Persona Name

Player:

Description

Attributes

	CON	DEX	INT	STR	AWE	CHA	SOC	HPM
Primes	☐	☐	☐	☐	-	-	-	-
Attributes	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐☐	☐☐☐
	constitution	dexterity	intelligence	strength	awareness	charisma	privilege	toughness

Combat Info

ATTACK TABLE   **DEF**   **MOVE**   **HPS** ☐☐☐

Type	Skilled	Raw	Max	Force
Strike	☐☐☐	☐☐☐	☐☐☐	☐☐
Fling	☐☐☐	☐☐☐	☐☐☐	☐☐
Shoot	☐☐☐	☐☐☐	☐☐☐	☐☐

DEF: ☐☐☐ ☐☐☐

MOVE: ☐☐ land ☐☐ air ☐☐ water

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

Mechanical Info

Family: **Series:**   **Model:**

Shape: **Locomotion:**

Size Cat: **Wate:**   **Fabricator:**

Power: **Sensors:**

Adaptability: ☐☐   **Control Factor:** ☐☐   **Level:**

Control Factor: INT + prime INT * Level

Peripherals

_____   _____   _____

_____   _____   _____

_____   _____   _____

_____   _____   _____

Malfunctations

Notes

Persona Name

Player:

Encumbrance

Wate Allowance = ☐☐☐☐ **kgs**

Unencumbered: **Encumbered:** **Over-encumbered:** **Lift Only:**

Free: 0 kgs, **Unencumbered**: <WA/4 **Encumbered**: <WA*1.5, **Over-encumbered**: <WA*2.5, **Lift Only**: >WA*2.5

TOYs

ITEM	Wate	INFO

Demolition Table

System	DMG	HPM	AWE	CHA	CON	DEX	INT	STR	CF	Move