



HANDLE Nova

ROLE Fixer

ROLE ABILITY Operator RANK 4

NOTES

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HUMANITY

40

OUT OF

46

HIT POINTS
35 OUT OF 40SERIOUSLY WOUNDED
20-2 TO ALL ACTIONS
WHEN SERIOUSLY WOUNDEDDEATH SAVE
4

CRITICAL INJURIES

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ADDITIONS

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	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
8	7	3	6	8	8	7	5 out of 8	5	4	6 out of 16

Awareness Skills

LVL STAT BASE

Concentration (WILL)	2	7	9
Conceal/Reveal Object (INT)	0	8	8
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)	0	7	7
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)	0	8	8
Animal Handling (INT)	0	8	8
Bureaucracy (INT)	0	8	8
Business (INT)	0	8	8
Composition (INT)	0	8	8
Criminology (INT)	0	8	8
Cryptography (INT)	0	8	8
Deduction (INT)	0	8	8
Education (INT)	2	8	10
Gamble (INT)	0	8	8

Education Skills

LVL STAT BASE

Language (INT)	2	8	10
Streetlang	2	8	10
Hawaiian	4	8	12
Library Search (INT)	2	8	10
Local Expert (INT)	LVL	STAT	BASE
Your Home	2	8	10
Science (INT)	2	8	10
Tactics (INT)	0	8	8
Wilderness Survival (INT)	0	8	8
Fighting Skill	LVL	STAT	BASE
Brawling (DEX)	2	3	5
Evasion (DEX)	2	3	5
Martial Arts (x2) (DEX)	0	3	3
Melee Weapon (DEX)	0	3	3
Performance Skills	LVL	STAT	BASE
Acting (COOL)	0	8	8
Play Instrument (TECH)	2	8	10
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)	0	7	7
Autofire (x2) (REF)	0	7	7
Handgun (REF)	0	7	7

WEAPONS AND ARMOR

ARMOR

	SP	PENALTY
Head	Kevlar	7
Body	Medium Armorjack	12
Shield	Bulletproof	18

PENALTY APPLIES TO REF, DEX & MOVE

WEAPON

DMG

AMMO

ROF

NOTES

Tomahawk (Light Melee)	1d6	-	2	can be concealed
Assault Rifle	5d6	25 rifle	1	2 hands, Autofire (4), Suppressive Fire
Sniper Rifle	5d6	4 rifle	1	two hands

