Cyberpunk

HANDLE | AGE

ROLE | POINTS

STATS

INT

REF

TECH

COOL

ATTR

LUCK

MA

BODY

EMP

RUN

LEAP

CARRY

LIFT

ARMOR

ARMOR SP

HEAD	TORSO	R. ARM	L. ARM	R. LEG	L. LEG
1	2-4	5	6	7-8	9-0

SAVE

BTM

REPUTATION

CURRENT IP

HUMANITY

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

SKILLS

ADD SKILL POINTS TO APPLICABLE STAT, THEN LIST IN BOX.
MARK CHIPPED SKILLS WITH AN "X" NEXT TO THE [ ] 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 [ ]
PERSUATION & FAST TALK [ ]
PERFORM [ ]

INT

ANTHROPOLOGY [ ]
AWARENESS/NOTICE [ ]
BIOLOGY [ ]
BOTANY [ ]
CHEMISTRY [ ]
COMPOSITION [ ]
DIAGNOSE ILLNESS [ ]
EDUCATION & GEN KNOW [ ]
EXPERT _____ [ ]
GAMBLE [ ]
ACCOUNTING [ ]
GEOLOGY [ ]
HIDE/EVADE [ ]
HISTORY [ ]
LANGUAGE _____ [ ]
LANGUAGE _____ [ ]
LANGUAGE _____ [ ]
LIBRARY SEARCH [ ]
MATHEMATICS [ ]
PHYSICS [ ]
PROGRAMMING [ ]
SHADOW/TRACK [ ]
STOCK MARKET [ ]

INT [CONT'D]

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 HEAVY MACHINERY [ ]
PILOT (GYRO) [ ]
PILOT (FIXED WING) [ ]
PILOT (DIRIGIBLE) [ ]
PILOT (VECT.THRUST VEHICLE) [ ]
RIFLE [ ]
STEALTH [ ]
SUBMACHINE GUN [ ]

TECH

AERO TECH [ ]
AV TECH [ ]
BASIC TECH [ ]
CRYOTANK OPERATION [ ]
CYBERDECK DESIGN [ ]
CYBER TECH [ ]
DEMOLITIONS [ ]
DISGUISE [ ]
ELECTRONICS [ ]
ELECT. SECURITY [ ]
FIRST AID [ ]
FORGERY [ ]
GYRO TECH [ ]
PAINT OR DRAW [ ]
PHOTO & FILM [ ]
PHARMACUTICALS [ ]
PICK LOCK [ ]
PICK POCKET [ ]
PLAY INSTRUMENT [ ]
WEAPONSMITH [ ]

CUSTOM

_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]

CHARACTER SKETCH

CYBERNETICS

TYPE	HL	COST

MONEY

STYLE

CLOTHES _____

HAIR _____

AFFECTS _____

ETHNICITY _____

LANGUAGE _____

FAMILY BACKGROUND

_____

_____

_____

_____

_____

TRAITS _____

VALUED PERSON _____

VALUE MOST _____

FEEL ABOUT PEOPLE _____

VALUED POSSESSION _____

SIBLINGS: ♂ _____ ♀ _____

LIFE EVENTS ONE EVENT FOR EACH YEAR AFTER AGE 16.

YEAR	EVENT

GEAR

TYPE	COST	WT

WEAPONS

NAME	TYPE	WA	CON.	AVAIL.	DAM.	AMMO	ROF	REL

AMMO TRACKER

TYPE	ROUNDS	MAGS
LIGHT PISTOL		
MEDIUM PISTOL		
HEAVY PISTOL		
VERY HVY PISTOL		
ASSAULT RIFLE		
SHOTGUN		
20MM CANNON		
ARROW		
CROSSBOW BOLT		
AIRGUN PELLETS		
NEEDLEGUN RDS		
FLAMETHROWER		
MICRO MISSILE		

CONTACTS

NAME

ARMOR LAYERING

DIFFSP	0-4	5-8	9-14	15-20	21-26	26+
BONUS	+5	+4	+3	+2	+1	+0

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