



### AGILITY

- Agility Feat ○○○○○○
- Athletics ○○○○○○
- Armed Fighting ○○○○○○
- Criminal ○○○○○○
- Dodge ○○○○○○
- Fighting ○○○○○○
- Pilot ○○○○○○
- Stealth ○○○○○○
- Thrown Weapons ○○○○○○



### INTELLECT

- Intellect Feat ○○○○○○
- R\* Archonotechnician ○○○○○○
- R\* Archonotech Engineering ○○○○○○
- \* Armourer ○○○○○○
- Bureaucracy ○○○○○○
- Business ○○○○○○
- \* Communications ○○○○○○
- \* Computers ○○○○○○
- Culture ○○○○○○
- \* Demolitions ○○○○○○
- Education ○○○○○○
- R\* Engineering ○○○○○○
- History ○○○○○○
- \* Larceny ○○○○○○
- Law Enforcement ○○○○○○
- Literacy ○○○○○○
- R\* Medicine ○○○○○○
- \* Munitions ○○○○○○
- \* Occult ○○○○○○
- Research ○○○○○○
- Savoir-Faire ○○○○○○
- R\* Science (Earth) ○○○○○○
- R\* Science (Life) ○○○○○○
- R\* Science (Physical) ○○○○○○
- \* Security ○○○○○○
- Streetwise ○○○○○○
- Surveillance ○○○○○○
- \* Technician ○○○○○○



### PERCEPTION

- Perception Feat ○○○○○○
- \* Appraisal ○○○○○○
- Artist ○○○○○○
- Observation ○○○○○○
- Marksmen ○○○○○○
- Support Weapons ○○○○○○



### PRESENCE

- Presence Feat ○○○○○○
- Intimidate ○○○○○○
- Misdirect ○○○○○○
- Performance ○○○○○○
- Persuade ○○○○○○
- Seduction ○○○○○○



### STRENGTH

- Strength Feat ○○○○○○



### TENACITY

- Tenacity Feat ○○○○○○
- Survival ○○○○○○

### MISC

- \_\_\_\_\_ ○○○○○○
- \_\_\_\_\_ ○○○○○○
- \_\_\_\_\_ ○○○○○○
- \_\_\_\_\_ ○○○○○○

Hobbies, Languages, etc.

### SPECIALIZATIONS

- \_\_\_\_\_ ○○○
- \_\_\_\_\_ ○○○
- \_\_\_\_\_ ○○○
- \_\_\_\_\_ ○○○

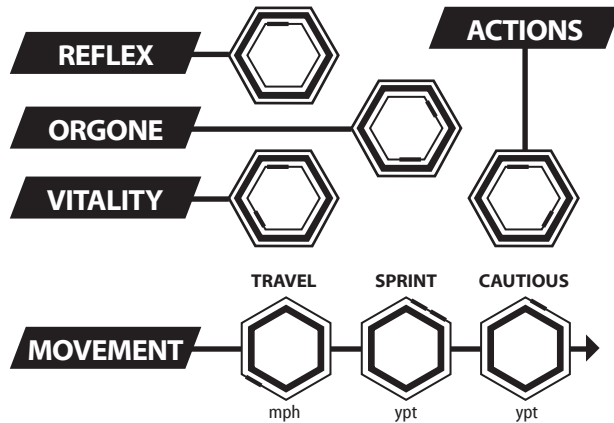
- ▲ Combat Skill
- \* Professional Skill
- R Has Requirements

# G/HULHU

## CHARACTER SHEET

by voidstate - more roleplaying stuff at [www.voidstate.com](http://www.voidstate.com)

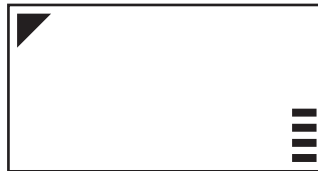
## SECONDARY ATTRIBUTES



## DRAMA POINTS

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

## EXPERIENCE



## HEALTH

**FLESH** >>> ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

**LIGHT** >>> ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ -1 Test Penalty

**MODERATE** >>> ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ -3 Test Penalty  
Half Move / Max 2 Actions  
Half Armour

**SERIOUS** >>> ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ -6 Test Penalty  
Crawl Only / Max 1 Action  
Armour Destroyed

**DEATH'S DOOR** >>> ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ Unconscious  
Dying & Possibly in Coma

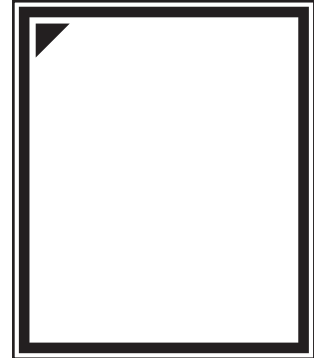
Black out all but Vitality hexes in each block.

		Name/Callsign	
		Profession	Race
		Allegiance	Place of Birth
Virtue	Flaw	Sex	Age

Distinguishing Features

## QUALITIES

- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_
- ⊕ \_\_\_\_\_



Portrait

## INSANITY

Points/ Penalty	Disorders
0	_____
0	_____
-1	_____
-1	_____
-2	_____
-2	_____
-4	_____
-4	_____
!	_____

⊕ Asset   ⊖ Drawback

## SPECIAL ABILITIES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

WEAPON	DMG	SHTS	RNDS	CAL	RNG	DMG BONUS
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## ARMOUR

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Trauma   Projectile





## AGILITY

- Agility Feat ○○○○○○
- Athletics ○○○○○○
- Armed Fighting ○○○○○○
- Criminal ○○○○○○
- Dodge ○○○○○○
- Fighting ○○○○○○
- Pilot ○○○○○○
- Stealth ○○○○○○
- Thrown Weapons ○○○○○○



## INTELLECT

- Intellect Feat ○○○○○○
- R\* Archanotechnician ○○○○○○
- R\* Archanotech Engineering ○○○○○○
- \* Armourer ○○○○○○
- Bureaucracy ○○○○○○
- Business ○○○○○○
- \* Communications ○○○○○○
- \* Computers ○○○○○○
- Culture ○○○○○○
- \* Demolitions ○○○○○○
- Education ○○○○○○
- R\* Engineering ○○○○○○
- History ○○○○○○
- \* Larceny ○○○○○○
- Law Enforcement ○○○○○○
- Literacy ○○○○○○
- R\* Medicine ○○○○○○
- \* Munitions ○○○○○○
- \* Occult ○○○○○○
- Research ○○○○○○
- Savoir-Faire ○○○○○○
- R\* Science (Earth) ○○○○○○
- R\* Science (Life) ○○○○○○
- R\* Science (Physical) ○○○○○○
- \* Security ○○○○○○
- Streetwise ○○○○○○
- Surveillance ○○○○○○
- \* Technician ○○○○○○

- ▲ Combat Skill
- \* Professional Skill
- R Has Requirements



## PERCEPTION

- Perception Feat ○○○○○○
- \* Appraisal ○○○○○○
- Artist ○○○○○○
- Observation ○○○○○○
- Marksman ○○○○○○
- Support Weapons ○○○○○○



## PRESENCE

- Presence Feat ○○○○○○
- Intimidate ○○○○○○
- Misdirect ○○○○○○
- Performance ○○○○○○
- Persuade ○○○○○○
- Seduction ○○○○○○



## STRENGTH

- Strength Feat ○○○○○○



## TENACITY

- Tenacity Feat ○○○○○○
- Survival ○○○○○○

## MISC

- \_\_\_\_\_ ○○○○○○
- \_\_\_\_\_ ○○○○○○
- \_\_\_\_\_ ○○○○○○
- \_\_\_\_\_ ○○○○○○

Hobbies, Languages, etc.

## SPECIALIZATIONS

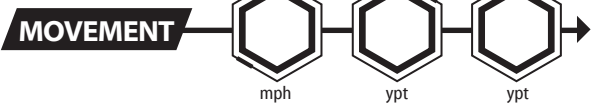
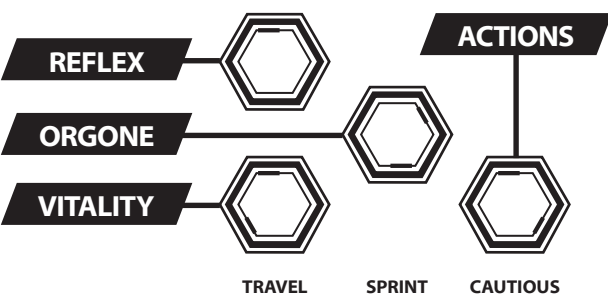
- \_\_\_\_\_ ○○
- \_\_\_\_\_ ○○
- \_\_\_\_\_ ○○
- \_\_\_\_\_ ○○

# TAGER

## TAGER CHARACTER SHEET

by voidstate - more roleplaying stuff at [www.voidstate.com](http://www.voidstate.com)

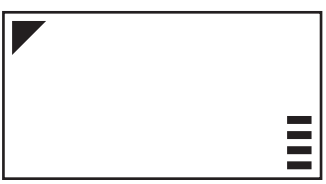
## SECONDARY ATTRIBUTES



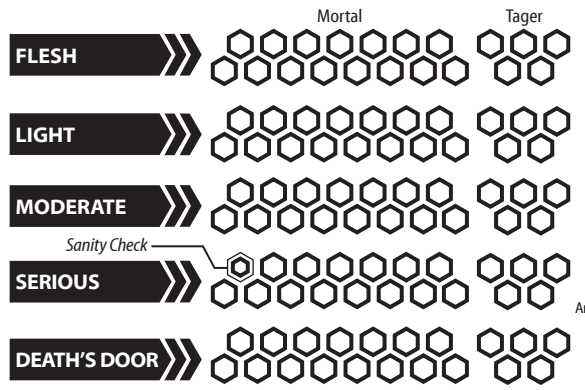
## DRAMA POINTS

- 1 ○2 ○3 ○4 ○5
- 6 ○7 ○8 ○9 ○10
- 11 ○12 ○13 ○14 ○15
- 16 ○17 ○18 ○19 ○20

## EXPERIENCE



## HEALTH



Black out all but Vitality hexes in each block. Reassign Tager damage to mortal hexes when shifting back.

Name/Callsign \_\_\_\_\_

Profession \_\_\_\_\_ Race & Tager Type \_\_\_\_\_

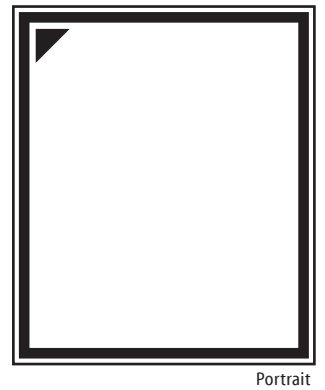
Allegiance \_\_\_\_\_ Place of Birth \_\_\_\_\_

Virtue \_\_\_\_\_ Flaw \_\_\_\_\_ Sex \_\_\_\_\_ Age \_\_\_\_\_

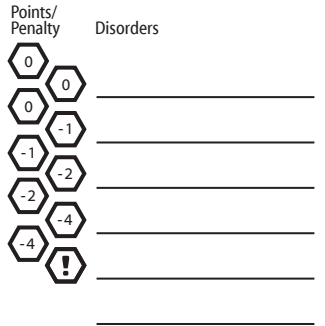
Distinguishing Features \_\_\_\_\_

## QUALITIES

- +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
  - +
- + Asset - Drawback



## INSANITY



## SPECIAL ABILITIES

- Tager: microhooks, x2 jump distance, sealed, 2 hr air supply, +4 to Fear Tests, detect dhoanoids, Tager senses, mindlink, big hands, insanity test 1/month*

## COMBAT

