

HARACTER	
PLAYER	
NOTES	

## PERSONAL DATA

Metatype		Ethnicity	
Age	Sex	Height	Weight
Street Cred	N	otoriety	Public Awareness

## ATTRIBUTES

Body	Essence
Agility	Magic/Resonance
Reaction	Initiative
Strength	Matrix Initiative
Willpower	Astral Initiative
Logic	Composure
Intuition	Judge Intentions
Charisma	Memory
Edge	Lift/Carry
Edge Points	Movement
Physical Limit:	Mental Limit: Social Limit:

## SKILLS

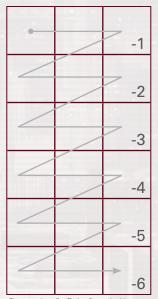
Skill	RTG Type	Skill	RTG Type
	A/K		A/K

# CORE COMBAT INFO

Primary A	rmor			Ratin	ıg
Primary R	anged Weapo	n			
Dam	Acc	AP	Mode	RC	Ammo
Primary N	lelee Weapon				
Reach	D	am	Acc	Д	\P

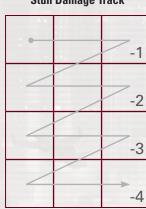
## **CONDITION MONITOR**

## **Physical Damage Track**



Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

# Stun Damage Track



Characters have 8 + (Will ÷ 2, round up) boxes on the stun damage track; black out extra boxes.

#### Overflow

For every 3 boxes of damage on any one damage track, the character takes a -1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see Wound Modifiers, p. 169.

## QUALITIES

Quality	Notes	Туре
		P/N
	man and the second	P/N
		P/N

## IDS / LIFESTYLES / CURRENCY

Nuyen	Licenses	
Fake IDs / Related Lifestyles	s / Funds / Licenses	

## CONTACTS

Name	Loyalty	Connection	Favor	`



CHARACTER	
PLAYER	
NOTES	

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