

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

<b>AGILITY</b>	<b>DETERMINATION</b>	<b>CHARISMA</b>	<b>INTELLIGENCE</b>
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 _____
<b>STRENGTH</b>	<b>STAMINA</b>		PERCEPTION _____
ATHLETICS _____	SURVIVAL _____		SOFTWARE _____
			TACTICS _____

### EQUIPMENT

### COMBAT PROFICIENCIES