

▶ ALTERNITY Supporting Character Form ◀

Character Name _____ Species _____ Profession _____

Level _____ Allegiance _____ Gender _____ Age _____ Career _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="radio"/>	_____
Dexterity	<input type="text"/>	<input type="radio"/>	_____
Constitution	<input type="text"/>	<input type="radio"/>	_____
Intelligence	<input type="text"/>	<input type="radio"/>	_____
Will	<input type="text"/>	<input type="radio"/>	_____
Personality	<input type="text"/>	<input type="radio"/>	_____

DURABILITY		
S	<input type="radio"/>	<input type="checkbox"/>
W	<input type="radio"/>	<input type="checkbox"/>
M	<input type="radio"/>	<input type="checkbox"/>
Appearance _____		Last Resort Points _____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE <input type="radio"/>		ACTIONS PER ROUND <input type="radio"/>	

SKILLS			
Abil	Skill	Rank	Score
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]
_____	_____	_____	[/ /]

COMBAT MOVEMENT RATES			
Sprint _____	Run _____	Walk _____	
Easy Swim _____	Swim _____	Glide _____	Fly _____

ARMOR	_____		
	(L)	(H)	(En)

CYBER GEAR / MUTATIONS	Quality
_____	_____
_____	_____
_____	_____

EQUIPMENT / OTHER NOTES

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ / /	_____	L/O	Personal	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /
_____	/ / /	_____	_____	/ / /	/ / /