

Character Identity: S.I.N.: _____ Age: _____ Gender: _____

Damage

Light [0] Serious [-1]

Critical [-2] Mortal [-3]

Mortal:1 [-4] Mortal:2 [-5]

Mortal:3 [-6] Mortal:4 [-7]

Mortal:5 [-8] Mortal:6 [-9]

Stun Save (Cool) + Death Save (Bod)

Body Type Modifier (BTM) Points Healed Per Day D: _____

Character Attributes: INT EMP REF TECH M.A. ATTR BODY COOL LUCK

Base: _____ Mod: _____

Awareness: 100 Initiative + Combat Sense + Modifiers = Reaction Total (RT)

Audio: 90

Visual: 80

olfact: 70

Tactile: 60

Taste: 50

IP: _____

Stress Level: Cracked (-5CL, 3 All) 4x

Stun Save (Cool) + Death Save (Bod)

Body Diagram: R. Arm, L. Arm, R. Leg, L. Leg, Head, Torso

Skills

• SPECIAL ABILITY:	Skill Lvl	Plus Stat	Skill I.P.	INTELLIGENCE:	Skill Lvl	Plus Stat	Skill I.P.	REFLEX:	Skill Lvl	Plus Stat	Skill I.P.	TECHNICAL:	Skill Lvl	Plus Stat	Skill I.P.	TECHNICAL CONT.:	Skill Lvl	Plus Stat	Skill I.P.
Accounting				Accounting				Acrobatics				AeroTech				Med - First Aid			
Awareness/Notice				Awareness/Notice				Athletics				Architecture				Med - Pharma.			
Bureaucracy				Bureaucracy				Dance				Art: _____				Med - Surgery			
Business Sense				Business Sense				Dodge/Escape				AutoTech				Mix/Edit			
Composition				Composition				Drive				AV Tech				Powered Armor			
Corporate Policy				Corporate Policy				Hvy Machinery				Basic Tech				Photography/Film			
Culture: _____				Culture: _____				Motorcycle				Cooking				Pick Pocket			
Education/Gen.Know.				Education/Gen.Know.				Pick Pocket				Cryotank Operation				Rope Use			
Evade/Track				Evade/Track				Pilot: Aerodyne				Cyberdeck Design				Security Tech			
Expert: _____				Expert: _____				Pilot: Dirigible				Cyber Tech				Trap Engineering			
Expert: _____				Expert: _____				Pilot: Fixed Wing				Demolitions				Weaponsmith			
Expert: _____				Expert: _____				Pilot: Gyro				Disguise				Wetware			
Gambling				Gambling				Pilot: _____				Electronics				ADDITIONAL SKILLS:			
Gardening/Farming				Gardening/Farming				Stealth				Forgery							
History				History				Sleight Of Hand				Gyro Tech							
Language: _____				Language: _____				Underwater Maneuver				Jeweler							
Language: _____				Language: _____				Zero-G Maneuver				Makeup							
Language: _____				Language: _____															
Library Search				Library Search															
Navigation				Navigation															
Programming				Programming															
Science: _____				Science: _____															
Science: _____				Science: _____															
Science: _____				Science: _____															
S.C.U.B.A.				S.C.U.B.A.															
Survival: _____				Survival: _____															
Survival: _____				Survival: _____															
Survival: _____				Survival: _____															
System Knowledge				System Knowledge															
Teaching				Teaching															

Hand To Hand Combat

Skill + RT ÷ (5,10,15) = Combat Actions (CA) Per Round

Throw Distance: _____

Maneuver:	Strike	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Escape	Hold	Choke	Throw	Ram
MA Bonus													
Style / Lvl													
Total to-Hit													
Damage +													

Weapons

	Range	Type	WA	Conc.	Avail.	Damage	# Shots	ROF	Rel.	Ammo Carried
1.										
Notes:										
2.										
Notes:										
3.										
Notes:										
4.										
5.										
6.										
7.										

