

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	DEF	MOVE	HPS
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>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div> land	<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>	<div><div></div><div></div></div> air		
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>	<div><div></div><div></div></div> water		

Attack Description: (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

Feral:

(No tools, No language, flora/fauna)

Tools:

None:

Simple:

Tech:

Computer:

Creator:

Stratum:

Language:

Culture:

Educate:

Vocation:

Ideologies:

Religion:

Politics:

Philosophy:

Alien Level:

EXPS:

Persona Name

Player:

Vocation ☐

Vocation:

Level:

EXPS:

Combat Info For aliens with a vocation.

PROFICIENCY TABLE

Type	Skilled	Unskilled	Max	Force
Strike				
Fling				
Shoot				

DEF

MOVE

		land
		air
		water

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

Skilled: _____

Task Info For aliens with a Vocation

Interests

Expertise

$$\boxed{\text{Competency}} = \text{Interests} + (\text{Expertise} \times 2) + \text{Aptitude}$$

Aptitude = +1 per level 1-4; +2 per level 5-8; +3 per level 9-12; +4 per level >12. Use vocation level.

Gifts

Skills

Encumbrance

Water 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

Water

INFO

[illegible]