### Character Points

- [ ] Int [ ] Ref [ ] Tech [ ] Cool [ ]
- [ ] Attr [ ] Luck [ ] Ma [ ] Body [ ]
- [ ] Emp [ ] Run [ ] Leap [ ] Lift [ ]

### Location

<table>
<thead>
<tr>
<th>Location</th>
<th>Head</th>
<th>Torso</th>
<th>R.Arm</th>
<th>L.Arm</th>
<th>R.Leg</th>
<th>L.Leg</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2-4</td>
<td>5</td>
<td>6</td>
<td>7-8</td>
<td>9-0</td>
</tr>
</tbody>
</table>

### Armor SP

<table>
<thead>
<tr>
<th>Armor SP</th>
<th>Light</th>
<th>Serious</th>
<th>Critical</th>
<th>Mortal</th>
<th>Mortal1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Drawing of Character

### Skills

#### SPECIAL ABILITIES
- Authority
- Charismatic Leadership
- Combat Sense
- Credibility
- Family
- Interface
- Jury Rig
- Medical Tech
- Resources
- Streetdeal

#### ATTR
- Personal Grooming
- Wardrobe & Style
- History
- Language
- Library Search
- Mathematics
- Physics
- Programming
- Shadow/Track
- Stock Market
- System Knowledge
- Teaching
- Wilderness Survival
- Zoology
- Archery
- Athletics
- Brawling
- Dance
- Dodge & Escape
- Driving
- Fencing
- Handgun
- Heavy Weapons
- Martial Art 1
- Martial Art 2
- Martial Art 3
- Melee
- Motorcycle
- Operate Hwy. Machinery
- Pilot (Gyro)
- Pilot (Fixed Wing)
- Pilot (Dirigible)
- Pilot (Vect.Thrust Vehicle)
- Stealth
- Submachinegun
- AERO TECH
- AV TECH
- Basic Tech
- Cyberdeck Design
- CyberTech
- Demolitions
- Disguise

### Cybernetics

<table>
<thead>
<tr>
<th>Type</th>
<th>HL</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronics</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Electric Security</td>
<td></td>
<td></td>
</tr>
<tr>
<td>First Aid</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forgery</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gyro Tech</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paint or Draw</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Photo &amp; Film</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pharmaceuticals</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pick Pocket</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pick Lock</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Play Instrument</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Smiths</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### REP

- [ ]

### Current IP

- [ ]

### Humanity

- [ ]

© R. Talsorian Games, 1991. All Rights Reserved. Permission granted for Personal Photocopying only.
# Lifepath, Gear & Weapons

## Lifepath

### Style
- Clothes
- Hair
- Affectations
- Ethnicity
- Language

### Family Background

### # Siblings
- [ ] Male
- [ ] Female

### Motivations
- Traits
- Valued Person
- Value Most
- Feel About People
- Valued Possession

### Life Events
- One event for each year after age 16

## Gear

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Wt</th>
</tr>
</thead>
</table>

## Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>WA</th>
<th>Conc.</th>
<th>Avail.</th>
<th>Dem.</th>
<th># Shots</th>
<th>ROF</th>
<th>Rel</th>
</tr>
</thead>
</table>

© R.Talsorian Games, 1991. All Rights Reserved. Permission granted for Personal Photocopying only.