

Notes

Cash _____ Credstick _____ YES NO
 Lifestyle _____ paid _____ months real SIN
 Other SINS _____
 Doc Wagon™ Contract _____ until _____
 Other notes: _____

Contacts

Name	Lvl	Tel	Adr.	Name	Lvl	Tel	Adr.
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Cyberware

Rating Essence

Bioware

Rating BodyIndex

Other Equipment

Item	Rating	Conc.	Weight	Quant	carried
_____					<input type="checkbox"/>
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Primary Vehicle

Handling	_____		destroyed serious medium light
Speed	_____		
Max. Speed	_____		
Acceleration	_____		
Body	_____		
Armor	_____		
Signature	_____		
Autonav	_____		
Pilot	_____		
Seating	_____		
Firmpoints	_____		
Hardpoints	_____		
Fuel	_____		
Economy	_____		
Cargo Load	_____	light: Handling +1 Speed -	
Stress	_____	med: Handling +2 Speed -25 %	
Sensors	_____	ser: Handling +3 Speed -50 %	
ECM	_____		
ECCM	_____		
ED	_____		
ECD	_____		
Modifications	_____		

Target Number Modifiers

Ranged Combat		Visibility	normal	lowlight	infrared
Recoil	+1 / uncompensated shot	Full Darkness	+8	+8/+8	+4/+2
Recoil, Heavy Weapons	x2 normal recoil	Minimum Light	+6	+4/+2	+4/+2
Blind Fire	+8	Partial Light	+2	+1/0	+2/+1
Partial Cover	+4	Glare	+2	+4/+2	+4/+2
Additional Targets	+2 / additional target	Mist	+2	+2/0	0
Stationary Target	-1	Light Smoke	+4	+4/+2	0
Enemy in Melee	+2	Heavy Smoke	+6	+6/+4	+1/0
running	+4	Thermo Smoke	+4	+4	+8/+6
running, difficult ground	+6				
walking	+1				
walking, difficult ground	+2	Skills and corresponding Attributes			
wounded	see condition monitor	Body	Athletics, Diving		
Smartgun	-2	Strength	all Melee, Throwing, Projectiles, Heavy Weapons, Under Water Combat		
Smartgoggles	-1	Quickness	all Firearms, Lasers, Stealth, Whips/Flails		
Laserpointer	-1	Intelligence	Psychometry, Demolition, Gunnery, Rocketweapons, Computer, Electronics, Biotech, Build/Repair, all Knowledge / Language		
Two Weapons	+2 each weapon	Charisma	Etiquette, Teaching, Interrogation, Intimidation,		
Called Shot	+4	Leadership	Negotiation		
Aiming	-1 / simple action	Willpower	Conjuring, Sorcery		
Image Magnification	lowers range category	Reaction	all Vehicle Skills		
Melee Combat					
Called Attack	+4				
Friend in Melee Combat	-1 / friend (max 4)				
More Enemys	+1 / enemy (max 4)				
Wounded	see condition monitor				
Attacking multiple targets	+2 / additional target				
Attacking from higher pos.	-1				
Enemy on Ground	-2				