

## INTERLOCK UNLIMITED HISTORY/GENRE SPECIFIC CHARACTER SHEETS

Created By Deric Bernier (droc@mc2k.com)

These character sheets only have the skills that would normally be available during a given historical age (or appropriate genre)

5301- BC (Prehistoric, Savage, or Tribal style games)

5300+ BC (Acient European, Egyptian, Asian, or Arabian, standard fantasy style games)

> 1500 AD+ (Renaissance, Elizabethan, First Age of Pirates)

1800 AD+ (Victorian, Second Age Of Pirates, Western)

1900 AD + (Perfect for Pulp style turn of the century games)

For 1960 and beyond, it is best to simply use the Interlock Unlimited Generic Character Sheets

This is just one of many articles for the Interlock Unlimited System you can find on Datafortress 2020, the largest, most comprehensive Cyberpunk 2020 site in the world. Visit it at: <u>http://datafortress2020.110mb.com/</u>



UPDATED 12-10-08

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Allure	-	+		Expert- Expert-		$\left  \right $
Combat Sense Family		+		Expert-		
Mold				Gardening/Farming		
Psi				Language-		
Rampage				Language-		
Sneak Track				Navigation Shadow/Track		
Wielding				Survival-		
•				Survival-		
				Teaching		
ATTR	Earneo	Skill	+Stat			
	IP	Level				
Wardrobe & Style Personal Grooming						
r ersonar Grooming				REF	Earned IP	Skill +Sta Leve
				Athletics		
BODY	Farnee	Skill	+Stat	Brawl/Melee		
	IP	Level		Dance Initiative	-	
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Fitness/Body Building Rowing				Pilot-		
Strength Feat				Pilot- Pilot-		
Swimming				Pilot-		
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			$\square$	Traps and snares		

## INTERLOCK UNLIMITED

Character Portrait

**GENERAL IP** 





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onform							Shadow/Track			Jeweler			
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eduction			EMP	Earned	Skill +	3231	Survival-			Med-First Aid			
amily Grift					Level	5	Survival-			Med- Pharmaceuticals Med- Surgery			
Aasterpiece			Animal Handling			<sup>_</sup>	eaching			Paint or Draw			-
ledical Tech			Body Language Design							Pick Lock			-
leta			Human Perception		-					Pick Pocket	_		
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Psi			Interview				REF	Earned	Skill +Sta				-
lampage			Lip Reading Massage					IP	Level	Sculpt			
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(Created and written by <u>Deric Bernier</u>, all images by Deric Bernier,)

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