SULDOKAR'S WAKE

NAME

Apt

TYPE

LIFE-FORM

BACKGROUND

	Archive	Bulk	Ghost	Morph	Speed	Tech	Close	Ranged	
SCORE	0	0	0	0	0	0	0	0	SCORE
OTHER									OTHER
IMPLANT									IMPLANT
BACKGROUND									BACKGROUND
LIFE-FORM									LIFE-FORM
ROLL/TYPE									ROLL/TYPE

Shadow: 0 Coords: 0 , 0 Insurance:

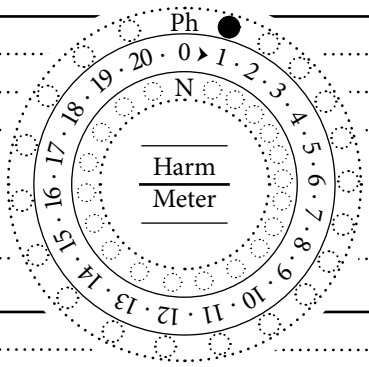
Keywords 0

Spaces 1

Implants 1

Special & Archetype Boon

Reputation 0



Resistances & Vulnerabilities

Gunta Coins 0

Beginner coins x3

Injuries

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Gear, Armour, Weapons & Funds

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.

Animals, Drones, Vehicles & Bots

Container

c1.
c2.
c3.
c4.
c5.

Identity & Appearance

Languages

Permanent Residence

Player:

Suldokar's Wake

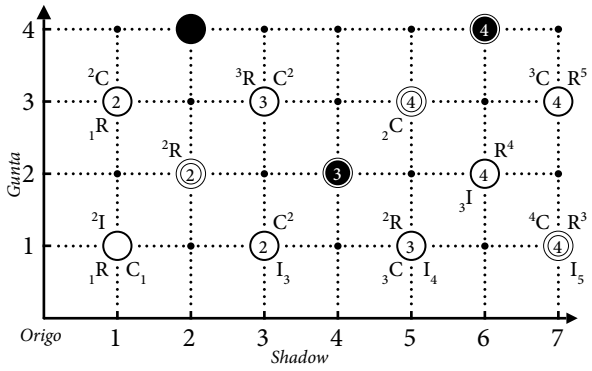
APT

Name:

Life-Form:

Apt Rules

- Can only use Force Armour and above, or lose Type abilities and bonuses.
- Heavy weapons (3 Slots or more) capped at 3 (except if stationary weapon or a weapon based on a primary stack roll).
- Rolls of 19 and 20 both count as Crits.
- Pay half the price in parts when building things.
- Can Space 1H scrolls and use at 2H Cost.
- Spaces can be filled with equipment, masters, places or pets — *once per 24 hours* can be used to treat a stack as if it were on an adjacent higher scale for a single action, as long as the space content relates to that action.



- x coordinate: unmodified Shadow value (most recent Node)
- y coordinate: Gunta Coins (most recent Node)
- Inside Number: number of Spaces
- Cz: increase *base* Close stack score to max z
- Rz: increase *base* Ranged stack score up to max z
- Iz: increases max number of Implants up to z
- Inner Circle: pick a new keyword based on Character Log
- Black Fill: Can rearrange regular, non-implanted keywords

Coords: 0 , 0

Notes

Blueprints

Character Log

Date

Log #

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