

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



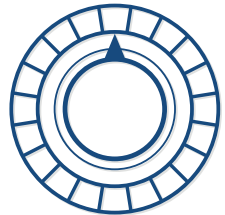
Mild (-2)

Moderate (-4)

Severe (-6)

Extreme (-8)

REPUTATION



Gear/Lasting Aspects/Notes: \_\_\_\_\_

### 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	
Networking, House	Intimidation	<b>Physical Skills</b>
Demolitions	Melee	Athletics
Diplomacy	Mnemonics	Endurance
Education	Pilot	Perception
Engineering, Hardware	Research	
Engineering, Software	Resolve	<b>Special Skill</b>
		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: \_\_\_\_\_

\_\_\_\_\_

Cost 0: \_\_\_\_\_

### 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	Relevant Skills
Physical:	Athletics & Endurance + Size
Mental:	Cohesion & Resolve
System (Savant only):	Engineering (Software) & SINC