

VAULT

MERC DATASHEET

Name: _____
 Species: _____
 Style: _____
 Class 1: _____ Class 2: _____
 Ability Groups: _____
 Total EXP: _____ Tier: _____
 (EXP 100) Style/Class: _____

MOVE 
 SPD + Armor Move

CHARGE 
 Move + Run SP, Attack at End

SPRINT 
 Move + Run SPx2, Uses Turn

SKILLS	SP	Stat	+/-	Sum
Arcanics (Magic)				
Climb (STR)			*	
Craft (INT)				
Deceive (PER)				
Demo (PER)				
Detect (PER)				
First Aid (INT)				
Hack (INT)				
Influence (INT)				
Investigate (PER)				
Lore Corp-Sec (INT)				
Lore Crime (INT)				
Lore Culture (INT)				
Lore Occult (INT)				
Lore Tech (INT)				
Pilot (AGL)				
Repair (INT)				
Run (SPD)			*	
Stealth (AGL)			*	
Swim (STR)			*	
Track (PER)				

HP Current Max
 PHY+INT+ESS

PROTECTIVE AURA Current Max
 Magic x 2 (Ascendant Only)

Broken (<5 HP): At the start of your turn generate up to half of your resources while at or below this HP. Also sacrifice one of your actions for the turn.

INJURIES: Injury Effects

Poison _____
 Rads _____
 Stun _____
 Path _____
 Other _____
 Treat Roll to Heal = Counters + Injuries + Missing HP

COMPOSITE STATS

FATE

INITIATIVE / INIT
 SPD + INT + PER

DEFENSE / DEF
 1/2 SPD + AGL + PER

DODGE USES
 1/2 PER

DODGING DEF
 1/2 AGL + DEF

ARMOR VALUE / AV
 PHY + Armor + Shield (See Back)

WILLPOWER / WILL
 PHY + INT

CYBER POINTS / CP
 2 x ESS

MAGIC
 ESS - CP Spent

BASE STATS

STR:
PHY:
SPD:
AGL:
CRD:
MRK:
INT:
PER:
ESS:

ATTACKS

MRK or CRD + Weapon Ranks + Weapon EoU = Attack ACC

Attack:

ACC	DMG	Range	Types	CAP
-----	-----	-------	-------	-----

Ammo: _____ Reloads: _____
 Special: _____

Attack:

ACC	DMG	Range	Types	CAP
-----	-----	-------	-------	-----

Ammo: _____ Reloads: _____
 Special: _____

Attack:

ACC	DMG	Range	Types	CAP
-----	-----	-------	-------	-----

Ammo: _____ Reloads: _____
 Special: _____

Bonuses, Abilities, ETC.

* Worn Armor EoU (See next page)

VAULT

DRONES

DRONE OP STATS

NETWORK POINTS / NP INT + PER + Abilities & Equipment	
NETWORK RANGE Equipment/Cyberware + Mods	
DRONE HACK BONUS Hack SP [Improves Drone WILL]	
1/2 PILOT DRONE SP [Increases Drone ACC]	

PILOTING NP POOL

Sacrificed Action	Pooled NP
Attack Action	
Move Action	
Snap Action	

DRONE PILOTING ACTIONS

Drone Action	NP Cost	Action Limit
Attack	1	3 / turn
Move	1	1 / turn
Surge ACC or DMG	2	1 / roll
Cheap Shot	2	∞
Dodge	2	∞

NETWORK ABILITIES

Ability	NP Cost	Effect

Name:		Size:		Avail:		Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP
Attack	RNG	ACC	DMG	HP Max Current		INJURIES:	
						Climb	
						Detect	
						Swim	
						Stealth	
Special:				Modifications:			

Name:		Size:		Avail:		Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP
Attack	RNG	ACC	DMG	HP Max Current		INJURIES:	
						Climb	
						Detect	
						Swim	
						Stealth	
Special:				Modifications:			

Name:		Size:		Avail:		Value:	
STR	SPD	CRD	MRK	DEF/D	AV	WILL	CAP
Attack	RNG	ACC	DMG	HP Max Current		INJURIES:	
						Climb	
						Detect	
						Swim	
						Stealth	
Special:				Modifications:			

Drone Bonuses, Abilities, Notes, ETC.

VAULT

SPELLS

MAGICAL MANIFESTATION
(What does your magic look like?)

Coloration:

Movement:

Symbols/Features:

Talisman/Materials:

Drawn From:

MAGIC STATS

MAGIC

MAGIC POINTS / MP
Magic +/- Abilities

SPELL ACCURACY / ACC
Magic +/- Abilities

DOMAIN
Magic x 2

MAX SPELLS KNOWN
INT x 2

FOCUS POWER

Use	MP Cost
Additional Attack	2
Surge an Attack Roll	1
Surge a Damage Roll	1

OTHER MP USES

Use	MP Cost

SPELL RULES

Name:	Cost:	Range/AoE:	Attack:	Maintenance:
The Spell's name. & The School/Totem the spell is from	How many MP the Spell costs to cast.	<ul style="list-style-type: none"> •Range: Distance away from the caster the spell may affect. •AoE: Radius of the spell effect in meters. •DOMAIN: Can be anywhere within the Caster's Domain radius. •SELF: Spell is centered on the caster. 	<ul style="list-style-type: none"> • YES: This is an Attack Spell and requires a successful Attack Roll to hit an enemy. • NO: This Spell does not require an Attack Roll. 	<ul style="list-style-type: none"> • NO: This spell cannot be prolonged. • EASY: You may spend 1 MP to maintain the Spell at the beginning of each turn. • HARD: You may pay the full MP cost of the Spell to maintain the Spell at the beginning of each turn.

Mystic Bonuses, Abilities, ETC.

Spell Name School or Totem	MP Cost	Range/ AoE	Attack	DMG	Maint
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					
Description/Effect:					

VAULT

COMPANIONS, SUMMONS, AND FAMILIARS

CURRENT EXP

FOCUS POWER

Use	MP Cost
Additional Attack	2
Surge an Attack Roll	1
Surge a Damage Roll	1

OTHER MP USES

Use	MP Cost

Druids:

Your **Animal Companion** is your connection to the magical world, if all of your companions die you become **Broken** (lose one action on each turn and regain only half of your per turn resources) until a new one can be gained during Downtime.

Bonuses, Abilities, ETC.

Companion Name:		Type:		Size:		HP		Current		Max	
<input type="checkbox"/> STR	<input type="checkbox"/> INT	Portrait				INJURIES: <input type="checkbox"/> Poison					
<input type="checkbox"/> PHY	<input type="checkbox"/> PER					Rads					
<input type="checkbox"/> SPD	<input type="checkbox"/> ESS	Stun									
<input type="checkbox"/> AGL	WILL	Path									
<input type="checkbox"/> CRD	DEF	Weapon Type		Ranks	Stat	Total ACC					
<input type="checkbox"/> MRK	AV	Attack		QTY	ACC	DMG	RNG				
Gear (Max 1)		Climb	Detect	Run	Swim	Stealth	Track				
Abilities & Special:											

Companion Name:		Type:		Size:		HP		Current		Max	
<input type="checkbox"/> STR	<input type="checkbox"/> INT	Portrait				INJURIES: <input type="checkbox"/> Poison					
<input type="checkbox"/> PHY	<input type="checkbox"/> PER					Rads					
<input type="checkbox"/> SPD	<input type="checkbox"/> ESS	Stun									
<input type="checkbox"/> AGL	WILL	Path									
<input type="checkbox"/> CRD	DEF	Weapon Type		Ranks	Stat	Total ACC					
<input type="checkbox"/> MRK	AV	Attack		QTY	ACC	DMG	RNG				
Gear (Max 1)		Climb	Detect	Run	Swim	Stealth	Track				
Abilities & Special:											