

▶ ALTERNITY Game Supplemental Hero Sheet ◀

Hero's Name _____

Player's Name _____

Setting/Progress Level _____

Gamemaster _____

PSIONICS

Psionic Energy □□□□□□□□□□□□□□□□□□□□

Action	Psionic Energy Loss
Critical Failure result	3
Broad skill use, success or failure	2
Specialty skill use, success or failure	1

CON Skills	<input type="radio"/>	Rank	Score
Biokinesis			[][]/[][]
<i>Bioweapon</i>			[][]/[][]
<i>Control metabolism</i>			[][]/[][]
<i>Heal</i>			[][]/[][]
<i>Morph</i>			[][]/[][]
<i>Rejuvenate</i>			[][]/[][]
<i>Transfer damage</i>			[][]/[][]
_____			[][]/[][]

INT Skills	<input type="radio"/>	Rank	Score
ESP			[][]/[][]
<i>Battle mind</i>			[][]/[][]
<i>Clairaudience</i>			[][]/[][]
<i>Clairvoyance</i>			[][]/[][]
<i>Empathy</i>			[][]/[][]
<i>Mind reading</i>			[][]/[][]
<i>Navcognition</i>			[][]/[][]
<i>Postcognition</i>			[][]/[][]
<i>Precognition</i>			[][]/[][]
<i>Psychometry</i>			[][]/[][]
<i>Sensitivity</i>			[][]/[][]
_____			[][]/[][]

WIL Skills	<input type="radio"/>	Rank	Score
Telekinesis			[][]/[][]
<i>Electrokinetics</i>			[][]/[][]
<i>Kinetic shield</i>			[][]/[][]
<i>Levitation</i>			[][]/[][]
<i>Photokinetics</i>			[][]/[][]
<i>Psychokinetics</i>			[][]/[][]
<i>Pyrokinetics</i>			[][]/[][]
_____			[][]/[][]

PER Skills	<input type="radio"/>	Rank	Score
Telepathy			[][]/[][]
<i>Contact</i>			[][]/[][]
<i>Datalink</i>			[][]/[][]
<i>Illusion</i>			[][]/[][]
<i>Mind blast</i>			[][]/[][]
<i>Mind shield</i>			[][]/[][]
<i>Suggest</i>			[][]/[][]
<i>Tire</i>			[][]/[][]
_____			[][]/[][]

MUTATIONS

Mutant Origin _____ Uniqueness _____
 Mutation Points _____ Drawback Points _____

Ordinary Mutations

Good Mutations

Amazing Mutation

Slight Drawbacks

Moderate Drawbacks

Extreme Drawback

CYBERTECH

Cyber gear Installed

Cyber tolerance [][]/[][]
 □□□□□□□□□□/□□□□□□□□□□
 Cykosis □□□□□□□□□□

COMPUTERS

Computer Model _____

Processor Quality _____ Active Memory _____

Programs	Active	Storage
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>

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▶ ALTERNITY Science Fiction Roleplaying Game ◀

WEAPON DATA

Weapon	Skill	Acc	Actions	Clip Size/Ammo Used	Hide	Mass
_____	_____	_____	_____	____/____	_____	_____
_____	_____	_____	_____	____/____	_____	_____
_____	_____	_____	_____	____/____	_____	_____
_____	_____	_____	_____	____/____	_____	_____
_____	_____	_____	_____	____/____	_____	_____

EQUIPMENT

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SKILLS

Abil	Skill	Rank	Score	Abil	Skill	Rank	Score
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]
_____	_____	_____	[____/____/____]	_____	_____	_____	[____/____/____]

NOTES

▶ ALTERNITY Science Fiction Roleplaying Game Hero Sheet ◀

Hero's Name _____ Player's Name _____
 Species _____ Gender _____ Profession _____ Career _____
 Attributes _____ Last Resorts _____ □□□□□
 Setting _____ Gamemaster _____ Last Resort Cost _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="text"/>	_____
Dexterity	<input type="text"/>	<input type="text"/>	_____
Constitution	<input type="text"/>	<input type="text"/>	_____
Intelligence	<input type="text"/>	<input type="text"/>	_____
Will	<input type="text"/>	<input type="text"/>	_____
Personality	<input type="text"/>	<input type="text"/>	_____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/> +	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE <input type="text"/>	ACTIONS PER ROUND		<input type="text"/>

COMBAT MOVEMENT RATES			
Sprint	Run	Walk	_____
Easy Swim	Swim	Glide	Fly _____

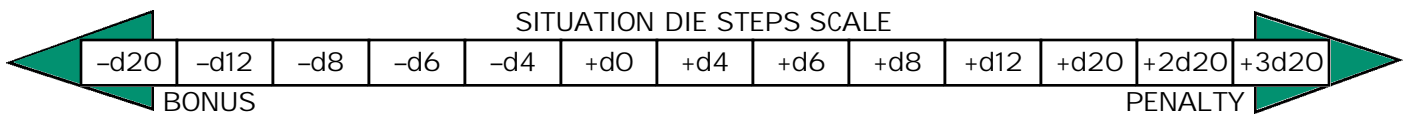
DURABILITY			
Stun	<input type="text"/>	<input type="text"/>	Fatigue <input type="text"/>
Wound	<input type="text"/>	<input type="text"/>	Mortal <input type="text"/>

ARMOR	(LI)	(HI)	(En)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PERSONAL DATA		
Age	Height	Weight
Appearance	_____	
Allegiance	_____	
Social Status	_____	
Contacts	_____	
Enemies	_____	

GAME DATA	
Special Abilities	_____
Perks	Flaws
Other	_____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ / /	_____	LI/O	Personal	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /



ACHIEVEMENT TRACK		Skill Points Spent	Stored
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hero's Level	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23	_____	_____

STR Skills	Rank	Score
Armor Operation	[]	[]
Combat	___	[]
Powered	___	[]
Athletics	[]	[]
Climb	___	[]
Jump	___	[]
Throw	___	[]
_____	___	[]
Heavy Weapons	[]	[]
Direct fire	___	[]
Indirect fire	___	[]
Melee Weapons	[]	[]
Blade	___	[]
Bludgeon	___	[]
Powered	___	[]
Unarmed Attack	[]	[]
Brawl	___	[]
Power	___	[]
<i>martial arts</i>	___	[]

DEX Skills	Rank	Score
Acrobatics	[]	[]
Daredevil	___	[]
Defensive	___	[]
<i>martial arts</i>	___	[]
Dodge	___	[]
Fall	___	[]
Flight	___	[]
Zero-g training	___	[]
_____	___	[]
Manipulation	[]	[]
Lockpick	___	[]
Pickpocket	___	[]
Prestidigitation	___	[]
Ranged Wpns, Mod.	[]	[]
Pistol	___	[]
Rifle	___	[]
SMG	___	[]
Ranged Wpns, Prim.	[]	[]
Bow	___	[]
Crossbow	___	[]
Flintlock	___	[]
Sling	___	[]
Stealth	[]	[]
Hide	___	[]
Shadow	___	[]
Sneak	___	[]
Vehicle Operation	[]	[]
Air	___	[]
Land	___	[]
Space	___	[]
Water	___	[]

CON Skills	Rank	Score
Movement	[]	[]
Race	___	[]
Swim	___	[]
Trailblazing	___	[]
Stamina	[]	[]
Endurance	___	[]
Resist pain	___	[]
Survival	[]	[]
Survival train.	___	[]

INT Skills	Rank	Score
Business	[]	[]
Corporate	___	[]
Illicit business	___	[]
Small business	___	[]
Computer Science	[]	[]
Hacking	___	[]
Hardware	___	[]
Programming	___	[]
Demolitions	[]	[]
Disarm	___	[]
Scratch-built	___	[]
Set explosives	___	[]
Knowledge	[]	[]
Computer op.	___	[]
Deduce	___	[]
First aid	___	[]
Language	___	[]
_____	___	[]
_____	___	[]
_____	___	[]
Law	[]	[]
Court proc.	___	[]
Law enforc.	___	[]
_____	___	[]
Life Science	[]	[]
Biology	___	[]
Botany	___	[]
Genetics	___	[]
Xenology	___	[]
Zoology	___	[]
Medical Science	[]	[]
Forensics	___	[]
Medical know.	___	[]
Psychology	___	[]
Surgery	___	[]
Treatment	___	[]
Xenomedicine	___	[]
Navigation	[]	[]
Drivespace	___	[]
System	___	[]
Surface	___	[]
Physical Science	[]	[]
Astronomy	___	[]
Chemistry	___	[]
Physics	___	[]
Planetology	___	[]
Security	[]	[]
Protection	___	[]
Sec. devices	___	[]
System Operation	[]	[]
Communication	___	[]
Defenses	___	[]
Engineering	___	[]
Sensors	___	[]
Weapons	___	[]
Tactics	[]	[]
Infantry	___	[]
Space	___	[]
Vehicle	___	[]
Technical Science	[]	[]
Invention	___	[]
Juryrig	___	[]
Repair	___	[]
Technical know.	___	[]

WIL Skills	Rank	Score
Administration	[]	[]
Bureaucracy	___	[]
Management	___	[]
Animal Handling	[]	[]
Animal riding	___	[]
Animal training	___	[]
Awareness	[]	[]
Intuition	___	[]
Perception	___	[]
Creativity	[]	[]
_____	___	[]
Investigate	[]	[]
Interrogate	___	[]
Search	___	[]
Track	___	[]
Resolve	[]	[]
Mental	___	[]
Physical	___	[]
Street Smart	[]	[]
Criminal elem.	___	[]
Street know.	___	[]
Teach	[]	[]
_____	___	[]
_____	___	[]

PER Skills	Rank	Score
Culture	[]	[]
Diplomacy	___	[]
Etiquette	___	[]
_____	___	[]
_____	___	[]
First encounter	___	[]
Deception	[]	[]
Bluff	___	[]
Bribe	___	[]
Gamble	___	[]
Entertainment	[]	[]
Act	___	[]
Dance	___	[]
Musical inst.	___	[]
Sing	___	[]
_____	___	[]
Interaction	[]	[]
Bargain	___	[]
Charm	___	[]
Interview	___	[]
Intimidate	___	[]
Seduce	___	[]
Taunt	___	[]
Leadership	[]	[]
Command	___	[]
Inspire	___	[]

Note: Skills printed in blue can't be used untrained.