HANDLE The Shocker

ROLE ☐Solo ☒Rocker ☐Netrunner ☐Media ☐Nomad
☐Fixer ☐Cop ☐Corp ☐Techie ☐Medtechie

CHARACTER POINTS 55 **AGE** 25

DRAWING OF CHARACTER

STATS

INT [6] **REF** [/ 5] **TECH** [10] **COOL** [8]
ATTR [2] **LUCK** [2] **MA** [5] **BODY** [7]
EMP [/ 10] **Run** (15) **Leap** (4) **Carry** (70) **Lift** (280)

Location	Skull	Face	Neck	Torso	Abdomen	R. Arm Hand	L. Arm Hand	R. Leg Foot	L. Leg Foot
Armor SP				14				20	20

SAVE 5

BTM -2

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

SKILLS

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

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [4]
Combat Sense [ ]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [ ]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [ ]

COOL / WILL
Interrogation [5]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [5]

EMPATHY
Human Perception [4]
Interview [ ]
Leadership [ ]
Seduction [6]
Social [5]
Persuation & Fast Talk [5]
Perform [6]

INT
Accounting [ ]
Anthropology [ ]
Awareness/Notice [5]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [1]
Diagnose Illness [ ]
Education & Gen Know [ ]
Expert _____ [ ]
Gamble [5]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language SHOCKER only speak [ ]
Language _____ [ ]
Language _____ [ ]
Library Search [ ]
Mathematics [ ]
Physics [ ]
Programming [ ]
Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [6]
Brawling [7]
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 [ ]

TECH
Aero Tech [ ]
AV Tech [ ]
Basic Tech [ ]
Cryotank Operation [ ]
Cyberdeck Design [ ]
Cyber Tech [ ]
Demolitions [ ]
Disguise [ ]
Electronics [ ]
Elect. Security [ ]
First Aid [ ]
Forgery [ ]
Gyro Tech [ ]
Paint or Draw [ ]
Photo & Film [ ]
Pharmacuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [5]
Weaponsmith [5]
Weapons Tech [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [1]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

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LIFEPATH, GEAR & WEAPONS

MONEY $ 1360/3300

LIFEPATH

Style

Clothes	Biker Leathers
Hair	Long and Ratty
Affections	Mirrorshades
Ethnicity	The SHOCKER has no Ethnicity
Language	SHOCKER only speaks SHOCK.

Family Background

Urban Homeless, Doesn't know his parents,
Family vanished, lived in combat zone,
four siblings but they all vanished

Siblings

♂ 2 ♀ 2

Motivations

Traits	Rebellious, antisocial, violent
Valued Person	Lover
Value Most	Love
Feel About People	Likes almost everyone
Valued Posession	A recording (thinks it's parents)

Life Events

One event for each year after age 16

YEAR	
17	The SHOCKER had a romantic partner, happy love affair
18	The SHOCKER is hunted by big multinationalist corporation
19	The SHOCKER made female friend, old childhood friend
20	Powerful corpo exec owes the SHOCKER one favor
21	The SHOCKER is hunted by the law, only a few cops, will clear his name
22	Made a friend, like a younger sibling, they like the SHOCKER's music
23	The SHOCKER has powerful friend in the Mayor's Office
24	Lover from age 17 was murdered, the SHOCKER knows who did it, wants justice
25	BIG SCORE!!!! The SHOCKER gets $800 from heist!

GEAR

Type	Cost	Wt
Brass Knuckles x 2	20	
Taser x2	120	
ELECTRIC Guitar (Shocking!) +2	300	
Light Armor Jacket	150	
Flack Pants	200	
Mirrorshades	100	
Trauma Team	500/mo	
Kibble	50/wk	
House Combat Zone, 1 room	150/mo	
Utilities	100/mo	
Cell Phone	400	
Cell Service	100/mo	
Militech Arms Avenger	250	
Smart Goggles + Thermograph sensor	400	

WEAPONS

Name	Type	WA	Con	Avail	Dammage	Ammo	RND CAP	ROF	Rel
Brass Knuckles	M	0	P	C	1D6+2	NA	100	NA	na
Taser	Pistol	-1	P	C	Stun	Stun	10	1	st
M-Tech Arms Avenger	Pistol	0	J	Ex	2D6+1	9mm	10	2	vr

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