<table>
<thead>
<tr>
<th>Character Sheet</th>
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<tbody>
<tr>
<td>Name</td>
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<tr>
<td>Origin</td>
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<tr>
<td>Profession</td>
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<td>Experience</td>
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<td>Reserves</td>
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<tr>
<td>Cred Rating</td>
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<tr>
<td>Talents</td>
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**Character Traits:**
- CAUTIOUS
- CLEVER
- DRAMATIC
- EMPATHETIC
- FAST
- RESOLUTE
- SNEAKY
- VIOLENT
- Cred Rating

**Abilities:**

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<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Reload</th>
<th>Range</th>
<th>Qualities &amp; Mods</th>
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<th>Armour</th>
<th>Bonus</th>
<th>Mods</th>
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### Equipment

### Cybernetics

### Genemods

Spend Momentum to:

- **Keep it Up**: Immediately take an action after completing an action
- **Seize the Spotlight**: Take the spotlight from an NPC
- **No You Don’t**: Cancel GM Momentum spend (costs 2 Momentum)
- **Catch A Break**: Recover an action token (once per session)

Spend Reserves to:

- **Sure Gamble**: Replace a test result before rolling
- **Second Wind**: Recover an action token (5–8: Yellow, 9–10: Green)
- **Gain Momentum**: Gain 1 Momentum (2 Reserves that total ≤10)
- **Take Cover**: After combat action, take cover