

# ▶ ALTERNITY Game Supplemental Hero Sheet ◀

Hero's Name \_\_\_\_\_

Player's Name \_\_\_\_\_

Setting/Progress Level \_\_\_\_\_

Gamemaster \_\_\_\_\_

## PSIONICS

Psionic Energy

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

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

<b>INT Skills</b> <input type="radio"/>	<b>Rank</b>	<b>Score</b>	
<b>ESP</b>		[ ][ ]/[ ][ ]	
<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>	_____	[ ][ ]/[ ][ ]	
_____	_____	[ ][ ]/[ ][ ]	

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

<b>PER Skills</b> <input type="radio"/>	<b>Rank</b>	<b>Score</b>	
<b>Telepathy</b>		[ ][ ]/[ ][ ]	
<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"/>

▶ 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

_____
_____
_____
_____
_____



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	___	[ ]
martial arts	___	[ ]

DEX Skills	Rank	Score
Acrobatics	[ ]	[ ]
Daredevil	___	[ ]
Defensive	___	[ ]
martial arts	___	[ ]
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.