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**Secondary**

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

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

## COOL [ / ] ATTR [ / ] LUCK [ / ]

MA [ / ] BOD [ / ] EMP [ / ]

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

**S.I.N.**

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## EMP

## Earne

Skill

Stat

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

**Cybercrank**

### 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. Wpns			
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			

**DATAFORTRESS**  
**2.0.2.0**

## GENERAL IP

15 SEPTEMBER 2005

## LIFEPATH AND PERSONAL TOUCHES

## STYLE

<b>D.O.B.</b>	
<b>Height</b>	
<b>Weight</b>	
<b>Eye Color</b>	
<b>Hair</b>	
<b>Clothes</b>	
<b>Affectations</b>	
<b>Ethnicity</b>	
<b>Language</b>	

## 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

[illegible]

Physical or Mental Conditions	
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## Notes

[illegible]

## GEAR AND EQUIPMENT

Worn

[illegible]

Carried in  
Purse/Satchel/  
Briefcase

Type Of Bag

SP

[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

Make:

Model:

**Top Speed:**

**Acc/Decc**

**Crew:**

Range:

**Passengers:**

**Cargo:**

**Maneuver:**

SDP:

**SP:**

Type:

**Mass:**

**Cost:**

## Notes

## Cybernetics

[illegible]

R. Arm

## Torso

L. Arm

[illegible]

R. Leq

## Other Options

L. Leq

[illegible]**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)	
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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.	Avall.	Damage	#Shots	ROF	Reliability	Reloads Carried

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

COMBAT SKILLS				COMBAT ACTIONS			
Combat Skill	Skill Level	Mods	+ REF	Skill + RT	Quick CA (÷5)	Normal CA (÷10)	Full CA (÷15)
Handgun							
Rifle							
Heavy Weapons							
Archery							
Brawl/Mel /M. Art 1							
M. Art 2							
M. Art 3							
M. Art 4							
Initiative Total		Awareness: Tactical Total					

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

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						