

Handle _____ Name _____ Player _____

Motivations 1) _____ 2) _____ 3) _____
 Languages 1) _____ 2) _____ 3) _____ 4) _____ 5) _____

APTITUDES	MENTAL	SKILLS	
_____ x3 _____ Cognition COG Check	_____ Stress Damage	Name _____	Base Apt _____ Rank _____ Total _____
_____ x3 _____ Intuition INT Check	_____ Lucidity (WILx3 – Stress)	Athletics _____	SOM = _____ + _____ = _____
_____ x3 _____ Reflex REF Check	_____ Trauma Thres. [WILx2]/5	Deceive _____	SAV = _____ + _____ = _____
_____ x3 _____ Savvy SAV Check	_____ Traumas (-10 each)	Exotic Skill: _____	_____ = _____ + _____ = _____
_____ x3 _____ Somatics SOM Check	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Exotic Skill: _____	_____ = _____ + _____ = _____
_____ x3 _____ Willpower WIL Check	Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Etiquette _____	SAV = _____ + _____ = _____
	Alienation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fray _____	REFx2 = _____ + _____ = _____
	Hardening (-10 LUC each)	Free Fall _____	REF = _____ + _____ = _____
COMBAT		Guns _____	REF = _____ + _____ = _____
INIT ((REF+INT)/2) Dodge (Fray/2) Damage Taken		Guns, Heavy _____	REF = _____ + _____ = _____
Melee DV Wounds (-10 physical each)		Hardware: _____	COG = _____ + _____ = _____
Ranged DV & Type Charges(Spent/Total)		Hardware: _____	COG = _____ + _____ = _____
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Armor Energy / Kinetic Modifications		Infiltrate _____	REF = _____ + _____ = _____
Armor Energy / Kinetic Modifications		Infosec _____	COG = _____ + _____ = _____
Weapon Notes:		Interface _____	COG = _____ + _____ = _____
		Kinesics _____	SAV = _____ + _____ = _____
		Medicine: _____	COG = _____ + _____ = _____
		Medicine: _____	COG = _____ + _____ = _____
		Medicine: _____	COG = _____ + _____ = _____
		Melee _____	SOM = _____ + _____ = _____
		Perceive _____	INTx2 = _____ + _____ = _____
		Persuade _____	SAV = _____ + _____ = _____
		Pilot: _____	REF = _____ + _____ = _____
		Pilot: _____	REF = _____ + _____ = _____
		Pilot: _____	REF = _____ + _____ = _____
		Profession: _____	COG = _____ + _____ = _____
		Profession: _____	COG = _____ + _____ = _____
		Profession: _____	COG = _____ + _____ = _____
		Program _____	COG = _____ + _____ = _____
		Provoke _____	SAV = _____ + _____ = _____
		Psi _____	WIL = _____ + _____ = _____
		Research _____	COG = _____ + _____ = _____
		Survival _____	INT = _____ + _____ = _____
		Know: _____	COG = _____ + _____ = _____
		Know: _____	COG = _____ + _____ = _____
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		Know: _____	COG = _____ + _____ = _____
MORPH			
_____ Morph Name _____ MP Cost _____ Durability _____ Death Rating _____			
_____ Unarmed DV _____ Size _____ Wound Thres. (DUR/5) _____			
_____ Movement _____ Augments _____			
_____ Positive Traits _____			
_____ Negative Traits _____			
Pools	Ego	Morph	Augments
Vigor (SOM REF) _____ + _____ + _____ = _____ / _____			
Insight (COG INT) _____ + _____ + _____ = _____ / _____			
Moxie (SAV WIL) _____ + _____ + _____ = _____ / _____			
Flex (ALL) _____ + _____ + _____ = _____ / _____			
		INVENTORY	

Handle	Name	Player																																																																		
<p>EGO HISTORY</p> <p>Background</p> <p>Career</p> <p>Interest</p> <p>Faction</p> <p>Gender Identity Age</p> <p>Positive Ego Traits</p> <p>Negative Ego Traits</p> <p>Ego Notes:</p>	<p>RESOURCES</p> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:30%;"><u>Reputation</u></td> <td style="width:30%;"><u>Favors</u></td> <td style="width:40%;"><u>Credits (K)</u></td> </tr> <tr> <td>@-List (@-Rep) _____ ∞ □□□ □ □ 1) _____</td> <td></td> <td></td> </tr> <tr> <td>Civicnet (c-Rep) _____ ∞ □□□ □ □ 2) _____</td> <td></td> <td></td> </tr> <tr> <td>Fame (f-Rep) _____ ∞ □□□ □ □ 3) _____</td> <td></td> <td></td> </tr> <tr> <td>Guanxi (g-Rep) _____ ∞ □□□ □ □ 4) _____</td> <td></td> <td></td> </tr> <tr> <td>The Eye (i-Rep) _____ ∞ □□□ □ □ 5) _____</td> <td></td> <td></td> </tr> <tr> <td>RNAnet (r-Rep) _____ ∞ □□□ □ □ 6) _____</td> <td></td> <td></td> </tr> <tr> <td>eXploreNet (x-Rep) _____ ∞ □□□ □ □ 7) _____</td> <td></td> <td></td> </tr> <tr> <td>EcoWave (e-Rep) _____ ∞ □□□ □ □ 8) _____</td> <td></td> <td></td> </tr> <tr> <td>_____ (-Rep) _____ ∞ □□□ □ □ 9) _____</td> <td></td> <td></td> </tr> <tr> <td>_____ (-Rep) _____ ∞ □□□ □ □ 0) _____</td> <td></td> <td></td> </tr> <tr> <td>_____ (-Rep) _____ ∞ □□□ □ □ </td> <td style="text-align: right;">Blueprints</td> <td style="text-align: right;">Rarity</td> </tr> </table>	<u>Reputation</u>	<u>Favors</u>	<u>Credits (K)</u>	@-List (@-Rep) _____ ∞ □□□ □ □ 1) _____			Civicnet (c-Rep) _____ ∞ □□□ □ □ 2) _____			Fame (f-Rep) _____ ∞ □□□ □ □ 3) _____			Guanxi (g-Rep) _____ ∞ □□□ □ □ 4) _____			The Eye (i-Rep) _____ ∞ □□□ □ □ 5) _____			RNAnet (r-Rep) _____ ∞ □□□ □ □ 6) _____			eXploreNet (x-Rep) _____ ∞ □□□ □ □ 7) _____			EcoWave (e-Rep) _____ ∞ □□□ □ □ 8) _____			_____ (-Rep) _____ ∞ □□□ □ □ 9) _____			_____ (-Rep) _____ ∞ □□□ □ □ 0) _____			_____ (-Rep) _____ ∞ □□□ □ □	Blueprints	Rarity	<p>MUSE</p> <p>Name _____</p> <p>Skills</p> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:30%;">Cognition</td> <td style="width:30%;">Savvy</td> <td style="width:40%;">Know: Psychology 60 _____</td> </tr> <tr> <td></td> <td></td> <td>Profession: Accountant 60 _____</td> </tr> <tr> <td>Intuition</td> <td>Somatics</td> <td>Interface 40 _____</td> </tr> <tr> <td></td> <td></td> <td>Research 40 _____</td> </tr> <tr> <td>Reflex</td> <td>Willpower</td> <td>Hardware: Electronics 30 _____</td> </tr> <tr> <td>Muse Notes:</td> <td></td> <td>Perception 30 _____</td> </tr> </table>	Cognition	Savvy	Know: Psychology 60 _____			Profession: Accountant 60 _____	Intuition	Somatics	Interface 40 _____			Research 40 _____	Reflex	Willpower	Hardware: Electronics 30 _____	Muse Notes:		Perception 30 _____												
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