

CYBERPUNK NPC SHEET

HANDLE _____

ROLE _____ **REP** _____

STATS		SA:				#:	
INT	REF	TECH	COOL	ATTR	LUCK		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
MA	BODY	EMP	RUN	LEAP	CARRY	LIFT	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

ARMOR	ARMOR TYPE:				
HEAD	TORSO	R. ARM	L. ARM	R. LEG	L. LEG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
1	2-4	5	6	7-8	9-8

SAVE	BTM	LIGHT	STUN=0	MORTAL 2	STUN=5
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		SERIOUS	STUN=1	MORTAL 3	STUN=6
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		CRITICAL	STUN=2	MORTAL 4	STUN=7
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		MORTAL 8	STUN=3	MORTAL 5	STUN=8
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		MORTAL 1	STUN=4	MORTAL 6	STUN=9
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PRIMARY WEAPON DATA _____

CYBERNETICS _____

SKILLS _____

AMMO TRACKER					
TYPE					
ROUNDS					
MAGS					

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NOTES

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CHARACTER SKETCH

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