

ERA TEN CHARACTER RECORD SHEET

TRAITS		Name:			
Durable	Fierce	Level:	Make Rolls:	Wounded?	Insanity Tally:
Inventive	Spirited	Negative Traits: (A) Abstract, (B) Cynical, (C) Nostalgic, (D) Prickly, (E) Lazy			

SKILLS

Airborne (+)	Drill Sergeant	Jet pack(+)	Programmer	Scientist
Astronaut	Engineer	Jury-Rig	Protocol	Sniper(+)
Banzai (+)	Fusilier	Legal Reprobate	Psych Warfare	Survivalist
Brawler (+)	Gambler	MD	Risorgimento (+)	Swashbuckler
Bureaucracy	Guerrilla	Minuteman (+)	Robber Baron	Veteran (+)
Colonist	Gung-Ho	Myrmidon (+)	Robotics	Xeno-Psychology
Corps Recon (+)	Hostage Negotiator	Politician/Celebrity	Saboteur	
Demolitions (+)	Interrogation	Power Generation (+)	Scam Artist	

SWAGGERING TECHNIQUES*

	EE Suit	Tin Head	Savvy	Funky	Command Proxy	Trait/Racial Bonus
A	Ordinance	Under Warranty	Grenadier	BioWar Pheromone	Alien Verdigris	Cimmer "Grimace" Cruz "Bio Boost" Skia "Utilize Senses"
B	ECM	Rebootable	Better Valor	Monkey Dust	Worm Hole Cartel	
C	Entrenching Tool	Free Trial	Assassin's Eye	Chameleon Skin	Alien Rophorodo	
D	Mortar	Safety Override	Blitzkrieg	Bio Feedback	Kro Empire	
E	Magnetic Pulse	No Blue Smoke	Goldbrick	Active Cell Regen	Stygian Union	
F	DP Targeting	Hack Free	Crack Shot	Precognition	Alien Feligh	
G	Incendiaries	Military Grade	Killer Instinct	Fire Starter	War Cartel	
H	Plasma Torch	Sparks / Odor Free	Hatchet Man	Ab-Zero Cryonics	Crime Lords	
I	Hydraulic Press	Task Directed	Esprit de Corps	Megaplegia	G/Sol	
J	Vice Grips	Union Certified	Eisenful	Recombinant	Cimmer Vikings	
K	Star-Point Overload	Error Correcting	Protean Calm	Emotions	Church of...	Durable: **"Take Blow" (Ignore Wound) Fierce: *Ignore Escape/Surrender *Gain Fury *Start Calculated Method (Level 5+) Inventive: *Cancel Defense Modifier *Start Catbird (Level 5+) Spirited: *Gain Fury Pip *Ignore Insanity *Gain Command Pip (Level 5+)
L	False Image	Spit Polished	Detente	Holograph Imager	Chic Cartel	
M	Extruding Nozzle	Matching Series	Warhorse	Paralysis	Green Space	
N	Cycle Containment	Battle Tested	Gun Honcho	Telekinesis	Battle Born	
O	Sonic Feedback	Linux Inspired	Stentorian Voice	Neural Shock	Tetra-League	
P	C-Cubed	Open Source	Generalissimo	Cerebral Splitter	MACE Design	
Q	Direct Plasma	Legacy Models	Preeminent	Life Decay	Ind. Buccaneers	
R	Opportunity Fire	User Friendly	Raconteur	Reinforce Synapses	Journeyman Cartel	
S	Decoy Drone	Pinocchio	Jive Evasion	Trip Transport	Skimerian Cartel	
T	Internal Baffling	Code Patched	Dreadnaught	Mechromancy	S & R Group	

* Ship Swaggering Techniques are shared / common between the entire Squad. See "Ship Record Sheet."

IGNOBLES

	0	1	2	3	4	5	6	7	8
Adventure/Travel/Intrigue									
Ambition/Fame/Triumph									
Battle/Military/Strategy									
Crafty Deeds/Cunning/Skills									
Experience Beyond Weird									
Desires Fulfilled/Profit/Power									
Prudence/Forethought									
Growth/Leadership									
Heroics/Audacity/Wounds									

Task Resolution Chart (2d8)

Degree of Difficulty	Level of Character			
	0-3	4-5	6-7	8
Routine	<i>Automatic Success</i>			
Out of Ordinary	7	5	4	3
Difficult	12	10	7	5
Tasking	14	12	9	7
Near Impossible	16	15	14	12
Impossible	<i>Never, not even by make-roll</i>			

TRAIT BONUSSES

Durable: +1 Savvy swaggering / level OR lock *Glorious*.

- Ignores first vicious wound received each adventure. Level 5+ cancel anyone's wound.

Fierce: +1 EE Suit swaggering / level OR Lock *Glorious*.

- Shaken in combat for one round, not for the duration of combat.
- Ignores the first forced Escape Method/Surrender from failed events.
- Sacrifice, once/mission, any swaggering, including Ship, to gain FURY PIP for one encounter. Cannot sacrifice *Glorious*. *Must be declared before first action*
- Level 5+ Start Calculated Method even when there are no special conditions

Inventive: +1 Skill / Level

- (SQUAD BONUS) Ignore 1 lost swagger/forced Irregular or Quest Pip/Mission for each Trooper with the Trait. These cannot be "held" for later.
- +1 Ship Swagger at top of Mission (starting from bottom row) No *Glorious*
- Cancel one Defensive Modifier per Mission.
- Level 5+ Gain Catbird Seat at start of one battle/Mission

Spirited: +1 Swagger / Level or lock *Glorious*.

- Gain Fury Pip once/Mission. Need not be taken at start of action.
- Once/mission sacrifice Swagger (Include Ship, not *Glorious*) to ignore Insanity Rise. May be used on another character.
- Level 5+ Create Command Pip once/Combat

RACIAL BONUSSES

Cimmer: Once/Mission, "*Grimace*" (Force Human for to surrender). Travel Encounter only, must be face to face.

Cruz: Once/mission, "*Bio-Boost*". Ignore Shaken/Pinned for one Encounter

Skia: Once/mission, "*Utilize*" (senses), Gain "Catbird Seat" every other roll for one Encounter.

Terran: Once/mission gain control of TV remote. Usually Pointless. At Level 5+ Once / Mission my drink beer and belch the Anthem of the Tetra-League.

Current Mission Notes.

Ignobles Level 0:

Copy Past Mission Notes here: