



POSSESSIONS	
Gear (Carried)	
Gear (Owned)	

SPELLS			
First Order	Type	Effect	Cost
Second Order	Type	Effect	Cost
Third Order	Type	Effect	Cost

TAGER		
Manifestation		
Regeneration		
Fear Factor		
Shifted Attributes	Level	Feat
Agility		
Perception		
Strength		
Tenacity		
Actions		
Movement		
Reflex		
Vitality		

ARMOR	
Type	Protection

WEAPONS			
Type	Damage	Shots/Rounds	Range

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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PARA-PSYCHIC POWERS

First Order	Load	Difficulty	Initiation	Maintenance	Page
Second Order	Load	Difficulty	Initiation	Maintenance	Page
Third Order	Load	Difficulty	Initiation	Maintenance	Page

ARMOR

Type	Protection

WEAPONS

Type	Damage	Shots/Rounds	Range

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 TECH

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

SENSOR SYSTEMS			
Type	Range	Mode	SF Code

MOVEMENT SYSTEMS		
Type	Effects	SF Code
Ground Speed		
Air/Water Speed		
Acceleration Code		
Jumping Distance		

WEAPON SYSTEMS							
Type	Size	Range	Damage	Shots	Rounds	Special	SF Code

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			

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Qualities			
General Skills			
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Gear			
Spells			