NAME						
CAMPAIC	N					
ROLES			path 🗆 Artiste 🗆			
Primary		•	g □Corporate □C rifter □Infiltrator	-		r
			or OMundie OMe		•	ch
			□Nomad □Runi		•	
			Shadow 🗆 Solo 🖸	JTechi	ie □Van	ıр
CHARACT	ERF					
STATS			REF [/] TO			,
REPUTATION	COO MA		-,	I LUC :MP	K[/ [/]]
			Leap[//			
HUMANIT			S.I.N.		_	_
			— 7-1-1 1 -			
SKILLS			EMP	Earned		1
•	Farmed 0	1-:11	Animal Handling	IP	Level	4
SPECIAL ABILITY		evel	Design			1
Adept		3701	Human Perception]
Allure			Hypnotism/Brainwashing			1
Animal Bond			Interview			4
Authority			Lip Reading			4
Chameleon			Massage			4
Charismatic Leadership			Networking			4
Combat Sense			Parenting	-		4
Conform			Perform	-		4
Credibility			Persuasion/Fast Talk			-
Deduction			Seduction Sing	1		-
Family Grift			Social	1		1
Interface			Storytelling			1
Masterpiece						1
Medical Tech						1
Mold						
Prowess						_
Rampage			INT	Earned IP	Skill +Stat Level	1
Resources			Accounting		LOVE	1
Sneak			Appraise	<u>† </u>		1
Streetdeal			Awareness/Notice	1		1
Trace			Bureaucracy			1
Track Vehicle Zen			Business Sense			1
VEHICLE ZELL	-		Chemistry			1
			Composition		\bot	1
ATTR	Earned S	kill +Stat	Diagnose Illness		\bot	1
		evel	Education/Gen. Know	1		4
Wardrobe & Style			Expert-	<u> </u>	1	4
Personal Grooming			Expert-	 	 	4
	F	Lill OLL	Expert-	1	1	4
BODY		kill +Stat evel	Expert-	+	+-+-	4

Expert-Gamble

Language-

Language-Language-Language-

Language-

Navigation

S.C.U.B.A

Survival-

Survival-

Survival-System Knowledge Teaching

Library Search

Programming

Shadow/Track

Gardening/Farming

Endurance

Rowing Strength Feat

Swimming

Interrogation

Intimidate

Oratory

Skydiving

Streetwise

Leadership

Resist Torture/Drugs

Fitness/Body Building

COOL

Earned Skill +Stat

Level

INTERLOCK UNLIMITED



Character Portrait

Athletics Blind Fighting Brawl/Melee Dance Initiative Juggle Martial Art- Martial Art- Martial Art- Martial Art- Millor - ACPA Pilot- ACPA Pilot- ACPA Pilot- Derp Dive Suit Pilot- Fixed Wing Pilot- Gyro Pilot- Hvy. Machinery Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Syace Plane/Shuttle Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Handgun Weapon- Handgun Weapon- Bifle Weapon- SMG Underwater Maneuver Zero-G Maneuver Fich Level Filot- Skill +Stat Ip Cooking Cryotank Operation Demolitions				
Athletics Blind Fighting Brawl/Melee Dance Initiative Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- ACPA Pilot- Animal Pilot- Derigible Pilot- Derigible Pilot- Gilder Pilot- Gyro Pilot- Hyy. Machinery Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Wetored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation	REF			+Stat
Blind Fighting Brawl/Melee Dance Initiative Juggle Martial Art- Martial Art- Martial Art- Mill Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Deriglible Pilot- Diriglible Pilot- Fixed Wing Pilot- Gilder Pilot- Gyro Pilot- Hvy. Machinery Pilot- Sail Driven Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Wectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hvy. Wpns Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation		IP	Level	
Brawl/Melee Dance Initiative Juggle Martial Art- Martial Art- Martial Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Derip Dive Suit Pilot- Dirigible Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Sail Driven Pilot- Sail Driven Pilot- Say Driven Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Sail Driven Pilot- Submersible Pilot- Submersible Pilot- Wetored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hvy. Wpns Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation				
Dance Initiative Juggle Martial Art- Martial Art- Martial Art- Martial Art- Millian Art- Martial Art- Pilot- AcPA Pilot- Animal Pilot- Car/Truck Pilot- Dirigible Pilot- Dirigible Pilot- Deep Dive Suit Pilot- Gyro Pilot- Hyy. Machinery Pilot- Motorcycle Pilot- Sail Driven Pilot- Sail Driven Pilot- Saul Driven Pilot- Submersible Pilot- Vectored Thrust Pilot- Sating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Initiative Juggle Martial Art- Martial Art- Martial Art- Martial Art- Martial Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Deep Dive Suit Pilot- Divergible Pilot- Fixed Wing Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- Sail Driven Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- SMG Underwater Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation				
Juggle Martial Art- Martial Art- Martial Art- Martial Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Deep Dive Suit Pilot- Beep Dive Suit Pilot- Glider Pilot- Sail Driven Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation				
Martial Art- Martial Art- Martial Art- Martial Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Deep Dive Suit Pilot- Greep Dive Suit Pilot- Suit Driven Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Handgun Weapon- Handgun Weapon- Handgun Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation				
Martial Art- Martial Art- Pilot- ACPA Pilot- Acmal Pilot- Car/Truck Pilot- Deep Dive Suit Pilot- Dirigible Pilot- Gror Pilot- Gror Pilot- Gror Pilot- Gror Pilot- Hvy. Machinery Pilot- Hvy. Machinery Pilot- Sail Driven Pilot- Sail Driven Pilot- Saul Driven Pilot- Submersible Pilot- Vectored Thrust Pilot- Vectored Thrust Pilot- Weapon- Archery Weapon- Handgun Weapon- Hy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Calligraphy Cooking Cryotank Operation				
Martial Art- Martial Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Deep Dive Suit Pilot- Deep Dive Suit Pilot- Gyro Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Space Plane/Shuttle Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Martial Art- Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Derigible Pilot- Deep Dive Suit Pilot- Fixed Wing Pilot- Gilder Pilot- Gilder Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Submersible Pilot- Wetored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Pilot- ACPA Pilot- Animal Pilot- Car/Truck Pilot- Car/Truck Pilot- Derp Dive Suit Pilot- Deep Dive Suit Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven 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- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Level Calligraphy Cooking Cryotank Operation				
Pilot- Animal Pilot- Car/Truck Pilot- Car/Truck Pilot- EVA Pilot- Dirigible Pilot- Deep Dive Suit Pilot- Gyro Pilot- Gyro Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Jkill Level Calligraphy Cooking Cryotank Operation				
Pilot- Car/Truck Pilot- EVA Pilot- Dirigible Pilot- Deep Dive Suit Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation				
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Pilot- Dirigible Pilot- Deep Dive Suit Pilot- Deep Dive Suit Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat Level Calligraphy Cooking Cryotank Operation	Pilot- Car/Truck			
Pilot- Deep Dive Suit Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Hifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation	Pilot- EVA			
Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Hifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Level Calligraphy Cooking Cryotank Operation	Pilot- Dirigible			
Pilot- Fixed Wing Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Sail Driven Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Hifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Level Calligraphy Cooking Cryotank Operation	Pilot- Deep Dive Suit			
Pilot- Glider Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Space Plane/Shuttle Pilot- Vectored Thrust Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyv. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation	Pilot- Fixed Wing			
Pilot- Gyro Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Hile Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Pilot- Hvy. Machinery Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Sapace Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Hille Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Calligraphy Cooking Cryotank Operation				
Pilot- Motorcycle Pilot- OTV Pilot- Remote Pilot- Sail Driven Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Hille Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Calligraphy Cooking Cryotank Operation				
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- Handgun Weapon- Hifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Pilot- Remote Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Handgun Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Calligraphy Cooking Cryotank Operation				
Pilot- Sail Driven Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Pilot- Space Plane/Shuttle Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Steatth /Evasion Weapon- Archery Weapon- Handgun Weapon- Handgun Weapon- Hifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Pilot- Submersible Pilot- Vectored Thrust Pilot- Skating/Skateboarding Steatth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Level Calligraphy Cooking Cryotank Operation				
Pilot- Vectored Thrust Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hille Weapon- Hille Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Level Calligraphy Cooking Cryotank Operation	Pilot- Suhmersihle			
Pilot- Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyv. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Calligraphy Cooking Cryotank Operation				
Skating/Skateboarding Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Calligraphy Cooking Cryotank Operation				
Stealth /Evasion Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Calligraphy Cooking Cryotank Operation				
Weapon- Archery Weapon- Handgun Weapon- Hyy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill IP Level Calligraphy Cooking Cryotank Operation	Stealth /Evasion			
Weapon- Handgun Weapon- Hvy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill IP Level Calligraphy Cooking Cryotank Operation				
Weapon- Hvy. Wpns Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill IP Level Calligraphy Cooking Cryotank Operation	Weapon Handaun			
Weapon- Rifle Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill IP Level Calligraphy Cooking Cryotank Operation	Weapon Huy Wans			
Weapon- SMG Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Cooking Cryotank Operation				
Underwater Maneuver Zero-G Maneuver TECH Earned Skill +Stat IP Level Calligraphy Cooking Cryotank Operation			<u> </u>	<u> </u>
TECH Earned Skill +Stat IP Level Cooking Cryotank Operation	Underwoter Managers	-		
TECH Earned Skill +Stat IP Level Calligraphy Cooking Cryotank Operation				
Calligraphy Evel Cooking Cryotank Operation	Zero-G Maneuver	 	<u> </u>	<u> </u>
Calligraphy Evel Cooking Cryotank Operation				
Calligraphy Evel Cooking Cryotank Operation				
Calligraphy Evel Cooking Cryotank Operation			O	0.
Cooking Cryotank Operation	TECH			+Stat
Cooking Cryotank Operation	Calligraphy			
Cryotank Operation				
	Cryotank Operation			
	Demolitions			

D: :	ı — ı	
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		

GENERAL IP

LIFEPATH AND PERSONAL TOUCHES STYLE LIFEPATH D.O.B. Height Weight Eye Color Hair Clothes Affectations Ethnicity Language Family Background Father Mother SIBLINGS Name Age M/F Name Age M/F MOTIVATIONS Traits Physical or Mental Valued Person Conditions Value Most Feel About People Notes Valued Possession ROMANTIC ENTANGLEMENT Spouse Lovers Name Age M/f Name

GEAR AND EQUIPMENT

Worn					
Item	Location	Item		Location	
					_
					-
Carried		Type	Of	SP	
Carried i Purse/Sato Briefcas	:hel/	Bag)		
Item		Item			
					_
					-
Carried in	Type	Of Bag	SF	-	
Large Pack					
item		item			
					_
					_
Armor					
					-
					_

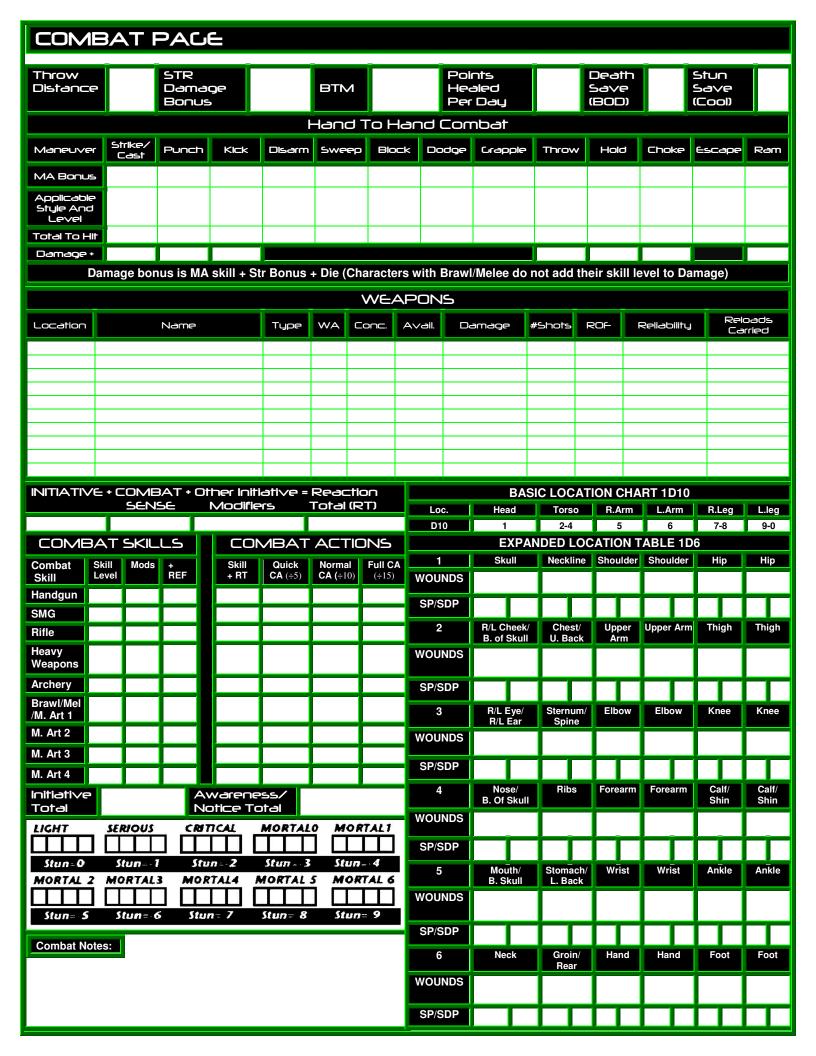
Residence			
Location	Type	Size	Monthly Cost
Notes			
Location	Type	Size	Monthly Cost
Notes			

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

Cyberne			
Head	Optics	Audio	Vocal
R. Arm	То	רבס	L. Arm
R. Leg	Other	Options	L. Leg
_			
Total Cost:		Total Humar	nity Loss:

Money Carried:

Assets:



NOTES:	INTERLOCK UNLIMITED

INTERLOCK UN	LIMITED		DIS	POSABLE (COMBAT SH	IEET		
\cap	LIGHT			BASI	C LOCATION C	HART 1D10		
9 6	0000	Location D10	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Le g 7-8	L.Leg 9-0
	SERIOUS		-	EXPA	NDED LOCATION	TABLE 1D6		
/ \ \ \ \	STUN -1	1 WOUNDS	Skull	Neckline	Shoulder	Shoulder	Hip	Hip
	CRITICAL	SP/SDP						
11 (,) 1/2	STUN -2	2	R/L Cheek/	Chest/	Upper	Upper Arm	Thigh	Thigh
Fund Threat	MORTAL 0	WOUNDS	B. of Skull	U. Back	Arm			
\ \ (STUN -3	SP/SDP						
	OOOO MORTAL 1	3	R/L Eye/	Sternum/	Elbow	Elbow	Knee	Knee
\() /	STUN -4	WOUNDS	R/L Ear	Spine				
717	0000	SP/SDP		1				
d* 2	MORTAL 2 STUN -5	4	Nose/	Ribs	Forearm	Forearm	Calf/	Calf/
	0000	WOUNDS	B. Of Skull				Shin	Shin
	MORTAL 3 STUN -6							
/ <i>/</i>	0000	SP/SDP 5	Mouth/	Stomach/	Wrist	Wrist	Ankle	Ankle
())	MORTAL 4		B. Skull	L. Back	WIISL	Wiist	Allikie	Allkie
4/1 - 11	STUN -7	WOUNDS						
mil hour	MORTAL 5	SP/SDP						
) () (STUN –8	6	Neck	Groin/	Hand	Hand	Foot	Foot
\ \ \ \	MORTAL 6	WOUNDS		Rear				
\()/	STUN -9	11001150						
210	0000	SP/SDP						
INTERLOCK UNI	LIMITED		DIS	POSABLE C	OMBAT SH	EET		
INTERLOCK UNI	LIMITED LIGHT				OMBAT SH	HART 1D10		
INTERLOCK UNI	LIGHT	Location	Head	BASI Torso	C LOCATION C R.Arm	HART 1D10 L.Arm	R.LEG	L.Leg
INTERLOGK UNI	LIGHT OOOO SERIOUS	Location D10	Head 1	BASI Torso 2-4 EXPA	C LOCATION CI R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 I TABLE 1D6	7-8	9-0
INTERLOGK UNI	LIGHT OOOO SERIOUS STUN -1	D10 1	Head	BASI Torso 2-4	C LOCATION C R.Arm 5	HART 1D10 L.Arm 6		
INTERLOGK UNI	LIGHT COOC SERIOUS STUN -1	D10 1 WOUNDS	Head 1	BASI Torso 2-4 EXPA	C LOCATION CI R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 I TABLE 1D6	7-8	9-0
	LIGHT SERIOUS STUN -1 OOOO CRITICAL STUN -2	D10 1	Head 1 Skull	BASI Torso 2-4 EXPA Neckline	C LOCATION CI R.Arm 5 NDED LOCATION Shoulder	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
INTERLOGK UN	LIGHT OOOO SERIOUS STUN -1 OOOO CRITICAL STUN -2	D10 1 WOUNDS SP/SDP 2	Head 1	BASI Torso 2-4 EXPA	C LOCATION CI R.Arm 5 NDED LOCATION	HART 1D10 L.Arm 6 I TABLE 1D6	7-8	9-0
	LIGHT SERIOUS STUN -1 OOOO CRITICAL STUN -2	D10 1 WOUNDS SP/SDP 2 WOUNDS	Head 1 Skull R/L Cheek/	BASI Torso 2-4 EXPA Neckline Chest/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3	D10 1 WOUNDS SP/SDP 2	Head 1 Skull R/L Cheek/ B. of Skull	BASI Torso 2-4 EXPA Neckline Chest/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder	7-8 Hip	9-0 Hip
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3	Head 1 Skull R/L Cheek/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh	9-0 Hip Thigh
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4 COOC MORTAL 2 STUN -5 COOC MORTAL 3 STUN -6 COOC MORTAL 4	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm	7-8 Hip Thigh Knee	9-0 Hip Thigh Knee
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6 OOOO MORTAL 4 STUN -7	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull Mouth/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 CRITICAL STUN -3 MORTAL 0 STUN -3 MORTAL 1 STUN -4 MORTAL 2 STUN -5 MORTAL 3 STUN -6 MORTAL 4 STUN -7	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull Mouth/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6 OOOO MORTAL 4 STUN -7 OOOO MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS	Head 1 Skull R/L Cheek/B. of Skull R/L Eye/R/L Ear Nose/B. Of Skull Mouth/B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow Forearm Wrist	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow Forearm	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Calf/Shin Ankle
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4 COOC MORTAL 2 STUN -5 COOC MORTAL 3 STUN -6 COOC MORTAL 4 STUN -7 COOC MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS SP/SDP 6	Head 1 Skull R/L Cheek/ B. of Skull R/L Eye/ R/L Ear Nose/ B. Of Skull Mouth/	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Knee Calf/ Shin
	LIGHT SERIOUS STUN -1 CRITICAL STUN -2 OOOO MORTAL 0 STUN -3 OOOO MORTAL 1 STUN -4 OOOO MORTAL 2 STUN -5 OOOO MORTAL 3 STUN -6 OOOO MORTAL 4 STUN -7 OOOO MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS	Head 1 Skull R/L Cheek/B. of Skull R/L Eye/R/L Ear Nose/B. Of Skull Mouth/B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow Forearm Wrist	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow Forearm	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Calf/Shin Ankle
	LIGHT COOC SERIOUS STUN -1 CRITICAL STUN -2 COOC MORTAL 0 STUN -3 COOC MORTAL 1 STUN -4 COOC MORTAL 2 STUN -5 COOC MORTAL 3 STUN -6 COOC MORTAL 4 STUN -7 COOC MORTAL 5 STUN -8 COOC MORTAL 5 STUN -8	D10 1 WOUNDS SP/SDP 2 WOUNDS SP/SDP 3 WOUNDS SP/SDP 4 WOUNDS SP/SDP 5 WOUNDS SP/SDP 6	Head 1 Skull R/L Cheek/B. of Skull R/L Eye/R/L Ear Nose/B. Of Skull Mouth/B. Skull	BASI Torso 2-4 EXPA Neckline Chest/ U. Back Sternum/ Spine Ribs Stomach/ L. Back	C LOCATION CI R.Arm 5 INDED LOCATION Shoulder Upper Arm Elbow Forearm Wrist	HART 1D10 L.Arm 6 I TABLE 1D6 Shoulder Upper Arm Elbow Forearm	7-8 Hip Thigh Calf/Shin	9-0 Hip Thigh Calf/Shin Ankle

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CONTACTS

Character Name:

Total Contact Points:

Contact Name		Profession	Title/Rank	С	rganization
		_			_
Contact State	s:	L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON	FACT POINT	S SPENT		
	Co	ontact Reimb	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	ost of Good	s +10% TCP		
Services		TCP x2 /Mi	nimum 20		
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	rganization
Contact State	s:	L	evel:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON	TACT POINT	S SPENT		
	Co	ontact Reimb	oursement:		
Information		TCP/Mini	mum 10		
Goods	C	Cost of Good	s +10% TCP		
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	Organization	
Contact State	s:	L	evel:		CP Spent:	
Capability						
Reliability						
Availability						
Access						
TOTAL C	ON	FACT POINT	S SPENT			
	Co	ontact Reiml	oursement:			
Information		TCP/Mini	mum 10			
Goods	C	ost of Good	ls +10% TCP			
Services		TCP x2 /Minimum 20				
Contact Relation	Contact Relationship and Description:					
Notes:						
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Contact Name		Profession	Title/Rank	С	rganization
		_			_
Contact State	: :	Level:		CP Spent:	
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON.	TACT POINT	S SPENT		
	C	ontact Reiml	oursement:		
Information		TCP/Minimum 10			
Goods	C	Cost of Goods +10% TCP			
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	rganization
Contact Stat	ntact Stats:		Level:		CP Spent:
Capability					
Reliability					
Availability					
Access					
TOTAL C	ON	TACT POINT	S SPENT		
	Co	ontact Reiml	oursement:		
Information		TCP/Minimum 10			
Goods	C	Cost of Good	ls +10% TCP		
Services		TCP x2 /Minimum 20			
Contact Relationship and Description:					
Notes:					

Contact Name		Profession	Title/Rank	C	rganization
Contact Stats		Level:		CP Spent:	
Capability					
Reliability					
Availability					
Access					
TOTAL CO	N	FACT POINT	S SPENT		
	Co	ontact Reiml	oursement:		
Information		TCP/Minimum 10			
Goods	C	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 Languag	e		
I.D. Papers			
Age			
Cover Story:	-		
Notes:			

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

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

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

Profession	Title/Rank	Organization
e		
	Profession	

Cover Name	Profession	Title/Rank	Organization
Nationality			
Ethnicity			
Native Languag	e		
I.D. Papers			
Age			
Cover Story:	_		
N			
Notes:			

INTERLOCK UNLIMITED **NPC'S** Name Role(s) Name Role(s) INT REF TECH COOL INT REF **TECH** COOL LUCK ATTR LUCK MΑ BODY ATTR MΑ BODY EMP Stun Death BTM**EMP** Stun Death BTMLIGHT SERIOUS CRITICAL MORTALO MORTALI LIGHT SERIOUS CRITICAL MORTALO MORTALI RTRTRoll SP Hit Loc Roll SP Hit Loc Stun=0 Stun=-1 Stun=-2 Stun=0 Stun--1 Stun=-2 Stun-- 3 Stun-- 4 Stun - 3 Stun - 4 MORTAL S Head 1 Head 2-4 2-4 Torso Torso R. Arm 5 **Combat Skill** Level Quick R. Arm 5 **Combat Skill** Level Quick L. Arm L. Arm 6 6 R. Leg 7-8 R. Leg 7-8 L. Leg 9-10 L. Leg 9-10 Skills Skills Skills Level Skills Level Level Level Gear Cybernetics Gear Cybernetics Notes: Notes: Money Carried Money Carried Role(s) Name Name Role(s) INT REF TECH COOL INT REF TECH COOL LUCK BODY LUCK BODY ATTR MΑ ATTR MΑ **EMP** Stun Death BTM**EMP** Stun Death BTMSERIOUS Roll SP Hit Loc Roll SP Hit Loc Head Head 1 1 2-4 2-4 Torso Torso Stun= 8 R. Arm 5 **Combat Skill** Level Quick R. Arm 5 Combat Skill Level Quick L. Arm 6 L. Arm 6 7-8 R. Leg 7-8 R. Leg L. Leg 9-10 L. Leg 9-10 Skills Level Skills Level Skills Level Skills Level Gear Cybernetics Gear Cybernetics Notes: Notes: Money Carried Money Carried

		/ehicle image			√ehicle Image
Vehicle	Make:	Model:	Vehicle	Make:	Mode
Top Speed:	ACC/Decc		Top Speed:	ACC/Decc	
Crew:	Range:		Crew:	Range:	
Passengers: Maneuver:	Cargo: SDP:		Passengers: Maneuver:	Cargo: SDP:	
SP:	Type:				
			SP:		
Mass: Notes	Cost:	/ehicle Image	SP: Mass: Notes	Type: Cost:	Vehicle Imag
	•	/ehicle Image	Mass:	Cost:	Vehicle Imag
Vehicle	Make:	/ehicle Image Model:	Mass: Notes	Cost:	√ehicle Imag
Vehicle Fop Speed:	Make: Acc/Decc		Vehicle Top Speed:	Make: ACC/Decc	
Vehicle Top Speed: Crew:	Make: ACC/Decc Range:		Mass: Notes	Cost:	
Vehicle Top Speed: Trew: Passengers:	Make: Acc/Decc		Vehicle Top Speed: Crew:	Make: Acc/Decc Range:	
Notes	Make: ACC/Decc Range: Cargo:		Vehicle Top Speed: Crew: Passengers:	Make: ACC/Decc Range: Cargo:	

INTERLOCK UNLIMITED				Propert
				Property Image or Floor plan
D. C. C. C.		1		
Property Location	Туре	Si∠e	Comme	rcial O Residential O Monthly Cost
Notes	. 4124			10.0
				Property Image or Floor plan
				Property inlage of Place plant
Property			Comme	rcial O Residential O
Location	Type	Size		Monthly Cost
Notes	+	-		

INTERLOCK UNLIMITED F-UII C	ybernetic Conversion Package
Image	
_	
MANUFACTURER	MODEL
REFLEX:	
MOVEMENT ALLOWANCE:	
M/Turn:	МРН
Jump (up):	(broad):
BODY:	
Lift:	Throw:
Damage Mod:	
	O-HAND
Punch:	Kick:
	STRUCTURE EAD
SP:	
SDP:	
Options (Optic):	•
Options (Audio):	
Vocobox:	
Neuralware:	-
	RSO
SP:	•
SDP:	
Options:	
RIGHT ARM W/HAND SP:	LEFT ARM W/HAND SP:
SDP:	SDP:
Options:	Options:
RIGHT LEG W/FOOT	LEFT LEG W/FOOT
SP:	SP:
SDP:	SDP:
Options:	Options:
	KAGE COSTS
Eurodollars:	
Humanity Cost:	
Weight:	

INTERLOCK	UNLIMIT	EO		POW	ERED A	RMOR S	STATS			
			Image				Notes			
SUIT NAM	IE:			MANUFACTU	JRER:					
TOTAL WEI	GHT:			SIB/DFB	: [
CHASSIS TYPE:				CHASSIS CAP./CARRY:						
PUNCH:				TOTAL CO						
KICK:				TROOPER SIZE:						
CRUSH				TOUGHNESS	MOD:					
HEAD		R & L	ARMS	R. & L.	LEGS	TO	RSO			
SP:		SP:		SP:		SP:				
SDP:		SDP:		SDP:		SDP:				
INTERNA	AL SDP	INTERI	NAL SDP	INTERNA	AL SDP	INTERN	NAL SDP			
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EXTERNAL SDP		EXTER	NAL SDP	EXTERN	AL SDP	EXTER	NAL SDP			
		-								
			Equipment	Carried						
			Equipment	Curricu						

INTERLOCK UNLIMITED

COMPUTER DATASHEET

Computer Name:	M	anufacturer:	
Type:	Workstation 0	Laptop O Cyl	bermodem O
Base Cost:	St	eed:	
CPU:	De	atawalls:	
Memory Units:	Pr	ogram Spaces (MU x IO)	:
Program list: User INT: + P		uter Combat (+ldl0): nterface: + Comp Sp	eed: Total:
CEGINIE VE		computer combat +ldl0:	
Comp Speed:		awalls (x3):	Total:
	,,,,,,,,	HACKER (+IDIO):	
User INT:	+ Awareness/Notice:	+ Interface:	Total:
		rtection (+IDIO):	
User INT:	+ System Knowledge:	+ Interface:	Total:
	स्था । स्	Ha.	l kaal kaal kaal kaal kaal kaal kaal ka
Computer Name:		unnunununununununununun unnunununununun	
Computer Name: Tupe:	Morkstation 0	anufacturer: Laptop O Cyl	bermodem O
Computer Name: Type: Base Cost:	Workstation O		bermodem O
Type:	Workstation O Sp	Laptop O Cy	permodem O
Type: Base Cost:	Workstation O Sp Do	Laptop O Cy leed:	
Type: Base Cost: CPU:	Workstation O Sp Do	Laptop O Cy eed: atawalls:	
Type: Base Cost: CPU: Memory Units:	Workstation O Sp Do	Laptop O Cy need: ntawalls: ngram Spaces (MU x IO)	
Type: Base Cost: CPU: Memory Units: Program list:	Workstation O Sc Do Pr	Laptop O Cy beed: otawalls: ogram Spaces (MU x IO) Notes:	
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P	Workstation O Sp Do Pr HACKING/Compo	Laptop O Cyloeed: atawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): aterface:	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list:	Workstation O Sp Do Pr HACKING/Composition Programming Skill: + In Computers Defense (In	Laptop O Cyloeed: otawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): oterface:	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P	Workstation O Sp Do Pr HACKING/Composition Programming Skill:	Laptop O Cyloeed: opram Spaces (MU x IO) Notes: Uter Combat (+IdIO): nterface:	eed: Total: :
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P	Workstation O Sp Delete HACKING/Competence Programming Skill:	Laptop O Cyloeed: otawalls: ogram Spaces (MU x IO) Notes: uter Combat (+IdIO): oterface:	eed: Total:
Type: Base Cost: CPU: Memory Units: Program list: User INT: + P Comp Speed: User INT:	Workstation O Sp Delete HACKING/Competence Programming Skill:	Laptop O Cyloeed: opram Spaces (MU x IO) Notes: Uter Combat (+IdIO): nterface:	eed: Total: :

INTERL	INTERLUCK UNLIMITED CUSTOMIZED LOADOUT SHEET									EET						
						WE	APON	S								
Location		Name		Type	WA	Conc.	Avail.	D	amage	#Shots	ROF	Reliat	oility	Reloads	Carried	
	NOTES															
						i		/al-:		1		Make:			Model	
WOI tem	tem Location Item		ltem		Locatio	0		vehio p Sp					/Dec	=	Model:	
	COCONOT REIT						Crew:					Range:				
							_		ngers:			Carg				
							Mc SF	aneu	ver:			SDP:				
								355:				Cost				
							Not	'es:								
							Equ	Jipmer	nt Carried In V	/ehicle:						
										BASIC LO	'ATION	CHART	1D10			
Carried in Bag Item Item										R.Arm R.Leg L.I						
		iten	!				D	10	1 EV	2-4 (PANDED	OCATI		6 LE 1D	7-8	9-0	
								1	Skull	Neck	Shou		oulder		Hip	
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							_	SDP	B/L Obselv/	Obast/			A	Think	Think	
								2	R/L Cheek/ B. of Skull	Chest/ U. Back	Upp Ari		oer Arm	Thigh	Thigh	
							_	JNDS SDP		+-	+	_			╁	
Otho	er Cear							3	R/L Eve/	Sternum	/ Elbo	ow E	lbow	Knee	Knee	
Item	-i UE8i	iten	n					JNDS	R/L Eye/ B. of Skull	Spine						
								SDP			т				т	
								4	Nose/	Ribs	Fore	arm Fo	rearm	Calf/	Calf/	
							WO	JNDS	B. Of Skull					Shin	Shin	
								SDP			П	一门				
Armo								5	Mouth/ B. Skull	Stomach L. Back		st \	Wrist	Ankle	Ankle	
						_	WOL	JNDS	D. OKUII	L. Dack						
							SP	SDP								
								6	R/L Ear/ B. Skull	Groin/ Rear	Har	nd I	Hand	Foot	Foot	
								JNDS								
							SP	SDP								