

FACTIONS

NAME: _____ **ALIAS:** _____ **CONCEPT:** _____ **FACTION:** _____

AWARENESS:

Empathy: _____ []
 Animal Sense 0000
 Detect Lies 0000
 Emotion 0000
 Threat 0000

Sensory: _____ []
 Concealment 0000
 Direction 0000
 Notice 0000

Supernatural: _____ []
 Ability 0000
 Mystic 0000

BODY:

Endurance: _____ []
 Fatigue 0000
 Tolerance 0000
 Toughness 0000

Power: _____ []
 Lift 0000
 Strength Feats 0000

CONTROL:

Persuasion: _____ []
 Debate 0000
 Deception 0000
 Etiquette 0000
 Fast Talk 0000
 Interrogation 0000

Street: _____ []
 Blend 0000
 Locate 0000
 Streetwise 0000

CREATIVITY:

Appearance: _____ []
 Disguise 0000
 Grooming 0000
 Style 0000

Art: _____ []
 Computer Graphics 0000
 Crafts 0000
 Draw 0000

Metalwork 0000
 Paint 0000
 Photography 0000
 Sculpt 0000
 Tattoo 0000
 Video Editing 0000

Enigmas: _____ []
 Riddles 0000
 Puzzles 0000

Music: _____ []
 Appreciation 0000
 Composition 0000

Occult: _____ []
 Lore 0000
 Religion 0000
 Ritual Magic 0000

Writing: _____ []
 Fiction 0000
 Journalism 0000
 Poetry 0000
 Rhetoric 0000
 Technical 0000

PRESENCE:

BEAUTY: _____
 Current Beauty: []
 Bonus to Presence: []

Charisma: _____ []
 Charm 0000
 Intimidation 0000

Seduction 0000

Performance: _____ []
 Acting 0000
 Animal Command 0000

Leadership 0000
 Oration 0000
 Singing 0000

Stage Presence 0000

QUICKNESS:

Armed: _____ []
 Chain 0000
 Club 0000

Knife 0000
 Shield 0000
 Staff/Spear 0000

Sword 0000
 Whip 0000

Athletics: _____ []
 Acrobatics 0000
 Archery 0000

Climbing 0000
 Dance 0000
 Dodge 0000

Move 0000
 Parachuting 0000
 Riding 0000

Sneak 0000
 Sport 0000
 Swimming 0000

Unarmed: _____ []
 Block 0000
 Grapple 0000

Strike 0000

REACTION:

Boatmanship: _____ []
 Captain 0000
 Hovercraft 0000

Powercraft 0000
 Sail 0000

Coordination: _____ []
 Bartending 0000
 Pick Pocket 0000

Sleight of Hand 0000
 Video Games 0000

Drive: _____ []
 Auto 0000
 Heavy Equipment 0000

High Performance 0000
 Motorcycle 0000
 Oversized 0000

Gunplay: _____ []

Heavy 0000
 Pistol 0000
 Rifle 0000

Shotgun 0000
 Submachine 0000

Perform Inst: _____ []
 Play _____ 0000
 Play _____ 0000

Pilot: _____ []
 Air Combat 0000
 Commercial 0000

Helicopter 0000
 Plane 0000

REASONING:

Computer: _____ []
 Hacking 0000
 Programming 0000

Use 0000

Finance: _____ []
 Appraisal 0000
 Investment 0000

Stock Market 0000

History: _____ []
 Ancient 0000
 Archeology 0000

Modern 0000

Language: _____ []
 Fluent _____ 0000
 Fluent _____ 0000

Linguistics 0000

Mathematics: _____ []
 Accounting 0000
 Applied 0000

Theoretical 0000

Medicine: _____ []
 Brewing 0000
 Cooking 0000

Diagnose 0000
 First Aid 0000
 Herbalism 0000

Medtech 0000
 Pharmacy 0000
 Surgery 0000

Torture 0000

Physical Science: _____ []
 Agriculture 0000
 Astrophysics 0000

Biology 0000
 Chemistry 0000
 Environmental 0000

Geology 0000
 Physics 0000

Research: _____ []

Disappear 0000
 Investigation 0000
 Library Use 0000

Net 0000

Social Sciences: _____ []
 Advertising 0000
 Culture 0000

Economics 0000
 Law 0000
 Philosophy 0000

Psychology 0000
 Sociology 0000
 Teaching 0000

Strategy: _____ []
 Conspiracy 0000
 Games 0000

Military 0000
 Politics 0000

Survival: _____ []
 Arctic 0000
 Camouflage 0000

Desert 0000
 Temperate 0000
 Tropical 0000

Tech: _____ []
 Carpentry 0000
 Communications Sys 0000

Design 0000
 Electronics 0000
 Explosives 0000

Fire Control 0000
 Forgery 0000
 Lock Picking 0000

Mechanics 0000
 Operate Machine 0000
 Security Systems 0000

WILL:

Resistance: _____ []
 Coercion 0000
 Stress 0000

Strength: _____ []
 Concentration 0000
 Courage 0000

Lucid Dreaming 0000

Extras

<u>WOUND LEVELS</u>		<u>TOTAL HEALTH</u>	
Light W: []	Stun 8 KO 5	0000000000	-2 PEN
Moderate W: []	Stun 12 KO 10	00000	-4 PEN
Severe W: []	Stun 18 KO 15	000	-6 PEN
Critical W: []	Stun 22 KO 20	00	-10 PEN
Mortal W: []	Stun 25 KO 22	0	-15 PEN
			75%: [] -2 PEN
			50%: [] -4 PEN
			25%: [] -6 PEN

FACTIONS

FOCUS 0 0 0 0 0 . 0 0 0 0 0 . 0 0 0 0 0 . 0 0 0 0 0

SPECIAL ABILITY SKILLS Base Skill

BIO-M Bio Manipulation Awareness + Reasoning : ___ 0000
BOD Body Body + Quickness : ___ 0000
DMS Dimensional Awareness + Quickness : ___ 0000
DYN Dynamics Awareness + Creativity : ___ 0000
ENG Energy Will + Will : ___ 0000
EXS Extra Sensory Awareness + Will : ___ 0000

SPECIAL ABILITY SKILLS Base Skill

MND Mind Creativity + Will : ___ 0000
PSY-D Psy Defense Reaction + Will : ___ 0000
PSY-I Psy Illusion Awareness + Creativity : ___ 0000
PSY-M Psy Manipulation Control + Presence : ___ 0000
PSY-T Psy Transformation Creativity + Reasoning : ___ 0000
SNS Sensory Awareness + Will : ___ 0000

Range Modifiers

Difficulty:	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Short:	1m	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Medium:	2m	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
Long:	4m	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100
Far:	40m	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960	1km
Extreme:	.25km	.5	.75	1	1.25	1.5	1.75	2	2.25	2.5	2.75	3	3.25	3.5	3.75	4	4.25	4.5	4.75	5	5.25	5.5	5.75	6	6.25

SPECIAL ABILITIES	Level	Type	Cost	Dif	Range	Duration	DR
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____
Effect: _____	_____	_____	_____	_____	_____	_____	_____

Astral Attributes
 Awareness: _____
 Beauty: _____
 Body: _____
 Control: _____
 Creativity: _____
 Presence: _____
 Quickness: _____
 Reaction: _____
 Reasoning: _____
 Will: _____

WOUND LEVELS	TOTAL HEALTH
Light W: [] Stun 8 KO 5	0000000000 -2 PEN
Moderate W: [] Stun 12 KO 10	000000 -4 PEN
Severe W: [] Stun 18 KO 15	000 -6 PEN
Critical W: [] Stun 22 KO 20	00 -10 PEN
Mortal W: [] Stun 25 KO 22	0 -15 PEN
	75%: [] -2 PEN
	50%: [] -4 PEN
	25%: [] -6 PEN

PSYCHIC INJURY LOCATION

1: Emotional Process	5: Thought Process
_____	_____
_____	_____
4: Personality	3: Metaphysical
_____	_____
_____	_____
2: Memory	6: Personal Will
_____	_____
_____	_____

Base Astral Body
 Damage: _____

Base Astral Body
 Absorb: _____

FACTIONS

COMPLEX HIT LOCATION ARMOR

SPECIFIC INJURY

Armor	Body Areas	Protection	QE	RE	Specific Injury	Body Area

WEAPONS	To Hit	Damage	Range A/F/E	Clip	Recoil	Lag/Reload

COMBAT NOTES

Base Hand to Hand Damage: _____
Damage Absorb: [] + OOOO
Passive Block: [] **Passive Dodge:** []
Passive Move: [] **Passive Sword:** []
Passive Shield: [] **Weapon Lag Mod:** []

SPECIAL MANEUVERS

All Out Attack: +5 to Hit on Attacks, -7 PEN to Passive Defense
All Out Defense: Can Active Defense vs. all visible attacks, but cannot Attack that round.
Called Shot: -3 to Hit, Ref interprets results
Deadly Blow: -5 to Hit, +2 levels of Accuracy if successful, miss by 1-2 does Nick
Heavy Attack: +3 to Hit on Attacks, -5 PEN to Passive Defense
Killing Shot: -7 to Hit, +3 levels of Accuracy if successful, miss by 1-2 does Nick
Leg Sweep: -3 to Hit, does Nick damage, puts opponent On The Ground
Panic Defense: +10 to Initiative check, suffers -5 PEN on defensive Action
Vital Blow: -3 to Hit, +1 level of Accuracy if successful

GRAPPLE MANEUVERS

Break Grapple: Initiates a vs. Strength Feats check to break a Grip, Hold, or Lock
Escape Grapple: Use Grapple to get out of Hold or Lock
Get to Feet: 2 Actions. At first Action, On The Ground PEN halved
Grip: Makes other Grapple Maneuvers +3 to Hit
Hold: -3 to Hit, Hold Success is PEN to Defender
Kippup: Acrobatics vs. 12 to get to feet in 1 Action
Limb Break: -5 to Hit, on Moderate Wound or more limb broken
Lock: -3 to Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any Action
Takedown: -3 to Hit, can only do up to Solid Hit Accuracy. Both combatants are On The Ground. Maintains all Grapples.
Throw: -3 to Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

TIME MODIFIERS FOR ACTIONS

Slowly 60% More Time +5 to Check (Non-Combat only)
Carefully 40% More Time +3 to Check (Non-Combat only)
Deliberately 20% More Time +1 to Check (Non-Combat only)
Rapidly 20% Less Time -2 PEN
Quickly 40% Less Time -5 PEN
Rushed 60% Less Time -10 PEN

Slowly	-	3	5	6	8	10	11	13	14	16	24	32	48	64	80
Carefully	-	-	4	5	7	8	10	11	13	14	21	28	42	56	70
Deliberately	-	-	-	5	6	7	8	10	11	12	18	24	36	48	60
Normally	1	2	3	4	5	6	7	8	9	10	15	20	30	40	50
Rapidly	-	-	2	3	4	5	6	6	7	8	12	16	24	32	40
Quickly	-	1	-	2	3	4	4	5	5	6	9	12	18	24	30
Rushed	-	1	1	-	2	2	3	3	4	4	6	8	12	16	20

SITUATIONS

On The Ground: -5 PEN Attack and Defense, -3 PEN to H2H Damage
Multiple Attackers: -3 PEN Defense each extra Attack in 10 Phases
Using Off Hand: -4 PEN **Both Hands:** -3 PEN On-Hand, -7 for Off

ACCURACY CHART

Hit By	Damage Multiplier
0-2:	x 1/2 Nick
3-7:	x 1 Minor Hit
8-11:	x 2 Solid Hit
12-15:	x 3 Direct Hit
16-19:	x 4 Major Hit
20+:	x 5 Critical Hit

Aim To Hit Requires

Aim	To Hit	Requires
1 sec	+2	none
2 sec	+4	none
3 sec	+6	●
4 sec	+8	●●
5 sec	+10	●●●
6 sec	+12	●●●●

AUTOFIRE ACCURACY CHART

Hit By	#Hits	Damage Multiplier
0-2:	1	x 1/2 Nick
3-5:	2	x 1/2 Nick
6-8:	3	x 1 Minor Hit
9-11:	4	x 1 Minor Hit
12-14:	5	x 2 Solid Hit
15-17:	6	x 3 Direct Hit
18-20:	7	x 4 Major Hit
21-23:	8	x 5 Critical Hit
24-26:	9	x 5 Critical Hit
27+:	10	x 5 Critical Hit

Range To Hit

Range	To Hit
Point Blank	+5
Close	+3
Average	+0
Far	-3
Extreme	-5
Max Range	-10

Cover To Hit

Cover	To Hit
None	+0
Minor	-3
Major	-5
Total	-7

Action Phases

Action	Phases
Push Button / Pull Trigger	1
Regain 1 Recoil PEN	1
3 Round "Burst" Attack	3
Rushed Change Targets (-10 PEN to Hit)	4
Fast Draw Weapon: Requires Gunplay Skill check vs. 10, is effective 2 Recoil PEN	5
Quick Change Targets (-5 PEN to Hit)	6
Quick Look (-5 PEN to Notice)	6
Rapid Change Targets (-2 PEN to Hit)	8
Rapid Look (-2 PEN to Notice)	8
"Standard" One Second Action	10
Reload Detachable Mag: vs. 10	50

Target To Hit

Target	To Hit
Crouched	-3
Prone	-5
Walking	-3
Running	-5

AREA SPRAY

Dif	Area Size
3	Small
5	Man Sized
8	Medium
10	Bay Door
12	Room, Alley
15	Side Street
18	Small House
	Front

TRUE PHASE INITIATIVE: Reaction + Talent: Skill

Initiative Check :	-10	-7	-5	-3	0	3	5	8	10	12	15	18	20	22	25	28	30
Phase Lag :	+30	+25	+20	+15	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	+0

FACTIONS

RITUALS PAGE

Creativity + Occult : [] + School: _____ OOOO

Will + Strength : [] + Concentration OOOO

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

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RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

FACTIONS

EARLY CHILDHOOD

Family Origins: _____ Family SIN: [] Family Wealth: [] Family Status: _____

Siblings and Birth Order: _____

Dramatic Events: _____

Package (1): _____ Chance Occurances: _____

Notes: _____

LATE CHILDHOOD

Dramatic Events: _____

Package (1): _____ Chance Occurances: _____

Package (2): _____ Chance Occurances: _____

Notes: _____

EARLY TEENS

Dramatic Events: _____

Package (1): _____ Chance Occurances: _____

Package (2): _____ Chance Occurances: _____

Life Events: _____

Major Action: _____

Enemy Strikes Y/N: _____

Notes: _____

LATE TEENS

Dramatic Events: _____

Package (1): _____ Chance Occurances: _____

Package (2): _____ Chance Occurances: _____

Life Events: _____

Major Action: _____

Drafted Y/N: _____

SIN: [] Wealth: []

Enemy Strikes Y/N: _____

Notes: _____

EARLY TWENTIES

Dramatic Events: _____

Package (1): _____ Chance Occurances: _____

Package (2): _____ Chance Occurances: _____

Life Events: _____

Major Action: _____

Drafted Y/N: _____

Enemy Strikes Y/N: _____

Notes: _____

PERSONAL ENEMY

Edger/Gifted Cause of Conflict: _____ Conflict Nature: _____

Conflict Intensity: _____ Enemy Resources: _____

Edger/Gifted Cause of Conflict: _____ Conflict Nature: _____

Conflict Intensity: _____ Enemy Resources: _____

Edger/Gifted Cause of Conflict: _____ Conflict Nature: _____

Conflict Intensity: _____ Enemy Resources: _____

FACTIONS

IMPORTANT PERSONS

Family

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Parent/Sibling Relationship Type: _____ Intimacy: _____ Physical Proximity: _____

Family Trouble Y/N: _____ Family Tragedy Y/N: _____

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Parent/Sibling Relationship Type: _____ Intimacy: _____ Physical Proximity: _____

Family Trouble Y/N: _____ Family Tragedy Y/N: _____

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Parent/Sibling Relationship Type: _____ Intimacy: _____ Physical Proximity: _____

Family Trouble Y/N: _____ Family Tragedy Y/N: _____

Friendship

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Friendship Type: _____ Friendship Trouble Y/N: _____ Friendship Tragedy Y/N: _____

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Friendship Type: _____ Friendship Trouble Y/N: _____ Friendship Tragedy Y/N: _____

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Friendship Type: _____ Friendship Trouble Y/N: _____ Friendship Tragedy Y/N: _____

Romance

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Romance Type: _____ Romance Trouble Y/N: _____

Romance Ending: _____ Lingering Feelings: _____

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Romance Type: _____ Romance Trouble Y/N: _____

Romance Ending: _____ Lingering Feelings: _____

Who: _____ Age: _____ Race: _____ Persona: _____

Works in: _____ Sexual Orientation: _____

Style: _____ Body Type: _____

Quirks: Carries/Wears: _____ Habit of: _____ Obsessed with: _____

Romance Type: _____ Romance Trouble Y/N: _____

Romance Ending: _____ Lingering Feelings: _____