





BROKEN SHIELD

AGE		GENDER		BREED		CULTURE	
DESCRIPTION							

CHARACTER	
PLAYER	

CAREER	RANK				
 Agency	 Metropolice	 AMC	 Other		
				COM	REP

TALENT POINTS
UNSPENT TP

VISUAL

MISSIONS

EDGES

SOCIAL CLASS
LIFESTYLE
KEY GEAR

LANGUAGES
<input type="radio"/> Standard <input type="radio"/> Zani <input type="radio"/> Aramesh <input type="radio"/> Jenis <input type="radio"/> Gethan <input type="radio"/> Chigo <input type="radio"/> Extasian <input type="radio"/> Kapaethjan <input type="radio"/> Sarov <input type="radio"/> Kanchurian <input type="radio"/> Divine <input type="radio"/> Other:
CONTACTS, ALLIES & ENEMIES

TRAITS	Type

WEAPONS										
Weapon	Type	ACC	Rel	ROF	Range	DD	Pen	Phys	BR	Notes

<input type="radio"/> BODYWEB <input type="radio"/> ChemJet <input type="radio"/> CNS Booster <input type="radio"/> Dermal Plate <input type="radio"/> Monoclaws <input type="radio"/> Steel Muscles <input type="radio"/> Body Stash	<input type="radio"/> 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	<input type="radio"/> 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	<input type="radio"/> NEURAL REWIRING <input type="radio"/> Audio Wire <input type="radio"/> Decrypter <input type="radio"/> GodLink <input type="radio"/> Weave View <input type="radio"/> WeaveLink <input type="radio"/> Ultrasonics	<input type="radio"/> 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	<input type="radio"/> NANOCORE <input type="radio"/> Chameleon Field <input type="radio"/> ECM Cloak <input type="radio"/> Escape Gas <input type="radio"/> Nanoarmour <input type="radio"/> Nano Biostatus Unit <input type="radio"/> Nanoregen	<input type="radio"/> 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
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PHYSICAL

Athletics Endurance

Other Skill or Situation Mods

Opportunities [] ○○○○○○

PHYSICAL DAMAGE

Threshold	Damage Taken	Armour

1 + 2 + 3 +

Physical Injuries

KILLER

Energy Guns Melee

Other Skill or Situation Mods

CLOAK

Disguise Con Sneak

Other Skill or Situation Mods

SMARTS

Knowledge Control

Other Skill or Situation Mods

Opportunities [] ○○○○○○

SMARTS DAMAGE

Threshold	Damage Taken	Armour

1 + 2 + 3 +

Smarts Injuries

SANDMAN

Psychology Streetwise Perception

Other Skill or Situation Mods

WEAVER

Medic Hardtech Hacking

Other Skill or Situation Mods

RESOURCES

Network Influence

Other Skill or Situation Mods

Opportunities [] ○○○○○○

RESOURCES DAMAGE

Threshold	Damage Taken	Armour

1 + 2 + 3 +

Resources Injuries

MOUTH

Leadership Persuade Intimidate

Other Skill or Situation Mods

VAPOUR

Groundcraft Aircraft Spacecraft

Other Skill or Situation Mods

WYLD

Sense Resistance

Other Skill or Situation Mods

Opportunities [] ○○○○○○

WYLD DAMAGE

Threshold	Damage Taken	Armour

1 + 2 + 3 +

Wyld Injuries

ECHO:

Nature Manipulation Attack

Other Skill or Situation Mods

ECHO:

Nature Manipulation Attack

Other Skill or Situation Mods

DIVINITY

Invocation Faith

Other Skill or Situation Mods

Opportunities [] ○○○○○○

DIVINITY DAMAGE

Threshold	Damage Taken	Armour

1 + 2 + 3 +

Divinity Injuries

Pledged Disciple

Gifts / Curses

WYLD CANCER

SCALE SPEED

INITIATIVE