

# THE GAIA COMPLEX

**NAME:** \_\_\_\_\_

**ROLE:** \_\_\_\_\_

**SPECIES:** \_\_\_\_\_

## STATS AND SKILLS

**BRAWN:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**BRAINS:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PERCEPTION:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**REFLEXES:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**ALLURE:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**GUTS:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**GRIT:** \_\_\_\_\_ **MAX:** \_\_\_\_\_

**TRAIT**

\_\_\_\_\_

## HIT POINTS

**ENDURANCE:** \_\_\_\_\_ **MAX:** \_\_\_\_\_

**PRESSURE:** \_\_\_\_\_ **MAX:** \_\_\_\_\_

**MORALE:** \_\_\_\_\_ **MAX:** \_\_\_\_\_

**ARMOUR**

ARMOUR	PROTECTION	TOLERANCE
_____	_____	_____
_____	_____	_____

## WEAPONS

WEAPON	SKILL	RANGE	DAMAGE	CLIP	RULES/PG. REF
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

**DISCONNECT:**

**EXPERIENCE:**

## CYBERNETICS

CYBERNETICS	SLOTS	RULES/PG. REF

## CYBERNETIC OPTIONS

OPTION	RULES/PG. REF

## EQUIPMENT

EQUIPMENT	RULES/PG. REF

## BACKGROUND / NOTES