

POINTS

SKETCH

STATS	ARMOR HEAD	TORSO R. ARM L. ARM	R. LEG L. LEG
IN T	ARMOR		
INT	SP		
		2-4	7.8
			LIGHT STUN=
	REPUTATION		SERIOUS STUN=
REF	CURRENT IP		CRITICAL STUN=
			MORTAL 8 STUN=
	HUMANITY		
		<u>'-</u>	MORTAL 1 STUN=
TECH	SKILLS ADD SKILL POINTS TO MARK CHIPPED SKILLS	APPLICABLE STAT, THEN LIST IN BOX. S WITH AN "X" NEXT TO THE [] BOX.	CHARACTER SKET
	SPECIAL ABILITIES	INT (CONT'D)	
	AUTHORITY[IN [[CONT'D]] SYSTEM KNOWLEDGE[]	
	CHARISMATIC LEADERSHIP[] TEACHING[]	
	COMBAT SENSE[] WILDERNESS SURVIVAL []	
COOL	CREDIBILITY [FAMILY [] ZOOLOGY[]]	
	INTERFACE	j REF	
	JURY RIG[] ARCHERY[]	
	MEDICAL TECH[] ATHLETICS	
	RESOURCES[STREETDEAL[] BRAWLING[]] DANCE[]	
		DODGE & ESCAPE[]	
ATTR	ATTR	DRIVING[]	
	PERSONAL GROOMING[WARDROBE & STYLE[] FENCING []] HANDGUN []	
	WHITE WATER TO THE TOTAL TOTAL TO THE TOTAL THE TOTAL TO THE TOTAL TOT	HEAVY WEAPONS[]	
	BODY	MARTIAL ART 1[]	
	ENDURANCE[] MARTIAL ART 2[]	
	STRENGTH FEAT[SWIMMING[] MARTIAL ART 3 []]	
LUCK	SWIMMING	MOTORCYCLE[]	
	COOL / WILL	OPERATE HEAVY MACHINERY []	
	INTERROGATION[] PILOT (GYRO)[]	OVERNETICS
	INTIMIDATE [ORATORY [] PILOT (FIXED WING) []] PILOT (DIRIGIBLE) []	CYBERNETICS
	RESIST TORTURE / DRUGS[] PILOT (VECT.THRUST VEHICLE) []	TUDE
MA	STREETWISE[] RIFLE []	TYPE
	EMPATHY	STEALTH	
		, ,	
	HUMAN PERCEPTION[INTERVIEW[] TECH	
	LEADERSHIP[] AERO TECH[]	
	SEDUCTION [] AV TECH[]] BASIC TECH[]	
BODY	SOCIAL[PERSUATION & FAST TALK[. CRYNTANK OPERATION []	
	PERFORM[CYBERDECK DESIGN[]	
	·	CYBER TECH[]	
	INT	DEMOLITIONS	
	ANTHROPOLOGY[] ELECTRONICS[]	
	AWARENESS/NOTICE[BIOLOGY[] ELECT. SECURITY []	
EMP	BOTANY [FIRST AID	
	CHEMISTRY [GYRO TECH[]	
	COMPOSITION[PAINT OR DRAW	
	DIAGNOSE ILLNESS[EDUCATION & GEN KNOW[PHOTO & FILM	
RUN	EXPERT[PHARMACUTICALS[] PICK LOCK[]	
	GAMBLE[PICK POCKET	
LEAP	ACCOUNTING[] PLAY INSTRUMENT	
	GEOLOGY[HIDE/EVADE[] WEAPONSMITH[]	
CARRY	HISTORY[CUSTOM	
	LANGUAGE[][1	
LIFT	LANGUAGE[LANGUAGE[][]	
	LIBRARY SEARCH[][]	
	MATHEMATICS[ii i	
	PHYSICS [][]	
	PROGRAMMING[SHADOW/TRACK[][]	
		:	1



AGE



STUN=0	MORTAL 2 STUN=5	
STUN=1	MORTAL 3 STUN=6	
STUN=2	MORTAL 4 STUN=7	
STUN=3	MORTAL 5 STUN=8	
STUN=4	MORTAL 6 STUN=9	

CYBERNETICS		
TYPE	HL	COST
	l	l

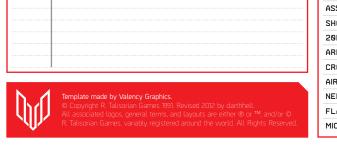


STOCK MARKET[]

MONI	EY
\$	
STYLE	
CLOTHES	
HAIR	
AFFECTS	
ETHNICITY	
LANGUAGE	
FAMILY BA	CKGROUND
MOTIVATION	NS
TRAITS	
VALUED PERSO	
VALUE MOST_	
FEEL ABOUT F	
VALUED POSSI	E22IN
SIBLINGS:	♥ ♀
LIFE EVEN	TS ONE EVENT FOR EACH YEAR AFTER AGE 16.
YEAR	EVENT



WEAPONS NAME TYPE CON. AVAIL. DAM. AMMO ROF REL TYI ME



	CKER		0011	TAC'
	ROUNDS	MAGS	NAME	
PISTOL				
PISTOL				
ISTOL				
Y PISTOL				
RIFLE				
١				
NNON				
DW BOLT				
PELLETS			ARM	NR I
EGUN RDS	İ			O T1 1
THROWER			DIFFSP	0- 4
IISSILE	†		BONUS	+5

ARMOR LAYERING						
DIFFSP	0-4	5-8	9-14	15-20	21-26	26+
BONUS	+5	+4	+3	+2	+1	+0