



| POSSESSIONS | |
|----------------|--|
| Gear (Carried) | |
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| Gear (Owned) | |
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| SPELLS | | | |
|--------------|------|--------|------|
| First Order | Type | Effect | Cost |
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| Second Order | Type | Effect | Cost |
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| Third Order | Type | Effect | Cost |
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| TAGER | | |
|--------------------|-------|------|
| Manifestation | | |
| Regeneration | | |
| Fear Factor | | |
| Shifted Attributes | Level | Feat |
| Agility | | |
| Perception | | |
| Strength | | |
| Tenacity | | |
| Actions | | |
| Movement | | |
| Reflex | | |
| Vitality | | |

| ARMOR | |
|-------|------------|
| Type | Protection |
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| WEAPONS | | | |
|---------|--------|--------------|-------|
| Type | Damage | Shots/Rounds | Range |
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| WOUNDS | | | | | |
|--------------|----------|---------|--|----------------|---------------|
| Level | Vitality | Current | Effect | Tager Vitality | Tager Current |
| Flesh | | | None | | |
| Light | | | -1 Test Penalty | | |
| Moderate | | | -3 Test Penalty/Half Move Max. 2 Actions/Armor Half | | |
| Serious | | | -6 Test Penalty/Crawl Max. 1 Action/Armor Gone | | |
| Death's Door | | | Unconscious & Dying | | |

| POSSESSIONS | |
|----------------|--|
| Gear (Carried) | |
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| Gear (Owned) | |
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| PARA-PSYCHIC POWERS | | | | | |
|---------------------|------|------------|------------|-------------|------|
| First Order | Load | Difficulty | Initiation | Maintenance | Page |
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| Second Order | Load | Difficulty | Initiation | Maintenance | Page |
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| Third Order | Load | Difficulty | Initiation | Maintenance | Page |
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| ARMOR | |
|-------|------------|
| Type | Protection |
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| WEAPONS | | | |
|---------|--------|--------------|-------|
| Type | Damage | Shots/Rounds | Range |
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| WOUNDS | | | | | |
|--------------|----------|---------|--|----------------|---------------|
| Level | Vitality | Current | Effect | Tager Vitality | Tager Current |
| Flesh | | | None | | |
| Light | | | -1 Test Penalty | | |
| Moderate | | | -3 Test Penalty/Half Move Max. 2 Actions/Armor Half | | |
| Serious | | | -6 Test Penalty/Crawl Max. 1 Action/Armor Gone | | |
| Death's Door | | | Unconscious & Dying | | |



G/HULHU TRCH

MECH SHEET

| CONCEPT | |
|----------------|--|
| Mecha Name | |
| Mecha Type | |
| Size Class | |
| Pilot Callsign | |

| STRUCTURE | |
|--------------|--|
| Integrity | |
| Armor | |
| DCS | |
| Regeneration | |

| CHARACTERISTICS | | | | |
|--------------------|--------------|-----------------|------------|---------|
| Type | Mecha Rating | Pilot's Ability | Modifies | Overall |
| Control Response | | | Agility | |
| Sensors | | | Perception | |
| Multi-Task Systems | | | Actions | |
| Warning Systems | | | Reflex | |
| | Rating | Dam. Bonus | Equals | |
| Frame | | | Strength | |

| SUPPORT SYSTEMS | | |
|-----------------|---------|---------|
| Type | Effects | SF Code |
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| SENSOR SYSTEMS | | | |
|----------------|-------|------|---------|
| Type | Range | Mode | SF Code |
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| MOVEMENT SYSTEMS | | |
|-------------------|---------|---------|
| Type | Effects | SF Code |
| Ground Speed | | |
| Air/Water Speed | | |
| Acceleration Code | | |
| Jumping Distance | | |
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| WEAPON SYSTEMS | | | | | | | |
|----------------|------|-------|--------|-------|--------|---------|---------|
| Type | Size | Range | Damage | Shots | Rounds | Special | SF Code |
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| DAMAGE | | | |
|----------|-----------|---------|--|
| Level | Integrity | Current | Effect |
| Cosmetic | | | None |
| Light | | | -1 Test Penalty |
| Moderate | | | -3 Test Penalty, Half Move, Max. 2 Actions Armor Half, DCS/Regeneration Half Rate |
| Serious | | | -6 Test Penalty, Only Crawl. Max. 1 Action No A-Pod/Jump, Pilot Takes Half Armor Gone, DCS Quarter/Regen Half Rate |
| Critical | | | Falling Apart, Barely Walk No A-Pod/Jump, Pilot Takes Full No DCS/Regen Quarter Rate |

SUPPORTING CHARACTER

| | | | |
|--------------------------|----------|-----------|------------|
| Name/Callsign | | Race | |
| Defining Characteristics | | Gender | |
| Allegiance | | | |
| Attributes | Agility | Intellect | Perception |
| | Presence | Strength | Tenacity |
| Secondary Attributes | Actions | Movement | Orgone |
| | Reflex | Vitality | |
| Qualities | | | |
| General Skills | | | |
| Combat Skills | | | |
| Gear | | | |
| Spells | | | |

SUPPORTING CHARACTER

| | | | |
|--------------------------|----------|-----------|------------|
| Name/Callsign | | Race | |
| Defining Characteristics | | Gender | |
| Allegiance | | | |
| Attributes | Agility | Intellect | Perception |
| | Presence | Strength | Tenacity |
| Secondary Attributes | Actions | Movement | Orgone |
| | Reflex | Vitality | |
| Qualities | | | |
| General Skills | | | |
| Combat Skills | | | |
| Gear | | | |
| Spells | | | |

SUPPORTING CHARACTER

| | | | |
|--------------------------|----------|-----------|------------|
| Name/Callsign | | Race | |
| Defining Characteristics | | Gender | |
| Allegiance | | | |
| Attributes | Agility | Intellect | Perception |
| | Presence | Strength | Tenacity |
| Secondary Attributes | Actions | Movement | Orgone |
| | Reflex | Vitality | |
| Qualities | | | |
| General Skills | | | |
| Combat Skills | | | |
| Gear | | | |
| Spells | | | |