







# VAULT

# DRONES

## DRONE OP STATS

<b>NETWORK POINTS / NP</b> INT + PER + Abilities & Equipment	
<b>NETWORK RANGE</b> Equipment/Cyberware + Mods	
<b>DRONE HACK BONUS</b> Hack SP [Improves Drone WILL]	
<b>1/2 PILOT DRONE SP</b> [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	∞
Dodge	2	∞

## NETWORK ABILITIES

Ability	NP Cost	Effect

Name:			Size:			Avail:		Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP		
Attack	RNG	ACC	DMG	<b>HP</b> Max <input type="text"/> Current <input type="text"/>	<b>INJURIES:</b> <input type="text"/>	Climb		Detect	
						Swim		Stealth	
Special:				Modifications:					

Name:			Size:			Avail:		Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP		
Attack	RNG	ACC	DMG	<b>HP</b> Max <input type="text"/> Current <input type="text"/>	<b>INJURIES:</b> <input type="text"/>	Climb		Detect	
						Swim		Stealth	
Special:				Modifications:					

Name:			Size:			Avail:		Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP		
Attack	RNG	ACC	DMG	<b>HP</b> Max <input type="text"/> Current <input type="text"/>	<b>INJURIES:</b> <input type="text"/>	Climb		Detect	
						Swim		Stealth	
Special:				Modifications:					

Drone Bonuses, Abilities, Notes, ETC.

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# VAULT

# SPELLS

## 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

## SPELL RULES

Name:	Cost:	Range/AoE:	Attack:	Maintenance:
The Spell's name. & The School/Totem the spell is from	How many MP the Spell costs to cast.	<ul style="list-style-type: none"> <li>•<b>Range:</b> Distance away from the caster the spell may affect.</li> <li>•<b>AoE:</b> Radius of the spell effect in meters.</li> <li>•<b>DOMAIN:</b> Can be anywhere within the Caster's Domain radius.</li> <li>•<b>SELF:</b> Spell is centered on the caster.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>YES:</b> This is an Attack Spell and requires a successful <b>Attack Roll</b> to hit an enemy.</li> <li>• <b>NO:</b> This Spell does not require an Attack Roll.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>NO:</b> This spell <b>cannot</b> be prolonged.</li> <li>• <b>EASY:</b> You may spend <b>1 MP</b> to maintain the Spell at the beginning of each turn.</li> <li>• <b>HARD:</b> You may pay the <b>full MP</b> cost of the Spell to maintain the Spell at the beginning of each turn.</li> </ul>

## Mystic Bonuses, Abilities, ETC.

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