

NAME _____	INT		
PLAYER _____			
CLASS _____	AGL		
REPUTATION _____ LEVEL _____			
SOLS _____	STR		
BACKGROUND _____			
CHIP: REAL —OR— FAKE —OR— NONE	DET		
HEIGHT _____ WEIGHT _____			
HAIR _____ AGE _____	STA		
INITIATIVE _____ PERCEPTION _____ SPEED _____			
	CHA		

HEALTH

[1] HEAD					DEAD
	WOUND (-1)	CONCUSED (-3)	UNCONSCIOUS		

HIT POINTS ARMOR 

[2-4] BODY					DEAD
	WOUND (-1)	DAMAGED (-3)			

HIT POINTS ARMOR 

[5-6] L.ARM					DESTROYED
	WOUND (-1)	DAMAGED (-3)			

HIT POINTS ARMOR 

[7-8] R.ARM					DESTROYED
	WOUND (-1)	DAMAGED (-3)			

HIT POINTS ARMOR 

[9-10] L.LEG					DESTROYED
	WOUND (-1)	DAMAGED (-3)			

HIT POINTS ARMOR 

[11-12] R.LEG					DESTROYED
	WOUND (-1)	DAMAGED (-3)			

HIT POINTS ARMOR 

COMBAT PROFICIENCIES

WEAPONS

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

CYBERNETICS

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

SKILLS

AGILITY	DETERMINATION	CHARISMA	INTELLIGENCE
ACROBATICS _____	ANIMAL HANDLING _____	DECEIT _____	COMMUNICATION _____
DRIVING _____	BUSINESS _____	INTIMIDATION _____	ECONOMICS _____
PILOTING _____	INSIGHT _____	PERFORMANCE _____	ELECTRONICS _____
SLEIGHT OF HAND _____	MEDICAL _____	PERSUASION _____	ENGINEERING _____
STEALTH _____	SALVAGE _____	POLITICS _____	INVESTIGATION _____
	SCIENCE _____	UNDERWORLD _____	NETWORKS _____
STRENGTH	STAMINA		PERCEPTION _____
ATHLETICS _____	SURVIVAL _____		SOFTWARE _____
			TACTICS _____

EQUIPMENT

PLAYER NAME _____

VEHICLE TYPE _____

SIZE _____

SEATING _____

VEHICLE NAME _____

MODEL _____

WEIGHT _____

CARGO CAPACITY _____

SPEED

INITIATIVE

STRENGTH

EMP

MANEUVER

SENSORS

CARGO

NOTES

VEHICLE HEALTH

	L. DAMAGE		H. DAMAGE	
1 COCKPIT	-1		-3	DEAD

ARMOR

HIT POINTS

	L. DAMAGE		H. DAMAGE	DESTROYED
2-4 BODY	-1		-3	-5

ARMOR

HIT POINTS

	L. DAMAGE		H. DAMAGE	DESTROYED
5-6 L. SIDE	-1		-3	-5

ARMOR

HIT POINTS

	L. DAMAGE		H. DAMAGE	DESTROYED
7-8 R. SIDE	-1		-3	-5

ARMOR

HIT POINTS

	L. DAMAGE		H. DAMAGE	DESTROYED
9-10 FRONT	-1		-3	-5

ARMOR

HIT POINTS

	L. DAMAGE		H. DAMAGE	DESTROYED
11-12 BACK	-1		-3	-5

ARMOR

HIT POINTS

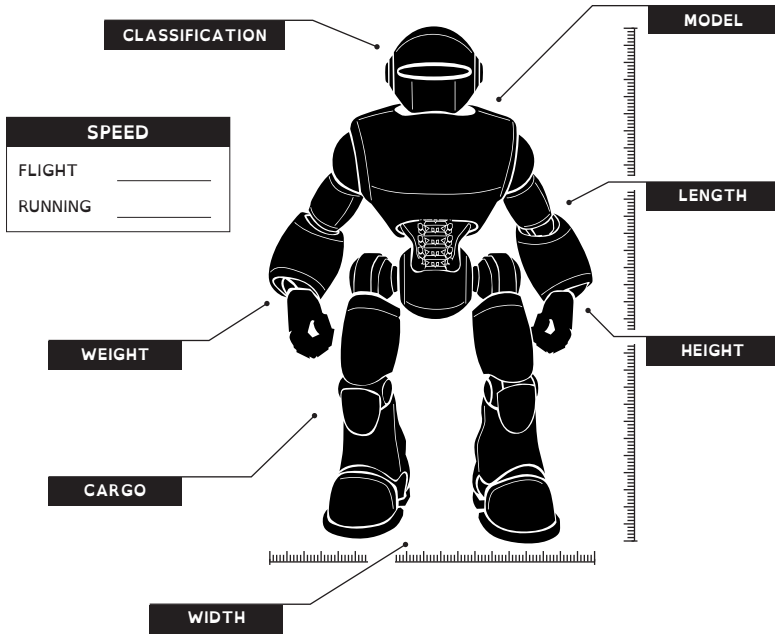
WEAPONS

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

UPGRADES

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

Player Name _____



STR	AGL	INITIATIVE	PERCEPTION	EMP RATING
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPONS

NAME	SPEED	ATTACK	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CARGO / EQUIPMENT

HEALTH

[1] HEAD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEAD
	WOUND (-1)		CONCUSSED (-3)	UNCONSCIOUS	
HIT POINTS	<input type="text"/>	ARMOR	<input type="text"/>	<input type="text"/>	<input type="text"/>
[2-4] BODY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEAD
	WOUND (-1)		DAMAGED (-3)		
HIT POINTS	<input type="text"/>	ARMOR	<input type="text"/>	<input type="text"/>	<input type="text"/>
[5-6] L.ARM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DESTROYED
	WOUND (-1)		DAMAGED (-3)		
HIT POINTS	<input type="text"/>	ARMOR	<input type="text"/>	<input type="text"/>	<input type="text"/>
[7-8] R.ARM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DESTROYED
	WOUND (-1)		DAMAGED (-3)		
HIT POINTS	<input type="text"/>	ARMOR	<input type="text"/>	<input type="text"/>	<input type="text"/>
[9-10] L.LEG	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DESTROYED
	WOUND (-1)		DAMAGED (-3)		
HIT POINTS	<input type="text"/>	ARMOR	<input type="text"/>	<input type="text"/>	<input type="text"/>
[11-12] R.LEG	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DESTROYED
	WOUND (-1)		DAMAGED (-3)		
HIT POINTS	<input type="text"/>	ARMOR	<input type="text"/>	<input type="text"/>	<input type="text"/>

NOTES