

Six pregenerated characters for the Sci-Fi Starter Set, built to its creation rules and ready to play at Level 1. There is one for every Protocol, so lay them all out and let the table choose.

Download all six (740 KB, .zip)

What Each One Comes With

Every character is three pages, and every page is form-fillable.

Page	Holds
d100 sheet	Attributes and their Targets, the three tracks, Defenses, Skills, weapons, and what is at hand
Equipment & Features	Chassis, Background and its Leverage, and every ability written out in full
Details	A short history and personality, with the rest left open for the player

The **Party Pursuit** is left blank on every sheet, because that one belongs to the table.

Have a Look First

Click any character to see their d100 sheet. **PDF** opens that character on their own, all three pages.

FRONTIERS

d100

Bram Ostrowski

NAME

Reinforced Frame

► CHASSIS

Fleet Veteran

► BACKGROUND

Trooper 1

► PROTOCOL

Ballistics 2

► CALIBRATION



VIGOR

60

SCORE

90

TRIVIAL

60

ROUTINE

30

CHALL



DEFT

60

SCORE

90

TRIVIAL

60

ROUTINE

30

CHALL



ACUITY

30

SCORE

45

TRIVIAL

30

ROUTINE

VITALITY & EXERTION



25

CURRENT

25

MAXIMUM



5

MAX



3

MAX



2

MAX

ENERGY

STANDING VALUES



6

PHYSICAL DEF



0

MENTAL DEF



7

MOVE



12

INITIATIVE



3

SLOTS

10

SKILLS

► BODY



Athletics



Survival



► MIND



► VOICE



Intimidation



EQUIPPED · PRIMARY

Service Rifle

2

SLOTS

2

DEMAND

Ballistics - Med 16

TRAIT & RANGE

frontiersengine.dev

FRONTIERS

d100

Wick

NAME

Subdermal Weave

▶ CHASSIS

Dock Rat

▶ BACKGROUND

Operative 2

▶ PROTOCOL

Energetics 1

▶ CALIBRATION



VIGOR

50

SCORE

75

TRIVIAL

50

ROUTINE

25

CHALL



DEFT

60

SCORE

90

TRIVIAL

60

ROUTINE

30

CHALL



ACUITY

50

SCORE

75

TRIVIAL

50

ROUTINE

VITALITY & EXERTION



19

CURRENT

19

MAXIMUM



3

MAX



2

MAX



1

MAX

ENERGY

STANDING VALUES



6

PHYSICAL DEF



0

MENTAL DEF



7

MOVE



12

INITIATIVE



3

SLOTS



10

SLOTS

SKILLS

▶ BODY



Stealth



Sleight



Athletics



Vacuum

▶ MIND



▶ VOICE



Streetwise



EQUIPPED - PRIMARY

Beam Pistol

1

SLOTS

2

DEMAND

Energetics - Short 8

TRAIT & RANGE

frontiersengine.dev

FRONTIERS

d100

Hesper Adeyemi

NAME

Powered Tendons

▶ CHASSIS

Ship's Medic

▶ BACKGROUND

Mechanic 2

▶ PROTOCOL

Technomatics 1

▶ CALIBRATION



VIGOR

60

SCORE

90

TRIVIAL

60

ROUTINE

30

CHALL



DEFT

50

SCORE

75

TRIVIAL

50

ROUTINE

25

CHALL



ACUITY

50

SCORE

75

TRIVIAL

50

ROUTINE

VITALITY & EXERTION



21

CURRENT

21

MAXIMUM



4

MAX



2

MAX



2

MAX

ENERGY

STANDING VALUES



3

PHYSICAL DEF



0

MENTAL DEF



7

MOVE



10

INITIATIVE

3

10

SLOTS

EQUIPPED - PRIMARY

Cutting Torch

1

SLOTS

0

DEMAND

Item - Reach 1

TRAIT & RANGE

General Item, Level 0, no drain. Loud, bright, and slow enough that anyone nearby knows.

PROPERTY WHILE EQUIPPED

FRONTIERS

d100

Tam Kurek

NAME

Ocular Suite

▶ CHASSIS

Corp. Defector

▶ BACKGROUND

Netrunner 2

▶ PROTOCOL

Kinetics 1

▶ CALIBRATION



VIGOR

40

SCORE

60

TRIVIAL

40

ROUTINE

20

CHALL



DEFT

50

SCORE

75

TRIVIAL

50

ROUTINE

25

CHALL



ACUITY

60

SCORE

90

TRIVIAL

60

ROUTINE

VITALITY & EXERTION



19

CURRENT

19

MAXIMUM



2

MAX



3

MAX



2

MAX

ENERGY

STANDING VALUES



0

PHYSICAL DEF



3

MENTAL DEF



5

MOVE



10

INITIATIVE



3

/

10

SLOTS

SKILLS

▶ BODY



Sleight



MIND



Systems



Security



Engineering



Salvage



VOICE



Negotiation



EQUIPPED - PRIMARY

Shock Baton

1

SLOTS

1

DEMAND

Kinetics - Melee 1

TRAIT & RANGE

frontiersengine.dev

FRONTIERS

d100

Dr. Ines Halloran

NAME

Endocrine Reg.

▶ CHASSIS

Survey Scientist

▶ BACKGROUND

Psionic 3

▶ PROTOCOL

None

▶ CALIBRATION



VIGOR

50

SCORE

75

TRIVIAL

50

ROUTINE

25

CHALL



DEFT

40

SCORE

60

TRIVIAL

40

ROUTINE

20

CHALL



ACUITY

50

SCORE

75

TRIVIAL

50

ROUTINE

VITALITY & EXERTION



21

CURRENT

21

MAXIMUM



3

MAX



5

MAX



2

MAX

ENERGY

STANDING VALUES



0

PHYSICAL DEF



3

MENTAL DEF



3

MOVE



8

INITIATIVE



3

SLOTS



10

SLOTS

SKILLS

▶ BODY



Vacuum



Athletics



▶ MIND



Navigation



Science



▶ VOICE



Rapport



EQUIPPED · PRIMARY

None



SLOTS



DEMAND



TRAIT & RANGE

frontiersengine.dev

FRONTIERS

d100

Ashe

NAME

Cortical Damper

▶ CHASSIS

Long Con

▶ BACKGROUND

Diplomat 2

▶ PROTOCOL

Ballistics 1

▶ CALIBRATION



VIGOR

40

SCORE

60

TRIVIAL

40

ROUTINE

20

CHALL



DEFT

40

SCORE

60

TRIVIAL

40

ROUTINE

20

CHALL



ACUITY

60

SCORE

90

TRIVIAL

60

ROUTINE

VITALITY & EXERTION



20

CURRENT

20

MAXIMUM



2

MAX



4

MAX



2

MAX

ENERGY

STANDING VALUES



0

PHYSICAL DEF



9

MENTAL DEF



3

MOVE



8

INITIATIVE

3

10

SLOTS

EQUIPPED - PRIMARY

Sidearm

1

SLOTS

1

DEMAND

Ballistics - Short 6

TRAIT & RANGE