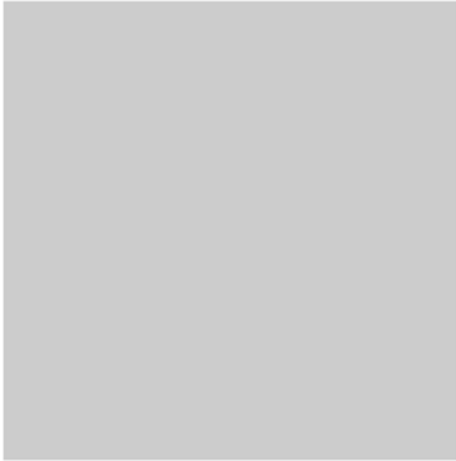


# #General Information



Character name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Profession: \_\_\_\_\_

Social standing:  Age:

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

ID-Code/ Nickname: \_\_\_\_\_

Place of Birth: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Background (years spent): \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Adolescence events: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Special events: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

General appearance: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Clothing: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Parents: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Other relatives: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Close friends: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Other friends: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Enemies: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Demeanor: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

History: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_





# #Basic Capabilities

Corporation: \_\_\_\_\_  
 Employer: \_\_\_\_\_  
 Profession / Rank / Title: \_\_\_\_\_ HP's: \_\_\_\_\_ (\_\_\_\_\_)

<b>STR</b>	<b>PHY</b>	<b>COR</b>	<b>INT</b>	<b>MST</b>	<b>PER</b>	<b>SOCIAL STANDING</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

# #Combat Statistics

<b>Total BPs</b>	<input type="text"/>	<b>1 BP left</b>	<b>0 BP left</b>
<b>Movement allowance</b>		<b>ARM:</b>	-5 Cl in attacks
Squares/ action	<input type="text"/>	<b>LEG:</b>	-1 step/ actn
Meters/ minute	<input type="text"/>	<b>CHEST:</b>	-1 actn/ CR
<b>Offensive bonus (OB)</b>	<input type="text"/>	<b>STOMACH:</b>	-1 actn/ CR
<b>Actions/ CR</b>	<input type="text"/>	<b>HEAD:</b>	-1 actn/ CR
<b>Defensive bonus (DB)</b>	<input type="text"/>		
<b>Perception bonus (PB)</b>	<input type="text"/>		

A body part which has taken TWICE AS MANY body points as its maximum is considered CRITICALLY WOUNDED.

	Melee	Missile	Armor Type	AV	BP's	Countdown														
Left Leg	1-3	1-3				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Leg	4-6	4-6				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Left Arm	7-9	7-8				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Arm	10-12	9-10				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Stomach	13-15	11-14				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Chest	16-18	15-19				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Head	19-20	20				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

# #Weapon Statistics

Weapon	SV	Damage	MC	Func	Range	STR	RT	JF	#TA	SR	Other



# #Skills



Combat	SV	B-SV	mod	Notes	Skill picks							
Missile weapons (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Brawling (STR)					+3	+5	+7	+8	+9	+10	+11	+12
Unarmed Combat (STR)					+3	+5	+7	+8	+9	+10	+11	+12
Silent Killing (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Wrestling (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Thrown Weapons (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Melee Weapons (STR)					+3	+5	+7	+8	+9	+10	+11	+12
Parrying (COR)					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12

Firearms	SV	B-SV	mod	Notes	Skill picks							
Handguns (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Rifles (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Light automatics (STR)					+3	+5	+7	+8	+9	+10	+11	+12
Heavy automatics (STR)					+3	+5	+7	+8	+9	+10	+11	+12
Shoulder launched (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Grenade launchers (COR)					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12

Communication	SV	B-SV	mod	Notes	Skill picks							
Administration (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Oratory (PER)					+3	+5	+7	+8	+9	+10	+11	+12
Dealing (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Interrogation (PER)					+3	+5	+7	+8	+9	+10	+11	+12
Social (PER)					+3	+5	+7	+8	+9	+10	+11	+12
Conning (PER)					+3	+5	+7	+8	+9	+10	+11	+12
Journalism (INT)					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12

Movement	SV	B-SV	mod	Notes	Skill picks							
Sleight of hand (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Stealth (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Agility (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Climb (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Hunting (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Scuba Diving (INT/COR)					+3	+5	+7	+8	+9	+10	+11	+12
Rocket Pack (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Parachute (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Sailing & Boat (COR)					+3	+5	+7	+8	+9	+10	+11	+12
Flying vehicles (MST)					+3	+5	+7	+8	+9	+10	+11	+12
Ground vehicles (COR)					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12

Technical	SV	B-SV	mod	Notes	Skill picks							
Electronics (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Mechanics (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Computers (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Weapon Systems (INT)					+3	+5	+7	+8	+9	+10	+11	+12
First Aid (INT*2)					+3	+5	+7	+8	+9	+10	+11	+12
Knowledge (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Security Systems (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Demolitions (INT)					+3	+5	+7	+8	+9	+10	+11	+12
Survival (INT)					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12
( )					+3	+5	+7	+8	+9	+10	+11	+12

Special	SV	B-SV	mod	Notes	Skill picks							
Avoid (DB)					+1	+2	+3	+4	+4	+5	+5	+6
Perception (PB)					+1	+2	+3	+4	+4	+5	+5	+6

