

Character Name



Player's Name

Personality Legacy
Upbringing Career

New Skill Mark = -4 points
New Gift = -10 points
Re-train Mark = +2 points
Retrain Gift = +5 points
Unspent Experience

Goals

- 1.
2.
3.

One Mark = d4 Two Marks = d6 Three Marks = d8 Four Marks = d10 Five Marks = d12 Six Marks = d12, d4 etc.

Favorite Use

Marks

Skills

Dice from Marks

Dice from Legacy

Dice from Career

- Academics
Athletics
Craft
Deceit
Endurance
Evasion
Fighting
Negotiation
Observation
Presence
Psyche
Questioning
Shooting
Tactics
Transport

Personal Motto

Traits

Body d Speed d
Mind d Will d
Legacy d Career d

Ranges: Close = 1m Near = 3m Short = 10m (d8) Medium = 30m (d12) Long = 100m (2d12) Very Long = 300m (3d12) Far = 1,000m (4d12) Extreme = 3,000m (5d12) Horizon = 10,000m (6d12)

Gifts

Name Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest
Personality: (X to claim a bonus d12 on one appropriate roll) Rest
Upbringing
Upbringing
Legacy
Legacy
Career
Career

Table with columns for Name and Cost or Recharge? containing multiple rows for gift entries.

Damage: any hit = Reeling d8 concealment penalty, next action is Recover
1 hit = Hurt +1 future Damage on you
2 hits = Panicked can't Attack or Rally
3 hits = Injured +1 future Damage on you (Healing %%)
4 hits = Dying get first aid!
5 hits = Dead Do you have a Combat Save?
6 hits = Overkilled Allies Near you are Panicked

Battle Array

Table for Battle Array with columns: Initiative, Stride, Dash, Scramble, Run, Dodge, Money, Attack, Threat, Strike, Dice, Effect, Notes. Includes sub-headers for Soak, Outfit (and Bonus), Rally, and Notes.

Focus and Wait ... or Take Two Different Actions — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling