

Character: _____
Player Name: _____
Race: _____ H.F.: _____
Sex: _____ Age: _____
Hit Points: _____ D.C.: _____
Alignment: _____
O.C.C./R.C.C.: _____
Level: _____ / _____



I.Q.: _____ : _____ % To All Skills _____ vs. Illusion
M.E.: _____ : _____ VS. Psionics/ Insanity _____ vs. Possess
M.A.: _____ : Trust/Intimidate: _____ %
P.S.: Standard Robotic Supernatural : _____ Damage
 Bionic Strike/Parry/Dodge _____ Initiative
P.P.E.: _____ : _____ % VS. Coma/ Death _____ vs. All Magic & Poisons
P.B.: _____ : Charm/Impress: _____ %
Spd.: _____ : _____ mph (_____ kph)

Natural/O.C.C./R.C.C. Skills	+%/lvl	%	O.C.C./R.C.C. Related Skills	+%/lvl	%	Secondary Skills	+%/lvl	%

I.S.P.: _____ P.P.E.: _____
Psionic Level: _____
Spell Strength & Type: _____
Save vs. Psionics (base): _____ (_____)
Save vs. Spell Magic: _____ (12)
Save vs. Ritual Magic: _____ (16)

Spell/Psionic & Effect	PPE/ISP	Range	Sav Throw	Duration	Damage

Additional Abilities of Note

Character: _____
 Player Name: _____
 Race: _____ H.F.: _____
 Sex: _____ Age: _____
 Hit Points: _____ D.C.: _____
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 O.C.C./R.C.C.: _____
 Level: _____ / _____



I.Q.: _____ : _____ % To All Skills _____ vs. Illusion
 M.E.: _____ : _____ VS. Psionics/Insanity _____ vs. Possess
 M.A.: _____ : Trust/Intimidate: _____ %
 P.S.: _____ Standard Robotic Bionic Supernatural : _____ Damage
 P.P.: _____ : Strike/Parry/Dodge _____ Initiative
 P.E.: _____ : _____ % VS. Coma/Death _____ vs. All Magic & Poisons
 P.B.: _____ : Charm/Impress: _____ %
 Spd.: _____ : _____ mph (_____ kph)

Hand to Hand Combat Type:	Modern Weapons	Damage	Ammo	Strike Aim/Burst	Parry/Range	Special
Attacks per Melee:						
Initiative:						
Damage:						
Strike:						
Parry:						
Dodge:						
Pull/Roll:						
_____:						
_____:						
_____:						
_____:						

Knockout/Stun:	Ancient Weapons	Damage	PPE/ISP	Strike Stan/Thr	Parry	Special
Critical Strike:						
Death Blow:						
Kick:						
Jump Kick:						
Restrained Punch:						
Punch:						
Power Punch (2 attacks):						
Body Throw/Flip:						
_____:						
_____:						
_____:						
_____:						

Robot Combat (add w/ HTH) Type:	Robot Vehicle:	Robot Vehicle:
Attacks per Melee:		
Initiative:		
Strike:		
Parry:		
Dodge:		
Pull/Roll:		
_____:		
_____:		
_____:		
_____:		

Armor:	Robot Vehicle:	Robot Vehicle:
<input type="checkbox"/> D.C.: _____ AR: _____	Restrained Punch:	Restrained Punch:
Weight: _____ lbs - _____ % prowl	Punch:	Punch:
Cost: _____ credits <input type="checkbox"/> POWER ARMOR <input type="checkbox"/> BODY ARMOR	Power Punch (2 attacks):	Power Punch (2 attacks):
Notes: _____	Kick:	Kick:
_____	Leap Kick:	Leap Kick:
_____	_____:	_____:
_____	_____:	_____:
_____	_____:	_____:
_____	_____:	_____:

Armor:	P.S. Equivalent	P.S. Equivalent
<input type="checkbox"/> D.C.: _____ AR: _____	Spd (atm./space flight)	Spd (atm./space flight)
Weight: _____ lbs - _____ % prowl	Spd (run)	Spd (run)
Cost: _____ credits <input type="checkbox"/> POWER ARMOR <input type="checkbox"/> BODY ARMOR	M.D.C. - Main Body:	M.D.C. - Main Body:
Notes: _____	M.D.C. - Head:	M.D.C. - Head:
_____	M.D.C. - Legs (x _____):	M.D.C. - Legs (x _____):
_____	M.D.C. - Arms (x _____):	M.D.C. - Arms (x _____):
_____	M.D.C. - _____:	M.D.C. - _____:
_____	M.D.C. - _____:	M.D.C. - _____:
_____	Weapon _____:	Weapon _____:
_____	Weapon _____:	Weapon _____:
_____	Weapon _____:	Weapon _____:
_____	Weapon _____:	Weapon _____:
_____	Weapon _____:	Weapon _____:

Armor:	Money & Trade Goods
<input type="checkbox"/> D.C.: _____ AR: _____	Coalition Credits: _____
Weight: _____ lbs - _____ % prowl	NGMI Credits: _____
Cost: _____ credits <input type="checkbox"/> POWER ARMOR <input type="checkbox"/> BODY ARMOR	Black Credits: _____
Notes: _____	Univ. Trade Credits: _____
_____	Gold/Silver: _____
_____	Other Valuables: _____
_____	_____
_____	_____
_____	_____
_____	_____

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Level: _____ / _____



I.Q.: _____ : _____ % To All Skills
M.E.: _____ : _____ % vs. Psionics/Insanity
M.A.: _____ : _____ % Trust/Intimidate:
P.S.: _____ Standard Robotic
P.P.: _____ : _____ Bionic Supernatural
P.E.: _____ : _____ % vs. Dodge
P.B.: _____ : _____ % vs. Coma/Death
Spd.: _____ : _____ mph (_____ kph)

Physical Description:	Spell/Psionic & Effect	PPE/ISP	Range	Sav Throw	Duration	Damage
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
Height: _____ Weight: _____	_____	_____	_____	_____	_____	_____
Disposition: _____	_____	_____	_____	_____	_____	_____
Birth Order: _____	_____	_____	_____	_____	_____	_____
Family Origin: _____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
Outlook/View: _____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
Insanity: _____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Character History / Background

_____	_____	_____	_____	_____	_____	_____
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Notes

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