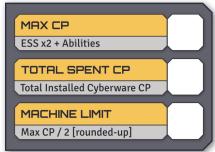
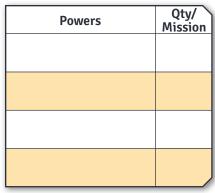


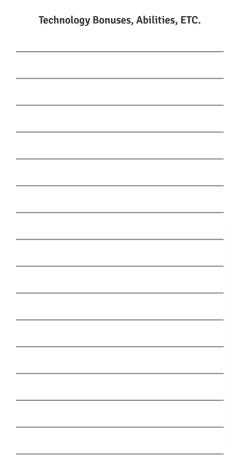
	Worn Armor: +AV DEF					INVENTOR' Weapon or Gear	Y Rating	Qty	Looted	Equip
	+AV DEF	Move	EoU	,"	CAP					
APPEARANCE	Special:									
Gender:										
Height: Weight/Build:										
Skin:	Worn Shield:				'					
Eyes:	+AV DEF	Move	EoU)*	CAP					
Hair:	Special:		L							
Vibe: PORTRAIT										
	Worn Armor and Shields an Carrying Capacity (CC). *The Ease of Use (EoU) val added to the asterisk (*) m	re not cou ues from arked ski	nted aga your Arr lls on the	ainst you nor and e front p	Shield is age.				0	
	WEAPO	JN R	ANK	(5						
	Weapon Types	Ranks	Stat	+/-	Sum					
	Light Weapons (CRD)									
WEALTH	Heavy Weapons (CRD)									
	Unarmed (CRD)									
Valuables:	Archery (MRK)									
	Artillery (MRK)									
	Longarms (MRK)									
	Pistols (MRK)									
	Thrown (MRK)									
CONTACTS F)RS			77	Carrying Capacity / CO	C Weapons:		Gear: (
)RS	T/P	Ratin	g	Carrying Capacity / CC	C Weapons:	Note		
CONTACTS F	AND FAVO	RS		Ratin	g		C Weapons:	Note		
CONTACTS F	AND FAVO	RS		Ratin	g		C Weapons:	Note		
CONTACTS F	AND FAVO)RS		Ratin	g		C Weapons:	Note		
CONTACTS F	AND FAVO)RS		Ratin	g		C Weapons:	Note		
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CONTACTS F	AND FAVO)RS		Ratin	g		C Weapons:	Note		
CONTACTS F	AND FAVO	RS		Ratin	g		C Weapons:	Note		
CONTACTS F	AND FAVO)RS		Ratin	g		Weapons:	Note		
CONTACTS F	AND FAVO)RS		Ratin	g		Weapons:	Note		
CONTACTS F	AND FAVO	PS		Ratin	g		Weapons:	Note		
CONTACTS F Contact Name	Profession	RS		Ratin	g	Favors		Note		
CONTACTS F Contact Name	AND FAVO)RS		Ratin	g			Note		
CONTACTS F Contact Name	Profession)RS		Ratin	g	Favors		Note		
CONTACTS F Contact Name	Profession	DRS		Ratin	g	Favors		Note		
CONTACTS F Contact Name	Profession)RS		Ratin	g	Favors		Note		
CONTACTS F Contact Name	Profession	DRS		Ratin	g	Favors		Note		

CYBER STATS

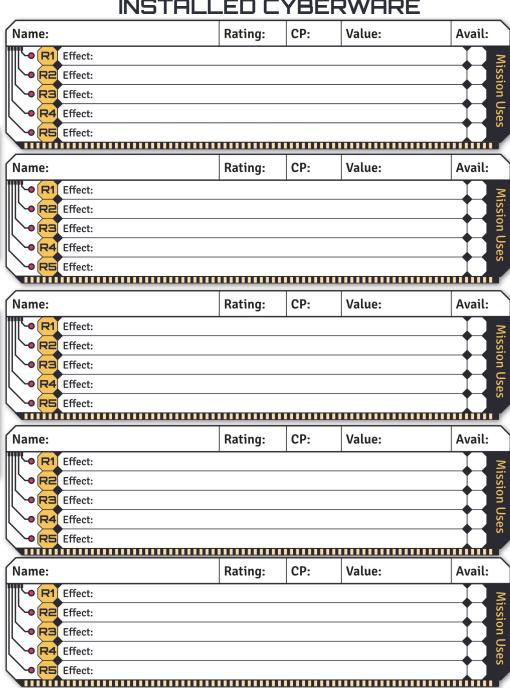


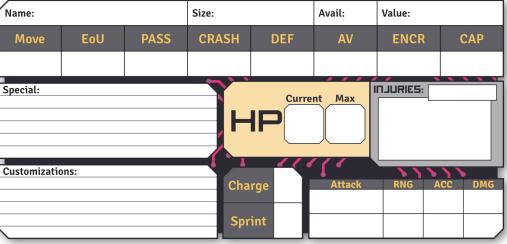
CP/SYNERGY POWERS





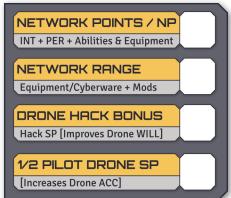
INSTALLED CYBERWARE





WAULT

DRONE OP STATS



PILOTING NP POOL

Sacrificed Action	Pooled NP
Attack Action	
Move Action	
Snap Action	

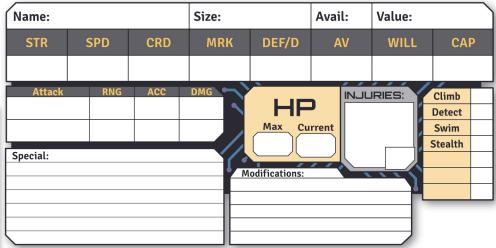
DRONE PILOTING ACTIONS

Drone Action	NP Cost	Action Limit
Attack	1	3 / turn
Move	1	1/turn
Surge ACC or DMG	2	1 / roll
Cheap Shot	2	∞
Dodge	2	∞

NETWORK ABILITIES

Ability	NP Cost	Effect

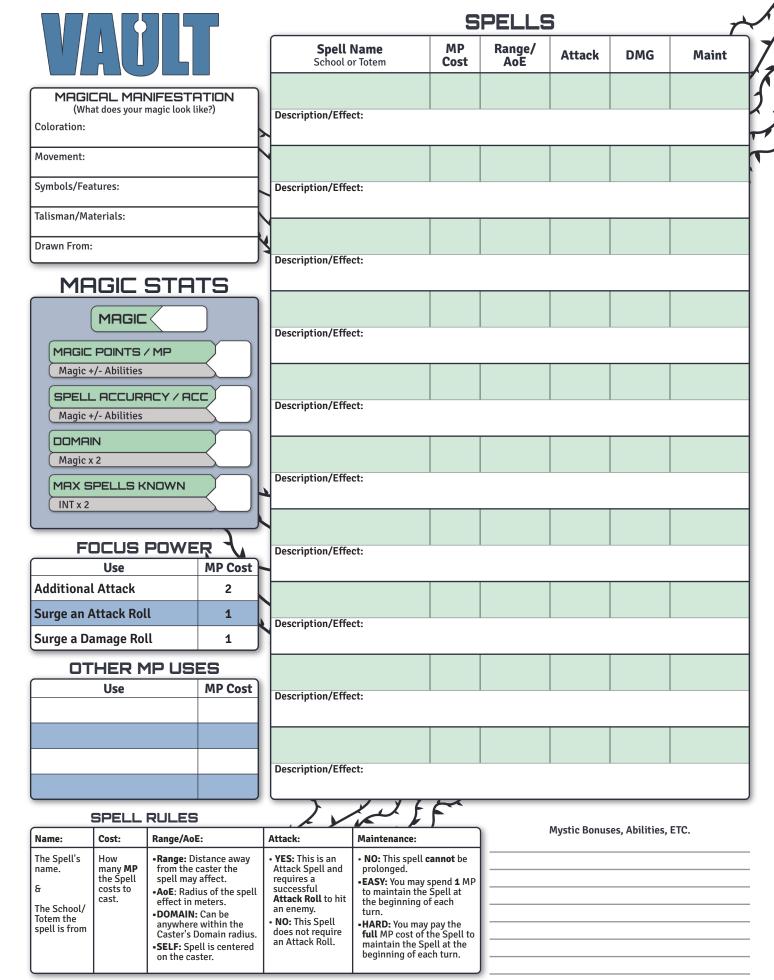
DRONES



Name:			Size:		Avail:	Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP
Attack Special:	RNG	ACC	DMG	Max Cu odifications:	rrent	IRIES:	Climb Detect Swim Stealth

Name:			Size:		Avail:	Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP
Special:	RNG	ACC	DMG	Max Cu odifications:	rrent		Climb Detect Swim Stealth

Drone Bonuses, Abilities, Notes, ETC.





CURRENT EXP

FOCUS POWER

Use	MP Cost
Additional Attack	2
Surge an Attack Roll	1
Surge a Damage	1

OTHER MP USES

Use	MP Cost

Druids:

Your Animal Companion is your connection to the magical world, if all of your companions die you become Broken (lose one action on each turn and regain only half of your per turn resources) until a new one can be gained during Downtime.

Bonuses,	Abilities,	ETC.
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Bonuses, Abilities, ETC.							

COMPANIONS, SUMMONS, AND FAMILIARS

Cor	npanion	Name:							Curre	nt		Max	
Туре	:				Size:			1 F					
	STR	□ INT	Portr	ait					INJURIES:	:	Pois	S	
	PHY	□ PER									Stur Path		—
									Weapon Ty	ре	Ranks	Stat	Total ACC
	SPD	□ ESS											
				Att	ack		QTY		ACC	[OMG	R	NG
	AGL	WILL											
	CRD	DEF	Abilitie	s & Speci	al:								
	MRK	AV											
	Gear (Max 1)	Climb	Detect	Run	Swim	Stealth	Tra	ck				

7	ni a u Ni								_			
Compa	nion N	ame:					- 1		Curren	<u>t</u>	Max	
Туре:					Size:			<u> </u> F				
☐ ST	R Ĭ□) INT	Portr	ait					INJURIES: (nison nds	
□ PH	IY C	PER								1-	un ith	
									Weapon Typ	e Ranl	s Stat	Total ACC
□ SP	D C	ESS										
				Att	ack		QTY		ACC	DMG	F	RNG
□ AG	iL	WILL										
□ CR		DEF										
o en		DEI	Abilitie	s & Speci	al:							
□ MR	K	AV										
G	iear (Ma	x 1)	Climb	Detect	Run	Swim	Stealth	Tra	ck			