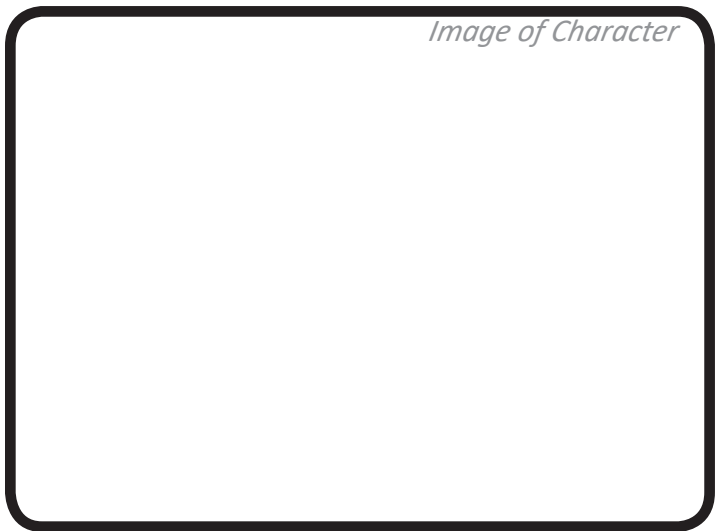




Handle

Description



STATS

INT [/] ATTR [/] EMP [/]
REF [/] LUCK [/] RUN [/]
TECH [/] MA [/] LEAP [/]
COOL [/] BODY [/] LIFT [/]

Table with columns: Location, Head (1), Torso (2-4), R.Arm (5), L.Arm (6), R.Leg (7-8), L.Leg (9-0), Armor SP

SAVE, BTM, LIGHT, SERIOUS, CRITICAL, MORTAL 0, MORTAL 1, MORTAL 2, MORTAL 3, MORTAL 4, MORTAL 5, MORTAL 6, Stun 0-9

STYLE

Table with columns: Clothes/Outfit, Style, SP, Cost

Table with columns: Cybernetics, Cost, HL

SKILLS

SPECIAL ABILITIES

- Authority, Charismatic leadership, Combat Sense, Credibility, Family, Interface, Jury Rig, Medical Tech, Resources, Streetdeal

ATTR

- Personal Grooming, Wardrobe & Style

BODY

- Endurance, Strength Feat, Swimming

COOL/WILL

- Interrogation, Intimidate, Oratory, Resist Torture/Drugs, Streetwise

EMPATHY

- Human Perception, Interview, leadership, Seduction, Social, Persuasion & Fast Talk, Perform

INT

- Accounting, Anthropology, Awareness/Notice, Biology, Botany, Chemistry, Composition, Diagnose Illness, Education & GenKnow, Expert, Gamble, Geology, Hide/Evade, History, language, language, language, Ubrary Search, Mathematics, Physics, Programming, Shadow/Track, Stock Market, System Knowledge, Teaching, Wilderness Survival, Zoology

REF

- Archery, Athletics, Brawling, Dance, Dodge & Escape, Driving, Fencing, Handgun, Heavy Weapons, Martial Art, Martial Art 2, Martial Art 3, Melee, Motorcycle, Operate Hvy Machinery, PilotGyro, PilotFixed Wing, PilotDirigible, PilotVectThrust Vehicle, Rifle, Stealth, Submachinegun

TECH

- Aero Tech, AVTech, Basic Tech, Cryotank Operation, Cyberdeck Design, CyberTech, Demolitions, Disguise, Electronics, Elect Security, First Aid, Forgery, Gyro Tech, Paint or Draw, Photo & Film, Pharmaceuticals, Pick Lock, Pick Pocket, Play Instrument, Weaponsmith

OTHER

- Blank skill slots

REF

CURRENT IP, HUMANITY

