XERO SUM GAMES SRD

For use with Xero Sum Engine v1.2

Personal Details

Name:

Gender:

Profession:

Height: Weight:

Complication:

Motivation:

Word 1:

Word 2:

Word 3:

Notes:

Rapid Range

- ⬡ Reason (RSN)
- ⬡ Acumen (ACU)
- ⬡ Physicality (PHY)
- ⬡ Influence (INF)
- ⬡ Dexterity (DEX)

Secondary Stats

Wound Points:	10 + Phy + Dex
Resilience Points:	6 + Phy
Ranged Def. Modifier:	Dex AMod
Melee Def. Modifier:	Phy AMod
Initiative Modifier:	Dex + Acu AMod
Encumbrance:	6 + Phy
Perception:	Rsn + Acu AMod
Morality:	3
Stress Modifier:	Rsn + Acu AMod

Breaking Point: 0 1 2 3 4 5

Lasting Wounds & Notes:

Insight Dice: 0 1 2 3 4 5 6 7 8 9

CDP: 0 1 2 3 4 5 6 7 8 9

Skills

Notes:

- (0) Animal Handling (INF)
- (0) Astronautics (RSN)
- (0) Athletics (PHY)
- (0) Barter (INF)
- (0) Computers (RSN)
- (-3) Demolitions* (PHY)
- (0) Driving (DEX)
- (0) Entertainment (INF)
- (0) Farming (ACU)
- (0) Gambling (ACU)
- (-3) Heavy Weapons* (PHY)
- (0) Inspiration (INF)
- (-3) Lock-Picking* (DEX)
- (0) Manipulation (INF)
- (-3) Mechanic* (RSN)
- (-3) Medicine* (RSN)
- (0) Melee Combat (PHY)
- (0) Navigation (ACU)
- (-3) Pilot* (DEX)
- (-3) Psychology* (INF)
- (0) Ranged Combat (DEX)
- (0) Research (RSN)
- (0) Scavenging (ACU)
- (-3) Science* (RSN)
- (0) Sleight of Hand (DEX)
- (0) Specific Knowledge (RSN) _____
- (0) Stealth (PHY)
- (0) Streetwise (ACU)
- (0) Survival (ACU)
- (-3) Tactics* (RSN)
- (0) Tinkerer (DEX)
- (0) Unarmed Combat (PHY)
- (0) Weaponsmith* (RSN)

Unarmed: 1d3 + Phy AMod + Unarmed Combat SMod

Weapon 1: _____
Type: _____ WP: _____
Range: _____ RP: _____
Cond: _____ Enc: _____
Traits: _____ Clip: _____
Ammo: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Weapon 2: _____
Type: _____ WP: _____
Range: _____ RP: _____
Cond: _____ Enc: _____
Traits: _____ Clip: _____
Ammo: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Equipment:

Relationships/CMod: