Tinted Hair (*Piss-Ant Cop*)

STATS	SKILLS	WEAPONS	type	skl	dmg	#/rof	rly
points 39	Authority.........[4]	Scratchers	MLE	12	1d6/2-1		
INT [3]	Awareness/Notice{I[4]	Tactical Baton	MLE	12	3d6-1		
REF [7/7]	Human Perception{E[4]	Budget Arms Auto3	P	9	3d6	8/2	U
TECH [3]	Athletics.......{R[4]						
COOL [7]	Education.......{I[6]						
ATTR [3]	Brawling........{R[4]	CYBERWARE					
EMP [6/3]	Melee...........{R[5]	Basic Neural Processor					
BODY [3]	Handgun.........{R[3]	CyberLeg(L) w/ Standard Foot					
MOVE [3]	Interrogation...{C[5]	Nanosurgeons - x2 healing rate					
LUCK [4]	Streetwise......{C[3]	Audio Vox - special FX, +2 Performance					

```
              4   3   2   5   5    ARMOR: Nln Helmet,Lthr Vest,Lthr Pants,
COMPUTED STATS                       Head  Torso R.Arm L.Arm R.Leg  L.Leg
run  [9]     rep  [0]  dmg [-1]       1    2-4    5     6    7-8    9-0
leap [2]               save [3]     [20/10]  [4]  [0]   [0]   [4]    [4]
lft [120]    hum [30]  BTM [-1]
```

CYBERLIMB SDPs   disable destroy

Left CyberLeg   20   30

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |

Pony Tail (*Piss-Ant Cop*)

STATS	SKILLS	WEAPONS	type	skl	dmg	#/rof	rly
points 38	Authority.........[2]	Tactical Baton	MLE	9	3d6+0		
INT [3]	Awareness/Notice{I[5]	DaiLung Cybrmag15	P	8	1d6+1	10/2	U
REF [6/4]	Human Perception{E[5]	H&K MP-5	SMG	5	2d6+1	30/20	S
TECH [3]	Athletics.......{R[2]						
COOL [8]	Education.......{I[5]						
ATTR [5]	Brawling........{R[4]	CYBERWARE					
EMP [4/2]	Melee...........{R[5]	Basic Neural Processor					
BODY [5]	Handgun.........{R[5]	-Chipware Socket					
MOVE [3]	Interrogation...{C[3]	-Pain Editor					
LUCK [3]	Streetwise......{C[5]	Muscle and Bone Lace					

```
              4   3   2   1   1    CyberLeg(L) w/ Standard Foot
                                    -Weapon Mount & Link
COMPUTED STATS                     Adrenal Boost - +1 REF,1d6+2turns,3x/day
run  [9]     rep  [0]  dmg [+0]
leap [2]               save [5]    ARMOR: MetalGear,
lft [200]    hum [16]  BTM [-2]      Head  Torso R.Arm L.Arm R.Leg  L.Leg
                                      1    2-4    5     6    7-8    9-0
CYBERLIMB SDPs   disable destroy   [25/12]  [25]  [25]  [25]  [25]   [25]
```

Left CyberLeg   20   30

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |

Long Straight Hair (*Piss-Ant Cop*)

STATS	SKILLS	WEAPONS	type	skl	dmg	#/rof	rly

```
points 39 Authority.........[2] Scratchers       MLE  10 1d6/2-1
INT  [4]   Awareness/Notice{I[5] Tactical Baton     MLE  10 3d6-1
REF  [7/6] Human Perception{E[6]
TECH [3]   Athletics.......{R[5]
COOL [7]   Education.......{I[6] CYBERWARE
ATTR [4]   Brawling........{R[3] Cyber Optic
EMP  [3/0] Melee...........{R[4]  -Low Lite - see in dim light
BODY [3]   Handgun.........{R[3]  -Anti-Dazzle
MOVE [4]   Interrogation...{C[1]  -Teleoptics - telescope to 20x
LUCK [4]   Streetwise......{C[5] Cyber Audio
                                  -Radar Detector - 40% effective
           1   5   5   2   5      -Micro Recording Link

COMPUTED STATS
run  [12]   rep  [0]    dmg [-1]  ARMOR: Nln Helmet,Kevlar Vest,Skinweave,
leap [3]                save [3]    Head  Torso  R.Arm  L.Arm  R.Leg  L.Leg
lft [120]  hum [2.5]  BTM [-1]      1     2-4     5      6     7-8    9-0
                                  [24/12]  [17]  [12]   [12]  [12]   [12]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |

Bald (*Piss-Ant Cop*)

STATS	SKILLS	WEAPONS	type	skl	dmg	#/rof	rly

```
STATS       SKILLS          WEAPONS         type skl  dmg  #/rof rly
points 39 Authority.........[1] Federated Arms X9  P    8 2d6+1 12/2   S
INT  [3]   Awareness/Notice{I[5]
REF  [7/7] Human Perception{E[6]
TECH [6]   Athletics.......{R[4] CYBERWARE
COOL [7]   Education.......{I[6] CyberArm(L) w/ Standard Hand
ATTR [3]   Brawling........{R[6]  -Thickened Myomar - x2 dmg
EMP  [4/2] Melee...........{R[3]  -AV recorder - 2hr storage,needs feed
BODY [3]   Handgun.........{R[1] Gills - 4 hours water breathing
MOVE [3]   Interrogation...{C[4]
LUCK [3]   Streetwise......{C[4] ARMOR: Stl Helmet,Lthr Vest,
                                   Head  Torso  R.Arm  L.Arm  R.Leg  L.Leg
           5   5   1   1   6        1     2-4     5      6     7-8    9-0
                                  [14/7]  [4]    [0]    [0]    [0]    [0]
COMPUTED STATS
run  [9]    rep  [0]    dmg [-1]
leap [2]                save [3]
lft [120]   hum [17]  BTM [-1]

CYBERLIMB SDPs   disable destroy
Left CyberArm       25        35
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |

Pony Tail (*Piss-Ant Cop*)

```
STATS       SKILLS          WEAPONS         type skl  dmg  #/rof rly
points 39 Authority.........[6] Tactical Baton    MLE  12 3d6-1
INT  [4]   Awareness/Notice{I[6] BudgetArms C-13    P    9 1d6    8/2   S
REF  [7/7] Human Perception{E[5] Uzi Miniauto 9    SMG   8 2d6+1 30/35  V
```

```
TECH [3]   Athletics.......{R[2]
COOL [7]   Education.......{I[3]
ATTR [4]   Brawling........{R[4] CYBERWARE
EMP  [5/4] Melee...........{R[5] Cyber Audio
BODY [3]   Handgun.........{R[3]  -Digital Recording Link
MOVE [3]   Interrogation...{C[1] Biomonitor - +2 resist toture & drugs
LUCK [3]   Streetwise......{C[6]
                                  ARMOR: Lthr Vest,Lthr Pants,
              3   5   5   2   2    Head  Torso  R.Arm  L.Arm  R.Leg  L.Leg
COMPUTED STATS                      1    2-4     5      6     7-8    9-0
run  [9]   rep  [0]    dmg [-1]   [0/0]  [4]    [0]    [0]    [4]    [4]
leap [2]               save [3]
lft [120]  hum [43.5]  BTM [-1]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9

Crew Cut (*Piss-Ant Cop*)

```
STATS        SKILLS              WEAPONS           type skl  dmg  #/rof rly
points 39 Authority.........[1] Tactical Baton     MLE  12  3d6-1
INT  [4]  Awareness/Notice{I[6] Federated Arms X9  P    11  2d6+1 12/2   S
REF  [7/7] Human Perception{E[6]
TECH [4]  Athletics.......{R[4]
COOL [7]  Education.......{I[4] CYBERWARE
ATTR [4]  Brawling........{R[5]
EMP  [3/3] Melee...........{R[5] ARMOR: Nln Helmet,Kevlar Vest,Lthr Pants,
BODY [4]  Handgun.........{R[4]   Head   Torso  R.Arm  L.Arm  R.Leg  L.Leg
MOVE [3]  Interrogation...{C[6]    1     2-4     5      6     7-8    9-0
LUCK [3]  Streetwise......{C[1] [20/10] [10]    [0]    [0]    [4]    [4]

              3   1   1   5   1
COMPUTED STATS
run  [9]   rep  [0]   dmg [-1]
leap [2]              save [4]
lft [160]  hum [30]   BTM [-1]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9

Long, Ratty Hair (*Piss-Ant Cop*)

```
STATS        SKILLS              WEAPONS           type skl  dmg  #/rof rly
points 39 Authority.........[1] Tactical Baton     MLE  13  3d6+0
INT  [3]  Awareness/Notice{I[5] FA Tech AssaultII SMG   8  1d6+1 50/25  S
REF  [7/7] Human Perception{E[5]
TECH [4]  Athletics.......{R[4]
COOL [7]  Education.......{I[2] CYBERWARE
ATTR [4]  Brawling........{R[4] Muscle and Bone Lace
```

```
EMP  [3/3] Melee...........{R[6]
BODY [5]   Handgun.........{R[4] ARMOR: Kevlar Vest,
MOVE [4]   Interrogation...{C[5]  Head  Torso  R.Arm  L.Arm  R.Leg  L.Leg
LUCK [4]   Streetwise......{C[4]   1    2-4     5      6     7-8    9-0
                                 [0/0]  [10]   [0]    [0]    [0]    [0]
            3   3   4   5   5
COMPUTED STATS
run  [12]   rep  [0]  dmg [+0]
leap [3]             save [5]
lft [200]  hum [27]  BTM [-2]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |

Mirror Shades (*Piss-Ant Cop*)

```
STATS       SKILLS              WEAPONS           type skl  dmg  #/rof rly
points 37  Authority.........[2] Tactical Baton    MLE  11 3d6-1
INT  [4]   Awareness/Notice{I[6] Budget Arms Auto3  P   10 3d6    8/2    U
REF  [6/6] Human Perception{E[1] Ingram MAC 10     SMG   5 2d6+2 30/5    U
TECH [3]   Athletics.......{R[4]
COOL [7]   Education.......{I[4]
ATTR [4]   Brawling........{R[3] CYBERWARE
EMP  [3/3] Melee...........{R[5]
BODY [4]   Handgun.........{R[5] ARMOR: Lthr Vest,Lthr Pants,
MOVE [3]   Interrogation...{C[6]  Head  Torso  R.Arm  L.Arm  R.Leg  L.Leg
LUCK [3]   Streetwise......{C[4]   1    2-4     5      6     7-8    9-0
                                 [0/0]  [4]    [0]    [0]    [4]    [4]
            1   5   3   4   1
COMPUTED STATS
run  [9]    rep  [0]  dmg [-1]
leap [2]             save [4]
lft [160]  hum [30]  BTM [-1]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |	| | |

Bald (*Piss-Ant Cop*)

```
STATS       SKILLS              WEAPONS           type skl  dmg  #/rof rly
points 39  Authority.........[4] Scratchers        MLE   8 1d6/2-1
INT  [5]   Awareness/Notice{I[4] Militech Avenger   P    9 2d6+1 10/2    V
REF  [6/4] Human Perception{E[5]
TECH [3]   Athletics.......{R[2]
COOL [7]   Education.......{I[4] CYBERWARE
ATTR [4]   Brawling........{R[5] Basic Neural Processor
EMP  [4/2] Melee...........{R[4]  -Boosterware - +1 to initative
BODY [3]   Handgun.........{R[5] Cyber Audio
           Interrogation...{C[5]  -Voice Strss Anlysr - +2 HumnPer/Intrrgt
```

```
MOVE [3]    Streetwise......{C[6]  -Enhanced Hearing Range - super/subsonic
LUCK [4]                           Contraceptive Implant
            3   5   3   4   4
COMPUTED STATS                  ARMOR: MetalGear,
run [9]   rep  [1]    dmg [-1]     Head  Torso R.Arm L.Arm R.Leg L.Leg
leap [2]              save [3]      1    2-4    5     6    7-8   9-0
lft [120] hum [20.5] BTM [-1]    [25/12] [25]  [25]  [25]  [25]  [25]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖

Goatee (*Piss-Ant Cop*)

```
STATS         SKILLS              WEAPONS        type skl  dmg  #/rof rly
points 39  Authority.........[4] Vampires        MLE   6  1d6/3-1
INT  [5]   Awareness/Notice{I[5] Colt.38 Detective P    8  1d6+2  6/1   V
REF  [7/3] Human Perception{E[6] FA Tech AssaultII SMG  4  1d6+1 50/25  S
TECH [3]   Athletics.......{R[5]
COOL [7]   Education.......{I[1]
ATTR [4]   Brawling........{R[5] CYBERWARE
EMP  [3/2] Melee...........{R[3] Techhair
BODY [3]   Handgun.........{R[5] Gills - 4 hours water breathing
MOVE [4]   Interrogation...{C[2]
LUCK [3]   Streetwise......{C[4] ARMOR: Hvy Jacket,Hvy Pants,
                                   Head  Torso R.Arm L.Arm R.Leg L.Leg
           1   5   5   2   3        1    2-4    5     6    7-8   9-0
COMPUTED STATS                    [0/0]  [20]  [20]  [20]  [20]  [20]
run [12]   rep  [0]   dmg [-1]
leap [3]              save [3]
lft [120]  hum [21]   BTM [-1]
```

HEALTH LEVELS

Lite 0	Srs -1	Crt -2	Mrt -3	Mrt -4	Mrt -5	Mrt -6	Mrt -7	Mrt -8	Mrt -9
‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖	‖ ‖ ‖