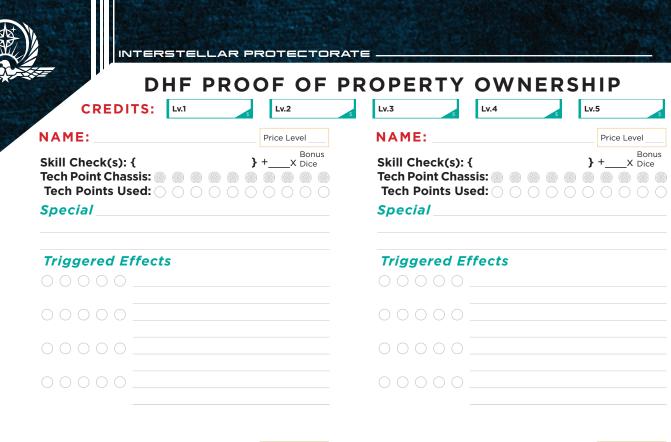


DHF PROTECTORATE CITIZENSHIP RECORD

	DH	IF ID		SLEE	VE MODEL/TYPE	
	DH	IF PLANET OF	ORIGIN	ARCH	HETYPE	
	DH	IF AGE		CAM	PAIGN	
	ST	ACK POINTS	INFLUENCE PO		ego points wea	LTH LEVEL
		SLEEVE	ATTRIBUTES			
STRENGTH			PERCEPTIO	N		
ATHLETICS d BRAWL d ENDURANCE d	MELEE CO TOUGHNE		DETECTION D. ENERGY WF FIREARMS	NS (d SEARCH d STEALTH d THROW	d d d
		STACK A	TTRIBUTES			
EMPATHY			WILLPOWE	R		
DIPLOMACY d EXPRESSION d	READ PEI	RSON d	COMPOSURE DISCIPLINE		d INTIMIDATION	d
ACUITY			INTELLIGEN	ICE		
DATA ANALYSISdDATA ENGINEERINGdDIGI. NETWORKINGdINVESTIGATIONd	MECHANI NAVIGAT PILOT SURVIVAI	ION d	BUREAUCRAC CULTURES ENGINEERING GEOGRAPHY		d HISTORY d SCIENCE d MEDICINE	d d d
TRAITS/ABILITIES/	SPECIALIZA	TIONS:				
NETWORKS/CONT	ACTS		SLEEVE BIC	OMETR	IC SUMMARY	
			TECH POINTS DAMAGE THR SPECIAL:	ESHOL		
BAGGAGE/SCAND	ALS					

 \land LTERED $\langle H \rangle$ CARBON



NAME:				Pric	e Lev	vel	
Skill Check(s): {			}	+	x	Bor Dice	
	0	0					
Tech Points Used:							
Special							

Triggered Effe	ects
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Tech Points Use Special	ed: Ŏ Ŏ Ŏ Ŏ Ŏ Ŏ Ŏ Ŏ Ŏ
Triggered Ef	

Tech Point Chassis:

Price Level

} +

Bonus

X Dice

NAME:

Skill Check(s): {

NAME:			Pric	e Lev	vel	
Skill Check(s): { Tech Point Chassis:		}	+	x	Bon Dice	
Special						

Triggered E		

TOOLS:	Price Level
Skill Check(s): { {	<pre>} + X Bonus Dice } + X Bonus Dice</pre>
Tech Point Chassis:	,
Special	
TOOLS:	Price Level
Skill Check(s): { {	<pre>} +X Bonus Dice } + X Bonus Dice</pre>
Tech Point Chassis:	·
Special	

CREDITS: Lv.1	Lv.2	Lv.3 Lv.4	Lv.5
NAME:	Price Level	NAME:	Price Level
Skill Check(s): { Tech Point Chassis: Tech Points Used: Special		Skill Check(s): { Tech Point Chassis: () () () Tech Points Used: () () Special	
Triggered Effects		Triggered Effects O O	
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Triggered Effects O O		TOOLS:	Price Level
		Skill Check(s): { {	<pre>} +X Bonus } +X Bonus</pre>
		Tech Point Chassis: () () () () () () () () () () () () ()	
	<u> </u>		
Tech Point Chassis:		Special	
Model: Type: Natal/Birth Synth		Special	
Model: Type: Natal/Birth Synth Tech Point Chassis: Comparison (Comparison)			S
Model: Type: Natal/Birth Synth Tech Point Chassis:		SLEEVE UPGRADE	S
Model: Type: Natal/Birth Synth Tech Point Chassis: Synth Tech Points Used: STRENGTH PERCEPTION Damage Threshold: / h Triggered Effects	Health Points:		S
Model: Type: Natal/Birth Synth Tech Point Chassis: Second Strength STRENGTH PERCEPTION Damage Threshold: /	Health Points:	SLEEVE UPGRADE	S

CREDITS: LM1	Lv.2	Lv.3 Lv.4	5 Lv.5
NAME:	Price Level	NAME:	Price Level
Skill Check(s): { Tech Point Chassis: Tech Points Used: Special	<pre>} +x Bonus Dice</pre>	Skill Check(s): { Tech Point Chassis: () () () Tech Points Used: () () Special	
Triggered Effects O O		Triggered Effects	
NAME:	Price Level	NAME:	Price Level
Skill Check(s): { Tech Point Chassis: Tech Points Used: Special		Skill Check(s): { Tech Point Chassis: ()) () Tech Points Used: () () Special	
Triggered Effects		Triggered Effects O O	
Model: Type: Natal/Birth Syr Tech Point Chassis:		Special	
STRENGTH		SLEEVE UPGRADE	S
PERCEPTION			
Damage Threshold: /	Health Points:		
Triggered Effects O O			