

NAME

CAMPAIGN

ROLES

☐ Primary

☒ Secondary

- ☐ Animal Empath ☐ Artiste ☐ Athlete
☐ Bounty Dog ☐ Corporate ☐ Cop ☐ Educator
☐ Fixer ☐ Grifter ☐ Infiltrator ☐ Instigator
☐ Investigator ☐ Mundie ☐ Media ☐ Med Tech
☐ Netrunner ☐ Nomad ☐ Runner ☐ Savage
☐ Scout ☐ Shadow ☐ Solo ☐ Techie ☐ Vamp

CHARACTER POINTS

STATS

REPUTATION

INT [/] REF [/] TECH [/]
 COOL [/] ATTR [/] LUCK [/]
 MA [/] BOD [/] EMP [/]
 RUN [/] Leap [/ /] Lift [/]

HUMANITY

S.I.N.

- -

SKILLS

SPECIAL ABILITY

	Earned IP	Skill Level
Adept		
Allure		
Animal Bond		
Authority		
Chameleon		
Charismatic Leadership		
Combat Sense		
Conform		
Credibility		
Deduction		
Family		
Grift		
Interface		
Masterpiece		
Medical Tech		
Mold		
Prowess		
Rampage		
Resources		
Sneak		
Streetdeal		
Trace		
Track		
Vehicle Zen		

ATTR	Earned IP	Skill Level	+Stat
Wardrobe & Style			
Personal Grooming			

BODY	Earned IP	Skill Level	+Stat
Endurance			
Fitness/Body Building			
Rowing			
Strength Feat			
Swimming			

COOL	Earned IP	Skill Level	+Stat
Interrogation			
Intimidate			
Leadership			
Oratory			
Resist Torture/Drugs			
Skydiving			
Streetwise			

EMP

	Earned IP	Skill Level	+Stat
Animal Handling			
Design			
Human Perception			
Hypnotism/Brainwashing			
Interview			
Lip Reading			
Massage			
Networking			
Parenting			
Perform			
Persuasion/Fast Talk			
Seduction			
Sing			
Social			
Storytelling			

INT

	Earned IP	Skill Level	+Stat
Accounting			
Appraise			
Awareness/Notice			
Bureaucracy			
Business Sense			
Chemistry			
Composition			
Diagnose Illness			
Education/Gen. Know			
Expert-			
Expert-			
Expert-			
Expert-			
Expert-			
Expert-			
Gamble			
Gardening/Farming			
Language-			
Language-			
Language-			
Language-			
Library Search			
Navigation			
Programming			
S.C.U.B.A			
Shadow/Track			
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			

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Cyberpunk

Character Portrait

REF

	Earned IP	Skill Level	+Stat
Athletics			
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
Martial Art-			
Martial Art-			
Pilot- ACPA			
Pilot- Animal			
Pilot- Car/Truck			
Pilot- EVA			
Pilot- Dirigible			
Pilot- Deep Dive Suit			
Pilot- Fixed Wing			
Pilot- Glider			
Pilot- Gyro			
Pilot- Hvy. Machinery			
Pilot- Motorcycle			
Pilot- OTV			
Pilot- Remote			
Pilot- Sail Driven			
Pilot- Space Plane/Shuttle			
Pilot- Submersible			
Pilot- Vectored Thrust			
Pilot-			
Skating/Skateboarding			
Stealth/Evasion			
Weapon- Archery			
Weapon- Handgun			
Weapon- Hvy. Wpns			
Weapon- Rifle			
Weapon- SMG			
Underwater Maneuver			
Zero-G Maneuver			

TECH

	Earned IP	Skill Level	+Stat
Calligraphy			
Cooking			
Cryotank Operation			
Demolitions			

Disguise			
Electronic Security			
Forgery			
Glass blowing			
Jeweler			
Jury Rig			
Makeup/Special effects			
Med- First Aid			
Med- Pharmaceuticals			
Med- Surgery			
Paint or Draw			
Photography & Film			
Pick Lock			
Pick Pocket			
Play Instrument			
Origami			
Rope Use			
Sculpt			
Sewing			
Stage Magic			
Tattooing			
Tech- Aero			
Tech- AV			
Tech- Basic			
Tech- Carpentry			
Tech- Chemistry			
Tech- Cyberdeck Design			
Tech- Cyber			
Tech- Electronics			
Tech- Gyro			
Tech- Marine			
Tech- Metal Smith			
Tech- Power Armor			
Tech- Pressure Suit			
Tech- Spacecraft			
Tech- Submarine			
Tech- Weaponsmith			
Tech-			
Typing			
Traps and snares			
Video Manipulation			
Wetware			

DATAFORTRESS 2.0.2.0

GENERAL IP

LIFEPATH AND PERSONAL TOUCHES

STYLE

D.O.B.	
Height	
Weight	
Eye Color	
Hair	
Clothes	
Affectations	
Ethnicity	
Language	

Family Background

[illegible]

Father	Mother	Child
1	1	1
1	2	2
1	3	3
1	4	4
1	5	5
1	6	6
1	7	7
1	8	8
1	9	9
1	10	10
1	11	11
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1	100	100

Mother

SIBLINGS

Name	Age	M/F	Name	Age	M/F

MOTIVATIONS

Traits	
1. <i>Stigmatalia</i>	
2. <i>Stigmatalia</i>	
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100. <i>Stigmatalia</i>	

Valued Person

Value Most	Value Least
100%	0%
90%	10%
80%	20%
70%	30%
60%	40%
50%	50%
40%	60%
30%	70%
20%	80%
10%	90%
0%	100%

Feel About People

Valued Possession

ROMANTIC ENTANGLEMENT

Spouse

Lovers

Name	Age	M/F	Name	Age	M/F

LIFEPATH

[illegible]

Physical or Mental Conditions	
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Notes

[illegible]

GEAR AND EQUIPMENT

Worn

[illegible]

Carried in
Purse/Satchel/
Briefcase

[illegible]

Carried in Large Pack

[illegible]

Armor

Residence

Location	Type	Size	Monthly Cost
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Notes

Location	Type	Size	Monthly Cost
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Notes

Vehicle

Vehicle	Make:	Model:
Top Speed:	Acc/Decc	
Crew:	Range:	
Passengers:	Cargo:	
Maneuver:	SDP:	
SP:	Type:	
Mass:	Cost:	

Notes

Cybernetics

[illegible][illegible][illegible]

Total Cost:

Total Humanity Loss:

Assets:

Money Carried:

COMBAT PAGE

Throw Distance		STR Damage Bonus		BTM		Points Healed Per Day		Death Save (BOD)		Stun Save (Cool)	
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Hand To Hand Combat

Maneuver	Strike/ Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
MA Bonus													
Applicable Style And Level													
Total To Hit													
Damage +													

Damage bonus is MA skill + Str Bonus + Die (Characters with Brawl/Melee do not add their skill level to Damage)

WEAPONS

[illegible]

INITIATIVE + COMBAT + Other Initiative = Reaction

SENSE Modifiers Total (RT)

COMBAT SKILLS

Combat Skill	Skill Level	Mods	+ REF
Handgun			
SMG			
Rifle			
Heavy Weapons			
Archery			
Brawl/Mel /M. Art 1			
M. Art 2			
M. Art 3			
M. Art 4			

COMBAT ACTIONS

[illegible]Initiative
Total

**Awareness/
Notice Total**

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

Combat Notes:

BASIC LOCATION CHART 1D10

Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

EXPANDED LOCATION TABLE 1D6

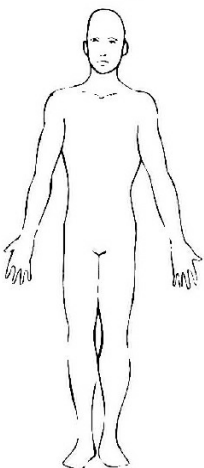
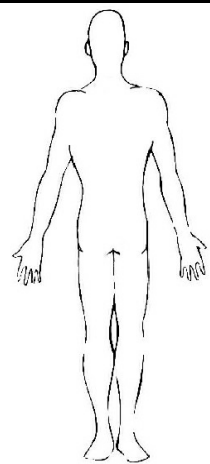
1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
WOUNDS						
SP/SDP						
2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh
WOUNDS						
SP/SDP						
3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee
WOUNDS						
SP/SDP						
4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin
WOUNDS						
SP/SDP						
5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle
WOUNDS						
SP/SDP						
6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot
WOUNDS						
SP/SDP						

NOTES:

INTERLOCK UNLIMITED

INTERLOCK UNLIMITED

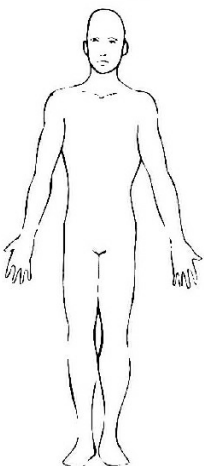
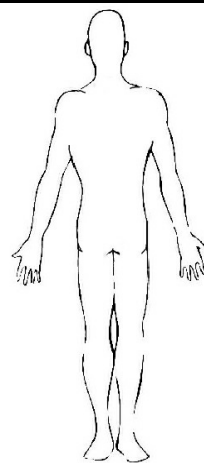
DISPOSABLE COMBAT SHEET



LIGHT		BASIC LOCATION CHART 1D10							
	Location	Head	Torso	R.Arm	L.Arm	R.LEG	L.Leg		
	D10	1	2-4	5	6	7-8	9-0		
0000		EXPANDED LOCATION TABLE 1D6							
SERIOUS STUN -1	1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip		
0000	WOUNDS								
CRITICAL STUN -2	SP/SDP								
0000	2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh		
MORTAL 0 STUN -3	WOUNDS								
0000	SP/SDP								
0000	3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee		
MORTAL 1 STUN -4	WOUNDS								
0000	SP/SDP								
0000	4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin		
MORTAL 2 STUN -5	WOUNDS								
0000	SP/SDP								
0000	5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle		
MORTAL 3 STUN -6	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 4 STUN -7	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 5 STUN -8	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 6 STUN -9	WOUNDS								
0000	SP/SDP								

INTERLOCK UNLIMITED

DISPOSABLE COMBAT SHEET



LIGHT		BASIC LOCATION CHART 1D10							
	Location	Head	Torso	R.Arm	L.Arm	R.LEG	L.Leg		
	D10	1	2-4	5	6	7-8	9-0		
0000		EXPANDED LOCATION TABLE 1D6							
SERIOUS STUN -1	1	Skull	Neckline	Shoulder	Shoulder	Hip	Hip		
0000	WOUNDS								
CRITICAL STUN -2	SP/SDP								
0000	2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh		
MORTAL 0 STUN -3	WOUNDS								
0000	SP/SDP								
0000	3	R/L Eye/ R/L Ear	Sternum/ Spine	Elbow	Elbow	Knee	Knee		
MORTAL 1 STUN -4	WOUNDS								
0000	SP/SDP								
0000	4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin		
MORTAL 2 STUN -5	WOUNDS								
0000	SP/SDP								
0000	5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle		
MORTAL 3 STUN -6	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 4 STUN -7	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 5 STUN -8	WOUNDS								
0000	SP/SDP								
0000	6	Neck	Groin/ Rear	Hand	Hand	Foot	Foot		
MORTAL 6 STUN -9	WOUNDS								
0000	SP/SDP								

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CONTACTS

Character Name:

Total Contact Points:

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
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Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
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Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
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Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

Contact Name	Profession	Title/Rank	Organization
Contact Stats:	Level:	CP Spent:	
Capability			
Reliability			
Availability			
Access			
TOTAL CONTACT POINTS SPENT			
Contact Reimbursement:			
Information	TCP/Minimum 10		
Goods	Cost of Goods +10% TCP		
Services	TCP x2 /Minimum 20		
Contact Relationship and Description:			
Notes:			

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COVER IDENTITIES

Character Name: _____

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
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Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
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Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Language			
I.D. Papers			
Age			
Cover Story:			
Notes:			

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NPC'S

Name				Role(s)																							
INT		REF		TECH		COOL																					
ATTR		LUCK		MA		BODY																					
EMP		Stun		Death		BTM																					
RT				<table border="1"> <tr> <td>LIGHT</td> <td>SERIOUS</td> <td>CRITICAL</td> <td>MORTAL0</td> <td>MORTAL1</td> </tr> <tr> <td>Stun-0</td> <td>Stun-1</td> <td>Stun-2</td> <td>Stun-3</td> <td>Stun-4</td> </tr> <tr> <td>MORTAL2</td> <td>MORTAL3</td> <td>MORTAL4</td> <td>MORTAL5</td> <td>MORTAL6</td> </tr> <tr> <td>Stun-5</td> <td>Stun-6</td> <td>Stun-7</td> <td>Stun-8</td> <td>Stun-9</td> </tr> </table>				LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1	Stun-0	Stun-1	Stun-2	Stun-3	Stun-4	MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6	Stun-5	Stun-6	Stun-7	Stun-8	Stun-9
LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1																							
Stun-0	Stun-1	Stun-2	Stun-3	Stun-4																							
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6																							
Stun-5	Stun-6	Stun-7	Stun-8	Stun-9																							
Hit Loc	Roll	SP																									
Head	1																										
Torso	2-4																										
R. Arm	5		Combat Skill		Level	Quick																					
L. Arm	6																										
R. Leg	7-8																										
L. Leg	9-10																										
Skills		Level	Skills		Level																						
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LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1																							
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Vehicle Image

Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	
Notes			

Vehicle Image

Vehicle	Make:	Model:	
Top Speed:		Acc/Decc	
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SP:		Type:	
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Notes			

Vehicle Image

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Crew:		Range:	
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Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	
Notes			

Property Image or Floor plan

Property			Commercial <input type="checkbox"/>	Residential <input type="checkbox"/>
Location	Type	Size	Monthly Cost	
Notes				

Property Image or Floor plan

Property			Commercial <input type="checkbox"/>	Residential <input type="checkbox"/>
Location	Type	Size	Monthly Cost	
Notes				

INTERLOCK UNLIMITED

Full Cybernetic Conversion Package

Image

Notes

MANUFACTURER

MODEL

REFLEX:

MOVEMENT ALLOWANCE:

M/Turn:

MPH

Jump (up):

(broad):

BODY:

Lift:

Throw:

Damage Mod:

HAND-TO-HAND

Punch:

Kick:

PHYSICAL STRUCTURE

HEAD

SP:

SDP:

Options (Optic):

Options (Audio):

Vocobox:

Neuralware:

TORSO

SP:

SDP:

Options:

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP:

SP:

SDP:

SDP:

Options:

Options:

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP:

SP:

SDP:

SDP:

Options:

Options:

TOTAL PACKAGE COSTS

Eurodollars:

Humanity Cost:

Weight:

Image

Notes

POWERED ARMOR SPECIFICATIONS

SUIT NAME:		MANUFACTURER:	
TOTAL WEIGHT:		SIB/DFB:	
CHASSIS TYPE:		CHASSIS CAP./CARRY:	
PUNCH:		TOTAL COST:	
KICK:		TROOPER SIZE:	
CRUSH:		TOUGHNESS MOD:	

HEAD		R & L ARMS		R. & L. LEGS		TORSO	
SP:		SP:		SP:		SP:	
SDP:		SDP:		SDP:		SDP:	
<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>		<u>INTERNAL SDP</u>	
<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>		<u>EXTERNAL SDP</u>	

Equipment Carried

Computer Name:		Manufacturer:	
Type:	Workstation 0	Laptop 0	Cybermodem 0
Base Cost:		Speed:	
CPU:		Datwalls:	
Memory Units:		Program Spaces (MU x IO):	
Program list:		Notes:	

HACKING/Computer Combat (+IDIO):

User INT: + Programming Skill: + Interface: + Comp Speed: Total:

Computers Defense (In computer combat +IDIO):

Comp Speed: + CPU: + Datwalls (x3): Total:

DETECTING HACKER (+IDIO):

User INT: + Awareness/Notice: + Interface: Total:

Avoiding Detection (+IDIO):

User INT: + System Knowledge: + Interface: Total:

Computer Name:		Manufacturer:	
Type:	Workstation 0	Laptop 0	Cybermodem 0
Base Cost:		Speed:	
CPU:		Datwalls:	
Memory Units:		Program Spaces (MU x IO):	
Program list:		Notes:	

HACKING/Computer Combat (+IDIO):

User INT: + Programming Skill: + Interface: + Comp Speed: Total:

Computers Defense (In computer combat +IDIO):

Comp Speed: + CPU: + Datwalls (x3): Total:

DETECTING HACKER (+IDIO):

User INT: + Awareness/Notice: + Interface: Total:

Avoiding Detection (+IDIO):

User INT: + System Knowledge: + Interface: Total:

CUSTOMIZED LOADOUT SHEET

[illegible]

[illegible]

Type Of Bag

[illegible]

Item	Item

Model:

Acc/Decc

Range:

Cargo:

SDP:

Type:

Cost:

Notes:

Equipment Carried In Vehicle:

Loc.	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

1	Skull	Neck	Shoulder	Shoulder	Hip	Hip
---	-------	------	----------	----------	-----	-----

WOUNDS							
SP/SDP							
2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upper Arm	Upper Arm	Thigh	Thigh	
WOUNDS							
SP/SDP							
3	R/L Eye/ B. of Skull	Sternum/ Spine	Elbow	Elbow	Knee	Knee	
WOUNDS							
SP/SDP							
4	Nose/ B. Of Skull	Ribs	Forearm	Forearm	Calf/ Shin	Calf/ Shin	
WOUNDS							
SP/SDP							
5	Mouth/ B. Skull	Stomach/ L. Back	Wrist	Wrist	Ankle	Ankle	
WOUNDS							
SP/SDP							
6	R/L Ear/ B. Skull	Groin/ Rear	Hand	Hand	Foot	Foot	
WOUNDS							
SP/SDP							