

HANDLE Dane	
ROLE Solo 4/Fixer 3	
ROLE ABILITY C.Awareness	RANK 4
NOTES Local Expert: Little China Operator 3	

HUMANITY	OUT OF	40
30		

INT	OUT OF	6
REF	OUT OF	8
DEX	OUT OF	8
TECH	OUT OF	2
COOL	OUT OF	8
WILL	OUT OF	6
LUCK	OUT OF	5
MOVE	OUT OF	6
BODY	OUT OF	7
EMP	OUT OF	3
	OUT OF	4

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)	4	6	10
Conceal/Reveal Object (INT)		6	0
Lip Reading (INT)		6	0
Perception (INT)	4	6	10
Tracking (INT)		6	0
Body Skills	LVL	STAT	BASE
Athletics (DEX)	5	8	14
Contortionist (DEX)	2	8	10
Dance (DEX)		8	0
Endurance (WILL)		6	0
Resist Torture/Drugs (WILL)	2	6	8
Stealth (DEX)	6	8	14
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)		8	0
Pilot Air Vehicle (x2) (REF)		8	0
Pilot Sea Vehicle (REF)		8	0
Riding (REF)		8	0
Education Skills	LVL	STAT	BASE
Accounting (INT)		6	0
Animal Handling (INT)		6	0
Bureaucracy (INT)		6	0
Business (INT)		6	0
Composition (INT)		6	0
Criminology (INT)		6	0
Cryptography (INT)		6	0
Deduction (INT)		6	0
Education (INT)	2	6	8
Gamble (INT)		6	0

Education Skills	LVL	STAT	BASE
Language (INT)			
→ Streetslang	2	6	8
→ English	4	6	10
→		6	0
Library Search (INT)		6	0
Local Expert (INT)			
→ Your Home	3	6	9
→		6	0
→		6	0
Science (INT)			
→		6	0
→		6	0
Tactics (INT)	4	6	10
Wilderness Survival (INT)		6	0
Fighting Skill	LVL	STAT	BASE
Brawling (DEX)	2	8	10
Evasion (DEX)	7	8	15
Martial Arts (x2) (DEX)		8	0
Melee Weapon (DEX)	5	8	13
Performance Skills	LVL	STAT	BASE
Acting (COOL)	2	8	10
Play Instrument (TECH)			
→		2	0
→		2	0
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)		8	0
Autofire (x2) (REF)	5	8	13
Handgun (REF)	4	8	12

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)		8	0
Shoulder Arms (REF)	7	8	15
Social Skills	LVL	STAT	BASE
Bribery (COOL)		8	0
Conversation (EMP)	2	3	5
Human Perception (EMP)	2	3	5
Interrogation (COOL)	5	8	13
Persuasion (COOL)	6	8	14
Personal Grooming (COOL)		8	0
Streetwise (COOL)	4	8	12
Trading (COOL)	3	8	11
Wardrobe & Style (COOL)		8	0
Technique Skills	LVL	STAT	BASE
Air Vehicle Tech (TECH)		2	0
Basic Tech (TECH)		2	0
Cybertech (TECH)		2	0
Demolitions (x2) (TECH)		2	0
Electronics/Security Tech (x2) (TECH)		2	0
First Aid (TECH)	2	2	4
Forgery (TECH)		2	0
Land Vehicle Tech (TECH)		2	0
Paint/Draw/Sculpt (TECH)		2	0
Paramedic (x2) (TECH)		2	0
Photography/Film (TECH)		2	0
Pick Lock (TECH)		2	0
Pick Pocket (TECH)		2	0
Sea Vehicle Tech (TECH)		2	0
Weaponstech (TECH)		2	0

HIT POINTS	OUT OF	45
45		
SERIOUSLY WOUNDED	OUT OF	23
23		
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED		
DEATH SAVE	OUT OF	7
7		

WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head L.Armorjack	11	
Body L.Armorjack	11	
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

WEAPON	DMG	AMMO	ROF	NOTES
Assault Rifle (Excellent)	5d6	35	1	Autofire 4/Suppressive Fire/Extended Clip/Smartlink
Shotgun (Excellent)	5d6	8	1	Extended Clip/Smartlink
Sniper Rifle	5d6	8	1	Extended Clip
Heavy Pistol	3d6	8	2	
Wolvers	3d6		2	
Very Heavy Pistol	4d6	8	1	



CYBERWARE

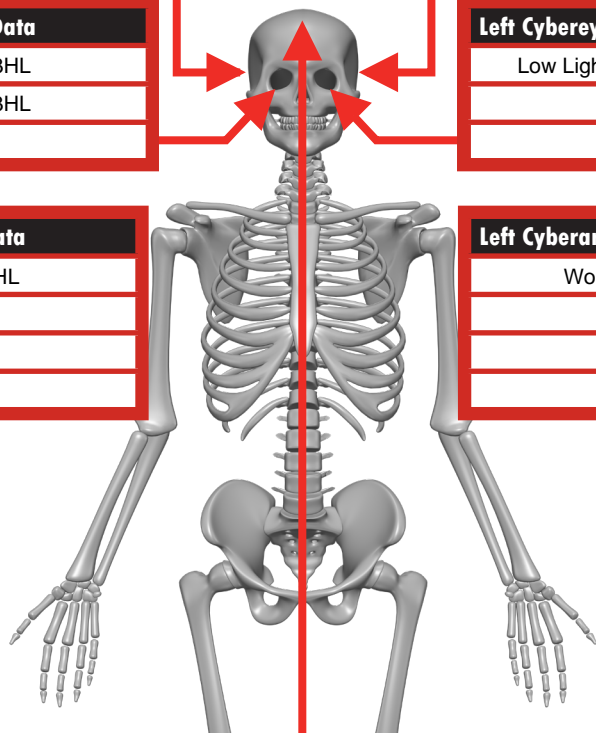
Cyberaudio Suite	<input type="checkbox"/>	Data

Right Cybereye	<input checked="" type="checkbox"/>	Data
Low Light Infrared		3HL
Targeting Scope		3HL

Left Cybereye	<input checked="" type="checkbox"/>	Data
Low Light Infrared		3HL

Right Cyberarm	<input type="checkbox"/>	Data
Subdermal Grip		3HL

Left Cyberarm	<input type="checkbox"/>	Data
Wolvers		7HL



For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it. Options go in the slots below.

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.

Internal Cyberware	Data
Nasal Filters	2HL
Toxin Binders	2HL

External Cyberware	Data

Fashionware	Data
Techhair	Extend/Retract
Chemskin	Temperature Sensitive

Neural Link	<input checked="" type="checkbox"/>	Data

Right Cyberleg	<input type="checkbox"/>	Data

Left Cyberleg	<input type="checkbox"/>	Data

Borgware	Data

