

SPELLS

Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA

Tradition _____ Totem _____ Totem Bonuses _____ Strictures _____ Library Conjuring _____ Enchanting _____ Sorcery _____ Theory _____ Initiaion _____ Grade _____ Centering Skill _____ Geasa _____ Ordeals Completed _____	Magical Group Name _____ Type _____ Strictures _____ Members _____ Notes _____
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MAGIC ITEMS

Item	Rating	Description

BOUND SPIRITS

Type	Force	Notes

ASTRAL DATA

Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

Programs				
Type	Rating	Size	Active?	Options/Notes

CYBERDECK		
	Current	Max
MPCP		
Hardening		
Response		
I/O		
Memory		
Storage		
ASSIST		
Case armor		
Hitcher jacks		
ICCM filter	yes	no
SatLink	yes	no
Vidscreen	yes	no
	Max	-50% +50%
BOD		
EVASION		
MASKING		
SENSORS		
Reality Filter		
Decker Icon		

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

MAGICAL DATA	
Tradition	Magical Group
Totem	Name
Totem Bonuses	Type
Strictures	Strictures
Library	
Conjuring	
Enchanting	
Sorcery	Members
Theory	
Initiation	
Grade	
Centering Skill	
Geasa	
Ordeals Completed	Notes

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction	Initiative	Pool
Combat Skill		Base Damage
Appearance		

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CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

CYBERDECK								
	Current	Max						
MPCP								
Hardening			L <table border="1"><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr></table>					
Response								
I/O			M <table border="1"><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr></table>					
Memory								
Storage			S <table border="1"><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr></table>					
ASSIST								
Case armor								
Hitcher jacks								
ICCM filter	yes	no	D <table border="1"><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr></table>					
SatLink	yes	no						
Vidscreen	yes	no						
	Max	-50%	+50%					
BOD								
EVASION								
MASKING								
SENSORS								
Reality Filter								
Decker Icon								

GEAR

Programs			
Type	Rating	Size	Active?

FRAMES				
Name	Size	Brain	Programs	Appearance

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Seating _____	
Economy _____	
Fuel _____	

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Seating _____	
Economy _____	
Fuel _____	

CONTROL DECK

Ports _____
Rigged? _____
Case Armor _____
Sensors _____
ECM _____
ECCM _____
Range _____
Description _____

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Seating _____	
Economy _____	
Fuel _____	

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Seating _____	
Economy _____	
Fuel _____	

DRONE

Type _____	L M S D
Handling _____	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Sensors _____	
Economy _____	
Fuel _____	

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Seating _____	
Economy _____	
Fuel _____	

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Seating _____	
Economy _____	
Fuel _____	

DRONE

Type _____	L M S D
Handling _____	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Sensors _____	
Economy _____	
Fuel _____	

VEHICLE

Type _____	L M S D
Handling _____ Extras	
Speed _____	
Body _____	
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Pilot _____	
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VEHICLE

Type _____	L M S D
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Fuel _____	

DRONE

Type _____	L M S D
Handling _____	
Speed _____	
Body _____	
Signature _____	
Pilot _____	
Sensors _____	
Economy _____	
Fuel _____	

