Archetype:	
Real Name:	
Race:	
Sex:	**Age**:
Height:	**Weight**:
Hair:	
Eyes:	
Description:	

CHARACTERISTICS

Val	Char	Roll	Max	Cost
	STR		20	
	DEX		20	
	CON		20	
	BODY		20	
	INT		20	
	EGO		20	
	PRE		20	
	COM		20	
	MAG			
	ESS	--	50	--
	PD		8	
	ED		8	
	MD		8	
	SPD		4	
	REC		10	
	END		50	
	STUN		50	
	Running		10”	
	Swimming		5”	
	Jump (Long/High)			
Total Characteristic Cost				
Base Perception Roll				
Modifiers:				

DISADVANTAGES

Type	Cost

SKILLS / TALENTS / PERKS

Roll	Skill	Cost	Roll	Skill	Cost
			Total Skills/Talents/Perks Cost	

COMBAT STATS

Base OCV	
Base DCV	
Base OECV	
Base DECV	
Phases	
Initiative	

COMBAT SKILL LEVELS / COMBAT MODIFIERS

MARTIAL ARTS

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect

ARMOR BY LOCATION

Location	Armor
Head	
Hands	
Arms	
Shoulders	
Chest	
Stomach	
Vitals	
Thighs	
Legs	
Feet	

Weapon	OCV	RMod	Damage	STN x	STR Min	Range	Ammo	Notes
Unarmed	0	0		--	--	S	--	

CYBERWARE / BIOWARE / MAGIC		
Ess	**Cyberware**	**END**

CHARACTER NOTES

WEALTH
Credstick:
Other:

EQUIPMENT SECTION			
Item	**Wt.**	**Item**	**Wt.**

CYBERDECK AND PROGRAMS

MPCP		Programs	Size	Active	Programs	Size	Active
Hardening							
Active Mem.							
Storage Mem.							
I/O Speed							
Response Inc.							
Detection Factor							
Bod							
Evasion							
Sensor							
Masking							
Total BODY							
Speed							
Files/Backdoors/Notes							

VEHICLES AND DRONES

Vehicle Type											
STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
Entry Points			Seating				Drivetrain	Engine			
Options											
Damage/Effects											

Vehicle Type											
STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
Entry Points			Seating				Drivetrain	Engine			
Options											
Damage/Effects											

Vehicle Type											
STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
Entry Points			Seating				Drivetrain	Engine			
Options											
Damage/Effects											

Vehicle Type											
STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
Entry Points			Seating				Drivetrain	Engine			
Options											
Damage/Effects											