

NAME []

CAMPAIGN []

ROLES

Primary

Secondary

- Animal Empath Artiste Athlete
- Bounty Dog Corporate Cop Educator
- Fixer Grifter Infiltrator Instigator
- Investigator Mundie Media Med Tech
- Netrunner Nomad Runner Savage
- Scout Shadow Solo Techie Vamp

CHARACTER POINTS []

STATS INT [/] REF [/] TECH [/]

REPUTATION COOL [/] ATTR [/] LUCK [/]

MA [/] BOD [/] EMP [/]

HUMANITY [] S.I.N. [] - [] - []

SKILLS

SPECIAL ABILITY	Earned IP	Skill Level		
Adept				
Allure				
Animal Bond				
Authority				
Chameleon				
Charismatic Leadership				
Combat Sense				
Conform				
Credibility				
Deduction				
Family				
Grift				
Interface				
Masterpiece				
Medical Tech				
Mold				
Prowess				
Rampage				
Resources				
Sneak				
Streetdeal				
Trace				
Track				
Vehicle Zen				
ATTR	Earned IP	Skill Level	+Stat	
Wardrobe & Style				
Personal Grooming				
BODY	Earned IP	Skill Level	+Stat	
Endurance				
Fitness/Body Building				
Rowing				
Strength Feat				
Swimming				
COOL	Earned IP	Skill Level	+Stat	
Interrogation				
Intimidate				
Leadership				
Oratory				
Resist Torture/Drugs				
Skydiving				
Streetwise				

EMP	Earned IP	Skill Level	+Stat	
Animal Handling				
Design				
Human Perception				
Hypnotism/Brainwashing				
Interview				
Lip Reading				
Massage				
Networking				
Parenting				
Perform				
Persuasion/Fast Talk				
Seduction				
Sing				
Social				
Storytelling				
INT	Earned IP	Skill Level	+Stat	
Accounting				
Appraise				
Awareness/Notice				
Bureaucracy				
Business Sense				
Chemistry				
Composition				
Diagnose Illness				
Education/Gen. Know				
Expert-				
Expert-				
Expert-				
Expert-				
Expert-				
Expert-				
Gamble				
Gardening/Farming				
Language-				
Language-				
Language-				
Language-				
Library Search				
Navigation				
Programming				
S.C.U.B.A				
Shadow/Track				
Survival-				
Survival-				
Survival-				
System Knowledge				
Teaching				

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Character Portrait

REF	Earned IP	Skill Level	+Stat	
Athletics				
Blind Fighting				
Brawl/Melee				
Dance				
Initiative				
Juggle				
Martial Art-				
Martial Art-				
Martial Art-				
Pilot- ACPA				
Pilot- Animal				
Pilot- Car/Truck				
Pilot- EVA				
Pilot- Dirigible				
Pilot- Deep Dive Suit				
Pilot- Fixed Wing				
Pilot- Glider				
Pilot- Gyro				
Pilot- Hvy. Machinery				
Pilot- Motorcycle				
Pilot- OTV				
Pilot- Remote				
Pilot- Sail Driven				
Pilot- Space Plane/Shuttle				
Pilot- Submersible				
Pilot- Vectored Thrust				
Pilot-				
Skating/Skateboarding				
Stealth/Evasion				
Weapon- Archery				
Weapon- Handgun				
Weapon- Hvy. Wpns				
Weapon- Rifle				
Weapon- SMG				
Underwater Maneuver				
Zero-G Maneuver				
TECH	Earned IP	Skill Level	+Stat	
Calligraphy				
Cooking				
Cryotank Operation				
Demolitions				

Disguise				
Electronic Security				
Forgery				
Glass blowing				
Jeweler				
Jury Rig				
Makeup/Special effects				
Med- First Aid				
Med- Pharmaceuticals				
Med- Surgery				
Paint or Draw				
Photography & Film				
Pick Lock				
Pick Pocket				
Play Instrument				
Origami				
Rope Use				
Sculpt				
Sewing				
Stage Magic				
Tattooing				
Tech- Aero				
Tech- AV				
Tech- Basic				
Tech- Carpentry				
Tech- Chemistry				
Tech- Cyberdeck Design				
Tech- Cyber				
Tech- Electronics				
Tech- Gyro				
Tech- Marine				
Tech- Metal Smith				
Tech- Power Armor				
Tech- Pressure Suit				
Tech- Spacecraft				
Tech- Submarine				
Tech- Weaponsmith				
Tech-				
Typing				
Traps and snares				
Video Manipulation				
Wetware				

DATAFORTRESS 2.0.2.0

GENERAL IP []

COMBAT PAGE

Throw Distance		STR Damage Bonus		BTM		Points Healed Per Day		Death Save (BOD)		Stun Save (Cool)	
----------------	--	------------------	--	-----	--	-----------------------	--	------------------	--	------------------	--

Hand To Hand Combat

Maneuver	Strike/Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
MA Bonus													
Applicable Style And Level													
Total To Hit													
Damage +													

Damage bonus is MA skill + Str Bonus + Die (Characters with Brawl/Melee do not add their skill level to Damage)

WEAPONS

Location	Name	Type	WA	Conc.	Avail.	Damage	#Shots	ROF	Reliability	Reloads Carried

INITIATIVE + COMBAT + Other Initiative = Reaction
SENSE Modifiers Total (RT)

--	--	--	--

COMBAT SKILLS

Combat Skill	Skill Level	Mods	+ REF
Handgun			
SMG			
Rifle			
Heavy Weapons			
Archery			
Brawl/Mel /M. Art 1			
M. Art 2			
M. Art 3			
M. Art 4			

COMBAT ACTIONS

Skill + RT	Quick CA (+5)	Normal CA (+10)	Full CA (+15)

Initiative Total Awareness/ Notice Total

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
□□□□	□□□□	□□□□	□□□□	□□□□
Stun = 0	Stun = 1	Stun = 2	Stun = 3	Stun = 4
MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
□□□□	□□□□	□□□□	□□□□	□□□□
Stun = 5	Stun = 6	Stun = 7	Stun = 8	Stun = 9

Combat Notes:

BASIC LOCATION CHART 1D10

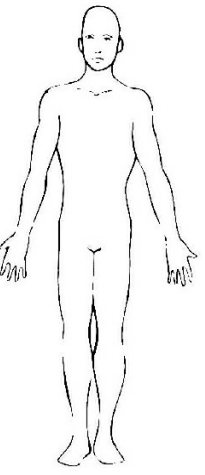
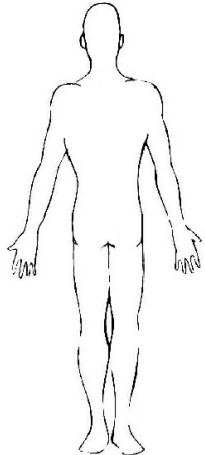
Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

EXPANDED LOCATION TABLE 1D6

1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
WOUNDS						
SP/SDP						
2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh
WOUNDS						
SP/SDP						
3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee
WOUNDS						
SP/SDP						
4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin
WOUNDS						
SP/SDP						
5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
WOUNDS						
SP/SDP						
6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot
WOUNDS						
SP/SDP						

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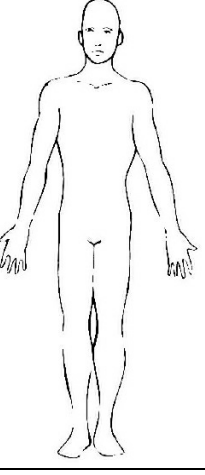
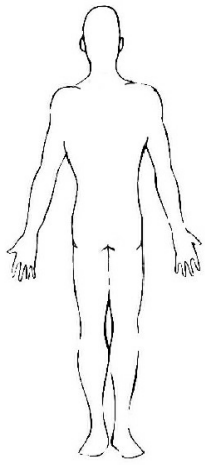
DISPOSABLE COMBAT SHEET



LIGHT		BASIC LOCATION CHART 1D10					
Location		Head	Torso	R.Arm	L.Arm	R.LEG	L.Leg
0000	D10	1	2-4	5	6	7-8	9-0
SERIOUS STUN -1		EXPANDED LOCATION TABLE 1D6					
1		Skull	Neckline	Shoulder	Shoulder	Hip	Hip
0000	WOUNDS						
CRITICAL STUN -2		EXPANDED LOCATION TABLE 1D6					
2		R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh
0000	WOUNDS						
MORTAL 0 STUN -3		EXPANDED LOCATION TABLE 1D6					
3		R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee
0000	WOUNDS						
MORTAL 1 STUN -4		EXPANDED LOCATION TABLE 1D6					
4		Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin
0000	WOUNDS						
MORTAL 2 STUN -5		EXPANDED LOCATION TABLE 1D6					
5		Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
0000	WOUNDS						
MORTAL 3 STUN -6		EXPANDED LOCATION TABLE 1D6					
6		Neck	Groin/ Rear	Hand	Hand	Foot	Foot
0000	WOUNDS						
MORTAL 4 STUN -7		EXPANDED LOCATION TABLE 1D6					
7							
0000	WOUNDS						
MORTAL 5 STUN -8		EXPANDED LOCATION TABLE 1D6					
8							
0000	WOUNDS						
MORTAL 6 STUN -9		EXPANDED LOCATION TABLE 1D6					
9							
0000	WOUNDS						
0000	SP/SDP						

INTERLOCK UNLIMITED

DISPOSABLE COMBAT SHEET



LIGHT		BASIC LOCATION CHART 1D10					
Location		Head	Torso	R.Arm	L.Arm	R.LEG	L.Leg
0000	D10	1	2-4	5	6	7-8	9-0
SERIOUS STUN -1		EXPANDED LOCATION TABLE 1D6					
1		Skull	Neckline	Shoulder	Shoulder	Hip	Hip
0000	WOUNDS						
CRITICAL STUN -2		EXPANDED LOCATION TABLE 1D6					
2		R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh
0000	WOUNDS						
MORTAL 0 STUN -3		EXPANDED LOCATION TABLE 1D6					
3		R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee
0000	WOUNDS						
MORTAL 1 STUN -4		EXPANDED LOCATION TABLE 1D6					
4		Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin
0000	WOUNDS						
MORTAL 2 STUN -5		EXPANDED LOCATION TABLE 1D6					
5		Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
0000	WOUNDS						
MORTAL 3 STUN -6		EXPANDED LOCATION TABLE 1D6					
6		Neck	Groin/ Rear	Hand	Hand	Foot	Foot
0000	WOUNDS						
MORTAL 4 STUN -7		EXPANDED LOCATION TABLE 1D6					
7							
0000	WOUNDS						
MORTAL 5 STUN -8		EXPANDED LOCATION TABLE 1D6					
8							
0000	WOUNDS						
MORTAL 6 STUN -9		EXPANDED LOCATION TABLE 1D6					
9							
0000	WOUNDS						
0000	SP/SDP						

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CONTACTS

Character Name:

Total Contact Points:

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Character Name: _____

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

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NPC'S

Name				Role(s)			
INT	REF	TECH	COOL				
ATTR	LUCK	MA	BODY				
EMP	Stun	Death	BTM				
RT							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
			Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
R. Arm	5		Combat Skill		Level	Quick	
L. Arm	6						
R. Leg	7-8						
L. Leg	9-10						
Skills		Level	Skills		Level		
Gear		Cybernetics					
Notes:							
Money Carried							

Name				Role(s)			
INT	REF	TECH	COOL				
ATTR	LUCK	MA	BODY				
EMP	Stun	Death	BTM				
RT							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
			Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
R. Arm	5		Combat Skill		Level	Quick	
L. Arm	6						
R. Leg	7-8						
L. Leg	9-10						
Skills		Level	Skills		Level		
Gear		Cybernetics					
Notes:							
Money Carried							

Name				Role(s)			
INT	REF	TECH	COOL				
ATTR	LUCK	MA	BODY				
EMP	Stun	Death	BTM				
RT							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
			Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
R. Arm	5		Combat Skill		Level	Quick	
L. Arm	6						
R. Leg	7-8						
L. Leg	9-10						
Skills		Level	Skills		Level		
Gear		Cybernetics					
Notes:							
Money Carried							

Name				Role(s)			
INT	REF	TECH	COOL				
ATTR	LUCK	MA	BODY				
EMP	Stun	Death	BTM				
RT							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
			Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
R. Arm	5		Combat Skill		Level	Quick	
L. Arm	6						
R. Leg	7-8						
L. Leg	9-10						
Skills		Level	Skills		Level		
Gear		Cybernetics					
Notes:							
Money Carried							

Vehicle Image



Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Vehicle Image



Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Vehicle Image



Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Vehicle Image



Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Property Image or Floor plan

Property

Commercial Residential

Location

Type

Size

Monthly Cost

Notes

Notes area for the first property entry.

Property Image or Floor plan

Property

Commercial Residential

Location

Type

Size

Monthly Cost

Notes

Notes area for the second property entry.

Image

Notes

MANUFACTURER

MODEL

REFLEX:

MOVEMENT ALLOWANCE:

M/Turn:

MPH

Jump (up):

(broad):

BODY:

Lift:

Throw:

Damage Mod:

HAND-TO-HAND

Punch:

Kick:

PHYSICAL STRUCTURE

HEAD

SP:

SDP:

Options (Optic):

Options (Audio):

Vocobox:

Neuralware:

TORSO

SP:

SDP:

Options:

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP:

SP:

SDP:

SDP:

Options:

Options:

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP:

SP:

SDP:

SDP:

Options:

Options:

TOTAL PACKAGE COSTS

Eurodollars:

Humanity Cost:

Weight:

Image

Notes

POWERED ARMOR SPECIFICATIONS

SUIT NAME:		MANUFACTURER:	
TOTAL WEIGHT:		SIB/DFB:	
CHASSIS TYPE:		CHASSIS CAP./CARRY:	
PUNCH:		TOTAL COST:	
KICK:		TROOPER SIZE:	
CRUSH:		TOUGHNESS MOD:	

HEAD		R & L ARMS		R. & L. LEGS		TORSO	
SP:		SP:		SP:		SP:	
SDP:		SDP:		SDP:		SDP:	
<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>	
<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>	

Equipment Carried

Computer Name:	<input type="text"/>	Manufacturer:	<input type="text"/>
Type:	Workstation 0	Laptop 0	Cybermodem 0
Base Cost:	<input type="text"/>	Speed:	<input type="text"/>
CPU:	<input type="text"/>	Datawalls:	<input type="text"/>
Memory Units:	<input type="text"/>	Program Spaces (MU x IO):	<input type="text"/>

Program list:

Notes:

HACKING/Computer Combat (+IDIO):

User INT: + Programming Skill: + Interface: + Comp Speed: Total:

Computers Defense (In computer combat +IDIO):

Comp Speed: + CPU: + Datawalls (x3): Total:

DETECTING HACKER (+IDIO):

User INT: + Awareness/Notice: + Interface: Total:

Avoiding Detection (+IDIO):

User INT: + System Knowledge: + Interface: Total:

Computer Name:	<input type="text"/>	Manufacturer:	<input type="text"/>
Type:	Workstation 0	Laptop 0	Cybermodem 0
Base Cost:	<input type="text"/>	Speed:	<input type="text"/>
CPU:	<input type="text"/>	Datawalls:	<input type="text"/>
Memory Units:	<input type="text"/>	Program Spaces (MU x IO):	<input type="text"/>

Program list:

Notes:

HACKING/Computer Combat (+IDIO):

User INT: + Programming Skill: + Interface: + Comp Speed: Total:

Computers Defense (In computer combat +IDIO):

Comp Speed: + CPU: + Datawalls (x3): Total:

DETECTING HACKER (+IDIO):

User INT: + Awareness/Notice: + Interface: Total:

Avoiding Detection (+IDIO):

User INT: + System Knowledge: + Interface: Total:

