NAME: _____

HERITAGE: _____

MAGICAL TALENT: _____

GHOST RATING: _____

BRAND: _____

Lifestyle

Squatter	Free	1 damage, -1 die
Low	300¥	1 damage or -1 die
Middle	800¥	—
High	1,200¥	Ignore first penalty die
Wealthy	5,000¥	+1 on all etiquette tests

Heat

- ★☆☆☆ No disruption
- ★★☆☆ Suspicious
- ★★★☆ Alerted +1 die on all tests
- ★★★★ Alarm! Target number -1
- ★★★★ 2d6 rounds to HTR arrival +1 simple action

Etiquettes

Corporate ○○○○○○○ Aristocracy ○○○○○○○

Street ○○○○○○○ Military ○○○○○○○

Civil ○○○○○○○ Criminal ○○○○○○○

Wasteland ○○○○○○○

Armor-Ballistic/Impact

Internal _____

Under _____

Outer _____

Overflow

Movement

_____

_____

Base Zoetic Potential

Body

Physical Condition

Stun Condition

Kismet

Kismet Pool

Willpower

25% 50% 50% 6-50% 6-50%

Brawn Pool

Soak | Total

Total

Finesse Pool

Dodge | Total

Total

100%

25%

Resolve Pool

Total

Total

Focus Pool

50% 100% 25% 50% 100% 50%

Brawn Pool Skills

- Athletics ○○○○○○○
  - Jump vertical .5" horizontal 1"
- Cybernetic Cmbt. ○○○○○○○
- Martial Art ○○○○○○○
  - _____
- Melee Weapons ○○○○○○○
- Throwing Weapons ○○○○○○○
- Unarmed Combat ○○○○○○○

Resolve Pool Skills

- Astral Senses ○○○○○○○
- Channeling ○○○○○○○
- Coercion ○○○○○○○
- Conjuring ○○○○○○○
- Fascination ○○○○○○○
- Leadership ○○○○○○○
- Sorcery ○○○○○○○
- Subterfuge ○○○○○○○
- Survival ○○○○○○○

Finesse Pool Skills

- Archery ○○○○○○○
- Articulated Mnvs. ○○○○○○○
- Energy Weapons ○○○○○○○
- Firearms ○○○○○○○
- Gunnery ○○○○○○○
- Heavy Weapons ○○○○○○○

Focus Pool Skills

- Artificing ○○○○○○○
- Biotech ○○○○○○○
- Computer Hacking ○○○○○○○
- Drive ○○○○○○○
- Electronic War ○○○○○○○
- Engineering ○○○○○○○
  - _____
- Fly ○○○○○○○
- Negotiation ○○○○○○○
- Observation ○○○○○○○
- Reconnaissance ○○○○○○○
- Safecracking ○○○○○○○
- Shadow ○○○○○○○

Strength

+1 Recoil Reduction at 12 & 24

½ Strength is Base Melee/Thrown Weapon Damage

100% Thrown Weapons " Close Range

100% " 200% Max Range

Charisma

Add 25% of Charisma to the Pool of your choice

Gain ×2 Charisma in etiquette skills

Intelligence

Reaction

Initiative = Reaction + Reaction test

Rituals

_____ ○○○○○○○

_____ ○○○○○○○

_____ ○○○○○○○

_____ ○○○○○○○

Melee Weapon | Reach | AP

Gear

1 wt. per Str

Per weight over -1 die on all tests, -1" movement

VCR

EXPLOIT ACTIONS | DRONE LINKS | HARDENING

MODS

CYBERDECK

NAME /CORES /I/O

MCP / HARDENING/

HACKING RATING

THREADS

MODS

SOFTWARE RATING NAN REQUIRED Y/N

Drones/Vehicles

NAME HANDLING/HARDENING BODY -1 -1 -1 -1 -1 -1

WEAPON/ACC/DAM/MODES/PEN MV" CARGO

WEAPON/ACC/DAM/MODES/PEN ARMOR

NAME HANDLING/HARDENING BODY -1 -1 -1 -1 -1 -1

WEAPON/ACC/DAM/MODES/PEN MV" CARGO

WEAPON/ACC/DAM/MODES/PEN ARMOR

Cyberware - ZC - Effect

Drug DF

Spells/Amp Powers

NAME FORCE FOCI FETISH RES DRAIN

ROLL 1D6 PER ACCUMULATED DEPENDENCE FACTOR DRUING FALLOUT

Biogenic Effect BI

Total Body Index

IF > BODY, ROLL A 1D6 AND ADD IT TO THE AMOUNT OVER DURING THE FALLOUT PHASE, AND SUFFER THE LISTED EFFECT IN CHAPTER 11