

# OPERATIVE CLEARANCE CARD

OPERATIVE:

STATS

STRENGTH

DEXTERITY 

DIAGNOSE

CENTRATION PHYSIQUE COOL 

## MOVE RATE

RUN

SPRINT 

ENCUMBRANCE

HALF MOVE	
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NO MOVE ☐

EBON SKILLS RANK EBON EQUIPMENT

Blast	<input type="checkbox"/>	Flintlock	<input type="checkbox"/>
Blue Thermal	<input type="checkbox"/>	Thermal Gauge	<input type="checkbox"/>
Communication	<input type="checkbox"/>	Distractor	<input type="checkbox"/>
Detect	<input type="checkbox"/>	Pathfinder	<input type="checkbox"/>
Enhancement	<input type="checkbox"/>	Pineal Stim	<input type="checkbox"/>
Healing	<input type="checkbox"/>	Ebb Medkit	<input type="checkbox"/>
Illumination	<input type="checkbox"/>	Illumination Gem	<input type="checkbox"/>
Protect	<input type="checkbox"/>	Death Suit	<input type="checkbox"/>
Reality Fold	<input type="checkbox"/>	Vextor Box	<input type="checkbox"/>
Red Thermal	<input type="checkbox"/>	Thermal Gauge	<input type="checkbox"/>
Senses	<input type="checkbox"/>	Jade Probe	<input type="checkbox"/>
Telekinesis	<input type="checkbox"/>	Focus	<input type="checkbox"/>
Gore Cannon	<input type="checkbox"/>	Celvydreadhad	<input type="checkbox"/>

d100 HIT POINTS  ARMOUR

Wounds 00000 00000 Wound Total

DRUG	AF	USAGE	EFFECT
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WEAPON	SKILL	CAL/TYPER	ROF	RCL	RANGE
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SKILL	RANK	STAT	MAX
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CLOSE COMBAT WEAPONS	PEN	DAM	AD
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INITIATIVE PHASE	1	2	3	4	5	DAMAGE BONUS
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EXPERIENCE
SAVINGS

[illegible][illegible]

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