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	S GE	NDER		X	₩ HEIGHT 0'			× HAIR				-50	-50 Disadvantages		
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PRIMARY ATTRIBUTES			ATTRIBUT			HUMANC		חח	÷					Move	Dopor
[100] 20 STRENGTH (ST)		11 Will		Roll	EYE		-9	DR 0	÷		evel None		14X LOAD 80 lb		Dodge
[120] 16 DEXTERITY (DX)			SHT CHEC	(-)							LIGHT		160 lb		11
[20] 11 INTELLIGENCE (IQ)			CEPTION (Sκι		-7	12			MEDIU	м	240 lb	6	10
[20] 12 HEALTH (HT)		11 Visi		5	Fac		-5	10			HEAVY		480 lb	4	9
BASIC DAMAGE		11 HEA		6-7		ht Leg	-2	10			X-HEA		800 lb		8
2d+1 BASIC THRUST			STE & SME	0			-2	10							0
4d+2 BASIC SWING	[0] 11 TOUCH [20] 8 BASIC SPEED [10] 10 BASIC MOVE				9-10 Tors		+0	10			LIFTING & MOVING			HINGS	
				11	GRO		-3					BASIC LIF			
		IU DAS		12		t Arm	-2	10				One-Han			
	Pools			13-14		t Leg	-2	10				Two-Han			
[0] 12 OF 12 FP [RESTED	-			15	HAI		-4	14				SHOVE &			
[0] 20 OF 20 HP [HEALTHY]			16	Foo		-4	10						KNOCK O	VER	
				17-18			-5	10		-		CARRY O			
					VIT	ALS	-3	10		4,0	מו טט	SHIFT SLI	IGHTLY		
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± +6 on all IQ rolls to wak	e up or t	to reco	ver from	n surprise o	r men	ial stun									I
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 +6 on all IQ rolls to wak +6 on all rolls to keep y +4 on DX and DX-based +2 to any HT roll to avo +2 to HT rolls made for difference between a time. A successful D +2 to Stealth if moving +4 to Stealth when you +1 to your side on initia Meta Large Katar Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Mind Doesn't Breathe Electrical Injury Tolerance No Neck; Has neck hit Machine Meta	our feet I skill rol id uncor survival success Diagnosis (even in are perf tive rolls EE WEAP ter)	if the s lls to ke scious l at -HP and fa s roll re armor, fectly m s (+2 if	PTS 69 20 30 20 4 30 4 30 4 4 25	is wet, slipp r feet or avo w, and on a ou collapse, ne truth. ss he leader) B35 B100 B49 B49 B134 B60+	ery or iid bei ny HT appar Swu Swu Thru Bite Kick Pund	unstabl ng knoc roll whe ently de sAGE ng (Off) ng (On) st (Off) st (On) ch St (On)	ked ere f ad (18 18 18 18 18 18 18 18 18 18 18 18 18	failure for dis for di	PARR 15 15 15 15 15 15 15 15 15 15 15 15 15	Y Bi No No No No No No ord-3 ord)	Come LOCK SL 18 18 18 18 17 16 16	DAMA 4d+3(2 5d+3(5 3d+1(2 3d+1(5 2d cr 3d cr 2d+3 cr 2d+3 cr 2d+3 cr DX+2 DX+2 DX+2 DX+1 DX	AGE () cut) cut) imp i) imp r PTS 29 8 4 4 1 4	REACH 1 1 1 1 1 C C,1 C C,1 C E209 B208 B194+ B203+ B212 B228+	f ST 8 8 8 8 8
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Trait	Ртѕ		9	Skil	l / Tech	NIQUE	SL	RSL	Ртѕ		9
Restricted Diet (Power Cells)	-10	<u>B151</u>	!	Ju	umping		16	DX	1	B203+	
Telecommunication	17	B91+		Tł	nrowing		16	DX	2	<u>B226</u>	
Radio; Video; Burst 1				🛛 🛇 3 Mi	litary				10		-
Telecommunication	9	<u>B91+</u>		St	ealth		16	DX	2	B222	
Video; Burst 1; Cable Jack				C	omputer	r	12	IQ+1	2	B184	
1 Advantages	243		-	0	peration	1					
Catfall	10	<u>B41+</u>		Sa	avoir-Fa	ire	12	IQ+1	2	B218+	
Clinging	25	<u>B43+</u>		(N	/ilitary)						
Attraction	10	D 47.		So	oldier		12	IQ+1	4	B221	
Damage Resistance 3 Hardened 1; Can't wear armor	12	<u>B47+</u>	!								
Enhanced Move (Ground) 2	40	<u>B52+</u>	!								
Enhanced Parry (Shortsword) 2	10	<u>B51+</u>	!								
Enhanced Time Sense	68	<u>B52+</u>	!								
Combat Perceptions Hard to Kill 2	4	B58									
Hard to Subdue 2	4	B59									
Hyperspectral Vision	25	B60+									
Perfect Balance	15	B74									
Silence 2	10	B85+	!								
	20	B88+	:								
Striking ST 4	20	<u>D007</u>									
		DU 2.7	-								
Power Grappling	1	PU2:7									
Striking Surface	1	PU2:12	!								
Urban Jungle Gym	1	<u>ACT3:15</u>	!								
 3 Disadvantages 	-50	D100	-								
Duty (Commando) FR: 15	-15	<u>B133</u>									
Trait	-35		_								
Natural Attacks	0	B271	_								
✓ # Carried Equipment (4				ses TL	LC	e i	A	\$ 2	\$Å		2
 ✓ # CARRIED EQUIPMENT (4 ✓ 1 Large Katar 	∟в, ут/,	000)	0:	2 2		14,000	2 lb	≫ ≝ 14,000	2 lb		
Superfine; Vibroblade				2		14,000	2 10	14,000	2 10	<u>L137</u>	:
✓ 1 Multispectral Chameleo	n Cloak			10	3	3,000	2 lb	3,000	2 lb	UT99	
				.0		0,000		0,000	2.0	<u></u>	