

# STATS & COMBAT

	Score	DM	Career	[ ]	Terms	[ ]					
Strength	[ ]	[ ]	Specialization	[ ]	Rank	[ ]					
Dexterity	[ ]	[ ]	Events	[ ]							
Endurance	[ ]	[ ]	Career	[ ]	Terms	[ ]					
Intellect	[ ]	[ ]	Specialization	[ ]	Rank	[ ]					
Education	[ ]	[ ]	Events	[ ]							
Social Standing	[ ]	[ ]	Career	[ ]	Terms	[ ]					
Psionic	[ ]	[ ]	Specialization	[ ]	Rank	[ ]					
			Events	[ ]							
			Melee Weapon	Attack	P	C	Damage	Heft			
			Unarmed	[ ]							
				[ ]							
				[ ]							
				[ ]							
Armor Protection	[ ]	Armor Type	[ ]								
Ranged Weapon	Attack	P	C	S	M	L	VL	D	Damage	Magazine	Recoil

Sample file

Range		
Range	Distance to Target	Squares to Target
Personal	Less than 1.5 meters	0 (combatants are in the same square)
Close	1.5 to 3 meters	1 to 2 squares
Short	3 to 12 meters	3 to 8 squares
Medium	12 to 50 meters	9 to 34 squares
Long	51 meters to 250 meters	35 to 166 squares
Very Long	251 meters to 500 meters	167 to 334 squares
Distant	501 meters+	334 squares+

Common Bonuses and Penalties	
Aiming	+1 per Aim action
Laser Sight	+1 if aiming
Intelligent Weapon	+1 if total DM is within the program's tolerance
Cover	-0 to -6
Movement	-1 for every 10 full metres of target movement
Target Dodges (Reaction)	-1
Environmental Effects	-1 to -2
Range	-0 to -6
Target Stance	-2 if attacking a prone target at Medium or greater range +2 if attacking a prone target at Personal range
Target Parries (Reaction)	-Defender's Melee skill

Admin	Drive ( )	Mechanic	Steward
Advocate	Drive ( )	Medic	Streetwise
Animals ( )	Engineering ( )	Melee ( )	Survival
Animals ( )	Engineering ( )	Melee ( )	Tactics ( )
Athletics ( )	Explosives	Melee ( )	Tactics ( )
Athletics ( )	Flyer ( )	Navigation	Telekinesis <sup>P</sup>
Athletics ( )	Flyer ( )	Persuade	Telepathy <sup>P</sup>
Art ( )	Gambler	Pilot ( )	Teleportation <sup>P</sup>
Art ( )	Gunner ( )	Pilot ( )	Trade ( )
Art ( )	Gunner ( )	Pilot ( )	Trade ( )
Astrogation	Gun Combat ( )	Physical Science ( )	Trade ( )
Awareness <sup>P</sup>	Gun Combat ( )	Physical Science ( )	Vacc Suit
Battle Dress	Gun Combat ( )	Recon	Weapon Engineering <sup>1</sup> ( )
Broker	Heavy Weapons ( )	Recruiting <sup>1</sup>	Weapon Engineering <sup>1</sup> ( )
Carouse	Heavy Weapons ( )	Remote Operations	Zero-G
Clairvoyance <sup>P</sup>	Interrogation <sup>1</sup>	Seafarer ( )	
Combat Engineering <sup>1</sup> ( )	Investigation	Seafarer ( )	
Combat Engineering <sup>1</sup> ( )	Jack of all Trades	Sensors	
Comms	Language ( )	Social Sciences ( )	
Computers	Language ( )	Social Sciences ( )	
Deception	Leadership	Space Sciences ( )	
Diplomat	Life Sciences ( )	Space Sciences ( )	
Discipline <sup>2</sup>	Life Sciences ( )	Stealth	

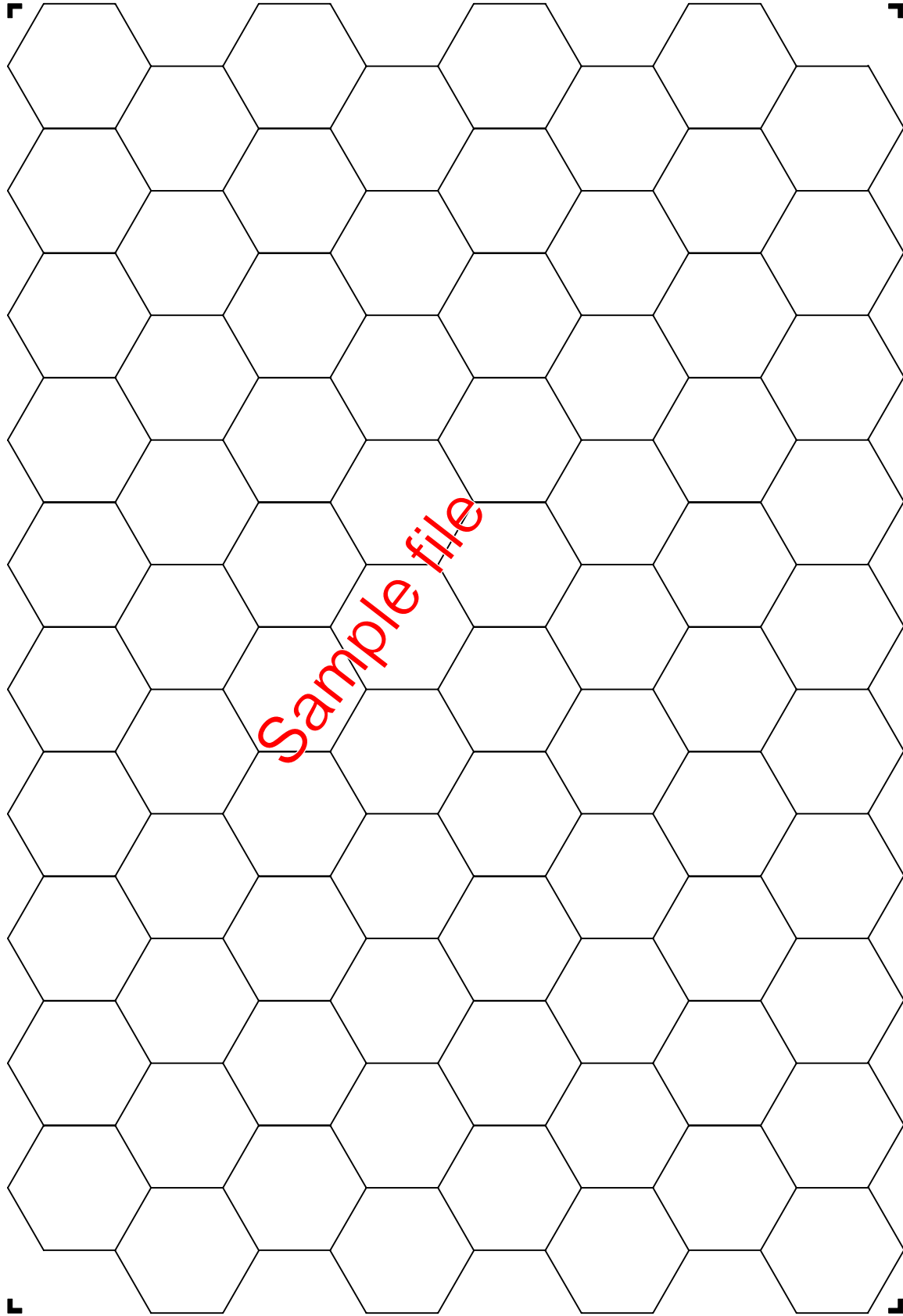
# SKILLS

P - Psionic Talent, 1 - Skill from Mercenary Core Book, 2 - Skill from High Guard Core Book





# SUBSECTOR CHART



# SUBSECTOR CHART

Sample file

