| Character Name _ | Hacker |
|----------------------|--------|
| Alternate Identities | |
| Player Name | |



| CHARACTERISTICS | | | | | | |
|-----------------|------|---------------|-------------------|--|--|--|
| Val | Char | Points | Roll | | | |
| 10 | STR | 0 | <u>11-</u> | | | |
| 13 | DEX | 6 | 12- | | | |
| 13 | CON | 3 | 12- | | | |
| 20 | INT | 10 | <u>13-</u> | | | |
| 10 | EG0 | 0 | <u>11-</u> | | | |
| _10 | PRE | 0 | 11 | | | |
| _5 | OCV | 10 | | | | |
| 5 | DCV | 10 | | | | |
| 3 | OMCV | 0 | | | | |
| 3 | DMCV | 0 | | | | |
| 4 | SPD | 20 | | | | |
| _ 5 | PD | 3 | | | | |
| _ 5 | ED | 3 | | | | |
| 4 | REC | 0 | | | | |
| 20 | END | 0 | | | | |
| 10 | BODY | 0 | Total Cost | | | |
| | STUN | 0 | 65 | | | |

| CURRENT STATUS | | | | |
|----------------|---------|---------|--|--|
| | Maximum | Current | | |
| END | 20 | | | |
| BODY | 10 | | | |
| STUN | 20 | | | |
| | | | | |

| VITAL INFORMATION |
|---|
| HTH damage (STR/5)d62d6 Lift100kgSTR END Cost2 |
| Phases 1 2 3 4 5 6 7 8 9 10 11 12 |
| Base OCV 5 Base DCV 5 Base OMCV 3 Base DMCV 3 |
| Combat Skill Levels |
| |
| |
| Presence Attack (PRE/5)d6 <u>2d6</u> |

| SIXTH EDITION | | | | |
|--------------------------------|-----|--|--|--|
| EXPERIENCE POINTS | | | | |
| Total Points | 200 | | | |
| Total Experience Earned | 0 | | | |
| Experience Spent | 0 | | | |
| Experience Unspent | 0 | | | |

| \Box | HIT LO | CA | ΓΙΟΝ | I CH | IAF | RT |
|-------------|---------------------------|-----------|-----------|-----------|-----------|--------------------|
| 3d6 Roll | Location | STUN X | N STUN | BODY x | To Hit | Defense/ Weight |
| 3-5 | Head | х5 | x2 | x2 | -8 | _/_ |
| 6 | Hands | x1 | X½ | X½ | -6 | / |
| 7-8 | Arms | x2 | X½ | X1/2 | -5 | / |
| 9 | Shoulders | хЗ | x1 | x1 | -5 | / |
| 10-11 | Chest | хЗ | x1 | x1 | -3 | / |
| 12 | Stomach | х4 | x1½ | x1 | -7 | / |
| 13 | Vitals | х4 | x1½ | x2 | -8 | / |
| 14 | Thighs | x2 | x1 | x1 | -4 | / |
| 15-16 | Legs | x2 | X½ | X½ | -6 | / |
| 17-18 | Feet | x1 | X½ | X½ | -8 | / |
| Average Def | | | | | | |
| DCV N | DCV Modifier Total Weight | | | | | |
| Armo | r Notes | | | | | |

| ATTACKS & MANEUVERS | | | | | |
|---------------------|-------|-------|-----|-------------------------------|--|
| Maneuver | Phase | OCV | DCV | Effects | |
| Block | 1/2 | +0 | +0 | Block, abort | |
| Brace | 0 | +2 | 1/2 | +2 OCV vs R. Mod. | |
| Disarm | 1/2 | -2 | +0 | Disarm, STR v. STR | |
| Dodge | 1/2 | _ | +3 | Abort, vs. all attacks | |
| Grab | 1/2 | -1 | -2 | Grab 2 limbs | |
| Grab By | 1/2† | -3 | -4 | Move & Grab; +(v/10) to STR | |
| Haymaker | 1/2* | +0 | -5 | +4 DCs to attack | |
| Move By | 1/2† | -2 | -2 | STR/2 + v/10; you take 1/3 | |
| Move Through | 1/2† | -v/10 | -3 | STR + v/6; you take ½ or full | |
| Multiple Attack | . 1 | var | 1/2 | Attack multiple times | |
| Set | 1 | +1 | +0 | Ranged attacks only | |
| Shove | 1/2 | -1 | -1 | Push 1m per 5 STR | |
| Strike | 1/2 | +0 | +0 | STR or weapon | |
| Throw | 1/2 | +0 | +0 | Throw w/ STR dmg | |
| Trip | 1/2 | -1 | -2 | Knock target Prone | |
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| DEFENSES | | | |
|----------------|---------------|--|--|
| Туре | Amount/Effect | | |
| Normal PD | 5 | | |
| Resistant PD | 0 | | |
| Normal ED | 5 | | |
| Resistant ED | 0 | | |
| Mental Defense | 0 | | |
| Power Defense | 0 | | |
| Flash Defense | | | |
| | | | |
| | | | |
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| SENSES | |
|-----------------------------------|----|
| Perception Roll (9+INT/5)1 | 3- |
| Enhanced and Unusual Sense | es |
| | |
| | |
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| | |
| | |

| СОМВАТ МО | DIF | IERS | | |
|--|-------------|--------------|----------------|--|
| Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4 | 33-64 -6 | 65-125 -8 | 126-250 -10 | |
| Targeting Shot | OCV | Hit Lo | ocation | |
| Head Shot (Head to Shoulders |) -4 | 1d | 6+3 | |
| High Shot (Head to Vitals) | -2 | 2d | 6+1 | |
| Body Shot (Hands to Legs) | -1 | 2d | 6+4 | |
| Low Shot (Shoulders to Feet) | -2 | 2d6 | 6+7* | |
| Leg Shot (Vitals to Feet) | -4 | 1d6 | 6+12 | |
| * Treat a 19 as the Feet location | | | | |

| MOVEMENT | | | |
|--------------|------------|-----------|--|
| Туре | Combat | Noncombat | |
| Run (12m) | 12m | 24m | |
| Swim (4m) | 4m | 8m | |
| H. Leap (4m) | 4m | 8m | |
| V. Leap (2m) | <u>2m</u> | 4m | |
| | - <u> </u> | | |
| | - <u> </u> | | |
| | - <u> </u> | | |
| Movement SFX | | | |

CHARACTER INFORMATION

Character Name Hacker





| CAMPAIGN INFORMATION | |
|----------------------|--|
| Campaign Name | |
| Genre | |
| Gamemaster | |

| t | Name |
|---|--|
| _ | Real Everyman Skills |
| | 1) TF: Common Motorized Ground Vehicles, |
| _ | Custom Adder |
| _ | 2) Concealment |
| _ | 3) Computer Programming |
| _ | 4) Deduction |
| _ | 5) Paramedics |
| _ | 6) Persuasion (Custom Adder) |
| - | 7) Systems Operation |
| - | 8) Conversation |
| | 9) picked later: KS (Custom Adder) |
| | 10) Picked later: Language (fluent |
| | conversation; Custom Adder, literate) |
| - | 11) Alien: Language (basic conversation; |
| | Custom Adder) |
| | 12) Area Knowledge: KS (Custom Adder) |
| _ | 13) Picked Later: KS (Custom Adder) |
| | 14) Combat Driving |
| _ | 15) Bureaucratics |
| | Concealment on computers |
| | Analyze computers: Agility Skills |
| | Computer Guy: PS |
| | Fix Computers: Science Skill |
| | Acting |
| | Disguise |
| | +3 with all Intellect Skills |
| | Cryptography |
| | Conversation on Computers |
| • | Stealth on computers |
| - | WF: Small Arms |
| - | Security Systems on computers |
| | Tracking on computers |
| - | Hacker Everyman |
| • | 1) Disquise on Computer |
| - | 2) CAT Research: Custom Skill (Custom |
| • | Adder) |
| | Bugging only on computers |
| | |
| | Computer Link |
| | Contact (Knows someone) (Contact has |
| | useful Skills or resources) |
| | Contact (Knows another guy) (Contact h |
| | useful Skills or resources) |
| | |
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| | |
| | |
| | |

| Cost | Name | Power/Equipment | END |
|------|------|--|-----|
| 62 | | Variable Power Pool, 50 base + 90 control cost, (95 APs); equipment limited by stores, | |
| | | perks, familiarity, and GM whim Power does not work in Extremely Common Circumstance | ces |
| | | (-1 ½), Cannot take multiple ½ DCV or 0 DCV or ½ OCV or 0 OCV Power does not work in | |
| | | Common Circumstances (-½), slot changes in adventure requires appropriate stores ar | 1d |
| | | resource rolls @-1/20 Active (determined by the GM Power does not work in Common | |
| | | Circumstances; -½), no power can require a character's End beyond Str Power does not | |
| | | work in Uncommon Circumstances (-14) | |
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MATCHING COMPLICATIONS (

Cost Complication

- Distinctive Features- Poor hygiene: (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10
- Psychological Complication-kind of a dick: (Common; Moderate)

 Rivalry: Professional (guy who trolls him on every damn forum), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry

 State of Course Major Pagation: Optional Course Major Pagation Course Major Pagation Course Major P 5
- Distinctive Features- Criminal: (Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort) 5
- 5 Dependence- legal stimmulants: Incompetence: -I to Skill Rolls and related rolls per time increment (Very Common; 6 Hours; Addiction)
- 20 Hunted by Comstar: Infrequently (Mo Pow; NCI; Harshly Punish)

50 **Total Complications Points**