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This is based on the June 8 playtest character sheet, so it may be out of date.

-Ned

Ego

Combat

Armor

NAME

LANGUAGES

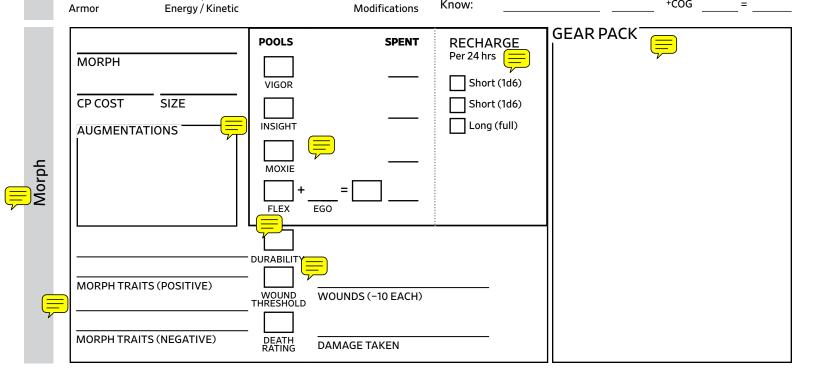
PLAYER

MOTIVATIONS

Aptitu	ıdes	Derived
COGNITION	×3 COG Check	INITIATIVE ((REF + INT) ÷ 5)
INTUITION	×3 INT Check	FRAY÷2 Mental
REFLEXES	×3 REF Check	Lucidity (WIL×2)
SAVVY	×3 SAV Check	Trauma Threshold (LUC ÷ 5)
SOMATICS	×3 SOM Check	Insanity Rating (LUC × 2)
WILLPOWER	×3 WIL Check	Stress taken
Alienation Helplessness The Unknown		Traumas (-10 each)
Melee	Damage	Grenades/Seeke
Melee	Damage	Ammunition
Ranged	DV Reload (SA/BF/FA) Range Notes
Ranged	DV Reload (SA/BF/FA) Range Notes

Energy / Kinetic

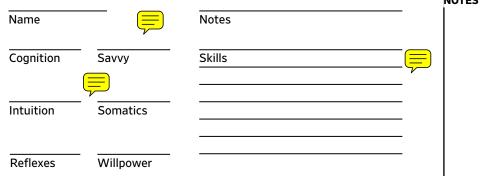
Skills	RANKS		APT	TOTAL
Athletics		+SOM		=
Deceive		+SAV		=
Exotic Skill:		+		=
Exotic Skill:		+		=
Fray		+REF×2		=
Free Fall		+REF		=
Guns		+REF		=
Hardware:		+COG		=
Hardware:		+COG		=
Hardware:		+COG		=
Infiltrate		+REF		=
Infosec		+COG		=
Interface		+COG		=
Kinesics		+SAV		=
Medicine:		+COG		=
Medicine:		+COG		=
Medicine:		+COG		=
Melee		+SOM		=
Perceive		+INT×2		=
Persuade 📃		+SAV		=
Pilot:		+REF		=
Pilot:		+REF		=
Pilot:		+REF		=
Profession:		+COG		=
Profession:		+COG		=
Program		+COG		=
Provoke		+SAV		=
Psi		+WIL		=
Research		+COG		=
Survival		+INT		=
Know:		+COG		=
Know:		+COG		=
Know:		+COG		=
Know:		+COG		=
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Know:		+COG		=

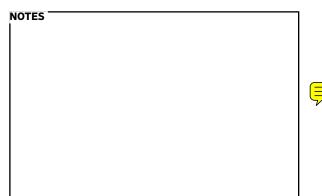


Modifications

	Handle	Name		Player			
History	Background	Career	Inte	rests	Faction		
His	RP Earned	Backups					
	RP Spent	Known Forks					
Rep	$\overline{@\text{-List}(@\text{-Rep})}$ $\overline{\text{Civicnet}(c\text{-Rep})}$ $\infty \Box \Box \Box \Box \Box \Box \Box$ $\infty \Box \Box \Box \Box \Box \Box$		Guanxi (g-rep) ∞ □ □ □ □ □	The Eye (i-Rep) ∞	${\infty \Box \Box \Box \Box \Box }$	eXploreNet (x-Rep)	
Extras	Ego Traits (Positive)						
Traits & Extras	Ego Traits (Negative)						
	Additional Gear & Augmentations						

	STRAIN		$\overline{}$				
PSI TRAIT LEVEL	1. Physical Damage (D)	/ 1d6 + strain mod)	<u> </u>				
	2.		5.				
INFECTION RATING	3.		6.				
Current 📃							
V	Sleight	Туре	Range	Action	Duration	Strain Modifier	
Base	Sleight	Туре	Range	Action	Duration	Strain Modifier	
	Sleight	Туре	Range	Action	Duration	Strain Modifier	
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	Sleight	Туре	Range	Action	Duration	Strain Modifier	
	Sleight	Туре	Range	Action	Duration	Strain Modifier	
	Sleight	Туре	Range	Action	Duration	Strain Modifier	
	Sleight	Туре	Range	Action	Duration	Strain Modifier	
	Sleight	Туре	Range	Action	Duration	Strain Modifier	
			NOT				
	NOTES						





Muse

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