Warp World

Blacksburg Tactical Research Center

Name

Background

Hits

1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	

Encumbrance

x1/8 -0d/-0

x1/4 -1d/-1

x1/2 -2d/-2

x1 -3d/-3

Strength D+ +1D -1D

Aware-ness D+ +1D -1D

Agility D+ +1D -1D

Will D+ +1D -1D

Health D+ +1D -1D

Fate D+ +1D -1D

D+ punch
D+ kick
D+ sight
D+ hear
dodge

walk
run
sprint

Skills: 1 3 5 7 9 11 13 15 17

Stress

Armor

legs D+ 13-18

body D+ 9-12

arms D+ 7-8

head D+ 3-6

Skills

Traits

Adventurer	A	S	Basic campaign notes	
Base points				
Attributes				
Skills				

Traits	A	S	Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
Total				kg	Cr			☐	☐	☐

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Armor	Covers		Weight	Cost	Notes	Always	Combat	Packed
d+			kg	Cr		☐	☐	☐
d+			kg	Cr		☐	☐	☐

Power framework	Cost	Powers	Difficulty	Modifiers
Base	0			
○☐◇				
○☐◇				
○☐◇				
○☐◇				
○☐◇				
○☐◇				
○☐◇				
○☐◇				
Total				

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Name

Background

Encumbrance

x⅛ -0d/-0	
x¼ -1d/-1	
x½ -2d/-2	
x1 -3d/-3	

Strength
D+ | +1d | -1d

Aware-ness
D+ | +1d | -1d

Agility
D+ | +1d | -1d

Will
D+ | +1d | -1d

Health
D+ | +1d | -1d

Fate
D+ | +1d | -1d

D+ punch
D+ kick
D+ sight
D+ hear
dodge

walk
run
sprint

Skills: 1 3 5 7 9 11 13 15 17

Stress

Armor
legs D+ 13-18
body D+ 9-12
arms D+ 7-8
head D+ 3-6

Traits

Hits

Hits	
1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	

			Adventurer	A	S	**Basic campaign notes**	
			Base points				
			Attributes				
			Skills				

Traits	A	S	Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
Total				kg	Cr			☐	☐	☐

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
d+		kg	Cr		☐	☐	☐
d+		kg	Cr		☐	☐	☐

Power framework	Cost	Powers	Difficulty	Modifiers
Base	0			
◯☐◇				
◯☐◇				
◯☐◇				
◯☐◇				
◯☐◇				
◯☐◇				
◯☐◇				
◯☐◇				
Total				