

# SKYBOUND

This is the **Ordinary Heroes** Character Creation book. It includes information and resources for first-time Skybound players to familiarize themselves with Character Creation. This book includes 2 choices of breed, 3 choices of Sorts, 2 choices of Careers, and a curated selection of Traits and Equipment.

## Ordinary Heroes

Skybound is filled with normal adventurers who aren't hackers or magicians. This document will give you the resources you need to create a character that uses only simple rules. This includes an abridged version of Character Creation with streamlined or simplified options.

## Creating a Character

When creating a character, choose a Sort, Breed, and Career. Each of these will give you Suited Traits, which you can use to buy Trait skills or abilities. Select several items and weapons, licenses, or magic items. Lastly, decide on your character's incidentals, including their name, alias, age, place of origin, and past crimes.

New characters get the level 1 abilities of their Sort, and the level 0 abilities of their Breed and Career. Your Sort, Breed, and Career can each level up individually.

There is a Character Sheet at the back of this document.

## Leveling Up

With enough experience, you'll be able to level up your character. Each time you level up, you can choose to increase the level of your Sort, Breed, or Career. If the level includes options, select one and write it down.

This document will allow you to level up a character up to level 3.

## Quickstart Options

Each Breed, Sort, and Career includes Quickstart Options. You can take these options to quickly create a balanced character with a range of skills, abilities, and equipment.

### Quickstart Character

For new players, you can choose one of the following premade characters. Go through each section and write down the Quickstart options for the premade character:

**Brick:** Terran, Cowboy, Security.

**Den:** Droid, Pirate, Mercenary.

## Ordinary Mechanics

These are some common combat mechanics used by ordinary heroes in Skybound. Each of these are an ability that can be gained by a Sort or weapon feature.

### Hold'Em

A Hold'em is placed in front of your deck. When you make any attack, the Hold'em is also applied to that attack, and can increase the attack's Set. Hold'ems are not discarded after being used in an attack.

**For Example,** A King Hold'em can be used with a king from your hand to make a Pair. The attack deals 2 damage, the king from your hand is discarded, and the Hold'em remains.

### Wild Card

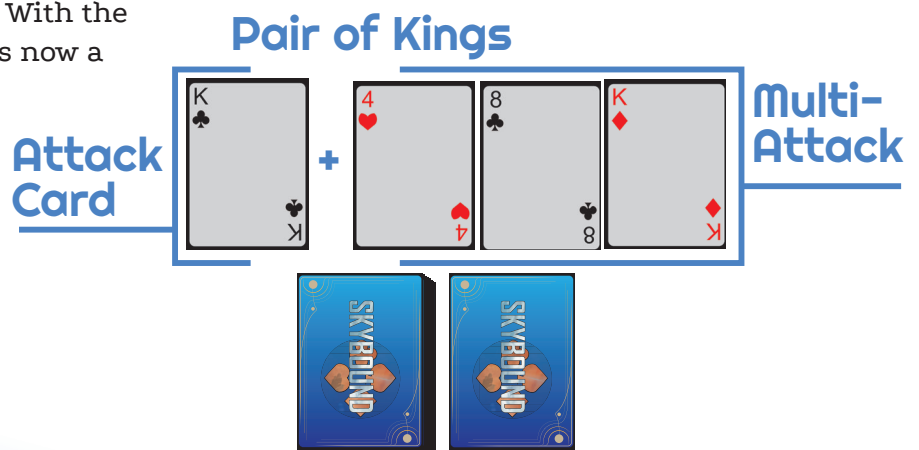
A wild card can substitute for any other Suit or Value. This can increase the set of an attack: changing a High-Card to a Pair, or two pairs into a Full House.

**For example,** a Wild Ace can be used with a pair of kings during an attack, making it a Three-of-a-Kind.

### Multi-Attack

After you attack, draw a card from your deck for each Multi-attack bonus and add those cards to the set. If the added cards create a larger set, use that new set for the attack instead; otherwise, ignore and discard the added cards. Multiple sets cannot be played in a multi-attack.

**For example,** if you play a King as an attack that has Multi-Attack 3, you would draw 3 additional cards. (4, 8, and K) With the Multi-attack cards, the Highest set is now a Pair of Kings.



## Ordinary Armory

These are common items that an everyday hero would carry.

**Mundane Weapons** includes everything from kitchen knives to smart guns. Most combatants will bring several weapons.

**Smart Guns:** Modern weapons are heavily vested with tech, including a holographic display. Their simple onboard virtual intelligence (Vi) will provide bullet tracking, aim assist, safe friendly fire, and can even auto-aim up to a few degrees. This is in addition to the weapons necessary functions, such as bullet replication and heat reduction.

Smart Guns are vulnerable to Hackers via their wifi.

**Databoard:** These pocket-computers are mobile, aethernet-enabled platforms. They are used to make calculations, play games, use apps, or access the Aethernet. They include a holographic screen, camera, microphone, speakers, GPS, cord ports, and a manual keyboard. Most people tend to sync up all of their technical equipment to their Databoard, so that they can easily use them.

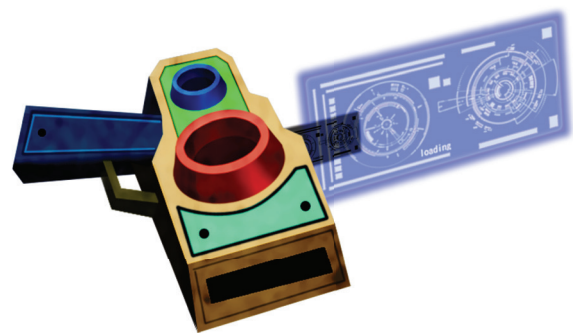
Databoards solve most information-related problems. Use them to look up maps, personal files, or ask an online forum for advice.

**Digitizer:** These magical storage devices have replaced backpacks in the modern era. Digitizers perform a micro-ritual, which places an object into an extra-dimensional space that is roughly the size of a closet.

Digitizers are programmed with a read-only morality Virtual Intelligence. This VI does not allow the Digitization of Sentient creatures or explosives.

Digitizers are great for storing your cumbersome equipment, allowing you to hold an armory on your person.

**Thieves Tools:** These common tools can be used to break codes, smash windows, or pick locks. They allow you to use the Furtive skill to perform tasks that would otherwise take strength, magic, or hacking knowledge.







## Terran

Terrans are the most common people on Cael, making up a majority of the Caelian population. They are superbly plain looking, yet bear an eerie resemblance to the other races of Cael. This lack of distinction makes many Terrans want to stand out.

### Terran Stats

Suffocates in: Water and Vacuums

Sustenance: Food, Air, Water

Traits: You gain one Grit and Tech traits.

Base Vitality: 1

Speed: 30ft

Equipment: Scanner

Medium: You are Medium Sized.

Bland: Being of the most common race, you can easily get lost in a crowd. You can hide in plain sight while next to other Caelians.

## Ambition - Level 1

Caelian Level 1: Caelians are driven. Whether it's towards gaining enough power to defeat their enemies, or to become famous among the cosmos.

Choose one of the following abilities:

**Power:** Your quest has provided you both experience and bravado. You are proficient in all weapons. Your Tech Triple Bonus will reduce the difficulty of affecting a target's Ego with a Social Maneuver.

**Love:** Your genuine care for others proves extra effective. When you heal a character, they restore twice the Vitality that they would normally.

**Survival:** You've come too far to die now. When you become wounded, you discard only 5c per round instead of 10c.

**Fame:** You are recognizable, even in passing. Everyone who has ever seen you remembers who you are and what you have done; for better or worse.

### Quickstart Character

For new players, you can take the following Traits and equipment:

**Observant:** Tech Trait: You quickly see what others do not, with honed senses able to detect all kinds of subtleties. You are proficient in investigating for details, searching, and spotting.

**Vigor:** Grit Trait: You are strong and well toned. You are proficient in athletic feats, including jumping, climbing, wrestling, swimming, and most sports.

**6 Useful Items:** Flashlight, 60ft Cord, Communicator, Steel Cuffs, Digitizer, Handheld Databoard.

**Scanner License:** This scanner gives the user Aethersight while worn, automatically scanning all characters, objects, and ads.





## Droid

Designation: Droid

Purpose: Service

Droids are helper robots who are designed to support those around them. They have an extreme inclination towards cooperation and self-sacrifice, which often leads to them giving their own shell mods to repair others.

### Robot Stats

Suffocates in: Ion Fields

Sustenance: Electricity

Traits: You gain one Luck and Tech traits.

Base Vitality: 1

Speed: 30ft

Equipment: Model 88 Shell

Ego Death: You do not have an Ego, and cannot be affected by Social Maneuvers.



## Purpose – Level 1

Robot Level 1: Machines are lucky enough to be built with purpose and design.

Choose one of the following abilities:

**Information**: You are a Teacher, a sentient library, or an AI based off of a historical figure. When making Knowledge Checks, you do not need access to the Aethernet, nor do you need it for Aethersight. You are the database that others access.

**Combat**: You are a fighter or security unit, with advanced systems for targeting that lock onto enemies. When you hit an enemy, you lock onto them. They no longer benefit from any of their Sensory Complications. You are proficient with all weapons.

**Pleasure**: You are an entertainment system, video game, or something more carnal. You can, as an action, allow any or all allies you can sense to become Joyful.

**Networking**: You are a connection system, proxy, or gateway. You produce an area of wifi up to 60ft which connects to the Aethernet while within the Inner Ring or on Cael. Your wifi syncs with allied systems and anything they are connected to.

### Quickstart Character

For new players, you can take the following Traits and equipment:

**Observant**: Tech Trait: You quickly see what others do not, with honed senses able to detect all kinds of subtleties. You are proficient in investigating for details, searching, and spotting.

**Poise**: Luck Trait: You are well balanced and composed. You are proficient in checks related to acrobatics, balance, and moving around silently.

**6 Useful Items**: Flashlight, 60ft Cord, Communicator, Steel Cuffs, Digitizer, Handheld Databoard.

### Face Spectacles:

While wearing these magic glasses, you see the online profiles of anyone you can see.



# Gambler

## Supremely Lucky

Aloof, deplorable, and ridiculously lucky, Gamblers take huge risks for even bigger rewards, relying on dumb luck with the occasional cheating. Gamblers don't play by the rules, and catching their enemy off guard is one of their key strategies. They like to have a plan, but when that falls apart, things just seem to work out anyway. At the end of the day, most gamblers have cheated death more times than they can remember, and have no intention of slowing down or playing it safe.

## Gambler Stats

Traits: Gain three Luck Traits.

Hand Size: 5

Cheat Death: When you would take damage, as a reaction you can discard Club cards from your hand and negate one damage for each discarded club.

Equipment: Gamblers start with a Ritualizer license, and a Full Body Armor license.



### Quickstart Character

For new players, you can take the following Traits and equipment:

**Fighting Dirty:** Luck Trait: You are proficient in unarmed combat, as well as using improvised weapons.

**Force Jam:** Luck Trait: Weapons that use ammunition or replicators can jam if you completely reduce the damage from an attack. An action must be used to clear the jam.

**Furtive:** Luck Trait: You are sly and shift. You are proficient in hiding, sleight of hand, picking locks, general thievery, skullduggery, and up-to-no-goodery.

**6 Thieves Tools:** Picks, Crowbar, Drill, Codebreaker, Ritualizer, Jammer.

## Gambler Level Track

Level 1: Aces Wild

Level 2: Choose Subclass

Level 3: New Trait

Level 4: Stunning Luck

Level 5: Trump Card

Level 6: Stunning Motion, New Trait

Level 7: Second Subclass Ability

Level 8: Stunning Offensive

Level 9: New Trait

Level 10: Long Sleeves

## Gambler Abilities

**Aces Wild:** Starting at level 1, your Aces are wild. A wild card can substitute for any other Suit or Value. This allows you to use an ace to increase the damage of any attack, or cast a spell, or to fill in a gap in your Wards.

**Subclass:** At level 2 and 7, you gain abilities from your subclass. At level 2, choose a subclass. Choose between the Risky and Calculating subclass.

At level 7, your character gains the second ability of the chosen subclass.

## Gambler Subclass

At level 2, choose a subclass for your character. When you reach level 7, take the second ability for that subclass.

### Risky

You operate solely off risk and reward, taking huge risks for massive gains.

**Easy Come:** Starting at level 2, you can redraw more than once per round.

Redrawing is when you discard cards from a freshly drawn hand and draw new ones to replace them. Cards can be redrawn each time you draw a hand.

### Calculating

You are methodical and calculating, with a plan to get out of every situation.

**Setup:** Starting at level 2, you have a Second Wards Stack and may add cards to the stack as if it were your Wards.

You cannot use this second Wards to reduce damage from an attack or for hacking or social maneuvers. As an action, you can discard your Wards and replace it with the secondary Wards.





# Space Cowboy

## Fasted Gun in the Cosmos

Reckless, irresponsible, and unequivocally cool, Space Cowboys roam the far reaches of the cosmos and patrol the streets of Level One. Space Cowboys are shootists, sharpshooters, and crackshots, with extreme accuracy, and a quickdraw so fast it could blow out your cigarette. They're agile, and move fast and low so that most shots go right over their head. Space Cowboys also make good pilots and fighters.

## Space Cowboy Stats

Traits: Gain two Grit Traits.

Hand Size: 5

Mundane Weapon Proficiency

Dodge: During your turn, or as a reaction, you can discard a Spade Suit card to give yourself a Hard Complication against all attacks until the start of your next turn.

Equipment: Space Cowboys start with an Autoc Motorcycle license and an Auto-Pistol license.



## Level 10: Superior Crackshot

At level 7, your character gains the second ability of the chosen subclass.

**Switchblade License:** A spring-loaded blade concealed within a handle.

**Strength Training:** Starting at level 2, you gain one Vitality and your melee attacks have a multi-attack.



# Pirate

## Cold-Blooded Criminal

Arrogant, lawless, and cut-throat, Pirates use steel and fear to control the battlefield. Cheating is a given for Pirates, whether it's using dirty tactics to throw off their enemies, or using an aimbot to keep all their bullets on target. Pirates are great at controlling the battlefield, whether it's through fear and intimidation, or by sending so many bullets down-range that their enemies are forced to retreat.

## Pirate Stats

Traits: Gain One Grit and Two Luck Traits

Hand Size: 4

Mundane Weapon Proficiency

Cheat Death: When you would take damage, as a reaction you can discard Club cards from your hand and negate one damage for each discarded club.

Dodge: During your turn, or as a reaction, you can discard a Spade Suit card to give yourself a Hard Complication against all attacks until the start of your next turn.

Equipment: Pirates start with a Scanner license, Auto-Pistol license, and the War by AAC Exoskeleton license.





### Quickstart Character

For new players, you can take the following Traits and equipment:

**Roll:** Luck Trait: When you use Cheat Death, you can move up to half your speed as well.

**Walk it off:** Grit Trait: You inspire your allies to stop complaining and keep moving. When you stabilize a character with an ego score, they gain a Temporary Ward. They are able to act normally while they have this Temporary Ward, including being able to move and attack, but they cannot lay down Vitality or Wards. This Temporary Ward is not removed until the character is damaged or they take a rest. Characters cannot benefit from this ability twice between Full Rests.

You are proficient in First Aid.

**Print Poison:** Luck Trait: While most devices are wired to not print poisons, you are able to bypass the safety/morality functions. You can print illegal poisons. When you take this trait, you gain the Sub-License for a starting poison of your choice.

**Six Mundane Weapons:** Switchblade, Combat Axe, Pneumatic Spear, Splitter Pistol, Repeater, Shotgun.

**Sweet Dreams:** This poison is used as migraine medicine, but is dangerous in large doses. This poison has a Hard Complication to resist, and lasts up to eight hours. It can be rubbed onto a weapon, consumed, or mixed with water and thrown.

## Pirate Level Track

- Level 1: Aim-Bot
- Level 2: Choose Subclass
- Level 3: New Trait
- Level 4: Stunning Motion
- Level 5: Anticipate
- Level 6: Quickshot, New Trait
- Level 7: Second Subclass Ability
- Level 8: Stunning Offensive
- Level 9: New Trait
- Level 10: Smoking Barrels

## Pirate Abilities

**Aim-Bot:** Starting at level 1, when you make an attack action that has Multi-attack, you draw damage for Multi-Attack before you choose your attack cards.

Multi-attack is when one attack includes multiple smaller attacks, such as spray weapons or using two weapons at once. Normally, after playing cards for an attack, cards for a multi-attack are drawn from the deck and added to the attack to increase the set.

**Subclass:** At level 2 and 7, you gain abilities from your subclass. At level 2, choose a subclass. Choose between the Robber and Dastardly subclass.

## Pirate Subclass

At level 2, choose a subclass for your character. When you reach level 7, take the second ability for that subclass.

### Robber

You are a robber of ships and banks, using fear as your deadliest weapon.

**Stickup:** Starting at level 2, you can easily cause Fear to those around you. The difficulty to affect a target or target group's ego is reduced by half, rounding up, while trying to make them Frightened.

### Dastardly

You are a master at getting lead down range.

**Suppression:** Starting at level 2, you can create Suppressing Fire. As an action, you can enter a state of Suppressing Fire. While in this state, when an enemy you can sense makes an attack, you can make an attack against them first. This does not use your reaction, and you can do it multiple times in a round. You cannot move while in the Suppressing Fire state.



# Security

Bodyguard

Security agents, bodyguards, bouncers and debt collectors, the cosmos is constantly in need of people to hold the line and keep chaos back. Security helps their allies through protection, and are concerned with safety.

Starting Equipment: Padlock Seal License

Traits: Gain One Trait of any Suit.

## Security – Level 1

When you level up your career, you gain the following ability:

Ocular Pat Down: You are a master at detecting weapons. When you scan a target, such as a person or ship, you become aware of the presence of hidden objects as if you had physically frisked them.

### Quickstart Character

For new players, you can take the following Traits and equipment:

Defence Against the Dark Arts: Grit Trait: When you counter a spell, the spell is completely dispelled.

6 Security Items: Auto-Pistol, Magnetic Cuffs, Codelock Seal, Motion Tracker, Holy Symbol, Riot Shield.

# Mercenary

Bounty Hunter

While security is thinking about protecting their allies, Mercenaries are thinking about destroying their enemies. Mercenaries are all about offense, overcoming weak enemies, and trading in their bodies for credits.

Mercenaries help find new sources of income and organize attacks. They help their allies through contracts and are concerned with enemies.

Starting Equipment: Jackknife Drone License

Traits: Gain One Trait of any Suit.

## Mercenary – Level 1

When you level up your career, you gain the following ability:

Blitz: You can coordinate your allies to work as one unit. As an action, your allies become Coordinated in their attacks until the start of your next turn, even while piloting one ship. This does not affect Cohorts.

### Quickstart Character

For new players, you can take the following Traits and equipment:

Deputy: Grit Trait: Characters who commit crimes in your presence will gain a bounty with a Danger Level of Common.

Split Rifle License: A powerful mid-ranged smart rifle with a penetration rating strong enough to pierce vehicles and ships.

# Traits

Traits allow you to further define your character, giving them skills and abilities to help them while exploring, socializing, or while in battle.

Your Sort, Breed, and Career each give you a number of Suited Traits. These can be used to buy a Trait with that same suit.

## Skill Traits

**Poise:** Luck Trait: You are well balanced and composed. You are proficient in checks related to acrobatics, balance, and moving around silently.

**Observant:** Tech Trait: You quickly see what others do not, with honed senses able to detect all kinds of subtleties. You are proficient in investigating for details, searching, and spotting.

**Vigor:** Grit Trait: You are strong and well toned. You are proficient in athletic feats, including jumping, climbing, wrestling, swimming, and most sports.

**Furtive:** Luck Trait: You are sly and shift. You are proficient in hiding, sleight of hand, picking locks, general thievery, skullduggery, and up-to-no-goodery.

## Cheat Death Traits

**Force Jam:** Luck Trait: Weapons that use ammunition or replicators can jam if you completely reduce the damage from an attack. An action must be used to clear the jam.

**Roll:** Luck Trait: When you use Cheat Death, you can move up to half your speed as well.

## Dodge Traits

**Prepared:** Grit Trait: When you use your Dodge ability, you can discard a second Spade card to give yourself one temporary Ward.

## Healing Traits

**Walk it off:** Grit Trait: You inspire your allies to stop complaining and keep moving. When you stabilize a character with an ego score, they gain a Temporary Ward. They are able to act normally while they have this Temporary Ward, including being able to move and attack, but they cannot lay down Vitality or Wards. This Temporary Ward is not removed until the character is damaged or they take a rest. Characters cannot benefit from this ability twice between Full Rests.

You are proficient in First Aid.

## Other Traits

**Print Poison:** Luck Trait: While most devices are wired to not print poisons, you are able to bypass the safety/morality functions. You can print illegal poisons. When you take this trait, you gain the Sub-License for a starting poison of your choice.

**Deputy:** Grit Trait: Characters who commit crimes in your presence will gain a bounty with a Danger Level of Common.

**Defence Against the Dark Arts:** Grit Trait: When you counter a spell, the spell is completely dispelled.

**Trickshot:** Grit Trait: You can perform a Maneuver from range while using equipment that could reasonably do so, such as a rope Wrestling a character, or a Firearm disarming a character.

## Combat Traits

**Fighting Dirty:** Luck Trait: You are proficient in unarmed combat, as well as using improvised weapons.







## Starting Equipment

Player Characters gain equipment from their Sort, Breed, and Career, but players also choose additional items when they create their characters. Each player has Four Starter Points they can use to equip their new character. These Starter Points can be used to buy starter items, licenses, magic items, and apps.

**Points can be used to buy the following items:**

**1pt: 1 Starting Sub-License**

**1pt: 1 Starting Heirloom Item**

**1pt: 6 Starting Items (No License)**

### Licenses

When you have the License for an item, you can replicate them for free. You can use, share or sell these replicated items.

### Item Size

**Small:** (Sm.) This item is small. If this is a weapon, it is considered a **Light Weapon**. A Small character could hold it comfortably, but a large character could not. It weighs between 1lb and 5lbs.

**Medium:** (M.) This item is medium sized. A medium sized character could hold it comfortably, but a Tiny or Huge sized character could not. It weighs between 5lbs and 25lbs

**Large:** (L.) This is a Large sized item. A large sized character could hold it comfortably, but a small character could not. It weighs between 25lbs and 150lbs

**Huge:** (H.) This item is huge. A Huge size character could hold it comfortably, but a medium sized could not. This item is between 150lbs and 500lbs.

**Slashing:** Slashing attacks cause Dismemberment when removing the Vitality of a creature. This removes a limb of your choice, or the head if the creature is wounded by the attack. Body Parts can be reattached during a Short Rest.

**Piercing:** Piercing attacks ignore armor if they have a PR rating that is the same or higher than the armor. PR 1 weapons will ignore light cover, and PR 2 weapons will ignore heavy cover.

**Impact:** Impacting Weapons will knock the target prone if the attack damages their Vitality or is negated by an Armor Complication.

**Multi-Attack:** After you attack, draw a card from your deck for each Multi-attack bonus and add those cards to the set. If the added cards create a larger set, use that new set for the attack instead; otherwise, ignore and discard the added cards. Multiple sets cannot be played in a multi-attack.

**Multiple Weapons:** When you attack with multiple light weapons, you gain a multi-attack for each additional weapon used in the attack. If the weapons also have the multi-attack feature, combine all multi-attack together into the attack.

If you have more than two light weapons, then you can gain an additional multi-attack bonus for each additional light weapon you are wielding.

**Smart:** Smart weapons can be fired accurately around corners, and cannot accidentally hit friendly targets.

**Concealed:** Concealed items are easy to hide, and go unnoticed from most searches.

**Loud:** Loud items can be heard from far away when used, and cannot be used covertly.

**Reloading:** These weapons need to be reloaded manually. Every sixth time the weapon is used, you must use an action to reload it.

Weapon Name	Size	Starting	Mundane	Replicable	Technological	Hardlight	Illegal	Arcane Magic	Dam. Type	Distance	Proficiency
Switchblade	Sm.	x	x	x		x			None	Melee	Mundane Concealed
Combat Axe	M.	x	x	x		x			Slashing	Melee	Mundane
Pneumatic Spear	M.	x	x	x	x	x			Piercing	Melee	Mundane PR 1
Splitter Pistol	Sm.	x	x	x	x	x			Piercing	60ft	Mundane PR 1, Smart, Loud
Auto-Pistol	Sm.	x	x	x	x	x			Slashing	60ft	Mundane Multi-Attack, Smart, Loud
Repeater	M.	x	x	x	x	x			Slashing	60ft	Mundane Multi-Attack 3, Smart, Loud
Shotgun	M.	x	x	x		x			Impact	60ft	Mundane Reloading, Loud
Split Rifle	M.	x	x	x	x	x			Piercing	120ft	Mundane PR 2, Smart, Loud
Armor Name									Speed Red.		
Dust Jacket	M.	x	x	x					5ft	PR 1, Simple Armor Complication	
Protector	M.	x	x	x					10ft	PR 1, Moderate Armor Complication	
Full Body Armor	L.	x	x	x		x			15ft	PR 1, Hard Armor Complication	
Riot Shield	L.	x	x	x		x			PR 1, Hard Armor Complication (Directional)		
Item Name											
Databoard	Sm.	x		x	x	x			Access Aethernet, Record Audio & Images, Hack Devices.		
Scanner	Sm.	x		x	x	x			Reveals information about scanned objects.		
Digitizer	Sm	x		x	x	x	x		Extra-dimensional backpack. Can store and recall objects magically.		
Padlock Seal	Sm.	x	x	x					Seals doors shut. Can be picked.		
Codelock Seal	Sm.	x	x	x					Seals doors shut. Can be Hacked.		
Magnetic Cuffs	Sm.	x		x	x	x			Cuffed characters are Restrained.		
Communicator	Sm.	x		x	x	x			Communicates via wifi, shortwave & longwave radio.		
Holy Symbol	Sm.	x	x	x	x	x			Religious Symbol. Blinding to evil & undead.		
Picks	Sm.	x	x	x		x			Thieves Tool. Can pick mechanical locks.		
Crowbar	M.	x	x	x		x			Thieves Tool. Can break open doors & windows.		
Drill	M.	x	x	x		x			Thieves Tool, PR 1, Loud. Can break reinforced locks.		
Codebreaker	Sm.	x		x		x			Thieves Tool. Can Hack systems with Firewall 2.		
Ritualizer	Sm.	x		x	x	x	x		Thieves Tool. Can Dispel magic.		
Jammer	Sm.	x		x	x		x		Thieves Tool. Can disrupt wifi, shortwave & longwave radio.		
Sweet Dreams	Sm.	x	x	x	x		x		Contact Poison, lasts 8 Hours. Resisted by Hard Complication.		
Face Spectacles	Sm.	x					x		Allows you to see the online profiles of anyone you can see.		
Autoc Motorcycle	H.	x	x	x		x			Retro Motorcycle. 120ft Speed. 240ft Top-Speed. Seats 2.		
Jackknife Drone	M.	x		x		x			Drone. 30ft Fly Speed. Equipped with Picks, Codebreaker, and a Drill.		
War by AAC	L.	x		x	x				Ultralight Exoskeleton. Includes mounted cannon: 120ft, Light.		
					x						

# WANTED

NAME:

A.H.A.:

AGE:

PLACE OF ORIGIN:

KNOWN ASSOCIATES:

OFFENCES:

IDENTIFYING

CHARACTERISTICS:

FILE PHOTO

BREED

SUBRACE

LVL

0

1

2

3

4

5

TRAITS

SORT

SUBCLASS

LVL

1

2

3

TRAIT

4

5

6

T

7

8

9

TRAIT

10

10

CAREER

LVL

1

2

3

4

5

ARMOR

COMP.

HAND

LEVEL

SIZE

BASE

SPEED

ANATOMY

ABILITIES

ATTACKS

EQUIPMENT

DIGITIZER

PROFICIENCIES

LICENSES

NOTES

SOURCE