

	ARMOR AN	D Sł	-IIE				INVENTOR'	Y Rating	Qty	Looted	Equip
	+AV DEF Mo	ve	EoU	j*	CAP	l	Weapon or Gear				
APPEARANCE	Special:				-	l					
Gender: Height:						H					
Weight/Build:					/	ŀ					
Skin:	Worn Shield: +AV DEF Mo	ve	EoU	*	CAP	ı					
Eyes:						Ш					
Vibe:	Special:					IH					
PORTRAIT						ŀ					
	Worn Armor and Shields are no Carrying Capacity (CC). *The Ease of Use (EoU) values added to the asterisk (*) marke		_	_		ĺ					
	WEAPON	I RAI	NK	(5		-					
	Weapon Types Ra	nks S	tat	+/-	Sum	ı					
	Light Weapons (CRD)					ш					
WEALTH	Heavy Weapons (CRD)					Ш					
	Unarmed (CRD)					lŀ					
Valuables:	Archery (MRK)					ŀ					
	Artillery (MRK)					ш					
	Longarms (MRK)					Ш					
	Pistols (MRK)					IH					
	Thrown (MRK)					ı,					
CONTACTS F	AND FAVOR	25					Carrying Capacity / CO	Weapons:		Gear: (
Contact Name	Profession	T,	/P	Ratir	g		Favors		Note	es .	
<u> </u>											
Bonuse	es, Abilities, ETC.						Notes,	Misc.			



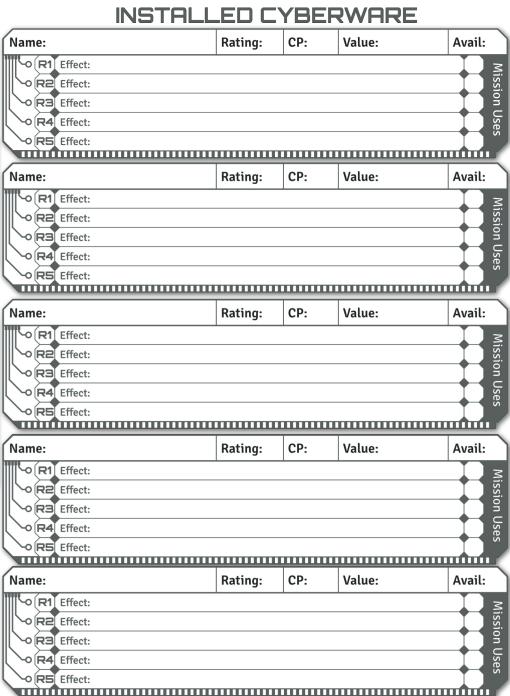
CYBER STATS



CP/SYNERGY POWERS

Powers	Qty/ Mission

Technology Bonuses, Abilities, ETC.



VEHICLE

Name:			Size:		Avail:	Value:	
Move	EoU	PASS	CRASH	DEF	AV	ENCR	CAP
Special: Current Max HP							
Customizatio	ons:		Cha	rge	Attack	RNG A	ACC DMG
			Spr	int			



DRONE OP STATS

NETWORK POINTS / NP
INT + PER + Abilities & Equipment

NETWORK RANGE
Equipment/Cyberware + Mods

DRONE HACK BONUS

Hack SP [Improves Drone WILL]

1/2 PILOT DRONE SP

[Increases Drone ACC]

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	00
Dodge	2	000

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		Climb Detect Swim Stealth

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

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

Drone Bonuses, Abilities, Notes, ETC.



MAGICAL MANIFESTATION (What does your magic look like?) Coloration: Movement: Symbols/Features: Talisman/Materials: Drawn From:

MAGIC STATS

MAGIC
MAGIC POINTS / MP
Magic +/- Abilities
SPELL ACCURACY / ACC
Magic +/- Abilities
DOMAIN
Magic x 2
MAX SPELLS KNOWN
INT x 2

FOCUS POWER

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

OTHER MP USES

Use	MP Cost

SPELLS

3FELL3												
Spell Name School or Totem	MP Cost	Range/ AoE	Attack	DMG	Maint							
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												
Description/Effect:												

SPELL RULES

Name:	ost: Range/AoE:	Attack:	Mystic Bonuses, Abilities, ETC.	
The Spell's name. & The School/ Totem the spell is from	•Range: Distance away from the caster the spell may affect. •AoE: Radius of the spel effect in meters. •DOMAIN: Can be anywhere within the Caster's Domain radius •SELF: Spell is centered on the caster.	Attack Roll to hit an enemy. NO: This Spell does not require	No: This spell cannot be prolonged. EASY: You may spend 1 MP to maintain the Spell at the beginning of each turn. HARD: You may pay the full MP cost of the Spell to maintain the Spell at the beginning of each turn.	





FOCUS POWER

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

COMPANIONS, SUMMONS, AND FAMILIARS

Companion Name:							Ϋ́_		Curre	nt		Max		
Туре	2:					Size:			<u>H</u> F	7 (
	STR		INT	Portr	ait					INJURIES:		Pois Rad:	S	
	PHY		PER	1								Path		
										Weapon Ty	pe	Ranks	Stat	Total ACC
	SPD	0	ESS											
					Att	ack		QTY	′	ACC		DMG	R	NG
	AGL		WILL											
	CRD		DEF	Abilitie	s & Speci	al:								
	MRK		AV											
	Gear (Max 1)	Climb	Detect	Run	Swim	Stealth	Tra	ck				

		2.4													
loD	Companion Name:									Curre	nt	_	Max		
Type: Size:								 	<u>l</u> F						
	STR		INT	Portra	ait					INJURIES:	:	Pois	on		
												Rad			
	PHY		PER									Stur Path			
										Weapon Ty	/pe	Ranks	Stat	Total ACC	
	SPD		ESS												
					Att	ack:		QTY	7	ACC DMG			F	RNG	
	AGL		WILL												
	CRD		DEF	A1.:1:4:		-1									
				Abilitie	s & Speci	al:									
	MRK		AV												
	Gear (Max 1	.)	Climb	Detect	Run	Swim	Stealth	Tra	ck					