HANDLE Joe Box

ROLE ☒ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad
☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS 50 **AGE** 19

DRAWING OF CHARACTER

STATS

INT [7] **REF** [10 / 10] **TECH** [2] **COOL** [7]
ATTR [4] **LUCK** [2] **MA** [6] **BODY** [8]
EMP [4 / 4] **Run** (18) **Leap** (4.5) **Carry** (80) **Lift** (320)

Location	Skull	Face	Neck	Torso	Abdomen	R. Arm Hand	L.Arm Hand	R.Leg Foot	L.Leg Foot
Armor SP	20			19		14	13	20	20

SAVE 8

BTM -3

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

SKILLS

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [ ]
Combat Sense [6]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [2]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [1]

COOL / WILL
Interrogation [ ]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [ ]

EMPATHY
Human Perception [ ]
Interview [ ]
Leadership [ ]
Seduction [ ]
Social [ ]
Persuation & Fast Talk [1]
Perform [ ]

INT
Accounting [ ]
Anthropology [ ]
Awareness/Notice [6]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [ ]
Diagnose Illness [ ]
Education & Gen Know [ ]
Expert _____ [ ]
Gamble [ ]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language Blackfolk [8]
Language Spanish [3]
Language English [3]
Library Search [ ]
Mathematics [3]
Physics [ ]
Programming [ ]
Shadow/Track [2]
Stock Market [ ]
System Knowledge [ ]
Teaching [2]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [8]
Brawling [ ]
Dance [1]
Dodge & Escape [ ]
Driving [2]
Fencing [ ]
Handgun [7]
Heavy Weapons [ ]
Martial Art 1 Tae kwon do [4]
Martial Art 2 _____ [ ]
Martial Art 3 _____ [ ]
Melee [ ]
Motorcycle [ ]
Operate Hvy. Machinery [ ]
Pilot (Gyro) [ ]
Pilot (Fixed Wing) [ ]
Pilot (Dirigible) [ ]
Pilot (Vect.Thrust Vehicle) [ ]
Rifle [2]
Stealth [2]
Submachinegun [3]

TECH
Aero Tech [ ]
AV Tech [ ]
Basic Tech [ ]
Cryotank Operation [ ]
Cyberdeck Design [ ]
Cyber Tech [ ]
Demolitions [ ]
Disguise [ ]
Electronics [ ]
Elect. Security [ ]
First Aid [3]
Forgery [ ]
Gyro Tech [ ]
Paint or Draw [ ]
Photo & Film [ ]
Pharmacuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [2]
Weapons Tech [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [49]
HUMANITY [40]

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

© R.Talsorian Games, 1991. All Rights Reserved. Revised 2012 by darthhell

LIFEPATH, GEAR & WEAPONS

MONEY $ 9910

LIFEPATH

Style

Clothes	Jeans
Hair	Bald
Affections	Tattoo
Ethnicity	African American
Language	Blackfolk

Family Background

Parents lost
Blood Nation

Muslim

Siblings

♂ 3 ♀ 2

Motivations

Traits	
Valued Person	Lover
Value Most	
Feel About People	Generally like most people
Valued Posession	chain

Life Events

One event for each year after age 16

YEAR	
	Nothing
	Nothing
	Started dating

GEAR

Type	Cost	Wt
Carrybag	5	1
Arasaka mini 10 (10mm)	500	3
10mm ammo (150)	45	1.5
Colt AMT model 2000(12mm)	500	3
12mm ammo (50)	20	0.5
Nylon helmet	100	0.5
Prayer mat	40	0.5
Kevlar vest	90	3
Light armour jacket	150	3
Flak pants	200	3
First aid kit	10	1
SIM card		
9xbin bag		
12 arrows	24	1
eagletech compound bow	150	5
music player		
evanescence music	20	
target	50	10
fair ammount shoe	20	

WEAPONS

Name	Type	WA	Con	Avail	Dammage	Ammo	RND CAP	ROF	Rel
Colt AMT	P	0	J	C	4D6+1	12mm	8	1	VR
Arasaka mini	SMG	0	J	E	2D6+3	10mm	40	20	VR

© R.Talsorian Games, 1991. All Rights Reserved. Revised 2012 by darthhell