

Character Name _____
 Player Name _____
 GM _____



Modern Roleplaying in the Technothriller Genre

Sex _____ Ht. _____ Wt. _____ Age _____
 Birthdate _____ Race _____
 Nationality _____
 Eye color _____ Hair color _____
 Skin color _____ Handed _____
 Identifying marks _____

Education _____

Additional notes _____

INTELLIGENCE	<input type="checkbox"/>	Perception _____
SENSIBILITY	<input type="checkbox"/>	Base Speed _____
AGILITY	<input type="checkbox"/>	Recovery _____
COORDINATION	<input type="checkbox"/>	Endurance _____
CONSTITUTION	<input type="checkbox"/>	Dam. Rating _____
STRENGTH	<input type="checkbox"/>	Mass Factor _____
PERSONALITY	<input type="checkbox"/>	
APPEARANCE	<input type="checkbox"/>	
BRAVADO	<input type="checkbox"/>	
WILLPOWER	<input type="checkbox"/>	

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Skills

Roll Skill level uses

Academic Skills

Anthropology _____

Business _____

Geography _____

Geology _____

Paleontology _____

History _____

Journalism _____

Research _____

Lang. _____

Lang. _____

Law _____

Literature _____

Philosophy _____

Creative Skills

Acting _____

Con _____

Art _____

Dance _____

Make-up _____

Disguise _____

Theatrical _____

Music _____

Photography _____

Still _____

Film _____

Dom./Tech. Skills

Carpentry _____

Electrics _____

Electronics _____

Wiring _____

Gen. Mech. _____

Metalworking _____

Milling _____

Mini. Mech. _____

Gunsmithing _____

Locksmithing _____

Medical Skills

Dentistry _____

Medicine _____

Em. Medicine _____

Pharmacy _____

Surgery _____

Natural Skills

Farming _____

Fishing _____

Foraging _____

Hiding _____

Meteorology _____

Navigation _____

Perception _____

Survival _____

Tracking _____

Physical Skills

Armed H-to-H _____

Block/Parry _____

Swing _____

Thrust _____

Athletics _____

Bodybuilding _____

Gymnastics _____

Climb _____

Mountaineering _____

Jump _____

Kata _____

Run _____

Swim _____

Scuba _____

Unarmed H-to-H

Kick _____

Punch _____

Reflexive Skills

Aim _____

Autofire _____

Longarm _____

Smallarm _____

Drive _____

Automobile _____

Parachute _____

Pilot _____

S.E. Prop. _____

Ride _____

Ski _____

Scientific Skills

Biology _____

Computer Ops _____

Civil Systems _____

Networks _____

Programming _____

Security _____

Engineering _____

Math _____

Military Sci. _____

Hardware _____

Strategy _____

Tactics _____

Police Sci. _____

Forensics _____

Social Skills

Animal Trning _____

Diplomacy _____

Lying _____

Prying _____

Coercion _____

Gambling _____

Hypnosis _____

Psychology _____

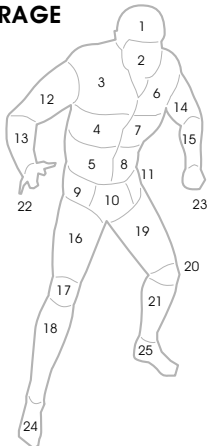
Deviant _____

Psychoanalysis _____

ARMOR COVERAGE

AV / CN

1. _____ / _____
2. _____ / _____
3. _____ / _____
4. _____ / _____
5. _____ / _____
6. _____ / _____
7. _____ / _____
8. _____ / _____
9. _____ / _____
10. _____ / _____
11. _____ / _____
12. _____ / _____
13. _____ / _____
14. _____ / _____
15. _____ / _____
16. _____ / _____
17. _____ / _____
18. _____ / _____
19. _____ / _____
20. _____ / _____
21. _____ / _____
22. _____ / _____
23. _____ / _____
24. _____ / _____
25. _____ / _____



Total Armor Speed Penalty

Total Impairment

- 1, 2 (imp x ½)
 3, 6 (x ½), 4, 5, 7, 8
 9-11, 16-21, 24, 25
 12, 13, 22
 14, 15, 23

	Mental	Lead. Arm	Foll. Arm	Legs
1, 2 (imp x ½)				
3, 6 (x ½), 4, 5, 7, 8				
9-11, 16-21, 24, 25				
12, 13, 22				
14, 15, 23				

Total Impairment

Weapons

Weapon	Speed	Skill	Inherent acc.	Roll	Attacks/turn	Eff. range	Hands req.	DF/DD	Damage type
Punch	_____	_____	0	<input type="checkbox"/>	1	—	1	<input type="checkbox"/>	Impact
_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	<input type="checkbox"/>	_____

