

ATTRIBUTES

Attribute	Body	Agility	Reaction	Strength	Willpower	Logic	Intuition	NULL
Stat	1	2	3	4	5	6	7	NULL
Chrome	9	8	7	6	5	4	3	NULL

SKILLS

Skills		Attribut	Total	Rules (p. 93)		
Astral	-	Intuition	2	-	Untrained	
Athletics	5	Agility	7	12		
Biotech	-	Logic	1	-	Untrained	
Close Combat	6	Agility	7	13	Close Combat+Agility vs Reaction+Intuition	
<i>Unarmed</i>	Exp	9	Agility	7	16	Edge cost -1 for <i>unarmed</i> Close Combat (Shark)
<i>Grappling</i>	Exp	9	Agility	7	16	
Con		Charisma	3	3		
Conjuring	-	Magic	-	-	Untrained	
Cracking	-	Logic	1	-	Untrained	
Electronics	-	Logic	1	1	See quality Incompetent (Electronics)	
Enchanting	-	Magic	-	-	Untrained	
Engineering		Logic	1	1		
Exotic Weapons	-	Agility	7	-	Untrained	
Firearms	1	Agility	7	8	Firearms+Agility vs Reaction+Intuition	
Influence	1	Charisma	3	4		
Outdoors		Intuition	2	2		
Perception		Intuition	2	2		
Piloting	1	Reaction	9	10		
Sorcery	-	Magic	0	-	Untrained	
Stealth	1	Agility	7	8		
Tasking	-	Resonance	0	-	Untrained	
Knowledge					Combat Underground	
Language					Anglais	