



HANDLE Nova

ROLE Fixer

ROLE ABILITY Operator RANK 4

## NOTES

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## HUMANITY

40

OUT OF

60

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 6

## 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

## 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

## 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

	LVL	STAT	BASE
Human Perception (EMP)	2	6	8
Interrogation (COOL)	0	8	8

	LVL	STAT	BASE
Persuasion (COOL)	2	8	10
Personal Grooming (COOL)	0	8	8

	LVL	STAT	BASE
Streetwise (COOL)	0	8	8
Trading (COOL)	0	8	8

	LVL	STAT	BASE
Wardrobe & Style (COOL)	0	8	8
Technique Skills			

	LVL	STAT	BASE
Air Vehicle Tech (TECH)	0	6	6
Basic Tech (TECH)	0	6	6

	LVL	STAT	BASE
Cybertech (TECH)	0	6	6
Demolitions (x2) (TECH)	0	6	6

	LVL	STAT	BASE
Electronics/Security Tech (x2) (TECH)	0	6	6
First Aid (TECH)	2	6	8

	LVL	STAT	BASE
Forgery (TECH)	0	6	6
Land Vehicle Tech (TECH)	0	6	6

	LVL	STAT	BASE
Paint/Draw/Sculpt (TECH)	0	6	6
Paramedic (x2) (TECH)	0	6	6

	LVL	STAT	BASE
Photography/Film (TECH)	0	6	6
Pick Lock (TECH)	0	6	6

	LVL	STAT	BASE
Pick Pocket (TECH)	0	6	6
Sea Vehicle Tech (TECH)	0	6	6

	LVL	STAT	BASE
Weaponstech (TECH)	0	6	6

## WEAPONS AND ARMOR

## ARMOR

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

PENALTY APPLIES TO REF, DEX &amp; MOVE



Crystal V

**IMPROVEMENT  
POINTS** 120 **OUT OF** 280

**REPUTATION** 3

**REPUTATION** Lorem ipsum dolor sit amet, con  
**EVENTS** setetur sadipscing elitr, sed diam  
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LIFEPATH

**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

## **ENEMIES** Who? | What Caused It

Chess.com

Chess.com

## Aliases

**FASHION** 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 et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat.

**HOUSING** Cargo Container      **RENT** 1000 eb      **LIFESTYLE** Kibble – 100 eb

**ROLE SPECIFIC LIFE PATH** | lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam

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## 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.**