

## SKILL SETS ACADEMIC & TECHNOLOGICAL ANIMALS & PEOPLE COMBAT ACTIVITY:RANGED COMBAT ACTIVITY: MELEE Average of Average of Average of Average of +0+3+2BIO +0 LUK +2 +2MND +4 ITR +0 SNS +3 SPD +1 SNS +3 Vocation Special Vocation Special Vocation Special Vocation Special Ac&T AniP CA:M CA:R +0+2+0 +0OCCUPATIONAL PARANORMAL PERCEPTION PHYSICAL:FITNESS Equals SNS +3 Average of Average of Average of ITR +0 SNS +3 MND +4 SPD +1 BIO +0 MND +4 +3+2+3+2MND +4 SPD +1 Vocation Special Vocation Special Vocation Special Vocation Special **PCP** OCCP PARA PhyF +0 +1+0+0+0+0+0+0PHYSICAL:MOTION PHYSICAL:STRENGTH STEALTH Equals Average of Average of Average of +1+0ITR +0 LUK +2 +1SPD +1 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 3 1 R Security Systems: (1) Root (AC&T) AC&T +42 3 R Sensor Systems: (1) Root AC&T +4SKILLS 3 AC&T 3 R Computers: (1) Root Expertise +43 4 # | Security Systems: BioSecurity & Hot-Room Systems (AC&T) AC&T +4 5 # Security Systems: Time-Locks (AC&T) 3 AC&T +43 # Computers: Hacking (AC&T) 6 AC&T +47 Sensor Systems: Video Surveillance Networks (AC&T) AC&T 3 +4FULL 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
H										
L										
H										

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	