



# VAULT

## **APPEARANCE**

Gender:  
Height:  
Weight/Build:  
Skin:  
Eyes:  
Hair:  
Vibe:

**PORTRAIT**

WEALTH

### **Valuables:**

# CONTACTS AND FAVORS

## ARMOR AND SHIELD

#### **Worn Armor:**

+AV DEF + Move = EoU\* Mod

### Special:

### **Worn Shield:**

+AV	DEF	+	Move	=	EoU*	Mod
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### Special:

**Worn Armor and Shields are not counted against your Carrying Capacity (CC).**  
\*The Ease of Use (EoU) values from your Armor and Shield is

**\*The Ease of Use (EoU) values from your Armor and Shield is added to the asterisk (\*) marked skills on the front page.**

## WEAPON RANKS

Weapon Types	Ranks	Stat	+/-	Sum
Light Weapons (CRD)				
Heavy Weapons (CRD)				
Unarmed (CRD)				
Archery (MRK)				
Artillery (MRK)				
Longarms (MRK)				
Pistols (MRK)				
Thrown (MRK)				

## INVENTORY

#### **WEAPON OR GEAR**

Otv

Q1

value

44

Equipped

## Equipment

**Carrying Capacity (CC) Weapons:**

**Gear:**

### **Bonuses, Abilities, ETC.**

## Notes, Misc.

# VAULT

# CYBER STATS

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

CP & SYNERGY POWERS

Powers	Qty/Mission

#### **Technology Bonuses, Abilities, ETC.**

# INSTALLED CYBERWARE

Name:	Rating:	CP:	Value:	Avail:
R1 Effect:				
R2 Effect:				
R3 Effect:				
R4 Effect:				
R5 Effect:				

Name:	Rating:	CP:	Value:	Avail:
R1 Effect:				
R2 Effect:				
R3 Effect:				
R4 Effect:				
R5 Effect:				

Name:	Rating:	CP:	Value:	Avail:
R1	Effect:			
R2	Effect:			
R3	Effect:			
R4	Effect:			
R5	Effect:			

Name:	Rating:	CP:	Value:	Avail:
R1 Effect:				
R2 Effect:				
R3 Effect:				
R4 Effect:				
R5 Effect:				

Name:	Rating:	CP:	Value:	Avail:
R1 Effect:				
R2 Effect:				
R3 Effect:				
R4 Effect:				
R5 Effect:				

VEHICLE

Name:	Size:		Avail:	Value:	
Move	DEF / Dodge	AV	PASS	CRASH	CAP

<b>Special:</b>	<b>HP</b> Chassis Software	Current Max	<b>INJURIES:</b>	Requirements
<b>Customizations:</b>	<b>Charge</b> <b>Sprint</b>	Attack RNG ACC DMG		

# VAULT

# DRONE OP STATS

<b>NETWORK POINTS [NP]</b>	
INT + PER + Abilities & Equipment	
<b>NETWORK RANGE</b>	
Influence + 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

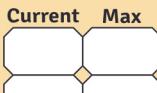
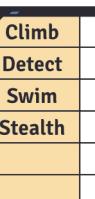
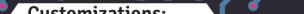
Sacrificed Action	Pooled NP
Attack Action	
Move Action	
Snap Action	

## DRONE PILOTING ACTIONS

<b>Drone Action</b>	<b>NP Cost</b>	<b>Action Limit</b>
Attack	1	3 / turn
Move	1	1 / turn
Surge ACC or DMG	2	1 / roll
Cheap Shot	1	$\infty$
Dodge	2	3 / round

## NETWORK ABILITIES

# DRONES

Name:			Size:		Avail:		Value:	
SPD	STR	CRD	MRK	DEF/ Dodge	AV	WILL	CAP	
								Drone Image
Attack				RNG	ACC	DMG		
<div style="background-color: #f0e68c; padding: 10px; display: flex; align-items: center;"> <span style="font-size: 2em; margin-right: 10px;">HP</span> <div style="flex-grow: 1; display: flex; justify-content: space-around;"> <span>Current</span> <span>Max</span> </div>  </div> <b>INJURIES:</b> <div style="border: 1px solid black; width: 100px; height: 100px; margin-left: 10px;"></div>								
<div style="display: flex; align-items: center;"> <span style="margin-right: 10px;">Climb</span> <span style="margin-right: 10px;">Detect</span> <span style="margin-right: 10px;">Swim</span> <span style="margin-right: 10px;">Stealth</span>  </div>								
<p>Special:</p> <hr/> <hr/> <hr/> <hr/>								
<span>Customizations:</span> 								

## **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"> <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 <b>successful 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</b> MP to maintain the Spell at the beginning of each turn.</li> <li>▶ <b>HARD:</b> You may pay the <b>full</b> MP cost of the Spell to maintain the Spell at the beginning of each turn.</li> </ul>

Mystic Bonuses, Abilities, ETC.

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# 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	
<input type="checkbox"/> STR	<input type="checkbox"/> INT	Portrait		<b>INJURIES:</b>		Poison			
<input type="checkbox"/> PHY	<input type="checkbox"/> PER			Rads					
<input type="checkbox"/> SPD	<input type="checkbox"/> ESS			Stun					
<input type="checkbox"/> AGL	WILL			Path					
<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	
<input type="checkbox"/> STR	<input type="checkbox"/> INT	Portrait		<b>INJURIES:</b>		Poison			
<input type="checkbox"/> PHY	<input type="checkbox"/> PER			Rads					
<input type="checkbox"/> SPD	<input type="checkbox"/> ESS			Stun					
<input type="checkbox"/> AGL	WILL			Path					
<input type="checkbox"/> CRD	DEF	Abilities & Special:							
<input type="checkbox"/> MRK	AV								
Gear (Max 1)		Climb	Detect	Run	Swim	Stealth	Track		