Character Name: 
Archetype: 
Career: 
Player: 

### WEAPONS

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<tr>
<th>WEAPON</th>
<th>SKILL</th>
<th>DAMAGE</th>
<th>CRIT</th>
<th>RANGE</th>
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### SKILLS

#### GENERAL SKILLS
- Athletics (Br)
- Comp (Hacking) (Int)
- Comp (Sysops) (Int)
- Cool (Pr)
- Coordination (Ag)
- Discipline (Will)
- Driving (Ag)
- Mechanics (Int)
- Medicine (Int)
- Operating (Int)
- Perception (Cun)
- Piloting (Ag)
- Resilience (Br)
- Skulduggery (Cun)
- Stealth (Ag)
- Streetwise (Cun)
- Survival (Cun)
- Vigilance (Will)

#### COMMUNICATION SKILLS
- Charm (Pr)
- Coercion (Will)
- Deception (Cun)
- Leadership (Pr)
- Negotiation (Pr)

#### KNOWLEDGE SKILLS
- Science (Int)
- Society (Int)
- The Net (Int)

#### CUSTOM SKILLS

### COMBAT SKILLS
- Brawl (Br)
- Melee (Br)
- Ranged (Heavy) (Ag)
- Ranged (Light) (Ag)
- Gunnery (Ag)

### SOCIAL SKILLS
- Charm (Pr)
- Coercion (Will)
- Deception (Cun)
- Leadership (Pr)
- Negotiation (Pr)

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### FAVERS

**OWNED:**

**GIVEN:**

### TOTAL XP

### AVAILABLE XP
TALENT PYRAMID

Purchasing Talents

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.