

# Police Line - Do Not Cross

## Info & Attributes

### State Identification Card

Name: \_\_\_\_\_  
 ID Number: \_\_\_\_\_  
 Legal \_\_\_\_\_  
 Residence: \_\_\_\_\_  
 Sex: \_\_\_\_\_ DOB: \_\_\_\_\_  
 Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_  
 Issued: \_\_\_\_\_ Expires: \_\_\_\_\_



## Armor & Health

Loc	Description of Wound	Sev	Pen

Handle	
Role/Occupation	
Player	
Campaign	
Character Points	
Skill Points	

Hit Loc:	1	2-4	5	6	7-8	9-0
SP (Nat):						
SP (Tot):						

INT	/	TECH	/	REF	/
COOL	/	ATTR	/	EMP	/
MA	/	LUCK	/	BODY	/

Light	Serious	Critical	Mortal0	Mortal1
□□□□	□□□□	□□□□	□□□□	□□□□
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4

Run		Leap		Carry	
Humanity		Luck		Lift	
Save		BTM		Rep	

Mortal2	Mortal3	Mortal4	Mortal5	Mortal6
□□□□	□□□□	□□□□	□□□□	□□□□
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

Run=MA x 3; Leap=Run+4; Carry=BODY x 10; Humanity=EMP x 10; Lift=BODY x 40

Skill	M	Lvl	IP	Skill	M	Lvl	IP	Skill	M	Lvl	IP
<b>Special Abilities</b>				LEADERSHIP				DRIVE			
AUTHORITY				PERSUASION				HANDGUN			
CHARISMATIC LEAD				SEDUCTION				HEAVY WEAPONS			
COMBAT SENSE				SINGING				MARTIAL ART:			
CREDIBILITY				SOCIAL				MELEE:			
FAMILY								MELEE:			
INTERFACE				<b>INT Skills</b>				MOTORCYCLE			
JURY RIG				ACCOUNTING				OP. HEAVY MACHINERY			
MEDICAL TECH				AWARENESS				PICK POCKET			
RESOURCES				BRAINANCE USE				PILOT:			
STREETDEAL				COMPOSITION				RIFLE			
				CORP POLICY:				SLEIGHT OF HAND			
<b>ATTR Skills</b>				CULTURE:				SMG			
PERSONAL GROOMING				DIAGNOSE ILLNESS				STEALTH			
WARDROBE & STYLE				EDUCATION							
				EVASDE/TRACK				<b>TECH Skills</b>			
<b>BODY Skills</b>				EXPERT:				CYBERDECK DESIGN			
ATHLETICS				HISTORY				DEMOLITIONS			
CLIMBING				LANGUAGE:				DISGUISE			
ENDURANCE				LANGUAGE:				ELECTRONICS			
STRENGTH FEAT				LIBRARY SEARCH				FIRST AID			
SWIMMING				MATHEMATICS				FORGERY			
THROWING				PROGRAMMING				MIX/EDIT			
				SCIENCE:				PAINT/DRAW			
<b>COOL Skills</b>				STOCK MARKET				PHARMACEUTICALS			
INTERROGATION				SYSTEM KNOWLEDGE				PHOTO/FILM			
INTIMIDATE				TEACHING				PICK LOCK			
ORATORY				WILDERNESS SURVIVAL				PLAY INSTR:			
RESIST TORTURE								TECH:			
STREETWISE				<b>REF Skills</b>				TECH:			
				ACROBATICS							
<b>EMP Skills</b>				ARCHERY				Diff	IP	Diff	IP
ACTING				BRAWLING				5		20	
HUMAN PERCEPTION				DANCE				10		25	
INTERVIEW				DODGE & ESCAPE				15		30	

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## Cybernetics

Type	HL	Cost

## Gear

Item	Where	Qty	Wt	Cost

## Money

<b>Cash</b>	
<b>Savings</b>	
<b>Corporate Scrip</b>	
<b>Assets</b>	
<b>Credit/Debit Cards</b>	

## Weapons

Name	Ty	WA	Co	Av	Dam	Clip	R/F	RI	Rn
						/			
						/			
						/			
						/			
						/			
						/			

## Ammunition

Calibre	Boxes	Clip	Clips	Loose	Total

## LifePath

Appearance

Personality

Background

M	F

Siblings

Age	Life Event	Yrs	Pts

## Advantages/Disadvantages

Advantage	Cost

Disadvantage	Bonus

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