

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 [/]
 COOL [/] ATTR [/] LUCK [/]
 MA [/] BOD [/] EMP [/]
 Run [/] Leap [/ /] Lift [/]

REPUTATION

HUMANITY

S.I.N.

SKILLS

SPECIAL ABILITY	Earned IP	Skill Level	+Stat
Adept			
Animal Bond			
Allure			
Authority			
Chameleon			
Charismatic Leadership			
Combat Sense			
Conform			
Credibility			
Deduction			
Family			
Grift			
Interface			
Masterpiece			
Medical Tech			
Mold			
Prowess			
Rampage			
Resources			
Sneak			
Streetdeal			
Track			
Trace			
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			
Body Language			
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			
Library Search			
Language-			
Language-			
Language-			
Language-			
Language-			
Navigation			
Programming			
S.C.U.B.A			
Shadow/Track			
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			

INTERLOCK UNLIMITED



Character Portrait

REF	Earned IP	Skill Level	+Stat
Athletics			
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
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	Crapple	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.	Avall.	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/Me /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	MORTAL 0	MORTAL 1
Stun - 0	Stun - 1	Stun - 2	Stun - 3	Stun - 4
MORTAL 2	MORTAL 3	MORTAL 4	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	2	3	4	5	6
1	Skull	Neck	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/ B. of Skull	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	R/L Ear/ B. Skull	Groin/ Rear	Hand	Hand	Foot	Foot
WOUNDS						
SP/SDP						