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| **Körperlicher Zustandsmonitor** | | |  | | **Geistiger**  **Zustandsmonitor** | | | | |
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|  |  | -2 | |  |  | |  | | -2 | |
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|  |  | -4 | |  |  | |  | | -4 | |
|  |  | -5 | |  | Charaktere haben  8 + (WIL / 2, aufgerundet) Kästchen auf dem geistigen Zustandsmonitor; Überzählige Kästchen schwärzen | | | | | |
|  |  | -6 | |  |
|  |  | -7 | |  |
|  |  | -8 | | Überzähliger Schaden | | | | |  | |
|  |  | -9 | | Überzähliger Schaden (erlitten) | | | | |  | |
|  |  | -10 | |  |  | |  | |  | |
| Charaktere haben  8 + (KON / 2, aufgerundet) Kästchen auf dem körperlichen Zustandsmonitor; Überzählige Kästchen schwärzen | | |  | |  |  | |  | |

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| **Konstitution** |  | | | | | | | |
| **Geschicklichkeit** |  | | | | | | | |
| **Reaktion** |  | | | | | | | |
| **Stärke** |  | | | | | | | |
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| **Willenskraft** |  | | | | | | | |
| **Logik** |  | | | | | | | |
| **Intuition** |  | | | | | | | |
| **Charisma** |  | | | | | | | |
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| **Edge** |  | | | | | | | |
| **Edge-Punkte** |  |  |  |  |  |  |  |  |
| **Essenz** |  | | | | | | | |
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| **Initiative** |  | | | | | | | |
| **Matrix-Initiative** |  | | | | | | | |
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| **Selbstbeherrschung** |  | | | | | | | |
| **Menschenkenntnis** |  | | | | | | | |
| **Erinnerungsvermögen** |  | | | | | | | |
| **Heben/Tragen** |  | | | | | | | |
| **Bewegung** |  | | | | | | | |
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| **Körperliches Limit** |  | | | | | | | |
| **Geistiges Limit** |  | | | | | | | |
| **Soziales Limit** |  | | | | | | | |

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| **Hauptlebensstil** |  |
| **Nuyen** |  |
| **Gefälschte IDs/Weitere Lebensstile/Vermögen/Lizenzen** | |
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| **Name** |  | **Straßenname** |  |
| **Metatyp** |  | **Ethnie** |  |
| **Alter** |  | **Geschlecht** |  |
| **Größe** |  | **Gewicht** |  |
| **Straßenruf** |  | **Karma** |  |
| **Schlechter Ruf** |  | **Gesamtkarma** |  |
| **Prominenz** |  | **Sonstiges** |  |

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| **Charakter** |  |
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| **Anmerkungen** |  |

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| **Connection** | **Loyalität** | **Einfluss** | **Gefallen** |
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| **Vor-/Nachteil** | **Anmerkungen** |
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| **Wissensfertigkeit** | **Art** | **Attribut** | **Stufe** | **Pool** |
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| **Charakter** |  |
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| **Panzerung** | **Panzerungswert** | **Anmerkungen** | **Schadenswiderstand** |
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| **Nahkampfwaffe** | **Pool** | **Reichweite** | **Schaden** | **Präzision** | **DK** |
| Waffenlos |  | - | (STR)G | Körperlich | - |
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| **Fernkampfwaffe** | **Pool** | **Schaden** | **Präzision** | **DK** | **Modus** | **RK** | **Schuss ohne Rückstoß** | **Munition** | **Munition verbraucht** |
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| **Bodytech** | **Anmerkungen** | **Stufe** | **Essenz** |
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| **Gegenstand** | **Stufe** | **Anzahl** |
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| **Charakter** |  |
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| **Fahrzeug** |  | **Handling** |  |
| **Beschleunigung** |  | **Geschwindigkeit** |  |
| **Pilot** |  | **Rumpf** |  |
| **Panzerung** |  | **Sensor** |  |
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| **Fahrzeug** |  | **Handling** |  |
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| **Fahrzeug** |  | **Handling** |  |
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| **Fahrzeug** |  | **Handling** |  |
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| **Charakter** |  |
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| **Programm/Autosoft** | **Stufe** | **Art** | **Beschreibung** | **Geladen** |
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| **Riggerkonsolen-Modell** |  | **Gerätestufe** |  | |
| **Datenverarbeitung** |  | **Firewall** |  | |
| **Initiative AR** |  | **Initiative VR (kalt/heiß)** |  |  |
| **Initiative Direktverbindung** |  | **Rauschunterdrückung/Zugriff** |  |  |
| **Programme** |  | | | |
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| Matrix-Zustandsmonitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

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| **Kommlink-Modell** |  | **Gerätestufe** |  |
| **Datenverarbeitung** |  | **Firewall** |  |
| **Gitter** |  | **Matrix-Initiative** |  |
| **Programme** |  | | |
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| Matrix-Zustandsmonitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

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| **Charakter** |  |
| **Spieler** |  |
| **Anmerkungen** |  |