TZER0™ CORE

DESCRIPTION

NAME / ALIASES / IDENTIFYING FEATURES / MANNERISMS

CONSTRAINTS

CONCEPT / HALLMARKS / CONNECTIONS / RISKS

EXCEPTIONS

QUICK REFERENCE

WEAPONS / GEAR / MISCELLANEA

COMPETENCE

Edge 3

NOTES — ASSIGNED — UNUSED

+2	Core
+1	Strong
±0	Basic
−1	Weak
−2	Marginal
−3	None

ACTIONS

4	Move
6	Ready

0 = 1× Move
2 = Fast
3 = Half
6 = Full
6 = 6× Move

STATUS

CONDITIONS

STRESS	TRAUMA	
		CURRENT
> 0	> 0	±0 MINOR
> 5	> 5	±0 MODERATE
> 10	> 10	±0 SERIOUS
> 15	> 15	−1 SEVERE
> 20	> 20	−2 CRITICAL
> 25	> 25	MAXIMAL

MATERIEL

₹ CURRENT | 3 MAXIMUM

ASSIGNED | ALLOWED | EXCESS

	Armor	WEAR #	HOLD	Shield #
BELT				1#
				2#
				3#
				4#
				5#
				6#
				7#
				8#
PACK				..
				1#
				..
				2#
				..
				3#
				..
	1/4	1/4	1/4	1/4 4#

TAKE — STOW