



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

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																						
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Notes:																													
Notes:																													

GEAR

Item	Rating	Loc.

LIVING PERSONA

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

VEHICLES/DRONES

Model	HndIng	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" style="width:20px; height:20px;"></table>	<table border="1" style="width:20px; height:20px;"></table>	<table border="1" style="width:20px; height:20px;"></table>	<table border="1" style="width:20px; height:20px;"></table>
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Melee Weapon	Attack Pool	Damage	AP	Reach	Armor	Ballistic	Impact
Notes:							
Notes:							
Notes:					Total:		<table border="1" style="width:40px; height:20px;"></table>

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	<table border="1" style="width:100%; height:20px;"><tr><td align="center">WIL</td></tr></table>	WIL
WIL		
AGI	<table border="1" style="width:100%; height:20px;"><tr><td align="center">LOG</td></tr></table>	LOG
LOG		
REA	<table border="1" style="width:100%; height:20px;"><tr><td align="center">INT</td></tr></table>	INT
INT		
STR	<table border="1" style="width:100%; height:20px;"><tr><td align="center">CHA</td></tr></table>	CHA
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	<input type="text"/>	Attr	<input type="text"/>	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>						
Accel	<input type="text"/>																		
Speed	<input type="text"/>																		
Pilot	<input type="text"/>																		
Body	<input type="text"/>																		
Armor	<input type="text"/>																		
Sensors	<input type="text"/>																		
Ranged Weapon		Attack Pool		Damage		AP		Mode		RC		Short (0)		Med. (-1)		Long (-2)		Ext. (-3)	
Notes:										Ammo:		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	
Notes:										Ammo:		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	
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Make/Model: _____

VEHICLE/DRONE

Response Signal System Firewall Rigger Adaptation

Handling	<input type="text"/>	Autosoft	<input type="text"/>	Ratg	<input type="text"/>	Attr	<input type="text"/>	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>						
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Body	<input type="text"/>																		
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Notes:										Ammo:		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	
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Make/Model: _____

VEHICLE/DRONE

Response Signal System Firewall Rigger Adaptation

Handling	<input type="text"/>	Autosoft	<input type="text"/>	Ratg	<input type="text"/>	Attr	<input type="text"/>	Pool	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>						
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