CORPORATION

NAME
CORP.
RANK
PROFESSION
DIVISION
LEVEL

STRENGTH	
ENDURANCE	
AGILITY	
REFLEXES	
PERCEPTION	
INTELLIGENCE	
PRESENCE	

ASSAULT D6 PER LEVEL	
BIOKINESIS X2 IN HP	
JUMP JUMP^2 IN MTRS	
PRESCIENCE ATTACK/INIT/DANGER	
PSI BLADE D8 + PSI BLADE + STR	
SHIELD HP = SHIELD^2	
TELEKINESIS KG = TK^2 X 10	

TELEPATHIC ENERGY
TOTAL

ARTS AND CULTURE	
ASSESS TECH	
ATHLETICS	
ATTITUDE	
BUSINESS	
CLOSE COMBAT	
COMPUTERS & A.I.	
CORP. KNOWLEDGE	
CRIME	
CYBERNETICS & ROBOTICS	
DRIVE	
HEAVY FIREARMS	
LIGHT FIREARMS	
LOOKING GOOD	
LYING & ACTING	
MECHTRONICS	
MEDICINE	
OBSERVATION	
PILOT	
PSYCHOLOGY	
SCIENCE	
STEALTH	
STREET CULTURE	
SUPPORT WEAPONS	
TACTICAL FIREARMS	

HP TOTAL

CURRENT	MASHING

ARMOUR VALUE

MOVE SPEED

TOTAL
CURRENT
SHIELD TYPE

LANGUAGES

ADVANCEMENT

CURRENT XP	
TOTAL XP	
RANK POINTS	

CONVICTION

WEAPON / ATTACK	AT	DAMAGE	DEF	RATE	CON	EMPS	SPECIAL

HARDWARE / CYBERNETICS

	A.I.	

EQUIPMENT & UPGRADES

AGENT

STORED EQUIPMENT (NOT EQUIPPED)

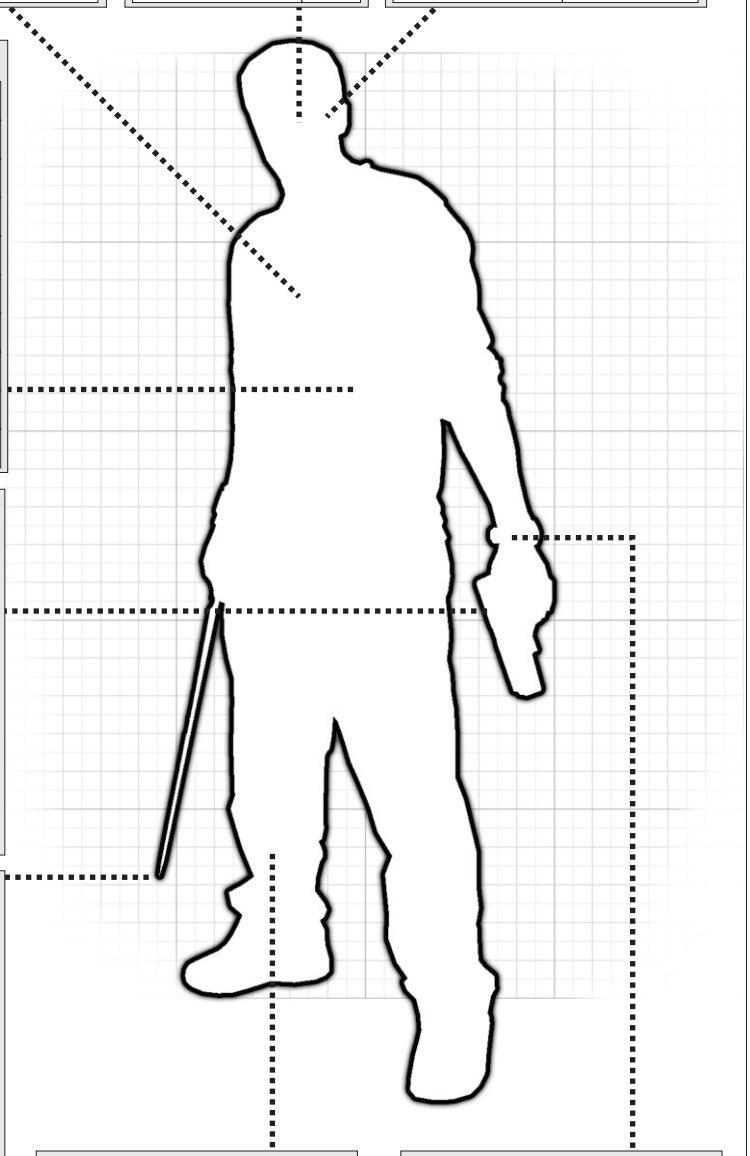
*CARRIED ILLEGALLY

BODY UPGRADES

CHIPS LVL

NEURAL / HEAD UPGRADES

EXTRAS



RANGED WEAPONS

WEAPON / ATTACK	AT	DAMAGE	DEF	RATE	CON	EMPS	SPECIAL

CLOSE COMBAT WEAPONS

WEAPON / ATTACK	AT	DAMAGE	DEF	RATE	CON	EMPS	SPECIAL

LIMB UPGRADES

COMBAT UPGRADES

NOTES

MEDICALS & DRUGS

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