4th Edition Character Sheets

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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			

INITIATIVE

	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
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0
			0				0				0

CONDITION MONITORS

Physical	Stun
-1	-1
-2	-2
-3	-3
-4	-4
-5	-5
-6	-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:				
Notes:					Ammo:				
Notes:					Ammo:				

Melee Weapon	Attack Pool	Damage	AP	Reach
Notes:				
Notes:				
Notes:				

Armor	Ballistic	Impact
Total:	0	0

IMPLANTS

Implant	Rating	Essence

COMBAT GEAR

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:					Ammo:				
Notes:					Ammo:				
Notes:					Ammo:				

Melee Weapon	Attack Pool	Damage	AP	Reach
Notes:				
Notes:				
Notes:				

Armor	Ballistic	Impact
Total:	0	0

GEAR

Item	Rating	Loc.

COMBAT GEAR

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:					Ammo:				
Notes:					Ammo:				
Notes:					Ammo:				

Melee Weapon	Attack Pool	Damage	AP	Reach
Notes:				
Notes:				
Notes:				

Armor	Ballistic	Impact
Total:	0	0

GEAR

Item	Rating	Loc.

COMBAT GEAR

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:					Ammo:				
Notes:					Ammo:				

Melee Weapon	Attack Pool	Damage	AP	Reach
Notes:				
Notes:				

Armor	Ballistic	Impact
Total:	0	0

GEAR

Item	Rating	Loc.

SPELLS

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	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:				
Notes:					Ammo:				
Notes:					Ammo:				

Melee Weapon	Attack Pool	Damage	AP	Reach
Notes:				
Notes:				
Notes:				

Armor	Ballistic	Impact
Total:	0	0

GEAR

Item	Rating	Loc.

POWERS

Power	Level	Cost	Effect

VEHICLE/DRONE

Make/Model:_____

Response	Signal	System	Firewall

☐ Rigger Adaptation

Handling	
Accel	
Speed	
Pilot	
Body	
Armor	
Sensors	

Autosoft	Ratg	Attr	Pool

Accessory	Rating	Loc.

8+(BOD÷2 Round Up)

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:					Ammo:				
Notes:					Ammo:				
					Ammo:				

VEHICLE/DRONE

Make/Model:_____

Response	Signal	System	Firewall

☐ Rigger Adaptation

Handling	
Accel	
Speed	
Pilot	
Body	
Armor	
Sensors	

Autosoft	Ratg	Attr	Pool

Accessory	Rating	Loc.

8+(BOD÷2 Round Up)

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:					Ammo:				
Notes:					Ammo:				
					Ammo:				

VEHICLE/DRONE

Make/Model:_____

Response	Signal	System	Firewall

☐ Rigger Adaptation

Handling	
Accel	
Speed	
Pilot	
Body	
Armor	
Sensors	

Autosoft	Ratg	Attr	Pool

Accessory	Rating	Loc.

8+(BOD÷2 Round Up)

Ranged Weapon	Attack Pool	Damage	AP	Mode	RC	Short (0)	Med. (-1)	Long (-2)	Ext. (-3)
Notes:					Ammo:				
Notes:					Ammo:				
					Ammo:				

GEAR

Item	Rating	Qty	Location	Notes

GEAR

Item	Rating	Qty	Location	Notes

NOTES