

ALTERNITY Science Fiction Roleplaying Game Hero Sheet

Hero's Name Captain Kuld Arnas Player's Name _____

Species Fraal Gender Male Profession Tech Op Career Ship Captain

Attributes _____ Last Resorts 1

Setting Star*Drive Gamemaster J. E. Christgau Last Resorts Cost 3

ABILITY	Score	Untrained	Res Mod
Strength	<input type="text" value="8"/>	<input type="text" value="4"/>	<u>+0</u>
Dexterity	<input type="text" value="9"/>	<input type="text" value="4"/>	<u>+0</u>
Constitution	<input type="text" value="10"/>	<input type="text" value="5"/>	
Intelligence	<input type="text" value="12"/>	<input type="text" value="6"/>	<u>+1</u>
Willpower	<input type="text" value="11"/>	<input type="text" value="5"/>	<u>+1</u>
Personality	<input type="text" value="10"/>	<input type="text" value="5"/>	

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text" value="12 +"/>	<input type="text" value="11"/>	<input type="text" value="5"/>	<input type="text" value="2"/>
DIE <input type="text" value="+d0"/>	ACTIONS PER ROUND <input type="text" value="2"/>		

COMBAT MOVEMENT RATES			
Sprint	<u>16</u>	Run	<u>10</u>
		Walk	<u>4</u>
Easy Swim	<u>2</u>	Swim	<u>4</u>
		Glide	<u>-</u>
		Fly	<u>-</u>

DURABILITY			
Stun	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
Wound	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
Fatigue	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="5"/>
Mortal	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="5"/>

ARMOR	AP	T	LI	HI	En	Hide	Mass	Skill	Die
Orbiter C1 Soft ESuit	<u>+1</u>	<u>0</u>	<u>d6-3</u>	<u>d6-2</u>	<u>d4-2</u>	<u>-</u>	<u>3</u>	<u>-</u>	<u>-</u>

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	<u>4/2/1</u>	<u>+d4</u>	<u>L/O</u>	<u>Personal</u>	<u>d4s/d4+1s/d4+2s</u>
Falcon T9 Stutter Pistol	<u>10/5/2</u>	<u>+d0</u>	<u>L/O</u>	<u>4/8/20</u>	<u>d6+2s/d8+2s/d8+4s</u>

SITUATION DIE STEPS SCALE												
<input type="text" value="-d20"/>	<input type="text" value="-d12"/>	<input type="text" value="-d8"/>	<input type="text" value="-d6"/>	<input type="text" value="-d4"/>	<input type="text" value="-d0"/>	<input type="text" value="+d4"/>	<input type="text" value="+d6"/>	<input type="text" value="+d8"/>	<input type="text" value="+d12"/>	<input type="text" value="+d20"/>	<input type="text" value="+2d20"/>	<input type="text" value="+3d20"/>
<input type="text" value="-5"/>	<input type="text" value="-4"/>	<input type="text" value="-3"/>	<input type="text" value="-2"/>	<input type="text" value="-1"/>	<input type="text" value="+0"/>	<input type="text" value="+1"/>	<input type="text" value="+2"/>	<input type="text" value="+3"/>	<input type="text" value="+4"/>	<input type="text" value="+5"/>	<input type="text" value="+6"/>	<input type="text" value="+7"/>

ACHIEVEMENT	Level	Skill Points Spent	Stored	Earned
	<u>1</u>	<u>0</u>	<u>05</u>	<u>05</u>

