



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	

CONDITION MONITORS		
Physical	Stun	
	-1	
	-2	
	-3	
	-4	
	-5	
	-6	
		-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" style="display:inline-table; width:40px; height:15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									<table border="1" style="display:inline-table; width:40px; height:15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									<table border="1" style="display:inline-table; width:40px; height:15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									<table border="1" style="display:inline-table; width:40px; height:15px;"><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						Armor		Ballistic		Impact																															
Attack Pool					Damage		AP		Reach																																
Notes:																																									
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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:																
Skills:																
Powers:																
Skills:																
Powers:																
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	<input type="text"/>	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)

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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)

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Make/Model: _____

VEHICLE/DRONE

Response Signal System Firewall Rigger Adaptation

Handling	<input type="text"/>	Autosoft	<input type="text"/>	Ratg	Attr	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Speed	<input type="text"/>									
Pilot	<input type="text"/>									
Body	<input type="text"/>									
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Sensors	<input type="text"/>									

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