ALBEDO

The Role-Playing Game

Acts on Phases : **1, 3, 5, 6**

Initiative Dice : **1D6+1**

Species	Career
Rat	**Combat Vehicle Gunner**

Character Name	Player Name	Frame	Injury Modifier
		Small	+2

Background
Institutional

Picture

Strength	5	Recoil x 1/3 =	2
		Melee Dam. Mod.	-2
Stamina	8	Maximum Fatigue Points x 3 =	24
Manual Dexterity	12	Current Fatigue Points	
Coordination	12	Actions per Turn x 1/3 =	4
Reason	9	S.P.I. (Reas+Intu+Drv)/10 =	3.8
Intuition	11	Self Image - Low Range Drv x 1/2 =	3
Drive	7	Self Image - High Range Drv x 1.5 =	10
Stability	11	Current Self Image	

Skills and Areas of Expertise

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Climbing 8	Computer Operations (Adept) 14
Coolness under Fire 12	Current Affairs 9
Current Affairs 9	Current Affairs 9
Current Affairs 9	Handguns 12
Higher Mathematics 9	Leadership (Adept) 12
Literacy (Adept) 15	Melee (Armed) 12
Melee (Unarmed) (Adept) 13	Melee (Unarmed) (Adept) 13
Musician 11	Musician 11
Musician 11	Research 10
Research 10	Sm Ground Vehicle Driver 12
Sneaking (Adept) 16	Sneaking (Adept) 16
Sneaking (Adept) 16	Spot 13
Spot 13	Turreted Gunnery (Adept) 17

Possessions

Core Disposition
Polite

Inclination
Cautious

Fatigue Levels :	Fatigue Penalty	Current Fatigue
24, 20, 16, 12, 8, 4		

V1.0 Character sheet designed Jan 20, 1997 by Hubert Bartels