

NAME

CAMPAIGN

ROLES

☐ Primary☒ Secondary

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

CHARACTER POINTS

STATS

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

REPUTATION

HUMANITY

SKILLS

SPECIAL ABILITY

Earned Skill
IP Level

Adept		
Allure		
Animal Bond		
Authority		
Chameleon		
Charismatic Leadership		
Combat Sense		
Conform		
Credibility		
Deduction		
Family		
Grift		
Interface		
Masterpiece		
Medical Tech		
Meta		
Mold		
Prowess		
Psi		
Rampage		
Resources		
Sneak		
Streetdeal		
Track		
Vehicle Zen		
Welding		
Wisdom		

ATTR

Earned Skill
IP Level +Stat

Wardrobe & Style			
Personal Grooming			

BODY

Earned Skill
IP Level +Stat

Endurance			
Fitness/Body Building			
Rowing			
Strength Feat			
Swimming			

COOL

Earned Skill
IP Level +Stat

Interrogation			
Intimidate			
Leadership			
Oratory			
Resist Torture/Drugs			
Skydiving			
Streetwise			

EMP

Earned Skill
IP 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 Skill
IP 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			

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Character Portrait

Gardening/Farming			
Language-			
Language-			
Language-			
Language-			
Language-			
Library Search			
Navigation			
Programming			
S.C.U.B.A			
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			

REF

Earned Skill
IP Level +Stat

Athletics			
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
Martial Art-			
Martial Art-			
Martial Art-			
Operate-			
Operate-			
Operate-			
Operate-			
Operate-			
Operate-			
Skating/Skateboarding			
Stealth /Evasion			
Weapon- Archery			
Weapon- Handgun			
Weapon- Hvy. Wpns			
Weapon- Rifle			
Zero-G Maneuver			

TECH

Earned Skill
IP 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-			
Tech-			
Tech-			
Tech-			
Tech-			
Tech-			
Traps and snares			
Typing			
Video Manipulation			

GENERAL IP

DATAFORTRESS
20.20

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	
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Valued Person	

Value Most	
Feel About People	

Feel About People	
Valued Possession	

Versteckter Besitz

ROMANTIC ENTANGLEMENT

Spouse

Lovers

Name	Age	M/F	Name	Age	M/F

LIFEPATH

[illegible]

Physical or Mental Conditions	
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Notes

[illegible]

Worn

[illegible]

Carried in Purse/Satchel/ Briefcase	Type Of Bag	SP
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[illegible]

Carried in Large Pack	Type Of Bag	SP

[illegible]

Armor

Residence

Location	Type	Size	Monthly Cost
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Notes

Location	Type	Size	Monthly Cost
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Notes

Vehicle

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

NOTES

[illegible]

Assets:		Money Carried:	
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COMBAT PAGE

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

Location	Name	Type	WA	Conc.	Avail.	Damage	#Shots	ROF	Reliability	Reloads Carried

INITIATIVE + COMBAT + Other Initiative - Reaction
SENSE Modifiers Total (RT)

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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

Skill + RT	Quick CA (÷5)	Normal CA (÷10)	Full CA (÷15)

Initiative Total

Awareness: Tactical Total

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
Stun - 0	Stun - 1	Stun - 2	Stun - 3	Stun - 4
MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
Stun - 5	Stun - 6	Stun - 7	Stun - 8	Stun - 9

Combat Notes:

BASIC LOCATION CHART 1D10

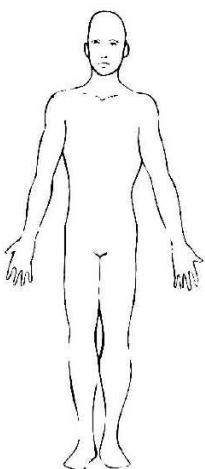
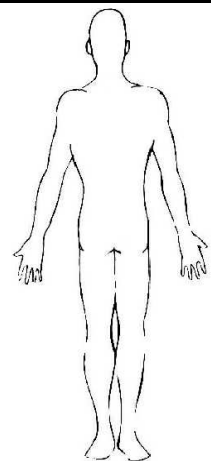
Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

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						

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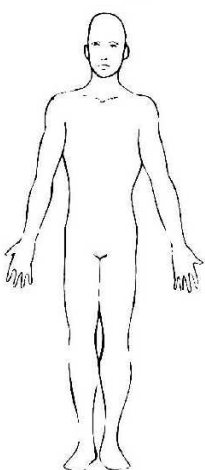
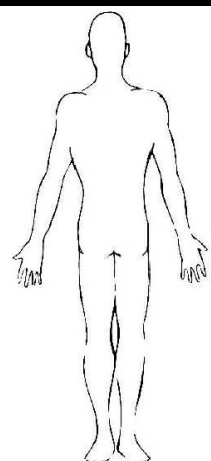
DISPOSABLE COMBAT SHEET



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