HANDLE [ ]

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐Nomad
☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS [ ]

CYBERPUNK

DRAWING OF CHARACTER

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

Location	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
	1	2-4	5	6	7-8	9-0
Armor SP						

SAVE [ ]

BTM [ ]

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4

MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

SKILLS

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [ ]
Combat Sense [ ]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [ ]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [ ]

COOL/WILL
Interrogation [ ]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [ ]

EMPATHY
Human Perception [ ]
Interview [ ]
Leadership [ ]
Seduction [ ]
Social [ ]
Persuasion & Fast Talk [ ]
Perform [ ]

INT
Accounting [ ]
Anthropology [ ]
Awareness/Notice [ ]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [ ]
Diagnose Illness [ ]
Education & Gen.Know [ ]
Expert_____ [ ]
Gamble [ ]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language_____ [ ]
Language_____ [ ]
Language_____ [ ]
Library Search [ ]
Mathematics [ ]
Physics [ ]
Programming [ ]
Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [ ]
Brawling [ ]
Dance [ ]
Dodge & Escape [ ]
Driving [ ]
Fencing [ ]
Handgun [ ]
Heavy Weapons [ ]
Martial Art 1_____ [ ]
Martial Art 2_____ [ ]
Martial Art 3_____ [ ]
Melee [ ]
Motorcycle [ ]
Operate Hvy. Machinery [ ]
Pilot (Gyro) [ ]
Pilot (Fixed Wing) [ ]
Pilot (Dirigible) [ ]
Pilot (Vect.Thrust Vehicle) [ ]
Rifle [ ]
Stealth [ ]
Submachinegun [ ]

TECH
Aero Tech [ ]
AV Tech [ ]
Basic Tech [ ]
Cryotank Operation [ ]
Cyberdeck Design [ ]
CyberTech [ ]
Demolitions [ ]
Disguise [ ]
Electronics [ ]
Elect. Security [ ]
First Aid [ ]
Forgery [ ]
Gyro Tech [ ]
Paint or Draw [ ]
Photo & Film [ ]
Pharmaceuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]

Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

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LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes

Hair

Affectations

Ethnicity

Language

Family Background

Siblings

♂ ☐ ♀ ☐

Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Posession

Life Events

One event for each year after age 16

YEAR	

GEAR

Type	Cost	Wt

WEAPONS

Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel

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