Character Sheets
Posted by Dice - 24 Jan 2012 06:07

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Hey all you new people! If you have any questions about your character sheet you can post them here and someone will get back to you pretty quick. Here's a blank template to fill out:

░░░░ NAME ░░░░

Rank: (starting rank is Crewman)

Serial: (a serial number will be assigned to you by an officer)

Division: (check the list here marzradio.com/joomla/index.php/info/play...al/98-divisions.html if you need a little more info from which to choose)

------Attributes-----------------------

(You can have 2 high, 2 med and 2 low)

Intelligence:

Perception:

Endurance:

Agility:

Strength:

Charisma:

------Skills--------------------------------

(Low, Med, High)+10/20/40%)

Security..................00% (endurance+strength)

Medical ....00% (intel+agil)

Pilot ....00% (perc+endurance)

Sneak ....00% (end+agil)

Science ....00% (inte+perc)

Mining ....00% (end+str)

Interrogation ....00% (str+cha)

Charm ....00% (agil+char)

Barter................... 00% (intel+char)

Hack ....00% (intel+perc)

Investigation........ 00% (inte+perc)

Repair....................00% (intel+agil)

------Secondary------------------------

Credits: c

Prestige:

Pool:

Salvage:

------Achievements----------------

N/A

------Implants--------------------

N/A

------Background-----------------

Remember to fill out your background section, it adds a lot of depth to your character! If you write a good one, you MIGHT get some extra prestige out of it! =D

The sections labeled Secondary, Achievemnts, and Implants are all earned through the RP system, so there is no need to fill these in when you're first starting out.

Here's a little guide to the attributes and skills:

------Attributes

Attribute govern your aptitude, you must choose two attributes you are really good at, two you are ok at and two that you totally suck at. Depending on how you priorities your attribute will affect your skills. (pick 2 low, 2 med, and 2 high) The formula to calculate your skills is (Low +10%, Med +20%, High +40%) based on your attributes.

Intelligence % (hack, medical, investigate, science)

Perception % (pilot, investigate, hack, science)

Endurance % (sneak, security, pilot, mining)

Agility % (sneak, charm, barter, medical)

Strength % (interrogation, mining, security)

Charisma % (interrogation, charm, barter)

------Skills

Skills govern your rolls to determine how much Prestige you accumulate from events, objects and rp. If you RP according to your strengths you have a higher chance at receiving more prestige. Calculate the percentage of each skill by adding the values of your skills. Example: End (10%) + Str (20%) = Security 30%

Security – en + str

medical – int + agil

pilot – per + en

sneak – en + agil

science – int + per

mining – en + str

interrogation – str + cha

charm – agil + char

barter – agil + char

hack – intel + perc

Feel free to ask any questions here, or contact an Officer through SL or the forums. The player Manual might also be able to help you out: marzradio.com/joomla/index.php/info/player-manual.html

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Re: Character Sheets
Posted by AppleDonkey - 05 Feb 2012 04:10

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▢▢▢▢ Alu Scorpio ▢▢▢▢

Rank:

Serial:

Division:mining

------Attributes-----------------------

(You can have 2 high, 2 med and 2 low)

Intelligence:med

Perception:low

Endurance:high

Agility:med

Strength:high

Charisma:low

------Skills-------------------------------

(Low, Med, High)+10/20/40%)

Security..................80% (endurance+strength)

Medical ....40% (intel+agil)

Pilot ....50% (perc+endurance)

Sneak ....60% (end+agil)

Science ....30% (inte+perc)

Mining ....80% (end+str)

Interrogation ....50% (str+cha)

Charm ....30% (agil+char)

Barter................... 30% (intel+char)d

Hack ....30% (intel+perc)

Investigation........ 30% (inte+perc)

Repair...................40% (intel+agil)

------Secondary-----------------------

Credits: c

Prestige:

Pool:

Salvage:

------Achievements---------------

------Implants--------------------

biological bone renforcment system

------Background-----------------

    After a long family history of criminals,murders,soldiers, and shady busniess men who delt in the radiation disposal busniess the Scorpio family was gifted with a decendent with an unsually weak body structure. Most of the doctors who were payed off to commit illigal tests on the poor soul claimed that such a weak boy was the result of long exposure to the family business. Not the men who like to waste future investments they arranged the boy to be impanted with a symbiotic (biological bone renforcment system) cabable of being exposed to toxic waste with minimal recoil so he can grow up to assist them in their dealings. Three months after buying out a wing in the local hospital to conduct the presager someone ratted the Scorpios out to the Authorites in result detaining every family member who was not a verified minor which left their creation stuck within the governemnt's child care system. Foster home after foster home could not tend to such a needy child, constanly breaking things, wrecking windows, stealing from local stores. At the age of 20 he had nothing, just wondering around the streets getting into petty fights and drinking away the painful memories. Finally hitting rock bottom he was forced to join the mining operations being conducted on Mars to pay off his personal and family dept, where he exelded at with the aid of his internal curse.

Remember to fill out your background section, it adds a lot of depth to your character!

And here's a little guide to the attributes and skills:

------Attributes

Attribute govern your aptitude, you must choose two attributes you are really good at, two you are ok at and two that you totally suck at. Depending on how you priorities your attribute will affect your skills.

Intelligence (hack, medical, investigate, science)

Perception (pilot, investigate, hack, science)

Endurance (sneak, security, pilot, mining)

Agility (sneak, charm, barter, medical)

Strength (interrogation, mining, security)

Charisma (interrogation, charm, barter)

The formula to calculate your skills is (Low +10%, Med +20%, High +40%) based on your attributes.

------Skills

Skills govern your rolls to determine how much Prestige you accumulate from events, objects and rp. If you RP according to your strengths you have a higher chance at receiving more prestige.

Security – en, str

medical – int, agil

pilot – per, en

sneak – en, agil

science – int, per

mining – en, str

interrogation – str, cha

charm – agil, char

barter – agil, char

hack – intel, perc

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Re: Character Sheets
Posted by Dice - 05 Feb 2012 05:27

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Nice job, you ended up with a really good stat roll for your division. Also your background is pretty cool XD

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Re: Character Sheets
Posted by Seaslug - 05 Feb 2012 07:08

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▢▢▢▢ Tsi-Tsug Batoor ▢▢▢▢

Rank: Crewman

Serial: SV-349

Division: Security

------Attributes----------------------

(You can have 2 high, 2 med and 2 low)

Intelligence: low

Perception: mid

Endurance: high

Agility: mid

Strength: high

Charisma: low

------Skills------------------------------

(Low, Med, High)+10/20/40%)

Security..................80% (endurance+strength)

Medical ....30% (intel+agil)

Pilot ....60% (perc+endurance)

Sneak ....60% (end+agil)

Science ....30% (inte+perc)

Mining ....80% (end+str)

Interrogation ....50% (str+cha)

Charm ....30% (agil+char)

Barter................... 20% (intel+char)

Hack ....30% (intel+perc)

Investigation........ 30% (inte+perc)

Repair....................30% (intel+agil)

------Secondary-----------------------

Credits: c

Prestige:

Pool:

Salvage:

------Achievements----------------

N/A

------Implants----------------------

N/A

------Background-----------------

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Re: Character Sheets
Posted by sekitotoashi - 05 Feb 2012 08:21

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▯▯▯▯ Nee "Spectre" Ikeda ▯▯▯▯

Rank:Crewman

Serial:KS-990

Division:Aerospace

------Attributes----------------------

(You can have 2 high, 2 med and 2 low)

Intelligence: Med

Perception: Med

Endurance: High

Agility: High

Strength: Low

Charisma: Low

------Skills-------------------------------

(Low, Med, High)+10/20/40%)

Security..................50% (endurance+strength)

Medical ....60% (intel+agil)

Pilot ....60% (perc+endurance)

Sneak ....80% (end+agil)

Science ....40% (inte+perc)

Mining ....50% (end+str)

Interrogation ....20% (str+cha)

Charm ....50% (agil+char)

Barter................... 30% (intel+char)

Hack ....40% (intel+perc)

Investigation........ 40% (inte+perc)

Repair...................60% (intel+agil)

------Secondary-----------------------

Credits: c

Prestige:

Pool:

Salvage:

------Achievements---------------

------Implants--------------------

------Background-----------------

After a horrible accident, beyond her control, involving multiple people, Spectre was fired and expelled from her piloting school. After a night of heavy drinking, a bad turn down a wrong alley wound up with a child dead, and Spectre being convicted of a crime she didn't even commit. An execution was planned, but canceled in favor of an experiment, her memories wiped of the past 6 months, but her aptitudes

learned were kept, allowing her piloting skill to stay to a point. She's not perfect, but she can fly,and when all else fails, she falls back to her basic tactics training she was taught from a younger age. Most of the training involved weapons and their safety as well, her mother working security, and her father having died at age 9 in a piloting accident. It's what drove her to piloting, to find and be better than her father. Her mother taught her to be safe and to survive. Now on mars, she can't remember why she's here, but she needs to make a living somewhere.

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