

RIGGER RECORD SHEET

NAME			RACE
SEX	AGE	DESCRIPTION	

CYBERWARE/BIOWARE

Body	Reaction
Quickness	
Strength	
Charisma	
Intelligence	Initiative
Willpower	
Essence	
(Magic)	

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN # -1 Init.	+2 TN # -2 Init.	+3TN # -3 Init.	Unc.
Physical				
	+1TN # -1 init.	+2 TN # -2 Init.	+3TN # -3 tsit.	Unc. Maybe Dead
	Light Wound	Moderate Wound	Serious Wound	Deadly

ool
rm

SKILLS	
Name	Rating

Combat Po	ool
Control Po	ol
Pc	ool
Po	ool
ARMOR/	GEAR
	GEAR Rating
ARMOR/	

Туре	Rating
	_
	_
	 _
	 _
	 _
	 _

Name	Туре	Concealability	Reach	Mode	Ammo	Short	Medium	Long	Extreme	Damage	Modifier
				-							-
				_				-			
				_							
EMOTE CO	NTRO	L DECK				FLUX	RANGES		ONTACT	S & INFO	0
ATING			Current			0	250M				
ATING			ximum		_ II						
/IS Pool					- 11	1	1 km				
		Active Drone	SCRIBI			2	2 km				
		Total Dro			ng			-			
	D - 4	D		ctive?		3	4 km	-			
ccessories	Rati	ing Drone	A	ctives	(*) 4	1	6 km				
					- ,	5	9 km				
					- '	5	12km				
						7	16 km				
					- 11 .		20.1				
					'	3	20 km			,	
					9	9	25 km				
						10+	(2 x flux	, –			
			_		- 11 '	.01	+10 km	′ <i>-</i>			
HARACTER	NOTE	S		EQ	UIPME	NT A	ND GEAR				
				-	7-15-						
				-							

PRIMARY VEHICLE RECORD SHEET



NAME (optional)	
MODEL	
ТУРЕ	

VEHICLE			
Handling	Firmpoints	TOTAL COST:	¥
Speed	Hardpoints		
Max. Speed	Fuel:	Maintenence cost:	
Acceleration	Economy:	(total cost ÷ 100)	¥
Body	-	Optempo cost: (Opt.)	
Armor	Cargo:	(Maint. cost ÷ 20,000)	¥
Signature	Load:		
Autonav/pilot	Stress:		

ENSORS			
Sensors	ING	FLUX: CURRENT/MAX	OPTIONS MODIFICATIONS & NOTES
ECCM		=/=	
ECD		_/_	

	nmand annel	Simsense Channel	System Channel
Channel Disengaged			Channel Disengaged
Serious Degradation	+3TN #	+3TN#	Serious Degradation
Moderate Degradation	+2.TN#	+2 TN #	Moderate Degradation
Light Degradation	+1TN#	+1TN #	Light Degradation

Light	Moderate	Serious	Destroyed
Damage	Damage	Damage	
+1TN #	+2 TN #	+3TN #	CRASH
-1 Init.	-2 Init.	-3 Init.	TEST
NA	25%	50%	
	Speed	Rating Reduction	n

EINCEE NOTES		