



NAME: _____

Player: _____

Refresh Rating: _____

ASPECTS

STUNTS

SKILLS

- Assets _____
- Cohesion _____
- Networking, Apostate _____
- Networking, House _____
- Demolitions _____
- Diplomacy _____
- Education _____
- Engineering, Hardware _____
- Engineering, Software _____
- Firearms _____
- Guile _____
- Insight _____
- Intimidation _____
- Melee _____
- Mnemonics _____
- Pilot _____
- Research _____
- Resolve _____
- Stealth _____
- Strategy _____
- SINC _____

List bonuses provided by Agent in parenthesis.

PHYSICAL

Sleeve: _____

SLEEVE ASPECTS

Athletics _____ Perception _____

Endurance _____

AUGMENTATIONS / NOTES

PHYSICAL STRESS

□□□□□□□□

Mild(-2)

Moderate (-4)

Severe (-6)

Extreme (-8)

MENTAL STRESS

□□□□□□□□

Mild(-2)

Moderate (-4)

Severe (-6)

Extreme (-8)

SYSTEM STRESS

□□□□□□□□

Mild(-2)

Moderate (-4)

Severe (-6)

Extreme (-8)

REPUTATION



Weapons/Gear/Notes: _____

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