



# Alternity Hero Record Sheet

ABILITY	Score	Resist
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"/>

Name \_\_\_\_\_ Species \_\_\_\_\_  
 Profession \_\_\_\_\_ Career \_\_\_\_\_  
 Level \_\_\_\_\_ Total APs \_\_\_\_\_ APs/NL \_\_\_\_\_  
 Stored SPs \_\_\_\_\_ Last Resorts \_\_\_\_\_ max. \_\_\_\_\_ cost \_\_\_\_\_

**ACTION CHECK**  
 Ordinary      Good      Amazing  
              
 DIE       ACTIONS 

**MOVEMENT**  
 Sprint \_\_\_\_\_ Run \_\_\_\_\_  
 Walk \_\_\_\_\_ Swim \_\_\_\_\_  
 Glide \_\_\_\_\_ Fly \_\_\_\_\_  
 Special \_\_\_\_\_ / \_\_\_\_\_

**DURABILITY**

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

ARMOR	AP	Type	Protection (LI/HI/En)	Hide
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ATTACK FORMS	Score	Die	Md	Range	Type	Damage {0/G/A}	Clip	Hide
_____	/ /	_____	_____	_____	_____	_____	_____	_____
_____	/ /	_____	_____	_____	_____	_____	_____	_____
_____	/ /	_____	_____	_____	_____	_____	_____	_____
_____	/ /	_____	_____	_____	_____	_____	_____	_____
_____	/ /	_____	_____	_____	_____	_____	_____	_____

SKILLS	Rank	Score
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /

SKILLS	Rank	Score
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
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_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /
_____	_____	/ /

BONUS	SITUATION DIE STEPS SCALE										PENALTY	
-d20	-d12	-d8	-d6	-d4	+d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20

**EQUIPMENT**


**GAME DATA**

**Special Abilities** \_\_\_\_\_

\_\_\_\_\_

**Perks** \_\_\_\_\_

\_\_\_\_\_

**Flaws** \_\_\_\_\_

\_\_\_\_\_

**CYBERTECH**

**Cyber tolerance** \_\_\_\_ / \_\_\_\_ / \_\_\_\_

**Cykosis max** \_\_\_\_ **current** \_\_\_\_

**Cyber gear**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PSIONICS**

**Psi Energy** \_\_\_\_\_

<b>Action</b>	<b>Psi Energy Loss</b>
<b>Critical Failure</b>	<b>3</b>
<b>Broad skill use</b>	<b>2</b>
<b>Specialty skill use</b>	<b>1</b>

**COMPUTERS**

**Model** \_\_\_\_\_

**Quality** \_\_\_\_ **Active memory** \_\_\_\_\_

<b>Programs</b>	<b>Active/Storage</b>
_____	_____
_____	_____
_____	_____
_____	_____

**MUTATIONS**

**Origin** \_\_\_\_\_ **Uniqueness** \_\_\_\_\_

**Mutation Pts** \_\_\_\_ **Drawback Pts** \_\_\_\_

<b>Mutations</b>	<b>Type</b>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

<b>Drawbacks</b>	<b>Type</b>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**PERSONAL DATA**

**Sex** \_\_\_\_ **Ht.** \_\_\_\_ **Wgt.** \_\_\_\_ **Age** \_\_\_\_

**Hair** \_\_\_\_\_ **Eyes** \_\_\_\_\_

**Voice** \_\_\_\_\_

**Description** \_\_\_\_\_

\_\_\_\_\_

**Homeworld** \_\_\_\_\_

**Allegiance** \_\_\_\_\_

**Religion** \_\_\_\_\_

**Social Class** \_\_\_\_\_

**Loves** \_\_\_\_\_

**Hates** \_\_\_\_\_

**Fears** \_\_\_\_\_

**Goals** \_\_\_\_\_

**Archetype** \_\_\_\_\_

**Personality** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CONTACTS & ENEMIES**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_