




BUGHUNTERS

BACKGROUND INFORMATION

Character Name	Donor Background
MSO	Donor Condition
Rank	Experience Points
Rank Pts./Income	Savings

ATTRIBUTES

Physique Dice : Rk :	Intellect Dice : Rk :	Spirit Dice : Rk :	Influence Dice : Rk :	 <small>Ref / 20 (L, down)</small>
Fitness : Reflexes :	Learning : Intuition :	Psyche : Willpower :	Charisma : Position :	 <small>100 - 16 Ref</small>
Stamina : ½ (-10%) ¼ (-20%)	Body : ¾ (-10%) ½ (-20%) ¼ (-30%)	 <small>Ref / 10</small> +1D10		

SKILLS

(Learning and Psychic skills are italicized, as a reminder that they may not be used unless possessed)

Basic Training : First Aid (Medicine Pool), Native Language (Languages Pool), Small Arms (Firearms Pool), Unarmed Combat (Physical Disciplines Pool)

COMPUTER

- ___ Computer Systems (Int)
- ___ *Comp. Prog. (Lea)*
- ___ *Amassive Lang. (Lea)*
- ___ *Collator Lang. (Lea)*
- ___ *Hacking (Lea)*

COVERT OPERATIONS

- ___ Alertness (Int)
- ___ Detect Ambush (Int)
- ___ Detect Mines / Boobytraps (Int)
- ___ Camouflage (Int)
- ___ Disguise (Cha)
- ___ Hang-gliding (Ref)
- ___ Lockpick, Mech. (Ref)
- ___ Photography (Int)
- ___ Aerial Photography (Int)
- ___ *Film Interpretation (Lea)*
- ___ *Film Development (Lea)*
- ___ Searching (Int)
- ___ Security Systems (Lea)
- ___ *Jamming (Lea)*
- ___ *Lockpick, Elec. (Lea)*
- ___ Sleight-of-Hand (Ref)
- ___ Stealth (Ref)
- ___ *Survival (Lea)*
- ___ *Arctic Climate (Lea)*
- ___ *Desertic Climate (Lea)*
- ___ *Seaborne (Lea)*
- ___ *Temperate Zones (Lea)*
- ___ *Tropical Climate (Lea)*
- ___ *Underground (Lea)*
- ___ Tracking (Int)
- ___ Torture (Wil)

ENGINEERING

- ___ Eng., Electrical (Int)
- ___ *Electronics (Lea)*
- ___ *Computer (Lea)*
- ___ *Isler Drive (Lea)*
- ___ *Ryan Shield (Lea)*
- ___ *Stasis Field (Lea)*
- ___ *Sabotage, Electrical (Lea)*
- ___ Eng., Mechanical (Int)
- ___ *Firearm Maint. (Lea)*
- ___ *Power Plant (Lea)*
- ___ *Nuclear (Lea)*
- ___ *Sabotage, Mechanical (Lea)*
- ___ *Vehicle Maint. (Lea)*
- ___ *Aircraft (Lea)*
- ___ *Exoskeleton (Lea)*
- ___ *Spacecraft (Lea)*
- ___ *Surface Craft (Lea)*
- ___ Eng., Environmental (Lea)
- ___ *Mining (Lea)*
- ___ *Sabotage, Env. (Lea)*

PSYCHIC DISCIPLINES

- ___ *Empathy (Int)*
- ___ *Aura Sight (Psy)*
- ___ *Project Emotion (Wil)*
- ___ *Guess Motive (Int)*
- ___ *Telepathy (Psy)*
- ___ *Influence (Wil)*
- ___ *Hunches (Int)*
- ___ *Clairvoyance (Psy)*
- ___ *Remote Viewing (Psy)*
- ___ *Sixth (Danger) Sense (Int)*
- ___ *Precognition (Psy)*
- ___ *Retrocognition (Psy)*

FIREARMS

- ___ Small Arms (Ref)
- ___ Sidearms (Ref)
- ___ _____
- ___ Longarms (Ref)
- ___ Sniping (Ref)
- ___ _____
- ___ Heavy Weapons (Ref)
- ___ Anti-Armor Weap. (Fit)
- ___ Grenade Launchers (Fit)
- ___ Mortars (Int)
- ___ Sprayers (Ref)
- ___ Flamethrower (Ref)
- ___ _____
- ___ Autofire (Fit)
- ___ _____

HUMANITIES

- ___ Art (Int)
- ___ _____
- ___ Bureaucracy (Int)
- ___ Cooking (Int)
- ___ *History (Lea)*
- ___ *Terran History (Lea)*
- ___ *Colonial History (Lea)*
- ___ _____
- ___ Interrogation (Int)
- ___ *Law (Lea)*
- ___ *Colonial Law (Lea)*
- ___ *Martial Law (Lea)*
- ___ _____
- ___ *Linguistics (Lea)*
- ___ _____

LITERATURE

- ___ Literature (Int)
- ___ Writing (Cha)
- ___ Management (Int)
- ___ Music (Int)
- ___ Instrument : _____ (Cha)
- ___ Singing (Cha)
- ___ *Philosophy (Lea)*
- ___ Protocol (Int)
- ___ *Religion (Lea)*
- ___ _____
- ___ Sewing (Ref)
- ___ *Sports (Lea)*
- ___ _____
- ___ Xenological Theory (Int)

LANGUAGES INT

- ___ *Native Language (Lea)*
- ___ Derivative Dialects (Int)
- ___ _____

MEDICINE

- ___ First Aid (Int)
- ___ *General Medicine (Lea)*
- ___ *Emergency Med. (Lea)*
- ___ *Forensics (Lea)*
- ___ *Psychiatry (Lea)*
- ___ *Stasis Medicine (Lea)*
- ___ *Surgery, Human (Lea)*
- ___ _____
- ___ *Surgery, Synthetic (Lea)*
- ___ _____

MILITARY

- ___ Comm. Gear (Int)
- ___ *Comm. Procedure (Lea)*
- ___ *Delayed Encryption (Lea)*
- ___ *Real-time Encryption (Lea)*
- ___ *Satellite relays (Lea)*
- ___ *Isler Radio (Lea)*
- ___ *Demolitions (Lea)*
- ___ *Disposal (Lea)*
- ___ Detection Gear (Int)
- ___ *Acoustic (Lea)*
- ___ *IR & UV (Lea)*
- ___ *Radio (Lea)*
- ___ *Volumetric (Lea)*
- ___ Environmental Suit (Int)
- ___ Gunnery (Int)
- ___ Leadership (Cha)
- ___ *Military Science (Lea)*
- ___ *Forward Observer (Lea)*
- ___ *Forward Air Controller (Lea)*
- ___ *Large Scale Ops. (Lea)*
- ___ *Logistics (Lea)*
- ___ *Small Unit Tactics (Lea)*

PERSONALITY

- ___ Parachuting (Ref)
- ___ Base Jump (Ref)
- ___ Hi-Alt. Low Opening Drop (Ref)
- ___ Night Drop (Ref)
- ___ Pathfinding (Int)
- ___ Rough Terrain Landing (Ref)
- ___ Water Landing (Ref)
- ___ UTRPF Staff Knowledge (Int)
- ___ Bluffing (Cha)
- ___ Bartering (Cha)
- ___ Gambling (Cha)
- ___ Public Speaking (Cha)
- ___ Intimidation (Cha)
- ___ Luck (Psy)
- ___ Seduction (Cha)
- ___ Street Smarts (Cha)
- ___ Trivia (Wil)

PHYSICAL DISCIPLINES

- ___ Armed Combat (Ref)
- ___ Commando Knife (Ref)
- ___ Fencing (Ref)
- ___ _____
- ___ Ranged Weapons (Ref)
- ___ _____
- ___ Athletics (Ref)
- ___ Brawling (Fit)
- ___ Climbing (Fit)
- ___ Rappelling (Fit)
- ___ _____
- ___ Grappling (Ref)
- ___ Choke Hold (Fit)
- ___ High-G Maneuver (Fit)
- ___ Low-G Maneuver (Ref)
- ___ Running (Fit)
- ___ Swimming (Fit)
- ___ Apnea Diving (Fit)
- ___ *Hi-Depth Apnea Diving (Lea)*
- ___ Scuba Diving (Fit)
- ___ *High-Depth Diving (Lea)*
- ___ *JIM Diving (Lea)*
- ___ Throwing (Ref)
- ___ _____
- ___ Unarmed Combat (Ref)
- ___ Break (Ref)
- ___ Dirty Blow (Ref)
- ___ Nerve Strike (Ref)
- ___ Sweep (Fit)
- ___ Throw (Ref)

SCIENCES

- ___ General Sciences (Int)
- ___ *Astrophysics (Lea)*
- ___ *Biology (Lea)*
- ___ *Toxicology (Lea)*
- ___ *Chemistry (Lea)*
- ___ *Geology (Lea)*
- ___ *Meteorology (Lea)*
- ___ *Physics (Lea)*

TRAVEL

- ___ Nav., Planetary (Int)
- ___ *Nav., Seaborne (Lea)*
- ___ *Nav. Underwater (Lea)*
- ___ *Nav. Space (Lea)*
- ___ *Hyperspace (Lea)*
- ___ Piloting, Surface (Int)
- ___ *Aerospace (Lea)*
- ___ _____
- ___ *Hyperspace (Lea)*
- ___ *Exoskeleton Piloting (Lea)*
- ___ *Submarine Piloting (Lea)*

WEAPONS

Type	Wt.	Mag.	ROF	Damage	Range	Skill	Recoil
1.							
2.							
3.							
4.							
5.							
6.							

ARMOR

Type	Wt.	Dam. Reduc.	Init. Pen.
		/	

← No more than one (1) Psychic Discipline may ever be known by a character of a non-psychic MSO.