

Name

Concept

Outlook

Skills

Unarmed

Melee

Stealth

Alertness

Ballistics

Firearms

Investigation

Toughness

Athletics

Defense

Drive

Initiative

Survival

Guts

Hardware

Humanities

Medicine

Science

Software

Charm

Manipulate

Contacts

Languages

Resources

Attributes



Unarmed Attack

Unarmed Strike

Speed Cost

2

Attack Roll

Damage Roll

Melee Attacks

Speed Cost

Attack Roll

Damage Roll

Speed Cost

Attack Roll

Damage Roll

Ranged Attacks

Speed Cost

Attack Roll

Damage Roll

Range

Ammo

Speed Cost

Attack Roll

Damage Roll

Range

Ammo

Defenses

Ranged Dodge

Melee Dodge

Passive Defense

Health

1: Legs

Armor

Speed Penalty

2: Off Arm

Armor

Finesse Penalty

3: Main Arm

Armor

Finesse Penalty

4: Lower Body

Armor

Agility Penalty

5: Upper Body

Armor

Perception Penalty

Current Health

Current Health

Current Health

Current Health

Current Health

Endurance

Speed

Core Styles

Style Points

Strength

Stamina

Willpower

Agility

Intelligence

Charisma

Finesse

Perception

Wits

Esoteric Attacks

Evocation Attack

Speed Cost

Damage

Range

+

Radius

Entropic Attack

Duration

/

Speed Cost

Range

Kinetic Attack

Attack Roll

+

Range

Speed Cost

Damage Roll

+

Targets

Photonic Attack

Damage Roll

+

Speed Cost

Range

Offensive Styles

STR

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Defensive Styles

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Mental Styles

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Implanted Artifacts

bio_interface()

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cpu_interface()

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noo_interface()

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Notes & Gear

Artifacts

Current

Max

Entanglement