

THARACTER	
PLAYER	
NOTES	

PERSONAL DATA

Height	Weight
ety	Public Awareness
	Height ety

ATTRIBUTES

Body		Essence	
Agility		Magic/Resonance	
Reaction		Initiative	
Strength		Matrix Initiative	
Willpower		Astral Initiative	
Logic		Composure	
Intuition		Judge Intentions	
Charisma		Memory	
Edge		Lift/Carry	
Edge Points		Movement	
Physical Lim	it: Mental Lim	it: So	ocial Limit:

SKILLS

Skill	RTG	Туре	Skill	RTG	Туре
		A/K			A/K
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IDS / LIFESTYLES / CURRENCY

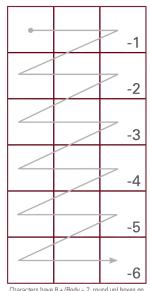
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Fake IDs / Related Lifestyle	es / Funds / Licenses	

CORE COMBAT INFO

Primary Ar	mor				Rating	
Primary Ra	inged Weapo	n				
Dam	Acc	AP	Mode	RC		Ammo
Primary Mo	elee Weapon					
Reach	D	am	Acc		AP	

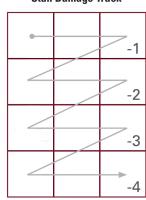
CONDITION MONITOR

Physical Damage Track



Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

Stun Damage Track



Characters have 8 + (Will ÷ 2, round up) boxes on the stun damage track; black out extra boxes.

Overflow .

For every 3 boxes of damage on any one damage track, the character takes a -1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see Wound Modifiers, p. 169.

QUALITIES

Quality	Notes	Туре
		P/N
		D/N

CONTACTS

Name	Loyalty	Connection	Favor



CHARACTER_______PLAYER _______NOTES _____

Weapon	Dam Acc	AP	Mode	RC	Ammo	Weapon	Reach Dam	Acc	AP
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