

1,6

2,6

3,6

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8,

**HANDLE** Nova**ROLE** Fixer**ROLE ABILITY** Operator**RANK** 4**NOTES**

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1,2

HUMANITY 2,2

40

OUT OF 46

HIT POINTS
35 OUT OF 40**SERIOUSLY WOUNDED**
20
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED**DEATH SAVE** 4**Critical Injuries**

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Addictions

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INT 8**REF** 7**DEX** 3**TECH** 6**COOL** 8**WILL** 7**LUCK** 5 OUT OF 8**MOVE** 5**BODY** 4**EMP** 6 OUT OF 16**Awareness Skills**

Concentration (WILL) LVL 2 STAT 7 BASE 9

Conceal/Reveal Object (INT) LVL 0 STAT 8 BASE 8

Lip Reading (INT) LVL 0 STAT 8 BASE 8

Perception (INT) LVL 2 STAT 84 BASE 50

Tracking (INT) LVL 0 STAT 8 BASE 8

Body Skills

Athletics (DEX) LVL 2 STAT 3 BASE 5

Contortionist (DEX) LVL 0 STAT 3 BASE 3

Dance (DEX) LVL 0 STAT 3 BASE 3

Endurance (WILL) LVL 0 STAT 7 BASE 7

Resist Torture/Drugs (WILL) LVL 0 STAT 74 BASE 47

Stealth (DEX) LVL 2 STAT 3 BASE 5

Control Skills

Drive Land Vehicle (REF) LVL 0 STAT 7 BASE 7

Pilot Air Vehicle (x2) (REF) LVL 0 STAT 7 BASE 7

Pilot Sea Vehicle (REF) LVL 0 STAT 7 BASE 7

Riding (REF) LVL 0 STAT 7 BASE 7

Education Skills

Accounting (INT) LVL 0 STAT 84 BASE 38

Animal Handling (INT) LVL 0 STAT 8 BASE 8

Bureaucracy (INT) LVL 0 STAT 8 BASE 8

Business (INT) LVL 0 STAT 8 BASE 8

Composition (INT) LVL 0 STAT 8 BASE 8

Criminology (INT) LVL 0 STAT 8 BASE 8

Cryptography (INT) LVL 0 STAT 8 BASE 8

Deduction (INT) LVL 0 STAT 84 BASE 28

Education (INT) LVL 2 STAT 8 BASE 10

Gamble (INT) LVL 0 STAT 8 BASE 8

Education Skills

Language (INT) LVL 6 STAT 7 BASE 5

Streetlang LVL 6 STAT 5 BASE 5

Library Search (INT) LVL 6 STAT 5 BASE 5

Local Expert (INT) LVL 6 STAT 5 BASE 5

Your Home LVL 6 STAT 5 BASE 5

Science (INT) LVL 6 STAT 5 BASE 5

Tactics (INT) LVL 6 STAT 5 BASE 5

Wilderness Survival (INT) LVL 6 STAT 5 BASE 5

Fighting Skill

Brawling (DEX) LVL 6 STAT 5 BASE 5

Evasion (DEX) LVL 6 STAT 5 BASE 5

Martial Arts (x2) (DEX) LVL 6 STAT 53 BASE 53

Melee Weapon (DEX) LVL 6 STAT 53 BASE 53

Performance Skills

Acting (COOL) LVL 6 STAT 5 BASE 5

Play Instrument (TECH) LVL 6 STAT 5 BASE 5

Ranged Weapon Skills

Archery (REF) LVL 6 STAT 52 BASE 52

Autofire (x2) (REF) LVL 6 STAT 51 BASE 51

Handgun (REF) LVL 6 STAT 51 BASE 51

Ranged Weapon Skills

Heavy Weapons (x2) (REF) LVL 6 STAT 5 BASE 5

Shoulder Arms (REF) LVL 6 STAT 5 BASE 5

Social Skills

Bribery (COOL) LVL 75 STAT 5 BASE 5

Conversation (EMP) LVL 75 STAT 5 BASE 5

Human Perception (EMP) LVL 75 STAT 5 BASE 5

Interrogation (COOL) LVL 75 STAT 5 BASE 5

Persuasion (COOL) LVL 75 STAT 5 BASE 5

Personal Grooming (COOL) LVL 75 STAT 5 BASE 5

Streetwise (COOL) LVL 75 STAT 5 BASE 5

Trading (COOL) LVL 75 STAT 5 BASE 5

Wardrobe & Style (COOL) LVL 75 STAT 5 BASE 5

Technique Skills

Air Vehicle Tech (TECH) LVL 75 STAT 5 BASE 5

Basic Tech (TECH) LVL 75 STAT 5 BASE 5

Cybertech (TECH) LVL 75 STAT 5 BASE 5

Demolitions (x2) (TECH) LVL 75 STAT 5 BASE 5

Electronics/Security Tech (x2) (TECH) LVL 75 STAT 5 BASE 5

First Aid (TECH) LVL 75 STAT 5 BASE 5

Forgery (TECH) LVL 75 STAT 5 BASE 5

Land Vehicle Tech (TECH) LVL 75 STAT 5 BASE 5

Paint/Draw/Sculpt (TECH) LVL 75 STAT 5 BASE 5

Paramedic (x2) (TECH) LVL 75 STAT 5 BASE 5

Photography/Film (TECH) LVL 75 STAT 5 BASE 5

Pick Lock (TECH) LVL 75 STAT 5 BASE 5

Pick Pocket (TECH) LVL 75 STAT 5 BASE 5

Sea Vehicle Tech (TECH) LVL 75 STAT 5 BASE 5

Weaponstech (TECH) LVL 75 STAT 5 BASE 5

WEAPONS AND ARMOR**ARMOR**

Head 3,1 Kevlar SP 741 PENALTY -

Body Medium Armorjack 12 -2

Shield Bulletproof 18 one arm

PENALTY APPLIES TO REF, DEX & MOVE

WEAPON

Tomahawk (Light Melee) DMG 1d6 AMMO - ROF 2 NOTES can be concealed

Assault Rifle DMG 5d6 AMMO 25 rifle ROF 1 NOTES 2 hands, Autofire (4), Suppressive Fire

Sniper Rifle DMG 5d6 AMMO 4 rifle ROF 1 NOTES two hands 7,1

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