

PLAYER CHARACTER SHEET

ALPHA HEROICS

Compassion

Courage

Curiosity

Drive

Fury

Greed

Loyalty

Morality

Passion

Piety

Character Name		Physical Description	
Hero Type			
Character Race			
Level		Total Exp	
Remaining		Borrowed	
Personality			
Age		DOB	
Sex		Build	
Height		Weight	

Attribute	BASIC ATTRIBUTES		Primary Form			Secondary Form			Max
	Base	Lost	Full	Quarter	Tenth	Full	Quarter	Tenth	
Agility									
Awareness									
Beauty									
Charisma									
Dexterity									
Health									
Intellect									
Luck									
Strength									
Willpower									

Resources		
Resource	Rating	Notes

Physical Statistics			
Injury Points			
Total		Current	
Accumulated Injury Points			
Total		Current	
Injury Point Healing			
Actions		+1 At Level	

Drama

Mental Statistics			
Sanity Points			
Total		Current	
Sanity Point Healing			
Drain Refresh	Active	Rest	Sleep
Current			
Caster Type		Disciplines	

Movement Speeds				
Move	Run	Trot	Jog	Walk

Secondary Physical Statistics			
Jumping Distance			
Day Vision		Night Vision	

POWERS AND SKILLS

ALPHA GAMES

Weapon	lbs.	Skill	1	2	3	4	5	6	7	8	9	10	1/10 Str	1/10 Skill	Short	Med	Long	Max
Punch			1	1	2	2	3	3	4	4	5	5			N/A	N/A	N/A	N/A
Kick			1	2	2	3	3	4	4	5	5	6			N/A	N/A	N/A	N/A

ARMOR	PV	Penalty	lbs.	SHIELD	Weight	DT Bonus
				HELMET	PV	Penalty

Defensive Tactics	+	Shield Bonus	+	Other Bonus	-	Armor Penalty	=	Total	1/2	1/4
	+		+		-		=			
	+		+		-		=			

Skill	Base	Exp	Total

Option Points			
Remaining		Spent	

Options and Upgrades	Cost

Specializations	Base	Exp	Total

Weaknesses and Flaws	Bonus

EQUIPMENT AND VEHICLE DATA

APPALACHIAN HERITAGE

Equipment and Items					
Item	Number	Size	Weight	Stored	Notes

Vehicle Information					Cost	
Name and Type of Vehicle						
Psgvr PV	Body PV	Max Speed	Seats	Cargo		
				out of		
		Damage Boxes				
Additional Vehicle Options						
Option Description			Cost	Option Description		Cost

Vehicle Mounted Weapons																	
Weapon	Cargo	Skill	1	2	3	4	5	6	7	8	9	10	1/10 Skill	Short	Med	Long	Max

HEADQUARTERS AND ORGANIZATION

Headquarters Information

Headquarters Name	Location

Headquarters Description

Additional Headquarters Options

Optional Headquarters Trait	Cost	Optional Headquarters Trait	Cost

Organization Information

Name of Organization	Primary Headquarters Location
Organization Motivations	Span of Influence

Organization Description

Additional Organization Options

Optional Organization Trait	Cost	Optional Organization Trait	Cost

MAGIC AND SPELLS

Magical Knowledge Level		Max Skill		Max Spell		Max Disciplines		Perks Earned	

Magical Disciplines											
Disciple		Skill		Disciple		Skill		Disciple		Skill	

Name			Discipline			Range			Duration		
Skill Min		Skill Pen		Drain		Cast Time		Exp Cost			
Description									Perks Used		

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Skill Min		Skill Pen		Drain		Cast Time		Exp Cost			
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