

Firewall Handle

Real Name

Faction  Background

Refresh

## SKILLS

+5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## EGO ASPECTS

High Concept

Trouble

Firewall Loyalty

Freeform

## MORPH

Aspect #1

Aspect #2

Refresh Cost  Durability

Traits

## MORPH STUNTS

## EGO STUNTS

## EXTRAS: MUSE

Muse  Muse Stress

## EXTRAS: GEAR STUNTS

## CONSEQUENCES

Mild

Moderate

Severe

Mild

**Durability Summary**

Mediocre (+0)	Standard 1-stress and 2-stress boxes
Average (+1)	Above + 3-stress box
Good (+3)	Above + 4-stress box
Superb (+5)	Above + additional mild morph consequence

## PHYSICAL STRESS | MENTAL STRESS

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