

SKILL SETS ACADEMIC & TECHNOLOGICAL ANIMALS & PEOPLE COMBAT ACTIVITY:RANGED COMBAT ACTIVITY: MELEE Average of Average of Average of Average of +4+5LUK +1 ITR +3 BIO +0 +0+2MND +3 SNS +3 SPD +0 SNS +3 Vocation Special Vocation Special Vocation Special Vocation Special Ac&T AniP CA:M CA:R +1 +2+0+0OCCUPATIONAL PARANORMAL PERCEPTION PHYSICAL:FITNESS Equals SNS +3 Average of Average of Average of BIO +0 MND +3 ITR +3 SNS +3 +3+1+2+1MND +3 MND +3 SPD +0 SPD +0 Vocation Special Vocation Special Vocation Special Vocation Special OCCP **PARA PCP** PhyF +0 +0+0+0+0+0PHYSICAL:MOTION PHYSICAL:STRENGTH STEALTH Equals Average of Average of Average of +2+0+0ITR +3 LUK +1 SPD +0 BIO +0 Vocation Special Vocation Special Vocation Special Vocation Special PhyM PhyS STL +0 +0+0+0

EXPERTISE # R/# FULL NAME (Root): (Branch): (Specialisation) SKILL-SET SSV Adv Total MANDATORY 1 # | Cinema & Television: Cinematic Arts: Directing (AniP) 5 AniP +6 2 5 # Interrogation: Interview Techniques (AniP) AniP +63 5 R Media Savvy (Root) (Anip) AniP +65 4 R Barter, Beg & Bargain: (1) Root Expertise AniP +65 # Photography [Video Cameras] (AC&T) 4 AC&T +52 # Crafts: Rare Movie & Celluloid/Film Stock Dealing [OCCP] **OCCP** 6 +37 Cinema & Television: Cinematic Arts: Video Editing AC&T 4 +5FULL NAME (Root): (Branch): (Specialisation) SKILL-SET R / # SSV Adv Total # 8 0 0 9 0 10 11 0 0 12 Free Choices 0 0 15 0 16 0 17 0 18 0 19 0 20 0

WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC

Roll	Loc	AS
18	Head	
17	Face	
16	Neck	
15	Chest	
14	Belly	
13	Hip	
11-12	Shoulder	
9-10	Arm	
8	Hand	
6-7	Thigh	
5	Shin	
4	Foot	