

NAME _____

PLAYER _____

CLASS _____

REPUTATION _____ LEVEL _____

SOLS _____

BACKGROUND _____

CHIP: REAL -OR- FAKE -OR- NONE

HEIGHT _____ WEIGHT _____

HAIR _____ AGE _____

INITIATIVE _____ PERCEPTION _____ SPEED _____

INT _____

AGL _____

STR _____

DET _____

STA _____

CHA _____

WEAPONS

NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE

HEALTH

[1] HEAD _____ **DEAD**

FLESH WOUND (-1) _____ CONCUSSED (-3) _____ UNCONSCIOUS _____

HIT POINTS ARMOR

[2-4] BODY _____ **DEAD**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[5-6] L.ARM _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[7-8] R.ARM _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[9-10] L.LEG _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[11-12] R.LEG _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

CYBERNETICS

NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

SKILLS

AGILITY

ACROBATICS _____

DRIVING _____

PILOTING _____

SLEIGHT OF HAND _____

STEALTH _____

DETERMINATION

ANIMAL HANDLING _____

BUSINESS _____

INSIGHT _____

MEDICAL _____

SALVAGE _____

SCIENCE _____

CHARISMA

DECEIT _____

INTIMIDATION _____

PERFORMANCE _____

PERSUASION _____

POLITICS _____

UNDERWORLD _____

INTELLIGENCE

COMMUNICATION _____

ECONOMICS _____

ELECTRONICS _____

ENGINEERING _____

INVESTIGATION _____

NETWORKS _____

PERCEPTION _____

SOFTWARE _____

TACTICS _____

STRENGTH

ATHLETICS _____

STAMINA

SURVIVAL _____

COMBAT PROFICIENCIES

EQUIPMENT