

CYBERPUNK NPC SHEET

HANDLE _____

ROLE _____ REP _____

STATS		SA:				#:	
INT	REF	TECH	COOL	ATTR	LUCK		
MA	BODY	EMP	RUN	LEAP	CARRY	LIFT	

ARMOR		ARMOR TYPE:			
HEAD	TORSO	R. ARM	L. ARM	R. LEG	L. LEG
1	2-4	5	6	7-8	9-8

SAVE	BTM	LIGHT	STUN=0	MORTAL 2	STUN=5
		SERIOUS	STUN=1	MORTAL 3	STUN=6
		CRITICAL	STUN=2	MORTAL 4	STUN=7
		MORTAL 8	STUN=3	MORTAL 5	STUN=8
		MORTAL 1	STUN=4	MORTAL 6	STUN=9

PRIMARY WEAPON DATA _____

CYBERNETICS _____

SKILLS _____

AMMO TRACKER					
TYPE					
ROUNDS					
MAGS					

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