### NAME

CAMPAIGN

ROLES	OAnimal Empath OArcanist OArtiste OAthlete
	□ Bounty Dog □ Corporate □ Cop □ Educator
Primary	□Fixer □Grifter □Infiltrator □Instigator
	□Investigator □Mundie □Media □Med Tech
🔽 Secondary	☐Netrunner ☐Nomad ☐Psion ☐Runner
	□Savage □Scout □Shadow □Solo
	□Techie □Vamp □□

### CHARACTER POINTS

STATS	INT [ / ] REF [ / ] TECH [ / ]
REPUTATION	COOL [ / ] ATTR [ / ] LUCK [ / ] MA [ / ] BOD [ / ] EMP [ / ]
	Run [ / ] Leap [ / / ] Lift [ / ]

SKILLS			
SPECIAL ABILITY	Earned IP	Skill Level	
Adept		Level	
Animal Bond			
Allure			
Authority			
Chameleon			
Charismatic Leadership Combat Sense			
Conform			
Credibility			
Deduction			
Family			
Grift			
Interface			
Masterpiece			
Medical Tech			
Meta			
Mold			
Prowess			
Psi			
Rampage Resources			
Sneak			
Streetdeal			
Trace			
Track			
Vehicle Zen			
Wielding			
ATTR	Earned	Skill	+Stat
	IP	Level	
Wardrobe & Style			
Personal Grooming			
BODY	Earned	Skill	+Stat
·	IP	Level	
Endurance Fitness/Body Building			
Thereby Body Ballang			
Rowing Strength Feat			
Swimming		<u> </u>	
Sminning			
	1		

2001	Fornad	Skill	+Stat
COOL	Earned IP	Level	Totat
Interrogation			
Intimidate			
Leadership			
Oratory			
Resist Torture/Drugs			
Skydiving			
Streetwise			
END	Formed	el:	I Chat
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	Skill	+Stat
	IP	Level	
Accounting			
Appraise			
Awareness/Notice			
Bureaucracy			
Business Sense			
Chemistry			
Composition			
Diagnose Illness			
Education/Gen. Know			
Expert-			
Gamble			

Gardening/Farming			
Language-			
Library Search			
Navigation	-		
Programming			
S.C.U.B.A			
Shadow/Track	_		
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			
v		1	
	_		
DEE	Formed	e Lill	+Sta
REF	Earned IP	Level	+312
Athletics		-010	
Blind Fighting			
Brawl/Melee			
Dance			
Initiativa			
Initiative			
Juggle			
Juggle Martial Art-			
Juggle Martial Art- Martial Art-			
Juggle Martial Art- Martial Art- Martial Art-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot-			
Juggle Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot-			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion			
Juggle Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun			
Juggle Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hvy. Wpns			
Juggle Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Steath /Evasion Weapon- Archery Weapon- Hy, Wpns Weapon- Rifle			
Juggle Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Steath /Evasion Weapon- Archery Weapon- Handgun Weapon- Hy. Wpns Weapon- Rifle Weapon- SMG			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver			
Juggle Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Steath /Evasion Weapon- Archery Weapon- Handgun Weapon- Hy. Wpns Weapon- Rifle Weapon- SMG			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver			
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- Pilot- Pilot- Pilot- Pilot- Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver			

# INTERLOCK UNLIMITED

**Character Portrait** 

TECH	Form	Skill	+Stat
IECH	IP	Level	Tola
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-			
Typing			
Traps and snares			
Video Manipulation			
Wetware			
			_



## LIFEPATH AND PERSONAL TOUCHES

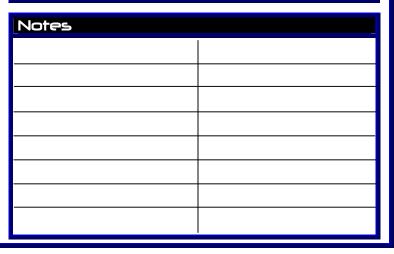
STYLE					LIF-E Year	P/
D.O.B.					T = OI	
Height						
Weight						
Eye Color						
Hair						
Clothes						
Affectatio	ns					$\vdash$
Ethnicity						-
Language						_
family Bac	korouod					-
Father						
Mother						
	SIBLIN	NCS				
Name	Age M/f	Name	Age	M/F		
MOTIVAT	IONS					

Traits	
Valued Person	
Value Most	
feel About People	
Valued Possession	

ROMANTIC ENTANGLEMENT						
Spouse						
	L	.0Ve	rs			
Name	Age	M/F	Name	Age	M/F	

LIFE	PATH
Year	
Phy	isical or Ital
Mer	

Conditions



### GEAR AND EQUIPMENT

Image: Second in the second		Location	ltem		Location
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Item       Item         Image: Item       Image: Item					
Image: series of the series	Carried Purse/Sato Briefcas	in thel/ se		Bag SF	,
Item       Item	ltem	n	rem		
Item           Item					
Item       Item					
Item           Item					
Item       Item					
Item       Item					
Item           Item					
Item       Item		Tiles		60	
Item       Item	Carried in Large Pack	igpe o	r Boy	52	
	item	ľ	tem		

Residence			
Location	Туре	Size	Monthly Cost
Notes			
Location	Туре	Size	Monthly Cost
Notes			

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

NOTES	
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	_
Assets: Money Carried:	

COMBAT	PAG												Ĩ
Throw Distance	STR Dama Bonus			BTN	1			nts aled ' Day		Death Save (BOD)		Stun Sa∨e (Cool)	
	_		F	land	То Н	and (				_			
Maneuver Strike/ Cast	Punch	Ki⊂k	Disarm	Swee	Pp Blog	=k Do	dge	Crapple	Throw	Hold	Choke	Escape	Rem
MA Bonus													
Applicable Style And Level													
Total To Hit								_					
Demage + Damage bor	nus is MA	skill + St	r Bonus +	Die (C	haracter	s with B	rawl	/Melee do	not add	their skill	evel to D	amage)	
						PON							
Location	Name		Туре	WA		A∨ail.		mage	#Shots	ROF	Reliabilitu		oads med
													neo
INITIATIVE + COM SE	IBAT + C NSE	other In Mod			action			BA Head	SIC LOC		ART 1D10		L.leg
						D10		1	2-4	5	6	7-8	9-0
COMBAT SKIL			/BAT			1		EXP/ Skull	ANDED LO	OCATION			Hip
Combat Skill Mods	+ REF	Skill + RT	Quick CA (÷5)	Normal CA (÷10		WOUN	IDS	okun	Heekin	onounde	onounaei		τιρ
Handgun						SP/SI	DP		ŤΤ	$\mathbf{T}$	İΤ		
Rifle						2		R/L Cheek B. of Skul			Upper Arr	n Thigh	Thigh
Heavy Weapons						WOUN	IDS						
Archery						SP/SI	DP		+ -	╋┲╸	┢┲		
Brawl/Me /M. Art 1						3		R/L Eye/	Sternur		Elbow	Knee	Knee
M. Art 2						WOUN	IDS	R/L Ear/	Spine				
M. Art 3						SP/SI	DP		+	╋┲	┝┯		
M. Art 4		varene				4		Nose/	Ribs	Forearm	Forearm		Calf/
Total	No	otice To	otal					B. Of Skul				Shin	Shin
LIGHT SERIOUS			MORTALO		RTALI	WOUN							
Stun=O Stun=-		n2	Stun - 3		n-·4	SP/SI	DP						
MORTAL 2 MORTAL	3 MOR		AORTAL S	ма   ПТ	RTAL 6	5		Mouth/ B. Skull	Stomac L. Bac		Wrist	Ankle	Ankle
Stun=+5 Stun=+	6 Stur	∟∟ <u> </u>  ∟ 1≂ 7	Stun= 8	Stu	n= 9	WOUN	IDS						
Combat Notes:						SP/SI	DP				İΤ		
						6		Neck	Groin Rear	Hand	Hand	Foot	Foot
						WOUN	IDS						
						SP/SI	DP			T	ÍΤ		

INTERLOCK UN	LIMITED		DIS	POSABLE (	COMBAT SH	EET		
$\cap$	LIGHT			BASI	C LOCATION CI	HART 1D10		
5 6	0000	Location D10	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	<b>R.Le</b> g 7-8	L.Leg 9-0
	SERIOUS			EXPA	NDED LOCATION	TABLE 1D6		
$(\lambda \wedge)$	STUN -1	1 WOUNDS	Skull	Neckline	Shoulder	Shoulder	Hip	Нір
	CRITICAL	SP/SDP						
	STUN -2	2	R/L Cheek/	Chest/	Upper	Upper Arm	Thigh	Thigh
Zind has	MORTAL 0	WOUNDS	B. of Skull	U. Back	Arm			
	STUN -3	SP/SDP						
( ), j	MORTAL 1	3	R/L Eye/	Sternum/	Elbow	Elbow	Knee	Knee
$\setminus \{\}$	STUN -4	WOUNDS	B. of Skull	Spine				
245	0000						1	
	MORTAL 2 STUN -5	SP/SDP 4	Nose/	Ribs	Forearm	Forearm	Calf/	Calf/
). L	0000		R/L Ear/				Shin	Shin
	MORTAL 3	WOUNDS						
	STUN –6	SP/SDP 5		C1			A	
()	<b>MORTAL 4</b>	Э	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
	STUN –7	WOUNDS						
Shall That	MORTAL 5	SP/SDP						
$\lambda \lambda /$	STUN –8	6	Neck	Groin/	Hand	Hand	Foot	Foot
įΥj	0000			Rear				
$\Lambda$ () /	MORTAL 6 STUN -9	WOUNDS						
28	0000	SP/SDP						
1923								
	IMITEO							
INTERLOCK UNI			DIS	POSABLE C BASI				
INTERLOCK UNI	LIGHT	Location	Head	BASI Torso	C LOCATION CI R.Arm	HART 1D10 L.Arm	R.LEG	L.Leg
INTERLOCK UNI		Location D10		BASI Torso 2-4	C LOCATION CI R.Arm 5	HART 1D10 L.Arm 6	<b>R.L</b> EG 7-8	L.Leg 9-0
	LIGHT	D10 1	Head	BASI Torso 2-4	C LOCATION CI R.Arm	HART 1D10 L.Arm 6		
INTERLOCK UNI	LIGHT SERIOUS STUN -1	D10 1 WOUNDS	Head 1	BASI Torso 2-4 EXPA	C LOCATION CI R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 TABLE 1D6	7-8	9-0
	LIGHT OOOO SERIOUS STUN -1	D10 1 WOUNDS SP/SDP	Head 1 Skull	BASI Torso 2-4 EXPA Neckline	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT COOO SERIOUS STUN -1 CRITICAL STUN -2 COOO	D10 1 WOUNDS SP/SDP 2	Head 1	BASI Torso 2-4 EXPA	C LOCATION CI R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 TABLE 1D6	7-8	9-0
R	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0	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 NDED LOCATION Shoulder Upper	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT SERIOUS STUN -1 OCOO CRITICAL STUN -2 MORTAL 0 STUN -3 OCOO	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 OCO CRITICAL STUN -2 MORTAL 0 STUN -3 OCO MORTAL 1	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3	Head 1 Skull R/L Cheek/	BASI Torso 2-4 EXPA Neckline Chest/	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP	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 NDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 OCO CRITICAL STUN -2 OCO MORTAL 0 STUN -3 OCO MORTAL 1 STUN -4 OCO MORTAL 2	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 Eye/ R/L Ear/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -3 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5	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 NDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 OCO CRITICAL STUN -2 OCO MORTAL 0 STUN -3 OCO MORTAL 1 STUN -4 OCO MORTAL 2	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/ R/L Ear/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee Calf/	9-0 Hip Thigh Knee Calf/
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 1 STUN -5 MORTAL 2 STUN -5 MORTAL 3 STUN -6	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/ R/L Ear/ R/L Ear/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee Calf/	9-0 Hip Thigh Knee Calf/
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3 STUN -6	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/ R/L Ear/ B. Of Skull Nose/ B. Of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee Calf/	9-0 Hip Thigh Knee Calf/
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 1 STUN -5 MORTAL 2 STUN -5 MORTAL 3 STUN -6	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 4 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear/ R/L Ear/ B. Of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee Calf/ Shin	9-0 Hip Thigh Knee Calf/ Shin
Time of the second seco	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 2 STUN -5 MORTAL 3 STUN -6 MORTAL 3 STUN -6	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 4 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear/ R/L Ear/ B. Of Skull Nose/ B. Of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee Calf/ Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3 STUN -6 MORTAL 3 STUN -6 MORTAL 4 STUN -7	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Eye/ R/L Ear/ B. Of Skull 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 NDED LOCATION Shoulder Upper Arm Elbow Forearm	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow Forearm Wrist	7-8 Hip Thigh Knee Calf/ Shin	9-0 Hip Thigh Knee Calf/ Shin Ankle
Time of the second seco	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 2 STUN -5 MORTAL 3 STUN -6 MORTAL 3 STUN -6	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 4 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear/ R/L Ear/ B. Of Skull Nose/ B. Of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Knee Calf/ Shin	9-0 Hip Thigh Knee Calf/ Shin
Time of the second seco	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 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 4 STUN -7 OOOO MORTAL 5 STUN -8 OOOO MORTAL 5	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Eye/ R/L Ear/ B. Of Skull 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 NDED LOCATION Shoulder Upper Arm Elbow Forearm	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow Forearm Wrist	7-8 Hip Thigh Knee Calf/ Shin	9-0 Hip Thigh Knee Calf/ Shin Ankle
Time of the second seco	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3 STUN -6 MORTAL 3 STUN -6 MORTAL 4 STUN -7 MORTAL 4 STUN -7	D10 1 WOUNDS SP/SDP 2 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 Eye/ R/L Ear/ B. Of Skull B. Of Skull Mouth/ B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder Upper Arm Elbow Forearm	HART 1D10 L.Arm 6 TABLE 1D6 Shoulder Upper Arm Elbow Forearm Wrist	7-8 Hip Thigh Knee Calf/ Shin	9-0 Hip Thigh Knee Calf/ Shin Ankle

## CONTACTS

### Character Name:

Contact Name		Hue/Nallik	Organization
Contact Stats:		evel:	CP Spent:
Capability			
Reliability			
Availability			
Access			
TOTAL CC	NTACT POINT	S SPENT	
	Contact Reim	bursement:	
Information	TCP/Mini	imum 10	
Goods	Cost of Good	is +10% TCP	
Services	TCP x2 /Mi	inimum 20	
Notes:	11 A A A A A A A A A A 11 A A A A A A A	11 11 11 11 11 11 11 11 11 11 11 11 11 1	
Contact Relation Notes: Contact Name	Profession	- 	Organization
Notes:	Profession	11 11 11 11 11 11 11 11 11 11 11 11 11 1	
Notes: Contact Name	Profession	Title/Rank	
Notes: Contact Name Contact Stats:	Profession	Title/Rank	
Notes: Contact Name Contact Stats: Capability	Profession	Title/Rank	Organization CP Spent:
Notes: Contact Name Contact Stats: Capability Reliability Availability Access	Profession	Title/Rank	
Notes: Contact Name Contact Stats: Capability Reliability Availability Access	Profession	Title/Rank	
Notes: Contact Name Contact Stats: Capability Reliability Availability Access TOTAL CO	Profession	Title/Rank evel: S SPENT bursement:	
Notes: Contact Name Contact Stats: Capability Reliability Availability Access TOTAL CO Information	Profession	Title/Rank evel: SSPENT bursement: imum 10	
Notes: Contact Name Contact Stats: Capability Reliability Availability Access TOTAL CO Information Goods	Profession	Title/Rank evel: S SPENT bursement: imum 10 ds +10% TCP	
Notes: Contact Name Contact Stats: Capability Reliability Availability Access TOTAL CO Information	Profession Profession L D NTACT POINT Contact Reim TCP/Mini Cost of Good TCP x2 /Mi	Title/Rank Evel: S SPENT bursement: imum 10 is +10% TCP inimum 20	

Contact Name		Profession	Title/Rank	0	rganization
	Т				
Contact Stats	:	L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access	Access				
TOTAL C	ON <sup>.</sup>	TACT POINT	S SPENT		
	Сс	ontact Reim	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	Cost of Good	ls +10% TCP		
Services		TCP x2 /Mi	nimum 20		
Contact Relationship and Description:					
Notes:					

Contact Name	Profession	Title/Rank	Organization		
	_				
Contact Stats	: L	.evel:	CP Spent:		
Capability					
Reliability					
Availability					
Access					
TOTAL CO	ONTACT POINT	S SPENT			
	Contact Reim	bursement:			
Information	TCP/Min	imum 10			
Goods	Cost of Good	ds +10% TCP			
Services	TCP x2 /Mi	inimum 20			
Contact Relationship and Description:					
Notes:					

Total Contact Points:

Contact Name		Profession	Title/Rank	0	rganization
Contact State	:	L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON	TACT POINT	S SPENT		
	Co	ontact Reiml	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	Cost of Good	ls +10% TCP		
Services		TCP x2 /Mi	TCP x2 /Minimum 20		
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	С	organization
	Г				
Contact Stats	:		.evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL CO	ON		S SPENT		
	Co	ontact Reim	bursement:		
Information		TCP/Min	imum 10		
Goods	C	ost of Good	is +10% TCP		
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

## COVER IDENTITIES

### Character Name:

Notes:

	Profession	Title/Depk	Organization
Cover Name	Profession	The Rank	Organization
Nationality			
Ethnicity			
Native Languag	je		
I.D. Papers			
Age			
Cover Story:			
Notes:			
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Notes.			
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Cover Name	Profession	Title/Rank	Organization
Cover Name	Profession	Title/Rank	Organization
Cover Name Nationality	Profession	Title/Rank	Organization
Cover Name	Profession	Title/Rank	Organization
Cover Name Nationality		Title/Rank	Organization
Cover Name Nationality Ethnicity		Title/Rank	Organization
Cover Name Nationality Ethnicity Native Languag		Title/Rank	Organization
Cover Name Nationality Ethnicity Native Languag I.D. Papers		<b>Title/Rank</b>	Organization

Hall Hallallalla Hallad		
Profession	Title/Rank	Organization
e		

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	je			
I.D. Papers				
Age				
Cover Story:	_	_		
Notes:				
	7////////			

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

### Name Role(s) INT REF TECH COOL LUCK MA ATTR BODY EMP RUN LEAP LIFT **Death Save** Stun Save BTM SERIOUS Ĩ Г Ľ Stun MORIAL Stun= 9 5100 Hit Loc Roll SP Wounds Head 1 Torso 2-4 R. Arm 5 L. Arm 6 R. Leg 7-8 L. Leg 9-10 Skills Level / Combat Actions Quick/Normal RT Brawl/Mel. / M. Art 1 SMG 1 Handgun Hvy. Wpn. 1 1 Rifle Archery 1 1 Gear Cybernetics Notes: **Money Carried** Role(s) Name INT REF TECH COOL LUCK MA BODY ATTR EMP RUN LEAP LIFT Stun Save Death Save BTM Т Hit Loc Roll SP Wounds Head 1 Torso 2-4 R. Arm 5 L. Arm 6 R. Leg 7-8 L. Leg 9-10 Level / Combat Actions Quick/Normal Skills RT Brawl/Mel. / M. Art 1 SMG 1 Handgun Hvy. Wpn. 1 1 Rifle Archery 1 1 Gear Cybernetics Notes:

Money Carried

### Name Role(s) INT REF TECH COOL LUCK MA ATTR BODY EMP RUN LEAP LIFT Stun Save Death Save BTM SERIOUS Ĩ ΓÎ Г Store MORTA. MORTA MORIAL Stun= 9 Stun= Roll Hit Loc SP Wounds Head 1 Torso 2-4 R. Arm 5 6 L. Arm R. Leg 7-8 L. Leg 9-10 Skills Level / Combat Actions Quick/Normal RT Brawl/Mel. / M. Art SMG 1 1 Hvy. Wpn. Handgun 1 1 Archery Rifle 1 1 Gear Cybernetics Notes: Money Carried Role(s) Name INT REF TECH COOL LUCK ATTR MA BODY EMP RUN LEAP LIFT Stun Save Death Save BTM ERIOU MORTAL Stun MORTAL 2 Stun=-S MOR Since Hit Loc Roll SP Wounds Head 1 2-4 Torso R. Arm 5 L. Arm 6 R. Leg 7-8 L. Leg 9-10 Skills Level / Combat Actions Quick/Normal RT Brawl/Mel. / M. Art 1 SMG Handgun Hvy. Wpn. 1 Rifle 1 Archery 1 Gear Cybernetics Notes: Money Carried

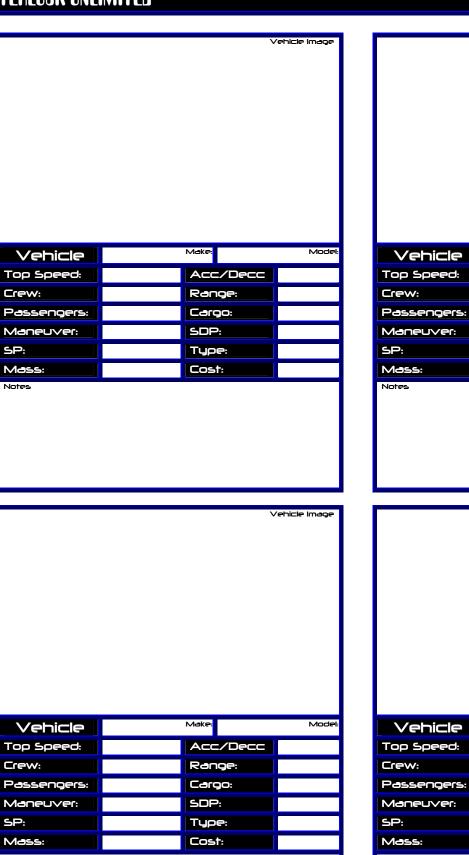
NPC'S

SP:

### Vehicles

Vehicle Image

Vehicle Image



Model: Make: Acc/Decc Range: Passengers: Cargo: SDP: Type: Cost:

Vehicle	Make:	Model:	
Vehicle Top Speed:	Make: Acc/Decc	Model:	
		Model:	
Top Speed:	Acc/Decc	Model	
Top Speed:	Acc/Decc Range:	Model:	
Top Speed: Crew: Passengers:	Acc/Decc Range: Cargo:	Model:	
Top Speed: Crew: C	Acc/Decc Range: Cargo: SDP:	Model:	

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

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INTERLOCK UNLIN		EN
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### Property

				Property Image or Floor plan
Property Location	Туре	Size	Commer	cial O Residential O Monthly Cost
	, gpe	5126		
Notes				
				Property Image or Floor plan
				Property Image or Floor plan
				Property Image or Floor plan
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Ριορειτη			Commer	
Property	Type	Size	Commer	
	Туре	Si∠e	Commer	cial <b>O</b> Residential <b>O</b>
Location	Type	Si∠e	Commer	cial <b>O</b> Residential <b>O</b>

COMPUTER DATASHEET

Computer Name:		Manufacturer:			
Туре:	Workstation O	Laptop	O Cyt	sermode	m O
Base Cost:		Speed:			
CPU:		Datawalls:			
Memory Units: Program Spaces (MU x IO):					
Memory Units:   Program Ist:					
	HACKING/Corr	nputer Combat (	+IdIO):		
User INT: + I	Programming Skill:	+ Interface:	+ Comp Spe	ed:	Total:
	Computers Defense	(In computer co	ombat +ldlO):		
Comp Speed:	+ CPU: + C	)atawalls (x=):		Total:	
	DETECTIN	G HACKER (+IDIO	)):		
User INT:	+ Awareness/Notice:	+ 1	nterface:		Total:
	Avoiding	Detection (+IDIO	):		
User INT:	+ System Knowledge:	+ 1	nterface:		Total:

Computer N								
Type:		Workstation 0	)	Lapto	ρΟ	Cyt	serma	odem O
Base Cost:			Spe	ed:				
CPU:								
Memory Units: Program Spaces (MU x IO):								
Program IIs	t:			Not <b>es</b> :				
		HACKING/Co	mput	er Comba	ot (+IdIO	)):		
User INT:	• F	Programming Skill:	+ Int	erface:	• C	omp Spe	ed:	Total:
		Computers Defense	e (in c	computer	comba	at +IdIO):		
Comp Spee	d:	+ CPU: +	Data	walls (x3)	):		Tot	ði:
		DETECTI		ACKER (+I	): ):			
User INT:		+ Awareness/Notice:			+ Interi	face:		Total:
		A∨oiding	) Dete	ection (+IC	DIO):			
User INT:		+ System Knowledge:			+ Interi	face:		Total:

META-POWERS

### DATAFORTRESS 2020

# INTERLOCK UNLIMITED

Meta-Power Name:		Tier	Power Point Cost:
Range:	Area Of Effect:		Maximum Damage:
Duration:	Skill Mod:	Save Mod:	Target Mod:
Power Description and effects:			
Power Specific Weakness:			Power Point Reduction:
Meta-Power Name:		Tier	Power Point Cost:
Range:	Area Of Effect:		Maximum Damage:
Duration:	Skill Mod:	Save Mod:	Target Mod:
Power Description and effects:			
Power Specific Weakness:			Power Point Reduction:
1eta-Power Name:		Tier	
Cange:	Area Of Effect: Skill Mod:	Save Mod:	Maximum Damage: Target Mod:
Power Description and effects:	SAIL MUUT	Savemuur	
Power Specific Weakness:			Power Point Reduction:
leta-Power Name:		Tier	: Power Point Cost:
ange:	Area Of Effect:		Maximum Damage:
uration:	Skill Mod:	Save Mod:	Target Mod:
Power Description and effects:			
Power Specific Weakness:			Power Point Reduction:
		<b>T:</b>	
leta-Power Name:	Area Of Effect:	Tier	Power Point Cost:     Maximum Damage:
uration:	Skill Mod:	Save Mod:	Target Mod:
ower Description and effects:			
Power Specific Weakness:			Power Point Reduction:
Ieta-Power Name:		Tier	Power Point Cost:
ange:	Area Of Effect:		Maximum Damage:
uration:	Skill Mod:	Save Mod:	Target Mod:
Power Description and effects:			
Power Specific Weelmoor			Power Point Reduction:
Power Specific Weakness:			
TAL POWER POINT VALUE:		EARNED POWER POINTS:	PRIME STAT:

# PSIONIC SKILLS

### DATAFORTRESS 2020

### INTERLOCK UNLIMITED

SPECIAL ABILITY	Earned	Skill					
	IP	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							
Total PPP: PP	P Regen Per H	our:					
			ĺ				
SPECIAL ABILITY	Earned	Skill					
	Earned IP	Skill Level					
PSI	IP	Level					
			+Stat				
PSI	IP Earned	Level Skill	+Stat				
PSI INT	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy Teledominance	IP Earned	Level Skill	+Stat				
PSI INT Astral Projection Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy Teledominance	IP Earned	Level Skill	+Stat +Stat				

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			
Total PPP: PPP	Regen Per H	our:	
			ĺ
SPECIAL ABILITY	Earned	Skill	
	IP	Level	
PSI			
INT	Earned	Skill	+Stat
	IP	Level	
Astral Projection			
Emotional Domination			
Emotional Domination Mental Defense			
Emotional Domination Mental Defense Precognition			
Emotional Domination Mental Defense Precognition Psychic Blast			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy Teledominance			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy Teledominance			
Emotional Domination Mental Defense Precognition Psychic Blast Psychic Healing Psychic Invasion Psychic Shield Psychometry Telelocation Telepathy Teledominance Telekinesis	Regen Per H		

ARCAN	a unlimited		DATAFO	RTRESS	2020		INTERLOCK	UNLIMITED
COOL	+ WIELDING	= ELDRIT	CH RESERVE		RESIST	CHECK (COOL + RES	SIST TORTURE/DRUGS	<u>5)</u>
1	SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE
NOTES:								
1	SPELL NAME	EARNED IP	SPELL LEVEL	+ COOL	RESIST	DURATION	RANGE	DAMAGE
NOTES:							<u>.                                    </u>	
	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:	SDELL NAME		CDELL LEVEL		DECICT	DUDATION	DANCE	DAMACE
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:							<u> </u>	
	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.		LARNED II	SI LEL LEVEL	L	KL5151	DURAHUN	KANOL	DAMAGE
NOTES:	SPELL NAME	_ EARNED IP _	_ SPELL LEVEL _	+ COOL	_ RESIST _	DURATION	_ RANGE	DAMAGE
NOTES:					Ĩ			
	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:								
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### CUSTOMIZED LOADOUT SHEET

WEAPONS												
Location	ion Name Type WA Conc. Avall. Damage #Shots ROF Reliability Reloads C											
					NOTES							

Worn										
ltem	Locat	tion	ltem	Location						
Carried in Ba	99	Type	Of Bag							
ltem		ltem								
Other Gear										
ltem		lterr	1							
Armor										

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

Equipment Carried In Vehicle:

	BASIC LOCATION CHART 1D10													
Loc.	Head	Τοι	rso	R.Arm		L.Arm		R.Leg		L.I	eg			
D10	1	2.	2-4		5		6		7-8		-0			
		EXPAND	ED LO	DCAT	ION <sup>-</sup>	TABLE	E 1D6							
1	Ne	Neck		Shoulder		Shoulder		Hip		ip				
WOUNDS														
SP/SDP														
2	R/L Chee B. of Sku		Chest/ U. Back		Upper Arm		Upper Arm		Thigh		gh			
WOUNDS			_				_							
SP/SDP														
3	R/L Eye B. of Sku		Sternum/ Spine		Elbow		Elbow		Knee		ee			
WOUNDS														
SP/SDP														
4	Nose/ B. Of Ski		Ribs		Forearm		Forearm		Calf/ Shin		llf/ nin			
WOUNDS														
SP/SDP														
5	Mouth/ B. Skul		Stomach/ L. Back		Wrist		Wrist		Ankle		kle			
WOUNDS														
SP/SDP														
6	R/L Ear B. Skul		Groin/ Rear		Hand		Hand		Foot		Foot			
WOUNDS														
SP/SDP														

NAME									1					MITE	n	
CAMPAIG	N								UN				UNLU			
ROLES Primary	o			0								HUMANITY				
Secondary	°			0				0				CHARACTER POINTS				
STATS			I REF	-[/]T  A[/]	ECH [					TTR	[ / ]		REPUTA	ΓΙΟΝ		
				ap[//				/	1				GENERA	LIP		
SPECIAL ABILITY	Earne	c Skill			lame		Тчр	e wa		nc. A	Avail.	Dee	nage	#Shots F	ROF	Rel.
	IP	Level														
																_
																_
SKILLS	Earne		+Stat	Throw		STR					Points Healed		Death	Stu		
	IP	Level		Dist.		Damago Bonus	-	8	M		Day Day	Per	Sa∨e (BOD)	Sa (Co		
				INITIATIN		MBAT ENSE	+ Ot	her Ini Modif			Reactio Iotal (R			Notes:		
							Т		613							
					OMBA	T SKIL	LS				OMBA	T ACTIO				
				Combat Skill		Skill Level	Мос	+ REF		Skill + RT	Quick CA (÷5)	Normal CA (÷10)	Full CA (÷15)			
				Handgun												
				SMG												
				Rifle						_						
				Heavy Weapons												
				Archery												
				Brawl/Mel /M. Art 1												
				M. Art 2						Í						
				M. Art 3												
				M. Art 4												
				Initiativ							lotice					
						RIOUS					RTALO					
				Stun= MORTAL		ORTAL		Stun MORT/			477 - 3 RTAL 5	MOR	TAL 6			
				Stun=-	5 5	tun=.	5	Stun-	7	Stu	in= 8	Stun	= 9			
						BAS		OCATIO	N CH	ART 1	D10					
				Loc.	_ Head		so			L.Arm		.Leg _	L.leg			
				D10	1	2-	4	5		6		7-8	9-0			
				WOUNDS												
				SP/SDP								TŤ				
				Cear:						-						
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