Sundered Skies

Attributes

4 6 8 10 12	Agility
4 6 8 10 12	Smarts
4 6 8 10 12	Strength
4 6 8 10 12	Spirit
4 6 8 10 12	Vigor

Parry

Toughness

Hero:

Race: Charisma:

Homeisle: Pace:

Hindrances:

Edges:

Skills

4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12
4 6 8 10 12	4 6 8 10 12

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15

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25
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35

V
45
50
55

H
65
70
75

L
90
100
110

-1
-2
-4
Glow Mad

Permanent Injuries;

Gear	Wt

Armor

Head:

Torso:

Arms:

Legs:

Total WT Carried:

Weight Limit:

Encumbrance Penalty:

Powers/Trappings	Cost	Range	Damage/Effect	Duration

Weapon	Range	ROF	Damage	AP	WT	Notes

Wounds
-1
-2
-3
Inc
-2
-1
Fatigue

5 10 15 20 25 30

Ship Type | Cost

Acc/Top | Crew

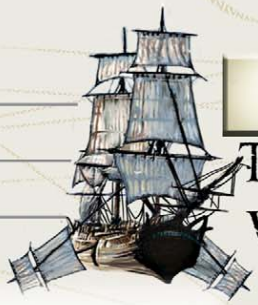
Handling | Cargo

Notes:

Ship Name: _____

Captain: _____

Port of Call: _____



Toughness

Wounds

-1

-2

-3

Wrecked

Upgrades

Guns	Range	ROF	Damage (AP)	Burst?	Notes
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

Agility

Smarts

Spirit

Strength

Vigor

Crewmen, Troops, and other Allies

Type ~ Rank: _____

Pace | Parry | Toughness

Edges: _____

Hindrances:

Name | Notes

Skills

- d ____ Climbing
- d ____ Boating
- d ____ Fighting
- d ____ Guts
- d ____ Intimidation
- d ____ Repair
- d ____ Notice
- d ____ Shooting
- d ____ Stealth
- d ____ Throwing
- d ____ _____
- d ____ _____
- d ____ _____

Gear	Range	ROF	Damage (AP)	Notes
	/ /			
	/ /			
	/ /			

Fatigue

-1

-2

INC

Ammo Track

- V High -1
- High
- Low
- Out