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EXPANSION DAY

"ON ELO, THERE IS NO DAY QUITE LIKE IT. MORLISSA AND I HAD BEEN PLANNING FOR WEEKS, FARMING SACRED HERBS AND POISON VIALS. WE WERE GOING TO HIT THE REPORTEDLY WEAK TO POISON MIASMONSTERS OF THE MIASMALANDS HARD, AND CLEAR THE BOWMASTER AND WAYFARER QUEST CHAINS BEFORE PKERS GOT TO THEM. THE MORNING OF EXPANSION DAY, REAL LIFE INTRUDED. MY ASSHOLE BOSS, ERIK, AT 8AM AT THE END OF A GRAVEYARD SHIFT, TOLD ME AND SUSAN (MY WEIRD COWORKER WHO WEARS A LOT OF BLACK MAKEUP AND STARES A LOT) THAT SINCE WE HAD BOTH SCHEDULED AN OFF DAY TODAY, ONE OF US WAS GOING TO HAVE TO CANCEL IT AND STAY FOR ANOTHER 10 HOUR SHIFT, AS HE WAS SHORT STAFFED. I THOUGHT I WAS TOAST, BUT WHEN I EXPLAINED TO SUSAN HOW IMPORTANT IT WAS FOR ME TO HAVE THE DAY OFF, SHE IMMEDIATELY OFFERED TO WORK THE SHIFT. I GUESS SHE CAN BE COOL SOMETIMES.

AS SOON AS I GOT HOME, I LOGGED ON. MORLISSA WASN'T ONLINE, WHICH WAS ODD, BECAUSE SHE USUALLY IS ALREADY ON BY THE TIME I GET HOME AFTER A SHIFT. WHEN THE SERVER RESET, SHE STILL WASN'T THERE. FOR A SECOND I THOUGHT THAT I HAD BEEN STOOD UP. NO. MORLISSA EVERSOUK ISN'T LIKE THAT. I FIGURED THAT SHE MUST HAVE HAD REAL LIFE INTRUDE ON HER TOO, AND THAT SHE MUST FEEL HORRIBLE, NOT BEING ABLE TO PLAY ON EXPANSION DAY. SO, I IMPROVISED A NEW PLAN. I PICKED UP OUR CAMP AND RUSHED INTO THE MIASMALANDS, RUNNING FROM MONSTERS THAT WERE WAY TOO STRONG FOR ME. THE SEGOTARI LEAK TURNED OUT TO BE MISLEADING, AS THE MIASMONSTERS WERE VULNERABLE TO BIOTOXIN, NOT POISON, WHICH DIDN'T HELP. I RAN UNTIL I REACHED THE HIGHEST POINT ON THE NEW MAP. WHEN I FINALLY SUCCEEDED IN SETTING UP OUR CAMP THERE, I PLANTED THE SACRED HERBS WE HAD GATHERED TOGETHER AROUND IT IN A PATTERN THAT WOULD SHOW HER HOW I FELT. IT TOOK ALL DAY, BUT WHEN SHE LOGGED ON AT 6:20PM, WE STILL HAD THE BEST EXPANSION DAY EVER."

— DAERIC SYLAR

10 ELO PLAYERS IN NIGHT CITY

Nothing's better than meeting another ELO player in the flesh... unless, they're from a rival Elfline. Then nothing's better than beating them down. Here's ten different Elfines Online players you might run into in Night City. If you want to make it random, roll 1d10 and pick the entry that corresponds to your result.

(1) Minnie's just a waitress at one of Night City's more upscale restaurants. Yup. She's winsome and quite charming, with a dark pixie cut and adorable little freckles, and she certainly doesn't talk about her hobby to her customers unless she spots them with Elfines Online merchandise or t-shirts. Only then does she inquires politely about the game. Engage her in conversation about ELO, though, and you realize that this adorable young woman is a hardcore raider with multiple world-first boss kills under her belt. Don't ask what happens to your food if Minnie finds out your character is from a rival Elfline.

(2) Tony's just this guy, you know? He's grizzled and gray and lives well enough with his son and daughter-in-law and grandkids, and his pension (a rare thing these days!) actually helps pay the bills. But his grandkids got him onto this game, Elfines Online, and it's possibly the most fun he's had since his wife passed away. Why, he can even forget he's just this worn-out old man when he's playing the game. His grandchildren have strict bedtime curfews, so they can't play all day, but it's not as though his daughter-in-law can make him go to bed at 10PM, so Grandpa grinds at night, into the wee hours sometimes. It's not like he has a job to go to in the mornings any more.

(3) Sometimes Edgerunners do make the big eb. But not all of them save or budget well, and many of them land back on The Street again. Not **Hayabusa**. Formerly one of Night City's deadliest sharpshooters, Hayabusa has worked as a mercenary in Corporate security, even for the U.S. government once or twice, but he's always salted his paychecks away in a savings account. Unfortunately for Hayabusa, retirement is boring. Fortunately for Hayabusa, Elfines Online is not boring. His current predicament is that his sweetheart, who he retired to marry, is a little upset at how little attention he's been paying to her since he got sucked into ELO, and raiding feels so much like Corporate raids, he's tempted to unpack his cache of guns in the hidden armory under his dresser drawers.

(4) Ami, birth name unknown, is a moe-aesthetic posergangers who likes to hang out in one of Night City's boba tea cafés with a rifle in a cello case. They've recently gotten into Elfines Online and is having such a good time there that the other moe posergangers complain they're no longer fun to be around. It's hard to maintain excitement about a turf war with the Death Metal Princesses when one of your heavy hitters is sitting around with a headset on, sighing about the handsome elven princes they're erotically role-playing with. Ami is seriously considering getting their bodysculpt tweaked so they can have pointy elf ears, and the rest of their crew are seriously worried about their new MMO addiction.

(5) Ben is a tall, awkward, gangly teenager with a big nose, a weak chin, and snaggly teeth. And worst still, he's big, yeah, but he's also a klutz, so he doesn't even have the option of getting popular via the combatball team. Ben's parents are both well-meaning middle-level Execs, so he's fed well and dressed nicely and goes to a good private school. However, Ben is also one of the best ELO players in his grade, and he's slowly growing to like the unusual amount of attention he's getting in-game from his peers... if only they would like him for him, too. At least his character isn't clumsy and gangly and awkward.

(6) Mountain is a huge brown guy who earned the nickname honestly. Because you're fairly sure if he stood in a doorway, you'd never be able to dislodge him. You'd expect someone like that to be a Solo or a ganger, but he actually works an honest job at From the Embers, a medical clinic, as an orderly. There he mops blood, cleans up accidents, and from time to time, prevents combative patients from actually hurting the doctors and nurses who are his charges. Mountain is a great guy, and he's best friends with one of the RNs, and they both play ELO together to blow off steam when they're off-shift. They make a great team.

(7) Edna, aka **Granny Ed**, is one of Segotari's most popular sponsored Garden influencers, because she's a saintly-looking bluish-haired grandma who picked up ELO after her grandsons got her into it. Granny Ed decided to start streaming live feed of her gaming sessions after seeing the kinds of streamers her grandsons were watching — all younger, sometimes not-family-friendly people who were not good influences for young gamers. Edna's a great guide to newbies, telling them about the best strategies to take, and

she's a living repository of in-game craft knowledge. But don't mistake her kindness for weakness, she's a top-notch streamer also because she kills PKers very stylishly, with 360 degree kill-cam shots. Don't mess with the old lady or her elf.

(8) John Doe, aka **The Man with No Past**, is a well-known Tech and freelancer on the streets of Night City. He's usually busy on one run or another, using his black-bagging expertise for dubiously legal purposes, but from time to time he'll indulge himself in a bout of Elflines Online. His specialty is multiboxing, using synchronized controls and a custom-wired Segotari Rush Revolution headset to control four or five characters at once. That definitely violates the EULA for Elflines Online. The problem is, Segotari still makes more money off banning his character accounts whenever he gets caught multiboxing than banning his player account instead, so he keeps doing it for personal amusement value. Some people say he actually has his birth name on his player account information, so if you want to know who he really is, you might want to try a trip down Segotari's Night City headquarters.

(9) Lapin and Kirk are a cute pair of newlyweds who met on ELO, fell in love on ELO, and got married on ELO right after they were solemnized by a Night City judge. Lapin and Kirk are also the Sweetheart Bandits currently plaguing financial institutions in Night City. They don't stage robberies all that often, doing so only to get enough money to fuel a four-to-six month ELO binge, and then they go back and plan another one when the money runs low. Did you know that MMO gold farming is one of the most efficient ways to launder money right now? Yup. Now combine that with a healthy sideline in sausage slicing and corporate account raiding and you've got a career!

(10) Dallas was just another entry-level retail store clerk until his skills at Elflines Online got him noticed by a Fixer. Now he's part of Night City's competitive PVP scene, taking out virtual hits on characters for gold, which his "manager" converts into Eurobucks after taking a cut for herself. Unfortunately, Dallas' skills at the game have made him a target of "Offline PK", where disgruntled players hunt down other players to make sure they can't play ELO temporarily... or permanently. Dallas is currently living in hiding, still plying his virtual trade as the most hated player in Elflines Online.

10 ELO PCS ON THE NC SERVER

Elflines Online isn't just about dungeon delving and monster stabbing. It is also a social experience where you make friends, cultivate enemies, and maybe even fall in love! Below, you'll find ten different ELO PCs you might run into on the Night City server.

(1) Nyx is a four-foot tall Bladedancer with curly pink pigtails and a pair of enchanted daggers as long as her torso, clad in the skimpiest possible set of cosmetic clothing and armor possible. Nyx is also an obnoxious PKer, who delights in ambushing players busy collecting twenty bear butts in Miasma zones, and then murdering them with great glee. Nyx isn't even an in-game bounty hunter, she just likes to make people miserable. Several Elflines have pooled a real bounty in eb to have Nyx's player's fingers broken.

(2) Bur is a noob Wayfarer wannabe. Bur is the worst noob. Bur is a noob so incompetent he has somehow taken a wrong turn and trapped his rank 2 elf in the Razorfire Caverns end-game by accidentally setting his camp there. He is clad in a mismatched set of vendor trash and other equipment, and is constantly getting murdered by the fierce monsters within. Bur is slowly crawling out every time he respawns, making it about a meter and a half from his campsite before a high-level mob finds him and chews him into chunky kibble. He has somehow not given up the process of dragging himself out of the zone despite the Revive Sickness. Will PCs take pity on him and escort him out?

(3) Wormwood is a pretty savvy customer and a veteran player who runs a friendly Elfline catered at people who want to play but don't have the time to raid. You can spot him in his distinctive red gambeson standing on a mailbox in town advertising membership sign-ups for his Elfline. Newbies to the game who join up with his Elfline get weekly dungeon escort extravaganzas and can generally always find people to run a group dungeon with. When Wormwood is free he'll accompany his guild newbies on cheese runs into higher-level dungeons to farm cosmetic gear that they've been looking for. Given that he's a Bowmaster with a fearsome cockatrice for a pet, he's tank, DPS, and occasional healer all in one.

(4) Tira has been accused of being a professional GP farmer, if only because Tira's main hobbies within Elflines Online is gathering raw materials. Find a

resource node? Tira's trying to beat you to it already. Want to buy resources on the auction market? Chances are Tira's the one who put it up on auction. Tira's white-aproned form is infamous on the Night City server, but her constant gathering isn't really an actionable offense, because she's not using bots or any such subroutine to play her PC — she's just a new breed of entrepreneur, someone who farms virtually and who cashes out excess GP in order to pay for her cube hotel room and her kibble and ELO subscription. From time to time you might actually catch Tira having fun, at which point she'll actually start running dungeons with unsurprising efficiency.

(5) Salmistra, Mistress of the Winds runs one of the most exclusive roleplaying-based Elfines on the Night City server. Every one of her cosmetic outfits is elegantly chosen to match her pearlescent eyes and violet skin, and nothing annoys her more than some horrible dungeon-crawler copying her outfits. On such occasions, Salmistra will organize the might of her Elfine and hunt the impostor down, PKing them repeatedly until they log off or change clothes. To join Salmistra's Elfine, you need to submit a five thousand word backstory for your character and demonstrate acting skills worthy of her attention. Except not too worthy, otherwise she'll feel threatened and refuse to admit you.

(6) Jinx is a Barkshield and constantly recruiting new players to join his raiding Elfine. That is because Jinx is a terrible raid leader and he goes through raiders like ELO players go through Continental Brands Elfines Online Sacred Herbs Kibble (bring the taste of ELO to the real world!). Raid nights with Jinx consist mostly of him screaming profanities at raid members and threatening them with the consequences of dying by standing in the fire. Still, hope springs eternal in an ELO player's heart, and someone at loose ends might sign up for raid night with Jinx... and then drop out three hours in after their ears have taken enough abuse.

(7) Moonshadow is the rarest thing on any ELO server: He's a competent raid-level Warmheart healer. Perhaps the most competent one in the Night City server. Therein lies his problem, however, as the members of three separate Elfines are all murdering each other in-game to try to get him to join. Moonshadow, being a generally pleasant, non-player-killing sort, has watched all his progress in the game crawl to a halt because every raid group he winds up

in explodes into violence as they get ambushed by members of other Elfines. Moonshadow's player is pondering paying for a name and avatar change just so he won't be recognized this time round.

(8) There's always someone like **Sorrel** in every Elfine. You know the type: goofy, light-hearted, fully aware that Elfines Online is a game, and therefore taking it only seriously enough to play in it. Yet despite his light-heartedness, or perhaps because of it, Sorrel is a great Druid to take along in pickup groups and raids. The game is just entertainment to him, so he's willing to let people with worse equipment raid with him. He's surprisingly patient with newbies — not as self-sacrificing as some others might be, but a cool distant big brother to them. Newbies tend to react well to Sorrel, too, because he's proof that they might be that casually badass one day.

(9) xxBlackrockxx is the Wildblood Damage Queen of the Night City server. Her character skills are perfectly optimized on a spreadsheet to ensure that she does the most insane damage possible for a damage dealer in the game. As a result, she's both an asset and a liability to most groups. Sure, she's going to deal enough damage that anything you're trying to kill is going to fall over faster. But she also deals so much damage that it will take an experienced tank a lot of work to keep the bosses from killing her and then going absolutely nuts on the rest of the group in swift succession. xxBlackrockxx thinks that tanks who can't keep attention off her just need to "git gud", but it's true that her skills would be better served if she were a more solid team player.

(10) Lunchbox isn't actually Lunchbox's in-game name, which is **Amerysian**. No, Lunchbox is a Quickhand who earned the nickname for having the most-enhanced set of plate armor in the Night City server. As a personal and aesthetic choice, Lunchbox's avatar (purported to be a fairly handsome male elf) has not been seen in the flesh since Lunchbox donned their set of armor two expansions ago. Lunchbox is a freelance raiding tank who hires out to Elfines in need of a pinch-hitter for GP. Players on the Night City airgap joke that Lunchbox, Moonshadow, and xxBlackrockxx would be a dream team, except they're never online at the same time.



COURTESY OF CD PROJEKT RED

PREGENERATED ELVES

The best *Elflines Online* players spend hours customizing their elves, optimizing their stats, and picking just the right gear. You might not have that luxury. After all, you never know when a session of **Cyberpunk RED** will drop you smack dab in the middle of an *Elflines Online* raid. When you find yourself in that situation, you'll be ready with the following pregenerated ELO characters.

We've got two notes to share here. First, an *Elflines Online* character technically doesn't earn a Title until they hit Rank 3, but each of these Rank 0 characters has been designed with the idea that they're aiming for a specific Title (noted as Title in Training). Second, in the Skill box you'll find the Skill Level first, followed by the Base (STAT + Skill) in parenthesis. Numbers after a slash are the STAT or Base when armor is taken into account.

ELFNAME	RANK		0		TITLE IN TRAINING		SAGE	
	INT	8	REF	6	DEX	8	TECH	3
	WILL	6	MOVE	6	BODY	5	EMP	5
	HIT POINTS	40		SERIOUSLY WOUNDED	20		DEATH SAVE	5
Weapons Longsword (1 ROF • 1/2 SP) 3d6					Armor: None Head SP 0 Body SP 0			
SKILLS Brawling 4 (12), Composition/Education 6 (14), Endurance/Resist Torture/Drugs 6 (12), Evasion/Dance 6 (14), Language (Elven) 6 (14), Melee Weapon 6 (14), Perception 6 (14), Persuasion/Trading 6 (9), Wilderness Survival 6 (14)								
INVENTORY Sacred Herbs x2								



ELFNAME	RANK		0		TITLE IN TRAINING		BOWMASTER	
	INT	5	REF	8	DEX	8	TECH	3
	WILL	4	MOVE	8	BODY	8	EMP	3
	HIT POINTS	40		SERIOUSLY WOUNDED	20		DEATH SAVE	8
Weapons Bow (1 ROF) 4d6					Armor: Leather Head SP 4 Body SP 4			
SKILLS Archery 6 (14), Athletics/Contortionist 6 (14), Brawling 6 (14), Concentration 6 (10), Evasion/Dance 6 (14), Language (Elven) 4 (9), Perception 6 (11), Stealth 6 (14), Tracking 6 (11), Wilderness Survival 6 (11)								
INVENTORY Arrow x20, Poison Arrow x4								

ELO EXPANSION PACK 1

ELFNAME	RANK	0		TITLE IN TRAINING		BLADEDANCER				
	INT	3	REF	8	DEX	8	TECH	5	COOL	3
	WILL	7	MOVE	5	BODY	8	EMP	3		
	HIT POINTS	50		SERIOUSLY WOUNDED	25		DEATH SAVE	8		
	Weapons				Armor: Studded Leather					
	Longsword (1 ROF • 1/2 SP) 3d6				Head SP 7					
					Body SP 7					
SKILLS		Basic Tech/Weaponstech 6 (11), Brawling 6 (14), Endurance/Resist Torture/Drugs 6 (13), Evasion/Dance 6 (14), First Aid/Paramedic/Surgery 6 (11), Language (Elven) 4 (7), Melee Weapon 6 (14), Play Instrument 6 (11)								
INVENTORY										



ELFNAME	RANK	0		TITLE IN TRAINING		QUICKHAND				
	INT	5	REF	6	DEX	8	TECH	8	COOL	3
	WILL	6	MOVE	6	BODY	5	EMP	3		
	HIT POINTS	40		SERIOUSLY WOUNDED	20		DEATH SAVE	5		
	Weapons				Armor: Leather					
	Shortsword (2 ROF • 1/2 SP) 3d6				Head SP 4					
	Bow (1 ROF) 4d6				Body SP 4					
SKILLS		Archery 6 (12), Conceal/Reveal Object 6 (11), Evasion/Dance 6 (14), Language (Elven) 4 (9), Melee Weapon 6 (14), Pick Lock/Pick Pocket 6 (14), Stealth 6 (14), Tracking 6 (11)								
INVENTORY		Arrow x10								

ELENAME	RANK		0		TITLE IN TRAINING		WARMHEART				
	INT	7	REF	3	DEX	8	TECH	6	COOL	8	
	WILL	3	MOVE	3	BODY	4	EMP	8			
	Hit Points		30		SERIOUSLY WOUNDED		15		DEATH SAVE		4
	Weapons					Armor: Studded Leather (Body Only)					
	Shortsword (2 ROF • 1/2 SP)					2d6		Head		SP 0	
							Body		SP 7		
SKILLS		Basic Tech/Weaponstech 6 (12), Composition/Education 6 (13), Evasion/Dance 6 (14), Language (Elven) 4 (11), Melee Weapon 6 (14), Perception 6 (13), Persuasion/Trading 6 (14), Play Instrument 6 (12), Riding 6 (14)									
INVENTORY		Sacred Herbs x2									



ELENAME	RANK		0		TITLE IN TRAINING		WILDBLOOD				
	INT	3	REF	3/1	DEX	8/6	TECH	6	COOL	3	
	WILL	8	MOVE	8/6	BODY	8	EMP	3			
	Hit Points		50		SERIOUSLY WOUNDED		25		DEATH SAVE		8
	Weapons					Armor: Chainmail					
	Brawling Attack (2 ROF)					3d6		Head		SP 12	
							Body		SP 12		
SKILLS		Animal Handling 6 (9), Athletics/Contortionist 6 (14/12), Basic Tech/Weaponstech 6 (12), Brawling 6 (14/12), Concentration 6 (14), Endurance/Resist Torture/Drugs 6 (14), Evasion/Dance 6 (14/12), First Aid/Paramedic/Surgery 6 (12), Language (Elven) 4 (7)									
INVENTORY											

ELO EXPANSION PACK 1

ELFNAME	RANK	0		TITLE IN TRAINING		WINDKIN				
	INT	4	REF	3	DEX	8	TECH	3	COOL	3
	WILL	8	MOVE	8	BODY	5	EMP	8		
	HIT POINTS	45		SERIOUSLY WOUNDED	23		DEATH SAVE	5		
	Weapons				Armor: None					
	Longsword (2 ROF • 1/2 SP) 3d6				Head SP 0					
Longsword (2 ROF • 1/2 SP) 3d6				Body SP 0						
SKILLS	Animal Handling 6 (14), Athletics/Contortionist 6 (14), Concentration 6 (14), Endurance/Resist Torture/Drugs 6 (14), Evasion/Dance 6 (14), Language (Elven) 4 (8), Melee Weapon 6 (14), Riding 6 (14), Wilderness Survival 6 (10)									
INVENTORY										



ELFNAME	RANK	0		TITLE IN TRAINING		BARKSHIELD				
	INT	3	REF	3	DEX	8	TECH	8	COOL	3
	WILL	8	MOVE	6	BODY	8	EMP	3		
	HIT POINTS	50		SERIOUSLY WOUNDED	25		DEATH SAVE	8		
	Weapons				Armor: Studded Leather (Body Only)					
	Brawling Attack (2 ROF) 3d6				Head SP 0					
				Body SP 7						
SKILLS	Athletics/Contortionist 6 (14), Basic Tech/Weaponstech 6 (14), Brawling 6 (14), Concentration 6 (14), Endurance/Resist Torture/Drugs 6 (14), Evasion/Dance 6 (14), First Aid/Paramedic/Surgery 6 (14), Language (Elven) 4 (7), Wilderness Survival 6 (9)									
INVENTORY	Shield (10 HP), Sacred Herbs x1									

ELFNAME	RANK		0		TITLE IN TRAINING		DRUID	
	INT	7	REF	3	DEX	8	TECH	8
	WILL	5	MOVE	3	BODY	5	EMP	8
	HIT POINTS	35		SERIOUSLY WOUNDED	18		DEATH SAVE	5
Weapons Dagger (2 ROF • 1/2 SP) 3d6					Armor: Studded Leather (Body Only) Head SP 0 Body SP 7			
SKILLS Animal Handling 6 (14), Brawling 6 (14), Evasion/Dance 6 (14), First Aid/Paramedic/Surgery 6 (14), Language (Elven) 4 (11), Melee Weapon 6 (14), Riding 6 (14), Wilderness Survival 6 (13)								
INVENTORY Vial of Poison								



ELFNAME	RANK		0		TITLE IN TRAINING		WAYFARER	
	INT	8	REF	3	DEX	8	TECH	5
	WILL	8	MOVE	5	BODY	5	EMP	5
	HIT POINTS	45		SERIOUSLY WOUNDED	23		DEATH SAVE	5
Weapons Shortsword (2 ROF • 1/2 SP) 2d6					Armor: Studded Leather (Body Only) Head SP 0 Body SP 7			
SKILLS Animal Handling 5 (10), Athletics/Contortionist 2 (10), Basic Tech/Weaponstech 5 (10), Conceal/Reveal Object 2 (10), Composition/Education 2 (10), Evasion/Dance 6 (14), Language (Elven) 4 (12), Melee Weapon 6 (14), Perception 2 (10), Pick Lock/Pick Pocket 5 (10), Riding 5 (10), Stealth 2 (10), Tracking 2 (10), Wilderness Survival 2 (10)								
INVENTORY Shield (10 HP)								

ELFNAME	RANK		TITLE		
	INT	REF	DEX	TECH	COOL
	WILL	MOVE	BODY	EMP	
	HIT POINTS		SERIOUSLY WOUNDED		DEATH SAVE
	Weapons		Armor:		
			Head		
			Body		
SKILLS					
INVENTORY					

Elfines
—ONLINE—

ELFNAME	RANK		TITLE		
	INT	REF	DEX	TECH	COOL
	WILL	MOVE	BODY	EMP	
	HIT POINTS		SERIOUSLY WOUNDED		DEATH SAVE
	Weapons		Armor:		
			Head		
			Body		
SKILLS					
INVENTORY					