



# CEPHEUS ENGINE CHARACTER SHEET

<b>Name</b>	<input style="width: 95%;" type="text"/>	<b>Race</b>	<input style="width: 95%;" type="text"/>
<b>Age</b>	<input style="width: 40%;" type="text"/>	<b>Homeworld</b>	<input style="width: 95%;" type="text"/>
<b>TL</b>	<input style="width: 40%;" type="text"/>	<b>Background</b>	<input style="width: 95%;" type="text"/>
			<b>Race Traits</b>

SCORE	DM	LOAD	Mark	Damage
<b>STR</b>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<b>LIGHT</b> (STR*2)	<input style="width: 30px;" type="text"/>
<b>DEX</b>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<b>MED</b> (STR*4)	<input style="width: 30px;" type="text"/>
<b>END</b>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<b>HVY</b> (STR*6)	<input style="width: 30px;" type="text"/>
<b>INT</b>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<b>MAX</b> (STR*12)	<input style="width: 30px;" type="text"/>
<b>EDU</b>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<b>PUSH/DRAG</b> (STRx60)	<input style="width: 30px;" type="text"/>
<b>SOC</b>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<b>Movement</b>	<input style="width: 30px;" type="text"/>
			<b>STR</b>	<input style="width: 30px;" type="text"/>
			<b>DEX</b>	<input style="width: 30px;" type="text"/>
			<b>END</b>	<input style="width: 30px;" type="text"/>
			<b>Armor 1</b>	<input style="width: 150px;" type="text"/>
			<b>Armor 2</b>	<input style="width: 150px;" type="text"/>
			<b>Armor 3</b>	<input style="width: 150px;" type="text"/>

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TL	Weapon	DM	Dmg	P	C	S	M	L	VL	D	Notes (RoF, Type, Rcl, LL, Cost)

**Fatigue.** -2 DM to all checks. p.98  
**Light Load.** No penalty.  
**Medium Load.** -1 penalty do physical rolls. Considered performing moderate activity. Movement reduced to 75% p.164  
**Heavy Load.** Penalty -2 to physical rolls. Considered strenuous activity. Movement reduced to 75% p.164  
**Maximum Load.** No other actions can be performed. Considered intense activity. Maximum Full Action for 1.5m/turn.p.163  
**Push/Drag.** Minor action to move 50% speed.  
**Wound Penalties.** -1 penalty per 3 damage.

**Wounded.** At least 1 damage.  
**Seriously Wounded.** If the character took 1 damage from STR, DEX, and END. Page 98.  
**2 Characteristics are at Zero.** Unconscious. p.98  
**3 characteristics are at Zero.** Dead. p.98  
**Personal Combat.** p90  
**Environmentals and Hazard** p.164  
**Influencing attitudes.** P192  
 Ranges are, Personal, Close, Short,

Range Name	Distance
Personal	< 1.5 meters
Close	< 3 meters
Short	< 12 meters
Medium	< 50 meters
Long	< 250 meters
Very Long	< 500 meters
Distant	< 5 km
Very Distant	< 500 km
Regional	< 500 km
Continental	< 5000 km

Abilities

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Background

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Equipment / Possessions

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Notes

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