

NAME

CAMPAIGN

INTERLOCK UNLIMITED

ROLES

Primary

Secondary

STATS

INT [/] REF [/] TECH [/] COOL [/] ATTR [/]
LUCK [/] MA [/] BOD [/] EMP [/]
Run [/] Leap [/ /] Lift [/]

HUMANITY

CHARACTER POINTS

REPUTATION

GENERAL IP

SPECIAL ABILITY

Earned Skill
IP Level

SKILLS

Earned Skill
IP Level

+Stat

Name

Type

WA

Conc.

Avail.

Damage

#Shots

ROF

Rel.

Throw
Dist.

STR
Damage
Bonus

BTM

Points
Healed Per
Day

Death
Save
(BOD)

Stun
Save
(Cool)

INITIATIVE + COMBAT + Other Initiative - Reaction
SENSE Modifiers Total (RT)

Notes:

COMBAT SKILLS

Combat
Skill

Skill
Level

Moc
+
REF

Handgun

SMG

Rifle

Heavy
Weapons

Archery

Brawl/Mel
/M. Art 1

M. Art 2

M. Art 3

M. Art 4

COMBAT ACTIONS

Skill
+ RT

Quick
CA (+5)

Normal
CA (+10)

Full CA
(+15)

Initiative Total

Awareness/ Notice Total

LIGHT

SERIOUS

CRITICAL

MORTAL0

MORTAL1

Stun=0

Stun=1

Stun=2

Stun=3

Stun=4

MORTAL2

MORTAL3

MORTAL4

MORTAL5

MORTAL6

Stun=5

Stun=6

Stun=7

Stun=8

Stun=9

BASIC LOCATION CHART 1D10

Loc.

Head

Torso

R.Arm

L.Arm

R.Leg

L.leg

D10

1

2-4

5

6

7-8

9-0

WOUNDS

SP/SDP

Gear:

DATAFORTRESS
2.0.2.0