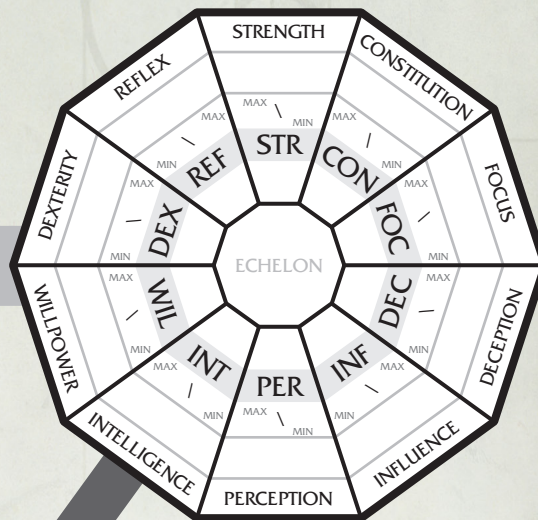


PROTEUS

SECOND EDITION

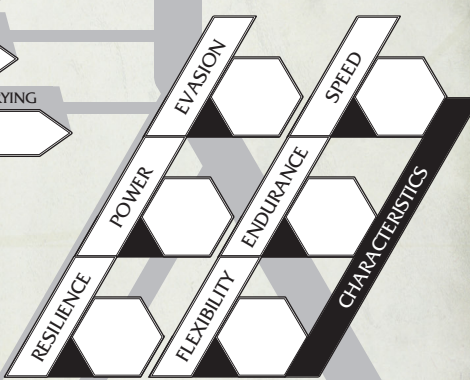
Character Name: _____
 Lineage: _____

GENOMES DOMINANT	GENETIC VARIANCE
_____	+ MAJOR + _____
RECESSIVE _____	- MAJOR - _____
RECESSIVE _____	+ MINOR + _____
RECESSIVE _____	- MINOR - _____
GENDER _____	_____



TRAITS	Trait	Notes

HEIGHT _____
 WEIGHT _____
 CARRYING _____
 DRAG/PUSH _____
 LIFTING _____



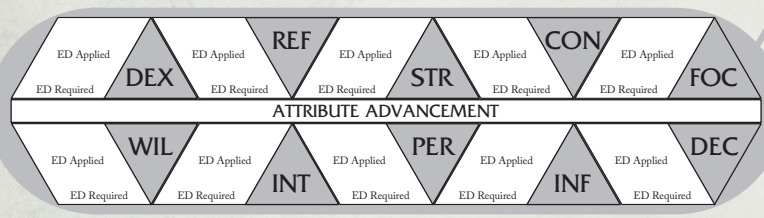
BACKGROUNDS	Background	Years	Setting / Notes

Childhood

THRESHOLDS

NATURAL RECOVERY RATE _____

WOUND THRESHOLDS	MINOR	_____	TRAUMA THRESHOLDS
	SERIOUS	_____	
	CRITICAL	_____	
	LETHAL	_____	
	DEVASTATING	_____	



INITIATIVE

BASE	MODIFIER	MODIFIER	CURRENT
_____	_____	_____	_____

ORTELLAN TRADE CALENDAR

Month/Day Number	1	2	3	4	5	6	7	8
Month Names	Auron	Karas	Giha	Lednev	Inen	Sioc	Zenova	Enoch
Days in Month	48	52	50	51	54	53	47	53
Day Names	Solari	Lunai	Mardis	Mercad	Donis	Veneri	Samado	Domach

TIME ON ORTELLUM

60 seconds in every minute.	60 minutes in every hour.
20 hours in every day.	8 days in every week.
51 weeks in every year.	408 days in every year.
8 months in every year.	6 years in every sentum (ASC).

MOTIVES

Motive 1:

Motive 2:

Motive 3:

WEALTH

ED Applied

Remaining

Required



IMPULSES

Impulse 1:

Impulse 2:

Impulse 3:

ASSETS

Bonus

Asset



CONNECTIONS



ED Applied

Remaining

Required

Name:
Relationship:
Details:

Name:
Relationship:
Details:

Name:
Relationship:
Details:

Name:
Relationship:
Details:

Name:
Relationship:
Details:

Name:
Relationship:
Details:

Name:
Relationship:
Details:

REPUTATIONS

Bonus

Locale and Scope



AFFILIATIONS

Bonus

Group or Organization



Animal Handling		INF PER		○ ○ ○	
ED Applied	Remaining	Required			
	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
	Animal Care / Handling	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			
	Read Animal	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			
	Riding	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			

Arts		DEX PER		○ ○ ○	
ED Applied	Remaining	Required			
	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
	Dance	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Graphic Design	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			
	Music Composition	◇◇◇◇	INT PER	20	N
ED Applied	Remaining	Required			
	Painting	◇◇◇◇	DEX PER	20	Y
ED Applied	Remaining	Required			
	Perform	◇◇◇◇	DEC INF	15	Y
ED Applied	Remaining	Required			
	Play Instrument	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Poetry	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			
	Sculpt	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Sing	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			
	Sketch	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Storytelling	◇◇◇◇	INF PER	15	Y
ED Applied	Remaining	Required			

Artisan		FOC PER		● ○ ○	
ED Applied	Remaining	Required			
	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
	Baking	◇◇◇◇	FOC PER	10	N
ED Applied	Remaining	Required			
	Bowyer	◇◇◇◇	DEX PER	20	N
ED Applied	Remaining	Required			
	Brewing	◇◇◇◇	FOC PER	15	N
ED Applied	Remaining	Required			
	Butchery	◇◇◇◇	FOC INT	15	Y
ED Applied	Remaining	Required			
	Carpentry	◇◇◇◇	DEX PER	15	N
ED Applied	Remaining	Required			
	Carving	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Chandler	◇◇◇◇	FOC INT	10	N
ED Applied	Remaining	Required			
	Cobbler	◇◇◇◇	FOC PER	15	N
ED Applied	Remaining	Required			
	Cooking	◇◇◇◇	FOC PER	15	Y
ED Applied	Remaining	Required			
	Cooper	◇◇◇◇	FOC INT	20	N
ED Applied	Remaining	Required			
	Dyeing	◇◇◇◇	FOC PER	10	N
ED Applied	Remaining	Required			
	Embroidery	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Engraving	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Etching	◇◇◇◇	INT PER	15	N
ED Applied	Remaining	Required			

Athletics		DEX STR		● ○ ○	
ED Applied	Remaining	Required			
	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
	Climbing	◇◇◇◇	CON STR	10	Y
ED Applied	Remaining	Required			
	Freerunning	◇◇◇◇	REF STR	10	Y
ED Applied	Remaining	Required			
	Swimming	◇◇◇◇	CON STR	10	Y
ED Applied	Remaining	Required			

Artisan		continued			
ED Applied	Remaining	Required			
	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
	Fletcher	◇◇◇◇	DEX PER	10	Y
ED Applied	Remaining	Required			
	Jeweler	◇◇◇◇	DEX PER	15	N
ED Applied	Remaining	Required			
	Lapidary	◇◇◇◇	FOC PER	15	N
ED Applied	Remaining	Required			
	Leatherworking	◇◇◇◇	FOC PER	15	Y
ED Applied	Remaining	Required			
	Locksmith	◇◇◇◇	DEX PER	15	N
ED Applied	Remaining	Required			
	Masonry	◇◇◇◇	FOC INT	10	Y
ED Applied	Remaining	Required			
	Plumbing	◇◇◇◇	FOC INT	15	N
ED Applied	Remaining	Required			
	Pottery	◇◇◇◇	FOC PER	15	N
ED Applied	Remaining	Required			
	Rig	◇◇◇◇	FOC INT	10	Y
ED Applied	Remaining	Required			
	Sewing	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			
	Tanning	◇◇◇◇	FOC PER	15	N
ED Applied	Remaining	Required			
	Taxidermy	◇◇◇◇	FOC PER	15	N
ED Applied	Remaining	Required			
	Weave	◇◇◇◇	DEX PER	15	Y
ED Applied	Remaining	Required			

Awareness		FOC PER		● ○ ○	
ED Applied	Remaining	Required			
	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
	Kinesics	◇◇◇◇	INF PER	20	N
ED Applied	Remaining	Required			
	Meditation	◇◇◇◇	FOC PER	25	N
ED Applied	Remaining	Required			
	Observation	◇◇◇◇	FOC PER	20	Y
ED Applied	Remaining	Required			
	Search	◇◇◇◇	INT PER	10	Y
ED Applied	Remaining	Required			
	Tracking	◇◇◇◇	FOC PER	15	Y
ED Applied	Remaining	Required			

Heavy Weapons		PER STR		○ ○ ○			
ED Applied	Remaining	Required	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
Blazer Weapons, Heavy	◆◆◆◆		PER STR		20	Y	
Explosives	◆◆◆◆		INT PER		15	N	
Heavy Assault Weapons	◆◆◆◆		PER STR		15	Y	
Launchers	◆◆◆◆		PER STR		15	Y	
Throwers	◆◆◆◆		PER STR		15	Y	

Melee Weapons		REF STR		● ○ ○			
ED Applied	Remaining	Required	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
Axe	◆◆◆◆		REF STR		15	Y	
Blade	◆◆◆◆		REF STR		15	Y	
Bludgeon	◆◆◆◆		REF STR		10	Y	
Exotic Melee	◆◆◆◆		REF STR		20	N	
Knife	◆◆◆◆		REF STR		15	Y	
Pole Arm	◆◆◆◆		REF STR		15	Y	
Quick Draw Melee	◆◆◆◆		DEX REF		15	Y	
Shield	◆◆◆◆		REF STR		10	Y	
Staff	◆◆◆◆		REF STR		15	Y	

Professional		INT PER		● ○ ○			
ED Applied	Remaining	Required	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
Accounting	◆◆◆◆		FOC INT		15	N	
Administration	◆◆◆◆		FOC INT		15	N	
Appraise	◆◆◆◆		INT PER		15	N	
Bureaucracy	◆◆◆◆		INF INT		20	N	
Cartography	◆◆◆◆		INT PER		15	N	
Counterfeiting	◆◆◆◆		INT PER		15	N	
Cryptography	◆◆◆◆		FOC INT		20	N	
Dead Language	◆◆◆◆		FOC INT		25	N	
Escape Restraints	◆◆◆◆		DEX STR		20	N	
Farming	◆◆◆◆		CON STR		10	N	
Foreign Language	◆◆◆◆		FOC INT		20	N	
Forgery	◆◆◆◆		FOC PER		15	N	
Fortification	◆◆◆◆		INT PER		10	N	
Gambling	◆◆◆◆		PER INT		15	N	

Ranged Weapons		DEX PER		○ ○ ○			
ED Applied	Remaining	Required	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
Bow	◆◆◆◆		PER STR		20	Y	
Crossbow	◆◆◆◆		DEX PER		10	Y	
Exotic Ranged	◆◆◆◆		DEX PER		20	N	

Professional		continued		○ ○ ○			
ED Applied	Remaining	Required	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
Instruction	◆◆◆◆		INF PER		15	N	
Investigation	◆◆◆◆		INT PER		20	N	
Logistics	◆◆◆◆		FOC INT		15	N	
Mining	◆◆◆◆		FOC PER		15	N	
Read Lips	◆◆◆◆		FOC PER		25	N	
Research	◆◆◆◆		FOC INT		15	N	
Scout	◆◆◆◆		FOC PER		15	N	
Seamanship	◆◆◆◆		CON DEX		15	N	
Security / Traps	◆◆◆◆		INT PER		15	N	
Signaling	◆◆◆◆		INT PER		10	N	
Sleight of Hand	◆◆◆◆		DEC DEX		15	N	
Soldiering	◆◆◆◆		CON INT		10	N	
Strategy Games	◆◆◆◆		DEC INT		15	N	
Survey	◆◆◆◆		FOC PER		15	N	
Symbology	◆◆◆◆		FOC INT		20	N	

Piloting		PER REF		○ ○ ○			
ED Applied	Remaining	Required	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
Aircraft Piloting	◆◆◆◆		PER REF		20	Y	
Driving	◆◆◆◆		PER REF		10	Y	
Industrial Piloting	◆◆◆◆		PER REF		15	Y	
Watercraft Piloting	◆◆◆◆		PER REF		10	Y	

SKILLS

Science		FOC INT			Adv. Multiplier	Use Untrained
	Rank	Attributes	Total Rank			
Astronomy	◆◆◆◆	FOC INT	20	N		
ED Applied		Remaining	Required			
Biology	◆◆◆◆	FOC INT	20	Y		
ED Applied		Remaining	Required			
Botany / Herbalism	◆◆◆◆	FOC INT	20	N		
ED Applied		Remaining	Required			
Chemistry	◆◆◆◆	FOC INT	20	N		
ED Applied		Remaining	Required			
Cryonics	◆◆◆◆	FOC INT	25	N		
ED Applied		Remaining	Required			
Field Medicine	◆◆◆◆	FOC INT	15	Y		
ED Applied		Remaining	Required			
Geoscience	◆◆◆◆	FOC INT	20	Y		
ED Applied		Remaining	Required			
Medicine	◆◆◆◆	FOC INT	20	N		
ED Applied		Remaining	Required			
Physics	◆◆◆◆	FOC INT	20	N		
ED Applied		Remaining	Required			
Surgery	◆◆◆◆	FOC INT	20	N		
ED Applied		Remaining	Required			
Zoology	◆◆◆◆	FOC INT	20	Y		
ED Applied		Remaining	Required			

Smithing		PER STR			Adv. Multiplier	Use Untrained
	Rank	Attributes	Total Rank			
Armorer	◆◆◆◆	PER STR	20	N		
ED Applied		Remaining	Required			
Blacksmith	◆◆◆◆	PER STR	15	N		
ED Applied		Remaining	Required			
Coppersmith	◆◆◆◆	PER STR	15	N		
ED Applied		Remaining	Required			
Gunsmith	◆◆◆◆	INT PER	15	N		
ED Applied		Remaining	Required			
Machining	◆◆◆◆	INT PER	15	N		
ED Applied		Remaining	Required			
Weaponsmith	◆◆◆◆	PER STR	20	N		
ED Applied		Remaining	Required			
Whitesmith	◆◆◆◆	PER STR	15	N		
ED Applied		Remaining	Required			

Social		INF WIL			Adv. Multiplier	Use Untrained
	Rank	Attributes	Total Rank			
Composition	◆◆◆◆	INF INT	15	Y		
ED Applied		Remaining	Required			
Conspicuous	◆◆◆◆	INF PER	15	Y		
ED Applied		Remaining	Required			
Deceive	◆◆◆◆	DEC WIL	15	Y		
ED Applied		Remaining	Required			
Evade	◆◆◆◆	DEC INF	10	Y		
ED Applied		Remaining	Required			
Haggle	◆◆◆◆	INF WIL	15	Y		
ED Applied		Remaining	Required			
Interrogate	◆◆◆◆	INF WIL	15	Y		
ED Applied		Remaining	Required			
Intimidate	◆◆◆◆	INF WIL	15	Y		
ED Applied		Remaining	Required			
Leadership	◆◆◆◆	INF WIL	20	Y		
ED Applied		Remaining	Required			
Manipulate	◆◆◆◆	DEC INF	15	Y		
ED Applied		Remaining	Required			
Negotiate	◆◆◆◆	INF PER	15	Y		
ED Applied		Remaining	Required			
Oratory	◆◆◆◆	INF WIL	15	Y		
ED Applied		Remaining	Required			
Persuade	◆◆◆◆	INF WIL	15	Y		
ED Applied		Remaining	Required			
Placate	◆◆◆◆	INF PER	15	Y		
ED Applied		Remaining	Required			
Resist	◆◆◆◆	CON WIL	20	Y		
ED Applied		Remaining	Required			
Rhetoric	◆◆◆◆	INF PER	15	Y		
ED Applied		Remaining	Required			
Seduction	◆◆◆◆	INF PER	15	Y		
ED Applied		Remaining	Required			

Small Arms		DEX PER			Adv. Multiplier	Use Untrained
	Rank	Attributes	Total Rank			
Blazer Weapons, Light	◆◆◆◆	DEX PER	20	Y		
ED Applied		Remaining	Required			
Hand Guns	◆◆◆◆	DEX PER	15	Y		
ED Applied		Remaining	Required			
Quick Draw Small Arms	◆◆◆◆	DEX PER	15	Y		
ED Applied		Remaining	Required			
Rifles	◆◆◆◆	DEX PER	15	Y		
ED Applied		Remaining	Required			
Shotguns	◆◆◆◆	DEX PER	15	Y		
ED Applied		Remaining	Required			
Submachine Guns	◆◆◆◆	DEX PER	15	Y		
ED Applied		Remaining	Required			

Subterfuge		DEC PER			Adv. Multiplier	Use Untrained
	Rank	Attributes	Total Rank			
Conceal	◆◆◆◆	DEC PER	15	Y		
ED Applied		Remaining	Required			
Disguise	◆◆◆◆	DEC PER	15	Y		
ED Applied		Remaining	Required			
Fient	◆◆◆◆	DEC WIL	15	Y		
ED Applied		Remaining	Required			
Inconspicuous	◆◆◆◆	DEC PER	15	Y		
ED Applied		Remaining	Required			
Mimic	◆◆◆◆	INF PER	15	Y		
ED Applied		Remaining	Required			
Stealth	◆◆◆◆	DEC PER	15	Y		
ED Applied		Remaining	Required			

SKILLS

Survival		FOC PER		● ○ ○	
ED Applied	Remaining	Required	Rank	Attributes	Total Rank
Firebuilding	◆◆◆◆	FOC PER	10	N	
ED Applied	Remaining	Required			
Fishing	◆◆◆◆	DEX PER	10	Y	
ED Applied	Remaining	Required			
Foraging	◆◆◆◆	INT PER	10	Y	
ED Applied	Remaining	Required			
Hazardous Environments	◆◆◆◆	FOC INT	20	Y	
ED Applied	Remaining	Required			
Hunting	◆◆◆◆	FOC PER	15	Y	
ED Applied	Remaining	Required			
Navigation	◆◆◆◆	INT PER	15	Y	
ED Applied	Remaining	Required			
Trapping	◆◆◆◆	FOC PER	10	Y	
ED Applied	Remaining	Required			

Throwing		DEX STR		● ○ ○	
ED Applied	Remaining	Required	Rank	Attributes	Total Rank
Dart	◆◆◆◆	DEX STR	10	Y	
ED Applied	Remaining	Required			
Exotic Thrown	◆◆◆◆	DEX STR	15	Y	
ED Applied	Remaining	Required			
Net	◆◆◆◆	DEX STR	15	Y	
ED Applied	Remaining	Required			
Shuriken	◆◆◆◆	DEX STR	15	Y	
ED Applied	Remaining	Required			
Throw Object	◆◆◆◆	DEX STR	10	Y	
ED Applied	Remaining	Required			
Throwing Axe	◆◆◆◆	DEX STR	10	Y	
ED Applied	Remaining	Required			
Throwing Knife	◆◆◆◆	DEX STR	15	Y	
ED Applied	Remaining	Required			

Unarmed		REF STR		● ○ ○	
ED Applied	Remaining	Required	Rank	Attributes	Total Rank
Brawling	◆◆◆◆	REF STR	10	Y	
ED Applied	Remaining	Required			
Hand-to-Hand	◆◆◆◆	REF STR	15	N	
ED Applied	Remaining	Required			
Martial Arts	◆◆◆◆	REF STR	20	N	
ED Applied	Remaining	Required			
Martial Arts	◆◆◆◆	REF STR	20	N	
ED Applied	Remaining	Required			
Martial Arts	◆◆◆◆	REF STR	20	N	
ED Applied	Remaining	Required			

Technical		FOC INT		○ ○ ○	
ED Applied	Remaining	Required	Rank	Attributes	Total Rank
Communications Technology	◆◆◆◆	INT PER	20	N	
ED Applied	Remaining	Required			
Computer Technology	◆◆◆◆	FOC INT	15	N	
ED Applied	Remaining	Required			
Cybernetics	◆◆◆◆	FOC INT	20	N	
ED Applied	Remaining	Required			
Electronics	◆◆◆◆	FOC INT	15	N	
ED Applied	Remaining	Required			
Elemental Technology	◆◆◆◆	FOC INT	25	N	
ED Applied	Remaining	Required			
Mechanical Technology	◆◆◆◆	FOC INT	15	N	
ED Applied	Remaining	Required			
Munitions	◆◆◆◆	FOC INT	20	N	
ED Applied	Remaining	Required			
Power Generation	◆◆◆◆	FOC INT	20	N	
ED Applied	Remaining	Required			
Structural Engineering	◆◆◆◆	FOC INT	15	Y	
ED Applied	Remaining	Required			
Xeno Technology	◆◆◆◆	FOC INT	25	N	
ED Applied	Remaining	Required			

Trianimus		DEX FOC		○ ○ ○	
ED Applied	Remaining	Required	Rank	Attributes	Total Rank
Activate Trianimus	◆◆◆◆	FOC PER	15	Y	
ED Applied	Remaining	Required			
Detect Trianimus	◆◆◆◆	FOC PER	15	Y	
ED Applied	Remaining	Required			
Manipulate Trianimus	◆◆◆◆	DEX FOC	25	N	
ED Applied	Remaining	Required			

Wright		FOC INT		○ ○ ○	
ED Applied	Remaining	Required	Rank	Attributes	Total Rank
Boatbuilding	◆◆◆◆	FOC INT	15	Y	
ED Applied	Remaining	Required			
Fabrication	◆◆◆◆	FOC INT	20	Y	
ED Applied	Remaining	Required			
Shipbuilding	◆◆◆◆	FOC INT	20	N	
ED Applied	Remaining	Required			
Wagonwright	◆◆◆◆	FOC INT	15	Y	
ED Applied	Remaining	Required			

ADVANCEMENT QUICK REFERENCE

Downtime: Earn 3 Equivalent Days (ED) per day during downtime.
 All ED earned from downtime must be spent prior to resuming play.
 ED from downtime may be spent on skills at a maximum rate of one ED per skill per day of downtime.

Real World Experience: Open tests earn ED equal to the difficulty of the test.
 Open tiered tests and Wealth tests earn ED equal to the number of hits rolled.
 ED is applied directly to the skill used, immediately after the test is made.
 Up to 2 of these ED may be applied to related skills/knowledge when making related tests.
 Characters providing assistance also apply 1 ED of real world experience to the skill used to provide assistance.

ED required to learn new skill rank:
 $(\text{New Rank} \times \text{Advancement Multiplier}) - \text{Total Rank in Associated Attributes} \times 4$
 Minimum ED of $(\text{New Rank} \times \text{Advancement Multiplier})$
 General Skills use an Advancement Multiplier of 35.

ED required to learn new rank in attributes and characteristics:
 $(\text{New Rank} \times \text{Advancement Multiplier}) \times 4$
 Attributes use an Advancement Multiplier of 20 and are only advanced during downtime.
 Connections and Wealth use an Advancement Multiplier of 25.

KNOWLEDGE SKILLS

Knowledge	continued	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			

Knowledge	continued	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
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ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			

Knowledge	continued	Rank	Attributes	Total Rank	Adv. Multiplier	Use Untrained
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
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ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			
ED Applied	Remaining		Required			

WOUNDS & TRAUMA

WOUND / TRAUMA		PENALTY	STATUS	
Damage Type	Damage Amount	Severity	ED to Treat	ED to Heal
Initial Treatment Hits	Medical Care Hits	Natural Recovery Hits	Total ED Applied	
ED Spent	ED Applied	Treatment Notes		

WOUND / TRAUMA		PENALTY	STATUS	
Damage Type	Damage Amount	Severity	ED to Treat	ED to Heal
Initial Treatment Hits	Medical Care Hits	Natural Recovery Hits	Total ED Applied	
ED Spent	ED Applied	Treatment Notes		

WOUND / TRAUMA		PENALTY	STATUS	
Damage Type	Damage Amount	Severity	ED to Treat	ED to Heal
Initial Treatment Hits	Medical Care Hits	Natural Recovery Hits	Total ED Applied	
ED Spent	ED Applied	Treatment Notes		

WOUND / TRAUMA		PENALTY	STATUS	
Damage Type	Damage Amount	Severity	ED to Treat	ED to Heal
Initial Treatment Hits	Medical Care Hits	Natural Recovery Hits	Total ED Applied	
ED Spent	ED Applied	Treatment Notes		

WOUND / TRAUMA		PENALTY	STATUS	
Damage Type	Damage Amount	Severity	ED to Treat	ED to Heal
Initial Treatment Hits	Medical Care Hits	Natural Recovery Hits	Total ED Applied	
ED Spent	ED Applied	Treatment Notes		

Wound/Trauma Dice Pool Penalties		
Severity	Untreated	Treated
Superficial	-1d per 2 wounds	None (Healed)
Minor	-1d	-1d
Serious	-3d	-1d
Critical	-4d	-2d
Lethal	Near Death	-2d

Wound/Trauma Severity Multipliers					
Damage Type	Superficial	Minor	Serious	Critical	Lethal
Biological	1	1	4	6	6
Chemical	1	1	4	4	4
Cold	1	1	4	4	4
Concussion	1	2	4	6	6
Energy	1	1	2	2	4
Explosive	2	2	6	6	6
Heat	2	2	4	4	4
Molecular	1	3	6	6	6
Neurological	1	1	6	6	6
Penetration	1	2	4	6	6
Psychological	1	1	2	4	6
Radiation	1	1	6	6	6

ARMOR

HEAD (HELMET, COIF)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

HEAD (HAT, HOOD, MASK)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

ARMS (PAULDRONS, SPAULDERS, BRACERS)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

UPPER BODY (SHIRT, TUNIC, JACKET, COAT)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

SHIELD

Item: _____ Weight: _____ DAMAGED

Armor Bonus: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

HANDS (GLOVES, GAUNTLETS)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

TORSO (VEST, HAUBERK, CUIRASS, ARMOR, SLUIT)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

LOWER BODY (PANTS, BREECHES)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

LEGS (CHAUSSES, CUISSES, GREAVES)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

FEET (SHOES, BOOTS)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

FIELDS (ELECTROMAGNETIC, NOVITIC)

Item: _____ Weight: _____ DAMAGED

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

ACCESSORIES (GOOGLES, GLASSES, LENSES, AMULETS, PENDANTS, BADGES) (BROOCHES, MEDALS, MEDALLIONS, SCARFS, SASH, CAPE, CLOAK, BELT, RINGS)

Item: _____ Weight: _____

Effects: _____

Item: _____ Weight: _____

Effects: _____

Item: _____ Weight: _____

Effects: _____

Item: _____ Weight: _____

Effects: _____

NATURAL RESISTANCE (BIOLOGICAL)

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

TOTAL ARMOR

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

DAMAGE TYPES: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Armor Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

Resilience Rating: BIOL CHEM COLD CONC ENER EXPL HEAT MOLE NEUR PENE RADI

TOTAL ARMOR WITH SHIELD

WEAPONS

Weapon:		Skill:		Total Rank
Ammunition Type(s):		Max Rounds/Action:		
Details:		Weight:		
Ranges Close:	yds	Optimal:	yds	Long: yds
Accessories:		Magazine Size(s):		
Rate of Fire	Bonus	Damage	Damage Type	Rounds Fired
		()		
		()		
		()		

Weapon:		Skill:		Total Rank
Ammunition Type(s):		Max Rounds/Action:		
Details:		Weight:		
Ranges Close:	yds	Optimal:	yds	Long: yds
Accessories:		Magazine Size(s):		
Rate of Fire	Bonus	Damage	Damage Type	Rounds Fired
		()		
		()		
		()		

Weapon:		Skill:		Total Rank
Ammunition Type(s):		Max Rounds/Action:		
Details:		Weight:		
Ranges Close:	yds	Optimal:	yds	Long: yds
Accessories:		Magazine Size(s):		
Rate of Fire	Bonus	Damage	Damage Type	Rounds Fired
		()		
		()		
		()		

Weapon:		Skill:		Total Rank
Damage Type:	Damage:	()	Weight:	
Details:		Reach:		

Weapon:		Skill:		Total Rank
Damage Type:	Damage:	()	Weight:	
Details:		Reach:		

Weapon:		Skill:		Total Rank
Damage Type:	Damage:	()	Weight:	
Details:		Reach:		

Weapon/Ammunition:		Range Increment:		yds
Damage Type: (Area Effect)		()	Weight:	
Details:				

Weapon/Ammunition:		Range Increment:		yds
Damage Type: (Area Effect)		()	Weight:	
Details:				

Weapon/Ammunition:		Range Increment:		yds
Damage Type: (Area Effect)		()	Weight:	
Details:				

SPECIAL AMMUNITION

Ammo:	
Quantity:	Weight:
Effect:	
Ammo:	
Quantity:	Weight:
Effect:	
Ammo:	
Quantity:	Weight:
Effect:	
Ammo:	
Quantity:	Weight:
Effect:	
Ammo:	
Quantity:	Weight:
Effect:	
Ammo:	
Quantity:	Weight:
Effect:	

Item:
Activation:
Details:
Item:
Activation:
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Item:
Activation:
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Item:
Activation:
Details:

TRIANIMUS GEAR

GEAR

Qty	Item	Details	Weight

CYBERNETICS & ELEMENTAL DEVICES

MOTIVES

NOTES