Character Sheet Playtesting Notes

- We are still working on some of the sizing/ratios for text and boxes. If something doesn't feel like the right size to you—especially if it's confusing because it makes you feel like something is more/less important than it should be—please mention it.
- Take notes if you find yourself frequently having to flip the sheet front-to-back during basic game actions (if it's printed double-sided.)

Please take a photo of your sheet when you're done and share it with us!

Hey, guys, it's Ned. I 've made some alterations to this character sheet as I 've added the PDF form elements. Don't worry, everything from the original sheet is there, and I 've made notes when I 've added new stuff. Make sure you highlight form fields; I made them transparent so it'd still print nice and not get too busy.

I made comments wherever I changed anything, detailing what I changed and why.

This is based on the June 8 playtest character sheet, so it may be out of date.

		HANDLE NAME			PLAYER				
		MOTIVATIONS			LANGUAGES				
		Aptitud	es	Derived	Skills Athletics	RANKS	+SOM	APT	TOTAL =
		COGNITION ×3	COG Check	INITIATIVE ((REF + INT) ÷ 5)	Deceive Exotic Skill: Exotic Skill:		+SAV _ + +		= =
	Ego	INTUITION ×3	INT Check	FRAY ÷ 2 Mental	Fray Free Fall Guns	_	+REF×2 +REF +REF		=
L		REFLEXES ×3	REF Check	Lucidity (WIL×2)	Hardware: Hardware: Hardware:		+COG +COG +COG		= = = =
		SAVVY ×3	SAV Check	Trauma Threshold (LUC ÷ 5)	Infiltrate Infosec Interface		+REF +COG +COG +SAV		= = = =
		SOMATICS ×3	SOM Check	Insanity Rating (LUC × 2) Stress taken	Kinesics Medicine: Medicine: Medicine:		+COG - +COG - +COG		= = =
		WILLPOWER ×3	WIL Check	Traumas (-10 each)	Melee Perceive Persuade		+SOM +INT×2 +SAV		- = = =
		Helplessness			Pilot: Pilot: Pilot:		+REF - +REF - +REF		- = = = =
	Combat	Melee	Damage	Grenades/Seeke	Profession: Profession: Program		+COG +COG +COG		= =
		Melee	Damage	Ammunition	Provoke Psi Research		+SAV +WIL +COG		= = = =
-		Ranged		SA/BF/FA) Range Notes	Survival Know: Know:		+INT +COG +COG		= = =
		Ranged Armor	DV Reload (S Energy / Kineti	SA/BF/FA) Range Notes C Modifications	Know: Know: Know:		+COG - +COG - +COG -		= = =
		Armor	Energy / Kineti		Know: Know: Know:		+COG - +COG -		= = =
		MORPH		POOLS SPENT	RECHARGE Per 24 hrs	PACK			
		CP COST	SIZE	VIGOR	Short (1d6) Short (1d6)				
	Morph	AUGMENTATI	ons 🧳	INSIGHT MOXIE FLEX EGO	Long (full)				
		MORPH TRAITS	s (POSITIVE)	DURABILITY OVEMENT WOUND WOUNDS (-10 EACH) THRESHOLD					
		MORPH TRAITS	(NEGATIVE)	L DEATH DAMAGE TAKEN					