HANDLE [   ]

ROLE:_____   **Sub-Role:**_____

Special Ability:_____

CHARACTER POINTS [   ]

STATS INT [/   ] REF [/   ] TECH [/   ] COOL [/   ]
ATTR [/   ] LUCK [/   ] MA [/   ] BODY [/   ] EMP [/   ]
Humanity [/   ] Alienation [   ] Egotism [   ] Obsession[   ] Paranoia [   ]
REP [   ]   SAVE [   ]   BTM [   ]
Initiative [+   ]   Run [   ]   Leap [   ]   Lift [   ]   Carry [   ]

Location	Head 1	Torso 2-4	R. Arm 5	L. Arm 6	R. Leg 7-8	L. Leg 9-0
Cyber SP						
Worn SP						

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

Strike/Cast [   ] Punch [   ] Kick [   ] Disarm [   ] Block [   ] Dodge [   ] Throw [   ]
Hold [   ] Escape [   ] Choke [   ] Sweep [   ] Grapple [   ] Ram [   ]

Skills

ATTRACTIVENESS
Personal Grooming   [/   /   ]
Wardrobe & Style   [/   /   ]
BODY
Endurance   [/   /   ]
Strength Feat   [/   /   ]
Swimming   [/   /   ]
COOL
Interrogation   [/   /   ]
Intimidate   [/   /   ]
Oratory   [/   /   ]
Resist Torture   [/   /   ]
&Drugs
Rhetoric   [/   /   ]
Streetwise   [/   /   ]
EMPATHY
Animal Handler   [/   /   ]
Human Perception   [/   /   ]
Interview   [/   /   ]
Leadership   [/   /   ]
Seduction   [/   /   ]
Simper   [/   /   ]
Social   [/   /   ]
Persuasion & Fast   [/   /   ]
Talk
Perform   [/   /   ]
Trance[3]   [/   /   ]
INTELLIGENCE
Accounting   [/   /   ]
Anthropology   [/   /   ]
Area Knowledge   [/   /   ]
Astrogation   [/   /   ]
Awareness/Notice   [/   /   ]
Biogenetics[2]   [/   /   ]

Biology   [/   /   ]
Botany   [/   /   ]
Braindance Use   [/   /   ]
Bureaucracy   [/   /   ]
Business Sense   [/   /   ]
Chemistry   [/   /   ]
Composition   [/   /   ]
Corporate Policy   [/   /   ]
Culture   [/   /   ]
Diagnose Illness   [/   /   ]
Edu. & Gen. Know.   [/   /   ]
Expert:_____   [/   /   ]
Expert:_____   [/   /   ]
Gamble   [/   /   ]
Geology   [/   /   ]
Hand Jive   [/   /   ]
Hide/Evade   [/   /   ]
History   [/   /   ]
Lang:_____   [/   /   ]
Lang:_____   [/   /   ]
Lang:_____   [/   /   ]
Law   [/   /   ]
Library Search   [/   /   ]
Mathematics   [/   /   ]
Navigation   [/   /   ]
Nuscuba   [/   /   ]
Pilot (Ship)[2]   [/   /   ]
Physics   [/   /   ]
Programming   [/   /   ]
Sailpower   [/   /   ]
Seamanship   [/   /   ]
Shadow/Track   [/   /   ]
Survival(Space)   [/   /   ]
Survival(Street)   [/   /   ]
Survival (Underwater)   [/   /   ]
Survival(Wilderness)   [/   /   ]
Survival(_____)   [/   /   ]

Stock Market   [/   /   ]
System Knowledge   [/   /   ]
Tactics   [/   /   ]
Teaching   [/   /   ]
Zoology   [/   /   ]
REFLEX
Action Games   [/   /   ]
Archery   [/   /   ]
Athletics   [/   /   ]
Brawling   [/   /   ]
Dance   [/   /   ]
Dodge & Escape   [/   /   ]
Driving   [/   /   ]
EVA   [/   /   ]
Fencing   [/   /   ]
Handgun   [/   /   ]
Heavy Weapons   [/   /   ]
MA[   ]_____   [/   /   ]
MA[   ]_____   [/   /   ]
MA[   ]_____   [/   /   ]
Melee   [/   /   ]
Motorcycle   [/   /   ]
Operate Hvy Mach   [/   /   ]
Pilot (Dirigible)[2]   [/   /   ]
Pilot (Fixed Wing)[2]   [/   /   ]
Pilot (Gyro)[3]   [/   /   ]
Pilot (Hardshell)[2]   [/   /   ]
Pilot (OTV)[2]   [/   /   ]
Pilot (PA)[2]   [/   /   ]
Pilot (Remote)   [/   /   ]
Pilot (Space Plane)[3]   [/   /   ]
Pilot (Submersible)[2]   [/   /   ]
Pilot (VTV)[3]   [/   /   ]
Rifle   [/   /   ]
Stealth[2]   [/   /   ]
Submachinegun   [/   /   ]

Underwater Combat[2]   [/   /   ]
Underwater H Wpns.   [/   /   ]
Underwater Weapons   [/   /   ]
Zero G Combat   [/   /   ]
Zero G Maneuver   [/   /   ]
TECHNICAL ABILITY
Aero Tech[2]   [/   /   ]
AV Tech[3]   [/   /   ]
Basic Tech[2]   [/   /   ]
Bio Tech[3]   [/   /   ]
Caligraphy   [/   /   ]
Cryotank Operation   [/   /   ]
Cyberdeck Design[2]   [/   /   ]
Cyber Tech[2]   [/   /   ]
Demolitions[2]   [/   /   ]
Disguise   [/   /   ]
Electronics   [/   /   ]
Elect. Security[2]   [/   /   ]
ELINT [2]   [/   /   ]
First Aid   [/   /   ]
Forgery   [/   /   ]
Gyro Tech[3]   [/   /   ]
Origami   [/   /   ]
PA Tech[3]   [/   /   ]
Paint or Draw   [/   /   ]
Photo & Film   [/   /   ]
Pharmacutricals[2]   [/   /   ]
Pick Lock   [/   /   ]
Pick Pocket   [/   /   ]
Play Insturment   [/   /   ]
Pressure Suit Tech[2]   [/   /   ]
Sonar Tech[2]   [/   /   ]
Sub Tech[2]   [/   /   ]
Tattooing   [/   /   ]
Underwater Equip   [/   /   ]
Wetware Design   [/   /   ]
Weaponsmith   [/   /   ]

Motivations
Traits_____
Valued Person_____
Value Most_____
Feel About People_____
Valued Possession_____

Style
Clothes_____
Hair_____
Affectations_____
Ethnicity_____
Languages_____

Family Background: # Siblings:

Life Events

Year	Event

CYBERNETICS

TYPE	HC	COST

WEAPONS

NAME	TYPE	WA	CONC.	AVAIL.	DAMAGE	#SHOTS	ROF	REL.

GEAR   Cash:

TYPE	COST	WT	TYPE	COST	WT