

Name: \_\_\_\_\_ Street Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Race: \_\_\_\_\_ Karma: \_\_\_\_\_ Archetype: \_\_\_\_\_ Lifestyle: \_\_\_\_\_ Money: \_\_\_\_\_

### SKILLS & LANGUAGES

Skill	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### ATTRIBUTES

PHYSICAL	Rating
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	Damage Modifiers 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
_____	_____	_____	___/___
_____	_____	_____	___/___
_____	_____	_____	___/___
_____	_____	_____	___/___
_____	_____	_____	___/___
_____	_____	_____	___/___
_____	_____	_____	___/___
_____	_____	_____	___/___

<b>Astral Pool</b> _____	<b>Defense Pool</b> _____	<b>Dodge Pool</b> _____	<b>Magic Pool</b> _____
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### CYBERDECK

Type _____	Program	Condition	Monitor
	Rating		
Persona	_____		< Deck Crash
Hardening	_____		
Memory	_____		
Storage	_____		< Seriously Wounded.
Load	_____		
I/O	_____		
Response	_____		< Moderately Wounded.
Hitcher Jacks	_____		
Vidscreen	_____		
			< Lightly Wounded.

**Programs in Memory**  


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### PROGRAMS

	Rating	Size
<b>Bod</b>	_____	_____
<b>Evasion</b>	_____	_____
<b>Masking</b>	_____	_____
<b>Sensors</b>	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

### 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**  


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### OTHER GEAR

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**Hacking Pool** \_\_\_\_\_

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### CHARACTER NOTES

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### CONTACTS

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