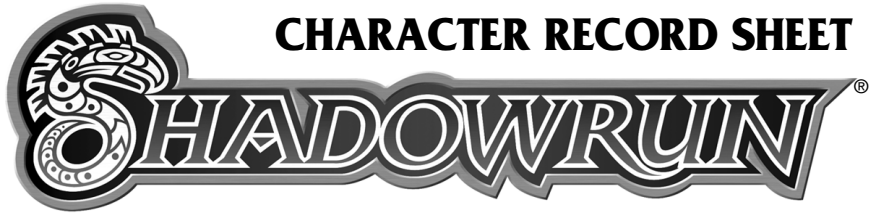


# CHARACTER RECORD SHEET



NAME \_\_\_\_\_

RACE \_\_\_\_\_

SEX \_\_\_\_\_

AGE \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

NOTES \_\_\_\_\_

**ATTRIBUTES**

<b>Body</b> _____	Reaction
<b>Quickness</b> _____	<input type="text"/>
<b>Strength</b> _____	
<b>Charisma</b> _____	
<b>Intelligence</b> _____	Initiative
<b>Willpower</b> _____	<input type="text"/>
<b>Essence</b> _____	
<b>(Magic)</b> _____	

**CONDITION MONITOR**

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
<b>Stun</b>	+1TN # -1 Init.	+2 TN # -2 Init.	+3TN # -3 Init.	Unc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Physical</b>	+1TN # -1 Init.	+2 TN # -2 Init.	+3TN # -3 Init.	Unc. Maybe Dead
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound
<b>Physical Damage Overflow</b>	<input type="text"/>			

**KARMA**

Karma Pool
<input type="text"/>
Good Karma
<input type="text"/>

**SKILLS**

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**DICE POOLS**

Combat Pool	<input type="text"/>
_____ Pool	<input type="text"/>
_____ Pool	<input type="text"/>
_____ Pool	<input type="text"/>

**ARMOR/GEAR**

Type	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**CYBERWARE**

Type	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**SPELLS**

Name	Force	Drain
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## WEAPONS

Name	Type	Concealability	Reach	Mode	Ammo	Short	Medium	Long	Extreme	Damage	Modifiers

## EQUIPMENT & GEAR


## CONTACTS & INFORMATION


## CHARACTER NOTES


## VEHICLE

TYPE \_\_\_\_\_

<b>Handling</b> _____	Light	Moderate	Serious	Destroyed
<b>Speed</b> _____	Damage	Damage	Damage	
<b>Body</b> _____				
<b>Armor</b> _____				
<b>Signature</b> _____				
<b>Autopilot</b> _____				
<b>Firmpoints</b> _____				
<b>Hardpoints</b> _____				

NOTES