



4th Edition Character Sheet  
by chinagreenelvis

Condition Monitor

Physical Damage Track

-1

-2

-3

-4

-5

-6

-7

-8

-9

-10

-11

-12

-13

-14

-15

-16

-17

-18

Total Physical

Remaining Physical

Total Stun

Remaining Stun

Additional DP Modifiers

Total Dice Pool Modifiers

Pain Editor Bioware

Damage Compensator Bioware

Adept Pain Resistance

High Pain Tolerance

Low Pain Tolerance

Supernatural Toughness [Physical]

Supernatural Toughness [Stun]

Tough As Nails

Cyberlimb Count

Physical Track Modifier

Stun Track Modifier

Stun Damage Track

-1

-2

-3

-4

-5

-6

-7

-8

-9

-10

-11

-12

-13

-14

-15

-16

-17

-18

Name			Edge		Current Edge	
Alias			Karma		Earned Karma	
Archetype			Notoriety		Street Cred	
Metatype			Public Awareness		+/-	=
Ethnicity			Walking Rate		Composure	
Age		Sex		Running Rate		Judge Intent
Height		Weight		Lift [kg]		Lifting
Occupation			Overhead Lift [kg]		Memory	
Damage Resistance (Ballistic)				Damage Resistance (Impact)		

Attributes	Enhancement/Modification				+	Aug.
Body						
Agility						
Reaction						
Strength						
Charisma						
Intuition						
Logic						
Willpower						
Essence						
Initiative						
Initiative Passes						

## Lifestyles

Location

Rating

Points

Cost

Next Pay Date

Qualities/Info

Location

Rating

Points

Cost

Next Pay Date

Qualities/Info

## Positive and Negative Qualities

## Character Bio

[The main body of the page is blank, indicating that the notes have not been recorded.]



**Active Skills (Continued)**

Rating

Linked Att.

Dice





**Magician/Adept****Enhancement**

+

**Aug.**

Astral Initiative

Initiative Passes

**Magic**

Increased Magic

Astral Agility

Adept

Mystic Adept

Initiation

Active Magic

Astral Body

Mana Points

Drain Resistance

Tradition

Mentor Spirit

Astral Reaction

Power Points

Willpower +

Astral Strength

Remaining PP

Metamagic/Notes

**Adept Powers**

Remaining PP

Power

PP Cost

Rating

Power

PP Cost

Rating





Spirit

Body

Agility

Reaction

Strength

Charisma

Intuition

Logic

Willpower

Force

Favors

Astral

Bound

Magic

Initiative

Essence

Edge

Current Edge

Spirit

Body

Agility

Reaction

Strength

Charisma

Intuition

Logic

Willpower

Force

Favors

Astral

Bound

Magic

Initiative

Essence

Edge

Current Edge

Physical Damage

Stun Damage

-1

-1

-2

-2

-3

-3

-4

-4

Physical Damage

Stun Damage

-1

-1

-2

-2

-3

-3

-4

-4

Spirit

Body

Agility

Reaction

Strength

Charisma

Intuition

Logic

Willpower

Force

Favors

Astral

Bound

Magic

Initiative

Essence

Edge

Current Edge

Spirit

Body

Agility

Reaction

Strength

Charisma

Intuition

Logic

Willpower

Force

Favors

Astral

Bound

Magic

Initiative

Essence

Edge

Current Edge

Physical Damage

Stun Damage

-1

-1

-2

-2

-3

-3

-4

-4

Physical Damage

Stun Damage

-1

-1

-2

-2

-3

-3

-4

-4

**Technomancer****Enhancement**

+

**Aug.**

Matrix Initiative

Initiative Passes

Resonance

Increased Res.

Firewall

Biofeedback Filter

Submersion

Active Res.

Response

Fading Resistance

Stream

Paragon

Signal

Resonance +

System

Echoes / Complex Forms / Notes

Sprite

Sprite

Sprite

Sprite

Rating

Rating

Rating

Rating

Tasks

Tasks

Tasks

Tasks

Pilot

Pilot

Pilot

Pilot

Response

Response

Response

Response

Firewall

Firewall

Firewall

Firewall

Matrix Initiative

Matrix Initiative

Matrix Initiative

Matrix Initiative

Edge

Edge

Edge

Edge

Current Edge

Current Edge

Current Edge

Current Edge

Registered

Registered

Registered

Registered



-1

-1

-1

-1

-2

-2

-2

-2

-3

-3

-3

-3

### Augmentation - Eyeware

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

### Augmentation - Earware

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

## Augmentation - Headware

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

## Augmentation - Bodyware

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

### Augmentation - Left Arm

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

### Augmentation - Right Arm

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

### Augmentation - Left Leg

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

### Augmentation - Right Leg

Cyberware	Capacity	Essence Loss	Remaining Capacity			
Mods/Notes						
				Accessories/Implants		

**Commlink**

Matrix Initiative Mod. + Aug

HOT

COLD

Initiative Passes Mod. + Aug.

HOT

COLD

Linked SIN

Model

OS

Response **Condition Monitor**

System - 1

Signal - 2

Firewall - 3

Processor Limit. - 4

Programs/Data - 5

**Commlink**

Matrix Initiative Mod. + Aug

HOT

COLD

Initiative Passes Mod. + Aug.

HOT

COLD

Linked SIN

Model

OS

Response **Condition Monitor**

System - 1

Signal - 2

Firewall - 3

Processor Limit. - 4

Programs/Data - 5

SIN

Rating

Name

Nuyen

Data/Info

SIN

Rating

Name

Nuyen

Data/Info

SIN

Rating

Name

Nuyen

Data/Info

SIN

Rating

Name

Nuyen

Data/Info

**Ranged Weapons**

Damage

AP

Mode

RC

Ammo

Ammo  
Left

Mods

Mods

Mods

Mods

Mods

Mods

Mods

Mods

Mods

Mods



**Armor**

Ballistic

Impact

Info

Info

Info

Info

Info

Info

Info

Info

Info

Info

Gear

Stored

Carrying





**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes

**Vehicle/Drone**

Capacity

Physical Damage

Handling

    - 1

Acceleration

    - 2

Speed

    - 3

Body

    - 4

Armor

    - 5

Pilot

    - 6

Sensor

   

Modifications / Notes