



CHARACTER RECORD SHEET

NAME		RACE
SEX	AGE	DESCRIPTION
NOTES		

ATTRIBUTES

	RATING	REACTION
Body	_____	
Quickness	_____	
Strength	_____	
Charisma	_____	
Intelligence	_____	INITIATIVE
Willpower	_____	
Essence	_____	
(Magic)	_____	

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

KARMA

KARMA
POOL

GOOD
KARMA

SKILLS

DICE POOLS

COMBAT POOL	
_____ POOL	
_____ POOL	
_____ POOL	

SPELLS

ARMOR/GEAR

TYPE	RATING

CYBERWARE

TYPE	RATING	TYPE	RATING	TYPE	RATING	TYPE	RATING

WEAPONS

CHARACTER SKETCH

CHARACTER NOTES

CONTACTS AND INFORMATION

GAME NOTES/GEAR

VEHICLE

TYPE	RATING	CONDITION MONITOR
HANDLING	DESTROYED>	<input type="checkbox"/>
SPEED	<input type="checkbox"/>	<input type="checkbox"/>
BODY	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>	<input type="checkbox"/>
SIGNATURE	SERIOUS>	<input type="checkbox"/>
PILOT	DAMAGE	<input type="checkbox"/>
FIRMPONTS	MODERATE>	<input type="checkbox"/>
HARDPOINTS	DAMAGE	<input type="checkbox"/>
NOTES		

CYBERDECK

TYPE	RATING	CONDITION MONITOR
PERSONA	<input type="checkbox"/>	DECK CRASH>
HARDENING	<input type="checkbox"/>	<input type="checkbox"/>
MEMORY	<input type="checkbox"/>	<input type="checkbox"/>
STORAGE	<input type="checkbox"/>	SERIOUS>
LOAD	<input type="checkbox"/>	DAMAGE
I/O	<input type="checkbox"/>	<input type="checkbox"/>
RESPONSE	<input type="checkbox"/>	MODERATE>
		DAMAGE
		<input type="checkbox"/>
NOTES		