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☐ **Fixer** ☐ **Cop** ☐ **Corp** ☐ **Techie** ☐ **Medtechie**

11

INT [] REF [/] TECH [] COOL []
ATTR [] LUCK [] MA [] BODY []
EMP [/] Run [] Leap [] Lift []

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
		Stun-5	Stun-6	Stun-7	Stun-8	Stun-9

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [] box.

Authority	[]	Philosophy	[]
Charismatic Leadership	[]	Language	[]
Combat Sense	[]	Language	[]
Credibility	[]	Language	[]
Family	[]	Library Search	[]
Interface	[]	Mathematics	[]
Jury Rig	[]	Physics	[]
Medical Tech	[]	Programming	[]
Resources	[]	Shadow/Track	[]
Streetdeal	[]	Stock Market	[]
ATTR		System Knowledge	[]
Personal Grooming	[]	Teaching	[]
Wardrobe & Style	[]	Wilderness Survival	[]
		Zoology	[]

Endurance	[	]	Archery	[
Strength Feat	[	]	Athletics	[
Swimming	[	]	Brawling	[
COOL/WILL			Dance	[
Interrogation	[	]	Dodge & Escape	[
Intimidate	[	]	Driving	[
Oratory	[	]	Fencing	[
Resist Torture/Drugs	[	]	Handgun	[
Streetwise	[	]	Heavy Weapons	[
EMPATHY			Martial Art 1	[
Human Perception	[	]	Martial Art 2	[
Interview	[	]	Martial Art 3	[
Leadership	[	]	Melee	[
Seduction	[	]	Motorcycle	[
Social	[	]	Operate Hvy. Machinery	[
Persuasion & Fast Talk	[	]	Pilot (Gyro)	[
Perform	[	]	Pilot (Fixed Wing)	[

Accounting	[	]	Pilot (Vect.Thrust Vehicle)	[	]
Anthropology	[	]	Rifle	[	]
Awareness/Notice	[	]	Stealth	[	]
Biology	[	]	Submachinegun	[	]
Botany	[	]	TECH		
Chemistry	[	]	Aero Tech	[	]
Composition	[	]	AV Tech	[	]
Diagnose Illness	[	]	Basic Tech	[	]
Education & Gen.Know	[	]	Cryptank Operation	[	]
Expert	[	]	Cyberdeck Design	[	]
Gamble	[	]	CyberTech	[	]
Geology	[	]	Demolitions	[	]
Hide/Evade	[	]	Disguise	[	]



DRAWING OF CHARACTER

[Electronics.....[	] Other[	] [
] Elect. Security[	] Other[	] [
] First Aid[	] Other[	] [
] Forgery[	] Other[	] [
] Gyro Tech[	] Other[	] [
] Paint or Draw[	] Other[	] [
] Photo & Film[		
] Pharmaceuticals[	REP [	] [
] Pick Lock[	CURRENT IP [	] [
] Pick Pocket.....[	HUMANITY [	] [
] Play Instrument.....[		
] Weaponsmith[		

Type	HL	Cost
Total HL and Euro Costs		

LIFEPATH

Clothes

Hair

Affectations

Ethnicity

Language

Family Background

Siblings



Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Possession

Life Events

One event for each year after age 16

YEAR

GEAR

[illegible]

WEAPONS

[illegible]