

PC SHEET: METAMORPHOSIS ALPHA TO OMEGA

By: Russ Westbrook

Name:

Genotype:

Experience Points:

PHYSIQUE

Fitness (F):

Reflexes (R):

INTELLECT

Learning (L):

Intuition (I):

SPIRIT

Psyche (Ps):

Willpower (W):

INFLUENCE

Charm (C):

Position (Po):

Stamina Points:

Body Points:

MUTATIONS

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

DEFECTS

- 1.
- 2.
- 3.

EQUIPMENT/ARTIFACTS

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Movement:

Description:

Background:

SKILLS

ARTIFACTS

Avoid Artifact Disaster (I)
Computer Programming (L)
Engineering, Electrical (L)
 Electronic Engineering (L)
 Computer Engineering (L)
 Force Field (L)
 Robotics (L)
 Surveillance Systems (L)
Engineering, Environmental (L)
Read Schematics (L)
Tinkering (I)
 Jury-Rig (I)
 Makeshift Weapon/Armor (I)
 Repair Artifact (I)

COMBAT

Armed Combat (R)
Brawling (F)
Combat Leadership (C)
Demolitions (L)
Firearms (R)
 Sidearm (R)
 Longarm (R)
Martial Arts (R)
Size-Up Opponent (I)
Strategy (L)
Throwing (R)

CULTURE

Bluffing (C)
Diplomacy (I)
Food Preparation (L)
History (L)
Hypnosis (Ps)
Identify Mental Power (Ps)
Literacy (L)
Photographic Memory (W)
Religion (L)

HEALING

First Aid (I)

General Medicine (L)

Poison Care (L)
Radiation Care (L)
Surgery (L)

SCIENCE

General Sciences (L)

Biology (L)
Botany (L)
Chemistry (L)
Psychology (L)

Mathematics (L)

SCOUT

Camouflage (I)
Climbing (R)
Detect Ambush/Trap (I)
Disguise (C)
Foraging (I)
Luck (Ps)
Navigate (L)
Searching/Hiding (I)
Security Systems (L)
 Locks, High-Tech (L)
 Locks, Low-Tech (R)
Stealth (R)
Survival (I)
Swimming (F)
Tracking (L)

EXTRA LANGUAGES

- 1.
- 2.
- 3.
- 4.

OTHER SKILLS

CORE INFORMATION

Experience in Core:

PHYSIQUE

RANK:

DICE:

Fitness:

Reflexes:

INTELLECT

RANK:

DICE:

Learning:

Intuition:

SPIRIT

RANK:

DICE:

Psyche:

Willpower:

INFLUENCE

RANK:

DICE:

Charm:

Position:

Notes: Skills in **Blue** can be used if the over-skill above them is possessed, but at a -10%. Skills in *italics and Red* cannot be used at all if not possessed. Any enhancement skill chosen by a character should be added in the appropriate place underlined and in green. To mark skills possessed, just **Highlight**.