

Attributes: I.Q. _____ skill bonus : _____
M.E.: _____ bonus Psionic attack _____
 _____ Insanity save _____
M.A. _____ trust/Intimated _____
P.S.: _____ SDC _____ damage _____
 _____ Carry _____ lift _____
P.P. _____ parry ,strike , dodge _____
P.E.: _____ coma /death _____ magic /poison _____

P.B _____ charm/Impress _____
Spd : _____

Splicer RPG OCC _____
 Name (fictional) _____
 Name (real) _____
SDC _____ **HIT PIONTS** _____
Saving Throws : perception _____
 Toxin/Poison: _____ Harmful Drugs: _____ Mind
 Control: + _____ Horror Factor: + _____
 Pain: _____
 Other: _____

Height: _____ Weight: _____ Level ___ Sex: _____ XP Total: _____
 _____ / _____ Alignment: _____
 Race: _____ Age: _____
 Disposition: _____

SKILLS:

Hand to Hand type _____ number of attacks _____ strike _____ parry _____ dodge _____
 Roll _____ disarm _____ critical strike _____ initiative _____ kick types _____
 _____ **damage** bonus SDC _____ other _____

Body amour Type _____ AR _____ SDC _____ penalty _____
Bio amour MDC -Main Body _____ Arms _____ Legs _____ Head _____ Others _____

number of attacks _____ strike _____ parry _____ dodge _____
 Roll _____ disarm _____ critical strike _____ initiative _____ kick types _____
 _____ damage bonus SDC _____ other _____

1) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

2) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

3) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

4) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

5) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

6) Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

7) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

8) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

9) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

10) Mecha Weapon systems: _____ Range: _____ Damage: _____

R.O.F: _____ Payload/Bonus: _____

Damage: _____ R.O.F: _____ Payload/Bonus: _____

#Missiles payload by location _____

1-2-3- 4-5-6-7-8-9-10-11-12 payload _____ Damage _____ type _____ loc _____

1-2-3- 4-5-6-7-8-9-10-11-12 payload _____ Damage _____ type _____ loc _____

1-2-3- 4-5-6-7-8-9-10-11-12 payload _____ Damage _____ type _____ loc _____

1-2-3- 4-5-6-7-8-9-10-11-12 payload _____ Damage _____ type _____ loc _____

1-2-3- 4-5-6-7-8-9-10-11-12 payload _____ Damage _____ type _____ loc _____

1-2-3- 4-5-6-7-8-9-10-11-12 payload _____ Damage _____ type _____ loc _____

Sensor /abilities