

CHARACTER NAME							SCORE	MOD	TEMP SCORE	TEMP MOD	COMBAT S	UMMARY		
CHARACTER NAME					S	TRENGTH					SIZE	SPEED	INITIATIVE	DR
PLAYER					SSSKILL	SKILL	TOTAL	RANKS	STR MOD	MISC MOD	5722	01222		DK
					d d	at. I								/
RACE		TEMPLA	TE			Climb Jump		=1	·	+	BASE ATTA	NCV.		
						Swim		=		+	DASE AT 17	ACK		
AGE	GENDER		HEIGHT		_			=1 =1	·	+	ATTACK TY	PE TOTAL	BASE ABILITY ATK SCORE	ABILITY SIZE MOD MOD
									TEMP SCORE	TEMP MOD	Melee			
WEIGHT	EYES		HAIR		Г	DEXTERITY	SCORE	MOD	SCORE	MOD		=	STR ++	+
					1						Grapple Ranged	=	STR ++	+
VALUES	RTUE		VICE		LASS SK	SKILL	TOTAL	RANKS	DEX MOD	MISC MOD	Rangeu	=	DEX ++	тоисн
ALLEGIANCES	ijor		MINOR			Balance				+	DEFENCE	IOIAL	PERI POOTED	Touch
EXCELLENCE pts		SPI	ENT:		1 _	Escape Artist		= +		+		<u> </u>		
CLASSES				LEVEL		Hide		=		+	BASE	DEX CL	ASS EQUIP.	MISC.
CLASSES				LLVLL		Move Silently		=		+	10			
						Pilot (civilian)		=+	·	+				
					J	Pilot (military)		=f		+	FIGHTING	TECHNIQU	Е	
					_	Ride		=+	·	+	STYLE	TOTAL R	ANKS ABILITY	ABILITY MISC
SAVING	TOTAL	BASE	ABILIT'	Y MISC MOD		Sleight of Hand Tumble		=+	·	+	STILL	TOTAL	SCORE	MOD MOD
THROWS	TOTAL	DAGE	MOD	MOD		Tumble		==	·	+		=_	++	+
Fortitude			+	_+				= <sup>1</sup>		Ť	FEATS			
Reflex			+	_+			SCORE	MOD	TEMP SCORE	TEMP MOD				
Will			+	_+	V	VISDOM					MANOEUVRES			
	M.	AX	тн	RESHOLD	SSSKILI	SKILL	TOTAL	RANKS	WIS MOD	MISC MOD				
HIT POINTS					CLA									
DAMAGE TAKEN:						Listen		=+		+	ARMOUR/	PROTECTIV	EITEM	
						Scope Awareness		=+		+	ARMOUR/PROT	ECTIVE ITEM		EQUIP. BONUS
						Sense Motive		=+	·	+				
						Spot		=+	·	+	TYPE	CHECK PEN.	MAX DEX.	PROPERTIES
OCCULT POW	ERS				ı	Survival		=+		+				
SKILL	TOTAL R	ANKS ABIL	ITY ABII	ITY MISC				=+		+	ARMOUR/	PROTECTIV	EITEM	
							SCORE	MOD	TEMP SCORE	TEMP MOD	ARMOUR/PROT	ECTIVE ITEM		EQUIP. BONUS
	=	+	+	+	II	NTELLIGENCE				$\Box$				
	=_	+	+_	+	SSKILL	SKILL	TOTAL	RANKS	INT	MISC	TYPE	CHECK PEN.	MAX DEX.	PROPERTIES
	=_	+	+_	+	CLAS	SKILL	TOTAL	RANKS	MOD	MOD				
	=_	+	+_	+		Creative Art		=+	·	+	ATTACK			
	SCORE	MOD	TEMP SCORE	TEMP MOD		Engineer (chemical)		=+		+	WEAPON		ATK MOD	DAMAGE
CONSTITUTIO	1					Engineer (ethertech)		=+		+				
SKILL	TOTAL	RANKS	CON	MISC		Engineer (mechanical)		=+		+	TYPE	CRITICAL	PROI	PERTIES
_			МОВ	MOD		Engineer (pharmaceutical)		=+	·	+	pp. + mo/m + + ps. m	s/special abilit	W Momna.	
Concentration			+	_+		Engineer (structural)		=+		+	FERTS/TALENT	S/SPECIAL ABILIT	I NOTES.	
			+	_+		Forgery		=+		+				
	SCORE	MOD	TEMP SCORE	TEMP MOD		Investigate		=+		+				
CHARISMA						Knowledge ( )		=+		+	ATTACK			
SKILL	TOTAL	RANKS	CHA MOD	MISC MOD		Knowledge ( )		=+		+	WEAPON		ATK MOD	DAMAGE
SKILL	TOTAL	RANKS	MOD	MOD	l	Knowledge ( )		=+		+				
☐ Bluff	:		+	_+		Knowledge ( )		=+		+	TYPE	CRITICAL	PROI	PERTIES
☐ Diplomacy			+	_+		Knowledge ( )		=+	·	+	FEATS/TALENT	s/special abilit	Y NOTES:	
☐ Disguise			+	_+		Munitions		=+	·	+				
☐ Handle Animal	=		+	_+		Navigate		=+	·	+				
☐ Intimidate			+	_+		Research		=+	·	+	A'T'T'A CIA			
Perform (	)		+	_+		Scope Use (immersed)		=+	·	+	ATTACK			
Perform (	)		+	_+		Scope Use (remote)		=+	·	+	WEAPON		ATK MOD	DAMAGE
Perform (	)		+	_+		Search		=+	·	+	TYPE	CRITICAL	PRO	PERTIES
Perform (	)	<u> </u>	+	_+				=+	·	+		ERITICAL	FROI	
Resolve			+	_+							FEATS/TALENT	s/special abilit	Y NOTES:	
☐ Scope Resilience			+	_+				es. All rights re copy for person						



	CHARACTER SHEET	<b>√≻</b> ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
FEATS	TABS AND PROGRAMS	SCOPE AVATAR
FEAT GAINED PA	GB SCOPE TABS	A DILITY COORDS
	JACK-IN LOCATION # TAB	STRENGTH
		DEXTERITY
		CONSTITUTION
	UPLOAD TABS  SKILL (S) RANKS # TAB	S SAVING THROWS TOTAL PAGE ABILITY MISC
		SAVING THROWS TOTAL BASE MOD MOD
	_	Fortitude ++
	ggopy ppogp wg	TOTAL FLAT FOOTED TOUCH
	SCOPE PROGRAMS  DESCRIPTION/ ITEM REPLICATED   LEVEL   LOAD ON JA	DEFENCE DEFENCE
		BASE DEX CLASS EQUIP. MISC.
		10
TALENTS AND CLASS ABILITIES		SCOPE POINTS
	GE SOCIAL TEMPLATE AND INFLUENCES	DAMAGE TAKEN:
TREE R	SOCIAL TEMPLATE SOCIAL WEALTH KNOWLEDGE	ies .
	CLASS	
	BONUS SKILLS/FEATS	BASE ATTACK
		ATTACK TYPE TOTAL BASE ABILITY SIZE MOD MOD
		Melee = STR + + +
		Grapple= STR +++
	INFLUENCE TOTAL RANKS MISC MOD DETAILS	
		COMBAT SUMMARY
		INITIATIVE
		ENHANCED TRANSFER DOMAIN CLASSES SPEED BONUS
		ATTACK
	= +	WEAPON ATK MOD DAMAGE
EQUIPMENT		TYPE CRITICAL PROPERTIES
ITEM WEIGHT (LB) WHERE HELD		
	FEATS/TALENTS/SPECIAL ABILITY NOTES:	FEATS/TALENTS/SPECIAL ABILITY NOTES:
		ATTACK
		WEAPON ATK MOD DAMAGE
	CYBERNAUGHTICS	TYPE CRITICAL PROPERTIES
	ITEM CPP TOL MIN SIZE UPGRADES EFF	ECTS
		FEATS/TALENTS/SPECIAL ABILITY NOTES:
	_	
		ARMOUR/PROTECTIVE ITEM
		ARMOUR/PROTECTIVE ITEM EQUIP. BONUS
		TYPE CHECK DEN MAY DEV
		TYPE CHECK PEN, MAX DEX. PROPERTIES
		ARMOUR/PROTECTIVE ITEM
		ARMOUR/PROTECTIVE ITEM EQUIP. BONUS
		TYPE CHECK PEN, MAX DEX. PROPERTIES

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