



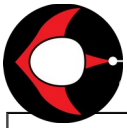
MNEME CEPHEUS ENGINE CHARACTER SHEET

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

SCORE	DM	LOAD	(STR+DEX+END)	HP	DMG	Exh
STR	<input style="width: 20px;" type="text"/>	LIGHT (STR*2)	<input style="width: 20px;" type="text"/>	WOUNDED (<1/3 HP)	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
DEX	<input style="width: 20px;" type="text"/>	MED (STR*4)	<input style="width: 20px;" type="text"/>	SERIOUSLY (<2/3 HP)	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
END	<input style="width: 20px;" type="text"/>	HVY (STR*6)	<input style="width: 20px;" type="text"/>	CRITICAL (<HP)	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
INT	<input style="width: 20px;" type="text"/>	MAX (STR*12)	<input style="width: 20px;" type="text"/>	DYING (>HP)	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
EDU	<input style="width: 20px;" type="text"/>	PUSH/DRAG (STRx60)	<input style="width: 20px;" type="text"/>	Armor 1	<input style="width: 100%; height: 15px;" type="text"/>	
SOC	<input style="width: 20px;" type="text"/>	Movement	<input style="width: 20px;" type="text"/>	Armor 2	<input style="width: 100%; height: 15px;" type="text"/>	

TL	Weapon	DM	Dmg	Range	Notes (RoF, Type, Rcl, LL, Cost)

<p>Exhaustion. Performing strenuous activities deal exhaustion damage.</p> <p>Light Load. No penalty.</p> <p>Medium Load. -1 penalty do physical rolls. Considered performing moderate activity. Movement reduced to 75%</p> <p>Heavy Load. Penalty -2 to physical rolls. Considered strenuous activity. Movement reduced to 75%</p>	<p>Maximum Load. No other actions can be performed. Considered intense Activy. Maximum Full Action for 1.5m/turn.</p> <p>Push/Drag. Minor action to move 50% speed.</p> <p>Wound Penalties. -1 penalty per 3 damage.</p> <p>Seriously Wounded. Movement 75%.</p>	<p>Critically Wounded. The Character is unconscious and helpless.</p> <p>(optional) Bleeding. Dmg ≥ 1/3 HP in one attack, the character takes 1 dmg per minute.</p> <p>Dying. Every round roll End plus wound penalties vs Difficulty 4. failure is death.</p> <p>Character Conditions are in Page 41.</p>
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MNEME CEPHEUS ENGINE CHARACTER SHEET

Abilities

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Background

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Equipment / Possessions

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Notes

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