TZER0™ CORE

DESCRIPTION

NAME / ALIASES / IDENTIFYING FEATURES / MANNERISMS

CONSTRAINTS

CONCEPT / HALLMARKS / CONNECTIONS / RISKS

EXCEPTIONS

QUICK REFERENCE

WEAPONS / GEAR / MISCELLANEA

COMPETENCE

Edge [ ] [ ] ASSIGNED UNUSED

NOTES

- [ ] Core
- [ ] Strong
- [ ] Basic
- [ ] Weak
- [ ] Marginal
- [ ] None

ACTIONS

- [ ] Move
- [ ] Ready

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

STATUS

CONDITIONS

	STRESS	TRAUMA	
	[ ]	[ ]	CURRENT
>	[ ]	[ ]	±0 MINOR
>	[ ]	[ ]	±0 MODERATE
>	[ ]	[ ]	±0 SERIOUS
>	[ ]	[ ]	−1 SEVERE
>	[ ]	[ ]	−2 CRITICAL
>	[ ]	[ ]	MAXIMAL

MATERIEL

₹ [ ] [ ] CURRENT 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