

Persona Name

Player:

Description

Attributes

AWE

awareness

CHA

charisma

CON

constitution

DEX

dexterity

INT

intelligence

MND

mind

STR

strength

SOC

privilege

HPM

toughness

Combat Info

ALIEN ATTACK TABLE

Type	Skilled	Raw	Max	Force
Strike	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>
Fling	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>
Shoot	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>

DEF

MOVE

land

air

water

HPS

ATTACK SENTENCE: (frequency, types, damage)

Biologic Info

Family:

Genus:

Species:

Level:

Head:

Torso:

Arms:

Legs:

Size Cat:

Hite:

Wate:

Age Cat:

Age:

Life Span:

Stages

Child:

Adol:

Adult:

Elder:

Aged:

Biome:

Energy:

Procurement:

Reproduction:

Dwelling:

Grouping:

Aroma:

Sounds:

EVOLUTATIONS:

Society Info

Flora/Fauna : (tools none, lang none)

Tools

None:

Simple:

Tech:

Comp: Creator:

Stratum

Lang:

Culture:

Educ:

Vocat:

Ideologies

Religion:

Politics:

Philosophy:


































Persona Name

Player:

Reserved for Aliens with a VOCATION

Combat Info

ATTACK TABLE

Type	Skilled			Raw			Max			Force	
Strike											
Fling											
Shoot											

DEF

MOVE

land

air

water

HPS

10

Strike: self powered melee, **Fling:** self powered ranged, **Shoot:** powered attacks

Skilled: add to skilled attack rolls, **Raw:** add to unskilled attack roll, **Max:** maximum attack roll, **Force:** add to damage roll

DEF: defence, **Move:** hexes per unit **HPS:**hit points total

Task Info

Vocation:

Level:

EXPS:

Gifts

Interests

Skills

Vocation: what the persons does. **Level:** how experienced the persona is

Gifts: natural actions. **Interests:** broad Knowledge (+1), **Skills:** specific knowledge, ability (+2)

Wate Allowance

WA:

SPRINT:

CARRY:

LIFT:

WA: STR wate allowance, **Sprint:** $WA/4$ **Carry:** $WA*1.5$, **Lift:** $WA*2.5$

TOYS

ITEM

WT(kg)

TTL(kg)

INFO

ITEM

WT(kg)**TTL(kg)**

INFO

Persona info only. Please use campaign sheets for campaign info.