







# COMBAT PAGE

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

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### 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

<b>LIGHT</b> [ ][ ][ ][ ] Stun= 0	<b>SERIOUS</b> [ ][ ][ ][ ] Stun= 1	<b>CRITICAL</b> [ ][ ][ ][ ] Stun= 2	<b>MORTAL0</b> [ ][ ][ ][ ] Stun= 3	<b>MORTAL1</b> [ ][ ][ ][ ] Stun= 4
<b>MORTAL2</b> [ ][ ][ ][ ] Stun= 5	<b>MORTAL3</b> [ ][ ][ ][ ] Stun= 6	<b>MORTAL4</b> [ ][ ][ ][ ] Stun= 7	<b>MORTAL5</b> [ ][ ][ ][ ] Stun= 8	<b>MORTAL6</b> [ ][ ][ ][ ] Stun= 9

Combat Notes:

## BASIC LOCATION CHART 1D10

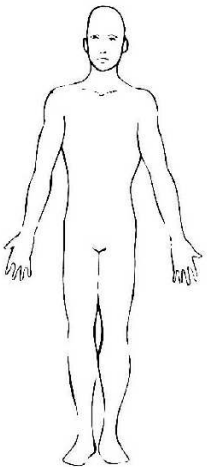
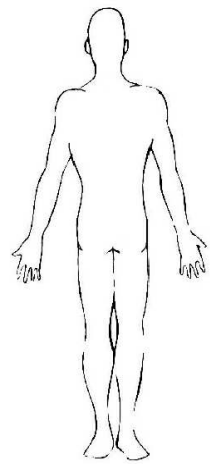
Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

## EXPANDED LOCATION TABLE 1D6

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

# INTERLOCK UNLIMITED

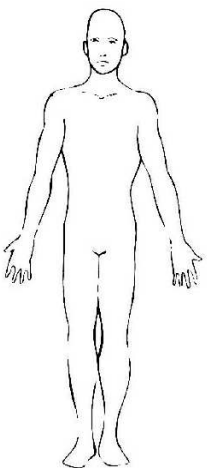
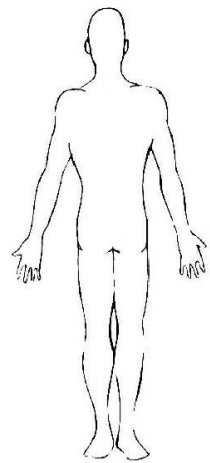
# DISPOSABLE COMBAT SHEET



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

# INTERLOCK UNLIMITED

# DISPOSABLE COMBAT SHEET



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

# INTERLOCK UNLIMITED

# CONTACTS

Character Name:

Total Contact Points:

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

Contact Name	Profession	Title/Rank	Organization
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Contact Stats:	Level:	CP Spent:	
Capability	<input type="text"/>	<input type="text"/>	
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Character Name: \_\_\_\_\_

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

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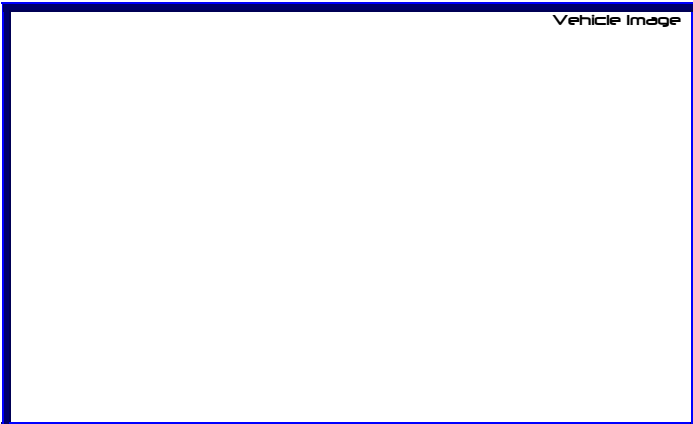
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ATTR	LUCK	MA	BODY																																				
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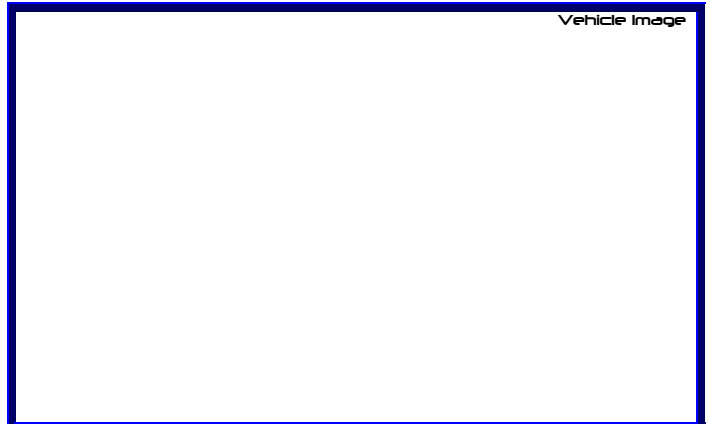
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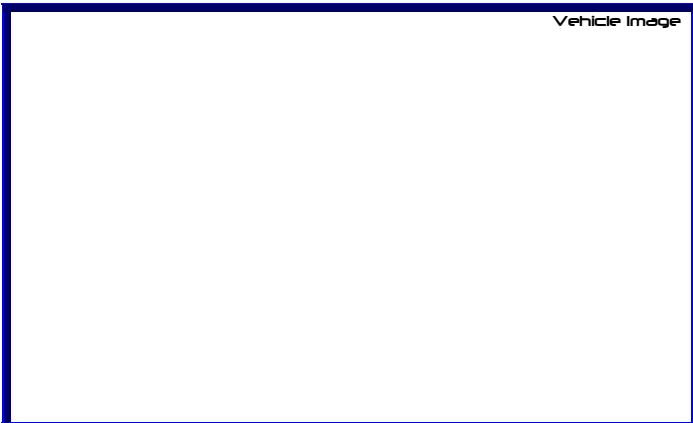
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<b>Top Speed:</b>		<b>Acc/Decc</b>	
<b>Crew:</b>		<b>Range:</b>	
<b>Passengers:</b>		<b>Cargo:</b>	
<b>Maneuver:</b>		<b>SDP:</b>	
<b>SP:</b>		<b>Type:</b>	
<b>Mass:</b>		<b>Cost:</b>	

Notes



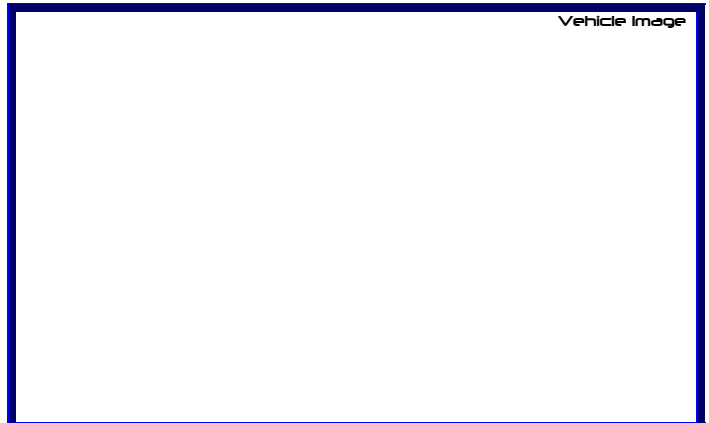
<b>Vehicle</b>	Make:	Model:	
<b>Top Speed:</b>		<b>Acc/Decc</b>	
<b>Crew:</b>		<b>Range:</b>	
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Notes



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

Notes



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

Notes

Property Image or Floor plan

Property

Commercial  Residential

Location

Type

Size

Monthly Cost

Notes

Property Image or Floor plan

Property

Commercial  Residential

Location

Type

Size

Monthly Cost

Notes

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

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

<b>Meta-Power Name:</b>		<b>Tier:</b>		<b>Power Point Cost:</b>		
<b>Range:</b>		<b>Area Of Effect:</b>		<b>Maximum Damage:</b>		
<b>Duration:</b>		<b>Skill Mod:</b>		<b>Save Mod:</b>		
<b>Power Description and effects:</b>						
<b>Power Specific Weakness:</b>					<b>Power Point Reduction:</b>	

<b>Meta-Power Name:</b>		<b>Tier:</b>		<b>Power Point Cost:</b>		
<b>Range:</b>		<b>Area Of Effect:</b>		<b>Maximum Damage:</b>		
<b>Duration:</b>		<b>Skill Mod:</b>		<b>Save Mod:</b>		
<b>Power Description and effects:</b>						
<b>Power Specific Weakness:</b>					<b>Power Point Reduction:</b>	

<b>Meta-Power Name:</b>		<b>Tier:</b>		<b>Power Point Cost:</b>		
<b>Range:</b>		<b>Area Of Effect:</b>		<b>Maximum Damage:</b>		
<b>Duration:</b>		<b>Skill Mod:</b>		<b>Save Mod:</b>		
<b>Power Description and effects:</b>						
<b>Power Specific Weakness:</b>					<b>Power Point Reduction:</b>	

<b>Meta-Power Name:</b>		<b>Tier:</b>		<b>Power Point Cost:</b>		
<b>Range:</b>		<b>Area Of Effect:</b>		<b>Maximum Damage:</b>		
<b>Duration:</b>		<b>Skill Mod:</b>		<b>Save Mod:</b>		
<b>Power Description and effects:</b>						
<b>Power Specific Weakness:</b>					<b>Power Point Reduction:</b>	

<b>Meta-Power Name:</b>		<b>Tier:</b>		<b>Power Point Cost:</b>		
<b>Range:</b>		<b>Area Of Effect:</b>		<b>Maximum Damage:</b>		
<b>Duration:</b>		<b>Skill Mod:</b>		<b>Save Mod:</b>		
<b>Power Description and effects:</b>						
<b>Power Specific Weakness:</b>					<b>Power Point Reduction:</b>	

<b>Meta-Power Name:</b>		<b>Tier:</b>		<b>Power Point Cost:</b>		
<b>Range:</b>		<b>Area Of Effect:</b>		<b>Maximum Damage:</b>		
<b>Duration:</b>		<b>Skill Mod:</b>		<b>Save Mod:</b>		
<b>Power Description and effects:</b>						
<b>Power Specific Weakness:</b>					<b>Power Point Reduction:</b>	

PSIONIC SKILLS			
SPECIAL ABILITY	Earned IP	Skill Level	
PSI			
INT	Earned IP	Skill Level	+Stat
Astral Projection			
Emotional Domination			
Mental Defense			
Precognition			
Psychic Blast			
Psychic Healing			
Psychic Invasion			
Psychic Shield			
Psychometry			
Telelocation			
Telepathy			
Teledominance			
Telekinesis			
<b>Total PPP:</b>		<b>PPP Regen Per Hour:</b>	

PSIONIC SKILLS			
SPECIAL ABILITY	Earned IP	Skill Level	
PSI			
INT	Earned IP	Skill Level	+Stat
Astral Projection			
Emotional Domination			
Mental Defense			
Precognition			
Psychic Blast			
Psychic Healing			
Psychic Invasion			
Psychic Shield			
Psychometry			
Telelocation			
Telepathy			
Teledominance			
Telekinesis			
<b>Total PPP:</b>		<b>PPP Regen Per Hour:</b>	

PSIONIC SKILLS			
SPECIAL ABILITY	Earned IP	Skill Level	
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Psychic Blast			
Psychic Healing			
Psychic Invasion			
Psychic Shield			
Psychometry			
Telelocation			
Telepathy			
Teledominance			
Telekinesis			
<b>Total PPP:</b>		<b>PPP Regen Per Hour:</b>	

PSIONIC SKILLS			
SPECIAL ABILITY	Earned IP	Skill Level	
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Psychic Healing			
Psychic Invasion			
Psychic Shield			
Psychometry			
Telelocation			
Telepathy			
Teledominance			
Telekinesis			
<b>Total PPP:</b>		<b>PPP Regen Per Hour:</b>	

COOL [ ] + WIELDING [ ] = ELDRITCH RESERVE [ ] RESIST CHECK (COOL + RESIST TORTURE/DRUGS) [ ]

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE

NOTES:

NOTES:



