

VAULT

CYBER STATS

MAX CYBER POINTS [CP]	
ESS x2 + Abilities	
TOTAL SPENT CP	
Total Installed Cyberware CP	
MACHINE LIMIT	
Max CP / 2 [rounded-up]	

CP & SYNERGY POWERS

Powers	Qty/Mission

Technology Bonuses, Abilities, ETC.

PILOTING SP

Vehicle Types	Skill [SP]
Ground	
Air	
Water	
Space	

INSTALLED CYBERWARE

Name:	Rating:	CP:	Value:	Avail:
<input type="radio"/> R1 Effect:				
<input type="radio"/> R2 Effect:				
<input type="radio"/> R3 Effect:				
<input type="radio"/> R4 Effect:				
<input type="radio"/> R5 Effect:				

Mission Uses

Name:	Rating:	CP:	Value:	Avail:
<input type="radio"/> R1 Effect:				
<input type="radio"/> R2 Effect:				
<input type="radio"/> R3 Effect:				
<input type="radio"/> R4 Effect:				
<input type="radio"/> R5 Effect:				

Name:	Rating:	CP:	Value:	Avail:
<input type="radio"/> R1	Effect:			
<input type="radio"/> R2	Effect:			
<input type="radio"/> R3	Effect:			
<input type="radio"/> R4	Effect:			
<input type="radio"/> R5	Effect:			

Name:	Rating:	CP:	Value:	Avail:
<input type="radio"/> R1	Effect:			
<input type="radio"/> R2	Effect:			
<input type="radio"/> R3	Effect:			
<input type="radio"/> R4	Effect:			
<input type="radio"/> R5	Effect:			

Name:	Rating:	CP:	Value:	Avail:
<input type="radio"/> R1 Effect:				
<input type="radio"/> R2 Effect:				
<input type="radio"/> R3 Effect:				
<input type="radio"/> R4 Effect:				
<input type="radio"/> R5 Effect:				

Mission Uses

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VAULT

DRONE OP STATS

NETWORK POINTS [nP]	
INT + PER + Abilities & Equipment	
NETWORK RANGE	
Influence + 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	1	∞
Dodge	2	3 / round

NETWORK ABILITIES

DRONES

Name:			Size:		Avail:		Value:																			
SPD	STR	CRD	MRK	DEF/ Dodge	AV	WILL	CAP																			
<table border="1"> <tr> <th>Attack</th> <th>RNG</th> <th>ACC</th> <th>DMG</th> </tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </table>				Attack	RNG	ACC	DMG									 HP Chassis Software <table border="1"> <tr> <td>Current</td> <td>Max</td> </tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table> INJURIES:  Customizations: 					Current	Max				
Attack	RNG	ACC	DMG																							
Current	Max																									
<p>Special:</p> <hr/>																										
<ul style="list-style-type: none"> Climb Detect Swim Stealth 																										

Name:			Size:		Avail:		Value:	
SPD	STR	CRD	MRK	DEF/ Dodge	AV	WILL	CAP	
								Drone Image
Attack		RNG	ACC	DMG				
<p>Special:</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>								
<p>The interface features a central box divided into two sections: 'HP Chassis' (top) and 'Software' (bottom). To the right of the chassis is a 'Current' and 'Max' health bar with four hexagonal segments each. Below the chassis is a 'Customizations:' section with a large input field and several small circular icons. To the right of the chassis is a vertical column labeled 'INJURIES:' with five slots. On the far right, there's a vertical list of drone abilities: Climb, Detect, Swim, and Stealth.</p>								

Name:			Size:		Avail:		Value:	
SPD	STR	CRD	MRK	DEF/ Dodge	AV	WILL	CAP	
				Drone Image				
Attack		RNG	ACC	DMG	INJURIES:			Climb
								Detect
								Swim
								Stealth
Special:								
Customizations:								

Drone Bonuses, Abilities, Notes, ETC.

VAULT

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"> ▶ Range: Distance away from the caster the spell may affect. ▶ AoE: Radius of the spell effect in meters. ▶ DOMAIN: Can be anywhere within the Caster's Domain radius. ▶ SELF: Spell is centered on the caster. 	<ul style="list-style-type: none"> ▶ YES: This is an Attack Spell and requires a successful Attack Roll to hit an enemy. ▶ NO: This Spell does not require an Attack Roll. 	<ul style="list-style-type: none"> ▶ 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.

SPELLS

Mystic Bonuses, Abilities, ETC.

VAULT

CURRENT EXP < >

FOCUS POWER

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

OTHER MP USES

Use	MP Cost

LOSING COMPANIONS

Shamans:

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:		Size:		HP:		Current		Max	
Type:				Portrait					
<input type="checkbox"/> STR	<input type="checkbox"/> INT								
<input type="checkbox"/> PHY	<input type="checkbox"/> PER								
<input type="checkbox"/> SPD	<input type="checkbox"/> ESS								
<input type="checkbox"/> AGL	WILL								
<input type="checkbox"/> CRD	DEF			Abilities & Special:					
<input type="checkbox"/> MRK	AV								
Gear (Max 1)		Climb	Detect	Run	Swim	Stealth	Track		

Companion Name:		Size:		HP:		Current		Max	
Type:				Portrait					
<input type="checkbox"/> STR	<input type="checkbox"/> INT								
<input type="checkbox"/> PHY	<input type="checkbox"/> PER								
<input type="checkbox"/> SPD	<input type="checkbox"/> ESS								
<input type="checkbox"/> AGL	WILL								
<input type="checkbox"/> CRD	DEF			Abilities & Special:					
<input type="checkbox"/> MRK	AV								
Gear (Max 1)		Climb	Detect	Run	Swim	Stealth	Track		