STATS   STAT	HANDLE			_	L
STATS   REF[   TECH[ ] COOL[ ]   TTTTE   LUCK[ ] MA[ ] SODY   LITT[ ] SOVER	ROLE    Solo    Ro	 cker □Netrunner □Media □Nomad		TAM	K
CHARACTER POINTS  STATS INT[				400	
STATS INT   REF[   ] TECH[ ] COOL[ ] ATTR   LUCK[ ] MA[ ] BODY    EMP   JRun   Leap   Carry   Lift( )  SAVE BTM   LUCK   SIBIOUS   SURGEL   MORYAL					
INTEL   COOL   ATTR   LUCK   MAI   BODY   EMP	CHARACTER POIN	AGE AGE	1	DRAWING OF CHARA	ICTE
INTEL   COOL   ATTR   LUCK   MAI   BODY   EMP	STATS				
ATTR   LUCK    MAI   BODY    EMP		/ 1 TECH[ 1 COOL[ 1			
EMP					
SAVE   BTM					
SAVE BTM   SIRROUS   CRITICAL MORTAL	EMP[ / ]Run(				
SAVE BTM   SIRROUS   CRITICAL MORTAL	all ce	dr 30 re orth orth 50 co. 50.			
SAVE   BTM   Signor	Totalion sick tac Me	TON REGION S. Harte L. Harte S. Foot L. Foot			
SAVE   BTM	Armor SP				
SAVE					
SKILLS   Sum-3   Sum-3   Sum-3   Sum-3	SAVE RTM	SERIOUS CRITICAL MORTAL 0 MORTAL 1			
SKILLS	1 1 1 <u></u>	=0 Stun=-1 Stun=-2 Stun=-3 Stun=-4			
SKILLS	MORT	AL 2 MORTAL 3 MORTAL 4 MORTAL 5 MORTAL 6			
SKILLS	Sture	=-5 Stun=-6 Stun=-7 Stun=-8 Stun=-9			
SPECIAL ABILITIES					
Authority Charismatic Leadership. Combat Sense. Charismatic Leadership. Combat Sense. Charismatic Leadership. Combat Sense. Credibility. Library Search. Samily. Mathematics. Physics. Physics. Physics. Physics. Physics. Physics. Photo & Film. Physics. Physic	Chipped Skills				
Language		r 1 '			
Combat Sense.     Language   Forgery.   Other.   Credibility.     Library Search.   Gyro Tech.   Other.   Credibility.     Mathematics.   Photo & Film.   Other.   Combat Search.   Combat Sea		[ ]gg			_
Credibility		1 1 201184086	-	•	-
Family		Language		_	-
Interface	•	r 1		•	-
Programming	•	[ ]	_		
Shadow/Track.     Pick Lock.     CURRENT IP	Jury Rig	r 1 '	-	RFP	Г
Streetdeal   System Knowledge   Play Instrument   HUMANITY   Feaching   Play Instrument   Play Instr	Medical Tech		] Pick Lock[	1	÷
Teaching		- Stock Market		J	Ī
Personal Grooming		- System knowledge		<b>HUMANITY</b>	[
DOTE   PROPERTY   PR			] Weaponsmith[	]	
REF   Type			CYBERNETICS		
Archery     Archery	•	2001069	·		
Strength Feat       Athletics			Туре	HL	Cos
Brawling   Dance   D	Strength Feat		i l		
Dance     Dance     Dance     Dance     Dance   Danc		<del>-</del>	j		
Intimidate		_	]		
Dratory			1		
Resist Torture/Drugs			]		
Streetwise			1		
Martial Art 1	· -		1		
Human Perception			1		
Interview			i l		
Seduction			: <b>-</b>		
	Leadership	[ ] Melee[	]		
Persuation & Fast Talk		1 1410101040104010111111111111111111111	1		
Perform			: I		
NT		- 1100 (3710)	]		
Accounting [ ] Pilot (Vect.Thrust Vehicle) [ ] Anthropology [ ] Rifle [ ] ]		- 1 1100 (11)00 111116/	1		
Anthropology			· •		
Awareness/Notice			: I		
Botany			j		
Chemistry         [ ] Aero Tech         [ ] ]           Composition         [ ] AV Tech         [ ] ]           Diagnose Illness         [ ] Basic Tech         [ ] ]           Education & Gen Know         [ ] Cryotank Operation         [ ] ]           Expert         [ ] Cyberdeck Design         [ ] ]           Gamble         [ ] Cyber Tech         [ ] ]           Geology         [ ] Demolitions         [ ] ]           Hide/Evade         [ ] Disguise         [ ]           Total HL and Euro Costs		[ ] Submachinegun[	]		
Composition       [ ] AV Tech       [ ]         Diagnose Illness       [ ] Basic Tech       [ ]         Education & Gen Know       [ ] Cryotank Operation       [ ]         Expert       [ ] Cyberdeck Design       [ ]         Gamble       [ ] Cyber Tech       [ ]         Geology       [ ] Demolitions       [ ]         Hide/Evade       [ ] Disguise       [ ]     Total HL and Euro Costs		TECH	_		
Diagnose Illness       [ ] Basic Tech       [ ] Education & Gen Know       [ ] Cryotank Operation       [ ] Expert       [ ] Cyberdeck Design       [ ] Gamble       [ ] Cyber Tech       [ ] Geology       [ ] Demolitions       [ ] Hide/Evade       [ ] Disguise       [ ] Total HL and Euro Costs	•	r 1	]		
Education & Gen Know       [ ] Cryotank Operation       [ ] Expert       [ ] Cyberdeck Design       [ ] Gamble       [ ] Cyber Tech       [ ] Geology       [ ] Demolitions       [ ] Hide/Evade       [ ] Disguise       [ ] Total HL and Euro Costs	•		·		
Cyberdeck Design			. i		
Gamble       [ ] Cyber Tech       [ ]         Geology       [ ] Demolitions       [ ]         Hide/Evade       [ ] Disguise       [ ]         Total HL and Euro Costs			1		
Geology	•		1		
Hide/Evade			i I		
	Hide/Evade	r -	1		
	© R.Talsorian Games, 1991 All Rights Re	eserved. Revised 2012 by darthhell	Total HL and Euro Costs		

## LIFEPATH, GEAR & WEAPONS

MONEY \$

Cost

Wt

LIFEPATH	GEAR				
CANA	Туре				
Style					
Clothes					
Hair					
Affections					
Ethnicity					
Language					
Family Background					
# Siblings O O					
Motivations					
Traits					
Valued Person					
Value Most					
Feel About People					
Valued Posession					
Life Events One event for each year after age 16					
YEAR					
	<b>WEAPONS</b>				
+	Name	Туре	WA	Con	Ava
+					
+					

								+	
						-		+	
						-+		+	
						-+		_	
								+	
						+		+	
						+		+	
						-			
						_			
			-						
						+		+	
						+		+	
						$\perp$			
-									
								+	
						+		+-	
						+		_	
		_	_						
								$\top$	
						+		+	
						+		+	
								_	
						$\neg$		+	
						-+		+	
						+		+	
<b>WEAPONS</b>									
WEAPONS									
Name	Туре	WA	Con	Avail	Dammage	Ammo	RND CAP	ROF	Rel
11415					-		CAF	-	
			$\vdash$	$\vdash$					
							Γ		
			$\vdash$	$\vdash$					
	1 1	.	' 1			1			Į.

© R.Talsorian Games, 1991. All Rights Reserved. Revised 2012 by darthhell