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11

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<b>LIGHT</b>	<b>SERIOUS</b>	<b>CRITICAL</b>	<b>MORTAL 0</b>	<b>MORTAL 1</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Stun=0</b>	<b>Stun=1</b>	<b>Stun=2</b>	<b>Stun=3</b>	<b>Stun=4</b>
<b>MORTAL 2</b>	<b>MORTAL 3</b>	<b>MORTAL 4</b>	<b>MORTAL 5</b>	<b>MORTAL 6</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Stun=5</b>	<b>Stun=6</b>	<b>Stun=7</b>	<b>Stun=8</b>	<b>Stun=9</b>

**Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.**

<b>SPECIAL ABILITIES</b>		History.....[
Authority.....[	]	Language.....[
Charismatic Leadership.....[	]	Language.....[
Combat Sense.....[	]	Language.....[
Credibility.....[	]	Library Search.....[
Family.....[	]	Mathematics.....[
Interface.....[	]	Physics.....[
Jury Rig.....[	]	Programming.....[
Medical Tech.....[	]	Shadow/Track.....[
Resources.....[	]	Stock Market.....[
Streetdeal.....[	]	System Knowledge.....[
<b>ATTR</b>		Teaching.....[
Personal Grooming.....[	]	Wilderness Survival.....[
Wardrobe & Style.....[	]	Zoology.....[

Endurance .....	[	]	Archery.....	[	]
Strength Feat .....	[	]	Athletics.....	[	]
Swimming .....	[	]	Brawling.....	[	]

Interrogation.....[	]	Dodge & Escape.....[	]
Intimidate.....[	]	Driving.....[	]
Oratory.....[	]	Fencing.....[	]
Resist Torture/Drugs.....[	]	Handgun.....[	]
Streetwise.....[	]	Heavy Weapons.....[	]

Human Perception .....	[ ]	Martial Art 2.....	[ ]
Interview.....	[ ]	Martial Art 3.....	[ ]
Leadership.....	[ ]	Melee.....	[ ]
Seduction .....	[ ]	Motorcycle.....	[ ]
Social.....	[ ]	Operate Hvy. Machinery.....	[ ]
Persuasion & Fast Talk .....	[ ]	Pilot (Gyro).....	[ ]
Perform.....	[ ]	Pilot (Fixed Wing).....	[ ]

Accounting.....[	]	Pilot (Vect.Thrust Vehicle).....[	]
Anthropology.....[	]	Rifle.....[	]
Awareness/Notice.....[	]	Stealth.....[	]
Biology.....[	]	Submachinegun.....[	]
Botany.....[	]	<b>TECH</b>	
Chemistry.....[	]	Aero Tech.....[	]
Composition.....[	]	AV Tech.....[	]
Diagnose Illness.....[	]	Basic Tech.....[	]
Education & Gen Know.....[	]	Cryptank Operation.....[	]
Expert.....[	]	Cyberdeck Design.....[	]
Gamble.....[	]	Cyber Tech.....[	]
Geology.....[	]	Demolitions.....[	]
Hide/Evade.....[	]	Disguise.....[	]

Archery.....	[
Athletics.....	[
Brawling.....	[
Dance.....	[
Dodge & Escape.....	[
Driving.....	[
Fencing.....	[
Handgun.....	[
Heavy Weapons.....	[
Martial Art 1.....	[
Martial Art 2.....	[
Martial Art 3.....	[
Melee.....	[
Motorcycle.....	[
Operate Hvy. Machinery.....	[
Pilot (Gyro).....	[
Pilot (Fixed Wing).....	[
Pilot (Dirigible).....	[
Pilot (Vect.Thrust Vehicle).....	[
Rifle.....	[
Stealth.....	[
Submachinegun.....	[

Aero Tech.....	[	]
AV Tech.....	[	]
Basic Tech.....	[	]
Cryptank Operation.....	[	]
Cyberdeck Design.....	[	]
Cyber Tech.....	[	]
Demolitions.....	[	]
Disguise.....	[	]



### DRAWING OF CHARACTER

Electronics.....[	]	Weapons Tech.....[	]
Elect. Security.....[	]	Other.....[	]
First Aid.....[	]	Other.....[	]
Forgery.....[	]	Other.....[	]
Gyro Tech.....[	]	Other.....[	]
Paint or Draw.....[	]	Other.....[	]
Photo & Film.....[	]		
Pharmaceuticals.....[	]	<b>REP</b>	<b>[</b>
Pick Lock.....[	]	<b>CURRENT IP</b>	<b>[</b>
Pick Pocket.....[	]	<b>HUMANITY</b>	<b>[</b>
Play Instrument.....[	]		
Weaponsmith.....[	]		

Type	HL	Cost
Total HL and Euro Costs		

## LIFEPATH, GEAR & WEAPONS

**MONEY \$**

# LIFEPATH

## Style

## Clothes

## Hair

## Affections

## Ethnicity

## Language

## Family Background

## # Siblings



## Motivations

## Traits

## Valued Person

**Value Most**

## Feel About People

## Valued Possession

## Life Events

One event for each year after age 16

**YEAR**

## GEAR

[illegible]

# WEAPONS

[illegible]