Name

Background

Money

Level **XP**

First Edge		Lvl 2 = 3xp	Lvl 7 = 39xp
		Lvl 3 = 6xp	Lvl 8 = 54xp
Second Edge		Lvl 4 = 12xp	Lvl 9 = 72xp
		Lvl 5 = 18xp	Lvl 10 = 93xp
Third Edge	Gained at 5th Level	Lvl 6 = 27xp	Lvl 11+ = +24

Friends and Acquaintances

Weapons Total Atk Bonus

Name		Range ⊙	/	+
Trauma Die	Trauma Mult.	Ammo		
Mods		Damage		Shock

Name		Range ⊙	/	+
Trauma Die	Trauma Mult.	Ammo		
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Name		Range ⊙	/	+
Trauma Die	Trauma Mult.	Ammo		
Mods		Damage		Shock

Administer		Lead		Stab	
Connect		Notice		Survive	
Drive		Perform		Talk	
Exert		Program		Trade	
Fix		Punch		Work	
Heal		Shoot			
Know		Sneak			

+3 sp per lvl (Educated Edge: +1 bonus sp)   Cost: new value + 1   Max: +2 at lvl 3 | +3 at lvl 6 | +4 at lvl 9

Base Atk Bonus + Equal to Lvl/2, rounded down
With On Target Edge, equal to Lvl   **Skill Points**

Foci +1 Focus at lvl 2, lvl 5, lvl 7 & lvl 10

Lvl

Lvl

Lvl

Lvl

Lvl

Lvl

Lvl

Readied Items Max Readied Items = STR ÷ 2

Hit Points / Major Injuries Max:

(1D6 + Con) x Level   Hard to Kill Edge: Gain +2 per level

System Strain Permanent:

Max = CON + Lifestyle Mod

Attributes

3 (-2) | 4-7 (-1) | 8-13 (+0) | 14-17 (+1) | 18 (+2)

STR

DEX

CON

INT

WIS

CHA

Boosts: 1st: 1sp (lvl 1) | 2nd: 2sp (lvl 1)
3rd: 3sp (lvl 3) | 4th: 4sp (lvl 6) | 5th: 5sp (lvl 9)

Saving Throws

Physical	Evasion	Mental	Luck
16 - lvl	16 - lvl	16 - lvl	16 - lvl
- [Str	Con]	- [Dex	Int]	- [Wis	Cha]	

Melee Armor Class	Ranged Armor Class	Armor Soak	Trauma Target

Current Armor

Cyberware	Cost	Type	Concealment	Sys. Strain
Effect:				
Effect:				
Effect:				
Effect:				
Effect:				
Effect:				
Effect:				
Effect:				
Cyber Maintenance		= 5% Total Cost / Month		

Stowed Equipment (Backpack)

Max Enc = STR

Non-Encumbering Equipment

Equipment in Storage

Assets / Owned Property

Cyberdeck and Hacking Details

Vehicle and Drone Details

Notes to Remember

Noteworthy Missions

Aliases / ID's

Languages Known

Current Goals