



Handle Nova

Role Fixer

ROLE Operator

4

Notes

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HUMANITY

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SERIOUSLY

WOUNDED

-2 TO ALL ACTIONS

WHEN SERIOUSLY WOUNDED



HIT POINTS

DEATH SAVE

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CRITICAL INJURIES
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Addictions
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INT 8 REF DEX TECH 6 COOL 8 WILL LUCK 5 8 MOVE 5 BODY **EMP** 6 6

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)	2	7	9
Conceal/Reveal Object (INT)	2	8	10
Lip Reading (INT)	0	8	8
Perception (INT)	2	8	10
Tracking (INT)	0	8	8
Body Skills	LVL	STAT	BASE
Athletics (DEX)	2	3	5
Contortionist (DEX)	0	3	3
Dance (DEX)	0	3	3
Endurance (WILL)	0	7	7
Resist Torture/Drugs (WILL)	4	7	11
Stealth (DEX)	2	3	5
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)	0	7	7
Pilot Air Vehicle (x2) (REF)	0	7	7
Pilot Sea Vehicle (REF)	0	7	7
Riding (REF)	0	7	7
Education Skills	LVL	STAT	BASE
Accounting (INT)	3	8	11
Animal Handling (INT)	0	8	8
Bureaucracy (INT)	0	8	8
Business (INT)	6	8	14
Composition (INT)	0	8	8
Criminology (INT)	0	8	8
Cryptography (INT)	0	8	8
Deduction (INT)	0	8	8
Education (INT)	4	8	12
	2	8	10

Educati	on Skills	LVL	STAT	BASE
Languag	e (INT)			
	Streetslang	2	8	10
- →	Hawaiian	4	8	12
L▶	Japanese	4	8	12
Library S	Search (INT)	0	8	8
Local Ex	pert (INT)			
	Your Home	2	8	10
- ->				
L▶				
Science	(INT)			
L▶				
Tactics (INT)	0	8	8
Wilderne	ess Survival (INT)	0	8	8
Fightin	g Skill	LVL	STAT	BASE
	g Skill ng (DEX)	LVL 2	STAT 3	BASE 5
Brawli	Ž	_	STAT 3	
Brawli Evasio	ng (DEX)	2	3 3 3	5
Brawlin Evasion Martial	ng (DEX) n (DEX)	2	3 3 3 3	5 5
Brawlin Evasion Martial Melee W	ng (DEX) n (DEX) Arts (x2) (DEX)	2 0	STAT 3 3 3 3 STAT	5 5 3
Brawlin Evasion Martial Melee W	ng (DEX) n (DEX) Arts (x2) (DEX) /eapon (DEX) mance Skills	2 2 0	3 3 3	5 5 3
Brawlin Evasion Martial Melee W Perform Acting (ng (DEX) n (DEX) Arts (x2) (DEX) /eapon (DEX) mance Skills	2 2 0 0 LVL	3 3 3 3 STAT	5 5 3 3 BASE
Brawlin Evasion Martial Melee W Perform Acting (ng (DEX) n (DEX) Arts (x2) (DEX) /eapon (DEX) mance Skills	2 2 0 0 LVL	3 3 3 3 STAT	5 5 3 3 BASE
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Brawlin Evasion Martial A Melee W Perform Acting (ng (DEX) n (DEX) Arts (x2) (DEX) /eapon (DEX) mance Skills COOL) trument (TECH)	2 0 0 IVI	3 3 3 STAT 8	5 3 3 BASE 8
Brawlin Evasion Martial // Melee W Perform Acting (Play Inst	ng (DEX) n (DEX) Arts (x2) (DEX) /eapon (DEX) mance Skills COOL) trument (TECH)	2 0 0 IVI 0	3 3 3 STAT 8	5 3 3 BASE 8
Brawlin Evasion Martial // Melee W Perform Acting (Play Inst	ng (DEX) n (DEX) Arts (x2) (DEX) /eapon (DEX) mance Skills COOL) trument (TECH) d Weapon Skills (REF) (x2) (REF)	2 0 1vi 0	3 3 3 STAT 8 STAT 7	5 3 3 BASE 8 BASE 7

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)	0	7	7
Shoulder Arms (REF)	6	7	13
Social Skills	LVL	STAT	BASE
Bribery (COOL)	4	8	12
Conversation (EMP)	5	6	11
Human Perception (EMP)	3	6	11
Interrogation (COOL)	4	8	14
Persuasion (COOL)	5	8	13
Personal Grooming (COOL)	3	8	11
Streetwise (COOL)	6	8	14
Trading (COOL)	5	8	13
Wardrobe & Style (COOL)	4	8	12
Technique Skills	LVL	STAT	BASE
Air Vehicle Tech (TECH)	0	6	6
Basic Tech (TECH)	0	6	6
Cybertech (TECH)	0	6	6
Demolitions (x2) (TECH)	0	6	6
Electronics/Security Tech (x2) (TECH)	0	6	6
First Aid (TECH)	2	6	8
Forgery (TECH)	0	6	6
Land Vehicle Tech (TECH)	2	6	8
	2 0	6 6	8 6
Land Vehicle Tech (TECH)			
Land Vehicle Tech (TECH) Paint/Draw/Sculpt (TECH)	0	6	6
Land Vehicle Tech (TECH) Paint/Draw/Sculpt (TECH) Paramedic (x2) (TECH)	0	6 6	6 6 6
Land Vehicle Tech (TECH) Paint/Draw/Sculpt (TECH) Paramedic (x2) (TECH) Photography/Film (TECH)	0	6 6 6	6 6 6
Land Vehicle Tech (TECH) Paint/Draw/Sculpt (TECH) Paramedic (x2) (TECH) Photography/Film (TECH) Pick Lock (TECH)	0	6 6 6	6 6 6

WEAPONS AND ARMOR

Armor		SP	PENALTY
Head	Kevlar	7	_
Body Me	dium Armorjack	11	-
Shield			
PENALTY APPLIES TO REF, DEX & MOVE			

WEAPON	DMG	Аммо	ROF	Notes
Tomahawk (Light Melee)	1d6	_	2	can be concealed
Assault Rifle		25 rifle	1	2 hands, Autofire (4), Suppressive Fire
Sniper Rifle	5d6	4 rifle	1	two hands





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FRIENDS				Tragic Love Affairs	
Water				Sleep	
Oxyge	n			Memes	
Vidyo	Gaymeh				
ENEMIES	Who?	What Cau	used It?	What Can They Throw at You?	What's Gonna Happen?
	Cheater	Ranked <i>N</i>	Match	Bots	I'll report them
	→				

GEAR	Notes
Flashlight	100 m/yd beam of light, lasts 10 hours on a charge
<u> </u>	
Ammunition	60x Basic Rifle Ammo
Cash	30 eb
Cash	วบ ยม

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CYBERWARE

Cyberaudio Suite	X	Data
Bug Detector		2m radius, beeps on bug
Voice Stress Analyzer		+2 Human Percept & Interrogate

Right Cybereye	Data	Left Cybereye	Data
		-	

Right Cyberarm	Data	了道宫了	Left Cyberarm	Data

Data

Neural Link

For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it.

Options go in the slots below.

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.

Internal Cyberware	Data
Contraceptive Implant	Prevents pregnancy
Nasal Filters	immune to toxic gas, fumes, etc.

External Cyberware	Data

Fashionware	Data
Biomonitor	reads my vitals
Light Tattoo	on collar bones

Data
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1

Right Cyberleg	Data

