

# Soul Breaker

24 Hour Free Promo edition

Produced by Grim Games (website soon to be [grimgames.com](http://grimgames.com) check us out)  
Written By Christopher James Lamprecht

## Introduction

Welcome to the world of Soul Breaker, the game of a distant future. Are you prepared to meet your destiny? And to any rate what will it be? Will you be a hero and save reality enslaved people, or will you die trying? Heck, you might even be the one doing the enslavement. The choice is yours.

What is Soul Breaker? That's the question on your mind right? Well, Soul Breaker is an RPG that is set in a dark future. After many warring years, the Earth was put into a condition to which it could not continue on with its people. Or at least that's what the history books say. However, the Government made the decision to create a clone to our world using computer programming. Yet, the program couldn't support any but the wealthiest couples, so another world does exist. In it lie the terrorists that brought the world to its condition (or so the government has thus said). As our programming defenses grow, so do theirs. Occasionally a breach does occur, but it's usually kept on a low profile.

Now as of any program for a computer, there is always some kind of a glitch. In our world these glitches are usually people that have been dubbed hackers. These people possess amazing abilities that are able to break the normal rules that the world has set before us. Of course the government has found out about these Hackers. Maybe that is why they keep disappearing oh well.

Welcome to Soul Breaker!

## Getting Started

Soul Breaker is qualified as an RPG (role-playing Game for you idiots out there!). This one in specific requires time strategy, and imagination to really make it what it is supposed to be. Now to get started you need to appoint someone the GM (GAME MASTER MORONS!) The GM is supposed to create the world players live in. This includes maps, Non-playable characters, and enemies. GM-ing may sound like a bunch of work, but is completely worth it (SO DON'T BE A FRIGGEN SLACKER! Once you have a GM, and hopefully some friends (I understand if you're a loser...), you can start the other preparations.

You need:

Stat sheets (explain later)

Pens pencils

Dice ( D4, D6, D12, D20, Percentage)

And your ready to go!!!!

Now here is where to find the info you need.

CH1 Intro

CH2 Getting Started (Duh look up!)

Ch3 Making characters

Ch4 Battle

Ch5 Item list

Ch6 Enemy stats

Ch7 Stat sheets

Well have fun enjoying the long boring reading part (I laugh at your lack of knowing what to do!)

ALLLLLRIGHTTTYYY THEN!!! I enjoy this part just about as much as you do, so lets try to get along!

## Character Creation

The first thing you need to do as a group is sit down and create your characters. (GM's be prepared for a long wait) Don't worry though, here is a step by step explanation)

-First off you need to give your character some kind of a name, and age. (If that isn't a good enough description of your character for can write a background story, or draw a picture of him/her)

-Now to explain what each stat means before I do anything else.

-Look at the character stat sheet while all the individual parts are explained along with their use in battle.

1. Look at the Lv.s symbol. That stands for Level system. That is kind of a progress report for your character. Inside the Lv.s brackets are the symbol Lv. (Level if you haven't figured it out), and the word spirit. Their purpose is to help you progress in the three categories: Combat, Endurance, and Hack (Tada!) Now when you perform an action in battle (or have one put on you!) you gain spirit points based on the enemies you are fighting and whether you were hit (generating endurance points), hit someone (generating combat points), or you used hacker abilities (generating hacker points). Now 150 spirit point equals one level. You can then spend the level point on bonuses provided by chains (these will be explained later).

LV.S	LV	Spirit
Combat		
Hacking		
Endurance		

(The LV.s area)

- Next is the area labeled str. (Cat. Phys) (Strength Category Physical) It is this area that describes the real tangible abilities of you character. It is put into five different categories. Endurance (this is similar to HP) is the first. This is a number that tells how much of a beating you can really take without dying. Enemies will take a certain number of these points away every time they hit you. Once the number drops to zero (0) its game over for your character unless someone saves him soon. The other one right next to endurance is Ability (this is basically STR.) it represents the strength of your character. If you were to hit someone with you fist, sword, knife, etc, you would add this number to you weapons modifier, along with what ever die you used to add on to tell your total damage count. Then we have mind which applies to the use of Mind based spells only (spells will be covered later on these are used to attack in the same manner as ability points. Just add modifiers, and get the total attack value. The next category is soul. This is your defense against harm and your will to go on. Your armor set that you buy determines this number. How you use this in combat is simple, just subtract from your enemies attack total and receive damage. The final stat is dexterity. This is your accuracy and speed. If your using a gun or projectile weapon use this stat as your attack number and add modifiers to determine the damage value. Also the person with the highest dex value gets his turn first. (this is all useful in combat situations)

Type	Rank
STR (cat. Phys)	XXXXXXX
Endurance	
Abil ity	
Mind	
Soul	
Dexterity	

(Physical Stats)

- Next is the area labeled Str. (cat. Frame). Well first I should explain the concept of the Frame. The Frame is in short the abilities you have due to glitches in the cyber realm that you live in. Now this is a bigger concern for hackers than anybody else. However, it's not entirely impossible to learn these abilities if you

didn't start out as a hacker. Now frame abilities are able to break the rules that people in the normal world live by; such as the laws of physics, science, or even certain death. These characters that control frame powers are assets to any party. Now this area is broken up into three different areas. Error Defense (ED), Error Skill (ES), and finally Hack. Now ED is a group of accumulated points that you can use to defend yourself from others from attacks. This is done by spending points from its total (now these points regenerate with items or rest), and subtracting those from the damage the enemy is about to use against you or a friend. When the point total goes to zero you are out of defenses so spend them carefully. ES is a total number of points that tells the amount of damage a hack attack causes (add modifiers yeah you've got that concept by now). It also plays a factor in certain condition skills covered a little bit later on. Finally, the stat Hack is a point total that tells how many Hacks you can use. (Since certain skills require a given number of points to be subtracted from this total) Once this number of points drops to zero, you are out of it to use a hack-based skill. Yet, you can rest or use an item to recover.

Type	Rank
STR (cat. Frame)	xxxxxxxxx
Error Defense	xxxxxxxxx
Error Skill	xxxxxxxxx
Hack	xxxxxxxxx

(Strength Category Frame stat)

- Next is the area in between the prior two categories, the dice type area. This is a new dice system invented by yours truly (can I have some praise yet.... PLEASE!). Now even you veterans wont know about this one so listen up! The way this works is intended to create a certain level of thinking on the players' part. It's really quite simple though: there are 5 dice types (D4, D6, D12, D20, And D100, or just two d10 will make for the same thing) Now you start off with only a couple d4's, and a D6. The reason is that you can only use the dice to modify an attack so many times, unless it's a weapon bonus (then you use the dice to add to it). Now this may not seem like much, however the ability ideiga (for hackers) drains enemies of dice. Then the hacker can give the dice to anybody they want to. This really is a game of resource conservation, as running out of dice is a sign of being stupid! If you're going to waste all of your dice in on blow, at least use other abilities to make the most of them, because it's a pain stealing from enemies to get them back.

- Dice Type
- D4
- D6
- D12
- D20
- D100

(Dice chart)

- Next we have the weapon and armor slots. This area is pretty much self-exclamatory, but I'll explain anyway. First off, you have the armor placement. Now for the ease of not having to keep track of all kinds of helmets, boots and all that crap, I have classified armor into sets, which technically should stand for the defense provided by a full set of armor. It makes the game easier for me to make, and you to play (so sit down and shaddap!). Each set has its own defense number, which can also be subtracted from enemy attack (and other stuff can happen too!). The next things we have are the weapons slots. It is here that you can equip your arsenal. The 1st and 2<sup>nd</sup> categories (1<sup>st</sup> cat. and 2nd cat.) are weapons being held. The third is changeable for 1 action turn's cost (explained further later on). Certain weapons require both hands to use, and cannot allow for a second category weapon. To use these just add the number of the weapons attack value (and roll any dice included for FREE YAY!) to the damage you are about to cause.

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

(weapon/Armor stats)

- Ok now for the final bit of stat sheet info! The last area is the Check skill stats area. Check skills, are basically representations of chance encounters or challenges. This is done by a Dice Check (DC). Here is an example of how that works.

*Dart wants to fly his Model 336 Jet through a narrow space in between two buildings. Due to the difficulty of this maneuver the GM hands him a dice check 15 with a D20 roll (the formula is DC15/D20) Dart happens to have accumulated 5 points for his piloting skills Thus meaning he must roll a 10 or higher to make it safely through. Luckily he rolls an 11 just grazing past the building's exterior.*

As in the example the GM makes any check and determines how difficult it is. (A note for GMs don't make an Agility check every time the character has to run up stairs or something stupid like that. What a great way to lose a hero, and end a journey by falling off of a stair well.) Now as for the formulas they go like this **The number intended/ The Dice type**. When you roll you add the characters rank in that skill to the die roll and see if it is equal too or greater than the check number.

Now for a brief explanation of the skills I have provided for you (feel free to add more).

- Computer Hacking – a characters knowledge of the Computer.
- Lock Picking- the ability to break into a room.
- Agility- the ability to perform inhuman acts of skill.
- Piloting- the ability to use a mech or plane.
- Driving- the ability to use a car
- Sneak- the ability to go about unseen
- Swipe- The ability to steal
- Explosive- expertise with bombs
- Marksman- the ability to perform amazing shots (More than 100 yards, through glass,ETC)
- Create Data- Use to learn about the enemy (show players the stats of a foe)
- Hack Speed- Allow the user to perform a hack ability faster than usual.
- Calm- keeps user from panicking.

Check Skills      PTS.

Computer Hacking  
Lock Picking  
Agility  
Driving  
Piloting  
Sneak  
Swipe  
Explosive  
Marksmen  
create data  
Hack speed  
Calm  
(Check Skills)

On the next sheet is an example of what you should start with stat wise. You also get one level in any of the three categories to spend and \$500 to spend on beginning equipment.



Char Stat Sheet

# Soul Breaker

LV.S	LV	Spirit
Combat		
Hacking		
Endurance		

Name  
Whatever you want

Age  
10-60 please

Type	Rank	Dice Type
STR (cat. Phys)	XXXXXXXX	D4 5
Endurance	15	D6 1
Ability	5	D12
Mind	5	D20
Soul	2	D100
Dexterity	5	

Type	Rank
STR (cat. Frame)	xxxxxxxxxx
Error Defense	0
Error Skill	0
Hack	0

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

Check Skills      PTS. 30

Computer  
Hacking  
Lock Picking  
Agility  
Driving  
Piloting  
Sneak  
Swipe  
Explosive  
Marksmen  
create data  
Hack speed  
Calm

For the final part of character creation, you need to learn the stat progression process. This is basically the same as was stated before. When you attack, or get attacked you gain points according to the enemy type, and what attack you used. Fighting gains combat points, Getting hurt gains endurance points, and Hacking gains Hacker Points. Simple eh. Here's an example.

*Dart uses Ideiga, a hacker skill, on a Shadow Man causing 15 damage, and manages to steal 3 d6 dice. He then gains 10 spirit points under the hacker category, because the Shadow Men are valued at 10 points per attack. These spirit points all go under the hacker category.*

The process is really simple. However, you then can gain levels forever 150 spirit points you gain. Spend these Levels on Chains to get stat ups and abilities.

Next you will see the chains and explanations of the abilities for all of the chains. It is these stats that will help progress gamers to different levels of the game. Remember after one session is complete these stats can go on to another.

## Part One Combat Chains

### Combat Chains

Fighter

Sharpeye

Mana

LV	Stat	LV	Stat	LV	Stat
1	Ability+1	1	Dex+1	1	Mind+3
2	Ability+1	2	Dex+1	2	Mind+3
3	Ability1	3	Dex+1	3	Mind+3
4	Doublethreat	4	LegShot	4	Burnout
5	Ability+1	5	Dex+1	5	Mind+3
6	Mind+1	6	Barrage	6	Frost
7	Ability+3	7	Mind+3	7	Ability+5
8	Dex+3	8	Dex+1	8	Dex+5
9	Fighting Stance	9	Kneel	9	Support
10	Skill +10	10	Skill +10	10	Mind+5
11	Ability+2	11	Ability+3	11	Bolt
12	Defensive Stance	12	Arm Shot	12	Mind+5
13	Relearn Ability	13	Dex+2	13	Relearn Ability
14	Ability +2	14	Relearn Ability	14	Cut
15	Dex+3	15	Triggerhapp y	15	Mind+5
16	Dex+1	16	Dex+3	16	Mind+5
17	Ability+3	17	Ability+4	17	Mind+5
18	Mind+4	18	Mind+5	18	Shell
19	Ability+3	19	Ability+4	19	Confuse
20	Crackdown	20	Head Blast	20	Quickdraw

## Ability explanations

Doublethreat- takes one action to charge, and then cause double damage on the next action. Use Hack Speed to increase ability.

Fighting Stance- Take 10% more damage, but deliver 25% more damage back.  
Defensive Stance- You do 20% less damage, but take 25% less.

\*Relearn Ability- Learn any stat modifier again (1 time)

Crackdown- Add 3 D20's to the attack. Cost 5 endurance.

Leg Shot- Does damage and has a DC15/D20 chance immobilizing an enemy for five rounds.

Barrage- Hits all enemies within a five inch radius.

Kneel- Takes one action, but doubles range

Arm Shot- Has a DC25/D20 chance of disarming the enemy for five turns.

Trigger Happy- Increases gun abilities by 50% for five turns. Costs 10 HP

Head shot- Has a DC20/D20 chance of doing triple damage

Burnout- Causes Fire within a five- inch radius from up to 10 inches away. Adds a d20. Costs 5 HP. +25% on humans or near oil, pressure,ect.

Frost- Causes Ice to form within a five -inch radius from up to 10 inches away.. Adds 2 d20s. Costs 10Hp. +25% near water.

Bolt- Causes electric damage to occur/ DC10/D20 chance of computer shut down on vehicles. Forms within a 3 inch radius from up to 20 inches away. Adds 3D20's Costs 12 HP. +25% near metal.

Cut- Uses wind to dismember a weak enemy by cutting him in two. DC15/D20 chance of cutting off limb. Adds 5d20 damage if successful; if not 2 D20. Up to a 1 inch radius from up to 10 inches away. DC10/D20 chance if the character is 1 inch away. Costs 12 HP

Shell- Add 25% attack protection to all units within a five inch radius. Range of 5 inches. Costs 10HP.

Support- restores 25% of **Another** characters health. Costs 10HP

Confuse- Gain control of all enemies within a 3 inch radius for five turns. Range of 10 inches. Costs 15 HP.

Quickdraw- allows for the movement of and the attack of all characters on your side on the entire field to act as one action for five turns. Cost 15 HP.

These abilities are to be known as support actions that aid characters in battle. They are to be held separate from the hackers abilities.

Next we have the Endurance traits.

### Hacker Chain

Lv	Stat
1	Ideiga
2	Hack+10
3	Hack+10
4	Status Down
5	ED+5
6	ED+5
7	ES+10
8	Oz Effect
9	ES+5
10	ES+5
11	Hack+15
12	Drain
13	Slow
14	Break Rule
15	ES+5
16	ED+10
17	ES+10
18	ES+10
19	Hack+30
20	Illusion Rod

And now for the one and only hacker abilities.

Ideiga- Steals D6 amount of dice, and adds 10 damage to one enemy up to 6 inches away. Costs 5 Hack.

Status Down- Roll a D4: 1 is a 5% health stat down, 2 is a 10% attack down, 3 is a 15% mind down, and 4 is a 10% all stat down. Range of 10 inches to one enemy. Costs 10 Hack.

Oz effect- healing items damage all enemies on field.  
Costs 10 Hack

Drain- Drain  $\frac{1}{2}$  of your ES +a d20 damage to an enemy and use  $\frac{1}{2}$  of that as healing support to any member on the field. Range of 6 inches to a 3-inch radius.  
Costs 12 Hack

Slow- Lowers Dexterity of all members on the field by any one of the dice modifiers in your inventory.  
Costs 15 Hack

Break Rule- Allows four outcomes. 1. You can revive a character 2. You can levitate your whole party gaining a height bonus. 3. Hit the ground as to create a tsunami adding 5 d20 damage to all enemies. 4. Levitate any object to hit an enemy causing D20-10D20 damage based on the object.  
Cost 30 Hack

Illusion Rod- Go into LV.1 Hacker Mode for five rounds. All stats are tripled.  
Cost all Hack

## Endurance Stats

### Endurance Chains

LV	Stat
1	End+1
2	End+2
3	End+5
4	End+5
5	End+8
6	End+10
7	End+10
8	End+10
9	End+10
10	End+10
11	End+10
12	End+10
13	End+12
14	End+12
15	End+15
16	End+15
17	End+15
18	End+15
19	End+20
20	End+20



AH Now for the next chapter BATTLE!!

Lets start with this basics. This is a tactics based system, which means that you can move your characters around a field. To do this we use a ruler and markers (these can be action figures, chess pawns, or even hand made statues if you want).

Once a battle has started, the GM lays out the boundaries, and then uses objects to show buildings, fences or whatever. After that the person with the highest Dex count gets first move. In case of a tie just roll dice. Whoever is higher in number goes first.

Once you are in control of a character he gets two actions. These can be used to attack use an item, or ability, and you get the picture. Now most characters are able to move up to 10 inches in one action, or if he is climbing, it is 5. If he has levitation he can move 20 inches. Once a character is in range (which his weapon will tell) he may attack. Once the enemy's Endurance fails out (reaches 0) he dies. After each attack collect your spirit values.

*Example: Dart's turn arrives at last. He decides to take out a shadow man from behind, but realizes that his handgun is only at a range of 5 inches. He checks to realize that he is ten inches away form the enemy. He wants to stay as far away as possible to limit damage and remain less noticeable to the enemy so he takes one action to move forward only 5 inches. He is within range and decides to take a shot at doing major damage to the enemy. So he uses the ability headshot, thus taking up his last action. He passes his Dice check with a total of 25, and causes 30 damage easily killing the shadow man.*

Now for the field benefits hiding behind a wall makes it harder to get hit. If not a part of an enemy is shown to the attacker, then no attack can be made. If only a fraction of the body is showing, it's a dice check made by the GM. Being higher on the ground adds 5 to all checks, and increases def by 10%, also attacks increase by 10%.

Example: *Dart is hiding behind a low fence where his back can barely be seen. A shadow soldier is up on a sniper tower 50 inches away. The GM gives him a dice check of DC25/D20 to attack Dart. The Shadow soldier has a Marksman skill of 10. He also gets a plus 5 bonus for being elevated giving him a total of 15. He rolls and gets a 9; just barely missing Dart.*

Well that's the general idea of combat. After playing a few normal combat rounds. Have the GM try adding a few new ideas to the system such as character facing bonuses or other elements of realism to the game. Remember that it is always the GM's choice though.

## Items

Just a few things to help you on your way.

Name	Effect	Cost
Bandaging	25% HP restore	\$20
Medicine	50% HP restore	\$50
Cure-all	75% HP restore	\$100
Restorer	100% HP restore	\$300
Energy supplement	regain 30 Hack Points	\$150
Rope	Helps for climbing	\$10
Hook	Helps for climbing	\$25
Disk	used to carry info	\$5
hardrive	programmable	\$1,000
Car basic	low quality	\$10,000
Car mid	mid quality	\$30,000
Car delux	High Quality	\$100,000
Gas	Flammable	\$25
Fighter Jet 336	Flight Combat	\$500,000
Armor Set A	plus 5 def	\$50
Armor Set B	plus10 def	\$100
Hand Gun	adds a d6 range 5	\$50
Rifle	adds a d12 range 15	\$100
Knife	adds a d12 range 1	\$50
Saber	adds a d20 +5 range 2	\$150

These were only a few ideas. Feel free to come up with your own. Also I will have expansion packs with better stuff in the near future.

## Enemies

Some ideas for enemies in the cyber world, are Shadow fighters, Shadow men, and Shadow soldiers. These characters work on the dirty work for the government. They are kind of the basic soldiers under their control. I'll leave the stats of these up to the GM to allow more fun. Also you could use jets, tanks, cars, cyborgs, or even the terrorist groups as enemies. It is all up to you from there to come up with ideas for stuff. It's kind of your way of adding a personal element to the game. Anyhow all you have to do is create a stat sheet just like the ones of the main character to make an enemy. You don't even have to fill all of it out if you are not interested in certain abilities. Now to get ideas of what enemies might look like. Go to an image search online, and see what you can find. It's really up to you.

As a final note before you get to your stat sheets, I want to give you some ideas for story, and mood settings. This area will be in all of my future RPG releases and is intended to be helpful in creating a good game environment.

### Chris' Tips

1. Hackers usually don't know about their abilities until they accidentally fire one out. Try having your future hacker use his ability in his sleep and accidentally cause side effects in the world. Then the Govt. groups will want to get him. Yet he will have no idea what is going on. (Good Plot starter)
2. Talk to one of your gamers outside of the game alone, and have him betray his own group and having him team up with the GM as a bad guy.

3. Who said what the main characters are doing has to be the right thing?
4. Try using music in the background from video games. Now since I don't condone downloading music, I absolutely am not saying go to bluelauna.net and then check into the mp3 download section especially looking at the unlimited saga battle theme downloads. No that would be wrong (hint..hint..)
5. Don't be too tough on the gamers, but still every now and then throw a curve ball.

Well that's all for now. I think you are ready for a game or two. GET TO IT ALL READY!!!!

Chris Lamprecht (RPG MANIAC!)  
Char Stat Sheet

## Soul Breaker

LV.S	LV	Spirit
Combat		
Hacking		
Endurance		

Name

Age

Type	Rank	Dice Type
STR (cat. Phys)	XXXXXXXX	D4
Endurance		D6
Ability		D12
Mind		D20
Soul		D100
Dexterity		

Type	Rank
STR (cat. Frame)	xxxxxxxxxx
Error Defense	
Error Skill I	
Hack	

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

Check Skills      PTS.

Computer  
Hacking

Lock Picking  
 Agility  
 Driving  
 Piloting  
 Sneak  
 Swipe  
 Explosive  
 Marksmen  
 create data  
 Hack speed  
 Calm

Char Stat Sheet

# Soul Breaker

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Combat		
Hacking		
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Age

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Endurance		D6
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Soul		D100
Dexterity		

Type	Rank
STR (cat. Frame)	xxxxxxxxxx
Error Defense	
Error Skill	
Hack	

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

Check Skills    PTS.

Computer

Hacking  
 Lock Picking  
 Agility  
 Driving  
 Piloting  
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 Swipe  
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Char Stat Sheet

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Ability		D12
Mind		D20
Soul		D100
Dexterity		

Type	Rank
STR (cat. Frame)	xxxxxxxxxx
Error Defense	
Error Skill	
Hack	

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

Check Skills     PTS.

Computer

Hacking  
 Lock Picking  
 Agility  
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Char Stat Sheet

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Hacking		
Endurance		

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Age

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Endurance		D6
Ability		D12
Mind		D20
Soul		D100
Dexterity		

Type	Rank
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Error Defense	
Error Skill	
Hack	

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

Check Skills    PTS.

Computer

Hacking  
 Lock Picking  
 Agility  
 Driving  
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 Sneak  
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Char Stat Sheet

# Soul Breaker

LV.S	LV	Spirit
Combat		
Hacking		
Endurance		

Name

Age

Type	Rank	Dice Type
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Endurance		D6
Ability		D12
Mind		D20
Soul		D100
Dexterity		

Type	Rank
STR (cat. Frame)	xxxxxxxxxx
Error Defense	
Error Skill	
Hack	

Protection	Name	Co.	Bonus
Frame Set			
Weapons	Name	Bonus	
Cat #1			
Cat#2			
Cat#3			

Check Skills    PTS.

Computer



Hacking  
Lock Picking  
Agility  
Driving  
Piloting  
Sneak  
Swipe  
Explosive  
Marksmen  
create data  
Hack speed  
Calm