

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	DEF	MOVE	HPS
Strike						land	
Fling						air	
Shoot						water	

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

Skilled:

Task Info For aliens with a Vocation

Interests

Expertise

Competency = Interests + (Expertise x 2) + 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

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
