



GM Control Sheet

Printed: 3/4/2013

Character Order: Name, Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Elriss	+0 / +0	11	15	13	10	12	13	6.25	6	9	6	11	10
Elriss	+0 / +0	18	12	13	14	12	13	6.5	6	10	6 + 4	14	13
Iffri	+0 / +0	8	12	14	10	14	14	5.5	5	8	0 + 8	10	10
Kaldun	+0 / +0	14	15	11	13	11	12	7	7	11	8	14	11
Sartanul	+0 / +0	13	14	11	12	11	13	6.5	6	9	8	13	12
Tekta	+0 / +0	17	14	10	11	10	10	6.25	6	10	8	14	11
Tex (TX-472)	+0 / +0	15	12	12	12	12	12	6	6	10	0 + 8	15	0
Thores	+0 / +0	10	13	14	10	14	12	5.75	5	8	8	10	12
Zarfaseti	+0 / +0	13	14	11	12	11	11	6.5	6	9	8	13	12

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
Elriss										
Brawling: Punch	15	10	1d-2 cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d-2 cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d-1 cr	—	C,1	—	—	—	—	
Street Sweeper SMG	15	—	3d pi	3	200 / 2000	15	30(3)	-3	3	
Elriss										
Brawling: Punch	16	12	3d+4 cut	—	C	—	—	—	—	
Brawling: Bite	16	—	1d+2 cut	—	C	—	—	—	—	
Brawling: Kick	14	—	1d+3 cr	—	C,1	—	—	—	—	
Iffri										
Cutting Attack: attack	15	—	3d cut	3	10 / 100	1	—	—	1	
Telekinesis: thrust	14	—	1d-2 cr	—	20	—	—	—	—	
Telekinesis: swing	14	—	1d cr	—	20	—	—	—	—	
Kaldun										
Composite Bow (ST 14): Barbed-head	15	—	2d+1 (2) imp	3	336 / 420	1	1(2)	-7	—	
Force Shield: Bash	11	—	1d+1 cr	—	1	—	—	—	—	
Force Shield: Rush	11	—	slam+3 cr	—	1	—	—	—	—	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	13	—	1d+2 cr	—	C,1	—	—	—	—	
Saber: Swing	16	12F	2d+3 cut	—	1	—	—	—	—	
Saber: Thrust	16	12F	1d+4 imp	—	1	—	—	—	—	
Sartanul										
Large Knife: Swing	15	9	2d-1(2) cut	—	C, 1	—	—	—	—	
Large Knife: Thrust	15	9	1d+2(2) imp	—	C	—	—	—	—	
Large Knife: Throw	14	—	1d+2(2) imp	—	10 / 20	1	T(1)	-2	—	
Laser Pistol	16	—	3d(2) burn	6	200 / 600	10	30(3)	-2	1	
Tekta										
Karate: Punch	14	11	1d+2 cr	—	C	—	—	—	—	
Karate: Kick	12	—	1d+3 cr	—	C,1	—	—	—	—	
Large Katar: Swing	16	12	3d cut	—	1	—	—	—	—	
Large Katar: Thrust	16	12	1d+6 imp	—	1	—	—	—	—	
Tex (TX-472)										
Brawling: Punch	14	11	1d+2 cut/imp	—	C	—	—	—	—	
Brawling: Kick	12	—	1d+3 cr	—	C,1	—	—	—	—	
Heavy Pistol, 10mmCLP	16	—	3d pi+	4	180 / 2000	3	9(3)	-2	3	
Thores										
Brawling: Punch	15	10	1d-1 cut/imp	—	C	—	—	—	—	
Brawling: Kick	13	—	1d cut/imp	—	C,1	—	—	—	—	
Impaling Attack (Poisonous Stinger [HT vs. 1d/turn for 1d turns]): attack	15	10	1d imp	3	C,1	1	—	—	1	
Zarfaseti										
Brawling: Kick	13	—	1d cr	—	C,1	—	—	—	—	
Corrosion Attack (Biochemical): attack	14	—	3d cor (2)	3	10 / 100	1	—	—	1	
Impaling Attack (Stinger): attack	15	10	2d imp	3	C,1	1	—	—	1	

NOTABLE ADVANTAGES / DISADVANTAGES

NOTABLE SKILLS / SPELLS

Elriss
Alternate Form (Alzabo)
Curious (12 or less)
Flexibility

Elriss		
Area Knowledge (Cynosure)	10	IQ-3
Brawling	15	DX+0
Climbing	17	DX+2

NOTABLE ADVANTAGES / DISADVANTAGES

Elriss
Impulsiveness (12 or less)
Regeneration (Fast: 1HP/Min)
Elriss
Claws (Talons)
Combat Reflexes
Curious (12 or less)
Damage Resistance 4
Discriminatory Smell
Roll to memorize a scent: 13 (IQ). Roll to Smell: 17 (Taste/Smell+4)
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Impulsiveness (12 or less)
Mute
Teeth (Sharp Teeth)
Iffri
Cutting Attack 3 (Psychokinetic)
Damage Resistance 8 (Force Field; Psychokinetic)
Flight (Psychokinetic)
Healing (Psychic Healing)
Roll to Heal: 14 (IQ)
No Legs (Aerial)
No Manipulators
Numb
Telecommunication (Telesend) (Telepathic; Universal)
Roll to Communicate: 14 (IQ)
Telekinesis 10 (Increased Range (Max Range only) (x2); Psychokinetic)
Weak Arms (2 Arms) (1/4 ST)
Kaldun
Code of Honor (Soldier's)
Combat Reflexes
Extra Attack 1
Reputation (Never lost a client) 1 (10 or less; Small class)
Skinny
Striking ST 2
Teeth (Sharp Teeth)
Workaholic
Sartanul
360° Vision
Ambidexterity
Enhanced Tracking 2
Extra Arms 1
Tekta
Ambidexterity
Combat Reflexes
Disturbing Voice (mandible clicks)
Extra Arms 2
Extra Attack 1
Tex (TX-472)
Ambidexterity
Cannot Learn
Claws (Talons)
Combat Reflexes
Damage Resistance 8
Digital Mind
Electrical
Fragile (Explosive)
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Machine
Maintenance (Electronics) (1 person) (Monthly)
Maintenance (Mechanic) (1 person) (Monthly)
Thoresh
Claws (Long Talons)
Horizontal
Impaling Attack (Poisonous Stinger [HT vs. 1d/turn for 1d turns]) 1 (Melee Attack: Reach C,1)

NOTABLE SKILLS / SPELLS

Elriss		
Computer Operation/TL9	13	IQ+0
Diplomacy	12	IQ-1
Electronics Operation/TL9 (Communications)	12	IQ-1
Electronics Operation/TL9 (Security)	12	IQ-1
Electronics Repair/TL9 (Computers)	13	IQ+0
Electronics Repair/TL9 (Security)	13	IQ+0
Escape	16	DX+1
Fast-Draw (SMG)	15	DX+0
First Aid/TL9 (Cynosure)	13	IQ+0
Guns/TL9 (Submachine Gun)	15	DX+0
Lockpicking/TL9	14	IQ+1
Research/TL9	13	IQ+0
Stealth	14	DX-1
Streetwise	12	IQ-1
Throwing	14	DX-1
Tracking	12	Per-1
Elriss		
Area Knowledge (Cynosure)	10	IQ-3
Brawling	16	DX+4
Climbing	11	DX-1
Stealth	12	DX+0
Tracking	12	Per-1
Iffri		
Area Knowledge (Cynosure)	14	IQ+0
Detect Lies	13	Per-1
Fast-Talk	14	IQ+0
Innate Attack (Gaze)	15	IQ+1
Stealth	14	DX+2
Throwing	13	DX+1
Kaldun		
Area Knowledge (Cynosure)	11	IQ+0
Bow	15	DX+0
Climbing	14	DX-1
Diplomacy	11	IQ+0
Fast-Draw (Arrow)	16	DX+1
Fast-Draw (Sword)	16	DX+1
First Aid/TL9 (Cynosure)	12	IQ+1
Karate	15	DX+0
Knife	15	DX+0
Saber	16	DX+1
Shield	15	DX+0
Stealth	14	DX-1
Thrown Weapon (Knife)	11	DX-4
Sartanul		
Area Knowledge (Cynosure)	11	IQ+0
Beam Weapons/TL9 (Pistol)	16	DX+2
Climbing	14	DX+0
Diplomacy	11	IQ+0
Fast-Draw (Knife)	14	DX+0
Fast-Draw (Pistol)	15	DX+1
First Aid/TL9 (Cynosure)	12	IQ+1
Knife	15	DX+1
Scrounging	15	Per+2
Stealth	14	DX+0
Thrown Weapon (Knife)	14	DX+0
Wrestling	16	DX+2
Tekta		
Area Knowledge (Cynosure)	10	IQ+0
Climbing	15	DX+1
First Aid/TL9 (Cynosure)	12	IQ+2
Karate	14	DX+0
Knife	14	DX+0
Shortsword	16	DX+2
Stealth	14	DX+0
Streetwise	12	IQ+2

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Elriss

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7	0 -1 -2 -3 -4	11 -12 -13 -14 -15	22 -23 -24 -25 -26	33 -34 -35 -36 -37	44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	16 -17 -18 -19 -20	27 -28 -29 -30 -31	38 -39 -40 -41 -42	49 -50 -51 -52 -53
1	-10	21	32	43	54

FP	0 FP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9

Elriss

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
14 13 12 11 10	0 -1 -2 -3 -4	14 -15 -16 -17 -18	28 -29 -30 -31 -32	42 -43 -44 -45 -46	56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	19 -20 -21 -22 -23	33 -34 -35 -36 -37	47 -48 -49 -50 -51	61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	24 -25 -26 -27	38 -39 -40 -41	52 -53 -54 -55	66 -67 -68 -69

FP	0 FP
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

Iffri

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6	0 -1 -2 -3 -4	10 -11 -12 -13 -14	20 -21 -22 -23 -24	30 -31 -32 -33 -34	40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	15 -16 -17 -18 -19	25 -26 -27 -28 -29	35 -36 -37 -38 -39	45 -46 -47 -48 -49

FP	0 FP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9

Kaldun

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
14 13 12 11 10	0 -1 -2 -3 -4	14 -15 -16 -17 -18	28 -29 -30 -31 -32	42 -43 -44 -45 -46	56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	19 -20 -21 -22 -23	33 -34 -35 -36 -37	47 -48 -49 -50 -51	61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	24 -25 -26 -27	38 -39 -40 -41	52 -53 -54 -55	66 -67 -68 -69

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Sartanul

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9	0 -1 -2 -3 -4	13 -14 -15 -16 -17	26 -27 -28 -29 -30	39 -40 -41 -42 -43	52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	18 -19 -20 -21 -22	31 -32 -33 -34 -35	44 -45 -46 -47 -48	57 -58 -59 -60 -61
3 2 1	-10 -11 -12	23 -24 -25	36 -37 -38	49 -50 -51	62 -63 -64

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

Tekta

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
14 13 12 11 10	0 -1 -2 -3 -4	14 -15 -16 -17 -18	28 -29 -30 -31 -32	42 -43 -44 -45 -46	56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	19 -20 -21 -22 -23	33 -34 -35 -36 -37	47 -48 -49 -50 -51	61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	24 -25 -26 -27	38 -39 -40 -41	52 -53 -54 -55	66 -67 -68 -69

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Tex (TX-472)

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
15 14 13 12 11	0 -1 -2 -3 -4	15 -16 -17 -18 -19	30 -31 -32 -33 -34	45 -46 -47 -48 -49	60 -61 -62 -63 -64
10 9 8 7 6	-5 -6 -7 -8 -9	20 -21 -22 -23 -24	35 -36 -37 -38 -39	50 -51 -52 -53 -54	65 -66 -67 -68 -69
5 4 3 2 1	-10 -11 -12 -13 -14	25 -26 -27 -28 -29	40 -41 -42 -43 -44	55 -56 -57 -58 -59	70 -71 -72 -73 -74

Thores

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6	0 -1 -2 -3 -4	10 -11 -12 -13 -14	20 -21 -22 -23 -24	30 -31 -32 -33 -34	40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	15 -16 -17 -18 -19	25 -26 -27 -28 -29	35 -36 -37 -38 -39	45 -46 -47 -48 -49

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

Zarfaseti

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9	0 -1 -2 -3 -4	13 -14 -15 -16 -17	26 -27 -28 -29 -30	39 -40 -41 -42 -43	52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	18 -19 -20 -21 -22	31 -32 -33 -34 -35	44 -45 -46 -47 -48	57 -58 -59 -60 -61
3 2 1	-10 -11 -12	23 -24 -25	36 -37 -38	49 -50 -51	62 -63 -64

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11