

DIVISION 6

Strength 6

Athletics + 2 8

Brawl + 2 8

Constitution + 1 7

Installation + _____

Might + 1 7

Agility 5

Acrobatics + 2 7

Contortion + _____

Evasion + 2 7

Ride + _____

Stealth + 1 6

Dexterity 4

Drive + _____

Firearms + 3 7

Melee + 1 5

Pilot + _____

Sleight of Hand + 1 5

Charisma 2

Diplomacy + 1 3

Interrogation + 1 3

Intimidation + _____

Seduction + _____

Subterfuge + _____

Wisdom 2

Awareness + _____

Meditation + _____

Politics + 1 3

Motivation + 1 3

Research + _____

Wits 3

Alertness + 1 4

Search + 1 4

Streetwise + 1 4

Survival + _____

Virtual Skill + _____

Intelligence 1

Academics + _____

Computer Prog. + _____

Demonology + _____

Forensics + _____

Law + 2 3

Medicine + 1 2

Netwise + _____

Occultism + _____

Science + _____

Technology + _____

Agent: Traver

Psy-Class: Biometric

Player: _____

Psy Rank: 2

INITIATIVE 8 [Agility + Wits + Advantages]

OFFENCE

Hand to Hand 8
(Brawl + Advantages)

Weapon 5
(Melee + Advantages)

Shooting 7
(Firearms + Advantages)

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

DEFENCE

Passive Target 7
(Evasion)

Toughness 3
(Base Constitution)

Willpower 1
(Base Meditation)

Spirit 0
(Base Awareness)

| | |
|----------------------------|---|
| Response Actions per round | 1 |
|----------------------------|---|

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

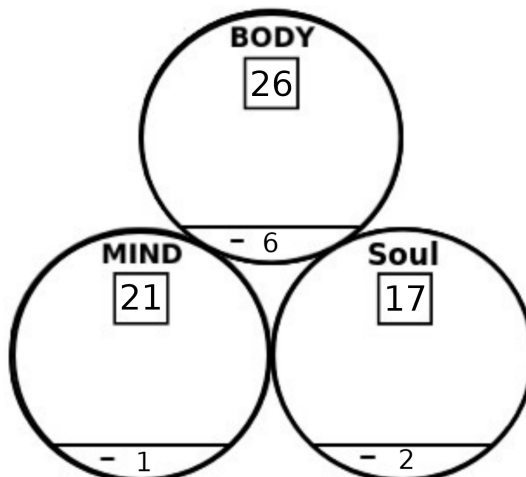
PSYCHIC POWER

| Rank | 1 | Rank | 2 | Rank | 3 | Rank | 4 | Rank | 5 | Rank | 6 |
|------|---|------|---|------|---|------|---|------|---|------|---|
| ● | ● | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |

PSY POOL

| | | | |
|--|--|--|--|
| | | | |
| | | | |
| | | | |
| | | | |

HEALTH



Knock-Out Threshold 11

Massive Damage Threshold 9

- Exhausted
- Dazed
- Blind
- Deaf
- Poisoned
- Bleeding
- Maimed -4 -4 -4 -4
- Possessed
- Unconscious

