

# STREET RATS CHARACTER SHEET

|        |  |         |  |            |  |
|--------|--|---------|--|------------|--|
| Name   |  | Origin  |  | Background |  |
| Player |  | Society |  | Duty       |  |

| Attributes      |  |
|-----------------|--|
| Instinct        |  |
| <i>Mental</i>   |  |
| Awareness (Aw)  |  |
| Intellect (In)  |  |
| Will (Wi)       |  |
| <i>Physical</i> |  |
| Speed (Sp)      |  |
| Strength (St)   |  |
| Toughness (To)  |  |
| <i>Social</i>   |  |
| Composure (Co)  |  |
| Diplomacy (Di)  |  |
| Invention (Iv)  |  |

| <i>Combat Statistics</i>     |  |
|------------------------------|--|
| Size (average human = 10)    |  |
| Defense (25-Size+(Sp or Aw)) |  |
| Protection (To+Armor)        |  |
| Armor                        |  |
| Hardened Armor               |  |
| Current Ammunition           |  |
| Movement (Size+Sp)           |  |

| Skills          |  |                  |  |                  |  |
|-----------------|--|------------------|--|------------------|--|
| <i>Physical</i> |  | <i>Technical</i> |  | <i>Knowledge</i> |  |
| Acrobatics      |  | Countersec.      |  | Earth Sci.       |  |
| Athletics       |  | Demolitions      |  | Life Sci.        |  |
| Perception      |  | Diagnostics      |  | Research         |  |
| Running         |  | Drive            |  | Physics          |  |
| Sleight         |  | Engineering      |  |                  |  |
| Stealth         |  | Investigation    |  |                  |  |
| Survival        |  | Medicine         |  |                  |  |
| Zero-G          |  | Pilot            |  |                  |  |
| <i>Digital</i>  |  | Repair           |  |                  |  |
| Electronic War. |  | Spacecraft       |  |                  |  |
| Intrusion       |  | <i>Combat</i>    |  |                  |  |
| Overwatch       |  | Big Guns         |  |                  |  |
| Programming     |  | Energy Weap.     |  |                  |  |
| <i>Social</i>   |  | Long Guns        |  |                  |  |
| Banter          |  | Melee Com.       |  |                  |  |
| Con             |  | Small Arms       |  |                  |  |
| Etiquette       |  | Throwing W.      |  |                  |  |
| Fast Talk       |  | Unarmed MC       |  |                  |  |
| Intimidation    |  |                  |  |                  |  |
| Negotiation     |  |                  |  |                  |  |
| Persuasion      |  |                  |  |                  |  |

| <i>Duty Progression</i> |        |        |        |         |         |         |            |
|-------------------------|--------|--------|--------|---------|---------|---------|------------|
| Current Duty            | Att. 1 | Att. 2 | Att. 3 | Skill 1 | Skill 2 | Skill 3 | Rank Total |
|                         |        |        |        |         |         |         |            |

|             |             |               |              |            |
|-------------|-------------|---------------|--------------|------------|
| GAU Total   | AAU Total   | Current Money | Fatigue Pen. | Bleeding   |
|             |             |               |              |            |
| GAU Unspent | AAU Unspent | Lifestyle     | Stamina      | Blood Lost |
|             |             |               | □□□□□□□□     | □□□        |

| <i>Hit Locations And Wounds</i> |      |       |       |       |       |          |      |  |
|---------------------------------|------|-------|-------|-------|-------|----------|------|--|
| Location                        | Type | Rolls | Flesh | Minor | Major | Critical | Lost |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |
|                                 |      |       | □□□   | □□□   | □□□   | □□□      | □    |  |

| <i>Ranged Weapons</i> |      |            |        |        |    |     |       |
|-----------------------|------|------------|--------|--------|----|-----|-------|
| Name                  | Size | Ammunition | Recoil | Damage | AP | ROF | Range |
|                       |      |            |        |        |    |     |       |
|                       |      |            |        |        |    |     |       |
|                       |      |            |        |        |    |     |       |

| <i>Melee Weapons</i> |      |        |    |         |
|----------------------|------|--------|----|---------|
| Name                 | Size | Damage | AP | Special |
|                      |      |        |    |         |
|                      |      |        |    |         |

| <i>Armor</i> |       |            |         |           |               |            |
|--------------|-------|------------|---------|-----------|---------------|------------|
| Name         | Armor | Hard Armor | Defense | Locations | Comp. Thresh. | Durability |
|              |       |            |         |           |               | □□□□□      |
|              |       |            |         |           |               | □□□□□      |

| <i>Other Gear</i> |  |  |  |
|-------------------|--|--|--|
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |

## Tokens

[illegible]

## Augmentations

[illegible]

## Systems

| Name | Core | Compute | Memory | Security | Storage |
|------|------|---------|--------|----------|---------|
|      |      |         |        |          |         |
|      |      |         |        |          |         |
|      |      |         |        |          |         |