Summoning Cheat Sheet



What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Summoning

Options

Spirit Type

Desired Force

Mentor Spirit Bonus

Summoning Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value



- 1. Choose a <u>type of spirit</u> to summon and the <u>Force</u> you want it to have.
- 2. Add your Magic Attribute to your pool.
- 3. Add your Summoning Skill to your pool.
- 4. Add your <u>Mentor Spirit modifier</u> to your pool, if it applies.
- 5. Add the Rating of a <u>Summoning Focus</u> to your pool, if it is of the right type and you do not wish to save it to help reduce Drain later.
- 6. Subtract any Wound Modifier from your pool.
- 7. Roll your pool dice, add up the <u>hits</u>. If you glitch, tell the gamemaster.
- 8. The gamemaster rolls the spirit's <u>Force</u> and adds up the hits.
- 9. Subtract the <u>spirit's hits</u> from <u>your hits</u>. If you have zero or fewer hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.
- 10. Multiply the <u>spirit's hits</u> by two. This is the <u>Damage</u> Value of the Drain, minimum 2.
- 11. Start a new pool, add your Willpower to it.
- 12. Add the <u>Attribute that you use to resist Drain</u>, according to your tradition.
- 13. If you did not add your <u>Summoning Focus</u> Rating to your summoning pool, add it now.
- 14. Roll your pool dice. Subtract one from the <u>Drain</u> <u>Damage Value</u> for each hit.
- 15. If you did not reduce the <u>Drain Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your <u>Magic</u>, Stun otherwise.



Spellcasting Cheat Sheet

(Except Indirect Combat Spells)

What You Need to Know

ells)

What You Need to Do

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Spellcasting

Options

Spell Cast

Force

Drain DV (per spell description)

Mentor Spirit Bonus

Spellcasting Focus

Wound Modifier

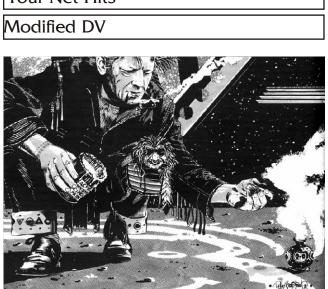
Variables

Your Hits

Actual Hits

Defender's Hits

Your Net Hits



- 1. Choose the spell you wish to cast at the target.
- 2. Choose a force for the spell, up to twice your Magic.
- 3. Add your Magic to your pool.
- 4. Add your Spellcasting to your pool.
- 5. Add the bonus for your <u>Mentor Spirit</u> to your pool, if applicable.
- 6. Add the bonus for a <u>Spellcasting Focus</u> to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.
- 7. Subtract any Wound Modifier from your pool.
- 8. Roll your pool dice, add up <u>your hits</u>. If you glitch, tell the gamemaster.
- 9. Take the lesser of <u>your hits</u> and the spell's <u>force</u>; this is your <u>actual hits</u> total.
- 10. If the spell is resisted and your target is living, the gamemaster will roll resistance pool and subtract from your <u>actual hits</u>. If your target is non-living, the gamemaster will compare your <u>actual hits</u> to the threshold. If your <u>actual hits</u> is reduced to zero or less (in the former case), or if your <u>actual hits</u> falls short of the threshold (in the latter case), skip to step 12.
- 11. Tell the gamemaster your <u>actual hits</u> and the <u>force</u> of the spell. Your gamemaster will determine the effect of the spell.
- 12. Start a new pool, add your Willpower to it.
- 13. Add the <u>Attribute that you use to resist Drain</u>, according to your tradition.
- 14. If you did not add your <u>Spellcasting Focus</u> Rating to your spellcasting pool, add it now.
- 15. Roll your pool dice. Subtract one from the <u>Drain</u> <u>Damage Value</u> for each hit.
- 16. If you did not reduce the <u>Drain Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your <u>Magic</u>, Stun otherwise.

Ranged Combat Cheat Sheet



What You Need to Know

Attributes

Agility

Skills

(Weapon Skill)

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)

SS(1) SA(1) BF/Narrow(3) BF/Wide(3) FA/Long Narrow(6) FA/Long Wide(6) FA/Full Narrow(10) FA/Full Wide(10)

Recoil Compensation

Laser Sight/Smartlink Bonus

Wound Modifier

Variables

Number of rounds fired this Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV



- 1. Choose the <u>weapon</u> and <u>ammo</u> you want to use, and note their DV and AP.
- 2. Choose a fire mode that you want to use.
- 3. Add your Agility to your pool.
- 4. Add the correct <u>weapon skill</u> to your pool: Archery, Automatics, Exotic Ranged, Heavy, Longarms, Pistols, or Throwing.
- 5. Add the bonus for a <u>laser sight or smartlink</u> to your pool.
- 6. Subtract any Wound Modifier from your pool.
- 7. Subtract the <u>Recoil Compensation</u> from the <u>number of rounds fired this Phase</u>, then subtract one; the difference is the recoil modifier.
- 8. If the <u>weapon</u> is a heavy weapon, double the <u>recoil</u> modifier.
- 9. If the <u>weapon</u> is a shotgun and the <u>fire mode</u> is BF or FA, double the recoil modifier.
- 10. If the <u>recoil modifier</u> is greater than zero, subtract it from your pool.
- 11. Roll your pool dice, note your hits.
- 12. If your <u>fire mode</u> is one of the wide bursts, tell the gamemaster; the defender loses defense pool.
- 13. The defender rolls defense pool and subtracts <u>their hits</u> from <u>your hits</u>. If your <u>net hits</u> are zero or less, stop now.
- 14. Add your <u>net hits</u> to your <u>weapon + ammo DV</u>; this is your <u>modified DV</u>. If this number is greater than the defender's armor modified by your <u>weapon AP</u>), it causes Physical damage, otherwise it causes Stun damage.
- 15. If your <u>fire mode</u> is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.
- 16. Tell the gamemaster your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just caused.

Melee Cheat Sheet



What You Need to Know

Attributes

Agility

Strength

Skills

(Weapon Skill)

Options

Weapon Used

Weapon DV

Weapon AP

Your Reach

Weapon Reach

Wound Modifier

Variables

Defender's Reach

Your Hits

Defender's Hits

Your Net Hits

Modified DV



- 1. Choose the <u>weapon</u> you want to use, and note its <u>DV</u> and AP.
- 2. Add your Agility to your pool.
- 3. Add the correct weapon skill to your pool: Blades, Clubs. Exotic Melee. Unarmed.
- 4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.
- 5. Subtract any Wound Modifier from your pool.
- 6. Roll your pool dice, note your hits.
- 7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
- 8. Add your net hits to your weapon DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.
- 9. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.



Matrix Combat Cheat Sheet

SHADOWRUN

What You Need to Know

Programs

Attack Program Rating

Skills

Cybercombat

Options

Wound Modifier

Matrix Damage Modifier

Variables

Defender's Response

Defender's Firewall

Your Hits

Defender's Hits

Your Net Hits

Modified DV



- 1. Choose the <u>attack program</u> you want to use: Attack, Black Hammer, or Blackout.
- 2. Add the attack program rating to your pool.
- 3. Add your Cybercombat rating to your pool.
- 4. Subtract any <u>wound modifier</u> you may have from Stun or Physical damage.
- 5. Subtract any matrix damage modifier from your pool.
- 6. Roll your pool dice, note your hits.
- 7. The defender rolls defense pool and subtracts <u>their hits</u> from <u>your hits</u>. If your <u>net hits</u> are zero or less, stop now.
- 8. Add your <u>net hits</u> to your <u>attack program rating</u>; this is your <u>modified DV</u>.
- 9. Tell the gamemaster the <u>attack program</u> that you used and your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just inflicted.



Indirect Combat Spell Cheat Sheet



What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Spellcasting

Options

Spell Cast

Force

Drain DV (per spell description)

Elemental Effect (if any)

Mentor Spirit Bonus

Spellcasting Focus

Wound Modifier

Variables

Your Hits

Actual Hits

Defender's Hits

Your Net Hits

Modified DV



- 1. Choose the <u>spell</u> you wish to cast at the target.
- 2. Choose a force for the spell, up to twice your Magic.
- 3. Add your Magic to your pool.
- 4. Add your Spellcasting to your pool.
- 5. Add the bonus for your Mentor Spirit to your pool, if applicable.
- 6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.
- 7. Subtract any Wound Modifier from your pool.
- 8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
- 9. Take the lesser of your hits and the spell's force; this is your actual hits total.
- 10. The defender rolls defense pool and subtracts their hits from your actual hits. If your net hits are zero or less, skip to step 13.
- 11. Add your <u>net hits</u> to the <u>force</u>; this is your <u>modified</u> DV. If this number is greater than half of the defender's Impact armor, the spell causes Physical damage, otherwise it causes Stun damage.
- 12. Tell the gamemaster your final modified DV, along with any elemental effect of the spell. The defender will attempt to resist the horrible damage you have just caused.
- 13. Start a new pool, add your Willpower to it.
- 14. Add the Attribute that you use to resist Drain, according to your tradition.
- 15. If you did not add your **Spellcasting Focus** Rating to your spellcasting pool, add it now.
- 16. Roll your pool dice. Subtract one from the <u>Drain</u> Damage Value for each hit.
- 17. If you did not reduce the <u>Drain Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

Drone Combat Cheat Sheet



What You Need to Know

Attributes

Drone's Pilot

Autosoft

Targeting

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)

SS(1) SA(1) BF/Narrow(3) BF/Wide(3) FA/Long Narrow(6) FA/Long Wide(6) FA/Full Narrow(10) FA/Full Wide(10)

Recoil Compensation

Damage Modifier

Variables

Number of rounds fired this Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV



- 1. Choose the <u>weapon</u> and <u>ammo</u> you want to use, and note their DV and AP.
- 2. Choose a fire mode that you want to use.
- 3. Add your <u>Drone's Pilot</u> rating to your pool.
- 4. Add the <u>Targeting Autosoft</u> rating to your pool.
- 5. Subtract any <u>Damage Modifier</u> from your pool.
- 6. Subtract the <u>Recoil Compensation</u> from the <u>number of rounds fired this Phase</u>, then subtract one; the difference is the recoil modifier.
- 7. If the <u>weapon</u> is a heavy weapon, double the <u>recoil</u> modifier.
- 8. If the <u>weapon</u> is a shotgun and the <u>fire mode</u> is BF or FA, double the recoil modifier.
- 9. If the <u>recoil modifier</u> is greater than zero, subtract it from your pool.
- 10. Roll your pool dice, note your hits.
- 11. If your <u>fire mode</u> is one of the wide bursts, tell the gamemaster; the defender loses defense pool.
- 12. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
- 13. Add your <u>net hits</u> to your <u>weapon + ammo DV</u>; this is your <u>modified DV</u>. If this number is greater than the defender's armor modified by your <u>weapon AP</u>), it causes Physical damage, otherwise it causes Stun damage.
- 14. If your <u>fire mode</u> is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.
- 15. Tell the gamemaster your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just caused.



Defense Cheat Sheet

For Defending Against Ranged, Melee, or Indirect Spellcasting Attacks

SHADOWRUN

What You Need to Know

Attributes

Reaction

Body

Skills

Dodge

Gymnastics

(Melee Skill)

Options

Wound Modifier

Full Defense Used?

Your Armor Rating

Variables

Prior attacks since last action

Other Modifiers (p. 151)

Attacker's Weapon DV

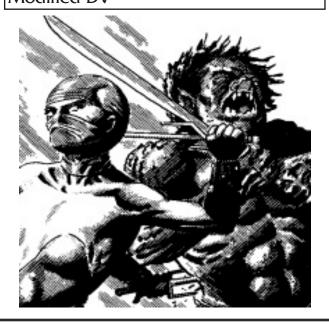
Attacker's Weapon AP

Attacker's Hits

Your Hits

Attacker's Net Hits

Modified DV



- 1. Choose whether to spend your current or your next Complex Action for Full Defense.
- 2. Add your Reaction to your pool.
- 3. If you are defending against a melee attack, add your <u>Dodge</u> to your pool.
- 4. If you are not using Full Defense, skip this step. You may add either your <u>Dodge</u> (possibly again) or your <u>Gymnastics</u> to your pool; if you are defending against a melee attack, your <u>skill for your currently held melee weapon</u> may be added instead (Unarmed Combat included). Only one of the above may be added.
- 5. Subtract any Wound Modifier from your pool.
- 6. Subtract one from your pool for each prior attack you have defended against since your last action.
- 7. Add to or subtract from your pool any other modifiers from page 151.
- 8. Roll your pool dice, note your hits.
- 9. Subtract <u>your hits</u> from <u>the attacker's hits</u>. If the <u>net hits</u> are zero or less, you avoided the attack; stop now.
- 10. Add the attacker's <u>net hits</u> to the attacker's <u>weapon</u> <u>DV</u>; this is the <u>modified DV</u>. If this number is greater than your armor rating (modified by the <u>weapon AP</u>), it causes Physical damage, otherwise it causes Stun damage.
- 11. Add your **Body** to your pool.
- 12. Add your <u>Armor Rating</u>, modified by the <u>weapon AP</u>, to your pool.
- 13. Roll your pool dice, and subtract the hits from the modified DV. If the difference greater than zero, apply that number of boxes to the appropriate damage track, Physical or Stun.



Compiling Cheat Sheet



What You Need to Know

Attributes

Resonance

Willpower

Skills

Compiling

Options

Sprite Type

Desired Rating

Wound Modifier

Variables

Your Hits

Sprite's Hits

Fading Damage Value



- 1. Choose a <u>type of sprite</u> to compile and the Rating you want it to have.
- 2. Add your Resonance Attribute to your pool.
- 3. Add your Compiling Skill to your pool.
- 4. Subtract any Wound Modifier from your pool.
- 5. Roll your pool dice, add up the <u>hits</u>. If you glitch, tell the gamemaster.
- 6. The gamemaster rolls the sprite's <u>Rating</u> and adds up the hits.
- 7. Subtract the <u>sprite's hits</u> from <u>your hits</u>. If you have zero or fewer hits, no sprite appears. If you have hits left over, each hit counts as a task the sprite owes you.
- 8. Multiply the <u>sprite's hits</u> by two. This is the <u>Fading</u> <u>Damage Value</u>, minimum 2.
- 9. Start a new pool, add your Willpower to it.
- 10. Add your Resonance to the new pool.
- 11. Roll your pool dice. Subtract one from the <u>Fading</u> <u>Damage Value</u> for each hit.
- 12. If you did not reduce the <u>Fading Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Rating was greater than your <u>Resonance</u>, Stun otherwise.



Banishing Cheat Sheet



What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Banishing

Options

Target Spirit's Force

Target Spirit's Summoner's Magic

Mentor Spirit Modifier

Banishing Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value



- 1. Choose a target spirit and find its <u>force</u>, along with its type, and whether it has been bound.
- 2. Add your Magic Attribute to your pool.
- 3. Add your **Banishing Skill** to your pool.
- 4. Add your <u>Mentor Spirit modifier</u> to your pool, if it applies.
- 5. Add the Rating of a <u>Banishing Focus</u> to your pool, if it is of the right type and you do not wish to save it to help reduce Drain later.
- 6. Subtract any Wound Modifier from your pool.
- 7. Roll your pool dice, add up the <u>hits</u>. If you glitch, tell the gamemaster.
- 8. The gamemaster rolls the target spirit's <u>Force</u> and adds up the hits. If the target is a bound spirit, the gamemaster also rolls its summoner's Magic rating and adds those hits.
- 9. Subtract the <u>spirit's hits</u> from <u>your hits</u>. If you have zero or fewer hits, nothing happens. If you have hits left over, each hit reduces the target spirit's owed services. If the owed services are reduced to zero, it will leave on its next action, but any magician may attempt to summon it before it leaves.
- 10. Multiply the <u>spirit's hits</u> by two. This is the <u>Damage Value</u> of the Drain, minimum 2.
- 11. Start a new pool, add your Willpower to it.
- 12. Add the <u>Attribute that you use to resist Drain</u>, according to your tradition.
- 13. If you did not add your <u>Banishing Focus</u> Rating to your summoning pool, add it now.
- 14. Roll your pool dice. Subtract one from the <u>Drain</u> <u>Damage Value</u> for each hit.
- 15. If you did not reduce the <u>Drain Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your <u>Magic</u>, Stun otherwise.



What You Need to Know

Logic

Willpower

Attributes

Charisma

Skills

Astral Combat

Options

Weapon Focus Used (if any)

Weapon Focus DV

Weapon Rating

Your Reach

Weapon Reach

Wound Modifier

Variables

Defender's Reach

Your Hits

Defender's Hits

Your Net Hits

Modified DV



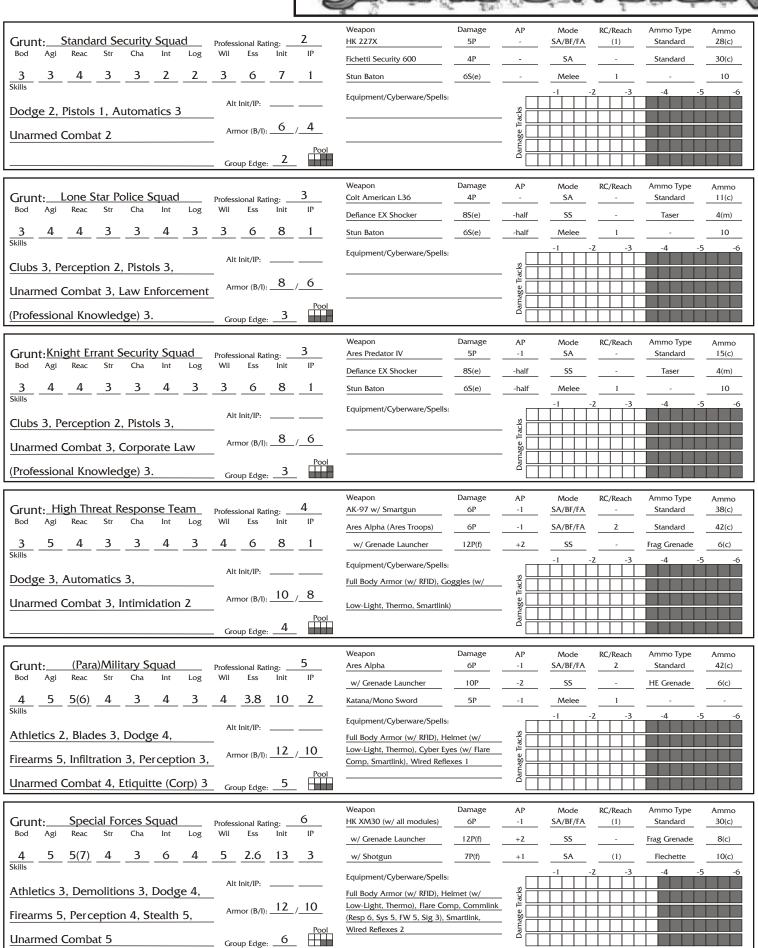
- 1. Choose the <u>weapon focus</u> you want to use, and note its <u>DV</u>. If unarmed, the DV is half your <u>Charisma</u>, rounded up.
- 2. If you are astrally perceiving (or dual-natured), add your <u>Willpower</u> to your pool. If you are astrally projecting, add your <u>Logic</u> to your pool.
- 3. Add your Astral Combat to your pool.
- 4. Add <u>your reach</u> and <u>your weapon's reach</u> together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.
- 5. Add the Weapon Focus Rating if you are using one.
- 6. Subtract any Wound Modifier from your pool.
- 7. Roll your pool dice, note your <u>hits</u>.
- 8. The defender rolls defense pool and subtracts <u>their hits</u> from <u>your hits</u>. If your <u>net hits</u> are zero or less, stop now.
- 9. Add your <u>net hits</u> to your <u>weapon DV</u>; this is your modified DV.
- 10. Decide whether your attack will cause Stun damage or Physical damage, and tell the gamemaster.
- 11. Tell the gamemaster your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just caused.



Standby Squads

Record Sheets







Stun: (F+16)/2

(additional Combat skill)

	_	7 0 - 10	the second second
Spirit of Air		Weapon Damage Value	Type Mode Armor Used Element Dice Pool
	ID.	Astral Combat F/2	P or S Astral Mystic - Fx2
Bod Agi Reac Str Cha Int Log Wil Ess Init	IP	Unarmed Combat (F-3)/2 (Elemental Attack) F	S Melee Impact - (Fx2)+3 P Ranged half Imp. Cold (Fx2)+3
F-2 F+3 F+4 F-3 F F F F F F Fx2+4	_2_	(Unarmed w/ Aura) (F-3)/2+4	P Melee half Imp. Cold (Fx2)+3
Skills Fy2	3	Powers	Optional Powers (choose one per 3 Force) Condition Monitor:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Astral Init/IP: Fx2		Accident, Astral Form,	Elemental Attack, Energy Aura,
Unarmed Combat Armor (B/I): F	, F	Concealment, Confusion, Engulf,	Fear, Guard, Noxious Breath, 7 + (F/2)
		Materialization, Movement, Sapience, Search	Psychokinesis Stun:
			8 + (F/2)
Spirit of Beasts		Weapon Damage Value Astral Combat F/2	Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2
Bod Agi Reac Str Cha Int Log Wil Ess Init	IP	Unarmed Combat (F/2)+1	S Melee Impact - (Fx2)+1
F+2 F+1 F+2 F+2 F F F F F F _{Fx2+2}	2	(Natural Weapon F	P Melee Impact - (Fx2)+1
$\begin{bmatrix} \frac{\Gamma+Z}{Skills} & \frac{\Gamma+I}{I} & \frac{\Gamma+Z}{I} & \frac{\Gamma+Z}{I} & \frac{\Gamma}{I} &$			
Assensing, Astral Combat, Dodge, Astral Init/IP: Fx2	_3_	Powers	Optional Powers (choose one per 3 Force) Condition Monitor:
Perception, Unarmed Combat	-	Animal Control, Astral Form, Enhanced Senses (Hearing, Low-	Concealment, Confusion, Guard, Natural Weapon, Noxious Breath, Physical: O + (F/2)
Armor (B/I): F	/ <u> </u>	Light, Smell), Fear, Materialization,	=
		Movement, Sapience	Stun: 8 + (F/2)
Codinity of Fourth		Weapon Damage Value	Type Mode Armor Used Element Dice Pool
Spirit of Earth		Astral Combat F/2	P or S Astral Mystic - Fx2
Bod Agi Reac Str Cha Int Log Wil Ess Init	IP	Unarmed Combat (F/2)+2	S Melee Impact - (Fx2)-2 P Ranged half Imp. - (Fx2)-2
F+4 F-2 F+2 F+4 F F F F F F _{Fx2+2}	2	(Elemental Attack) F	P Ranged half Imp (Fx2)-2
l — — — — — — — — — — — — — — — — — — —			
Skills	_	Powers	Optional Powers (choose one per 3 Force)
Assensing, Astral Combat, Dodge, Exotic Astral Init/IP: Fx2	3	Powers Astral Form, Binding, Guard.	Optional Powers (choose one per 3 Force) Concealment, Confusion, Engulf.
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed	_	Powers Astral Form, Binding, Guard, Materialization, Movement,	Concealment, Confusion, Engulf, Flemental Attack, Fear, Physical:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Astral Init/IP: Fx2	_3 /_F	Astral Form, Binding, Guard,	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2)
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Astral Init/IP: Fx2 Armor (B/I): F	_	Astral Form, Binding, Guard, Materialization, Movement,	Concealment, Confusion, Engulf, Flemental Attack, Fear, Physical:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed	_	Astral Form, Binding, Guard, Materialization, Movement,	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2) Stun:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Astral Init/IP: Fx2 Armor (B/I): F	_	Astral Form, Binding, Guard, Materialization, Movement,	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2) Stun:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Astral Init/IP: Fx2 Armor (B/I): F	_	Astral Form, Binding, Guard, Materialization, Movement,	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2) Stun:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Astral Init/IP: Fx2 Armor (B/I): F	_	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2) Stun: 8 + (F/2) Type Mode Armor Used Element Dice Pool
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Astral Init/IP: Fx2 Armor (B/I): F Edge: F	<u>, F</u>	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Astral Combat Damage Value F/2	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2) Stun: 8 + (F/2) Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init	/ F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value	Concealment, Confusion, Engulf, Elemental Attack, Fear Physical: 10 + (F/2) Stun: 8 + (F/2) Type Mode Armor Used Element Dice Pool
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F Ex2+3	<u>, F</u>	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Astral Combat Unarmed Combat F/2 (F/2)+3	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+2
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	/ F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/Z Unarmed Combat (F/2)+3 Elemental Attack F	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - FxZ P Melee half Imp. Fire (Fx2)+2 P Ranged half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Condition Monitor:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/Z Unarmed Combat (F/Z)+3 Elemental Attack F Powers Accident, Astral Form, Confusion,	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Bice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+2 P Ranged half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath,
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura,	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Bice Pool P or S Astral Mystic - FxZ P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath.
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/Z Unarmed Combat (F/Z)+3 Elemental Attack F Powers Accident, Astral Form, Confusion,	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Bice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Physical: 10 + (F/2) Stun: 8 + (F/2) Condition Monitor: Physical: 8 + (F+1)/2 Stun: 8 + (F+1)/2 Stun: 9 Physical: 8 + (F+1)/2 Stun:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura,	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - FxZ P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Condition Monitor: Physical: 8 + (F+1)/2
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura,	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Bice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Physical: 10 + (F/2) Stun: 8 + (F/2) Condition Monitor: Physical: 8 + (F+1)/2 Stun: 8 + (F+1)/2 Stun: 9 Physical: 8 + (F+1)/2 Stun:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura,	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Bice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Physical: 10 + (F/2) Stun: 8 + (F/2) Condition Monitor: Physical: 8 + (F+1)/2 Stun: 8 + (F+1)/2 Stun: 9 Physical: 8 + (F+1)/2 Stun:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Search Search Physical: 10 + (F/2) Stun: 8 + (F/2) Condition Monitor: Physical: 8 + (F+1)/2 Stun: 8 + (F/2)
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Type Mode Armor Used Element Dice Pool Fire (Fx2)+2 Condition Monitor: Physical: 8 + (F+1)/2 Stun: 8 + (F/2)
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F	F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+2 P Ranged half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fire (Fx2)+2 Stun: 8 + (F/2)
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F Fx2+3 Skills Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat Spirit of Guardians Bod Agi Reac Str Cha Int Log Wil Ess Init F-1 F-2 F-2 F-2 F-2 F-3 F-5 F F F F F F F F F F F F F F F F F F	/ F 2 3 / F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat F/2 Unarmed Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience Weapon Damage Value Astral Combat F/2	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Condition Monitor: Physical: (Fx2)+2 Condition Monitor: Physical: 8 + (F+1)/2 Stun: 8 + (F/2)
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F F F F F F F F F F F F F F		Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+1 (Natural Weapon) F	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Type Mode Armor Used Element Dice Pool Fear, Guard, Noxious Breath, Search Type Mode Armor Used Element Dice Pool Fear, Guard, Noxious Breath, Search Type Mode Armor Used Element Bysical: 8 + (F+1)/2 Stun: 8 + (F/2)
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F Fx2+3 Skills Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat Spirit of Guardians Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F Fx2+3 Astral Init/IP: Fx2 Astral Init/IP: Fx2 Astral Init/IP: Fx2 Astral Init/IP: Fx2 F F F F F Fx2+3 Astral Init/IP: Fx2	/ F 2 3 / F	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat F/2 Unarmed Combat Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+1 (Natural Weapon) F Powers	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Type Mode Armor Used Element Dice Pool Fear, Guard, Noxious Breath, Search Type Mode Armor Used Element Dice Pool Fear, Guard, Noxious Breath, Search Type Mode Armor Used Element Bysical: 8 + (F+1)/2 Stun: 8 + (F/2) Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 S Melee Impact - (Fx2)+2 P Melee Impact - (Fx2)+2 Optional Powers (choose one per 3 Force) Condition Monitor:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat Spirit of Fire Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F-2 F F F F F Fx2+3 Skills Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat Spirit of Guardians Bod Agi Reac Str Cha Int Log Wil Ess Init F+1 F+2 F+3 F+2 F F F F F F F F Fx2+3 Astral Init/IP: Fx2	/ F 2 3 / F 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search Weapon Damage Value Astral Combat (F/2)+3 Elemental Attack F Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience Weapon Damage Value Astral Combat F/2 Unarmed Combat (F/2)+1 (Natural Weapon) F	Concealment, Confusion, Engulf, Elemental Attack, Fear Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 P Melee half Imp. Fire (Fx2)+3 Optional Powers (choose one per 3 Force) Fear, Guard, Noxious Breath, Search Search Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2 Stun: 8 + (F+1)/2 Stun: 8 + (F+1)/2 Stun: 8 + (F/2)



	7 0 - 1	
Spirit of Guidance	Weapon Damage Value	21
Bod Agi Reac Str Cha Int Log Wil Ess Init IP	Astral Combat F/2 Unarmed Combat (F+1)/2	P or S Astral Mystic - Fx2 S Melee Impact - (Fx2)-1
F+3 F-1 F+2 F+1 F F F F F F _{Fx2+2} 2		
Skills	Powers	Ontional Powers (shapes one not 2 Fares)
Arcana, Assensing, Astral Combat, Astral Init/IP: Fx2 3	Powers Astral Form, Confusion, Divining,	Optional Powers (choose one per 3 Force) Condition Monitor: Engulf, Enhanced Senses (Hearing,
Counterspelling, Dodge, Perception, Unarmed Combat Armor (B/l): F / F	Guard, Magical Guard,	Low-Light Vision, Thermographic Physical: (F+19)/2
Armor (B/I): - / -	Materialization, Sapience, Search, Shadow Cloak	Vision, or Smell), Fear, Influence Stun:
Edge: F	SHACIOW CIOAK	8 + (F/2)
Spirit of Man	Weapon Damage Value	Type Mode Armor Used Element Dice Pool
Bod Agi Reac Str Cha Int Log Wil Ess Init IP	Astral Combat F/2 Unarmed Combat (F-1)/2	P or S Astral Mystic - Fx2 S Melee Impact - Fx2
$\begin{bmatrix} F+1 \\ Skills \end{bmatrix} \xrightarrow{F} \xrightarrow{F+2} \xrightarrow{F-1} \xrightarrow{F} \xrightarrow{F} \xrightarrow{F} \xrightarrow{F} \xrightarrow{F} \xrightarrow{F\times 2+2} \xrightarrow{2}$		
Assensing, Astral Combat, Dodge, Astral Init/IP: Fx2 3	Powers	Optional Powers (choose one per 3 Force) Condition Monitor:
Perception, Spellcasting, Unarmed Combat	Accident, Astral Form, Concealment, Confusion,	Fear, Innate Spell (any one spell known by the summoner). Physical: Physical:
Armor (B/I):/	Enhanced Senses (Low-Light,	Movement, Psychokinesis
Face F	Thermographic), Guard, Influence, Materialization, Sapience, Search	Stun: 8 + (F/2)
Edge:	Materialization, Sapience, Search	
Spirit of Plants	Weapon Damage Value	Type Mode Armor Used Element Dice Pool
	Astral Combat F/2	P or S Astral Mystic - Fx2
Bod Agi Reac Str Cha Int Log Wil Ess Init IP	Unarmed Combat (F/2)+2	S Melee Impact - (Fx2)-1
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		
Assensing Astral Combat Counterspelling Astral Init/IP. Fx2 3	Powers	Optional Powers (choose one per 3 Force) Condition Monitor:
Assensing, Astral Combat, Counterspelling, Dodge, Perception, Unarmed Combat	Astral Form, Concealment, Engulf,	Physical
Armor (B/I): F / F	Fear, Guard, Magical Guard, Materialization, Sapience, Silence	Noxious Breath, Search (F+19)/2
	- Supremee, Sucree	Stun: 8 + (F/2)
		O + (1/2)
Spirit of Tasks	Weapon Damage Value Astral Combat F/2	Type Mode Armor Used Element Dice Pool P or S Astral Mystic - Fx2
Bod Agi Reac Str Cha Int Log Wil Ess Init IP	Unarmed Combat (F/2)+1	P Melee Impact - Fx2
F F F+2 F+2 F F F F F _{Fx2+2} 2		
Skills	Powers	Optional Powers (choose one per 3 Force) Condition Monitor
Artisan, Assensing, Astral Combat, Dodge, Astral Init/IP: Fx2 3	Accident, Astral Form, Binding,	Concealment, Enhanced Senses
Perception, Unarmed Combat Armor (B/l): F / F	Materialization, Movement,	(Hearing, Low-Light, Physical: 8 + (F/2)
	Sapience, Search	Thermographic, or Smell), Influence, Psychokinesis, Skill Stun:
		(Technical or Physical) 8 + (F/2)
Spirit of Water	Weapon Damage Value	Type Mode Armor Used Element Dice Pool
Bod Agi Reac Str Cha Int Log Wil Ess Init IP	Astral Combat F/2 Unarmed Combat (F/2)	P or S Astral Mystic - Fx2 S Melee Impact - (Fx2)
	(Elemental Attack) F	P Ranged half Imp. Water (Fx2)
$\begin{bmatrix} F+2 & F & F+2 & F & F & F & F & F & F & F & F & F & $	(Unarmed w/ Energy Aura) (F/2)+4	P Melee half Imp. Water (Fx2)
Assensing, Astral Combat, Dodge, Exotic Astral Init/IP: Fx2 3	Powers	Optional Powers (choose one per 3 Force) Condition Monitor:
Ranged Weapon, Perception, Unarmed	Astral Form, Concealment, Confusion, Engulf, Materialization,	Accident, Binding, Elemental Attack, Energy Aura, Guard, Physical: 9 + (F/2)
Combat Armor (B/I): F / F	Movement, Sapience, Search	Weather Control



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Spirit of Air		Weapo		Damage Value	Туре	Mode	Armor Used	Element	Dice Pool
Bod Agi Reac Str Cha Int Log	Wil Ess Init I		Combat led Combat	F/2 (F-3)/2	P or S S	Astral Melee	Mystic Impact	-	Fx2 (Fx2)+3
F-2 F+3 F+4 F-3 F F F	F F _{Fx2+4} 2		ental Attack)	F (5.2) (2.4	P	Ranged	half Imp.	Cold	(Fx2)+3
1-2 1+3 1+4 1-3 1 1 1			ned w/ Aura)	(F-3)/2+4	<u>P</u>	Melee	half Imp.	Cold	(Fx2)+3
Assensing, Astral Combat, Dodge, Exotic	Astral Init/IP: Fx23	Powers Accide	ent, Astral Forr	m.			e one per 3 Force Energy Aura	1.	dition Monitor:
Ranged Weapon, Flight, Perception, Unarmed Combat	Armor (B/I): F	Conce	alment, Confu				ous Breath,	Phys	sical: 7 + (F/2)
diamed Combat	Armor (B/I)://	— <u>Materi</u>	ialization, Mov nce, Search	rement,	Psychoki	nesis		Stun	
	Edge: F	Sapien	ice, Search						8 + (F/2)
	-								
Spirit of Earth		Weapo Astral	on Combat	Damage Value F/2	Type P or S	Mode Astral	Armor Used Mystic	Element	Dice Pool Fx2
Bod Agi Reac Str Cha Int Log	Wil Ess Init I		ed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-2
F+4 F-2 F+2 F+4 F F F	F F _{Fx2+2} 2	<u>(Eleme</u>	ental Attack)	F	P	Ranged	half Imp.	-	(Fx2)-2
Skills		Powers			Optional Po	wers (choose	e one per 3 Forc	e) Con-	dition Monitor:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed	Astral Init/IP: Fx2	Astral_	Form, Binding		Concealn	nent, Con	ifusion, Engu		
Combat	Armor (B/I): F_/		ialization, Mov nce, Search	rement,	Elementa	al Attack,	Fear		10 + (F/2)
		Sapiei	ice, Search					Stun	
	Edge: F								8 + (F/2)
Spirit of Fire Bod Agi Reac Str Cha Int Log	Wil Ess Init I		on Combat ned Combat	Damage Value <u>F/2</u> (F/2)+3	Type P or S	Mode Astral Melee	Armor Used Mystic half Imp.	Element - Fire	Dice Pool Fx2 (Fx2)+2
3	F F 7	Elemer	ntal Attack	F	P	Ranged	half Imp.	Fire	(Fx2)+3
$\frac{F+1}{Skills}$ $\frac{F+2}{F+3}$ $\frac{F-2}{F-2}$ $\frac{F}{F}$ $\frac{F}{F}$ $\frac{F}{F}$		2							
Assensing, Astral Combat, Dodge, Exotic	Astral Init/IP: Fx2	Powers Accide	ent, Astral Forr	m Confusion			e one per 3 Forc ous Breath,	e) Cone	dition Monitor
Ranged Weapon, Flight, Perception, Unarmed Combat	Armor (B/I):F/	F1	ntal Attack, En		Search	irci, ivoxic	ous breatin,	Phys	sical: 8 + (F+1)/2
unaimed Combat	Armor (B/I)://	Engulf	, Materializatio	on, Sapience				Stun	
	Edge: F								8 + (F/2)
	J								
Spirit of Man		Weapo Astral	on Combat	Damage Value F/2	Type P or S	Mode Astral	Armor Used Mystic	Element	Dice Pool Fx2
Bod Agi Reac Str Cha Int Log	Wil Ess Init I		ed Combat	(F-1)/2	S	Melee	Impact	-	Fx2
F+1 F F+2 F-1 F F	F F _{Fx2+2} 2						-		
Skills					Optional Po	wers (choose	e one per 3 Forc	e) Con-	dition Monitor
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat	Astral Init/IP: Fx2	Accide	ent, Astral Forr		Fear, Inna	ate Spell (any one spe	Com	
erception, spencasting, unarmed combat	Armor (B/I):F/		alment, Confusced Senses (Lo			y the sument, Psych			(F+17)/2
			ographic), Gua		Moveme	iit, rsycii	OKITIESIS	Stun	
	Edge: F	Materi	alization, Sapi	ence, Search					8 + (F/2)
Spirit of Water		Weapo Astral	on Combat	Damage Value F/2	Type P or S	Mode Astral	Armor Used Mystic	Element	Dice Pool Fx2
Bod Agi Reac Str Cha Int Log	Wil Ess Init I		ed Combat	(F/2)	S	Melee	Impact	-	(Fx2)
F+2 F F+2 F F F F	F F _{Fx2+2} 2		ental Attack)	F (F/2) + 4	P	Ranged	half Imp.	Water	(Fx2)
	<u> </u>	_	ned w/ Energy Aur	(F/2)+4	P Ontional Pa	Melee_	half Imp.	Water	(Fx2)
Assensing, Astral Combat, Dodge, Exotic	Astral Init/IP: Fx2	Powers Astral	Form, Conceal	lment.	•		e one per 3 Forc , Elemental		dition Monitor
Ranged Weapon, Perception, Unarmed Combat	Armor (B/I): F /	Confus	sion, Engulf, M	laterialization,	Attack, E	nergy Au	ıra, Guard,	Phys	sical: 9 + (F/2)
Compar	AI MOF (B/I)://	- Mover	ment, Sapience	e, Search	Weather	Control		Stun	



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Spirit of Air		Weapon	Damage Value	Type Mode	Armor Used	Element	Dice Poo
Bod Agi Reac Str Cha Int Log	Wil Ess Init I	Astral Combat IP Unarmed Combat	F/2 (F-3)/2	P or S Astral S Melee	Mystic Impact		Fx2 (Fx2)+3
		(Elemental Attack)	F	P Ranged	half Imp.	Cold	(Fx2)+3
<u>F-2 F+3 F+4 F-3 F F F</u>	$\frac{F}{F} = \frac{F}{F} = \frac{F \times 2 + 4}{F} = \frac{7}{F}$	(Unarmed w/ Aura)	(F-3)/2+4	P Melee	half Imp.	Cold	(Fx2)+3
ills	Astral Init/IP: Fx23	3 Powers		Optional Powers (choos	e one per 3 Forc	ce) Conc	dition Monito
Assensing, Astral Combat, Dodge, Exotic anged Weapon, Flight, Perception,	Astral Init/IP:	Accident, Astral Fo		Elemental Attack,		a,Physi	ical.
Inarmed Combat	Armor (B/I):F/I	F Concealment, Conf		Fear, Guard, Noxio	ous Breath,		7 + (F/2)
		Materialization, Mo Sapience, Search	ovement,	Psychokinesis		Stun:	
	Edge: F	Sapience, Search					8 + (F/2)
pirit of Beasts		Weapon Astral Combat	Damage Value F/2	Type Mode P or S Astral	Armor Used Mystic	Element	Dice Poo
Bod Agi Reac Str Cha Int Log	Wil Ess Init I	IP Unarmed Combat	(F/2)+1	S Melee	Impact		(Fx2)+1
ů		(Natural Weapon	F	P Melee	Impact	-	(Fx2)+1
<u>F+2</u> <u>F+1</u> <u>F+2</u> <u>F+2</u> <u>F</u> <u>F</u> <u>F</u>	$\frac{F}{F} = \frac{F}{F} = \frac{F \times 2 + 2}{F} = \frac{F}{F}$	<u> </u>					
kills	Astral Init/IP: Fx23	3 Powers		Optional Powers (choos	e one per 3 Forc	ce) Conc	lition Monito
Assensing, Astral Combat, Dodge, Perception, Unarmed Combat	Astrai Init/IP:	Animal Control, As		Concealment, Cor		Physic	ical·
creeption, unarried combat	Armor (B/I):F/I	F Enhanced Senses (Natural Weapon,	Noxious Brea	ath,	9 + (F/2)
		Light, Smell), Fear, Movement, Sapien		Search, Venom		Stun:	
	– Edge: F	Movement, Sapien	<u>cc</u>				8 + (F/2)
Spirit of Earth Bod Agi Reac Str Cha Int Log F+4 F-2 F+2 F+4 F F F		Weapon Astral Combat IP Unarmed Combat (Elemental Attack)	Damage Value	Type Mode P or S Astral S Melee P Ranged	Armor Used Mystic Impact half Imp.	Element - -	Dice Poo Fx2 (Fx2)-2 (Fx2)-2
T	1 1 EXZ+Z 2	<u> </u>					
Assensing, Astral Combat, Dodge, Exotic	Astral Init/IP: Fx2	3 Powers		Optional Powers (choos	-	Conc	lition Monit
Ranged Weapon, Perception, Unarmed		Astral Form, Bindir		Concealment, Cor		ulf, Physi	ical:
Combat	Armor (B/I):F/I	F Materialization, Mo Sapience, Search	ovement,	Elemental Attack,	rear		10 + (F/2)
	_	<u>supremee, searen</u>				Stun	
	– Edge: F						8 + (F/2)
pirit of Man		Weapon Astral Combat	Damage Value	Type Mode	Armor Used	Element	
•	Wil Ess Init I	Weapon Astral Combat IP Unarmed Combat	Damage Value	Type Mode P or S Astral S Melee	Armor Used Mystic Impact	Element -	Dice Poo Fx2 Fx2
Bod Agi Reac Str Cha Int Log		Astral Combat Unarmed Combat	F/2	P or S Astral	Mystic	Element -	Fx2
Bod Agi Reac Str Cha Int Log	Wil Ess Init I	Astral Combat Unarmed Combat	F/2	P or S Astral	Mystic	Element - -	Fx2
Bod Agi Reac Str Cha Int Log	<u>F</u> <u>F</u> <u>Fx2+2</u> <u>2</u>	Astral Combat Unarmed Combat	F/2	P or S Astral	Mystic Impact	-	Fx2
Bod Agi Reac Str Cha Int Log +1 F F+2 F-1 F F Gills Assensing, Astral Combat, Dodge,	F F F Fx2+2 2	Astral Combat Unarmed Combat	F/2 (F-1)/2	P or S Astral S Melee	Mystic Impact Im	re) Conc	Fx2 Fx2
Bod Agi Reac Str Cha Int Log F+1 F F+2 F-1 F F Kills Assensing, Astral Combat, Dodge,	F F Fx2+2 2 Astral Init/IP: Fx2 3	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral Fo Concealment, Conf	F/2 (F-1)/2 orm, fusion,	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun	Mystic Impact e one per 3 Force (any one spenmoner),	re) Conc	Fx2 Fx2
Bod Agi Reac Str Cha Int Log +1 F F+2 F-1 F F Gills Assensing, Astral Combat, Dodge,	F F F Fx2+2 2	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confernanced Senses (orm, fusion, Low-Light,	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell	Mystic Impact e one per 3 Force (any one spenmoner),	ce) Conc	Fx2 Fx2 dition Monitorical: (F+17)/2
Agi Reac Str Cha Int Log +1 F F+2 F-1 F F illis ssensing, Astral Combat, Dodge,	F F Fx2+2 2 Astral Init/IP: Fx2 3	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confendament,	orm, fusion, Low-Light, uard, Influence,	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun	Mystic Impact e one per 3 Force (any one spenmoner),	re) Conc	Fx2 Fx2 dition Monit
Agi Reac Str Cha Int Log +1 F F+2 F-1 F F ills ssensing, Astral Combat, Dodge,	F F Fx2+2 2 Astral Init/IP: Fx2 3	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confernanced Senses (orm, fusion, Low-Light, uard, Influence,	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun	Mystic Impact e one per 3 Force (any one spenmoner),	ce) Conc	Fx2 Fx2 dition Monit ical: (F+17)/2
Bod Agi Reac Str Cha Int Log F+1 F F+2 F-1 F F F kills Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Comba	Astral Init/IP: Fx2 3 Armor (B/I): F / I Edge: F	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confendanced Senses (Thermographic), G Materialization, Sal Weapon Astral Combat	orm, fusion, Low-Light, uard, Influence, pience, Search Damage Value F/2	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun Movement, Psychology Specific Por S Mode Astral	Mystic Impact Im	ce) Conc	Fx2
Bod Agi Reac Str Cha Int Log 1	F F Fx2+2 2 Astral Init/IP; Fx2 3 t Armor (B/I): F / I Edge: F	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confendanced Senses (Thermographic), G Materialization, Sal	orm, fusion, Low-Light, uard, Influence, pience, Search	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun Movement, Psychology Astronomy Company Comp	e one per 3 forc (any one spenmoner), okinesis	Stun:	Fx2
Bod Agi Reac Str Cha Int Log 1	Astral Init/IP: Fx2 3 Armor (B/I): F / I Edge: F	Astral Combat Unarmed Combat Unarmed Combat IP Unarmed Combat Accident, Astral For Concealment, Confendanced Senses (Thermographic), G Materialization, Sap Weapon Astral Combat Unarmed Combat (Elemental Attack)	orm, fusion, Low-Light, uard, Influence, pience, Search Damage Value	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun Movement, Psychology Special Specia	Mystic Impact Im	Stuns	Fx2
Bod Agi Reac Str Cha Int Log 1	F F Fx2+2 2 Astral Init/IP: Fx2 3 t Armor (B/I): F / I Edge: F Wil Ess Init I F F Fx2+2 2	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confeinanced Senses (Thermographic), G Materialization, Sal Weapon Astral Combat Unarmed Combat (Elemental Attack) (Unarmed w/ Energy A	orm, fusion, Low-Light, uard, Influence, pience, Search Damage Value	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sum Movement, Psychology of the sum Movement of	Armor Used Mystic Impact Armor Lised Mystic Impact half Imp. half Imp.	Element	Fx2 Fx2
F+1 F F+2 F-1 F F F Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat Spirit of Water Bod Agi Reac Str Cha Int Log F+2 F F+2 F F F F kills Assensing, Astral Combat, Dodge, Exotic	F F Fx2+2 2 2 2 2 2 2 2 2 2	Astral Combat Unarmed Combat Unarmed Combat Powers Accident, Astral For Concealment, Confeinanced Senses (Thermographic), G Materialization, Sal Weapon Astral Combat Unarmed Combat (Elemental Attack) (Unarmed w/ Energy A	prm, fusion, Low-Light, uard, Influence, pience, Search Damage Value F/2 (F/2) F uura) (F/2)+4	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun Movement, Psychology Por S Astral S Melee P Ranged P Melee	Armor Used Mystic Impact Armor Used Mystic Impact Impact half Imp. half Imp.	Element	Fx2 Fx2
Bod Agi Reac Str Cha Int Log F+1 F F+2 F-1 F F F kills Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat Spirit of Water Bod Agi Reac Str Cha Int Log F+2 F F+2 F F F F kills	F F Fx2+2 2 Astral Init/IP: Fx2 3 t Armor (B/I): F / I Edge: F Wil Ess Init I F F Fx2+2 2	Astral Combat Unarmed Combat IP Unarmed Combat 2	prm, fusion, Low-Light, uard, Influence, pience, Search Damage Value F/2 (F/2) F (F/2) F (F/2)+4 ealment,	P or S Astral S Melee Optional Powers (choose Fear, Innate Spell known by the sun Movement, Psychology of the Standard of the	Armor Used Mystic Impact Armor Used Mystic Impact Half Imp. half Imp. e one per 3 Force The second of the second o	Element	Fx2

Vehicle and Drone Record Sheet



Vehicle/Dro	one:		Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
Pilot	Handling	Body								-2
Pilot Mods: System	Accel	Armor								3 against mod
Response	Speed	Sensor								Cumdative
Firewall	Programs:									
Signal										8+(Body+2, round up) boxes
Vehicle/Dro	one:		Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
	Handling	Body								-2
Pilot Mods: System	Accel	Armor								-3 se damage mo
Response	Speed	Sensor								S. Cumdativ
Firewall	Programs:									.6
Signal										-7 8+(Body+2, round up) boxes
Vehicle/Dro	one:		Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
	Handling	Body								-2
Pilot Mods: System	Accel	Armor								3 3 4 damage moc
Response	Speed	Sensor								Cumdativ
Firewall	Programs:									.6
Signal										8+(Body+2, round up) boxes
	one:		Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
Vehicle/Dro	one:		Weapon	Damage 	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
Vehicle/Dro	Handling		Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
Vehicle/Dro	Handling	Body	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
Vehicle/Dro Pilot Pilot Mods: System	Handling Accel	Body	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track 2 angues de
Vehicle/Dro Pilot Pilot Mods: System Response	Handling Accel Speed	Body	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	3 december
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal	Handling Accel Speed	Body Armor Sensor	Weapon	Damage	AP AP	Mode		Ammo Type	Ammo	Damage Track 2 aggregation of the state of
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot	Handling Accel Speed Programs:	Body Armor Sensor								3 december
Vehicle/Dro	Handling Accel Speed Programs: One:	Body Armor Sensor								3 december
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods:	Handling Accel Speed Programs: One: Handling Accel	Body Armor Sensor								and a supplied of the state of
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response	Handling Accel Speed Programs: One: Handling Accel	Body Sensor Body Armor Sensor								3 december
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response	Handling Accel Speed Programs: One: Handling Accel Speed	Body Sensor Body Armor Sensor								Damage Track Damage Track B-(Body-2, round up) boxes
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal	Handling Accel Speed Programs: One: Handling Accel Speed	Body Armor Body Armor Sensor					Recoil Comp			B-IBody-2, round op) boxes Damage Track
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Pilot Pilot Signal	Handling Accel Speed Programs: One: Handling Accel Speed Programs:	Body Sensor Body Armor Sensor	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track Damage Track B-(Body-2, round up) boxes
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Vehicle/Dro Vehicle/Dro	Handling Accel Speed Programs: One: Handling Accel Speed Programs: One:	Body Sensor Body Armor Sensor	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track Damage Track B-(Body-2, round up) boxes
Vehicle/Dro Pilot Pilot Mods: System Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods:	Handling Accel Speed Programs: One: Handling Accel Speed Programs: One: Handling Accel Handling	Body Armor Body Body Armor Sensor Body	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track Damage Track B-(Body-2, round up) boxes
Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Mods: System Response Firewall Signal Vehicle/Dro Pilot Pilot Response Firewall Signal	Handling Accel Speed Programs: One: Handling Accel Speed Programs: One: Handling Accel Accel Accel	Body Armor Body Armor Sensor Body Armor Sensor Sensor	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track Damage Track B-(Body-2, round up) boxes

Grunt Record Sheet



									_					
C								Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
Grunt:_	-! D	. C+	Cha	I.v. 4		Professional Rating:	ID.							
Bod Ag	gi Read	Str	Cha	Int	Log	Wil Ess Init	IP							
Skills														
						Alt Init/IP:		Equipment/Cyberware/Spells:			-1	-2 -3	-4	-5 -6
						Alt IIIIt/IIr:				8 			++++	+++
						_				Tracks	\square		++++	+++
						Armor (B/I):	/			<u>پ</u> لے				$\perp \downarrow \downarrow \downarrow \downarrow$
						_	Pool			Damage				
						Group Edge:	Pool							
								Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
Grunt:_						Professional Rating:			_					
Bod Ag	gi Read	Str	Cha	Int	Log	Wil Ess Init	IP							
l														
Skills								Equipment/Cubenyare/Enells			-1	-2 -3	-4	-5 -6
						Alt Init/IP:		Equipment/Cyberware/Spells:		ιο I				
						_				Tracks				
						Armor (B/I):	/			- E				
						_				Damage				+++
							Pool			ĕ 			++++	+++
						Group Edge:							<u> </u>	
								\\\	D			D II C	Α Τ	 1
Crunt						D ()		Weapon	Damage	AP	Mode	кесон Сотр	Ammo Type	Ammo
Grunt:_ Bod Ag	gi Read	Str	Cha	Int	Log	Professional Rating: Wil Ess Init	IP							
bou Ag	gi Keat	. 30	Cia	IIIC	Log	VVII LSS IIII	II							
Skills									-			-2 -3		
						Alt Init/IP:		Equipment/Cyberware/Spells:			1	-2 -3	74	-5 -6
						74t ilit/il				s ⊢	+++		 	+ + + +
							,			Tracks			++++	+++
						Armor (B/I):	/			Damage				+++
							Pool			§				
						Group Edge:	Pool							
								Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
Grunt:_						Professional Rating:		Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
Grunt:	gi Read	Str	Cha	Int	Log	Professional Rating: Wil Ess Init	IP	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
	gi Read	: Str	Cha	Int	Log		IP	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
Bod Ag	gi Read	: Str	Cha	Int	Log		IP	Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo
	gi Read	: Str	Cha	Int	Log	Wil Ess Init	IP		Damage	AP	Mode	Recoil Comp		Ammo
Bod Ag	gi Read	Str	Cha	Int	Log	Wil Ess Init	IP	Weapon Equipment/Cyberware/Spells:	Damage					
Bod Ag	gi Read	e Str	Cha	Int	Log	Wil Ess Init			Damage					
Bod Ag	gi Read	: Stri	Cha	Int	Log	Wil Ess Init			Damage	Tacks				
Bod Ag	gi Read	: Str	Cha	Int	Log	Wil Ess Init ———————————————————————————————————			Damage	nage Tracks				
Bod Ag	gi Read	Str	Cha	Int	Log	Mil Ess Init			Damage	Tacks				
Bod Ag	gi Reac	: Str	Cha	Int	Log	Wil Ess Init ———————————————————————————————————			Damage	nage Tracks				
Bod Ag	gi Reac	: Str	Cha	Int	Log	Mil Ess Init			Damage	nage Tracks		-2 -3		
Bod Ag	gi Read	: Str	Cha	Int	Log	Mil Ess Init		Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4	-5 -6
Bod Ag Skills				Int	Log	Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:		Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4	-5 -6
Bod Ag Skills Grunt:						Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge: Professional Rating:	/	Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4	-5 -6
Bod Ag Skills Grunt: Bod Ag						Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge: Professional Rating:	/	Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4	-5 -6
Bod Ag Skills Grunt:						Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge: Professional Rating:	/	Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge: Professional Rating:	/	Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init	/	Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init	/	Equipment/Cyberware/Spells:		Tracks Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP:		Equipment/Cyberware/Spells:		Tracks Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I):		Equipment/Cyberware/Spells:		Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP:	/	Equipment/Cyberware/Spells:		Tracks Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Bod Ag Skills Grunt: Bod Ag						Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I):		Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells:	Damage	Damage Tracks	-1 Mode	-2 -3	-4	Ammo
Skills Grunt: Bod Ag Skills						Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:		Equipment/Cyberware/Spells:		Tracks Damage Tracks	-1	-2 -3	-4 Ammo Type	-5 -6
Grunt:	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:	Pool Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells:	Damage	Damage Tracks	-1 Mode	-2 -3	-4	Ammo
Skills Grunt: Bod Ag Skills	gi Reac	: Str	Cha			Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:		Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells:	Damage	Damage Tracks	-1 Mode	-2 -3	-4	Ammo
Grunt:	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:	Pool Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells:	Damage	Damage Tracks	-1 Mode	-2 -3	-4	Ammo
Grunt:	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:	Pool Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells: Weapon	Damage	Damage Tracks	-1 Mode Mode	-2 -3	Ammo Type -4 Ammo Type -4 Ammo Type	Ammo Ammo Ammo
Grunt:Bod Ag Skills Grunt:Bod Ag Skills	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Croup Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Croup Edge: Professional Rating: Wil Ess Init	Pool Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells:	Damage	Damage Tracks	-1 Mode	-2 -3	-4	Ammo
Grunt:Bod Ag Skills Grunt:Bod Ag Skills	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Group Edge:	Pool Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells: Weapon	Damage	Damage Tracks AP AP AP	-1 Mode Mode	-2 -3	Ammo Type -4 Ammo Type -4 Ammo Type	Ammo Ammo Ammo
Grunt:Bod Ag Skills Grunt:Bod Ag Skills	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Croup Edge: Professional Rating: Wil Ess Init Alt Init/IP: Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Armor (B/I): Armor Edge: Armor Edge: Armor Edge: Alt Init/IP: Alt Init/IP:	Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells: Weapon	Damage	Damage Tracks AP AP AP	-1 Mode Mode	-2 -3	Ammo Type -4 Ammo Type -4 Ammo Type	Ammo Ammo Ammo
Grunt:Bod Ag Skills Grunt:Bod Ag Skills	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Croup Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Croup Edge: Professional Rating: Wil Ess Init	Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells: Weapon	Damage	Damage Tracks AP AP AP	-1 Mode Mode	-2 -3	Ammo Type -4 Ammo Type -4 Ammo Type	Ammo Ammo Ammo
Grunt:Bod Ag Skills Grunt:Bod Ag Skills	gi Reac	: Str	Cha	Int	Log	Alt Init/IP: Armor (B/I): Croup Edge: Professional Rating: Wil Ess Init Alt Init/IP: Group Edge: Professional Rating: Wil Ess Init Alt Init/IP: Armor (B/I): Armor (B/I): Armor Edge: Armor Edge: Armor Edge: Alt Init/IP: Alt Init/IP:	Pool	Equipment/Cyberware/Spells: Weapon Equipment/Cyberware/Spells: Weapon	Damage	Damage Tracks	-1 Mode Mode	-2 -3	Ammo Type -4 Ammo Type -4 Ammo Type	Ammo Ammo Ammo

NPC Record Sheet



Street Name:			Real Name:		Unspen Karma:		Гotal Karma:	
Metatype:	Sex:	Age:	Affiliation:	Relation	onship Towa	ard PCs:		
Physical Attrib	utes		ental Attributes	Special Attri	outes		Attribute	s
Body		Charisi	ma	Edge		Initiative		
Agility		Intuitio	on	Edge Pool □		Initiative I	Passes	
Reaction Logic				Essence		Astral Init/IP		
Strength		Willpo	wer	Magic/Resona	ınce	Matrix Ini	t/IP	
Active Skill Name	Rating	Attribute	Active Skill Name	Rating Attribute	Ph	ysical	Stur	
Character Description	ı & History					Cumulative damage modifier	Damage Willpower+2, roboxes mor:	ώ ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '
			Weapon or Spell	Damage AP/Drain	, <u> </u>	Damage Ov	Ammo/ Reach	Dice Pool

Node Record Sheet



Node	Node Description				
System	Response	Firewall	Signal		
System cap due to lower Response	Response loss from running programs	Active Alert activation (+4 Firewall bonus)	Maximum wireless signal range (p. 212)		
Programs/Agents/IC	Rating Loaded Programs/Age		Agent/IC Damage Track Agent/IC Damage Track		
B A R S C S Hacking: Cybercomb Notes:	I L W ESS EDG — — — — — at: Computer: Electr	(Res) Init IP Damage Track Japon Damage Track Fonic Warfare: 8- Gystem-2, mond up) bases	Agent//C Damage Track		
Local Topology Diagram Directly Connected Node	s Subscribed Dev	Import	rant Data (Paydata)		
Notes					