

Step 1 – Select 5 Aspects

“A” is for “Ambition” – What are your goals? What drives you to put your life, reputation, and sanity on the line?

“B” is for “Belief” – What do you believe in? What philosophies guide your actions and make you the person you are?

“C” is for “Connection” – What person, place, or event still plays a large role in your life? Is there someone you can always depend on? Was there an event in your life that made you who you are?

“D” is for “Disadvantage” – Why haven’t you achieved your goals already? What weaknesses, addictions, compulsions, or challenges stand in your way?

“E” is for “Expertise” – What are you good at? How do you go about overcoming obstacles? In a broad sense, what methods do you employ to succeed in life?

Step 2 – Determine Starting State

Pure

State Benefits: You have 8 Skill Ranks to distribute among the Athletics, Endurance, and Perception Skills (max rank in a single Skill is 5). You also gain an additional Aspect that must be used to describe some physical trait related to your body.

Your Refresh Rating is increased by +2.

You also gain the Carpe Diem (pg. 167) Stunt, and may increase your rating in any one non-Physical Skill by +1. You may not use this bonus to increase a Skill rank above 5.

You lose all State Benefits of being Pure (including the Skill bonus) if you take the Apotheosis Aug (pg. 213).

SIM

State Benefits: You have 7 Skill Ranks to distribute among Athletics, Endurance, and Perception Skills. (The max rank in a single Skill is 5). While you obviously do not have a physical body, these Skills allow you to interact with virtual objects.

You gain the SIM State (pg. 174) Stunt and one of the following Stunts for free: Digitally Evolved, Digital Spider, Drone Jock, Infusion, Skilled (SINC), or System Slip.

Sleeved

State Benefits: You begin play with a biosleeve or cybersleeve with a Cost no greater than the higher of your Assets or Rep-Rating, +4.

Later steps in the character creation process will guide you through determining your Assets and Rep-Rating.

See page 209 for more on sleeves.

Step 3 – Pick Skill Set

Specialist	Expert	Generalist
One Rank 5	Three Rank 4	Seven Rank 3
Two Rank 4	Three Rank 3	Eight Rank 2
Two Rank 3	Four Rank 2	Three Rank 1
Three Rank 2	Six Rank 1	
Six Rank 1		

Skills

Assets	Firearms	Stealth
Cohesion	Guile	Strategy
Networking, Apostate	Insight	Physical Skills
Networking, House	Intimidation	
Demolitions	Melee	Athletics
Diplomacy	Mnemonics	Endurance
Education	Pilot	Perception
Engineering, Hardware	Research	Special Skill
Engineering, Software	Resolve	
		SINC

Rank 5: _____

Rank 4: _____

Rank 3: _____

Rank 2: _____

Rank 1: _____

Step 4 – Select Stunts

You begin play with 3 Stunts. See pg. 165

Step 5 – Determine Allegiance

House: As a House member you can acquire certain items at a discount, reducing the Cost of these items by -1. The Houses, and the items discounted, are described starting on page 85.

Apostate: you may not make use of any House discounts, but you get the Non-Citizen Stunt (pg. 172) for free.

Step 6 - Determine Rep-Rating

You start with a Rep-Rating equal to your House Networking Skill +2. You also immediately gain a bump with a Value equal to your Diplomacy.

Step 7 - Determine Starting Gear

First, gain a single item with a Cost equal to your choice of Assets or Rep-Rating, +2. Decrease -1 for each subsequent purchase. Max restricted items equals Assets +1.

Cost 9: _____

Cost 8: _____

Cost 7: _____

Cost 6: _____

Cost 5: _____

Cost 4: _____

Cost 3: _____

Cost 2: _____

Cost 1: _____

Step 8 – Stress Boxes.

Each track has 2 boxes, plus a number of bonus boxes depending on your rank in certain Skills. For each of your relevant Skills ranked 1 to 2, add one additional box. For each Skill ranked 3 to 4 add two additional boxes. A rank of 5 or higher adds three boxes. The Physical Stress Track also gets a number of additional boxes equal to your Size.

Stress Track

Physical:

Mental:

System (Savant only):

Relevant Skills

Athletics & Endurance + Size

Cohesion & Resolve

Engineering (Software) & SINC

NAME: _____
Player: _____
Refresh _____

SKILLS

PHYSICAL

ASPECTS

- 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 _____

Sleeve: _____

SLEEVE ASPECTS

Athletics _____ Perception _____
Endurance _____

AUGMENTATIONS / NOTES

STUNTS

List bonuses provided by Agent in parenthesis.

PHYSICAL STRESS



Mild(-2) _____
Moderate (-4) _____
Severe (-6) _____
Extreme (-8) _____

MENTAL STRESS



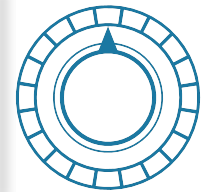
Mild(-2) _____
Moderate (-4) _____
Severe (-6) _____
Extreme (-8) _____

SYSTEM STRESS



Mild(-2) _____
Moderate (-4) _____
Severe (-6) _____
Extreme (-8) _____

REPUTATION



Gear/Lasting Aspects/Notes: _____

