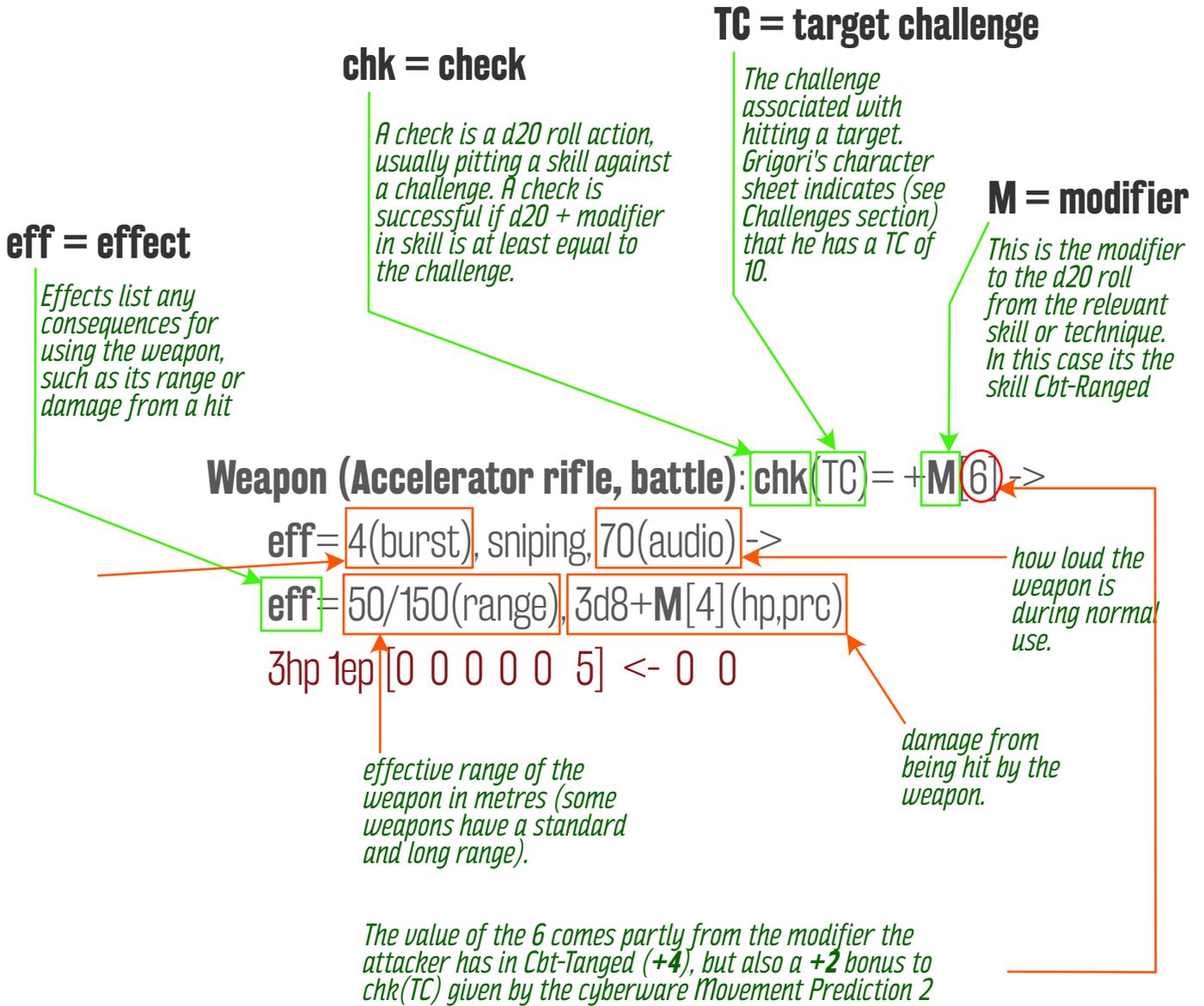
Grigori has 12 hp-v to begin with

hp-v [0 0 0 0 0 0 0 5]

and after the 5(hp,prc) has 7 hp-v left

hp-v [0 0 0 0 0 0 0 ~~5~~]

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

STRIKER

