



NAME/HANDLE

Bio

Personality

Motivations

Goals

Background

Friends

Enemies

Romance

CHARACTER SKETCH / IMAGE

STATS

BODY [/]
COOL [/]
DEX [/]
EMP [/]
INT [/]
LUCK [/]
MOVE [/]
REF [/]
TECH [/]
WILL [/]

HITS

WND

SAVE

CURRENT HITS

HL

REP

IP

SKILLS

Special Abilities

Authority (WILL)
Charismatic I/ship (COOL)
Combat Sense (REF)
Credibility (COOL)
Family (INT)
Interface (INT)
Jury Rig (TECH)
Medical Tech (TECH)
Resources (INT)
Streetdeal (WILL)
Grooming and Style (COOL)
Human Perception (EMP)
Interrogation (COOL)
Intimidation (WILL)
Lang: Streetslang (INT)
Lang: (INT)
Lang: (INT)
Leadership (EMP)
Local Expert: (INT)
Local Expert: (INT)
Marksmanship (REF)
Martial Art: (DEX)
Maths (INT)
Melee Weapon (DEX)
Perception (INT)
Persuasion (COOL)
Pharmacology (TECH)
Pick Lock (TECH)
Pick Pocket (DEX)
Pilot: (REF)
Pilot: (REF)
Play Inst.: (EMP)
Research (INT)
Seduction (EMP)
Social (INT)
Specialist: (TECH)
Specialist: (TECH)
Stealth (DEX)
Streetwise (INT)
Tracking (INT)
Weaponsmith (TECH)
Wilderness Survival (INT)

SKILLS

Archery (DEX)
Athletics (DEX)
Basic Tech (TECH)
Brawling (DEX)
Bribery (COOL)
Business (INT)
Chemistry (INT)
Concentration (WILL)
Conversation (EMP)
CryoTank Operation (TECH)
Cybertech (TECH)
Demolitions (TECH)
Diagnose Illness (INT)
Disguise (TECH)
Driving (REF)
Education (INT)
Electronics (TECH)
Endurance (BODY)
Evasion (DEX)
Expert: (INT)
Expert: (INT)
Expert: (INT)
Fine Arts: (TECH)
Fine Arts: (TECH)
First Aid (TECH)
Forgery (TECH)

ARMOR

WEAPONS

1 Head

Weapon Type WA Conc. Dam. #S. ROF Rel Rng

2-4 Torso

Weapon Type WA Conc. Dam. #S. ROF Rel Rng

5 R.Arm

Weapon Type WA Conc. Dam. #S. ROF Rel Rng

6 L.Arm

Weapon Type WA Conc. Dam. #S. ROF Rel Rng

7-8 R.Leg

Weapon Type WA Conc. Dam. #S. ROF Rel Rng

9-10 L.Leg

Weapon Type WA Conc. Dam. #S. ROF Rel Rng

CYBERWARE

HL

GEAR

WT