VAULT
MERC DATASHEET

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

HP
PHY+INT+ESS

Current	Max

PROTECTIVE AURA
Magic x 2 (Ascendant Only)

Current	Max

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

MOVE
SPD + Armor Move

____ m

CHARGE
Move + Run SP, Attack at End

____ m

SPRINT
Move + Run SPx2, Uses Turn

____ m

COMPOSITE STATS

FATE ◀

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)				

* Worn Armor EoU (See next page)

INITIATIVE / INIT
SPD + INT + PER

DEFENSE / DEF
½ SPD + AGL + PER

DODGE USES
½ PER

DODGING DEF
½ 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.

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

VAULT

APPEARANCE

Gender:	
Height:	
Weight/Build:	
Skin:	
Eyes:	
Hair:	
Vibe:	

PORTRAIT

WEALTH

B | |

Valuables:

Worn Armor:

+AV	DEF	+ Move −	EoU*	CAP

Special:

Worn Shield:

+AV	DEF	+ Move −	EoU*	CAP

Worn Armor and Shields are not counted against your Carrying Capacity (**CC**).
*The Ease of Use (**EoU**) values from your **Armor** and **Shield** is added to the asterisk (*) marked skills on the front page.

WEAPON RANKS

Weapon Types	Ranks	Stat	+/-	Sum
Light Weapons (CRD)				
Heavy Weapons (CRD)				
Unarmed (CRD)				
Archery (MRK)				
Artillery (MRK)				
Longarms (MRK)				
Pistols (MRK)				
Thrown (MRK)				

INVENTORY

Weapon or Gear	Rating	Qty	Looted	Equip
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐
			☐	☐

Carrying Capacity / CC   Weapons: [ ] Gear: [ ]

CONTACTS AND FAVORS

Contact Name	Profession	T/P	Rating	Favors	Notes

Bonuses, Abilities, ETC.

Notes, Misc.

VAULT

CYBER STATS

MAX CP	
ESS x2 + Abilities	
TOTAL SPENT CP	
Total Installed Cyberware CP	
MACHINE LIMIT	
Max CP / 2 [rounded-up]	

CP/SYNERGY POWERS

Powers	Qty/ Mission

Technology Bonuses, Abilities, ETC.

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

INSTALLED CYBERWARE

Name:	Rating:	CP:	Value:	Avail:

- R1 Effect:
- R2 Effect:
- R3 Effect:
- R4 Effect:
- R5 Effect:

Mission Uses

Name:	Rating:	CP:	Value:	Avail:

- R1 Effect:
- R2 Effect:
- R3 Effect:
- R4 Effect:
- R5 Effect:

Mission Uses

Name:	Rating:	CP:	Value:	Avail:

- R1 Effect:
- R2 Effect:
- R3 Effect:
- R4 Effect:
- R5 Effect:

Mission Uses

Name:	Rating:	CP:	Value:	Avail:

- R1 Effect:
- R2 Effect:
- R3 Effect:
- R4 Effect:
- R5 Effect:

Mission Uses

Name:	Rating:	CP:	Value:	Avail:

- R1 Effect:
- R2 Effect:
- R3 Effect:
- R4 Effect:
- R5 Effect:

Mission Uses

VEHICLE

Name:		Size:		Avail:		Value:	
Move	EoU	PASS	CRASH	DEF	AV	ENCR	CAP

Special:

HP Current Max

INJURIES:

Customizations:

Charge

Sprint

	Attack	RNG	ACC	DMG

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

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

SPELLS

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:					

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.	•**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.	• **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.	• **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.

_____
_____
_____
_____
_____
_____

VAULT

COMPANIONS, SUMMONS, AND FAMILIARS

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 |

- [ ] STR   - [ ] INT
- [ ] PHY   - [ ] PER
- [ ] SPD   - [ ] ESS
- [ ] AGL   WILL
- [ ] CRD   DEF
- [ ] MRK   AV

Portrait

INJURIES: [ ] Poison / Rads / Stun / Path

Weapon Type	Ranks	Stat	Total ACC

Attack	QTY	ACC	DMG	RNG

Abilities & Special:

Gear (Max 1)	Climb	Detect	Run	Swim	Stealth	Track			

Companion Name:

Type: Size:

HP | Current | Max |

- [ ] STR   - [ ] INT
- [ ] PHY   - [ ] PER
- [ ] SPD   - [ ] ESS
- [ ] AGL   WILL
- [ ] CRD   DEF
- [ ] MRK   AV

Portrait

INJURIES: [ ] Poison / Rads / Stun / Path

Weapon Type	Ranks	Stat	Total ACC

Attack	QTY	ACC	DMG	RNG

Abilities & Special:

Gear (Max 1)	Climb	Detect	Run	Swim	Stealth	Track			