

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This is based on the June 8 playtest character sheet, so it may be out of date.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

## LANGUAGES

## Derived

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INITIATIVE ((REF + INT) ÷ 5)

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FRAY  $\div 2$ 

## Mental

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Lucidity (WIL×2)


Trauma Threshold ( $LUC \div 5$ )

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Insanity Rating (LUC  $\times$  2)

Stress taken

Traumas (-10 each)

Grenades/Seeker 

## Ammunition

Notes

## Notes

## Modifications

## Modifications

## Skills

[illegible]

## Combat

## Morph

<u>CP COST</u>	<u>SIZE</u>
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**SPENT**

**VIGOR**

11

MOXIE

**FLEX**



## DURABILITY

WOUND  
THRESHOLD

**WOUNDS (-10 EACH)**

DEATH

## DAMAGE TAKEN

RECHARGE

Per 24 hrs

☐ Short (1d6)

☐ Short (1d6)

☐ Long (full)

## GEAR PACK



History

Handle	Name		Player
Background	Career	Interests	Faction
RP Earned	Backups		
RP Spent	Known Forks		

Rep

@-List (@-Rep)	Civicnet (c-Rep)	Fame (f-Rep)	Guanxi (g-rep)	The Eye (i-Rep)	Researchnet (r-Rep)	eXploreNet (x-Rep)
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Traits & Extras

Ego Traits (Positive)

Ego Traits (Negative)

Additional Gear & Augmentations

Psi

PSI TRAIT LEVEL

INFECTION RATING

Current

Base

STRAIN						
1. Physical Damage (DV 1d6 + strain mod)	4.					
2.	5.					
3.	6.					

Sleight	Type	Range	Action	Duration	Strain Modifier
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Muse

Name	Notes
Cognition	Savvy
Intuition	Somatics
Reflexes	Willpower
Skills	

NOTES