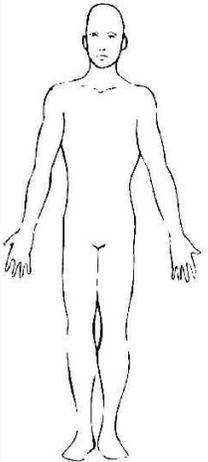
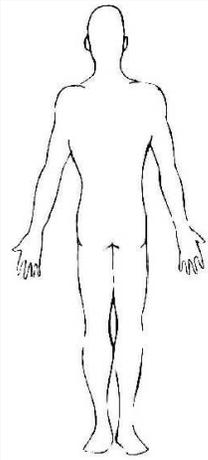


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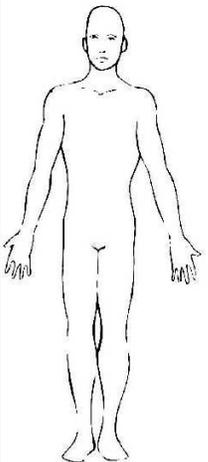
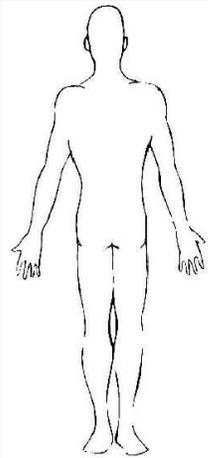
DISPOSABLE COMBAT SHEET



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

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:			

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NPC'S

Name				Role(s)			
INT	REF	TECH	COOL				
ATTR	LUCK	MA	BODY				
EMP	Stun	Death	BTM				
RT							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
R. Arm	5		Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
L. Arm	6		Combat Skill		Level	Quick	
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							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
R. Arm	5		Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
L. Arm	6		Combat Skill		Level	Quick	
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							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
R. Arm	5		Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
L. Arm	6		Combat Skill		Level	Quick	
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							
Hit Loc	Roll	SP	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Head	1		Stun-0	Stun-1	Stun-2	Stun-3	Stun-4
Torso	2-4		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
R. Arm	5		Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
L. Arm	6		Combat Skill		Level	Quick	
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 Residential

Location

Type

Size

Monthly Cost

Notes

Notes area for the first property entry.

Property Image or Floor plan

Property

Commercial Residential

Location

Type

Size

Monthly Cost

Notes

Notes area for the second property entry.

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:



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:	<input type="text"/>	Manufacturer:	<input type="text"/>
Type:	Workstation 0	Laptop 0	Cybermodem 0
Base Cost:	<input type="text"/>	Speed:	<input type="text"/>
CPU:	<input type="text"/>	Datawalls:	<input type="text"/>
Memory Units:	<input type="text"/>	Program Spaces (MU x IO):	<input type="text"/>

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:	<input type="text"/>	Manufacturer:	<input type="text"/>
Type:	Workstation 0	Laptop 0	Cybermodem 0
Base Cost:	<input type="text"/>	Speed:	<input type="text"/>
CPU:	<input type="text"/>	Datawalls:	<input type="text"/>
Memory Units:	<input type="text"/>	Program Spaces (MU x IO):	<input type="text"/>

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:

