Hyperlite: The Sirius Treaty in-play Character Sheet

Name/Title: _____

Human **Background:** _____

PP: Str ( ) **Dex** ( ) **End** ( ) **Int** ( ) **Edu** ( ) **Soc** ( )

Armour	Damage	End	Str	Dex

Implants

Foldspace-α (+3 DM on End checks to survive hyperlite transitions; +2 DM on subsequent revival rolls)
Subcut/Neural com Delete as appropriate (personal organiser, time, communicator, range 15m on-planet)
Liphe-cytes (+1 to resist disease/poison; +1 bonus daily Natural Healing); **Steelshod** (armoured feet)
Subdermal Armour- 0 / -1 / -3 Delete as appropriate (AP addition as rating; +1 damage on unarmed if +1 or +3)

Library Jack -1 / -2 / -4 Delete as appropriate and databases available/chosen

Skills

Familiarities

Equipment

Weapon Skills (include characteristic combat DMs)

Shield **AP:** *8+ add AP to armour*

Dodge: *>hit, 0 dam; =hit, ½ dam; Dex+Athletics*

Summary Profile / career history

Character Keywords/Descriptive Phrases