

NAME

CAMPAIGN

ROLES

Primary

Secondary

Animal Empath

Bounty Dog

Fixer

Investigator

Netrunner

Scout

Artiste

Corporate

Grifter

Mundie

Nomad

Shadow

Athlete

Cop

Infiltrator

Media

Runner

Solo

Educator

Instigator

Med Tech

Savage

Techie

Vamp

CHARACTER POINTS

STATS

INT

REF

TECH

COOL

ATTR

LUCK

MA

BOD

EMP

Run

Leap

Lift

REPUTATION

HUMANITY

S.I.N.

SKILLS

SPECIAL ABILITY

	Earned IP	Skill Level
Adept		
Animal Bond		
Allure		
Authority		
Chameleon		
Charismatic Leadership		
Combat Sense		
Conform		
Credibility		
Deduction		
Family		
Grift		
Interface		
Masterpiece		
Medical Tech		
Mold		
Prowess		
Rampage		
Resources		
Sneak		
Streetdeal		
Track		
Trace		
Vehicle Zen		

ATTR

	Earned IP	Skill Level	+Stat
Wardrobe & Style			
Personal Grooming			

BODY

	Earned IP	Skill Level	+Stat
Endurance			
Fitness/Body Building			
Rowing			
Strength Feat			
Swimming			

COOL

	Earned IP	Skill Level	+Stat
Interrogation			
Intimidate			
Leadership			
Oratory			
Resist Torture/Drugs			
Skydiving			
Streetwise			

EMP

	Earned IP	Skill Level	+Stat
Animal Handling			
Body Language			
Design			
Human Perception			
Hypnotism/Brainwashing			
Interview			
Lip Reading			
Massage			
Networking			
Parenting			
Perform			
Persuasion/Fast Talk			
Seduction			
Sing			
Social			
Storytelling			

INT

	Earned IP	Skill Level	+Stat
Accounting			
Appraise			
Awareness/Notice			
Bureaucracy			
Business Sense			
Chemistry			
Composition			
Diagnose Illness			
Education/Gen. Know			
Expert-			
Expert-			
Expert-			
Expert-			
Expert-			
Expert-			
Gamble			
Gardening/Farming			
Library Search			
Language-			
Language-			
Language-			
Language-			
Navigation			
Programming			
S.C.U.B.A			
Shadow/Track			
Survival-			
Survival-			
Survival-			
System Knowledge			
Teaching			



Character Portrait

REF

	Earned IP	Skill Level	+Stat
Athletics			
Blind Fighting			
Brawl/Melee			
Dance			
Initiative			
Juggle			
Martial Art-			
Martial Art-			
Martial Art-			
Pilot- ACPA			
Pilot- Animal			
Pilot- Car/Truck			
Pilot- EVA			
Pilot- Dirigible			
Pilot- Deep Dive Suit			
Pilot- Fixed Wing			
Pilot- Glider			
Pilot- Gyro			
Pilot- Hvy. Machinery			
Pilot- Motorcycle			
Pilot- OTV			
Pilot- Remote			
Pilot- Sail Driven			
Pilot- Space Plane/Shuttle			
Pilot- Submersible			
Pilot- Vectored Thrust			
Pilot-			
Skating/Skateboarding			
Stealth /Evasion			
Weapon- Archery			
Weapon- Handgun			
Weapon- Hvy. Wpns			
Weapon- Rifle			
Weapon- SMG			
Underwater Maneuver			
Zero-G Maneuver			

TECH

	Earned IP	Skill Level	+Stat
Calligraphy			
Cooking			
Cryotank Operation			
Demolitions			

Disguise			
Electronic Security			
Forgery			
Glass blowing			
Jeweler			
Jury Rig			
Makeup/Special effects			
Med- First Aid			
Med- Pharmaceuticals			
Med- Surgery			
Paint or Draw			
Photography & Film			
Pick Lock			
Pick Pocket			
Play Instrument			
Origami			
Rope Use			
Sculpt			
Sewing			
Stage Magic			
Tattooing			
Tech- Aero			
Tech- AV			
Tech- Basic			
Tech- Carpentry			
Tech- Chemistry			
Tech- Cyberdeck Design			
Tech- Cyber			
Tech- Electronics			
Tech- Gyro			
Tech- Marine			
Tech- Metal Smith			
Tech- Power Armor			
Tech- Pressure Suit			
Tech- Spacecraft			
Tech- Submarine			
Tech- Weaponsmith			
Tech-			
Typing			
Traps and snares			
Video Manipulation			
Wetware			

GENERAL IP

LIFEPATH AND PERSONAL TOUCHES

STYLE

D.O.B.	
Height	
Weight	
Eye Color	
Hair	
Clothes	
Affectations	
Ethnicity	
Language	

Family Background

Father	
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Mother	
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SIBLINGS

Name	Age	M/F	Name	Age	M/F

MOTIVATIONS

Traits	
Valued Person	
Value Most	
Feel About People	
Valued Possession	

ROMANTIC ENTANGLEMENT

Spouse

Lovers

Name	Age	M/F	Name	Age	M/F

LIFEPATH

[illegible]

Physical or Mental Conditions	
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Notes

[illegible]

GEAR AND EQUIPMENT

Worn

[illegible]

Carried in
Purse/Satchel/
Briefcase

Type Of Bag

SP

[illegible]

Carried in
Large
Pack

Type Of Bag

SP

[illegible]

Armor

Residence

Location	Type	Size	Monthly Cost
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Notes

Location	Type	Size	Monthly Cost
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Notes

Vehicle

Make:

Model:

Top Speed:		Acc/Decc	
Crew:		Range:	
Passengers:		Cargo:	
Maneuver:		SDP:	
SP:		Type:	
Mass:		Cost:	

Notes

Cybernetics

[illegible][illegible][illegible]

Total Cost:

Total Humanity Loss:

Assets:

Money Carried:

