

Character Dossier

Identifying Information

Player Name _____

Character Name _____

Height _____ Weight _____ Eyes _____ Hair _____

Identifying Characteristics _____

Ability Ratings

HAR _____

MOV _____

AWA _____

Employment Information

Primary Job _____

Combat Statistics

Defense/Statuses

Base Evasion _____

Blind _____

Deaf _____

Suppressed _____

Confused _____

Damage

Head (3, 4, 17, 18) _____

Torso (9, 10, 11, 12) _____

Left Arm (5, 6) _____

Right Arm (15, 16) _____

Left Leg (7, 8) _____

Right Leg (13, 14) _____

Death Clock

Disabled

Dying

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Dead

Stabilized

Certifications

Certification

Effect

Engineer Inventory

Engineering Equipment

Name	Effect	Stacks
Basic Engineering Toolkit	Allows Hardware/Software Checks	None
Lt _____	_____	_____
Lt _____	_____	_____
Lt _____	_____	_____
Lt _____	_____	_____
Lt _____	_____	_____
Lt _____	_____	_____
Ammo _____	_____	_____
Ammo _____	_____	_____
Ammo _____	_____	_____
Ammo _____	_____	_____

Weaponry

Name	Damage	AP to Fire	AP to Reload	Rounds/Clip
Lt _____	_____	_____	_____	_____ S M L
Lt _____	_____	_____	_____	_____ S M L
Ammo _____	Ammo _____	Ammo _____	Ammo _____	

Defensive Equipment

Slot	Name	Protection Type	Protection Rating
Head	_____	_____	_____
Torso	_____	_____	_____
Left Arm	_____	_____	_____
Right Arm	_____	_____	_____
Left Leg	_____	_____	_____
Right Leg	_____	_____	_____

Miscellaneous Slots

Lt _____
Lt _____
Ammo _____
Ammo _____

Hitman Inventory

Weaponry

Name	Damage	AP to Fire	AP to Reload	Rounds/Clip	S	M	L
Hvy _____	_____	_____	_____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____	_____	_____	_____
Hvy _____	_____	_____	_____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____	_____	_____	_____
Ammo _____	Ammo _____	Ammo _____	Ammo _____	Ammo _____	_____	_____	_____
Ammo _____	Ammo _____	Ammo _____	Ammo _____	Ammo _____	_____	_____	_____
Ammo _____	Ammo _____	Ammo _____	Ammo _____	Ammo _____	_____	_____	_____
Ammo _____	Ammo _____	Ammo _____	Ammo _____	Ammo _____	_____	_____	_____

Defensive Equipment

Slot	Name	Protection Type	Protection Rating
Head	_____	_____	_____
Torso	_____	_____	_____
Left Arm	_____	_____	_____
Right Arm	_____	_____	_____
Left Leg	_____	_____	_____
Right Leg	_____	_____	_____

Miscellaneous Slots

Lt _____

Lt _____

Ammo _____

Ammo _____

Infiltrator Inventory

Weaponry

Name	Damage	AP to Fire	AP to Reload	Rounds/Clip
Lt _____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____
Lt _____	_____	_____	_____	_____
Ammo _____	Ammo _____	Ammo _____	Ammo _____	
Ammo _____	Ammo _____	Ammo _____	Ammo _____	

Defensive Equipment

Slot	Name	Protection Type	Protection Rating
Head	_____	_____	_____
Torso	_____	_____	_____
Left Arm	_____	_____	_____
Right Arm	_____	_____	_____
Left Leg	_____	_____	_____
Right Leg	_____	_____	_____

Stealth Equipment

Name	Bonus	Defense Penalty
_____	_____	_____

Miscellaneous Slots

Lt _____
Lt _____
Ammo _____
Ammo _____

Medic Inventory

Triage/Healing Equipment

Name

Effect

Uses

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

PECs

Name

Effect

Uses

PEC Injector

Allows Use of PECs

N/A

PEC
PEC
PEC

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Toxins

Name

Effect

Uses

Toxin Delivery System (TDS)

Allows Use of Toxins

Short Range

Toxin
Toxin
Toxin

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Weaponry

Name

Damage

AP to Fire

AP to Reload

Rounds/Clip

Lt _____ S M L

Ammo _____ Ammo _____ Ammo _____ Ammo _____

Miscellaneous Slots

Lt _____

Lt _____

Ammo _____

Ammo _____