

Spheres Character Sheet (v 4.13)

Name _____ Species _____ Gender _____ Profession _____ Rank _____
Homeworld Sphere _____ System _____ Planet/settlement _____ G's: _____ TL: _____
Age Game start: _____ Now: _____ **Physique** Frame: (_____) Height: _____ CM Mass: _____ KG
Appearance _____

Conception/Further Background/Description/Notes

Other information/portrait

Primary Characteristics

Method of characteristic generation? **Random / Distributed** (_____ points)

Characteristic (Abbreviation)	Permanent	Current	Characteristic (Abbreviation)	Permanent	Current	Characteristic (Abbreviation)	Permanent	Current
Strength STR			Eyesight EYE			Willpower WIL		
Endurance END			Hearing HRG			Eloquence ELO		
Dexterity DEX			Smell/Taste SMT			Logic LOG		
Agility AGL			Touch TCH			Memory MEM		
Speed SPD			Comeliness CML			Intuition INT		

Derived Characteristics

Encumbrance levels: _____ KG/level Learning Ability: _____ Savings – game start: _____
Bare hands aspect: _____ Kick aspect: _____ Mental Stability: _____
Mobility: _____ Starting Reputation: _____
Maximum Damage: ¼: ½: ¾: Unconsciousness Level: ¼: ½: ¾:

Background Factor	OP's spent	Notes	(OP's total: _____ OP's used : _____)
Physical:	()	_____	
Handedness:	()	_____	
Mental:	()	_____	
Technology:	()	_____	
Schooling:	()	_____	
Wealth:	()	_____	
Hobbies/Habits:	()	_____	
Personal Training:	()	_____	
Sphere 1:	()	_____	Years: _____ Savings: _____ Rank: () OP's: _____
Sphere 2:	()	_____	Years: _____ Savings: _____ Rank: () OP's: _____
Sphere 3:	()	_____	Years: _____ Savings: _____ Rank: () OP's: _____
Sphere 4:	()	_____	Years: _____ Savings: _____ Rank: () OP's: _____
Sphere 5:	()	_____	Years: _____ Savings: _____ Rank: () OP's: _____
Sphere 6:	()	_____	Years: _____ Savings: _____ Rank: () OP's: _____
Beginning Savings:		Highest Rank Achieved: ()	Current Reputation: _____

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Info System	Type:	
Speed:	Calcs:	
ACAP:	PCAP:	
Input:	Output:	
UF:	COM:	
Mass:	KG	Volume:
Quality:		L

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Type	Mass (KG)	RC	Quality	Cost	Carry?

<u>Cash</u>	<u>Credit</u>
A\$	A\$
M Yen	M Yen
PK	PK
G\$	G\$
Other	Other

Reputation:

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Mobility:	Unconsciousness Level:	1/4:	1/2:	3/4:	Physical Condition:
Dodge:	Maximum Damage:	1/4:	1/2:	3/4:	
Initiative:	Bare Handed Impact:	Kick Impact:	Unarmed:	Stealth:	Awareness:
Jumping:					
Other Combat Skills					

Location / Protection versus...	SK	FA	EY	NK		SH	TX	AB	GR	HP		UA	EL	FO	HA		TH	KN	CA	FT		___	___
Blunt/Impact	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Cutting/Edged	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Puncture/Piercing	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Slug/Projectile	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Energy Beam	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Dispersed Energy	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Radiation/Electricity	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___
Corrosion	___	___	___	___		___	___	___	___	___		___	___	___	___		___	___	___	___		___	___

Type	Location	IP's	HR	-10: -40:	KG KG	-20: -50:	KG KG	-30: -60:	KG KG	Type	Penalty
				Situation 1 ()			
				Situation 2 ()			
				Situation 3 ()			
				Situation 4 ()			
				Situation 5 ()			
				Fatigue							
				Fatigue rate:							

Current Total Fatigue: _____

Current Total Injury Points:	Current Total Physical Penalty:
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