



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  
8REF  
7DEX  
3TECH  
6COOL  
8WILL  
7LUCK  
5 OUT OF 8MOVE  
5BODY  
4EMP  
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)			
Streetlang	2	8	10
Hawaiian	4	8	12
Library Search (INT)	2	8	10
Local Expert (INT)			
Your Home	2	8	10
Science (INT)			
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)			
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)	0	7	7
Autofire (x2) (REF)	0	7	7
Handgun (REF)	0	7	7

## Ranged Weapon Skills

	LVL	STAT	BASE
Heavy Weapons (x2) (REF)	0	7	7
Shoulder Arms (REF)	0	7	7
Social Skills	LVL	STAT	BASE
Bribery (COOL)	0	8	8
Conversation (EMP)	2	6	8
Human Perception (EMP)	2	6	8
Interrogation (COOL)	0	8	8
Persuasion (COOL)	2	8	10
Personal Grooming (COOL)	0	8	8
Streetwise (COOL)	0	8	8
Trading (COOL)	0	8	8
Wardrobe & Style (COOL)	0	8	8
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)	0	6	6
Paint/Draw/Sculpt (TECH)	0	6	6
Paramedic (x2) (TECH)	0	6	6
Photography/Film (TECH)	0	6	6
Pick Lock (TECH)	0	6	6
Pick Pocket (TECH)	0	6	6
Sea Vehicle Tech (TECH)	0	6	6
Weaponstech (TECH)	0	6	6

## WEAPONS AND ARMOR

## ARMOR

	SP	PENALTY
Head	Kevlar	7
Body	Medium Armorjack	-2
Shield	Bulletproof	18 one arm

PENALTY APPLIES TO REF, DEX &amp; MOVE

## WEAPON

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



## Crystal V

IMPROVEMENT POINTS 120 out of 280

REPUTATION 3

## ALIASES

**REPUTATION** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam.

## LIFE PATH

**CULTURAL ORIGINS** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore

**CLOTHING STYLE** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore

**WHAT DO YOU VALUE MOST?** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam

**MOST VALUED PERSON** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod

**FAMILY BACKGROUND** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod

**FAMILY CRISIS** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore

## FRIENDS

- Sheep
- Bro
- Hydro

**PERSONALITY** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore

**HAIRSTYLE** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore

**FEELINGS ABOUT PEOPLE?** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam

**MOST VALUED POSSESSION** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod

**CHILDHOOD ENVIRONMENT** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod

**LIFE GOALS** Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore

## TRAGIC LOVE AFFAIRS

- Benoni
- Glass
- Malacav

## ENEMIES

Who?	What Caused It?	What Can They Throw at You?	What's Gonna Happen?
Cheater Cheater Cheater Cheater	Chess.com	Wladimir Kramnik	Titled Tuesday
Cheater Cheater	Chess.com	Wladimir Kramnik	Titled Tuesday
Cheater Cheater Cheater Cheater	Chess.com	Wladimir Kramnik	Titled Tuesday

## GEAR

## NOTES

**Flashlight** 100 m/yd beam of light, lasts 10 hours on a charge

## CYBERWARE

**Cyberaudio Suite**

X	Data
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug

**Right Cybereye**

X	Data
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug

**Left Cybereye**

X	Data
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug

**Right Cyberarm**

X	Data
<input type="checkbox"/>	beeps on bug

**Left Cyberarm**

X	Data
<input type="checkbox"/>	beeps on bug

**Internal Cyberware**

Data
beeps on bug

**External Cyberware**

Data
beeps on bug

**Fashionware**

Data
beeps on bug

**Borgware**

Data
beeps on bug

**Neural Link**

X	Data
<input type="checkbox"/>	beeps on bug

**Right Cyberleg**

X	Data
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug

**Left Cyberleg**

X	Data
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug
<input type="checkbox"/>	beeps on bug

**Skeleton Diagram**

**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.**