ALBEDO

The Role-Playing Game

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

Initiative Dice : **1D6-1**

Species	Career
Fox	**Field Medic**

Character Name	Player Name	Frame	Injury Modifier
		Light	+1

Background
Military

Picture

Strength	9	Recoil x 1/3 =	3
		Melee Dam. Mod.	-2
Stamina	9	Maximum Fatigue Points x 3 =	27
Manual Dexterity	10	Current Fatigue Points	
Coordination	10	Actions per Turn x 1/3 =	4
Reason	11	S.P.I. (Reas+Intu+Drv)/10 =	3.8
Intuition	7	Self Image - Low Range Drv x 1/2 =	4
Drive	8	Self Image - High Range Drv x 1.5 =	12
Stability	13	Current Self Image	

Skills and Areas of Expertise

Aerospace Pilot (Adept) 15	Art 8
Assess Personality 9	Bargaining 8
Climbing (Adept) 14	Coolness under Fire (Adept) 15
Current Affairs 11	Dancing (Adept) 15
Debate 11	Detect Lie 7
First Aid (Adept) 14	Gambling 11
Handguns 10	Law 9
Literacy 9	Medicine 11
Melee (Armed) 10	Melee (Unarmed) 9
Mingle 7	Political Science 11
Public Speaking 8	Repartee 11
Scrounge 7	Sm Ground Vehicle Driver 10
Sneaking (Adept) 13	Snitch/Listen 7
Spin Yarn 13	Spot 9
Swimming 9	Throw 10
Turreted Gunnery 10	

Possessions

Core Disposition
Laconic (Reserved)

Inclination
Greedy

Fatigue Levels :	Fatigue Penalty	Current Fatigue
27, 22, 18, 13, 9, 4		

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