

PSION DIVISION 6

Strength

Athletics + _____

Brawl + _____

Constitution + _____

Installation + _____

Might + _____

Agility

Acrobatics + _____

Contortion + _____

Evasion + _____

Ride + _____

Stealth + _____

Dexterity

Drive + _____

Firearms + _____

Melee + _____

Pilot + _____

Sleight of Hand + _____

Charisma

Diplomacy + _____

Interrogation + _____

Intimidation + _____

Seduction + _____

Subterfuge + _____

Wisdom

Awareness + _____

Meditation + _____

Politics + _____

Motivation + _____

Research + _____

Wits

Alertness + _____

Search + _____

Streetwise + _____

Survival + _____

Virtual Skill + _____

Intelligence

Academics + _____

Computer Prog. + _____

Demonology + _____

Forensics + _____

Law + _____

Medicine + _____

Netwise + _____

Occultism + _____

Science + _____

Technology + _____

Agent: _____ Player: _____
 Psy-Class: _____ Psy Rank: _____

INITIATIVE [Agility + Wits + Advantages]

OFFENCE

Hand to Hand
(Brawl + Advantages)

Weapon
(Melee + Advantages)

Shooting
(Firearms + Advantages)

Weapon	Damage	Toughness	BP
V2 Enforcer	3D6 (c) MP	7	12

DEFENCE

Passive Target
(Evasion)

Toughness
(Base Constitution)

Willpower
(Base Meditation)

Spirit
(Base Awareness)

Response Actions per round	
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Extra Action Modifiers 1st & 2nd Action as normal. Then extra action modifiers:	
3rd Action	-2 to roll
4th Action	-4 to roll
5th Action	-6 to roll
6th Action	-8 to roll
7th Action	-10 to roll

ARMOR	
B-17 Body Armor	
Toughness	Body Points
9	15

POWERS

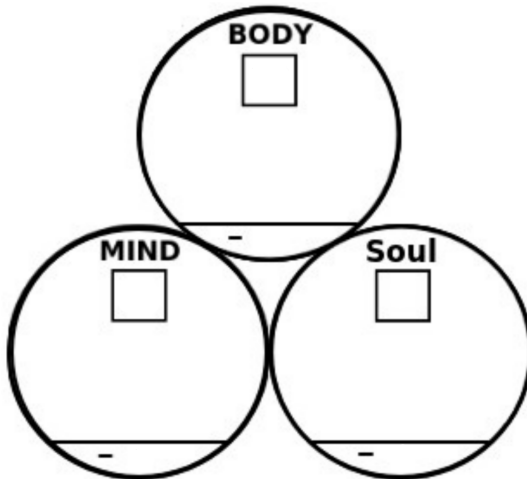
PSYCHIC POWER

Rank	1	Rank	2	Rank	3	Rank	4	Rank	5	Rank	6
	0	0	0	0	0	0	0	0	0	0	0

PSY POOL

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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HEALTH



Knock-Out Threshold	<input type="checkbox"/>
Massive Damage Threshold	<input type="checkbox"/>

Exhausted	<input type="checkbox"/>
Dazed	<input type="checkbox"/>
Blind	<input type="checkbox"/>
Deaf	<input type="checkbox"/>
Poisoned	<input type="checkbox"/>
Bleeding	<input type="checkbox"/>
Maimed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Possessed	<input type="checkbox"/>
Unconscious	<input type="checkbox"/>

Psionic Techniques

Advantages		Drawbacks	
Name	Cost	Name	Value
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

psionic traits

Enhancements

Cyberware	Run Time	Charge Time	Benefit
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Virtual Stats (Base Skill + Virtual Skill Rank)

Brawl: Base ____ + VSR =

Melee: Base ____ + VSR =

Firearms: Base ____ + VSR =

Athletics: Base ____ + VSR =

Evasion: Base ____ + VSR =

Equipment

Notes
