NO RETURN

CHARACTER DATA

CHARACTER NAME:
SPECIES:
SEX: AGE:
SIZE: WEIGHT:
APPEARANCE:

PLAYER:
CRONIC / GM:
CREATION DATE:
CHARACTER CONZEPT:

CHARACTER CONDITIONS

PROMINENCE: REPUTATION:
ORGANISM: PSYCHE:
INFECTION RESISTANCE:
BUTTERFLY EFFECT:

EXPERIENCE	JUSTICEPOINTS	CHAOSPOINTS
TOTAL / CURRENT	TOTAL / CURRENT	TOTAL / CURRENT
|	|	|

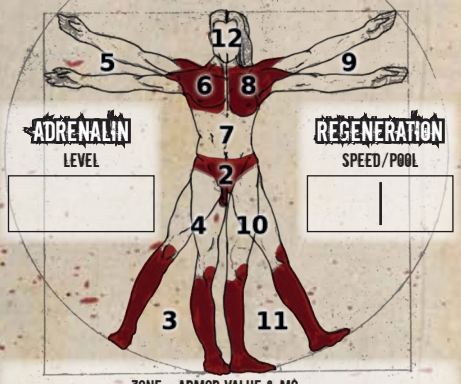
PRIMARY ATTRIBUTE

	LEVEL	MODIFIERS				LEVEL	MODIFIERS			
DEXTERITY					[DE]	SWIFTNESS				[SW]
STRENGH					[ST]	KNOWLEDGE				[KN]
CONSTITUTION					[CO]	PERCEPTION				[PE]

SECONDARY ATTRIBUTE

	LEVEL	MODIFIERS				LEVEL	MODIFIERS			
CHARISMA					[CH]	VEHICLES				[VI]
LOGIC					[LO]	PAIN TOLERANCE				[TO]

TARGET ZONES



ADRENALIN LEVEL:

REGENERATION SPEED/POOL: |

ZONE	ARMOR VALUE & MC	ZONE	ARMOR VALUE & MC
12	|		
11	|	6	|
10	|	5	|
9	|	4	|
8	|	3	|
7	|	2	|

SKILLS

SKILL	ATTR.	LEVEL	MOD.
Willpower	KN		

SPECIAL SKILLS

SKILLS WITHOUT ATTRIBUTE (PSI, ETC)	LEVEL	MOD.

STYLE SKILLS

STYLE SKILL (MARTIAL ART WITH LEVEL)	LEVEL

PERSONALITY TRAITS

PERSONALITY TRAIT (BONUS IF AVAILABLE)	JP/CP

BUTTERFLY EFFECT
HALF THE COST OF INCREASING THE RELATED SKILLS

PRIMARY ATTRIBUT: NEXT LEVEL X10 EXPERIENCE POINTS
SECONDARY ATTRIBUT: NEXT LEVEL X6 EXPERIENCE POINTS

SKILL (ALSO PSI): NEXT LEVEL X2 EXPERIENCE POINTS
ADRENALIN: NEXT LEVEL X6 EXPERIENCE POINTS

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CHARACTER NAME: | LIFTING CAPACITY (STRENGH+LIFTING) X10KG: KG | CASH: N$

NO RETURN

INJURY PANEL

PAIN TOLERANCE LEVEL	1	2	3	4	5	6	7	8	9	10
KUMULATIV MALUS	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1

MAXIMUM HITPOINTS	HP	DAMAGE SUFFERED IN A TARGET ZONE									
JUST MORTAL	30HP	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
ROBOTIK & TOUGH	50HP	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50
INCREDIBLY HARD	70HP	1-7	8-14	15-21	22-28	29-35	36-42	43-49	50-56	57-63	64-70
EPIC RESISTANCE	90HP	1-9	10-18	19-27	28-36	37-45	46-54	55-63	64-72	73-81	82-90

CURRENT DAMAGE & MALI

ZONE	DAMAGE	MALUS	ZONE	DAMAGE	MALUS	ZONE	DAMAGE	MALUS	ZONE	DAMAGE	MALUS	ZONE	DAMAGE	MALUS	ZONE	DAMAGE	MALUS
12			11			10			9			8			7		
6			5			4			3			2					

FIREARMS

DESCRIPTION & TYPE	MAX RANGE (S M L X)	SKILL / CALIBER & AMMUNITION / DAMAGE	R.R.	MODE / MISCELLANEOUS

WEAPON COMBAT AND MELEE

DESCRIPTION	SKILL	ATTACK/PARADE	DAMAGE	DESCRIPTION	SKILL	ATTACK/PARADE	DAMAGE
	W.C. MEL				W.C. MEL		
	W.C. MEL				W.C. MEL		
	W.C. MEL				W.C. MEL		

PHYSIOLOGICAL DISORDERS & CODE-G

MUTATIONS & BIO-ABNORMALITIES

EQUIPPED ITEMS

ADVANTAGES & DISADVANTAGES

ADVANTAGES & DISADVANTAGES (DESCRIPTION)	ADVANTAGE POINTS

PSYCHE MODIFIERS
PSYCHE: 100-81 MODIFIER OF -1 CHAOSPOINT

PSYCHE: 80-61 NO MODIFIER
PSYCHE: 60-41 MODIFIER OF -1 JUSTICEPOINT

PSYCHE: 40-21 MODIFIER OF -2 JUSTICEPOINTS
PSYCHE: 20 - 0 MODIFIER OF -3 JUSTICEPOINTS

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