

# MIND JAMMER™

## CHARACTER SHEET

Name:	Occupation:
Culture:	Genotype:
Tech Index:	Habituated Gravity:
	Actual Age:
	Apparent Age:

**STATUS**

Fate Points: \_\_\_\_\_

Refresh: \_\_\_\_\_

Physical 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: \_\_\_\_\_

**OTHER EXTRAS**

**SKILLS**

Superb (+5): \_\_\_\_\_

Great (+4): \_\_\_\_\_

Good (+3): \_\_\_\_\_

Fair (+2): \_\_\_\_\_

Average (+1): \_\_\_\_\_

**NOTES**

**STUNTS**

**HALO**