

MIND JAMMER™

CONSTRUCT SHEET

Name:	Scale:	Occupation:
Culture:	Type:	Actual Age:
Tech Index:	Habituated Gravity:	Apparent Age:

STATUS

Fate Points: _____

Refresh: _____

Physical Stress: 1 2 3 4

Systems Stress: 1 2 3 4

Mental Stress: 1 2 3 4

CONSEQUENCES

2 Mild () _____

2 Mild () _____

4 Moderate () _____

6 Severe () _____

CREDIT STRESS

Credit Stress: 1 2 3 4

2 Mild Cons () _____

2 _____

4 Moderate Cons () _____

4 _____

6 Severe Cons () _____

6 _____

ASPECTS

High Concept: _____

Trouble: _____

Cultural Aspect: _____

Game Aspects: _____

Other Aspects: _____

SCHEMATIC

Grid of 20x20 small squares for schematic drawing.

SKILLS

Superb (+5): _____

Great (+4): _____

Good (+3): _____

Fair (+2): _____

Average (+1): _____

EXTRAS

Large empty box for additional information.

STUNTS

Large empty box for stunts.

HALO

Large empty box for halo.