



TIER	POINTS	RANK UP PER TIER	RESOLVE
Rookie	10		
Experienced	15	Rank Up Two Traits	1
Veteran	20	Rank Up Two Traits	2
Renowned	25	Rank Up Two Traits	3



BACKGROUND

TEMPERAMENT

CAREER

LANGUAGES

Home Ground

Faction

Sub-faction

Sex

Age

Religion

Nationality

Name: _____

Alias: _____



TRAITS

	Movement	Movement Modifier	Current Resolve
<input type="checkbox"/> MIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> AGILITY	Max HP	Current HP	Current Stun Dam.
<input type="checkbox"/> HARDINESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> PRECISION	Max Armor	Current Armor	Base HEAT Modifier
<input type="checkbox"/> INTELLECT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> CHARISMA			

Main Hand Height Weight Hair Eyes
Right/Left

FLAWS

WEALTH

WEEKLY SALARY

Currency #1

Currency #2

ATTIRE

Lv Name

Armor Bonus

Mods & Notes

WEAPONS

Lv Name

Reload

Capacity

Range

Mods & Notes

Lv ON PERSON ITEMS

TRANSMITTERS & RIGS

Lv Name

Frequency

Signal
Strength

Range

Rudder

Repeater

Ports

Special

MIGHT AGILITY HARDINESS PERCEPTION INTELLECT CHARISMA ARMOR

SKILLS

ACROBATICS



MELEE



ANIMAL HANDLING



PERFORMANCE



APPLIED SCIENCE



PERSUASION



ATHLETICS



PILOTING



CONJURATION



RANGED



CRAFTING



R&D



INTIMIDATION



SECURITY



INVESTIGATION



SUBTERFUGE



LEADERSHIP



SURVIVAL



MEDICINE



Skill Checks: When the Skill Die is less than the Trait, or vice versa, use the lowest die.

Dot = Black
Career Dot = Red
Free Dot = Blue

Dots:
0 = D4
1 = D6
2 = D8
3 = D10
4 = D12
5 = Wyrds Perks
6 = +1 Reroll
7 = +2 Rerolls

PERK Notes:

TRUNK DESCRIPTION:

Lv ITEM

VEHICLE/DRONE
TYPE/NAME

Handling/
Reception

Mov.

Crew

Acc

Climb

Torq

Body

Armor

Max HP

Current HP

COMPANION

NAME

Mov

Mi

Ag

Ha

Pr

Int

Armor

Max HP

Current HP

MIGHT AGILITY HARDINESS PERCEPTION INTELLECT CHARISMA ARMOR

SKILLS

ACROBATICS

ANIMAL HANDLING

APPLIED SCIENCE

ATHLETICS

CONJURATION

CRAFTING

INTIMIDATION

INVESTIGATION

LEADERSHIP

MEDICINE



REROLL

+1 +2

MELEE

PERFORMANCE

PERSUASION

PILOTING

RANGED

R&D

SECURITY

SUBTERFUGE

SURVIVAL

Skill Checks: When the Skill Die is less than the Trait, or vice versa, use the lowest die.



REROLL

+1 +2



Dot = Black
Free Dot = Red

Dots:

0 = D4

1 = D6

2 = D8

3 = D10

4 = D12

5 = Wyrld Perks

6 = +1 Reroll

7 = +2 Rerolls

PERK Notes:

TRUNK DESCRIPTION:

Lv ITEM

VEHICLE
TYPE/NAME

Handling Crew Acc Torq Body Armor

Max HP Current HP

COMPANION
NAME

Mov

Mi

Ag

Ha

Pr

Int

Armor

Max HP

Current HP

RIGS

QUALITIES/ FLAWS

Channels

Strength

Range

Rudder

Port

DRONE

QUALITIES/ FLAWS

Reception

Mov.

Torq

Body

Armor

Max Hp

Current HP

NOTES

VEHICLE

TYPE/NAME

Handling

Crew

Acc

Torq

Body

Armor

Max HP

Current HP

DESCRIPTION

MODS & MODULES

BOTCHJOBS

Vehicle sketch

LOG BOOK

Date/

Day #1



MIGHT
AGILITY
HAPPINESS
PERCEPTION
INTELLECT
CHARISMA
ARMOR

PILOTING

ANIMAL
HANDLING

LEADERSHIP

Relevant Perks:

COMPANIONS

NAME

Mov

Mi

Ag

Ha

Pr

Int

Ar

MaxHP

Current HP

Notes

ANIMAL COMPANION

NAME

Compliance

Mov

Mi

Ag

Ha

Pr

Int

Ar

MaxHP

Current HP

NOTES

RIGS

Lv NAME

Channels

Strength

Range

Rudder

Ports

Notes

DRONES

Lv NAME

Reception

Mov

Climbs Torque

Body

Armor

MaxHP

Current HP

Notes

8 hours/32 block in a Day

TYPES OF BOTCH JOBS

Small	>1%	Stuck door: Gull Wing doors seemed like a good idea at the time
		Dame Repellent: “You won’t be picking up broads with the bus any time soon.”
Medium	1%	Malfunctioning headlights: Every time you need them the most.
Big	2%	Bad Ignition: It can take forever to get the car started.
Severe	3%	Bad transmission: “I tell ya. If that belt snaps, yer engine is done fur.”

(RECORD DEBACLE AS 2 FAILURES))

TN	Success	Failure	Overkill	BOTCH	JOB %
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					
31					
32					
33					
34					
35					
36					
37					
38					
39					
40					
41					
42					
43					
44					
45					
46					
47					
48					
49					
50					
51					
52					
53					
54					
55					
56					
57					
58					
59					
60					
61					
62					
63					
64					
65					
66					
67					
68					
69					
70					
71					
72					
73					
74					
75					
76					
77					
78					
79					
80					
81					
82					
83					
84					
85					
86					
87					
88					
89					
90					
91					
92					
93					
94					
95					
96					
97					
98					
99					
100					

DATE/DAY #	BLOCKS/ HOURS	ACTIVITY
------------	------------------	----------