Name:_____ **Street Name:**_____ **Sex:**_____

Race:_____ **Karma:**_____ **Archetype:**_____ **Lifestyle:**_____ **Money:**_____

SKILLS & LANGUAGES

Skill	Rating

ATTRIBUTES

	Rating
PHYSICAL	
Body:	
Quickness:	
Strength:	
MENTAL	
Charisma:	
Intelligence:	
Willpower:	
SPECIAL	
Essence:	
(Magic):	
Reaction:	
ALLERGIES	
Substance:	
Severity:	
Racial Adv:	

CONDITION MONITOR

PHYSICAL	MENTAL
Unconscious > Possibly dead.	< Unconscious, Further damage causes wounds
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

Damage Modifiers

Damage	T#	Initiative
None	–	–
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3

CYBERWARE

Type	Rating

WEAPONS

Type	Short	Medium	Long	Extreme	Dmg. Code
					__/__/__
					__/__/__
					__/__/__

SPELLS

Type	Max Force	Staging	Drain Code
			__/__
			__/__
			__/__
			__/__
			__/__
			__/__
			__/__
			__/__

Astral Pool _____

Defense Pool _____

Dodge Pool _____

Magic Pool _____

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CYBERDECK

Type _____

Program Condition Monitor

	Rating	
Persona	____	< Deck Crash
Hardening	____	
Memory	____	
Storeage	____	< Seriously Wounded.
Load	____	
I/O	____	
Response	____	< Moderately Wounded.
Hitcher Jacks	____	
Vidscreen	____	< Lightly Wounded.

Programs in Memory

PROGRAMS

	Rating	Size
Bod		
Evasion		
Masking		
Sensors		

CHARACTER DRAWING

VEHICLE

Type _____

Condition Monitor

	Rating	
Handling	____	< Vehicle Destroyed
Speed	____	
Body	____	
Armor	____	< Serious Damage
Signature	____	
Pilot	____	
Firmpoints	____	< Moderate Damage
Hardpoints	____	
		< Light Damage

Other Items

OTHER GEAR

Hacking Pool _____

CHARACTER NOTES

CONTACTS

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