

STREETNAME: _____

STRENGTH

AGILITY

LOGIC

WILLPOWER

CHARISMA

EDGE



SKILLS

RATING

+ATT.

= DP

RR



SHADOW AMPS

KNOWLEDGE SKILLS

ESSENCE

WEAPONS & SPELLS

TYPE

EQUIPMENT

WOUNDS



Thresholds

Light

Serious

Incap.

No armor

Main armor:

Alternate armor:

Mental



KEYWORDS

DISPOSITIONS

CLUES

RR	RISK LEVEL			
	LOW	NORMAL	HIGH	EXTREME
0	1 die	2 dice	4 dice	6+ dice
1	3 dice	5 dice	7 dice	10+ dice
2	5 dice	8 dice	11 dice	13+ dice
3	8 dice	12 dice	15 dice	N/A

Min. Risk Dice (cracking)

Cracking threshold increase