



NAME: \_\_\_\_\_  
 HERITAGE: \_\_\_\_\_  
 MAGICAL TALENT: \_\_\_\_\_  
 GHOST RATING: \_\_\_\_\_  
 BRAND: \_\_\_\_\_

### LIFESTYLE

<b>SQUATTER</b>	<b>FREE</b>	<b>1 DAMAGE, -1 DIE</b>
<b>Low</b>	<b>300</b> 虫	<b>1 DAMAGE OR -1 DIE</b>
<b>MIDDLE</b>	<b>800</b> 虫	<b>-</b>
<b>High</b>	<b>1,200</b> 虫	<b>IGNORE FIRST PENALTY DIE</b>
<b>WEALTHY</b>	<b>5,000</b> 虫	<b>+1 ON ALL ETIQUETTE TESTS</b>

### ETIQUETTES

<b>CORPORATE</b>	OOOOOOO	<b>ARISTOCRACY</b>	OOOOOOO
<b>STREET</b>	OOOOOOO	<b>MILITARY</b>	OOOOOOO
<b>CIVIC</b>	OOOOOOO	<b>CRIMINAL</b>	OOOOOOO

### ARMOR-BALLISTIC/IMPACT

INTERNAL \_\_\_\_\_  
 UNDER \_\_\_\_\_  
 OUTER \_\_\_\_\_

### HEAT

★★★★ NO DISRUPTION  
 ★★★★★ SUSPICIOUS  
 ★★★★★ ALERTED -1 DIE ON ALL TESTS  
 ★★★★★ ALARM! TARGET NUMBER -1  
 ★★★★★ 20G ROUNDS TO HTR ARRIVAL  
 ★★★★★ -1 SIMPLE ACTION

### MOVEMENT

\_\_\_\_\_

BASE ZOETIC POTENTIAL

### BODY

\_\_\_\_\_

### PHYSICAL CONDITION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	-1	-1	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	-1	-1	-1

### STUN CONDITION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	-1	-1	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	-1	-1	-1

### KISMET

\_\_\_\_\_

### KISMET

\_\_\_\_\_

### WILLPOWER

\_\_\_\_\_

### BRAWN POOL

SOAK		TOTAL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### FINESSE POOL

DODGE		TOTAL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### RESOLVE POOL

\_\_\_\_\_

### FOCUS POOL

\_\_\_\_\_

### BRAWN POOL SKILLS

**ATHLETICS** OOOOOOO  
 JUMP VERTICAL .5" HORIZONTAL 1"  
**CYBERNETIC CMBT.** OOOOOOO  
**MARTIAL ART** OOOOOOO  
**MELEE WEAPONS** OOOOOOO  
**THROWING WEAPONS** OOOOOOO  
**UNARMED COMBAT** OOOOOOO

### RESOLVE POOL SKILLS

**ASTRAL SENSES** OOOOOOO  
**CHANNELING** OOOOOOO  
**COERCION** OOOOOOO  
**CONJURING** OOOOOOO  
**FASCINATION** OOOOOOO  
**LEADERSHIP** OOOOOOO  
**SORCERY** OOOOOOO  
**SUBTERFUGE** OOOOOOO  
**SURVIVAL** OOOOOOO

### FINESSE POOL SKILLS

**ARCHERY** OOOOOOO  
**ARTICULATED MNYS.** OOOOOOO  
**ENERGY WEAPONS** OOOOOOO  
**FIREARMS** OOOOOOO  
**GUNNERY** OOOOOOO  
**HEAVY WEAPONS** OOOOOOO

### FOCUS POOL SKILLS

**ARTIFICING** OOOOOOO  
**BIOTECH** OOOOOOO  
**COMPUTER HACKING** OOOOOOO  
**DRIVE** OOOOOOO  
**ELECTRONIC WAR** OOOOOOO  
**ENGINEERING** OOOOOOO  
**FLY** OOOOOOO  
**NEGOTIATION** OOOOOOO  
**OBSERVATION** OOOOOOO  
**RECONNAISSANCE** OOOOOOO  
**SAFECRACKING** OOOOOOO  
**SHADOW** OOOOOOO

### STRENGTH

\_\_\_\_\_   
 +1 RECOIL REDUCTION AT 12 & 24  
 1/2 STRENGTH IS BASE MELEE/THROWN WEAPON DAMAGE

THROWN WEAPONS 100%  
 CLOSE RANGE 100%  
 MAX RANGE 200%

### CHARISMA

\_\_\_\_\_   
 Add 25% of CHARISMA TO THE POOL OF YOUR CHOICE  
 GAIN X2 CHARISMA IN ETIQUETTE SKILLS

### INTELLIGENCE

\_\_\_\_\_

### REACTION

INITIATIVE = REACTION + REACTION TEST

### RITUALS

\_\_\_\_\_ OOOOOOO  
 \_\_\_\_\_ OOOOOOO  
 \_\_\_\_\_ OOOOOOO  
 \_\_\_\_\_ OOOOOOO

### MELEE WEAPON REACH AP

WEAPON	REACH	AP
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

### GEAR

1 WT. PER STR  
 PER WEIGHT OVER -1 DIE ON ALL TESTS, -1" MOVEMENT

\_\_\_\_\_



**PLAYER:** \_\_\_\_\_ **BRAND:** \_\_\_\_\_

**CHARACTER NAME:** \_\_\_\_\_

**NATIONALITY:** \_\_\_\_\_ **IDENTITY:** \_\_\_\_\_

**HERITAGE:** \_\_\_\_\_ **OCCUPATION:** \_\_\_\_\_

**KNOWLEDGE SKILLS:** \_\_\_\_\_ ○○○○○○○○

\_\_\_\_\_ ○○○○○○○○ \_\_\_\_\_ ○○○○○○○○

\_\_\_\_\_ ○○○○○○○○ \_\_\_\_\_ ○○○○○○○○

\_\_\_\_\_ ○○○○○○○○ \_\_\_\_\_ ○○○○○○○○

\_\_\_\_\_ ○○○○○○○○ \_\_\_\_\_ ○○○○○○○○

**ETIQUETTES:** \_\_\_\_\_ **CORPORATE** \_\_\_\_\_ ○○○○○○○○

**STREET** \_\_\_\_\_ ○○○○○○○○ **CIVIC** \_\_\_\_\_ ○○○○○○○○

**ARISTOCRATIC** \_\_\_\_\_ ○○○○○○○○ **MILITARY** \_\_\_\_\_ ○○○○○○○○

**CRIMINAL** \_\_\_\_\_ ○○○○○○○○ **WASTELAND** \_\_\_\_\_ ○○○○○○○○

**DESCRIPTION:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PERSONALITY/MANNERISMS:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**QUOTE:** \_\_\_\_\_

\_\_\_\_\_

**FRIENDS & FOES:** \_\_\_\_\_

\_\_\_\_\_

**PERSONAL GOALS:** \_\_\_\_\_

\_\_\_\_\_

**BRIEF HISTORY:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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