CORPORATION

NAME
CORP.
RANK
PROFESSION
DIVISION
LEVEL

STRENGTH
ENDURANCE
AGILITY
REFLEXES
PERCEPTION
INTELLIGENCE
PRESENCE

ASSAULT
D6 PER LEVEL
BIOKINESIS
X2 IN HP
JUMP
JUMP^2 IN MTRS
PRESCIENCE
ATTACK/INIT/DANGER
PSI BLADE
D8 + PSI BLADE + STR
SHIELD
HP = SHIELD^2
TELEKINESIS
KG = TK^2 X 10

TELEPATHIC ENERGY
TOTAL

ARTS AND CULTURE
ASSESS TECH
ATHLETICS
ATTITUDE
BUSINESS
CLOSE COMBAT
COMPUTERS & A.I.
CORP. KNOWLEDGE
CRIME
CYBERNETICS & ROBOTICS
DRIVE
HEAVY FIREARMS
LIGHT FIREARMS
LOOKING GOOD
LYING & ACTING
MECHTRONICS
MEDICINE
OBSERVATION
PILOT
PSYCHOLOGY
SCIENCE
STEALTH
STREET CULTURE
SUPPORT WEAPONS
TACTICAL FIREARMS

HP TOTAL
CURRENT
MASHING

ARMOUR VALUE
MOVE SPEED

TOTAL
CURRENT
SHIELD TYPE

LANGUAGES

ADVANCEMENT

CURRENT XP	
TOTAL XP	
RANK POINTS	

CONVICTION

WEAPON / ATTACK	AT	DAMAGE	DEF	RATE	CON	EMPS	SPECIAL

HARDWARE / CYBERNETICS

A.I.

CREDIT REG
SLIP

TRAININGS

CONTACTS

LICENSES

STATS - 7 in each (adjust as desired). Skills 1@8, 1@7, 1@6, 3@5, 3@4, 3@3 3@2, 4@1,
8 Pts of Licenses, 2 Trainings, HP=Strength+Endurance+20, TE=Presence+Perception+Intelligence+10

Copyright Corporation the Roleplaying Game 2006
Permission to photocopy for personal use