

Character Name	Player name	Sophontcy	Level
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STRIKER

CHARACTER RECORD

Age	HP	Next Level	CC	CC-Q	CC-S

Start

Talent

A

Health

M

HP

Max

Temp

Curr

Rec

Max

Curr

Rec

Start

Talent

B

Energy

M

EP

Max

Temp

Curr

Rec

Max

Curr

Rec

Start

Talent

C

Focus

M

FP

Max

Temp

Curr

Rec

Max

Curr

Rec

 Resolve
 Initiative
 Resistances

		Agility			☐ Body ☐ Mind ☐ Skill		TC		Body	frc / prc / sls /	elec	fire	cold	heat	corr	psn	rad
		Insight					SC		Armour	/	/	/	/	/	/	/	/
		Stealth			☐ Body ☐ Mind ☐ Skill		PC		Fields	/	/	/	/	/	/	/	/
		Deceive							Shields	/	/	/	/	/	/	/	/
		Deceive							Regis	/	/	/	/	/	/	/	/

																																																																																																															
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The diagram illustrates the placement of units on a hexagonal grid. The grid is composed of red hexagons with black outlines. The units are represented by red hexagons with black outlines. The Cbt-Melee unit is labeled 'Cbt-Melee' and the Cbt-Ranged unit is labeled 'Cbt-Ranged'.

☐ flegis	Stack	Modes	Circumstantial mods
☐ Cbt-Zero-G	Half	Modes	Circumstantial mods
	Quarter	Modes	Circumstantial mods

- Climber s-tools
- Digging-Tools

- ☐ **Forensic-Tools**
- ☐ **Medicine-Tools**

- ☐ QTM-Tools
- ☐ Scan-Tools
- ☐ Surveillance-Tools
- ☐ Ucl-Air
- ☐ Ucl-Ground
- ☐ Ucl-Mech
- ☐ Ucl-Space
- ☐ Ucl-Striker

Techniques

Bonus	R	Technique	Skill	M	ep	fp	Description

Bonus	R	Technique	Skill	M	ep	fp	Description

Bonus	R	Technique	Skill	M	ep	fp	Description

Bonus	R	Technique	Skill	M	ep	fp	Description

Bonus	R	Technique	Skill	M	ep	fp	Description

Bonus	R	Technique	Skill	M	ep	fp	Description

Protection

item	resources, CC	properties

Weapons

[illegible]

Enhancements

[illegible]

Credit

Power & Matter

item	hp	ep	hp	ep	other properties
	/		/		
	/		/		
	/		/		
	/		/		

STORAGE

GENERATION

Other gear

[illegible]

Conjugates

[illegible][illegible][illegible][illegible]