

Large empty rectangular box for character notes or a portrait.

NAME: _____
HISTORY: _____
PARADIGM(S): _____

S.P.E.W. ATTRIBUTES
STRENGTH: [] BONUS
PERCEPTION: [] BONUS
EMPATHY: [] BONUS
WILLPOWER: [] BONUS
GESTALT LV.: [] BONUS

MORALE: []
CARGO: []
GESTALT DICE: []
SURVIVAL POINTS: []
BASE DAMAGE THRESHOLD [] TOUGHNESS + ABIL. ± TEMP. DT MODIFIERS [] = TOTAL DT []

Vitality
HEALTH POINTS - INJURIES
BASE DEF. []
GEAR BONUS []
MISC. BONUS []
DAMAGE TYPE DEF. BONUS [Ac][Pi][SI] [Bl][Po][Th] [El][Ra][L]
DEFENSE []
VIRAL []

Table with 2 columns: ABILITY/HANDICAP/MOTIVATION, TIER. Multiple rows for listing abilities and their tiers.

Table with 2 columns: DESCRIPTORS (DLV.), INITIATIVE (IN MOMENTS) STARTING INIT. IS 4D6 ± Pb. Rows for listing descriptors and initiative levels 1-24.

INITIATIVE (IN MOMENTS) STARTING INIT. IS 4D6 ± Pb

- Vertical column of 24 hexagonal initiative markers numbered 1 through 24.

BASIC SKILL CHECKS table with columns for Skill Name, Attributes, Skill Level, and a percentage change indicator.

TRAINED SKILL CHECKS table with columns for Skill Name, Attributes, Skill Level, and a percentage change indicator.

NOTES section containing SPECIALTIES (+) and SPECIAL RULES with multiple lines for notes.

EXPERT SKILL CHECKS table with columns for Skill Name, Attributes, Skill Level, and a percentage change indicator.

ACTIVE FORMATIONS section with lines for listing active formations.

