

PERSONAL DATA						
Alias:		Name:				
Metatype:	Sex:	Height:	m	Weight:	kg	Age: years
Description: _____ Lifestyle: _____						
Street Cred:		Notoriety:		Public Awareness:		Karma: Karma total:

ATTRIBUTES					
PHYSICAL		MENTAL		SPECIAL	
BODY		WILpower		EDGE	
AGlility		LOGic		Current Edge	
REAction		INTuition		ESSence	
STRength		CHArisma		MAGic / RESonance	
				INITiative	D6
				Physical	Physical
				Matrix (CS / HS)	+ 3D6 / 4D6
				Astral	+ 3D6
					Mental
					Social

PHYSICAL (8 + BODY/2)		DAMAGE TRACKS		MATRIX (8 + DEVICE/2)		QUALITIES	
	-1						
	-2						
	-3						
	-4						
	-5						
	-6						

SKILLS											
Skill (Specialization)	Linked attribute	Total	Skill rating	Attrib. rating	Variou s	Skill (Specialization)	Linked attribute	Total	Skill rating	Attrib. rating	Variou s
COMBAT SKILLS						RESONANCE SKILLS					
ARCHERY (_____)	AGI		=	+	+	COMPILING (_____)	RES		=	+	+
BLADES (_____)	AGI		=	+	+	DECOMPILING (_____)	RES		=	+	+
CLUBS (_____)	AGI		=	+	+	REGISTERING (_____)	RES		=	+	+
UNARMED COMBAT (_____)	AGI		=	+	+	TECHNICAL SKILLS					
EXOTIC RANGED WEAPON (_____)	AGI		=	+	+	ANIMAL HANDLING (_____)	CHA		=	+	+
EXOTIC RANGED WEAPON (_____)	AGI		=	+	+	ARMORER (_____)	LOG		=	+	+
AUTOMATICS (_____)	AGI		=	+	+	ARTISAN (_____)	INT		=	+	+
PISTOLS (_____)	AGI		=	+	+	BIOTECHNOLOGY (_____)	LOG		=	+	+
LONGARMS (_____)	AGI		=	+	+	CYBERTECHNOLOGY (_____)	LOG		=	+	+
HEAVY WEAPONS (_____)	AGI		=	+	+	FIRST AID (_____)	LOG		=	+	+
THROWING WEAPONS (_____)	AGI		=	+	+	MEDICINE (_____)	LOG		=	+	+
PHYSICAL SKILLS						CHEMISTRY (_____)					
GYMNASTICS (_____)	AGI		=	+	+	CYBERCOMBAT (_____)	LOG		=	+	+
RUNNING (_____)	STR		=	+	+	ELECTRONIC WARFARE (_____)	LOG		=	+	+
SWIMMING (_____)	STR		=	+	+	HACKING (_____)	LOG		=	+	+
DIVING (_____)	BOD		=	+	+	DEMOLITIONS (_____)	LOG		=	+	+
ESCAPE ARTIST (_____)	AGI		=	+	+	COMPUTER (_____)	LOG		=	+	+
FREE-FALL (_____)	BOD		=	+	+	HARDWARE (_____)	LOG		=	+	+
NAVIGATION (_____)	BOD		=	+	+	SOFTWARE (_____)	LOG		=	+	+
SURVIVAL (_____)	WIL		=	+	+	AERONAUTICS MECHA. (_____)	LOG		=	+	+
TRACKING (_____)	INT		=	+	+	AUTOMOTIVE MECHA. (_____)	LOG		=	+	+
PERCEPTION (_____)	INT		=	+	+	INDUSTRIAL MECHA. (_____)	LOG		=	+	+
DISGUISE (_____)	INT		=	+	+	NAUTICAL MECHA. (_____)	LOG		=	+	+
PALMING (_____)	AGI		=	+	+	FORGERY (_____)	LOG		=	+	+
SNEAKING (_____)	AGI		=	+	+	LOCKSMITH (_____)	AGI		=	+	+
SOCIAL SKILLS						VEHICLE SKILLS					
CON (_____)	CHA		=	+	+	GUNNERY (_____)	AGI		=	+	+
IMPERSONATION (_____)	CHA		=	+	+	PILOT AEROSPACE (_____)	REA		=	+	+
PERFORMANCE (_____)	CHA		=	+	+	PILOT AIRCRAFT (_____)	REA		=	+	+
ETIQUETTE (_____)	CHA		=	+	+	PILOT EXOTIC VEHICLE (_____)	REA		=	+	+
LEADERSHIP (_____)	CHA		=	+	+	PILOT GROUND CRAFT (_____)	REA		=	+	+
NEGOTIATION (_____)	CHA		=	+	+	PILOT WALKER (_____)	REA		=	+	+
INSTRUCTION (_____)	CHA		=	+	+	PILOT WATERCRAFT (_____)	REA		=	+	+
INTIMIDATION (_____)	CHA		=	+	+	KNOWLEDGE SKILLS & LANGUAGES					
MAGICAL SKILLS											
ARCANA (_____)	LOG		=	+	+	N					
ASSESSING (_____)	INT		=	+	+				=	+	+
ASTRAL COMBAT (_____)	WIL		=	+	+				=	+	+
BANISHING (_____)	MAG		=	+	+				=	+	+
BINDING (_____)	MAG		=	+	+				=	+	+
SUMMONING (_____)	MAG		=	+	+				=	+	+
ALCHEMY (_____)	MAG		=	+	+				=	+	+
ARTIFICING (_____)	MAG		=	+	+				=	+	+
DISENCHANTING (_____)	MAG		=	+	+				=	+	+
COUNTERSPELLING (_____)	MAG		=	+	+				=	+	+
RITUAL SPELLCASTING (_____)	MAG		=	+	+				=	+	+
SPELLCASTING (_____)	MAG		=	+	+				=	+	+

WEAPONS									
Weapon	Acc	Cat.	Damage	AP	Mode/Reach	RC	AMMO	Various	

COMMLINK			
Model		Device rating	
CYBERDECK / LIVING PERSONA			
Device rating		Programs	
Attribute Array			
Attack		USER MODE (INITIATIVE)	
Sleaze		AR (Physical Initiative)	
Data Processing		Cold-Sim (DP+INT+3D6)	
Firewall		Hot-Sim (DP+INT+4D6)	
PROGRAM	RUN	PROGRAM	RUN

AUGMENTATIONS			
Augmentation	Ess.	Augmentation	Ess.

VEHICLES / DRONES									
Vehicle/Drone	Handl	Speed	Accel	Body	Armor	Pilot	Sens	Seats	Various

SPELLS / PREPARATIONS / RITUALS / COMPLEX FORMS						
Name	Categ	P/M	Range	Dura°	Drain	Notes

ADEPT POWERS	

SPIRITS / SPRITES			
Spirit / Sprite	Force	Bound	Various

ARMOR		
Armor	Rating	Modifications

MENTOR SPIRIT

PHYSICAL ACTIONS	
Walking rate (AGIx2)	m/t
Running rate (AGIx4)	m/t
Sprint increase	m/hit
Swimming rate ((AGI+STR)/2)	m/t
Jumping Horizontal (AGIx1.5)	m
Jumping Vertical (1.5 x Height)	m
Lift off the ground (STRx15)	kg
Lift over the head (STRx5)	kg
Lift and carry (STRx10)	kg

TESTS & VARIOUS	
Composure (WIL + CHA)	
Judge Inten° (INT+CHA)	
Lifting (STR + CON)	
Memory (LOG + WIL)	
¥ / € / \$:	

GEARS	

CONTACTS			
Name	C	L	Notes