NAME						
CAMPAIC	N					
ROLES		nimal En	npath 🗆 Artiste 🗅	Athlete	•	
	ОΒ	ounty Do	og □Corporate □C	op 🗖	Educato	r
Primary	OFi	xer □G	Frifter OInfiltrator	□Inst	igator	
	O In	vestigat	tor 🗆 Mundie 🗆 Me	edia 🛭	Med Ted	ch
Secondary		etrunneı	r □Nomad □Run	ner 🛭	Savage	
	□ Se	cout 🗆	Shadow OSolo C	J Techi	e 🗆 Vam	ıρ
CHARACT	CD		-C			
CHARALI						
STATS			REF[/]TO			_
REPUTATION			.,		K [/]
	MA		BOD [/] 6] Lea p [/ /	EMP∣ ′]Li	[/] ft[/	1
		1 1 /		, L	11 6 /	
HUMANIT'	Y		S.I.N.	-	-	
					01.111	
SKILLS			EMP	Earned IP	Skill +Stat Level	
SPECIAL ABILITY	Earned	Skill	Animal Handling			
SPECIAL ABILITY		Level	Design			
Adept			Human Perception			4
Allure			Hypnotism/Brainwashing Interview			-
Animal Bond			Lip Reading			-
Authority Chameleon			Massage			-
Charismatic Leadership			Networking			1
Combat Sense			Parenting			1.
Conform			Perform			1
Credibility			Persuasion/Fast Talk			1
Deduction			Seduction]
Family			Sing			
Grift			Social			
Interface			Storytelling			4
Masterpiece						4]
Medical Tech						1
Mold						1
Prowess			INT	Earned	Skill +Stat	
Rampage Resources				IP	Level	
Sneak			Accounting			4
Streetdeal			Appraise			4
Trace			Awareness/Notice			4
Track			Bureaucracy		\vdash	4
Vehicle Zen			Business Sense			4
			Chemistry Composition	-		4
			Diagnose Illness			1
ATTR		Skill +Stat	Education/Gen. Know	+		1
Wardrobe & Style	IP	Level	Expert-			1 [
			_			

Expert-

Expert-

Expert-

Expert-

Gamble

Language-

Language-Language-Language-

Language-

Navigation

S.C.U.B.A

Survival-

Survival-

Survival-System Knowledge Teaching

Library Search

Programming

Shadow/Track

Gardening/Farming

Earned Skill +Stat

Earned Skill +Stat

Level

Level

Personal Grooming

Fitness/Body Building

Endurance

Strength Feat

Interrogation

Intimidate

Oratory

Skydiving

Streetwise

Leadership

Resist Torture/Drugs

Swimming

Rowing

BODY

COOL

INTERLOCK UNLIMITED



Character Portrait

REF	Earned		+Stat
Athletics	IP	Level	
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
Pilot- ACPA			
Pilot- Animal			
Pilot- Car/Truck			
Pilot- EVA			
Pilot- Dirigible			
Pilot- Deep Dive Suit			
Pilot- Fixed Wing			
Pilot- Glider			
Pilot- Girder			
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			
Zeio-G Maneuvei			
TEAL	Earned	Skill	+Stat
TECH	IP	Level	TOTAL
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		

GENERAL IP

LIFEPATH AND PERSONAL TOUCHES STYLE LIFEPATH D.O.B. Height Weight Eye Color Hair Clothes Affectations Ethnicity Language Family Background Father Mother SIBLINGS Name Age M/F Name Age M/F MOTIVATIONS Traits Physical or Mental Valued Person Conditions Value Most Feel About People Notes Valued Possession ROMANTIC ENTANGLEMENT Spouse Lovers Name Age M/f Name

GEAR AND EQUIPMENT

Worn					
Item	Location	ltem			Location
Carried i	in	Type	Of	SF	•
Carried i Purse/Sato Briefcas	:hel/	Baç	'		
	,e				
ltem		item			
Carried in	Type	Of Bag	SI	-	
Large					
Large Pack					
Item		Item			
Armor					

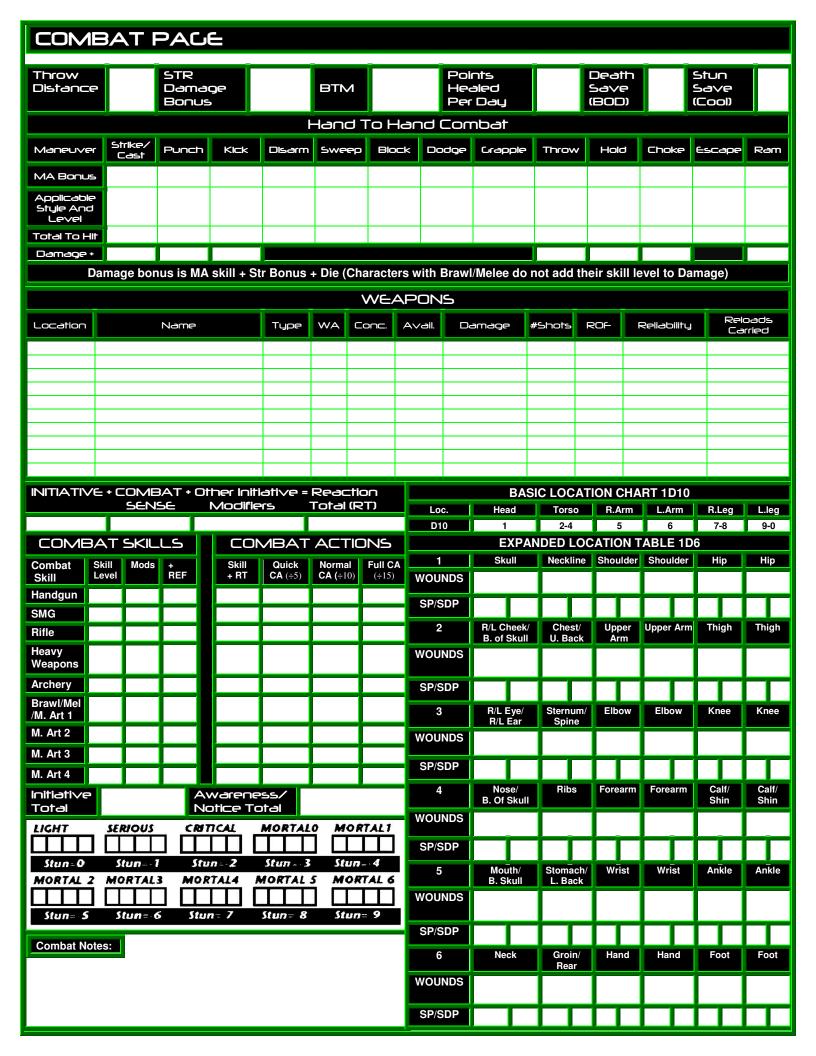
Residence			
Location	Type	Size	Monthly Cost
Notes			
Location	Type	Size	Monthly Cost
Notes			

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

Lyberne	TICS		
Head	Optics	Audio	Vocal
R. Arm	To	ורבס	L. Arm
R. Leg	Other	Options	L. Leg
Total Cost:		Total Humani	ity Loss:
	·		

Money Carried:

Assets:



NOTES:	INTERLOCK UNLIMITED

INTERLOCK UN	LIMITED		DIS	POSABLE (COMBAT SH	IEET		
\cap	LIGHT			BASI	C LOCATION C	HART 1D10		
9 6	0000	Location D10	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Le g 7-8	L.Leg 9-0
	SERIOUS		-	EXPA	NDED LOCATION	TABLE 1D6	-	
/ \ \ \ \	STUN -1	1 WOUNDS	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
	CRITICAL	SP/SDP						
11 (,) 1/2	STUN -2	2	R/L Cheek/	Chest/	Upper	Upper Arm	Thigh	Thigh
Fund Threat	MORTAL 0	WOUNDS	B. of Skull	U. Back	Arm			
\ \ (STUN -3	SP/SDP						
	OOOO MORTAL 1	3	R/L Eye/	Sternum/	Elbow	Elbow	Knee	Knee
\() /	STUN -4	WOUNDS	R/L Ear	Spine				
717	0000	SP/SDP		1				
d* 2	MORTAL 2 STUN -5	4	Nose/	Ribs	Forearm	Forearm	Calf/	Calf/
	0000	WOUNDS	B. Of Skull				Shin	Shin
	MORTAL 3 STUN -6							
/ <i>/</i>	0000	SP/SDP 5	Mouth/	Stomach/	Wrist	Wrist	Ankle	Ankle
())	MORTAL 4		B. Skull	L. Back	WIISL	Wiist	Allikie	Allkie
4/14/15	STUN -7	WOUNDS						
mil hour	MORTAL 5	SP/SDP						
) (STUN –8	6	Neck	Groin/	Hand	Hand	Foot	Foot
\ \ \ \	MORTAL 6	WOUNDS		Rear				
\()/	STUN -9	11001150						
210	0000	SP/SDP						
INTERLOCK UNI	LIMITED		DIS	POSABLE C	OMBAT SH	EET		
INTERLOCK UNI	LIMITED LIGHT				OMBAT SH	HART 1D10		
INTERLOCK UNI	LIGHT	Location	Head	BASI Torso	C LOCATION C R.Arm	HART 1D10 L.Arm	R.LEG	L.Leg
INTERLOGK UNI	LIGHT OOOO SERIOUS	Location D10	Head 1	BASI Torso 2-4 EXPA	C LOCATION C R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 I TABLE 1D6	7-8	9-0
INTERLOGK UNI	LIGHT OOOO SERIOUS STUN -1	D10 1	Head	BASI Torso 2-4	C LOCATION C R.Arm 5	HART 1D10 L.Arm 6		
INTERLOGK UNI	LIGHT COOC SERIOUS STUN -1	D10 1 WOUNDS	Head 1	BASI Torso 2-4 EXPA	C LOCATION C R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 I TABLE 1D6	7-8	9-0
	LIGHT SERIOUS STUN -1 OOOO CRITICAL STUN -2	D10 1	Head 1 Skull	BASI Torso 2-4 EXPA Neckline	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
INTERLOGK UN	LIGHT OOOO SERIOUS STUN -1 OOOO CRITICAL STUN -2	D10 1 WOUNDS SP/SDP 2	Head 1	BASI Torso 2-4 EXPA	C LOCATION C R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 I TABLE 1D6	7-8	9-0
	LIGHT SERIOUS STUN -1 OOOO CRITICAL STUN -2	D10 1 WOUNDS SP/SDP 2 WOUNDS	Head 1 Skull R/L Cheek/	BASI Torso 2-4 EXPA Neckline Chest/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3	D10 1 WOUNDS SP/SDP 2	Head 1 Skull R/L Cheek/ B. of Skull	BASI Torso 2-4 EXPA Neckline Chest/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3	Head 1 Skull R/L Cheek/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4 COOC MORTAL 2 STUN -5 COOC MORTAL 3 STUN -6 COOC MORTAL 4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6 OOOO MORTAL 4 STUN -7	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull Mouth/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -3 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3 STUN -6 MORTAL 4 STUN -7	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull Mouth/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6 OOOO MORTAL 4 STUN -7 OOOO MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS	Head 1 Skull R/L Cheek/B. of Skull R/L Eye/R/L Ear Nose/B. Of Skull Mouth/B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow Forearm Wrist	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow Forearm	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Calf/Shin Ankle
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4 COOC MORTAL 2 STUN -5 COOC MORTAL 3 STUN -6 COOC MORTAL 4 STUN -7 COOC MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS SP/SDP 6	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull Mouth/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6 OOOO MORTAL 4 STUN -7 OOOO MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS	Head 1 Skull R/L Cheek/B. of Skull R/L Eye/R/L Ear Nose/B. Of Skull Mouth/B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow Forearm Wrist	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow Forearm	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Calf/Shin Ankle
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4 COOC MORTAL 2 STUN -5 COOC MORTAL 3 STUN -6 COOC MORTAL 4 STUN -7 COOC MORTAL 5 STUN -8 COOC MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS SP/SDP 6	Head 1 Skull R/L Cheek/B. of Skull R/L Eye/R/L Ear Nose/B. Of Skull Mouth/B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow Forearm Wrist	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow Forearm	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Calf/Shin Ankle

INTERLOCK UNLIMITED

CONTACTS

Character Name:

Total Contact Points:

Contact Name		Profession	Title/Rank	С	rganization
Contact Stat	s:	L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON.	TACT POINT	S SPENT		
	Co	ontact Reimb	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	Cost of Good	s +10% TCP		
Services		TCP x2 /Mi	nimum 20		
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	С	rganization
Contact Stats:		L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL CC	N	TACT POINT	S SPENT		
	Co	ontact Reimb	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	Cost of Good	ls +10% TCP		
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	Organization
Contact Stats		L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL CO	N	FACT POINT	S SPENT		
	Co	ontact Reiml	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	ost of Good	ls +10% TCP		
Services	TCP x2 /Minimum 20				
Contact Relationship and Description:					
· ·					
Notes:					
	00 (000 ()			77.0077.0	

Contact Name		Profession	Title/Rank	C	rganization
		_			
Contact State	s:	Level:		CP Spent:	
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON.	TACT POINT	S SPENT		
	C	ontact Reiml	oursement:		
Information		TCP/Mini	imum 10		
Goods	C	Cost of Goods +10% TCP			
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	rganization
Contact State	: :	Level:		CP Spent:	
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON	FACT POINT	S SPENT		
	Co	ontact Reiml	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	ost of Good	ls +10% TCP		
Services		TCP x2 /Mi	TCP x2 /Minimum 20		
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	rganization
Contact Stats		Level:		CP Spent:	
Capability					
Reliability					
Availability					
Access					
TOTAL CO	TOTAL CONTACT POINTS SPENT				
	Co	ontact Reiml	oursement:		
Information	TCP/Minimum 10				
Goods	Cost of Goods +10% TCP				
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

INTERLOCK UNLIMITED

COVER IDENTITIES

Character Name:

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

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

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

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

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

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Languag	е		
I.D. Papers			
Age			
Cover Story:	=		
Natara			
Notes:			

INTERLOCK UNLIMITED **NPC'S** Name Role(s) Name Role(s) INT REF TECH COOL INT REF **TECH** COOL LUCK ATTR LUCK MΑ BODY ATTR MΑ BODY EMP Stun Death BTM**EMP** Stun Death BTMLIGHT SERIOUS CRITICAL MORTALO MORTALI LIGHT SERIOUS CRITICAL MORTALO MORTALI RTRTRoll SP Hit Loc Roll SP Hit Loc Stun=0 Stun=-1 Stun=-2 Stun=0 Stun--1 Stun=-2 Stun-- 3 Stun-- 4 Stun - 3 Stun - 4 MORTAL S Head 1 Head 2-4 2-4 Torso Torso R. Arm 5 **Combat Skill** Level Quick R. Arm 5 **Combat Skill** Level Quick L. Arm L. Arm 6 6 R. Leg 7-8 R. Leg 7-8 L. Leg 9-10 L. Leg 9-10 Skills Skills Skills Level Skills Level Level Level Gear Cybernetics Gear Cybernetics Notes: Notes: Money Carried Money Carried Role(s) Name Name Role(s) INT REF TECH COOL INT REF TECH COOL LUCK BODY LUCK BODY ATTR MΑ ATTR MΑ **EMP** Stun Death BTM**EMP** Stun Death BTMSERIOUS Roll SP Hit Loc Roll SP Hit Loc Head Head 1 1 2-4 2-4 Torso Torso Stun= 8 R. Arm 5 **Combat Skill** Level Quick R. Arm 5 Combat Skill Level Quick L. Arm 6 L. Arm 6 7-8 R. Leg 7-8 R. Leg L. Leg 9-10 L. Leg 9-10 Skills Level Skills Level Skills Level Skills Level Gear Cybernetics Gear Cybernetics Notes: Notes: Money Carried Money Carried

		/ehicle image			√ehicle Image
Vehicle	Make:	Model:	Vehicle	Make:	Mode
Top Speed:	ACC/Decc		Top Speed:	ACC/Decc	
Crew:	Range:		Crew:	Range:	
Passengers: Maneuver:	Cargo: SDP:		Passengers: Maneuver:	Cargo: SDP:	
SP:	Type:				
			SP:		
Mass: Notes	Cost:	/ehicle Image	SP: Mass: Notes	Type: Cost:	Vehicle Imag
	•	/ehicle Image	Mass:	Cost:	Vehicle Imag
Vehicle	Make:	/ehicle Image Model:	Mass: Notes	Cost:	√ehicle Imag
Vehicle Top Speed:	Make: Acc/Decc		Vehicle Top Speed:	Make: ACC/Decc	
Vehicle Top Speed: Crew:	Make: ACC/Decc Range:		Mass: Notes	Cost:	
Vehicle Top Speed: Trew: Passengers:	Make: Acc/Decc		Vehicle Top Speed: Crew:	Make: Acc/Decc Range:	
Notes	Make: ACC/Decc Range: Cargo:		Vehicle Top Speed: Crew: Passengers:	Make: ACC/Decc Range: Cargo:	

INTERLOCK UNLIMITED				Propert
				Property Image or Floor plan
D. C. C. C.		1		
Property Location	Туре	Si∠e	Comme	rcial O Residential O Monthly Cost
Notes	. 4124			10.0
				Property Image or Floor plan
				Property inlage of Place plant
Property			Comme	rcial O Residential O
Location	Type	Size		Monthly Cost
Notes	+	-		

INTERLOCK UNLIMITED F-UII C	ybernetic Conversion Package
Image	
MANUFACTURER	MODEL
REFLEX:	
MOVEMENT ALLOWANCE:	
M/Turn:	МРН
Jump (up):	(broad):
BODY:	
Lift:	Throw:
Damage Mod:	
	O-HAND
Punch:	Kick: STRUCTURE
	AD
SP:	
SDP:	
Options (Optic):	
Options (Audio):	
Vocobox:	
Neuralware:	
	RSO
SP: SDP:	
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:
	KAGE COSTS
Eurodollars:	
Humanity Cost: Weight:	
Weight:	

INTERLOCK UNLIMITED				POWERED ARMOR STATS					
			Image				Notes		
		I	POWERED ARMOR	SPECIFICATIONS					
SUIT NAM	E:			MANUFACT	URER:				
TOTAL WEIG	GHT:			SIB/DFE	3:				
CHASSIS TYPE:				CHASSIS CAP./	CARRY:				
PUNCH:	PUNCH:				OST:				
KICK:				TROOPER S	SIZE:				
CRUSH:		I		TOUGHNESS MOD:					
HEAD		R & L	R & L ARMS		R. & L. LEGS		RSO		
SP:		SP:		SP:		SP:			
SDP:		SDP:		SDP:		SDP:			
INTERNA	AL SDP	INTER	NAL SDP	INTERN	AL SDP	INTERN	NAL SDP		
EXTERNAL SDP		EXTERNAL SDP		EXTERNAL SDP		EXTERNAL SDP			
		-							
			Equipment	Carried					
			Equipment	-Curricu					

INTERLOCK UNLIMITED

COMPUTER DATASHEET

Computer Name:	M	anufacturer:	
Type:	Workstation O	Laptop O Cyl	bermodem O
Base Cost:	Sp	eed:	
CPU:	De	atawalls:	
Memory Units:	Pr	ogram Spaces (MU x IO)	:
Program list: User INT: + P		uter Combat (+ldl0): nterface: + Comp Sp	eed: Total:
		computer combat +ldl0)	
Comp Speed:		awalls (x3):	Total:
		HACKER (+IDIO):	
User INT:	+ Awareness/Notice:	+ Interface:	Total:
	Avoiding De	tection (+IDIO):	
User INT:	+ System Knowledge:	+ Interface:	Total:
Paul kaal kaal kaal kaal kaal kaal kaal k			KARAKAKA KARAKAKAKA KARAKAKAKA KARAKAKA KARAKA
Computer Name:		inananananananananananan nulacturer:	
Computer Name: Type:	Morkstation 0		bermodem O
	Workstation O		permodem O
Type:	Workstation O Sp	Laptop O Cy	bermodem O
Type: Base Cost: CPU: Memory Units:	Workstation O Sp Do	Laptop O Cy need: atawalls: ogram Spaces (MU x IO)	
Type: Base Cost: CPU:	Workstation O Sp Do	Laptop O Cy eed: atawalls:	
Type: Base Cost: CPU: Memory Units: Program list:	Workstation O Sp Do Pr	Laptop O Cy need: atawalls: ogram Spaces (MU x IO)	
Type: Base Cost: CPU: Memory Units: Program list:	Workstation O SE De Pre HACKING/Compe	Laptop O Cyloeed: otawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): oterface: + Comp Sp	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P	Workstation O Sp Do Pr HACKING/Compi rogramming Skill: + Ir	Laptop O Cyloeed: atawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): aterface:	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list:	Workstation O Sp De Pr HACKING/Compe rogramming Skill: + Ir Computers Defense (In	Laptop O Cyloeed: otawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): oterface:	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P	Workstation O Sp Delete HACKING/Computer rogramming Skill: Computers Defense (In + CPU: DETECTING H	Laptop O Cyloeed: opram Spaces (MU x IO) Notes: Uter Combat (+IdIO): nterface:	eed: Total: : : Total:
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P	Workstation O Sp Delete HACKING/Competer Programming Skill: Computers Defense (In + CPU: DETECTING H + Awareness/Notice:	Laptop O Cyloeed: otawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): oterface:	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P Comp Speed: User INT:	Workstation O Sp Delete HACKING/Competer Programming Skill: Computers Defense (In + CPU: DETECTING H + Awareness/Notice:	Laptop O Cyloeed: opram Spaces (MU x IO) Notes: Uter Combat (+IdIO): nterface:	eed: Total: : : Total:

INTERLUGK UNLIMITED					CUSTOMIZED LOADOUT SHEET						
				WEAPON	S						
-ocation	Name	Typ	oe WA C	Zonc. Avail.	Dama	ge #	#Shots	ROF F	Reliability	Reloads	Carried
				NOTES							
Worn					/ehicle:				Make:		Model:
Item	Location	item	Location		p Speed: :w:	:			ACC/Dec Range:		
					ssengers	5:			Cargo:		
				Mo	aneuver:				SDP:		
				SF					Type:		
				Not	755 : '65:				Cost:		
				Equ	Jipment Carr	ried In Ve	hicle:				
	_										
Carried in B	ag	Type Of Bag			oc. H	B. lead	ASIC LOC Torso	ATION CH R.Arm	L.Arm	R.Leg	L.leg
Item	Item				10	1	2-4	5	6	7-8	9-0
					1 5	EXF Skull	PANDED L Neck		TABLE 10		Hip
				WO	JNDS						
					SDP						Щ
					В. с	Cheek/ of Skull	Chest/ U. Back	Upper Arm	Upper Arr	n Thigh	Thigh
					JNDS SDP			-			┢┯
Other Cear				_		L Eve/	Sternum/	Elbow	Elbow	Knee	Knee
ttem	iten	1			JNDS B. c	L Eye/ of Skull	Spine				
					SDP			т			一
						lose/	Ribs	Forearm	Forearm		Calf/
				WO	JNDS B. C	Of Skull				Shin	Shin
A				SP	SDP						Ш
Armor					5 M B.	louth/ Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
					JNDS	,					
					SDP						
				_	B.	L Ear/ Skull	Groin/ Rear	Hand	Hand	Foot	Foot
					JNDS SDP						
				SP/	331						