
Secondary

- ☐ Animal Empath ☐ Artiste ☐ Athlete
☐ Corporate ☐ Cop ☐ Educator ☐ Fixer
☐ Grifter ☐ Infiltrator ☐ Instigator ☐ Investigator
☐ Magus ☐ Media ☐ Med Tech ☐ Mundie
☐ Netrunner ☐ Nomad ☐ Runner ☐ Savage
☐ Scout ☐ Shadow ☐ Solo ☐ Techie ☐ Vamp

INT [/] REF [/] TECH [/]

COUL / JATRI / JCLK / J
MA / / BOB / / FMB / /

Run [/] Leap [/ /] Lift [/]

© 2004 Blackwell Publishing Ltd

— —

SPECIAL ABILITY

SPECIAL ABILITY		Earned IP	Skill Level	
Adept				
Allure				
Animal Bond				
Authority				
Chameleon				
Charismatic Leadership				
Combat Sense				
Conform				
Credibility				
Deduction				
Family				
Grift				
Interface				
Masterpiece				
Medical Tech				
Mold				
Prowess				
Rampage				
Resources				
Sneak				
Streetdeal				
Track				
Vehicle Zen				
Wisdom				
ATTR		Earned IP	Skill Level	+Stat
Wardrobe & Style				
Personal Grooming				
BODY		Earned IP	Skill Level	+Stat
Endurance				
Fitness/Body Building				
Rowing				
Strength Feat				
Swimming				
COOL		Earned IP	Skill Level	+Stat
Interrogation				
Intimidate				
Leadership				
Oratory				
Resist Torture/Drugs				
Skydiving				
Streetwise				

EMP	Earned IP	Skill Level	+Stat
Animal Handling			
Design			
Human Perception			
Hypnotism/Brainwashing			
Interview			
Lip Reading			
Massage			
Networking			
Parenting			
Perform			
Persuasion/Fast Talk			
Seduction			
Sing			
Social			
Storytelling			
INT	Earned IP	Skill Level	+Stat
Accounting			
Appraise			
Awareness/Notice			
Awareness: Tactical			
Awareness: Track			
Bureaucracy			
Business Sense			
Chemistry			
Composition			
Diagnose Illness			
Education/Gen. Know			
Expert-			
Expert-			
Expert-			
Expert-			
Expert-			
Gamble			
Gardening/Farming			
Language-			
Language-			
Language-			
Language-			
Language-			
Library Search			
Navigation			
Programming			
S.C.U.B.A			
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			

Cyberpunk

Character Portrait

REF	Earned IP	Skill Level	+Stat
Athletics			
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
Martial Art-			
Martial Art-			
Martial Art-			
Operate - ACPA			
Operate - Animal			
Operate - Car/Truck			
Operate - EVA			
Operate - Dirigible			
Operate - Deep Dive Suit			
Operate - Fixed Wing			
Operate - Glider			
Operate - Gyro			
Operate - Hvy. Machinery			
Operate - Motorcycle			
Operate - OTV			
Operate - Remote			
Operate - Sail Driven			
Operate - Space Plane			
Operate - Submersible			
Operate - Vectored Thrust			
Operate -			
Skating/Skateboarding			
Stealth /Evasion			
Weapon- Archery			
Weapon- Handgun			
Weapon- Hvy. Wprns			
Weapon- Rifle			
Underwater Maneuver			
Zero-G Maneuver			
TECH	Earned IP	Skill Level	+Stat
Calligraphy			
Cooking			
Cryptank Operation			
Demolitions			

Disguise			
Electronic Security			
Forgery			
Glass blowing			
Jeweler			
Jury Rig			
Med- First Aid			
Med- Pharmaceuticals			
Med- Surgery			
Origami			
Paint or Draw			
Photography & Film			
Pick Lock			
Pick Pocket			
Play Instrument			
Rope Use			
Sculpt			
Sewing			
Stage Magic			
Tattooing			
Tech- Aero			
Tech- AV			
Tech- Basic			
Tech- Carpentry			
Tech- Chemistry			
Tech- Cyberdeck Design			
Tech- Cyber			
Tech- Electronics			
Tech- Gyro			
Tech- Marine			
Tech- Metal Smith			
Tech- Power Armor			
Tech- Pressure Suit			
Tech- Spacecraft			
Tech- Submarine			
Tech- Weaponsmith			
Tech- Wetware			
Traps and snares			
Typing			
Video Manipulation			

[illegible]

DATAFORTRESS
2.0.2.0

LIFEPATH AND PERSONAL TOUCHES

STYLE

D.O.B.	
Height	
Weight	
Eye Color	
Hair	
Clothes	
Affectations	
Ethnicity	
Language	

Family Background

[illegible]

Father

Mother

SIBLINGS

Name	Age	M/F	Name	Age	M/F

MOTIVATIONS

Traits	
Valued Person	
Value Most	
Feel About People	
Valued Possession	

ROMANTIC ENTANGLEMENT

Spouse

Lovers

Name	Age	M/F	Name	Age	M/F

LIFEPATH

Year

[illegible]

Physical or Mental Conditions

Notes

[illegible]

GEAR AND EQUIPMENT

Worn

Item	Location	Item	Location

Carried in
Purse/Satchel/
Briefcase

Type Of
Bag

SP

Item	Item

Carried in
Large
Pack

Type Of Bag

SP

Item	Item

A armor

Residence

Location	Type	Size	Monthly Cost
----------	------	------	-----------------

Notes

Location	Type	Size	Monthly Cost
----------	------	------	-----------------

Notes

Vehicle

Make:

Model:

Top Speed:	Acc/Decc
Crew:	Range:
Passengers:	Cargo:
Maneuver:	SDP:
SP:	Type:
Mass:	Cost:

Notes

Cybernetics

Head	Optics	Audio	Vocal

R. Arm Torso L. Arm

R. Leg Other Options L. Leg

Total Cost:	Total Humanity Loss:
-------------	----------------------

Assets:	Money Carried:
---------	-------------------

COMBAT PAGE

Throw Distance		STR Damage Bonus		BTM		Points Healed Per Day		Death Save (BOD)		Stun Save (Cool)	
----------------	--	------------------	--	-----	--	-----------------------	--	------------------	--	------------------	--

Hand To Hand Combat

Maneuver	Strike/ Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
MA Bonus													
Applicable Style And Level													
Total To Hit													
Damage +													

Damage bonus is MA skill + Str Bonus + Die (Characters with Brawl/Melee do not add their skill level to Damage)

WEAPONS

[illegible]

INITIATIVE + COMBAT + Other Initiative = Reaction

SENSE Modifiers Total (RT)

COMBAT SKILLS

Combat Skill	Skill Level	Mods	+ REF
Handgun			
Rifle			
Heavy Weapons			
Archery			
Brawl/Mel /M. Art 1			
M. Art 2			
M. Art 3			
M. Art 4			

COMBAT ACTIONS

[illegible]Initiative
Total

Awareness: Tactical Total

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

Combat Notes:

BASIC LOCATION CHART 1D10

Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

EXPANDED LOCATION TABLE 1D6

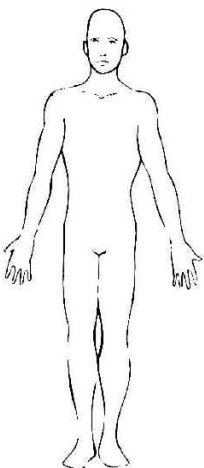
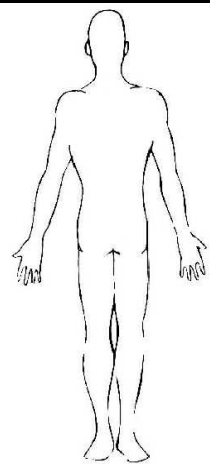
1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
WOUNDS						
SP/SDP						
2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh
WOUNDS						
SP/SDP						
3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee
WOUNDS						
SP/SDP						
4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin
WOUNDS						
SP/SDP						
5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
WOUNDS						
SP/SDP						
6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot
WOUNDS						
SP/SDP						

NOTES:

INTERLOCK UNLIMITED

INTERLOCK UNLIMITED

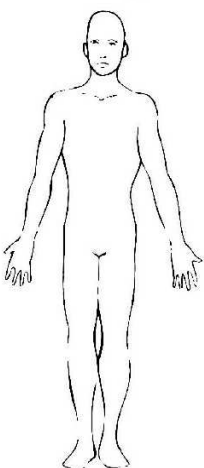
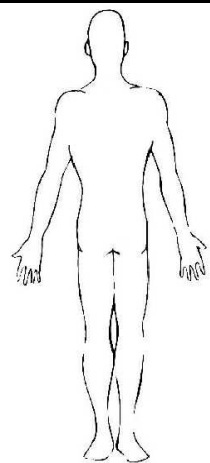
DISPOSABLE COMBAT SHEET



LIGHT		BASIC LOCATION CHART 1D10							
	Location	Head	Torso	R.Arm	L.Arm	R.LEG	L.Leg		
	D10	1	2-4	5	6	7-8	9-0		
0000		EXPANDED LOCATION TABLE 1D6							
SERIOUS STUN -1	1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip		
0000	WOUNDS								
CRITICAL STUN -2	SP/SDP								
0000	2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh		
MORTAL 0 STUN -3	WOUNDS								
0000	SP/SDP								
0000	3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee		
MORTAL 1 STUN -4	WOUNDS								
0000	SP/SDP								
0000	4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin		
MORTAL 2 STUN -5	WOUNDS								
0000	SP/SDP								
0000	5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle		
MORTAL 3 STUN -6	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 4 STUN -7	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 5 STUN -8	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 6 STUN -9	WOUNDS								
0000	SP/SDP								

INTERLOCK UNLIMITED

DISPOSABLE COMBAT SHEET



LIGHT		BASIC LOCATION CHART 1D10							
	Location	Head	Torso	R.Arm	L.Arm	R.LEG	L.Leg		
	D10	1	2-4	5	6	7-8	9-0		
0000		EXPANDED LOCATION TABLE 1D6							
SERIOUS STUN -1	1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip		
0000	WOUNDS								
CRITICAL STUN -2	SP/SDP								
0000	2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh		
MORTAL 0 STUN -3	WOUNDS								
0000	SP/SDP								
0000	3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee		
MORTAL 1 STUN -4	WOUNDS								
0000	SP/SDP								
0000	4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin		
MORTAL 2 STUN -5	WOUNDS								
0000	SP/SDP								
0000	5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle		
MORTAL 3 STUN -6	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 4 STUN -7	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 5 STUN -8	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 6 STUN -9	WOUNDS								
0000	SP/SDP								

INTERLOCK UNLIMITED

CONTACTS

Character Name:

Total Contact Points:

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

INTERLOCK UNLIMITED

COVER IDENTITIES

Character Name: _____

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

INTERLOCK UNLIMITED

NPC'S

Name				Role(s)																																	
INT		REF		TECH		COOL																															
ATTR		LUCK		MA		BODY																															
EMP		Stun		Death		BTM																															
RT				<table border="1"> <tr> <td>LIGHT</td> <td>SERIOUS</td> <td>CRITICAL</td> <td>MORTAL0</td> <td>MORTAL1</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-0</td> <td>Stun-1</td> <td>Stun-2</td> <td>Stun-3</td> <td>Stun-4</td> </tr> <tr> <td>MORTAL2</td> <td>MORTAL3</td> <td>MORTAL4</td> <td>MORTAL5</td> <td>MORTAL6</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-5</td> <td>Stun-6</td> <td>Stun-7</td> <td>Stun-8</td> <td>Stun-9</td> </tr> </table>				LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-0	Stun-1	Stun-2	Stun-3	Stun-4	MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-0	Stun-1	Stun-2	Stun-3	Stun-4																																	
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-5	Stun-6	Stun-7	Stun-8	Stun-9																																	
Hit Loc	Roll	SP																																			
Head	1																																				
Torso	2-4																																				
R. Arm	5		Combat Skill		Level	Quick																															
L. Arm	6																																				
R. Leg	7-8																																				
L. Leg	9-10																																				
Skills		Level	Skills		Level																																
Gear		Cybernetics																																			
Notes:																																					
Money Carried																																					

Name				Role(s)																																	
INT		REF		TECH		COOL																															
ATTR		LUCK		MA		BODY																															
EMP		Stun		Death		BTM																															
RT				<table border="1"> <tr> <td>LIGHT</td> <td>SERIOUS</td> <td>CRITICAL</td> <td>MORTAL0</td> <td>MORTAL1</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-0</td> <td>Stun-1</td> <td>Stun-2</td> <td>Stun-3</td> <td>Stun-4</td> </tr> <tr> <td>MORTAL2</td> <td>MORTAL3</td> <td>MORTAL4</td> <td>MORTAL5</td> <td>MORTAL6</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-5</td> <td>Stun-6</td> <td>Stun-7</td> <td>Stun-8</td> <td>Stun-9</td> </tr> </table>				LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-0	Stun-1	Stun-2	Stun-3	Stun-4	MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-0	Stun-1	Stun-2	Stun-3	Stun-4																																	
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-5	Stun-6	Stun-7	Stun-8	Stun-9																																	
Hit Loc	Roll	SP																																			
Head	1																																				
Torso	2-4																																				
R. Arm	5		Combat Skill		Level	Quick																															
L. Arm	6																																				
R. Leg	7-8																																				
L. Leg	9-10																																				
Skills		Level	Skills		Level																																
Gear		Cybernetics																																			
Notes:																																					
Money Carried																																					

Name				Role(s)																																	
INT		REF		TECH		COOL																															
ATTR		LUCK		MA		BODY																															
EMP		Stun		Death		BTM																															
RT				<table border="1"> <tr> <td>LIGHT</td> <td>SERIOUS</td> <td>CRITICAL</td> <td>MORTAL0</td> <td>MORTAL1</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-0</td> <td>Stun-1</td> <td>Stun-2</td> <td>Stun-3</td> <td>Stun-4</td> </tr> <tr> <td>MORTAL2</td> <td>MORTAL3</td> <td>MORTAL4</td> <td>MORTAL5</td> <td>MORTAL6</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-5</td> <td>Stun-6</td> <td>Stun-7</td> <td>Stun-8</td> <td>Stun-9</td> </tr> </table>				LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-0	Stun-1	Stun-2	Stun-3	Stun-4	MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-0	Stun-1	Stun-2	Stun-3	Stun-4																																	
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-5	Stun-6	Stun-7	Stun-8	Stun-9																																	
Hit Loc	Roll	SP																																			
Head	1																																				
Torso	2-4																																				
R. Arm	5		Combat Skill		Level	Quick																															
L. Arm	6																																				
R. Leg	7-8																																				
L. Leg	9-10																																				
Skills		Level	Skills		Level																																
Gear		Cybernetics																																			
Notes:																																					
Money Carried																																					

Name				Role(s)																																	
INT		REF		TECH		COOL																															
ATTR		LUCK		MA		BODY																															
EMP		Stun		Death		BTM																															
RT				<table border="1"> <tr> <td>LIGHT</td> <td>SERIOUS</td> <td>CRITICAL</td> <td>MORTAL0</td> <td>MORTAL1</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-0</td> <td>Stun-1</td> <td>Stun-2</td> <td>Stun-3</td> <td>Stun-4</td> </tr> <tr> <td>MORTAL2</td> <td>MORTAL3</td> <td>MORTAL4</td> <td>MORTAL5</td> <td>MORTAL6</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Stun-5</td> <td>Stun-6</td> <td>Stun-7</td> <td>Stun-8</td> <td>Stun-9</td> </tr> </table>				LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-0	Stun-1	Stun-2	Stun-3	Stun-4	MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-0	Stun-1	Stun-2	Stun-3	Stun-4																																	
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6																																	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																	
Stun-5	Stun-6	Stun-7	Stun-8	Stun-9																																	
Hit Loc	Roll	SP																																			
Head	1																																				
Torso	2-4																																				
R. Arm	5		Combat Skill		Level	Quick																															
L. Arm	6																																				
R. Leg	7-8																																				
L. Leg	9-10																																				
Skills		Level	Skills		Level																																
Gear		Cybernetics																																			
Notes:																																					
Money Carried																																					

Vehicle Image

Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Vehicle Image

Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Vehicle Image

Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Vehicle Image

Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Property Image or Floor plan

Property			Commercial <input type="checkbox"/>	Residential <input type="checkbox"/>
Location	Type	Size	Monthly Cost	
Notes				

Property Image or Floor plan

Property			Commercial <input type="checkbox"/>	Residential <input type="checkbox"/>
Location	Type	Size	Monthly Cost	
Notes				

INTERLOCK UNLIMITED		Full Cybernetic Conversion Package	
Image		Notes	
MANUFACTURER		MODEL	
REFLEX:			
MOVEMENT ALLOWANCE:			
M/Turn:		MPH	
Jump (up):		(broad):	
BODY:			
Lift:		Throw:	
Damage Mod:			
HAND-TO-HAND			
Punch:		Kick:	
PHYSICAL STRUCTURE			
HEAD			
SP:			
SDP:			
Options (Optic):			
Options (Audio):			
Vocobox:			
Neuralware:			
TORSO			
SP:			
SDP:			
Options:			
RIGHT ARM W/HAND		LEFT ARM W/HAND	
SP:		SP:	
SDP:		SDP:	
Options:		Options:	
RIGHT LEG W/FOOT		LEFT LEG W/FOOT	
SP:		SP:	
SDP:		SDP:	
Options:		Options:	
TOTAL PACKAGE COSTS			
Eurodollars:			
Humanity Cost:			
Weight:			

Image

Notes

POWERED ARMOR SPECIFICATIONS

SUIT NAME:		MANUFACTURER:	
TOTAL WEIGHT:		SIB/DFB:	
CHASSIS TYPE:		CHASSIS CAP./CARRY:	
PUNCH:		TOTAL COST:	
KICK:		TROOPER SIZE:	
CRUSH:		TOUGHNESS MOD:	

HEAD		R & L ARMS		R. & L. LEGS		TORSO	
SP:		SP:		SP:		SP:	
SDP:		SDP:		SDP:		SDP:	
<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>	
<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>	

Equipment Carried

Computer Name:			Manufacturer:		
Type:	Workstation 0 Laptop 0 Cybermodem 0				
Base Cost:			Speed:		
CPU:			Datawalls:		
Memory Units:			Program Spaces (MU x IO):		
Program List:			Notes:		

HACKING/Computer Combat (+IDIO):

User INT: + Programming Skill: + Interface: + Comp Speed: Total:

Computers Defense (In computer combat +IDIO):

Comp Speed: + CPU: + Datawalls (x3): Total:

DETECTING HACKER (+IDIO):

User INT: + Awareness/Notice: + Interface: Total:

Avoiding Detection (+IDIO):

User INT: + System Knowledge: + Interface: Total:

Computer Name:			Manufacturer:		
Type:	Workstation 0 Laptop 0 Cybermodem 0				
Base Cost:			Speed:		
CPU:			Datawalls:		
Memory Units:			Program Spaces (MU x IO):		
Program List:			Notes:		

HACKING/Computer Combat (+IDIO):

User INT: + Programming Skill: + Interface: + Comp Speed: Total:

Computers Defense (In computer combat +IDIO):

Comp Speed: + CPU: + Datawalls (x3): Total:

DETECTING HACKER (+IDIO):

User INT: + Awareness/Notice: + Interface: Total:

Avoiding Detection (+IDIO):

User INT: + System Knowledge: + Interface: Total:

