

THE BUILD SHEET EXPLAINED

i Think of the **Build Sheet** as your character's engine. This is where all the oily bits are that you need to know if you want to improve your character, but need out the way during play.

This is your character's **Physical** skill.

Everything in this red box is related to the Physical skill. All the skills are colour coded with related skills in different shades of the same colour.

This is the **bioware** implant 'Nanobiostatus Unit' (NBSU) on the **NanoCore** track (which you are required to have bought first). The NBSU has a special healing ability.

Each Sliverware Implant costs 1TP and causes you 1 point of **Wyld Cancer**.

This is the **cyberware** implant 'CombatLink' on the **HeadLink** track (which you are required to have bought first).

It gives you 2 extra Killer Skill points.

Each skill point hex costs 1TP and gives you 1 skill point. The centre hex is **free**.

This is a Sliverware Entry Node (in this case **HeadLink**). You have to buy this for 1TP (and 1 Wyld Cancer) before you can buy any of the connected sub-implants.

The **Bioware** implants also require you to have either the Edge 'Genesculpting' or the Edge 'Upper Social Class'.

Each ability circle costs 1TP (in this case this is a Resources Opportunity Point).

Breeds (other than Humans) get bonus skill points for free.

This character gets 2 extra Resources Skill Points because they are Gethan, but is limited by 2 points of Resistance.

Edges (another type of ability circle) go in these boxes. Each Edge costs 1TP. Some **Breeds** already have some Edges. These are **free and noted in purple**.

Traits go in these boxes.

Unlike everything else Traits don't cost Talent Points.

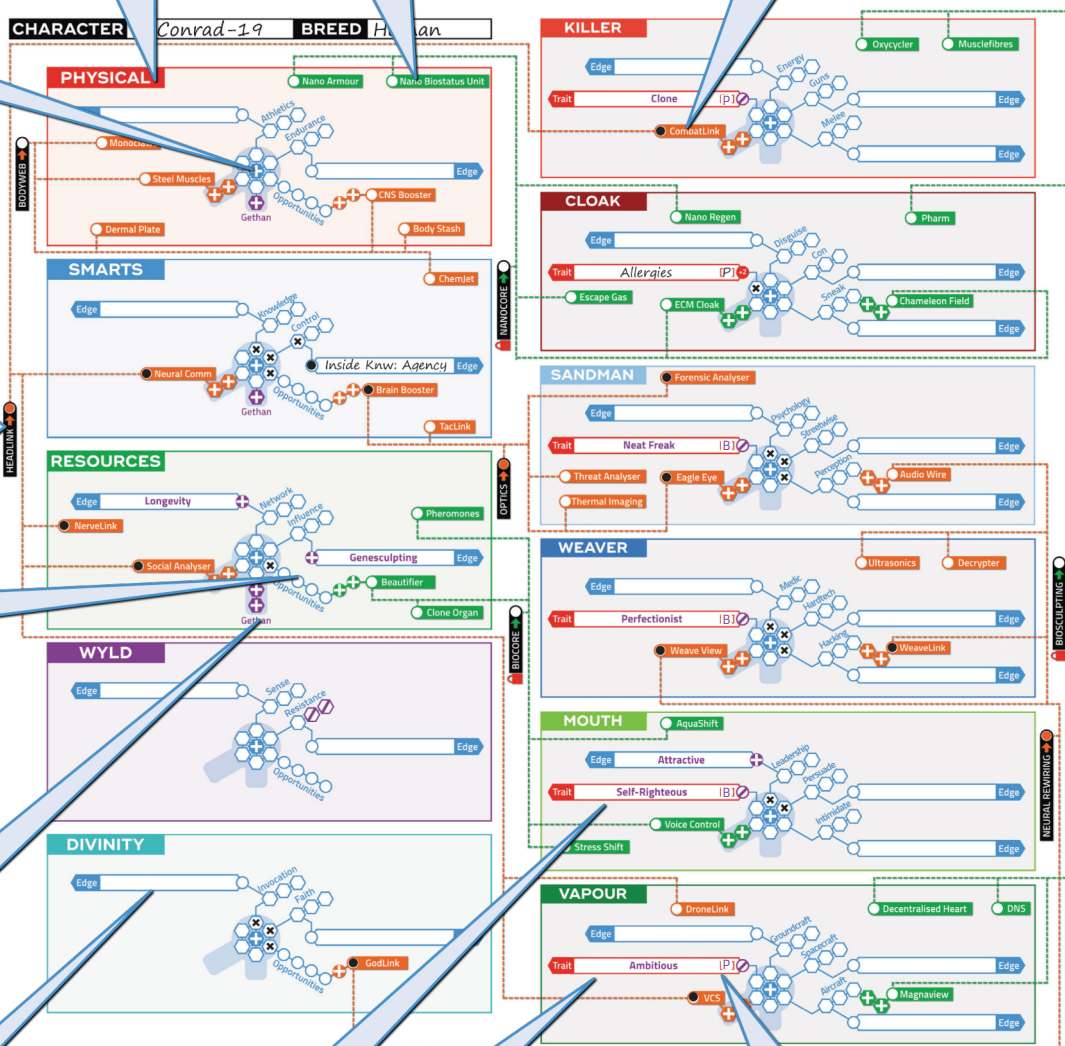
In fact they **give you 2 bonus Talent Points per Trait** to spend on anything as a reward for taking interesting character hooks!

Breeds get **Traits** too. Unlike other Traits you **don't** get any free Talent Points from these, and even worse you cannot use that slot as it is taken.

In this example the character has the 'Ambitious' Trait from being a Gethan and it is a Passive Trait.

Traits come in three types for characters: Passive (P), Behaviour (B) or Narrative (N).

In this example the 'Ambitious' Trait is a Passive Trait.



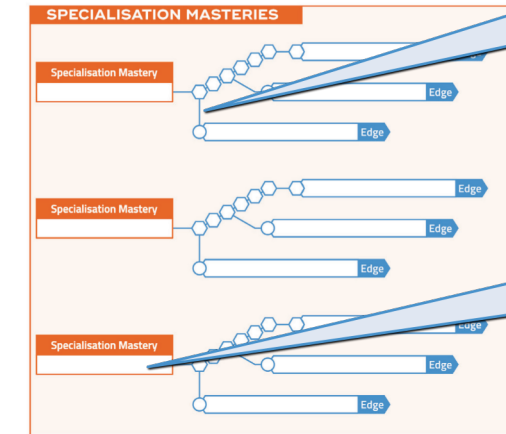
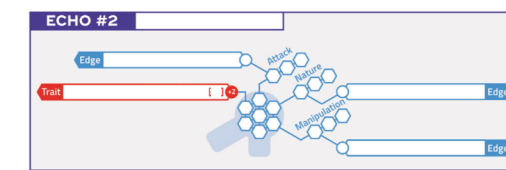
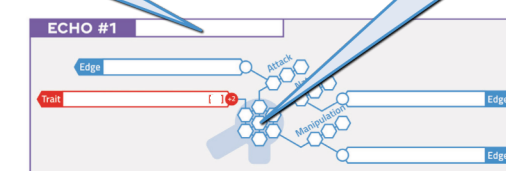
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i You use the Build Sheet to create your character and also to spend **Talent Points** (TP) you earn in play to improve your character.

- ▶ All the nodes (hexes and circles) cost **1 Talent Point each**.
- ▶ Each node you buy **must** be connected to one your already own (such as the free Skill Point, a Breed bonus or Sliverware Implant).

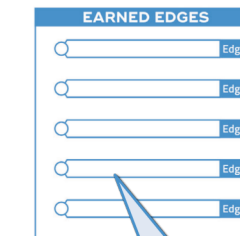
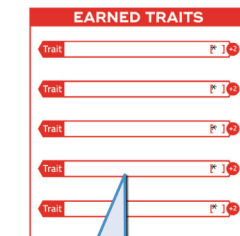
If you buy your character an **Echo Power** (by purchasing the 'New Echo Power' Edge) write its name here

Unlike all the other skills, **Echo Powers** **don't** start with 1 free skill point. You have to buy even the first one! This one doesn't need to be connected to another node (it is connected to the New Echo Power Edge).



If you max out a Skill and its Specialisations you can buy a **Specialisation Mastery** which unlock additional 6 Skill Specialisation hexes and 3 Edge slots.

Write the name of the Skill Specialisation you are getting a **Specialisation Mastery** in.



During play your character might earn new Traits as a result of your actions.

These **Earned Traits** are given by the GM but the good news is that they **give you 2 bonus Talent Points** to spend just like normal Traits!

During play your character might get rewarded with **Earned Edges** as a result of your actions.

Earned Edges are **free**!