



PLAYER VEHICLE SHEET

[illegible]

1 — 2 — 3

RIFLE RANGE SHOTGUNS & PISTOLS STRIKING, RAMMING & GRAPPLING

1 — 2 — 3 — 4+
ELIMINATE SLOWEST PURSUER

The *Contra* was custom built for Shara and her crew. They didn't get the ship for free, however. Their patron, an ex-SMD general named Tarry, expects constant favors to keep his illegal business in order. Shara has never denied a request, but she's starting to feel strained under such a short leash. The *Contra* has such a unique appearance, so it would be difficult to disappear without major rework. It's covered in eight-foot spikes, red slashes of paint, and her Tarry's family crest.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	2	
COMBAT	0	
TOUGHNESS	-1	
INFLUENCE	2	
OPERATION	3	
NERVE	0	
SPEED	2	

1/2 SPEED + OTHER + 3 = ACTION POINTS

1 + - + 3 = 4

AWARENESS + SPEED = BATTLE REFLEX

2 + 2 = 4

HIT POINT TRACKER	MAX HP	40
	HP/LEVEL	5

UNSPENT TRAIT POINTS 2

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input checked="" type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 5 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 6 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 7 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 8 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 9 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Shara Het (Female)	LEVEL	2
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION	CYNICISM	RESOLVE
Forgiveness is powerful	2 /10	2 /5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
-1	+5 + -	= 4
TOUGHNESS	OTHER	ARMOR DEFENSE
-1	+5 + -	= 7
ARMOR WORN		SPEED RATING
Combat vest		3

NERVE + OTHER = NERVE DEFENSE

0 + 5 + - = 5

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit rifle	1	3	-	12	

W. PROFICIENCIES ☐ STRIKING ☐ PISTOLS ☐ RIFLES ☐ SHOTGUNS

ASPECT SCOUNDREL	
CHARACTER TRAITS <ul style="list-style-type: none"> Dying Breed: Can't mutate, +1 Attribute, bonuses at level 4 & 7. (Driving) Spaceship Training: Increase the velocity of spaceships you pilot by 4. (Driving) Ground Car Training: Increase the velocity of ground cars you drive by 4. Battle Opportunist: +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage. Studios: +1 Operation (already calculated) 	<ul style="list-style-type: none"> Techless Will: +3 to any Attribute for 1 turn, 3/day. Influence Personnel: Use highest Attribute when lying to security/corporate employees.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	-1	
COMBAT	1	
TOUGHNESS	-1	
INFLUENCE	0	
OPERATION	3	
NERVE	3	
SPEED	2	

1/2 SPEED + OTHER + 3 = ACTION POINTS

1 + - + 3 = 4

AWARENESS + SPEED = BATTLE REFLEX

-1 + 2 = 1

HIT POINT TRACKER	MAX HP	40
	HP/LEVEL	5

UNSPENT TRAIT POINTS 2

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input checked="" type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input checked="" type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input checked="" type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
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<input type="checkbox"/>	LVL 7 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 8 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 9 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Gear Mathis (Male)	LEVEL	2
BIOCLASS	Scraphead		
BODY TYPE	Organic	MIND TYPE	Rigged

MOTIVATION	CYNICISM	RESOLVE
Forgiveness is powerful	1 / 10	2 / 5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
-1	+ 5 + -	= 4
TOUGHNESS	OTHER	ARMOR DEFENSE
-1	+ 5 + -	= 7
ARMOR WORN		SPEED RATING
Combat vest		3

NERVE + OTHER = NERVE DEFENSE

3 + 5 + - = 8

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Fossil Rifle	+2	+5	-	6	

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ASPECT SCOUNDREL

CHARACTER TRAITS

- Hard brain:** Cannot learn psychic powers.
- Cybernetic slot:** 1 brain slot for upgrades.
- Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage
- (Locks) Force Entry:** Can pick physical and digital locks with proper tools.
- (Locks) Disable Alarms:** Can disable alarms that can be physically accessed.
- (Medicine) Field Surgery:** AD 9, restore 20 HP for ₦4 of medical supplies.
- (Medicine) Craft Drugs:** AD 9, craft drugs up to ₦60 for half price. Cannot make Illuminix.
- Rifle Proficiency:** +1 ATT +1 DMG to rifles.
- Influence Wanderers:** Use highest Attribute to lie to sharpers and dock masters.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	2	
COMBAT	1	
TOUGHNESS	1	
INFLUENCE	2	
OPERATION	2	
NERVE	0	
SPEED	2	

1/2 SPEED + OTHER + 3 = ACTION POINTS

1 + - + 3 = 4

AWARENESS + SPEED = BATTLE REFLEX

2 + 2 = 4

HIT POINT TRACKER	MAX HP
	48
	HP/LEVEL
	6

UNSPENT TRAIT POINTS
2

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Hennessy Willik (Female)		LEVEL	2
BIOCLASS	Hardshell			
BODY TYPE	Rigged	MIND TYPE	Organic	

MOTIVATION	Don't get mad, get even	CYNICISM	4 /10	RESOLVE	2 /5
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TOUGHNESS	1	OTHER	-	TOUGHNESS DEFENSE	6
TOUGHNESS	1	OTHER	-	ARMOR	3
ARMOR WORN				SPEED RATING	3
Combat Vest					

NERVE + OTHER = NERVE DEFENSE

0 + 5 + - = 5

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit pistol	+2	+2	Guard	4	

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ASPECT SCOUNDREL	
CHARACTER TRAITS <ul style="list-style-type: none"> Servo Limbs: +1 Combat Cybernetic slots: 2 body slots for upgrades. Battle Opportunist: +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage (Investigation) Clue Finder: Examine a scene for AD 7, you and all allies get +2 Awareness to find clues. Studios: +1 Operation (already calculated) 	<ul style="list-style-type: none"> (Investigation) Tracker: Find persons/creatures. Roll against AD 6 + level, you and all allies get +2 Awareness and Influence on rolls made to locate them. Operate Cooking: Can stretch 1 meal into 2 with cooking. Use highest Attribute if using powers from the Cooking Knowledge Focus.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	1	
COMBAT	2	
TOUGHNESS	0	
INFLUENCE	0	
OPERATION	4	
NERVE	1	
SPEED	2	

1/2 SPEED + OTHER + 3 = ACTION POINTS

1 + - + 3 = 4

AWARENESS + SPEED = BATTLE REFLEX

1 + 2 = 3

HIT POINT TRACKER	MAX HP	48
	HP/LEVEL	6

UNSPENT TRAIT POINTS 2

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input checked="" type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
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CHARACTER NAME	Tej Krit (Male)	LEVEL	2
BIOCLASS	Rigfiend		
BODY TYPE	Rigged	MIND TYPE	Rigged

MOTIVATION	CYNICISM	RESOLVE
Don't get mad, get even	3 /10	2 /5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
0	+ 5 + -	= 5
TOUGHNESS	OTHER	ARMOR DEFENSE
0	+ 5 + -	+ 3 = 8
ARMOR WORN		SPEED RATING
Combat Vest		3

NERVE + 5 + OTHER = NERVE DEFENSE

1 + 5 + - = 6

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit Pistol	+3	+3	Guard	4	

W. PROFICIENCIES ☐ STRIKING ☐ PISTOLS ☐ RIFLES ☐ SHOTGUNS

ASPECT SCOUNDREL	
CHARACTER TRAITS	
<ul style="list-style-type: none"> Mod Focused: Can't mutate or gain psychic powers. Cybernetic slots: 2 brain and 4 body slots. Battle Opportunist: +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage. (Computers) Cracking: Beat AD Set by GM to access secured computer networks. (Computers) Systems Override: Beat AD Set by GM to manipulate networked systems like cameras. 	<ul style="list-style-type: none"> Studious: +1 Operation (already calculated) Influence Fear: Use highest Attribute instead of Influence when making threats of violence.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	1	
COMBAT	2	
TOUGHNESS	1	
INFLUENCE	0	
OPERATION	0	
NERVE	-1	
SPEED	1	

1/2 SPEED + OTHER + 3 = ACTION POINTS

0 + - + 3 = 3

AWARENESS + SPEED = BATTLE REFLEX

1 + 1 = 2

HIT POINT TRACKER	MAX HP	44
	HP/LEVEL	5

UNSPENT TRAIT POINTS 2

LEVEL UP TRACKER (TRAIT POINTS GAINED)

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LVL 2 (+1 ATTRIBUTE)
 LVL 3 (+1 ATTRIBUTE)
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 LVL 9 (+1 ATTRIBUTE)
 LVL 10 (+1 ATTRIBUTE)
 LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Dirk Hammon (Male)	LEVEL	2
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION	CYNICISM	RESOLVE
Live fast, die young	1 /10	2 /5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
1	+ 5 + -	= 6
TOUGHNESS	OTHER	ARMOR
1	+ 5 + -	+ 3
ARMOR WORN		SPEED RATING
Combat Vest		3

NERVE + OTHER = NERVE DEFENSE

-1 + 5 + - = 4

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Lvl 2 E.C. Sword	+3	+10	-	-	

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ASPECT THUG

CHARACTER TRAITS

- Mutant Dog:** Start with mutations.
- Striking Weapon Proficiency:** +1 ATT +2 DMG
- Brutal Strikes:** When attacking with 2-handed striking weapons, take up to -2 ATT penalty for +2 DMG per penalty taken.
- Freakish Deformity:** Leathery skin holes expose large muscle tissue. -1 Influence +1 Combat.
- Hibernation:** Can slow metabolism. Sleep for 48 hours straight to skip eating. Must eat third day.
- Techless Will:** +3 to any Attribute for 1 turn, 3/day.
- Influence Thieves:** Use highest Attribute instead of Influence when lying to pirates and gangs.

