SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS		
COMBAT		
TOUGHNESS		
INFLUENCE		
OPERATION		
NERVE		
SPEED		

1/2 SPEED + OTHER + 3 = ACTION POINTS

AWARENESS + SPEED = BATTLE REFLEX

HIT POINT TRACKER — MAX HP — HP/LEVEL

UNSPENT TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)

- ☐ ☐ ☐ ☐ LVL 2 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 3 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 4 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 5 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 6 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 7 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 8 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 9 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 10 (+1 ATTRIBUTE)
- ☐ ☐ ☐ ☐ LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME — LEVEL

BIOCLASS

BODY TYPE — MIND TYPE

MOTIVATION — CYNICISM /10 — RESOLVE /5

TOUGHNESS + 5 + OTHER = TOUGHNESS DEFENSE

TOUGHNESS + 5 + OTHER + ARMOR = ARMOR DEFENSE

ARMOR WORN — SPEED RATING

NERVE + 5 + OTHER = NERVE DEFENSE

ATT = COMBAT + WEAPON'S ATT | **DMG** = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES

W. PROFICIENCIES ☐ STRIKING ☐ PISTOLS ☐ RIFLES ☐ SHOTGUNS

ASPECT

CHARACTER TRAITS

CURRENT ALIASES	MUG SHOT

CONTACTS/FRIENDS	NOTES

PSYCHIC POWERS	OVRCHRG.	USES

POSSESSIONS	NOTES	LOCATION

DAYS OF FOOD	DAYS WITHOUT EATING

EAT AT LEAST 1 MEAL A DAY OR SUFFER -2 TO ALL ROLLS, INCLUDING DMG
SHARPERS DIE AFTER 6 + TOUGHNESS DAYS WITHOUT FOOD
THE DAY COUNT DOES NOT RESET UNTIL YOU EAT FOOD 2 DAYS IN A ROW

LURANS

CHARACTER ORIGIN STORY	OTHER NOTES