

PERSONAL DATA						
Alias:		Name:				
Metatype:	Sex:	Height:	m	Weight:	kg	Age: years
Description: _____ Lifestyle: _____						
Street Cred:		Notoriety:		Public Awareness:		Karma: Karma total:

ATTRIBUTES					
PHYSICAL		MENTAL		SPECIAL	
BODY _____	WIL power _____	EDGE _____	INIT iative _____	D6 _____	LIMIT _____
AGL ility _____	LOG ic _____	Current Edge _____	Physical _____	+	Physical _____
REA ction _____	INT uition _____	ESS ence _____	Matrix (CS / HS) _____	+ 3D6 / 4D6	Mental _____
STR ength _____	CHA risma _____	MAG ic / RES onance _____	Astral _____	+ 3D6	Social _____

PHYSICAL (8 + BODY/2)		DAMAGE TRACKS		MATRIX (8 + DEVICE/2)		QUALITIES	
STUN (8 + WIL/2)		STUN (8 + WIL/2)		MATRIX (8 + DEVICE/2)		QUALITIES	
	-1		-1				
	-2		-2				
	-3		-3				
	-4		-4				
	-5						
	-6						

SKILLS											
Skill (Specialization)	Linked attribute	Total	Skill rating	Attrib. rating	Variou s	Skill (Specialization)	Linked attribute	Total	Skill rating	Attrib. rating	Variou s
COMBAT SKILLS						RESONANCE SKILLS					
ARCHERY (_____)	AGI		=	+	+	COMPILING (_____)	RES		=	+	+
BLADES (_____)	AGI		=	+	+	DECOMPILING (_____)	RES		=	+	+
CLUBS (_____)	AGI		=	+	+	REGISTERING (_____)	RES		=	+	+
UNARMED COMBAT (_____)	AGI		=	+	+	TECHNICAL SKILLS					
EXOTIC RANGED WEAPON (_____)	AGI		=	+	+	ANIMAL HANDLING (_____)	CHA		=	+	+
EXOTIC RANGED WEAPON (_____)	AGI		=	+	+	ARMORER (_____)	LOG		=	+	+
AUTOMATICS (_____)	AGI		=	+	+	ARTISAN (_____)	INT		=	+	+
PISTOLS (_____)	AGI		=	+	+	BIOTECHNOLOGY (_____)	LOG		=	+	+
LONGARMS (_____)	AGI		=	+	+	CYBERTECHNOLOGY (_____)	LOG		=	+	+
HEAVY WEAPONS (_____)	AGI		=	+	+	FIRST AID (_____)	LOG		=	+	+
THROWING WEAPONS (_____)	AGI		=	+	+	MEDICINE (_____)	LOG		=	+	+
PHYSICAL SKILLS						VEHICLE SKILLS					
GYMNASTICS (_____)	AGI		=	+	+	CHEMISTRY (_____)	LOG		=	+	+
RUNNING (_____)	STR		=	+	+	CYBERCOMBAT (_____)	LOG		=	+	+
SWIMMING (_____)	STR		=	+	+	ELECTRONIC WARFARE (_____)	LOG		=	+	+
DIVING (_____)	BOD		=	+	+	HACKING (_____)	LOG		=	+	+
ESCAPE ARTIST (_____)	AGI		=	+	+	DEMOLITIONS (_____)	LOG		=	+	+
FREE-FALL (_____)	BOD		=	+	+	COMPUTER (_____)	LOG		=	+	+
NAVIGATION (_____)	BOD		=	+	+	HARDWARE (_____)	LOG		=	+	+
SURVIVAL (_____)	WIL		=	+	+	SOFTWARE (_____)	LOG		=	+	+
TRACKING (_____)	INT		=	+	+	AERONAUTICS MECHA. (_____)	LOG		=	+	+
PERCEPTION (_____)	INT		=	+	+	AUTOMOTIVE MECHA. (_____)	LOG		=	+	+
DISGUISE (_____)	INT		=	+	+	INDUSTRIAL MECHA. (_____)	LOG		=	+	+
PALMING (_____)	AGI		=	+	+	NAUTICAL MECHA. (_____)	LOG		=	+	+
SNEAKING (_____)	AGI		=	+	+	FORGERY (_____)	LOG		=	+	+
SOCIAL SKILLS						KNOWLEDGE SKILLS & LANGUAGES					
CON (_____)	CHA		=	+	+	N					
IMPERSONATION (_____)	CHA		=	+	+				=	+	+
PERFORMANCE (_____)	CHA		=	+	+				=	+	+
ETIQUETTE (_____)	CHA		=	+	+				=	+	+
LEADERSHIP (_____)	CHA		=	+	+				=	+	+
NEGOTIATION (_____)	CHA		=	+	+				=	+	+
INSTRUCTION (_____)	CHA		=	+	+				=	+	+
INTIMIDATION (_____)	CHA		=	+	+				=	+	+
MAGICAL SKILLS									=	+	+
ARCANA (_____)	LOG		=	+	+				=	+	+
ASSESSING (_____)	INT		=	+	+				=	+	+
ASTRAL COMBAT (_____)	WIL		=	+	+				=	+	+
BANISHING (_____)	MAG		=	+	+				=	+	+
BINDING (_____)	MAG		=	+	+				=	+	+
SUMMONING (_____)	MAG		=	+	+				=	+	+
ALCHEMY (_____)	MAG		=	+	+				=	+	+
ARTIFICING (_____)	MAG		=	+	+				=	+	+
DISENCHANTING (_____)	MAG		=	+	+				=	+	+
COUNTERSPELLING (_____)	MAG		=	+	+				=	+	+
RITUAL SPELLCASTING (_____)	MAG		=	+	+				=	+	+
SPELLCASTING (_____)	MAG		=	+	+				=	+	+

