

IDENTITY / PUBLIC RECORD

CHARACTER NAME	PLAYER	CALLING	LEVEL
ORIGIN / BACKGROUND	ALIGNMENT	PRONOUNS	NODE / CELL

STR

STRENGTH

SCORE MOD

DEX

DEXTERITY

SCORE MOD

CON

CONSTITUTION

SCORE MOD

INT

INTELLIGENCE

SCORE MOD

WIS

WISDOM

SCORE MOD

CHA

CHARISMA

SCORE MOD

COMBAT & SURVIVAL

ARMOR CLASS	TOUCH	FLAT-FOOTED	INITIATIVE	SPEED	MAX HP	CURRENT HP	TEMP HP

SAVING THROWS

SAVE	TOTAL	BASE	ABIL.
FORTITUDE			
REFLEX			
WILL			

ATTACK PROFILE

BASE ATTACK BONUS	CMB / GRAPPLE	CMD / DEFENCE	SPELL / EXPLOIT DC

SKILLS / TRAINING

CHECK = TRAINED / PROFICIENT | BOXES = TOTAL / RANKS / MISC

	TOTAL	RANKS	MISC		TOTAL	RANKS	MISC		TOTAL	RANKS	MISC
☐ Acrobatics				☐ Fly				☐ Perception			
☐ Appraise				☐ Handle Animal				☐ Perform			
☐ Bluff				☐ Heal				☐ Profession			
☐ Climb				☐ Intimidate				☐ Sense Motive			
☐ Craft				☐ Knowledge: Engineering				☐ Sleight of Hand			
☐ Diplomacy				☐ Knowledge: Fringe				☐ Stealth			
☐ Disable Device				☐ Knowledge: Local				☐ Survival			
☐ Disguise				☐ Knowledge: Politics				☐ Swim			
☐ Escape Artist				☐ Linguistics				☐ Use Device / Ghostwork			

WEAPONS & ATTACKS

WEAPON / ATTACK	BONUS	DAMAGE	CRIT	RANGE	AMMO	TIER	NOTES / SPECIAL

ARMOR / DEFENSES

ARMOR / OUTFIT

TIER

AC BONUS

MAX DEX

CHECK PENALTY

FRINGE INTERFERENCE

CONDITION & RECOVERY

CURRENT HP

WOUNDS / CONDITIONS

NONLETHAL

DAMAGE REDUCTION

INVENTORY / EVERYDAY GEAR

CARRIED GEAR

RESTRICTED / MISSION GEAR

SAFEHOUSE / NODE CACHE

RESOURCES / LICENCES / WEALTH

PERSONAL CASH

NODE FUND

ENCUMBRANCE

COMMON LICENCE

TRAINED LICENCE

RESTRICTED ACCESS

CONSUMABLES / AMMUNITION / BURNER ID KITS

CALLING PROGRESSION / FEATURES

CALLING

ARCHETYPE / SPECIALISATION

CLASS RESOURCE / POOL

CURRENT

MAX

FEATURES

PROFICIENCIES & CAPABILITIES

☐ LIGHT ARMOR

☐ MEDIUM ARMOR

☐ HEAVY ARMOR

☐ COMMON WEAPONS

☐ TRAINED WEAPONS

☐ RESTRICTED WEAPONS

LANGUAGES / SIGNAL CANT / SPECIAL ACCESS

FRINGE EXPLOITS / SPELLS / PROGRAMS

SAVE DC

CL / USER LEVEL

CONCENTRATION

LVL	EXPLOIT / SPELL / PROGRAM	CATEGORY	RANGE / TARGET	SAVE / SR	USES / DAY	NOTES

FEATS, TALENTS & SPECIAL RULES

NAME / LEVEL ACQUIRED

NAME / LEVEL ACQUIRED

SCORE / HEAT / CREDENCE

COVER SCORE

PUBLIC SOCIAL CREDIT / CURRENT IDENTITY

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
0				25						50					75				100

HEAT

ACTUAL SUSPICION / PURSUIT LEVEL

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
0					25					50					75				100

CREDENCE (SELECT ONE)

☐ SKEPTIC

☐ PRAGMATIC

☐ CREDULOUS

CURRENT COVER IDENTITY / BURNER

NODE / CONTACTS / RELATIONSHIPS

NODE NAME / DESIGNATION

ROLE IN NODE

SAFEHOUSE / TERRITORY

CONTACTS / ALLIES / DEPENDANTS

COVER IDENTITIES & EXPOSURE

IDENTITY / COVER

SCORE

STATUS / NOTES

HISTORY / BELIEFS / COMPLICATIONS

BACKGROUND & HISTORY

MOTIVATION / WHAT YOU RESIST

FEARS, FLAWS & COMPLICATIONS

MISSION LOG / ADVANCEMENT / NOTES

XP / ADVANCEMENT

CAMPAIGN / GM

MISSION / SESSION

SESSION / DATE

NOTES / MISSION OUTCOMES / SCORE & HEAT CHANGES