



## 4th Edition Character Sheets

### Table of Contents

Front Page .....	2
<u>Back Pages</u>	
Mundane .....	3
Technomancer.....	4
Spellcaster.....	5
Conjurer.....	6
Adept .....	7
<u>Extra Pages</u>	
Vehicles/Drones.....	8
Gear.....	9
Gear & Notes.....	10

<http://sr.superspystudios.com>

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Street Name: \_\_\_\_\_  
 Real Name: \_\_\_\_\_ Race: \_\_\_\_\_ Gender: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_  
 Distinguishing Features: \_\_\_\_\_  
 Street Cred: \_\_\_\_\_ Notoriety: \_\_\_\_\_ Public Awareness: \_\_\_\_\_



	ATTRIBUTES		
	Nat.	Enh.	Cur.
BOD			
AGI			
REA			
STR			
CHA			
INT			
LOG			
WIL			

	SECONDARY ATTRIBUTES			
	Nat.	Enh.	Cur.	
Edge				
Essence				
Magic				
Resonance				
<b>INITIATIVE</b>				
	Nat.	Enh.	Cur.	IP
Physical				
Astral				
Matrix				

Total Karma	
Curr. Karma	
Walk	
Run	
Max Jump	
Composure	
Judge Intent	
Lift/Carry	
Memory	

QUALITIES	
Quality	Type

SKILLS												
Skill	Rank	Attr	Pool	Skill	Rank	Attr	Pool	Skill	Rank	Attr	Pool	

CONDITION MONITORS		
Physical	Stun	
	-1	
	-2	
	-3	
	-4	
	-5	
	-6	

8+(BOD÷2 Round Up)    8+(WIL÷2 Round Up)

CONTACTS			
Name	Connection	Loyalty	Type

FAKE IDENTIFICATIONS			
Alias	Rating	Licenses	Bank Account (¥)

Lifestyle: \_\_\_\_\_ Location: \_\_\_\_\_ Months Paid: \_\_\_\_\_

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**COMBAT GEAR**

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)																																	
Notes:						Ammo:	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								
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Melee Weapon	Attack Pool	Damage	AP	Reach	Armor	Ballistic	Impact
Notes:							
Notes:							
Notes:							
						<b>Total:</b>	

Implant	Rating	Essence
<b>Total:</b>		

Item	Rating	Loc.

Matrix	Resp	Sig
Commlink		
Operating System	Sys	Fire

**PERSONA**

Response	<table border="1"><tr><td></td></tr></table>		
Signal	<table border="1"><tr><td></td></tr></table>		
System	<table border="1"><tr><td></td></tr></table>		
Firewall	<table border="1"><tr><td></td></tr></table>		

Max Subscriptions (SYS x 2) \_\_\_\_\_

Hot Sim Capable 8+(SYS+2 Round Up)

Program	Rating	✓

Model	Handling	Accel	Speed	Pilot	Body	Armor	Sensor
Notes:							
Notes:							

**COMBAT GEAR**

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)																
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Melee Weapon	Attack Pool	Damage	AP	Reach	Armor	Ballistic	Impact
Notes:							
Notes:							
Notes:					<b>Total:</b>		

**GEAR**

Item	Rating	Loc.

**LIVING PERSONA**

Response	Signal	System	Firewall	Submersion Grade: _____								
<table border="1"><tr><td> </td><td> </td></tr></table>			<table border="1"><tr><td> </td><td> </td></tr></table>			<table border="1"><tr><td> </td><td> </td></tr></table>			<table border="1"><tr><td> </td><td> </td></tr></table>			Echoes: _____
Complex Form	Rtg	Skl	Pool	Complex Form	Rtg	Skl	Pool					

**SPRITES**

Sprite	Rating	Reg.	Pilot	Resp.	Fire.	Init.	IP
Skills:							
Complex Forms:							
Powers:							
Sprite	Rating	Reg.	Pilot	Resp.	Fire.	Init.	IP
Skills:							
Complex Forms:							
Powers:							
Sprite	Rating	Reg.	Pilot	Resp.	Fire.	Init.	IP
Skills:							
Complex Forms:							
Powers:							

**IMPLANTS**

Implant	Rating	Essence	
<b>Total:</b>	<table border="1"><tr><td> </td></tr></table>		

**VEHICLES/DRONES**

Model	Hndlng	Accel	Speed	Pilot	Body	Armor	Sensor
Notes:							
Notes:							

### COMBAT GEAR

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)																	
Notes:						Ammo:	<table border="1"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1"><tr><td></td><td></td><td></td><td></td></tr></table>					<table border="1"><tr><td></td><td></td><td></td><td></td></tr></table>				
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Melee Weapon	Attack Pool	Damage	AP	Reach	Armor	Ballistic	Impact		
Notes:									
Notes:									
Notes:									
						Total:	<table border="1"><tr><td></td><td></td></tr></table>		

Item	GEAR	Rating	Loc.

Spell	Type	Range	DMG	Dur.	DV	Effect

Spirit	SPIRITS	Force	Services	Bound

TRADITION				
Tradition Name: _____				
Combat: _____ Detection: _____				
Health: _____ Illusion: _____				
Manipulation: _____				
Drain: Willpower + _____				
ASTRAL FORM				
BOD AGI REA STR				
<table border="1"><tr><td>WIL</td><td>LOG</td><td>INT</td><td>CHA</td></tr></table>	WIL	LOG	INT	CHA
WIL	LOG	INT	CHA	
Astral Damage: _____				

Implant	IMPLANTS	Rating	Essence	
			Total: <table border="1"><tr><td></td></tr></table>	

INITIATION
Initiate Grade: _____ Metamagics: _____

Model	VEHICLES/DRONES	Hndlng	Accel	Speed	Pilot	Body	Armor	Sensor
Notes:								
Notes:								

**COMBAT GEAR**

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)																									
Notes:						Ammo:	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>							<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>							<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>							<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>						
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Melee Weapon	Attack Pool	Damage	AP	Reach	Armor	Ballistic	Impact				
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Notes:					Total:	<table border="1"><tr><td></td><td></td></tr></table>			<table border="1"><tr><td></td><td></td></tr></table>		

Item	Rating	Loc.

Spell	Type	Range	DMG	Dur.	DV	Effect

**SPIRITS**

Spirit	Force	Srvcs	Bound	B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
Skills:																
Powers:																
Spirit	Force	Srvcs	Bound	B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
Skills:																
Powers:																
Spirit	Force	Srvcs	Bound	B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
Skills:																
Powers:																
Spirit	Force	Srvcs	Bound	B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
Skills:																
Powers:																

**TRADITION**

Tradition Name: \_\_\_\_\_  
 Combat: \_\_\_\_\_  
 Detect: \_\_\_\_\_  
 Health: \_\_\_\_\_  
 Illusion: \_\_\_\_\_  
 Manip: \_\_\_\_\_  
 Drain: Will + \_\_\_\_\_

**ASTRAL FORM**

BOD 

WIL
-----

  
 AGI 

LOG
-----

  
 REA 

INT
-----

  
 STR 

CHA
-----

  
 Astral Damage: \_\_\_\_\_

**INITIATION**

Initiate Grade: \_\_\_\_\_ Metamagics: \_\_\_\_\_

**VEHICLES/DRONES**

Model	HndIng	Accel	Speed	Pilot	Body	Armor	Sensor
Notes:							
Notes:							



**Make/Model:** \_\_\_\_\_

**VEHICLE/DRONE**

Response    Signal    System    Firewall     Rigger Adaptation

Handling	<input type="text"/>	Autosoft	Ratg	Attr	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Accel	<input type="text"/>					Accessory		Rating	Loc.
Speed	<input type="text"/>								
Pilot	<input type="text"/>								
Body	<input type="text"/>								
Armor	<input type="text"/>								
Sensors	<input type="text"/>								

8+(BOD÷2 Round Up)

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes:						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes:						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Make/Model:** \_\_\_\_\_

**VEHICLE/DRONE**

Response    Signal    System    Firewall     Rigger Adaptation

Handling	<input type="text"/>	Autosoft	Ratg	Attr	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Accel	<input type="text"/>					Accessory		Rating	Loc.
Speed	<input type="text"/>								
Pilot	<input type="text"/>								
Body	<input type="text"/>								
Armor	<input type="text"/>								
Sensors	<input type="text"/>								

8+(BOD÷2 Round Up)

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes:						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes:						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Make/Model:** \_\_\_\_\_

**VEHICLE/DRONE**

Response    Signal    System    Firewall     Rigger Adaptation

Handling	<input type="text"/>	Autosoft	Ratg	Attr	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Accel	<input type="text"/>					Accessory		Rating	Loc.
Speed	<input type="text"/>								
Pilot	<input type="text"/>								
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8+(BOD÷2 Round Up)

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