Quick Reference

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Roll 2d8 and add **stat**, **skill** and bonuses.

- ◆ **Edge:** 3d8, use higher 2
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Initiative

- ◆ 2d8 + **dexterity**
- ◆ Players win ties.

Combat Turn

1 of each per turn.

- ◆ **Move Action** – 30ft/10m
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Range

- ◆ **Short:** 30ft/10m
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Damage

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Trigger by:

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- ◆ Unconscious at 0 **hit points.**
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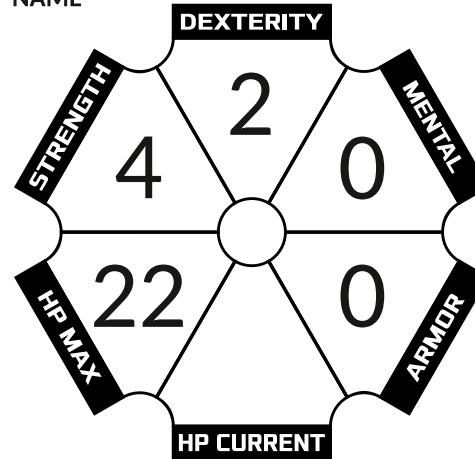Below 0 **HP**, roll 1d8 each round. If equal to or lower then negative **hit points**, lose 1 **hit point**.

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- ◆ **Colony:** Elysium

Arcadian Species

- ◆ **Valgrin:** Humanoid lupine predators.
- ◆ **Zekari:** Small intelligent humanoid prey.

NAME

XP

DEXTERITY

STRENGTH **MENTAL**

2

4 **0**

22 **0**

HP MAX **ARMOR**

HP CURRENT

BRUTE

- Your hit points are equal to 10 + 3 times your strength.
- Melee attacks ignore 1 armor or 3 armor if you have edge.

WEAPONS	RNG	DMG
Baton	/	Low
Sledge	/	High
Blaster Pistol	S	Low

INVENTORY

Knife

SKILLS

1	ATHLETICS	STRENGTH
2	BLOCK	
0	INTIMIDATE	
2	MELEE	
1	THROW	
0	ACROBATICS	DEXTERITY
1	DODGE	
0	PILOT	
1	SHOOT	
0	STEALTH	
0	DIPLOMACY	MENTAL
0	FIRST AID	
0	KNOWLEDGE	
0	NOTICE	
0	REPAIR	

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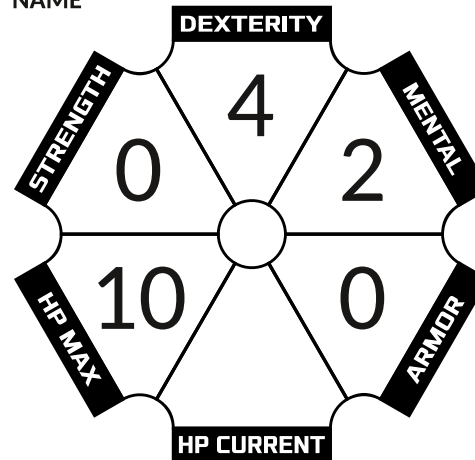
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The Nullam Project

NAME _____ XP ___

DEXTERITY — 4

STRENGTH — 0

MENTAL — 2

HP MAX — 10

ARMOR — 0

HP CURRENT

MARKSMAN

- ● Gain +1 on shoot rolls with the precision rifle as long as it is your personal rifle.
- ● You may gain edge on a shoot roll if you do not move for the round and instead take the time to carefully aim.

INVENTORY

Binoculars

WEAPONS

WEAPONS	RNG	DMG
Precision Rifle	L	High
Blaster Pistol	S	Low
Baton	/	Low

SKILLS

STRENGTH

0	ATHLETICS
0	BLOCK
0	INTIMIDATE
0	MELEE
0	THROW

DEXTERITY

0	ACROBATICS
1	DODGE
0	PILOT
2	SHOOT
2	STEALTH

MENTAL

0	DIPLOMACY
0	FIRST AID
1	KNOWLEDGE
2	NOTICE
0	REPAIR

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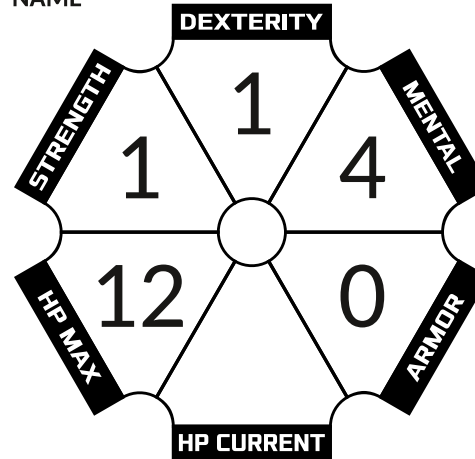Below 0 **HP**, roll 1d8 each round. If equal to or lower then negative **hit points**, lose 1 **hit point**.

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NAME _____ **XP** ____

Attributes

DEXTERITY	1
STRENGTH	1
MENTAL	4
HP MAX	12
ARMOR	0
HP CURRENT	

MECHANIC

- You can jury-rig things in a few rounds or minutes, instead of doing a proper repair which may take several hours.
- The repair skill gains edge.

INVENTORY

Tool kit
Plasma cutter
Flashlight

WEAPONS

WEAPONS	RNG	DMG
Pulse Rifle	M	Mid

SKILLS

STRENGTH

0	ATHLETICS
0	BLOCK
0	INTIMIDATE
1	MELEE
0	THROW

DEXTERITY

0	ACROBATICS
2	DODGE
0	PILOT
1	SHOOT
0	STEALTH

MENTAL

0	DIPLOMACY
0	FIRST AID
1	KNOWLEDGE
1	NOTICE
2	REPAIR

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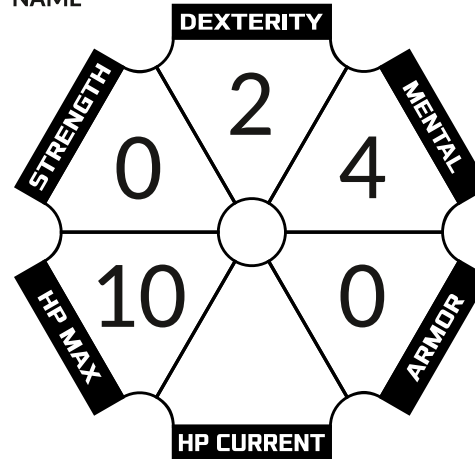Below 0 **HP**, roll 1d8 each round. If equal to or lower then negative **hit points**, lose 1 **hit point**.

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NAME

XP

Character Stats (hex)
- **DEXTERITY:** 2
- **MENTAL:** 4
- **STRENGTH:** 0
- **ARMOR:** 0
- **HP MAX:** 10
- **HP CURRENT**

MEDIC
- You can use a special rapid injection to immediately heal someone for 1d8 HP. Any additional injections within 8 hours will cause damage instead.
- First aid rolls gains edge.

WEAPONS

WEAPONS	RNG	DMG
Pulse Rifle	M	Mid

INVENTORY
Medical kit
Knife
Energy dome

SKILLS

STRENGTH
0	ATHLETICS
0	BLOCK
0	INTIMIDATE
0	MELEE
0	THROW

DEXTERITY
0	ACROBATICS
1	DODGE
0	PILOT
1	SHOOT
0	STEALTH

MENTAL
0	DIPLOMACY
2	FIRST AID
2	KNOWLEDGE
2	NOTICE
0	REPAIR

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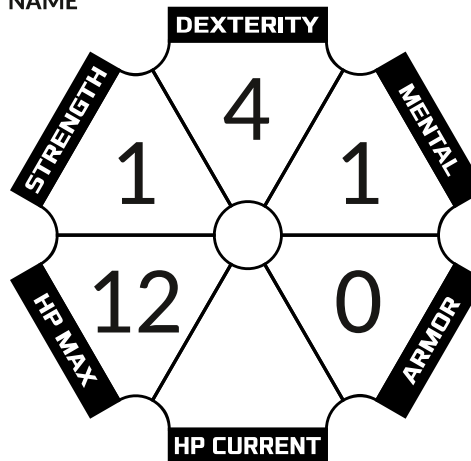
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NAME

XP

DEXTERITY

STRENGTH

MENTAL

ARMOR

HP MAX

HP CURRENT

STRENGTH	1
DEXTERITY	4
MENTAL	1
HP MAX	12
ARMOR	0

PILOT

- You gain +1 when rolling shoot for a weapon that is part of a vehicle, light a fighter ship or tank.
- The pilot skill gains edge.

INVENTORY

Tool kit
Flashlight

WEAPONS	RNG	DMG
Blaster Pistol	S	Low
Baton	/	Low

SKILLS

STRENGTH

1	ATHLETICS
0	BLOCK
0	INTIMIDATE
0	MELEE
0	THROW

DEXTERITY

0	ACROBATICS
2	DODGE
2	PILOT
1	SHOOT
0	STEALTH

MENTAL

0	DIPLOMACY
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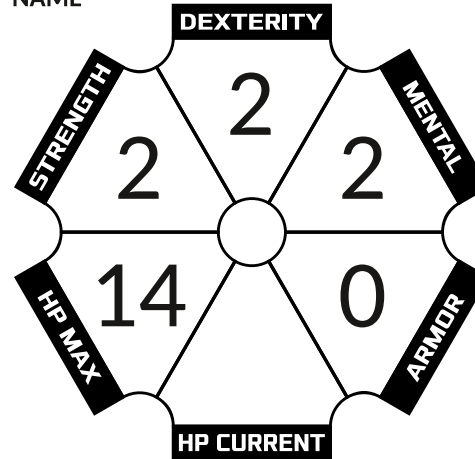
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NAME | XP

DEXTERITY 2
STRENGTH 2
MENTAL 2
ARMOR 0
HP MAX 14
HP CURRENT

RENEGADE
- Gain +1 on shoot rolls with a blaster pistol and if combat has not yet started, you can quick draw to also gain edge.
- Your swagger gives your intimidate and diplomacy rolls edge.

WEAPONS / RNG / DMG

WEAPONS	RNG	DMG
Blaster Pistol	S	Low
Energy Sword	/	Mid

INVENTORY
Knife
Deck of cards

SKILLS

STRENGTH
0	ATHLETICS
0	BLOCK
2	INTIMIDATE
1	MELEE
0	THROW

DEXTERITY
0	ACROBATICS
1	DODGE
0	PILOT
2	SHOOT
0	STEALTH

MENTAL
2	DIPLOMACY
0	FIRST AID
0	KNOWLEDGE
0	NOTICE
0	REPAIR

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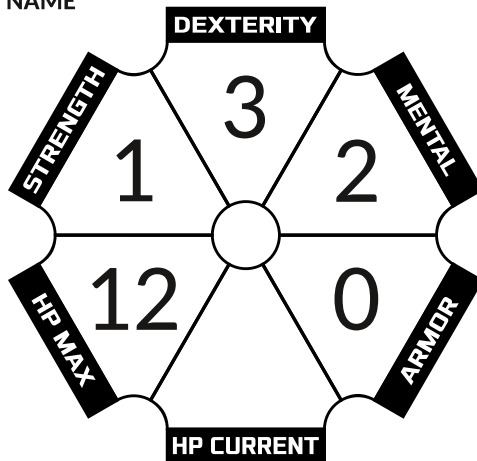Below 0 **HP**, roll 1d8 each round. If equal to or lower then negative **hit points**, lose 1 **hit point**.

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NAME _____   XP _____

Stats

- STRENGTH: 1
- DEXTERITY: 3
- MENTAL: 2
- ARMOR: 0
- HP MAX: 12
- HP CURRENT: ___

SABOTEUR

- You gain +1 on any rolls involving explosives, demolitions or subterfuge.
- Stealth gains edge.

INVENTORY

Flashlight
Plasma cutter
Tool kit

WEAPONS

WEAPONS	RNG	DMG
Pulse Rifle	M	Mid
Sledge	/	High

SKILLS

STRENGTH

0	ATHLETICS
0	BLOCK
0	INTIMIDATE
1	MELEE
0	THROW

DEXTERITY

0	ACROBATICS
1	DODGE
0	PILOT
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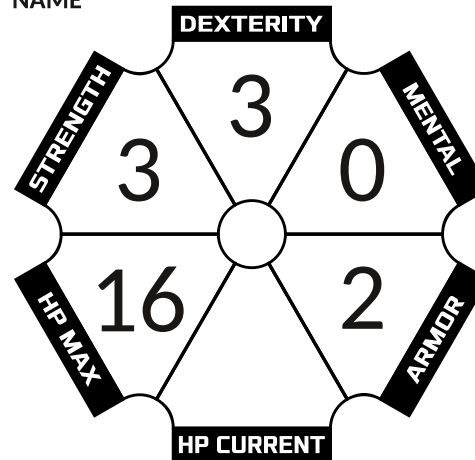
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The Nullam Project

NAME   XP

DEXTERITY

STRENGTH 3
3
MENTAL 0

HP MAX 16
2 **ARMOR**

HP CURRENT

SOLDIER
- The dexterity penalty from wearing armor is reduced by 1 as you are more accustom to it.
- Gain +1 on shoot rolls for the pulse rifle and melee rolls for the baton and laser sword.

SKILLS

0	ATHLETICS	STRENGTH
2	BLOCK	
0	INTIMIDATE	
2	MELEE	
0	THROW	
0	ACROBATICS	DEXTERITY
1	DODGE	
0	PILOT	
2	SHOOT	
0	STEALTH	
0	DIPLOMACY	MENTAL
0	FIRST AID	
0	KNOWLEDGE	
1	NOTICE	
0	REPAIR	

WEAPONS

WEAPONS	RNG	DMG
Pulse Rifle	M	Mid
Energy Sword	M	Mid

INVENTORY
Armored vest
Energy shield

NOTES