

▶ ALTERNITY Game Supplemental Hero Sheet ◀

Hero's Name _____

Player's Name _____

Setting/Progress Level _____

Gamemaster _____

PSIONICS

Psionic Energy

Action

Psionic Energy Loss

Critical Failure result 3

Broad skill use, success or failure 2

Specialty skill use, success or failure 1

CON Skills

Rank

Score

Biokinesis

Bioweapon

Control metabolism

Heal

Morph

Rejuvenate

Transfer damage

Rank

Rank

Rank

Rank

Rank

Rank

Rank

INT Skills

Rank

Score

ESP

Battle mind

Clairaudience

Clairvoyance

Empathy

Mind reading

Navecognition

Postcognition

Precognition

Psychometry

Sensitivity

Rank

Rank

Rank

Rank

Rank

Rank

Rank

Rank

Rank

Rank

Rank

WIL Skills

Rank

Score

Telekinesis

Electrokinetics

Kinetic shield

Levitation

Photokinetics

Psychokinetics

Pyrokinetics

Rank

Rank

Rank

Rank

Rank

Rank

Rank

Rank

PER Skills

Rank

Score

Telepathy

Contact

Datalink

Illusion

Mind blast

Mind shield

Suggest

Tire

Rank

Rank

Rank

Rank

Rank

Rank

Rank

Rank

MUTATIONS

Mutant Origin _____

Uniqueness _____

Mutation Points _____

Drawback Points _____

Ordinary Mutations

Good Mutations

Amazing Mutation

Slight Drawbacks

Moderate Drawbacks

Extreme Drawback

CYBERTECH

Cyber gear Installed

Cyber tolerance

Cykosis

COMPUTERS

Computer Model _____

Processor Quality _____

Active Memory _____

Programs

Active Storage

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▶ ALTERNITY Science Fiction Roleplaying Game ◀

WEAPON DATA

Weapon	Skill	Acc	Actions	Clip Size/Ammo Used	Hide	Mass
				/		
				/		
				/		
				/		
				/		

EQUIPMENT

SKILLS

Abil	Skill	Rank	Score	Abil	Skill	Rank	Score
			[/ /]				[/ /]
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NOTES

Hero's Name _____ Player's Name _____
 Species _____ Gender _____ Profession _____ Career _____
 Attributes _____ Last Resorts _____ ☐☐☐☐☐
 Setting _____ Gamemaster _____ Last Resort Cost _____

ABILITY	Score	Untrained	Res. Mod.
Strength			_____
Dexterity			_____
Constitution			_____
Intelligence			_____
Will			_____
Personality			_____

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
DIE	ACTIONS PER ROUND		

COMBAT MOVEMENT RATES			
Sprint_____	Run_____	Walk_____	
Easy Swim_____	Swim_____	Glide_____	Fly_____

[illegible]

ARMOR			
	(LI)	(HI)	(En)

GAME DATA

Special Abilities _____

Perks _____ Flaws _____

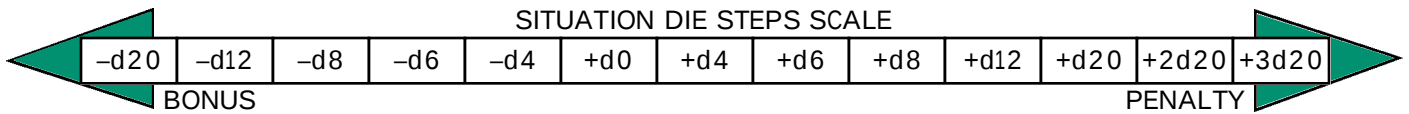
Other _____

PERSONAL DATA		
Age _____	Height _____	Weight _____

Appearance _____		
Allegiance _____		
Social Status _____		
Contacts _____		

Enemies _____		

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
<u>Unarmed</u>	/ /		<u>LI/O</u>	<u>Personal</u>	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /



ACHIEVEMENT TRACK

Skill Points Spent

Stored

Hero's Level

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

STR Skills	Rank	Score
Armor Operation		[/ /]
Combat		[/ /]
Powered		[/ /]
Athletics		[/ /]
Climb		[/ /]
Jump		[/ /]
Throw		[/ /]
		[/ /]
Heavy Weapons		[/ /]
Direct fire		[/ /]
Indirect fire		[/ /]
Melee Weapons		[/ /]
Blade		[/ /]
Bludgeon		[/ /]
Powered		[/ /]
Unarmed Attack		[/ /]
Brawl		[/ /]
Power		[/ /]
martial arts		[/ /]

DEX Skills	Rank	Score
Acrobatics		[/ /]
Daredevil		[/ /]
Defensive		[/ /]
martial arts		[/ /]
Dodge		[/ /]
Fall		[/ /]
Flight		[/ /]
Zero-g training		[/ /]
		[/ /]
Manipulation		[/ /]
Lockpick		[/ /]
Pickpocket		[/ /]
Prestidigitation		[/ /]
Ranged Wpns, Mod.		[/ /]
Pistol		[/ /]
Rifle		[/ /]
SMG		[/ /]
Ranged Wpns, Prim.		[/ /]
Bow		[/ /]
Crossbow		[/ /]
Flintlock		[/ /]
Sling		[/ /]
Stealth		[/ /]
Hide		[/ /]
Shadow		[/ /]
Sneak		[/ /]
Vehicle Operation		[/ /]
Air		[/ /]
Land		[/ /]
Space		[/ /]
Water		[/ /]

CON Skills	Rank	Score
Movement		[/ /]
Race		[/ /]
Swim		[/ /]
Trailblazing		[/ /]
Stamina		[/ /]
Endurance		[/ /]
Resist pain		[/ /]
Survival		[/ /]
Survival train.		[/ /]

INT Skills	Rank	Score
Business		[/ /]
Corporate		[/ /]
Illicit business		[/ /]
Small business		[/ /]
Computer Science		[/ /]
Hacking		[/ /]
Hardware		[/ /]
Programming		[/ /]
Demolitions		[/ /]
Disarm		[/ /]
Scratch-built		[/ /]
Set explosives		[/ /]
Knowledge		[/ /]
Computer op.		[/ /]
Deduce		[/ /]
First aid		[/ /]
Language		[/ /]
		[/ /]
		[/ /]
		[/ /]
Law		[/ /]
Court proc.		[/ /]
Law enforc.		[/ /]
		[/ /]
Life Science		[/ /]
Biology		[/ /]
Botany		[/ /]
Genetics		[/ /]
Xenology		[/ /]
Zoology		[/ /]
Medical Science		[/ /]
Forensics		[/ /]
Medical know.		[/ /]
Psychology		[/ /]
Surgery		[/ /]
Treatment		[/ /]
Xenomedicine		[/ /]
Navigation		[/ /]
Drivespace		[/ /]
System		[/ /]
Surface		[/ /]
Physical Science		[/ /]
Astronomy		[/ /]
Chemistry		[/ /]
Physics		[/ /]
Planetology		[/ /]
Security		[/ /]
Protection		[/ /]
Sec. devices		[/ /]
System Operation		[/ /]
Communication		[/ /]
Defenses		[/ /]
Engineering		[/ /]
Sensors		[/ /]
Weapons		[/ /]
Tactics		[/ /]
Infantry		[/ /]
Space		[/ /]
Vehicle		[/ /]
Technical Science		[/ /]
Invention		[/ /]
Juryrig		[/ /]
Repair		[/ /]
Technical know.		[/ /]

WIL Skills	Rank	Score
Administration		[/ /]
Bureaucracy		[/ /]
Management		[/ /]
Animal Handling		[/ /]
Animal riding		[/ /]
Animal training		[/ /]
Awareness		[/ /]
Intuition		[/ /]
Perception		[/ /]
Creativity		[/ /]
		[/ /]
		[/ /]
Investigate		[/ /]
Interrogate		[/ /]
Search		[/ /]
Track		[/ /]
Resolve		[/ /]
Mental		[/ /]
Physical		[/ /]
Street Smart		[/ /]
Criminal elem.		[/ /]
Street know.		[/ /]
Teach		[/ /]
		[/ /]
		[/ /]

PER Skills	Rank	Score
Culture		[/ /]
Diplomacy		[/ /]
Etiquette		[/ /]
		[/ /]
		[/ /]
First encounter		[/ /]
Deception		[/ /]
Bluff		[/ /]
Bribe		[/ /]
Gamble		[/ /]
Entertainment		[/ /]
Act		[/ /]
Dance		[/ /]
Musical inst.		[/ /]
Sing		[/ /]
		[/ /]
Interaction		[/ /]
Bargain		[/ /]
Charm		[/ /]
Interview		[/ /]
Intimidate		[/ /]
Seduce		[/ /]
Taunt		[/ /]
Leadership		[/ /]
Command		[/ /]
Inspire		[/ /]

Note: Skills printed in blue can't be used untrained.

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