

BRP OPERATIVE

FILE // SCI-FI

CLEARANCE ■■■00

PERSONNEL RECORD // FORM BRP-SF/1

PERSONNEL

P-01

NAME

PLAYER

AGE

CULTURE / HOMEWORLD

PROFESSION

AFFILIATION

GENDER

HANDEDNESS

HEIGHT

WEIGHT

WEALTH

DISTINCTIVE FEATURES / DESCRIPTION

CHARACTERISTICS

C-02

STR	<input type="text"/>	EFFORT ROLL	STR×5	<input type="text"/>	%
CON	<input type="text"/>	STAMINA ROLL	CON×5	<input type="text"/>	%
SIZ	<input type="text"/>	DAMAGE MOD	STR+SIZ	<input type="text"/>	
INT	<input type="text"/>	IDEA ROLL	INT×5	<input type="text"/>	%
POW	<input type="text"/>	LUCK ROLL	POW×5	<input type="text"/>	%
DEX	<input type="text"/>	AGILITY ROLL	DEX×5	<input type="text"/>	%
CHA	<input type="text"/>	CHARM ROLL	CHA×5	<input type="text"/>	%
EDU	<input type="text"/>	KNOWLEDGE ROLL	EDU×5	<input type="text"/>	%

VITALS

V-03

<input type="text"/>	HIT POINTS (CON+SIZ) ÷ 2, round up	<input type="text"/>	MAJOR WOUND ½ HP, round up
<input type="text"/>	MOVE (MOV) Humans 10 per round	<input type="text"/>	EXP. BONUS ½ INT, round up

Unconscious at 2 HP or less · track current HP on the right edge →

ARMOR

AV

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

WEAPONS

W-04

WEAPON	SKILL	DAMAGE	RANGE	MAL	HANDS	AMMO	HP
BRAWL	BRAWL	1D3+DM	TOUCH	—	1H	—	—
GRAPPLE	GRAPPLE	SPECIAL	TOUCH	—	2H	—	—

SKILLS

K-05

PHYSICAL

BONUS %

☐ CLIMB	40	<input type="text"/>
☐ DRIVE	20/01	<input type="text"/>
☐ HIDE	10	<input type="text"/>
☐ JUMP	25	<input type="text"/>
☐ PILOT	01	<input type="text"/>
☐ RIDE	05	<input type="text"/>
☐ STEALTH	10	<input type="text"/>
☐ SWIM	25	<input type="text"/>
☐ THROW	25	<input type="text"/>

COMBAT NOTES

COMBAT

BONUS %

☐ DODGE	DEX×2	<input type="text"/>
☐ BRAWL	25	<input type="text"/>
☐ GRAPPLE	25	<input type="text"/>
☐ MARTIAL ARTS	01	<input type="text"/>
☐ ARTILLERY	05	<input type="text"/>
☐ ENERGY WEAPON	15	<input type="text"/>
☐ FIREARM	20	<input type="text"/>
☐ HEAVY WEAPON	20	<input type="text"/>
☐ MELEE WEAPON	20	<input type="text"/>
☐ MISSILE WEAPON	15	<input type="text"/>
☐ SHIELD	15	<input type="text"/>

☐ EXPERIENCE CHECK 05 BASE CHANCETick after a successful roll;
improve after the adventure.

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05

04

03

02

01

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SKILLS

COMMUNICATION				BONUS	%
☐	BARGAIN			05	<input type="text"/>
☐	COMMAND			05	<input type="text"/>
☐	DISGUISE			01	<input type="text"/>
☐	ETIQUETTE			05	<input type="text"/>
☐	FAST TALK			05	<input type="text"/>
☐	LANGUAGE (OWN)		INT/EDU×5		<input type="text"/>
☐	LANGUAGE (OTHER)			00	<input type="text"/>
☐	PERFORM			05	<input type="text"/>
☐	PERSUADE			15	<input type="text"/>
☐	STATUS			15	<input type="text"/>
☐	TEACH			10	<input type="text"/>

EXPERIENCE CHECK

05 BASE CHANCE

Tick after a successful roll;
improve after the adventure.

MENTAL				BONUS	%
☐	APPRAISE			15	<input type="text"/>
☐	FIRST AID			30	<input type="text"/>
☐	GAMING		INT+POW		<input type="text"/>
☐	KNOWLEDGE			05	<input type="text"/>
☐	MEDICINE			05	<input type="text"/>
☐	PSYCHOTHERAPY			01	<input type="text"/>
☐	SCIENCE			01	<input type="text"/>
☐	STRATEGY			01	<input type="text"/>
☐	TECHNICAL			05	<input type="text"/>

OTHER SKILLS		(BASE)	%
☐		()	
☐		()	
☐		()	
☐		()	

MANIPULATION		BONUS	%
☐ ART		05	<input type="text"/>
☐ CRAFT		05	<input type="text"/>
☐ DEMOLITION		01	<input type="text"/>
☐ FINE MANIPULATION		05	<input type="text"/>
☐ HEAVY MACHINE		01	<input type="text"/>
☐ REPAIR		15	<input type="text"/>
☐ SLEIGHT OF HAND		05	<input type="text"/>

PERCEPTION		BONUS	%
☐	INSIGHT	05	<input type="text"/>
☐	LISTEN	25	<input type="text"/>
☐	NAVIGATE	10	<input type="text"/>
☐	RESEARCH	25	<input type="text"/>
☐	SENSE	10	<input type="text"/>
☐	SPOT	25	<input type="text"/>
☐	TRACK	10	<input type="text"/>

90

80

70

60

50

40

30

20

10

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SANITY

STARTING SAN
= POW × 5

TEMP. INSANITY (TIS)
= $\frac{1}{2}$ starting SAN

MAXIMUM SAN
= 100 - Knowledge (Lore)

Roll D100 $\leq$ current SAN. Losing TIS or more within 5 minutes means temporary insanity. Track current SAN with two clips on the right edge: tens above, ones below.

GEAR

[illegible]

9

7

6

5

4

3

2

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