PLAYER:		DESIGNATION:	
CHOSEN NAME:			
OPERATING SYSTEM:		CHASSIS:	
PROTOCOL:		HARDPOINTS:	H: C: A: L:
MISSIONS CLEARED/FAILED:	/	FACTION REQUISITION:	
INITIATIVE REQUISITION:		FACTION REQUISITION:	

SPEED:		ARMOR:		ACTION POINTS:	
STRENGTH:		SHIELDING:	/	DIVERGENCE:	
FINESSE:		INTEGRITY:	/	CLEARANCE:	
SENSORY:		SECURITY:	/	GUARD:	
PROCESSOR:		ENERGY:	/	FIREWALL:	

EQUIPMENT:	PERSONALITY TRAITS:

WEAPONS:	MODIFICATIONS:	PLUGINS: