

パーソナル・データ

Table with character details: Name (古鷹菜摘/キョウテイテイル), Race (ヒューマン), Gender (女), Age (21才), Walk (m), Run (m), Swim (m), Lifestyle (中流), Roommates (人), Maintenance (5000¥), Payment (2ヶ月), Reputation (悪名), Public Recognition (公的認知度), Karma (累積カルマ), Current Karma (現在カルマ 4), Possessions (所持金 4055¥).

コンディション・モニター

Grid for condition monitoring: Mental Damage (8+意志力/2), Body Damage (8+強靭力/2), Overflow Damage Track. Includes a 1-point penalty for body damage above the limit.

資質

Table of traits: Trait Name (e.g., Cat-like, Asyrit, Sins, Bilingual, Day Job, Wealthy Birth, Human) and Description (e.g., +2DP to agility tests, 15% tax, 40h work week, Karma limit).

能力値 & 技能...アストラル投射中は【 】内の能力値で判定

Summary of limits and skills: Physical Limit (6), Mental Limit (5), Social Limit (6), Composure (7), Judge Intentions (7), Memory (8), Lift/Carry (7).

強靭力 (Body) ... [意志力] 4

Skills for Body: Diving, Free-Fall (3(+2)).

敏捷力 (Agility) ... [論理力] 5

Skills for Agility: Close Combat (Clubs, Unarmed, Blades), Firearms (Automatics, Longarms, Pistols), Stealth (Sneaking, Palming, Disguise), Archery, Heavy Weapons, Locksmithing, Escape Artist, Throwing Weapons, Exotic Weapons, Gunnery.

SG 隠密 (Stealth)

Skills for Stealth: Sneaking (3), Palming, Disguise.

反応力 (Reaction) ... [直観力] 6(8)

Skills for Reaction: Pilot Aerospace, Pilot Aircraft, Pilot Watercraft, Pilot Ground Craft (1), Pilot Exotic Vehicle, Pilot Walker.

筋力 (Strength) ... [魅力] 3

Skills for Strength: Athletics (Swimming, Gymnastics (4), Running).

魅力 (Charisma) 3

Skills for Charisma: Acting (Con, Impersonation, Performance), Influence (Etiquette (3), Negotiation, Leadership), Intimidation, Instruction, Animal Handling.

直観力 (Intuition) 4

Skills for Intuition: Outdoors (Navigation, Survival, Tracking), Artisan, Perception (2), Assensing.

論理力 (Logic) 3

Skills for Logic: Biotech (Medicine, First Aid (1), Cyber, Biotech), Engineering (Industrial, Aeronautics, Automotive, Nautical), Cracking (Cyber, Electronic, Hacking), Electronics (Computer, Software, Hardware).

意志力 (Willpower) 5

Skills for Willpower: Astral Combat.

魔力 (Magic) / 共振力 (Resonance) 6

Skills for Magic/Resonance: Enchanting (Alchemy, Artificing, Disenchanting), Conjuring (Summoning, Binding, Banishing), Sorcery (Ritual Spellcasting, Spellcasting, Counterspelling).

SG [共振力]タスキング (Tasking)

Skills for Tasking: Compiling, Decompiling, Registering.

知識/言語

Table of knowledge and languages: Japanese, English, Police, Security, Crime, Classical Music.

直観力: 言語、趣味知識、ストリート知識
論理力: 学術知識、職業知識

エッジ (現在/最大) 3/7

エッセンス 6

イニシアティブ

Initiative table: Standard (12 + 3d6), Astral (2d6), Rigging-AR (+d6), Matrix-AR (+d6), Matrix-VR (Coldsim +3d6, Hotsim +4d6).

SG: 技能グループ
[ ]: 使用能力値が異なる
\*: 能力値のみで判定不可
†: 特定済みの為、専門化不可

