CHARACTER SHEET

NAME

INTERFACE ZERO

ASPECTS

High Concept

Trouble

Free Choice

Crossing Paths 1

Crossing Paths 2

FATE POINTS

REFRESH

INITIATIVE STEALS

STRAIN/TOLERANCE

FIREWALL

RESOURCE STRESS

SKILLS

Superb (+5)

Great (+4)

Good (+3)

Fair (+2)

Average (+1)

RESOURCE CONSEQUENCES

Mild

Moderate

Severe

UNSPENT PAYMENTS

OCCUPATION PERK

STUNTS

EQUIPMENT AND AUGMENTS

Free Invokes

PHYSICAL STRESS

MENTAL STRESS

Mild Consequence

Moderate Consequence

Severe Consequence