

Knights & Navigators

Character sheet set

Edition One · sheet baseline v1.0 · from design note v1.2

How these sheets track a body

The 12 parts	1 Head · 2 Upper torso · 3 Torso · 4 Lower torso · 5/6 Forearm R/L · 7/8 Upper arm R/L · 9/10 Thigh R/L · 11/12 Calf R/L. Front-facing; upper arm and forearm are separate locations.
Headshot split	The head is two halves, upper and lower. A headshot randomizes which: on the d20 location roll 20 = upper, 19 = lower; behind cover (d10) a 10, then a coin flip. Each half is armored separately.
Cells and segments	1 cell = 8 segments. A segment is 1 HP, the wound unit. Track segments for chip damage; roll a whole cell at eight.
Body HP	One shared pool. Standard = $\text{CON} \div 2$ rounded up, cap 10 (min 1). Hardcore = $\text{CON} \div 4$ rounded up, cap 5 — the smaller, deadlier pool. Feat/feature is the only lift.
Armor (AHP), per part	Kinds: Overshield (all parts, own AC, drains first) · Large / overlay (upper or lower region) · Individual (one part). Each has its own AC, CR, resist/weak.
Overlay zones	Full upper covers 1·2·3·5·6·7·8. Full lower covers 4·9·10·11·12 (the lower torso banks with the legs). Mark coverage, track one shared pool.
Drain order	Overshield → overlay / large → individual → body HP. The sheet's layout is this order.
Constructs	Humanoid constructs use this same model. Non-humanoid constructs and vehicles use their own forms (vehicles: a later design pass).

Set contents: combat · inventory · description and attributes · casting and ability · card template.

Fields are write-in. Nothing here is final art — styling, exact sizing, and palette land at closeout.

Combat

sheet 1 of 4

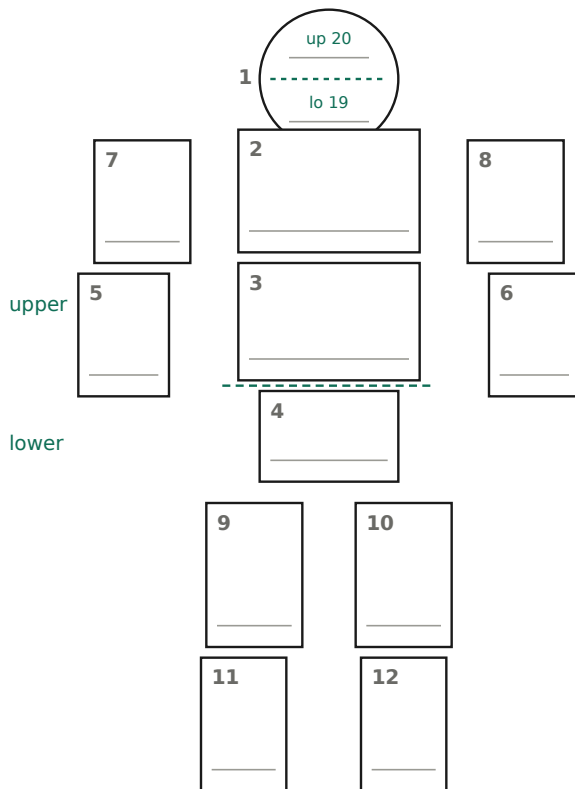
Name _____ Class _____ Level _____ Faction _____

Body HP

cells _____ seg _____

Standard $\text{CON} \div 2$ round up, cap 10 · Hardcore $\text{CON} \div 4$ round up, cap 5

1 cell = 8 segments



each part: write cells / segments

Read a hit outside-in:

overshield → overlay → individual → body HP

Overshield

drains first

cells _____ seg _____

AC ____ · CR ____ · res / weak ____

Per-part detail

Part	Kind	H	AC	CR	Res / weak
1 Head up	_____	_____	_____	_____	_____
1 Head low	_____	_____	_____	_____	_____
2 Up torso	_____	_____	_____	_____	_____
3 Torso	_____	_____	_____	_____	_____
4 Low torso	_____	_____	_____	_____	_____
5 Forearm R	_____	_____	_____	_____	_____
6 Forearm L	_____	_____	_____	_____	_____
7 Up arm R	_____	_____	_____	_____	_____
8 Up arm L	_____	_____	_____	_____	_____
9 Thigh R	_____	_____	_____	_____	_____
10 Thigh L	_____	_____	_____	_____	_____
11 Calf R	_____	_____	_____	_____	_____
12 Calf L	_____	_____	_____	_____	_____

Full upper

1·2·3·5·6·7·8

cover _____

pool _____

Full lower

4·9·10·11·12

cover _____

pool _____

Active conditions

name · source · duration (cited to the registry)

Combat strip

WIS _____ initiative $\text{d}20 + \text{WIS}$ · fire-rate gates

ATK + _____ actions/turn ____ move _____ morale _____

Weapons

weapon · ammo type · loaded / reserve

Consumables

potions · morale items T1-T4 · trait rounds · antidotes

Deployable items

deploy one = 1 action

Packs and camp gear

pack · provisions · fuel

Carried currency — Kaana (eight gems, Emerald-based)

Obsidian O _____ Jade J _____ Ruby R _____ Sapphire S _____

Amethyst A _____ Emerald E _____ Opal OP _____ Tyrian Opal TOP _____

O 5% · J 10% · R 15% · S 25% · A 75% · E 100 · OP 200% · TOP 100,000% (1 E = 20 O · 1 OP = 2 E · 1 TOP = 1000 E)

Character

Name _____ Class _____ Level _____

Background _____ Faction / origin _____

STR

score

mod

DEX

score

mod

CON

score

mod

INT

score

mod

WIS

score

mod

CHA

score

mod

Saves

STR _____ DEX _____ CON _____

INT _____ WIS _____ CHA _____

WIS also drives initiative and the fire-rate gates on the combat sheet

Description / notes

Skills — 17-skill roster

d20 + keyed ability mod (+ prof if checked)

STR

☐ Athletics _____

DEX

☐ Acrobatics _____

☐ Sleight of Hand _____

☐ Stealth _____

INT

☐ Investigation _____

☐ History _____

☐ Arcana & Alchemy _____

☐ Nature _____

☐ Technology _____

WIS

☐ Perception _____

☐ Insight _____

☐ Medicine _____

☐ Survival _____

CHA

☐ Persuasion _____

☐ Deception _____

☐ Intimidation _____

☐ Performance _____

CON

no skills

Technology = hacking · Arcana & Alchemy = one skill

Name _____

Class abilities

ability · effect (cited to the registry)

Effects I can inflict — cited, not restated

name	save	duration	stacking
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Morale interface

live value sits on the combat sheet

features _____

inspiration hooks _____

Casting economy

Cell-Cast Scale _____

catalyst O × level _____

hall tier _____

Controlled constructs — their own cards

allied stat-blocks · each on its own card · L1 kit: control unit · personal shield · repair kit

fielded (by size) _____ cards commanded _____

size count scales with level (1 med+1 sml at L2 → 2 lg+1 med at L20) · construct slots: weapon · projectile · shield

Card template

humanoid · two-half face

Life display

Body HP _____

Oshld _____

1 cell = 8 seg

per-part armor

upper · lower overlays

Capabilities

Name / type _____

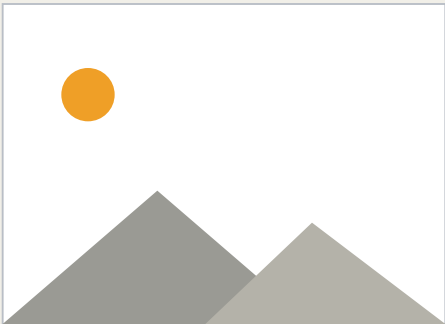
Actions (per turn)

Skills

Senses / languages

Effects inflicted

name·save·dur·stack



Back — full-bleed art

no data on this face

The life half reuses the sheet's body system at card scale; a humanoid construct card is identical.

A non-humanoid construct swaps the figure for its shape-grid (per-location HP). Vehicles: a later pass.

Vehicle card

front + back · no art

Medium hover

front

Hover · spd 180 · agi 0 · CR 7
 psychic-immune · unhackable

A

▲ front

B

Mount ½ ____ / ____	Mount ½ ____ / ____
Engine ½ ____ / ____	Engine ½ ____ / ____
Ops ____ / ____	Ops ____ / ____
Crew ____ / ____	Crew ____ / ____
Loco ½ ____ / ____	Loco ½ ____ / ____
Store ____ / ____	Store ____ / ____
Fuel ____ / ____	Fuel ____ / ____

Systems: engine ● · loco ● · mount ●
 ● full · ◐ ≤50% · ○ dead
 cell: ahp / hp cells · 1/2 graded · 1 cell = 8 seg

Medium hover

back

Weapon mounts
 weapon · type (turret / arc) · ammo

mount 20MM+ cooks off on destroy

Storage
 cargo 30 ws · ammo weight ____
 > 4 = cook-off (INT save)

Fuel
 tank 20/30/40 · pts ____
 burn 4/turn · range spd÷4

Occupants
 driver __ cmdr __
 crew __ · pass __

In play
 Ram: higher CR half · +10 none · +15 double
 Cook-off: storage >4 / mount 20MM+ → save
 Fuel fire: 10 turns, 10 ft · 5/turn · 1d6 units
 Downed driver: coasts ½ move, rams objects
 Destroyed seat: occupants CON save, cover gone

no art — the top-down anatomy is the visual; name on both faces

Vehicle options

Hull	Loco	Size	HP/loc	AHP/loc	CR	Speed	Agility
Civilian	ground	small	7	7	1-3	120	5
Armored civilian	ground	small	7	13	3-4	120	5
Private security	ground	medium	13	25	4-6	120	per card
Medium hover	hover	medium	25	25	7	180	0

... more hulls as built (EI parts)

Vehicle sheet — anatomy

page 1 of 2 · optional

Name _____ Hull _____ Locomotion _____ Owner _____

Speed _____ · Agility _____ · CR _____

Resist _____ · Weak _____ · psychic-immune · unhackable

A side	▲ front	B side
Mount ½ ahp _____ hp _____	Mount ½ ahp _____ hp _____	
Engine ½ ahp _____ hp _____	Engine ½ ahp _____ hp _____	
Operators ahp _____ hp _____	Operators ahp _____ hp _____	
Crew ahp _____ hp _____	Crew ahp _____ hp _____	
Locomotion ½ ahp _____ hp _____	Locomotion ½ ahp _____ hp _____	
Storage ahp _____ hp _____	Storage ahp _____ hp _____	
Fuel ahp _____ hp _____	Fuel ahp _____ hp _____	

Systems — mark each: ● full · ◐ ≤50% · ○ dead

engine [] locomotion [] mount []

Each location holds ahp + hp in cells (1 cell = 8 segments).

1/2 = graded 50%: engine half speed · locomotion half move (compounding) · mount −5 · 0 = fail.

Weapon mounts

weapon · mount type (turret / fixed arc) · ammo

Storage & cook-off

cargo cap (ws) _____ ammo weight stored _____ > 4 = cook-off (INT save)

Fuel & road

tank (20/30/40) _____ burn __/turn

current pts _____ range spd÷4

Occupants

driver _____ crew _____

commander _____ passengers _____

In play

Ram: higher-CR vehicle takes half · +10 over takes none · +15 over deals double

Cook-off: storage holding > 4 ammo weight, or a destroyed 20MM+ mount → occupant save

Fuel fire: coin flip on destroy → 10 turns, 10 ft radius · 5 burn/turn to hull · 1d6 to units inside

Downed driver: coasts straight ½ movement, crashes into objects as a ram

Destroyed operator/crew location: occupants CON save for half, that cover is gone

Notes / mods
