

CHARACTER NAME						The state of	SCORE	MOD	SCORE	MOD	COMBAT	SUM	MARY				
					5	TRENGTH				\square	SIZE		SPEED	INIT	TATIVE		DR
PLAYER					SSSKILL	SKILL	TOTAL	RANKS	STR MOD	MISC MOD							
					ctv				mob								/
RACE		TEMPLA	TE			Climb		=+		+							
						Jump		=+	·	+	BASE AT	ΓACK					
AGE	GENDER		HEIGHT		. 🗆	Swim		=+	·	+	ATTACK T	YPE	TOTAL	BASE ATK	ABILITY SCORE	ABILITY MOD	SIZE MOD
								=+	·	+				AIK	SCORE	MOD	MOD
WEIGHT	EYES		HAIR				SCORE	MOD	TEMP SCORE	TEMP MOD	Melee		=	STR -	++		.+
					Ι	DEXTERITY					Grapple		=	STR -	++		.+
VALUES	UE		VICE		SSKILL	SKILL	TOTAL	RANKS	DEX MOD	MISC MOD	Ranged		=	DEX +	+		.+
ALLEGIANCES MAJO	DR.		MINOR		CLAS				мор	мов			TOTAL	FLA	T FOOTED	т	оисн
				,	Balance		=+	·	+	DEFENC	3						
EXCELLENCE pts		SPE	INT:			Escape Artist		=+		+	BASE	DEX	C	LASS	EQUIP		MISC.
CLASSES				LEVEL		Hide		=+	·	+							
					l _	Move Silently Pilot (civilian)		=+		+	10						
						Pilot (civilian) Pilot (military)		=+		+	EICHTIN	C TEC	TINIIOI	TE			
					J	Ride				+	FIGHTIN	GIE	JUNIÓ	JE			
					_	Sleight of Hand		=+ = +		+	STYLE		TOTAL	RANKS	ABILITY SCORE	ABILITY MOD	MISC MOD
SAVING THROWS	TOTAL	BASE	ABILITY MOD	MISC MOD		Tumble		"' = +		+							
								=+		+			=		+		.+
Fortitude		=+	·	+						TEMP	FEATS						
Reflex		=+	·	+	7.7	TICDOM	SCORE	MOD	TEMP SCORE	TEMP MOD							
Will		=+	·	+	· V	VISDOM					MANOEUVRE	s					
	М	AX	THRE	SHOLD	ASS SKII	SKILL	TOTAL	RANKS	WIS MOD	MISC MOD							
HIT POINTS					<u>5</u>												
DAMAGE TAKEN:	<u> </u>				_	Listen		=+		+	ARMOUR	./PRO	TECTI	VE ITE	EM		
					_	Scope Awareness		=+		+	ARMOUR/PRO	TECTIV	E ITEM			EOUI	P. BONUS
					_	Sense Motive		=+		+							
					l _	Spot		=+		+	TYPE	сн	ECK PEN.	MA	X DEX.	PROI	PERTIES
OCCULT POWE	ERS				l _	Survival		=+		+							
SKILL	TOTAL R	ANKS ABIL	ITY ABILIT	Y MISC				=+		+	ARMOUR	/PRO	TECTIV	VE ITE	EM		
		SCO:	KE MOD	MOD	_		SCORE	MOD	TEMP SCORE	TEMP MOD	ARMOUR/PRO					FOUL	P. BONUS
	=_	+_	+	_+	Π	VTELLIGENCE					manoon, me	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	2112			LQUI	1 DONOS
	=_	+_	+	_+	SKILL	CYCYY			INT	MISC	ТҮРЕ	сн	ECK PEN.	MA	X DEX.	PROI	PERTIES
	=_	+	+	_+	CLASS	SKILL	TOTAL	RANKS	MOD	MOD							
	=_	+_	+	_+	. 🗆	Creative Art	:	=+		+	ATTACK						
	SCORE	MOD	TEMP SCORE	TEMP MOD		Engineer (chemical)	:	=+		+	WEAPON			Τ.	тк мор	D.	AMAGE
CONSTITUTION						Engineer (ethertech)		=+		+	WEAPON			A	TK MOD	DA	MAGE
			CON	MISC		Engineer (mechanical)		=+		+	TYPE		CRITICA	L	PRO	PERTIES	
SKILL	TOTAL	RANKS	CON MOD	MOD		Engineer (pharmaceutical)		=+		+							
Concentration		=+	·	+		Engineer (structural)		=+		+	FEATS/TALEN	TS/SPE	CIAL ABILI	TY NOTE	is:		
		=+	·	+		Forgery		=+		+							
	SCORE	MOD	TEMP SCORE	TEMP MOD		Investigate		=+		+							
CHARISMA			- SAL			Knowledge ()		=+		+	ATTACK						
#						Knowledge ()		=+		+	WEAPON				тк мор		MAGE
SKILL	TOTAL	RANKS	CHA MOD	MISC MOD		Knowledge ()		=+		+				^		- 5.	
Bluff	1		1		J	Knowledge ()		=+		+	ТҮРЕ		CRITICA	L	PRO	PERTIES	
		=+	·	+		Knowledge ()		=+		+							
		=+	·	+		Munitions		=+		+	FEATS/TALEN	TS/SPE	CIAL ABILI	TY NOTE	is:		
Disguise		=+	·	+		Navigate		= +		+							
Handle Animal		=+	·	+		Research		' 		+							
Intimidate		=+	+·	+		Scope Use (immersed)				+	ATTACK						
Perform ()		=+	·	+		Scope Use (remote)		† _ ·			WEAPON				тк мор	Da	AMAGE
Perform ()		=+	·	+		Search		† 									
Perform ()		=+	·	+	П			=+		+	ТҮРЕ		CRITICA	L	PRO	PERTIES	;
Perform ()		=+	·	+				=+	·	+							
Resolve		=+	+	+				All · ·			FEATS/TALEN	TS/SPE	CIAL ABILI	TY NOTE	s:		
Scope Resilience		=+	·	+				es. All rights res copy for person									
						0											



			CHARACT	TER SHEET	→	
FEATS			TABS AND PROGRAMS	S	→≒ SCOPE, AVATAF	
FEAT	G.F	AINED PAGE REF	SCOPE TABS		TEMP 7	TEMP MOD
			JACK-IN LOCATION	# TABS	STRENGTH	
					DEXTERITY	
					CONSTITUTION	
			UPLOAD TABS SKILL (S)	RANKS # TABS	SAVING THROWS TOTAL BASE ABILITY M	ISC
					SAVING TITROWS FORE BASE MOD M	OD
					Fortitude = + + + +	
			SCOPE PROGRAMS		TOTAL FLAT FOOTED TOUCH	
			DESCRIPTION/ ITEM REPLICATE	D LEVEL LOAD ON JACK-IN	DEFENCE	
					BASE DEX CLASS EQUIP. MISC	2.
					10	
TALENTS AND CLA	ASS ABILITIES				SCOPE POINTS	
TALENT ABILITY		S/TALENT PAGE	SOCIAL TEMPLATE AN	ND INFLUENCES	DAMAGE TAKEN:	
		REF	SOCIAL TEMPLATE SOCIAL CLASS	WEALTH KNOWLEDGES		
			CLASS			
			BONUS SKILLS/FEATS		BASE ATTACK	
					ATTACK TYPE TOTAL BASE ABILITY ABILITY S. SCORE MOD M.	IZE IOD
					Melee = STR ++	
					Grapple= STR +++	
			INFLUENCE TOTAL RAN	KS MISC DETAILS	Ranged= DEX ++	
				_+	COMBAT SUMMARY	
				+	INITIATIVE DOMAIN CLASSES SPEED BONUS SPEED BONUS	
				+	ENHANCED TRANSFER	
				+	ATTACK	
			₌	+	WEAPON ATK MOD DAMAG	Е
EQUIPMENT			□= □=	_+	TYPE CRITICAL PROPERTIES	
ITEM	WEIGHT (LB)	WHERE HELD		+	EEATS/TAIENTS/SDECIAL ABILITY NOTES	
			FEATS/TALENTS/SPECIAL ABILITY	TY NOTES:	FEATS/TALENTS/SPECIAL ABILITY NOTES:	
					ATTACK	
					WEAPON ATK MOD DAMAG	E
			CYBERNAUGHTICS		TYPE CRITICAL PROPERTIES	
			ITEM CPP TOL MIN CON	SIZE UPGRADES EFFECTS		
					FEATS/TALENTS/SPECIAL ABILITY NOTES:	
					_	
					ARMOUR/PROTECTIVE ITEM	
					ARMOUR/PROTECTIVE ITEM EQUIP. BONUS	
					TYPE CHECK PEN. MAX DEX. PROPERTIES	
					ARMOUR/PROTECTIVE ITEM	
					ARMOUR/PROTECTIVE ITEM EQUIP. BONUS	
					TYPE CHECK PEN. MAX DEX. PROPERTIES	
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