

BUGHUNTERS Player-Character Record Sheet

Background Information

Character Name: _____ Date Created: _____ Experience Points: _____
 MSO: _____ Player: _____ Temp. Ex. Pts.: _____
 Rank: _____ Donor Background: _____
 Rank Points/Income: _____ Donor Condition: _____
 Savings: _____

Attributes

Physique Dice: _____ Intellect Dice: _____ Spirit Dice: _____ Influence Dice: _____
 Fitness: _____ Learning: _____ Psyche: _____ Charm: _____
 Reflexes: _____ Intuition: _____ Willpower: _____ Position: _____
 Stamina Points: _____ Body Points: _____

Skills

(Learning skills are italicized as a reminder that they may not be used unless possessed.)

BASIC TRAINING: First Aid(Medicine pool), Small Arms (Firearms pool), Unarmed Combat (Physical Disciplines Pool)

COMPUTER ___Computer Systems (Int) ___Comp. Prog. (<i>Lea</i>)	FIREARMS ___Small Arms (Ref) ___Sidearms (Ref) _____ ___Longarms (Ref) _____ ___Heavy Weapon (Ref) ___Anti-Armor (Fit) ___Gr. Launch. (Fit) ___Mortars (Int) ___Autofire (Fit)	LANGUAGES (Int) _____ MEDICINE ___First Aid (Int) ___General Med. (<i>Lea</i>) ___Emergen. Med. (<i>Lea</i>) ___Psychiatry (<i>Lea</i>) ___Stasis Med. (<i>Lea</i>) ___Surgery (<i>Lea</i>) ___Synthetic Med. (<i>Lea</i>)	PHYSICAL DISCIPLINES ___Armed Combat (Ref) _____ ___Athletics (Ref) ___Brawling (Fit) ___Climbing (Ref) ___Grappling (Ref) ___High-G Manoeuver (Fit) ___Low-G Manoeuver (Ref) ___Swimming (Fit) ___Throwing (Ref) _____ ___Unarmed Combat (Ref)
COVERT ACTIONS ___Camouflage (Int) ___Disguise (Cha) ___Lockpick, Mech. (Ref) ___Searchng (Int) ___Security Systems (<i>Lea</i>) ___Lockpick, Elec. (<i>Lea</i>) ___Stealth (Ref) ___Survival (<i>Lea</i>)	HUMANITIES ___Art (Int) ___Bureaucracy (Int) ___Cooking (Int) ___History (<i>Lea</i>) ___Law (<i>Lea</i>) ___Linguistics (<i>Lea</i>) ___Literature (Int) ___Writing (Cha) ___Music (Int) ___Instrument (Cha) ___Philosophy (<i>Lea</i>) ___Protocol (Int) ___Religion (<i>Lea</i>) ___Sports (<i>Lea</i>) ___Xeno. Theory (Int)	MILITARY ___Comm Gear (Int) ___Comm Proc. (<i>Lea</i>) ___Isler Radio (<i>Lea</i>) ___Demolitions (<i>Lea</i>) ___E-Suit (Int) ___Gunnery (Int) ___Leadership (Cha) ___Military Science (<i>Lea</i>)	SCIENCES ___General Sciences (Int) ___Biology (<i>Lea</i>) ___Chemistry (<i>Lea</i>) ___Physics (<i>Lea</i>) ___Psychology (<i>Lea</i>)
ENGINEERING ___Engin., Electrical (Int) ___Electronic (<i>Lea</i>) ___Computer (<i>Lea</i>) ___Isler Drive (<i>Lea</i>) ___Stasis Field (<i>Lea</i>) ___Engin., Mechanical (Int) ___Firearm (<i>Lea</i>) ___Power Plant (<i>Lea</i>) ___Nuclear (<i>Lea</i>) ___Vehicle (<i>Lea</i>) ___Aircraft (<i>Lea</i>) ___Spacecraft (<i>Lea</i>) ___Surf. craft (<i>Lea</i>) ___Engin., Envirion. (<i>Lea</i>)	PERSONALITY ___Bluffing (Cha) ___Bargaining (Cha) ___Gambling (Cha) ___Luck (Psy) ___Street Smarts (Cha) ___Trivia (Wil)	TRAVEL ___Nav., Planetary (Int) ___Space (<i>Lea</i>) ___Hyper. (<i>Lea</i>) ___Piloting, Surface (Int) ___Aerospace (<i>Lea</i>) ___Hyper. (<i>Lea</i>)	

Weapons

Type	Weight	Mag.	ROF	Damage	Range	Skill	Recoil. Mod.
1. _____	_____	_____	_____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____	_____	_____	_____

