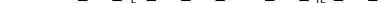


FRAGGED

EMPIRE

Race _____ Languages: Corp. _____

Max Influence Lv +2 +  =  

Current Inf 

 Minor Perk
 Moderate Perk
 Major or Unique Perk
 Complication


Spare Time Points


























































+1 Per Session
Max 10 Unused


Spare Time Roll +

Fate  $2 + \bigcirc = \text{cyclohexane}$

| | Trained (+1) | Untrained (-2) | Total | Traits | Toolkit Tool Box Workshop J Workshop |
|---------------------|--|--------------------------|----------------------|--------|---|
| Everyday | <input checked="" type="checkbox"/> Wealth | + = <input type="text"/> | <input type="text"/> | | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input checked="" type="checkbox"/> Conversation | + = <input type="text"/> | <input type="text"/> | | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input checked="" type="checkbox"/> Leadership | + = <input type="text"/> | <input type="text"/> | | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Culture | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input checked="" type="checkbox"/> Physical | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input checked="" type="checkbox"/> Resolve | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Awareness | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Survival | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| Professional | | | Total | Traits | |
| | <input checked="" type="checkbox"/> Mechanics | + = <input type="text"/> | <input type="text"/> | | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input checked="" type="checkbox"/> Electronics | + = <input type="text"/> | <input type="text"/> | | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Programming | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Bio Tech | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Medicine | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Psychology | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Astronomy | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |
| | <input type="checkbox"/> Planetoids | + = <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input checked="" type="checkbox"/> |

| Strong Hit  | Requirements | Result |
|--|---|--|
| Effort | Primary or Vehicle System Skill. Does not Req Success. Not a Spare Time Roll. | You may re-roll a single die from this Skill Roll. |

| Research  | Workshop: | Wb | Ws | Ws | D Ws | Acquire |
|--|-----------|---|---|---|---|---|
| <div></div> | |   |   |    |    | +1 Unit 12t |
| <div></div> | |   |    |     |     | Publish 14t 12 Units 1 Inf 16 Units 2 Inf |
| <div></div> | |   |   |    |     | Variations Unethical -4t -1 Inf Difficult +4t x2 Inf |
| <div></div> | |   |   |    |     | Wb: Workbench Ws: Workshop D Ws: Dedicated Workshop |
| <div></div> | |   |   |    |     | *Secret Knowledge or Minor Perk |

| Trade Goods  | Cargo Space: | | | | Acquire | |
|---|--------------|-------------|-------------|-------------|--------------------|-----------|
| | 1 | 2 | 3 | 4 | | |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | +1 Box +4 Boxes | 8t 14t |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Loot | |
| | | | | | Weight 4 | +1 Box |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Sell | 16t |
| | | | | | 12 Boxes | 1 Res |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | 16 Boxes | 2 Res |
| | | | | | Variations | +2t |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Dangerous | x2 Res |
| | | | | | Illegal | x2 Res |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | Valuable | -2 Cargo |

Equipment Slots

Weapons & Misc Items, 1 slot per Weight

Outfit + Utility Item + =

Gauntlet 1)

Gauntlet 2)

| | | | | |
|-----|-----|-----|-----|-----|
| 1) | 2) | 3) | 4) | 5) |
| 6) | 7) | 8) | 9) | 10) |
| 11) | 12) | 13) | 14) | 15) |

Grant an additional +1 Bonus when Assisting or being Assisted.

Repair

Change Out

Change 1 Attribute, Wpn, Trait or new Spacecraft.
Requires: Workshop.

Quick Fix: Heal any 2

Req: Workshop. Only Heals Dmg dealt this Combat.
May only be rolled once per available Workshop.
Must be performed directly after a Combat.

14t (+)

Maintenance: Heal 1

and a Minor Condition (eg: Virus).
Requires: Toolbox.

12t (+)

Rebuild: Heal one 8

and a Major Condition (eg: Lost Wing).
Requires: Workshop.

2x 14t (+)

Spacecraft Environment

| | |
|----------------|---|
| Atmosphere: | 1 Engine Attribute Damage (no Armour) at the end of each Turn. 2 Attribute Damage (no Armour) at the end of each 3rd Turn. -2 Hit and Range. |
| Dust Cloud: | Take Damage equal to your Velocity. Hit -2 if you Attack through Dust Cloud. |
| Gravity Field: | Gain +2 Velocity when you enter a Gravity Field. May make a free Turn 45° towards the source of the Gravity Field. |
| Nebula: | Remove any Locked On Effects on you. Remove all Locked On Effects you have applied to your Opponents. May have additional GM defined effects. |
| Object: | Reduce Vel by 2, if not 1 or 2: take 1 Attribute Dmg (no Armour). Hit -2 if you Attack through an Object. |
| Spacecraft: | Other Spacecraft immediately move into an adjacent space. |

Spacecraft Effects

| | |
|------------|--|
| Boarded: | May have up to 5 Boarded Effects applied to you. At the start of your Opponent's Turn they may make 1 Boarding Party Attack against you. On a failed Attack Roll, remove 1 Boarded Effect. |
| Locked On: | Enemies gain Hit: +Lock On vs you. |
| On Fire: | 1 Attribute Dmg (no Armour) at the start of your Turn. |

Drone Action

| | |
|---------------------------|---|
| Attack *Damage Move | Hit +RoF Pick One: *Attack, Draw Wpn, Reload, Set Up or Pull Down or make a Analyse, Stealth or Escape Attack Roll. |
|---------------------------|---|

Healing

First Aid: Stops Bleeding

May be performed during Combat.
Requires: Toolkit.

10 (+)

Extended Care: Heal all 1

and a Minor Condition.
Requires: Toolbox.

2x 12t (+)

Paramedics: Heal any 3

Req: Toolbox. Only Heals Dmg dealt this Combat.
Healing may be applied to multiple Characters.
Must be performed directly after a Combat.
Maximum of 1 Paramedics Roll per 3 Characters.

12 (+)

Surgery: Heal one 8

and a Major Condition.
Requires: Workshop.
May Retro any Trait for a Implant Trait.

2x 14t (+)

Personal Combat Environment

| | |
|--------------------|--|
| 0 Gravity: | Each space costs 2 Movement. Hit -2 No Overburden Penalty. |
| Cover X: | Defence +X Bonuses can never more than double base Cover. |
| Difficult Terrain: | Each space costs 2 Movement. |
| Open/Close Door: | Cost 2 Movement to Change. |

Personal Combat Effects

| | |
|------------------|---|
| Bleeding: | 1 Attribute Dmg (no Armour) at the start of your Turn. |
| Grabbing Target: | As with Grabbed Effect but may remove as a Free Action. |
| Grabbed: | 1 Action per Turn. May Move with Target if you have higher Str. Gain 1 Additional Action if you remove this Effect. |
| Limited Vision: | Targets gain Cover: Light Cover (Low Light) or Heavy Cover (Blind, Pitch Black) vs You. |
| Locked On: | Enemies gain Hit: +Lock On vs you. |
| Prone: | +1 Cover Step Cost 2 Movement to Change. Each space costs 2 Movement. |
| Stealthed: | May not be Targeted while in Cover. Lost on Major Effect: Attack. Lost next Turn if 1st Action is not a successful Stealth. |
| Suppressed: | Maximum 1 Action this Turn. |

Personal Combat Actions

| Pick any 2 Actions Per Turn | | | Bonuses from the same Action do not Stack | | | | | |
|-----------------------------|----------------|--|---|--------------------|--|---------------|--------------------|--|
| Tactical Actions | | | Range Actions | | | Melee Actions | | |
| Full Move | Move | Move +2 | Snap Shot | Attack Damage Move | | Strike | Attack Damage Move | Hit +Ref +Extra RoF Dice Move -2 |
| Take Cover | Move | +1 Cover Step Armour vs Slow +1 (go Prone) | Spray Fire | Attack Damage Move | Hit +Per +Extra RoF Dice Move -2 | Charge | Attack Damage Move | Move +2 (Straight Line) Damage +1 (per 4 Movement) |
| Prep | Recover | Pick One: Draw Wpn, Reload, Un Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical). | Sighted Shot | Attack Damage | Hit +Per Range +Foc | Block | Impair | Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1 |
| Analyse | Attack Recover | On Hit: Boost next Attack: Crit Attribute Location +/-2 | Throw | Attack Damage Move | Hit +Ref Range +Str | Impair | Damage Impair Move | Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1 |
| Stealth | Stealth | Vs Highest Defence On Hit: Cant be Targeted | Overwatch | Attack* Damage | Hit +Per *May Attack in a 180 Arc in response to any Action. | Escape | Damage Impair Move | Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target. |

Spacecraft Combat System Rolls

| Highest Velocity (or Size if Equal) First | | | Make 1 System Roll per Turn (Successful System Rolls may not be rolled again), | | | Highest CPU (or Sensors if Equal) First | | |
|---|---------|--|--|---------|--|---|---------|---|
| Command + | | | Engineering + | | | Operations + | | |
| Skill Roll | | | Skill Roll | | | Skill Roll | | |
| Full Burn | 8 | Turn 45° Alter Velocity = Eng. | Damage Control | 12-Crew | Remove 1 On Fire Effect. Regen Shields. | Calibrate | 12-CPU | Add or remove 1 Target Lock Effect. |
| Manoeuvre | Size x4 | Turn 90° Alter Velocity = Eng -2. | Divert Power | 14-Pow | A System Roll gains Str Hit +1. Take 5 Shield Damage. | Dumb Fire | vs Def | Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn. |
| Direct Crew | 14-Crew | Turn 45° Make a free System Roll from any System at -2 or Launch a Fighter. | Combat Jump | 14-CPU* | *4 Success, +2 Success required if Spacecraft leaves Combat Area. | Seeker | 8-Crew | Launch a Warhead. This Warheads gains: Lock On +6. |
| Strafe Size 1 or 2 | vs Def | Turn 45° Attack Front Arc with a Battery. Range -1 | Patch Job | 14-Crew | Repair 1 Attribute Dmg that was dealt after your last Turn. | Scan | 14 -CPU | Boost next Attack: Crit Attribute Location +/-1 vs a Locked On Target. |

Attack Roll Formula:

3d6 +Hit -2 per Rng Increment beyond 1st
Attack costs 1 Ammunition per RoF used (minimum 1)

vs

Targets Defence

Free Critical Hit vs Target with 0 Endurance