

	Name, Classe : Mover (SOLO)										
	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP	
	6	10	7	4	8	10	5	7	9	5	
	Heal Points			Armor SP (HEAD and BODY)			Net Actions			Rep lvl	
	45			15 / 15							

STARTING HITS	SEROUSLY WOUNDED	DEATH SAVE
45	23	11

SKILLS	DEX	COOL	Special			
INT	Evasion 5	Bribery	Interface ...	ARMOR	Combinaison renforcée	
Perception 5	Athletics 5	Interrogation 3	(NetRunner)		Tête	15
Tracking	Stealth 3	Persuasion 2			Torse	15
Education 7	Brawling 4	WILL				
.....	Melee Weapon 5	Concentration 4				
Local Expert 3	TECH	EMP				
REF	Basic tech	Conversation ...		WEAPONS	NAME	DAMAGE
Marksmanship 6	CyberTech	Human P.			Pistolet Lourd	3d6
Driving	First Aid	Instrument			Éventreurs	2d6

BACKGROUND	—
MOTIVATION	—
GOALS	—
FRIENDS	—
ENEMIES	—
ROMANCE	—
PERSONNALITY	—

CYBERWARE	GEAR
CyberBras (éventreurs, 2d6) CyberJambes (Super Saut) CyberOptique (visée)	Agent