ALBEDO

The Role-Playing Game

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

Initiative Dice : **1D6**

Species	Career
Mouse	**Starship Navigator**

Character Name	Player Name	Frame	Injury Modifier
		Small	+2

Background
Institutional

Picture

Strength	6	Recoil x 1/3 =	2
		Melee Dam. Mod.	-2
Stamina	10	Maximum Fatigue Points x 3 =	30
Manual Dexterity	13	Current Fatigue Points	
Coordination	11	Actions per Turn x 1/3 =	4
Reason	8	S.P.I. (Reas+Intu+Drv)/10 =	3.9
Intuition	8	Self Image - Low Range Drv x 1/2 =	4
Drive	9	Self Image - High Range Drv x 1.5 =	13
Stability	11	Current Self Image	

Skills and Areas of Expertise

Aerospace Pilot 13	Art (Adept) 15
Art (Adept) 15	Art (Adept) 15
Computer Operations 8	Coolness under Fire 11
Coolness under Fire 11	Demolitions 10
Demolitions 10	Demolitions 10
Handguns 13	Higher Mathematics 8
Jump Drive (Adept) 13	Leadership 9
Literacy (Adept) 13	Medicine (Adept) 13
Melee (Armed) 11	Melee (Unarmed) 8
Melee (Unarmed) 8	Public Speaking (Adept) 16
Public Speaking (Adept) 16	Research 8
Research 8	Sm Ground Vehicle Driver 13
Sneaking (Master) 19	Sneaking (Master) 19
Sneaking (Master) 19	Sneaking (Master) 19
Starship Navigation 8	Starship Navigation 8
Zero-G Movement 11	

Possessions

Core Disposition
Modest

Inclination
Responsible

Fatigue Levels :	Fatigue Penalty	Current Fatigue
30, 25, 20, 15, 10, 5		

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