

i The **Play Sheet** is all you need for your character during play (think of it as the car to your Build Sheet's engine). All the essential information is here, but without unnecessary mechanical gubbins.

Space for your character's personal details, Breed (Human, Gethan etc), Culture (Truean, Jensian etc) and some space for a pithy one sentence description of your character.

Tick the appropriate box for your character's career (in this case Agency), and also space for your Rank, Commendations (COM) and Reprimands (REP)

Talent Points (TP) are the representation of your character's experience and are gained by completing/failing missions

BROKEN SHIELD

AGE 21 GENDER Male BREED Gethan CULTURE Gethan		DESCRIPTION Driven Gethan intelligence analyst																																																								
CHARACTER Conrad-19 PLAYER 	CAREER <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> Agency </div> <div style="text-align: center;"> Metropolis </div> <div style="text-align: center;"> AMC </div> <div style="text-align: center;"> Other </div> </div> <div style="display: flex; justify-content: space-around;"> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </div>	RANK G2 Analyst <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">COM <input type="checkbox"/></div> <div style="text-align: center;">REP <input type="checkbox"/></div> </div>	TALENT POINTS 32 UNSPENT TP 0																																																							
VISUAL 	MISSIONS		EDGES Longevity Genesculpting Attractive Insider Knowledge: Agency																																																							
SOCIAL CLASS Middle Class LIFESTYLE Uptown KEY GEAR Analyte Lining Armour Drugs: Edge x3 ForensiKit Surveillance Briefcase MediKit	LANGUAGES <div style="display: flex; flex-wrap: wrap;"> <div style="width: 50%;"> <input checked="" type="radio"/> Standard <input checked="" type="radio"/> Zani <input type="radio"/> Aramesh </div> <div style="width: 50%;"> <input type="radio"/> Jenis <input checked="" type="radio"/> Gethan <input type="radio"/> Chigo </div> <div style="width: 50%;"> <input type="radio"/> Extasian <input type="radio"/> Kapaethjan <input type="radio"/> Sarov </div> <div style="width: 50%;"> <input type="radio"/> Kanchurian <input type="radio"/> Divine <input type="radio"/> Other: </div> </div> CONTACTS, ALLIES & ENEMIES		TRAITS <table style="width: 100%; font-size: 0.8em;"> <thead> <tr> <th></th> <th>Type</th> </tr> </thead> <tbody> <tr><td>Clone</td><td>Pas</td></tr> <tr><td>Neat Freak</td><td>Beh</td></tr> <tr><td>Perfectionist</td><td>Beh</td></tr> <tr><td>Self-Righteous</td><td>Beh</td></tr> <tr><td>Ambitious</td><td>Pas</td></tr> <tr><td>Allergies</td><td>Pas</td></tr> </tbody> </table>		Type	Clone	Pas	Neat Freak	Beh	Perfectionist	Beh	Self-Righteous	Beh	Ambitious	Pas	Allergies	Pas																																									
	Type																																																									
Clone	Pas																																																									
Neat Freak	Beh																																																									
Perfectionist	Beh																																																									
Self-Righteous	Beh																																																									
Ambitious	Pas																																																									
Allergies	Pas																																																									
WEAPONS <table style="width: 100%; font-size: 0.7em;"> <thead> <tr> <th>Weapon</th> <th>Type</th> <th>ACC</th> <th>Rel</th> <th>ROF</th> <th>Range</th> <th>DD</th> <th>Pen</th> <th>Phys</th> <th>BR</th> <th>Notes</th> </tr> </thead> <tbody> <tr> <td>7 Laser</td> <td>Engy</td> <td>2</td> <td>Rel</td> <td>Single</td> <td>Long</td> <td>4</td> <td>0</td> <td>-</td> <td>-</td> <td>Sil</td> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>				Weapon	Type	ACC	Rel	ROF	Range	DD	Pen	Phys	BR	Notes	7 Laser	Engy	2	Rel	Single	Long	4	0	-	-	Sil																																	
Weapon	Type	ACC	Rel	ROF	Range	DD	Pen	Phys	BR	Notes																																																
7 Laser	Engy	2	Rel	Single	Long	4	0	-	-	Sil																																																
<div style="display: flex; flex-wrap: wrap;"> <div style="width: 50%;"> BODYWEB <input type="radio"/> ChemJet <input type="radio"/> CNS Booster <input type="radio"/> Dermal Plate <input type="radio"/> Monoclaws <input type="radio"/> Steel Musc <input type="radio"/> Body Stat </div> <div style="width: 50%;"> HEADLINK <input type="radio"/> CombatLink <input type="radio"/> DroneLink <input type="radio"/> NerveLink <input type="radio"/> NeuralComm <input type="radio"/> Social Analyser <input type="radio"/> VCS </div> <div style="width: 50%;"> OPTICS <input type="radio"/> BrainBooster <input type="radio"/> Eagle Eye <input type="radio"/> Forensic Scanner <input type="radio"/> TacLink <input type="radio"/> Thermal Imaging <input type="radio"/> Threat Analyser </div> <div style="width: 50%;"> INTERNAL REWIRING <input type="radio"/> Wire <input type="radio"/> Computer <input type="radio"/> Link <input type="radio"/> View <input type="radio"/> Link <input type="radio"/> onics </div> <div style="width: 50%;"> BIOSCULPTING <input type="radio"/> Decentralised Heart <input type="radio"/> Magnaview <input type="radio"/> DNS <input type="radio"/> Pharm <input type="radio"/> MuscleFibers <input type="radio"/> Oxycycler </div> <div style="width: 50%;"> NANOCORE <input type="radio"/> Chameleon Fil <input type="radio"/> ECM Cloak <input type="radio"/> Escape Gas <input type="radio"/> Nanoarmour <input type="radio"/> Nano Biostat <input type="radio"/> Nanoregen </div> <div style="width: 50%;"> BIOCORE <input type="radio"/> Aquashift <input type="radio"/> Beautifier <input type="radio"/> Clone Organ <input type="radio"/> Pheromones <input type="radio"/> Stress Shift <input type="radio"/> Voice Control </div> </div>																																																										

Space for your character's name and your name

Space to write down the names of the missions you play

Edges are unique bonuses that give your character special abilities not covered by skills, sliverware or Echo powers.

This is space for your character's **Social Class** (Middle unless you get an **Edge** or **Trait** that effects it), your **Lifestyle** which determined by a combination of Social Class and **Resource** (Influence) and space for any key gear.

The **Languages** your character speaks go here (Standard + your native language unless you get an **Edge** that effects it). Beneath that is space for all the names of **Contacts**, **Allies** and **Enemies** your character makes before or during play!

This is the place to indicate any **Sliverware** your character has (either **Cyberware** or **Bioware**). **Bioware** implants also require either the Edge 'Genesculpting' or the Edge 'Upper Social Class'.

This is where you fill in the details of any attacks you have from weapons, **Echo Powers**, **Faith** attacks, **Intimidate** attacks etc.

Traits are *passive, behavioural or narrative* complications that make your character more fun - and flawed! - to play

THE PLAY SHEET EXPLAINED

PHYSICAL

Opportunities [0] ○○○○○○

PHYSICAL DAMAGE

Threshold 2 | Damage Taken | Armour 3

1 + 2 + 3 +

Physical Injuries

Other Skill or Situation Mods

-2 Athletics when in contact with allergens

KILLER

Opportunities [2] ○○○○○○

KILLER DAMAGE

Threshold 3 | Damage Taken | Armour 3

1 + 2 + 3 +

Energy | Guns | Melee

Other Skill or Situation Mods

CLOAK

Opportunities [0] ○○○○○○

CLOAK DAMAGE

Threshold 1 | Damage Taken | Armour 3

1 + 2 + 3 +

Disguise | Con | Sneak

Other Skill or Situation Mods

SMARTS

Opportunities [2] ○○○○○○

SMARTS DAMAGE

Threshold 4 | Damage Taken | Armour 2

1 + 2 + 3 +

Psychology | Streetwise | Perception

Other Skill or Situation Mods

+2 research, +2 forensikit, +2 forensic scanner

SANDMAN

Opportunities [0] ○○○○○○

SANDMAN DAMAGE

Threshold 6 | Damage Taken | Armour 2

1 + 2 + 3 +

Medic | Hardtech | Hacking

Other Skill or Situation Mods

+2 to medic from medikit

WEAVER

Opportunities [0] ○○○○○○

WEAVER DAMAGE

Threshold 7 | Damage Taken | Armour 2

1 + 2 + 3 +

Medic | Hardtech | Hacking

Other Skill or Situation Mods

+2 to medic from medikit

RESOURCES

Opportunities [2] ○○○○○○

RESOURCES DAMAGE

Threshold 3 | Damage Taken | Armour 3

1 + 2 + 3 +

Network | Influence

Other Skill or Situation Mods

Ambitious (already included)

MOUTH

Opportunities [0] ○○○○○○

MOUTH DAMAGE

Threshold 3 | Damage Taken | Armour 3

1 + 2 + 3 +

Persuade | Intimidate

Other Skill or Situation Mods

Ambitious (already inc.), Attractive: +2 face-to-face

VAPOUR

Opportunities [0] ○○○○○○

VAPOUR DAMAGE

Threshold 3 | Damage Taken | Armour 3

1 + 2 + 3 +

Groundcraft | Spacecraft

Other Skill or Situation Mods

WYLD

Opportunities [0] ○○○○○○

WYLD DAMAGE

Threshold 1 | Damage Taken | Armour 2

1 + 2 + 3 +

Sense | Resistance

Other Skill or Situation Mods

ECHO:

Opportunities [0] ○○○○○○

ECHO DAMAGE

Threshold 1 | Damage Taken | Armour 2

1 + 2 + 3 +

Nature | Manipulation | Attack

Other Skill or Situation Mods

ECHO:

Opportunities [0] ○○○○○○

ECHO DAMAGE

Threshold 1 | Damage Taken | Armour 2

1 + 2 + 3 +

Nature | Manipulation | Attack

Other Skill or Situation Mods

DIVINITY

Opportunities [1] ○○○○○○

DIVINITY DAMAGE

Threshold 3 | Damage Taken | Armour 3

1 + 2 + 3 +

Invocation | Faith

Other Skill or Situation Mods

PLEDGED DISCIPLE

Thoth

Gifts / Curses

WYLD CANCER

13

SCALE 1 **SPEED** 1

INITIATIVE 6

Gifts are a special type of **Divinity Edge** that is only available to the faithful of each Disciple. Curses can be given by any Disciple!

Everyone in Broken Shield - even heretics - is Pledged to a Disciple (or demon)!

Initiative is a special skill that is calculated from your Physical, Smarts and Resources skills.