

# INTERFACÉ ZERO

FIRST NAME MIDDLE LAST NAME  
RACE OCCUPATION STREET CRED/FAVORS

CYBER TRAUMA PENALTY/ BIO TRAUMA PENELTY/ CREDITS

## ATTRIBUTES

- 4 6 8 10 12 Agility
- 4 6 8 10 12 Smarts
- 4 6 8 10 12 Strength
- 4 6 8 10 12 Spirit
- 4 6 8 10 12 Vigor

## BASE

- Charisma
- Pace
- Parry
- Toughness

## MOD

## AV

## HINDRANCES

## EDGES

## SKILLS

- 4 6 8 10 12
- 4 6 8 10 12
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- N
- 5
- 10
- 15
- S
- 25
- 30
- 35
- V
- 45
- 50
- 55
- H
- 65
- 70
- 75
- L
- 90
- 100
- 110

WOUNDS  
-1  
-2  
-3  
INC  
-2  
-1  
FATIGUE

## EQUIPMENT

## ARMOR

HEAD:  
TORSO:  
ARMS:  
LEGS:  
  
Total WT Carried:  
Weight Limit:  
Encumbrance Limit:

CYBERWARE/ BIOWARE NAME COST EFFECT CYBERTRAUMA PENALTY

WEAPON RANGE ROF DAMAGE AP WT NOTES

PERMANENT INJURIES:



# PROGRAMS



TYPE                      RATING                      EFFECT                      # of USES                      TRAPPINGS

# VEHICLES



VEHICLE                      ACC/TS                      TOUGHNESS                      CREW                      COST                      NOTES

# CONTACTS

# CHARACTER NOTES

