

Step One: Size & Orientation

Small Time Company or Squad	<input type="checkbox"/>	60pts +10-vehicles +10-weapons
Minor Company	<input type="checkbox"/>	95pts +10-equipment +10-vehicles
Free Company	<input type="checkbox"/>	145pts +10-vehicle +10 outfits +10-weapons
Large Company	<input type="checkbox"/>	200pts +10-vehicles +10-budget
Mercenary Army	<input type="checkbox"/>	300pts +20-budget or weapons +20-outfits
Large Mercenary Army	<input type="checkbox"/>	500pts +20-vehicles +20-budget

Step Two: Sponsorship

Independant Operative	<input type="checkbox"/>	+10pts
Secret	<input type="checkbox"/>	+10pts-equipment +10pts-outfits +10pts
Criminal: Small Time Bandits	<input type="checkbox"/>	+10pts-criminal activities +10pts
Criminal: Organized Crime	<input type="checkbox"/>	+20pts-intelligence resources +20pts-criminal activities +10pts
Government	<input type="checkbox"/>	+20pts-outfits +20pts-equipment +20pts
_____ Front	<input type="checkbox"/>	+20pts-outfits +20pts-equipment +20pts-weapons +10pts-budget +10pts

Total Points: _____

Step Three: Features

A. Outfits		I. Special Budget	
1. None	<input type="checkbox"/>	1. None	<input type="checkbox"/>
2. Utility	<input type="checkbox"/>	2. Nickles and Dimes	<input type="checkbox"/>
3. Open Wardrobe	<input type="checkbox"/>	3. Small Potatoes	<input type="checkbox"/>
4. Specialty Clothing	<input type="checkbox"/>	4. Large Loans	<input type="checkbox"/>
5. Gimmick Clothing	<input type="checkbox"/>	5. Big Bucks	<input type="checkbox"/>
6. Unlimited Clothing	<input type="checkbox"/>	6. Mega Bucks	<input type="checkbox"/>
B. Equipment		J. General Alignment	
1. None	<input type="checkbox"/>	1. Miscreant/Diabolic	<input type="checkbox"/>
2. Cheap Gear	<input type="checkbox"/>	2. Miscreant/Aberrant	<input type="checkbox"/>
3. Electronic Supplies	<input type="checkbox"/>	3. Anarchist	<input type="checkbox"/>
4. Medical Equipment	<input type="checkbox"/>	4. Anarchist/Unprincipled	<input type="checkbox"/>
5. Medical Clinic	<input type="checkbox"/>	5. Unprincipled/Scrupulous	<input type="checkbox"/>
6. Magic Technologies	<input type="checkbox"/>	6. Scrupulous/Principled	<input type="checkbox"/>
7. High-Tech Augmentation	<input type="checkbox"/>	K. Criminal Activity	
8. Unlimited Equipment	<input type="checkbox"/>	1. Con Man (1)	<input type="checkbox"/> x _____ 5pts
C. Vehicles		2. Prostitutes (3)	<input type="checkbox"/> x _____ 5pts
1. None	<input type="checkbox"/>	3. Cyberdoc (1)	<input type="checkbox"/> x _____ 10pts
2. Basic Transportation	<input type="checkbox"/>	4. Robbers (2D4 +2)	<input type="checkbox"/> x _____ 10pts
3. Fleet Vehicles	<input type="checkbox"/>	5. Smugglers (1D6 +2)	<input type="checkbox"/> x _____ 15pts
4. Combat Cars	<input type="checkbox"/>	6. Expert Assassin (1)	<input type="checkbox"/> x _____ 15pts
5. Specialty Vehicles	<input type="checkbox"/>	7. Psychic Enforcer (1)	<input type="checkbox"/> x _____ 15pts
6. Unlimited Vehicles	<input type="checkbox"/>	8. Special Forces (2)	<input type="checkbox"/> x _____ 20pts
D. Weapons, Power Armor & Bots		9. Safecracker/Locksmith (1)	<input type="checkbox"/> x _____ 25pts
1. None	<input type="checkbox"/>	10. Forger (1)	<input type="checkbox"/> x _____ 30pts
2. Basic Equipment	<input type="checkbox"/>	L. Reputation/Credentials	
3. Basic Weaponry	<input type="checkbox"/>	1. Hunted	<input type="checkbox"/>
4. Advanced Weaponry	<input type="checkbox"/>	2. Scoundrels	<input type="checkbox"/>
5. Extensive Weaponry	<input type="checkbox"/>	3. Unknown	<input type="checkbox"/>
6. Maximum Firepower	<input type="checkbox"/>	4. Known	<input type="checkbox"/>
E. Communications		5. Excellent Reputation	<input type="checkbox"/>
1. None	<input type="checkbox"/>	6. Famous	<input type="checkbox"/>
2. Basic Service	<input type="checkbox"/>	M. Salary	
3. Secured Service	<input type="checkbox"/>	1. None	<input type="checkbox"/>
4. Full Range System	<input type="checkbox"/>	2. Freelance	<input type="checkbox"/>
5. Deluxe Com. Network	<input type="checkbox"/>	3. Pittance Salary	<input type="checkbox"/>
6. Superior Communications	<input type="checkbox"/>	4. Good Salary	<input type="checkbox"/>
F. Internal Security		5. Excellent Salary	<input type="checkbox"/>
1. None	<input type="checkbox"/>	6. Outrageous Salary	<input type="checkbox"/>
2. Lax	<input type="checkbox"/>	Point Modifications:	<input type="checkbox"/>
3. Tight	<input type="checkbox"/>	Total Points Used:	<input type="checkbox"/>
4. Iron-Clad	<input type="checkbox"/>		
5. Paranoid	<input type="checkbox"/>	Operational Territory:	
6. Impregnable	<input type="checkbox"/>	History:	
G. Permanent Bases			
1. None	<input type="checkbox"/>		
2. Partial Headquarters	<input type="checkbox"/>		
3. Headquarters	<input type="checkbox"/>		
4. Fortified Headquarters	<input type="checkbox"/>		
5. Company Town	<input type="checkbox"/>		
6. Company City	<input type="checkbox"/>		
H. Intelligence Resources			
1. None	<input type="checkbox"/>		
2. Scout Detachment	<input type="checkbox"/>		
3. Special Military Operatives	<input type="checkbox"/>		
4. Psionic and Magic Operatives	<input type="checkbox"/>		
5. D-Bee Specialists	<input type="checkbox"/>		
6. Infiltration Network	<input type="checkbox"/>		

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____

 H.P.: _____
 Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____

 H.P.: _____
 Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____

 H.P.: _____
 Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____

 H.P.: _____
 Notes/Skills: _____

Weapons:	range	payload	damage
# 1	_____	_____	_____
# 2	_____	_____	_____
# 3	_____	_____	_____
# 4	_____	_____	_____
# 5	_____	_____	_____
# 6	_____	_____	_____
# 7	_____	_____	_____
# 8	_____	_____	_____
# 9	_____	_____	_____
# 10	_____	_____	_____
# 11	_____	_____	_____