

# BIOMA

NAME Markov AGE 29

PLACE OF BIRTH Citadel

ETHNICITY Heir of the Old World

ETHNIC TRAIT Explorer's Streak:

After an Uneasy Rest you can take a Toughness Check as though you were Proficient (if you are Proficient the test's Difficulty is 1).



KNOWLEDGE

4

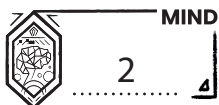
- ANIMALS ☐
- BIOLOGY ☐
- ETHNICITY ☐
- TERRAIN ☐



STRENGTH

4

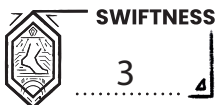
- COMPULSION ☐
- INTIMIDATION ☐
- SUBSTANCE RES. ☐
- TOUGHNESS ☐



MIND

2

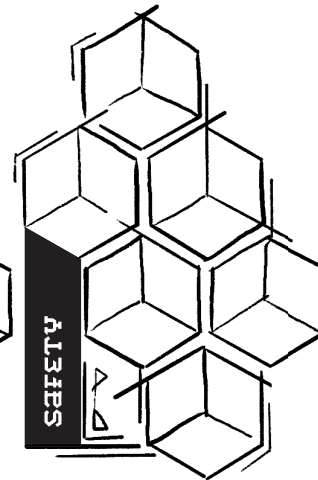
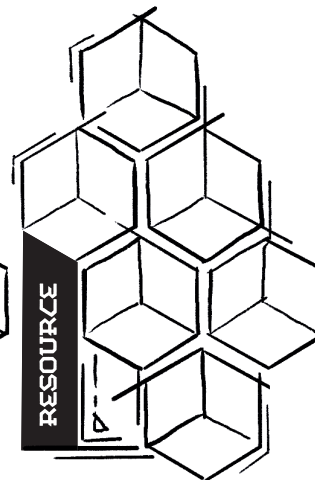
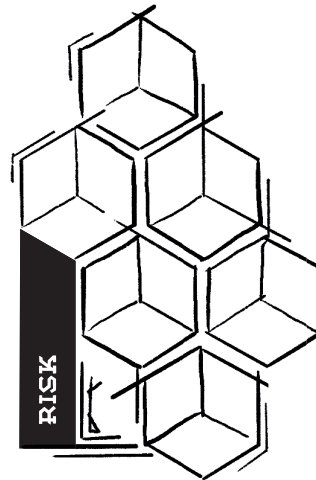
- TRADE ☐
- CRAFTING ☐
- ORIENTEERING ☐
- SENSE ☐



SWIFTNESS

3

- ACROBATICS ☐
- DRIVE ☐
- CRAFTINESS ☐
- STEALTH ☐



THIRST

X3 =



HUNGER

X2 =



SLEEP

X1 =

SURVIVAL

FATIGUE  
MAX 10

+

HARDSHIPS

=

ATTRITION

0 + NEGLIGIBLE + 3 + LIGHT + 6 + HINDERING + 8 + DELIRIOUS + 12 + DEADLY + 15

BODY PART

- ARMOR -

DAMAGE

- HEAT -

HEAD

LEFT ARM

RIGHT ARM

TORSO

LEFT LEG

RIGHT LEG

CLOTHING

Padded Armor

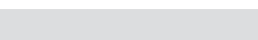
Padded Armor

Padded Armor

Padded Armor

Padded Armor

Explorer's Outfit



1

1

1

1

1

4

If this is a positive value, the character is well covered but will suffer in hot environments.  
This value is obtained by adding up all Heat values of your clothing and Armor.

9

BAG

WEAPON

SLOT

ITEM

SLOT

ITEM

SLOT

Rifle

3

CARRIED  
SLOTS 3

MAXIMUM  
SLOTS 20

WEAPON

NAME

RANGE

DAMAGE

MAGAZINE

RELOAD

ENCUMB.

Rifle

Medium

4

10

5

4

PATHS

Corsair

Ability Name

- DESCRIPTION -

Marksman's Breathing You can use Medium Range weapons at Melee Range without maluses.

Ability Name

- DESCRIPTION -