Cyberpunk

HANDLE

AGE

ROLE

POINTS

STATS

INT

REF

TECH

COOL

ATTR

LUCK

MA

BODY

EMP

RUN

LEAP

CARRY

LIFT

ARMOR

	HEAD	TORSO	R. ARM	L. ARM	R. LEG	L. LEG
ARMOR SP	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 [0]
- CHARISMATIC LEADERSHIP [0]
- COMBAT SENSE [0]
- CREDIBILITY [0]
- FAMILY [0]
- INTERFACE [0]
- JURY RIG [0]
- MEDICAL TECH [0]
- RESOURCES [0]
- STREETDEAL [0]

ATTR

- PERSONAL GROOMING [0]
- WARDROBE & STYLE [0]

BODY

- ENDURANCE [0]
- STRENGTH FEAT [0]
- SWIMMING [0]

COOL / WILL

- INTERROGATION [0]
- INTIMIDATE [0]
- ORATORY [0]
- RESIST TORTURE / DRUGS [0]
- STREETWISE [0]

EMPATHY

- HUMAN PERCEPTION [0]
- INTERVIEW [0]
- LEADERSHIP [0]
- SEDUCTION [0]
- SOCIAL [0]
- PERSUATION & FAST TALK [0]
- PERFORM [0]

INT

- ANTHROPOLOGY [0]
- AWARENESS/NOTICE [0]
- BIOLOGY [0]
- BOTANY [0]
- CHEMISTRY [0]
- COMPOSITION [0]
- DIAGNOSE ILLNESS [0]
- EDUCATION & GEN KNOW [0]
- EXPERT _____ [0]
- GAMBLE [0]
- ACCOUNTING [0]
- GEOLOGY [0]
- HIDE/EVADE [0]
- HISTORY [0]
- LANGUAGE _____ [0]
- LANGUAGE _____ [0]
- LANGUAGE _____ [0]
- LIBRARY SEARCH [0]
- MATHEMATICS [0]
- PHYSICS [0]
- PROGRAMMING [0]
- SHADOW/TRACK [0]
- STOCK MARKET [0]

INT [CONT'D]

- SYSTEM KNOWLEDGE [0]
- TEACHING [0]
- WILDERNESS SURVIVAL [0]
- ZOOLOGY [0]

REF

- ARCHERY [0]
- ATHLETICS [0]
- BRAWLING [0]
- DANCE [0]
- DODGE & ESCAPE [0]
- DRIVING [0]
- FENCING [0]
- HANDGUN [0]
- HEAVY WEAPONS [0]
- MARTIAL ART 1 _____ [0]
- MARTIAL ART 2 _____ [0]
- MARTIAL ART 3 _____ [0]
- MELEE [0]
- MOTORCYCLE [0]
- OPERATE HEAVY MACHINERY [0]
- PILOT (GYRO) [0]
- PILOT (FIXED WING) [0]
- PILOT (DIRIGIBLE) [0]
- PILOT (VECT.THRUST VEHICLE) [0]
- RIFLE [0]
- STEALTH [0]
- SUBMACHINE GUN [0]

TECH

- AERO TECH [0]
- AV TECH [0]
- BASIC TECH [0]
- CRYOTANK OPERATION [0]
- CYBERDECK DESIGN [0]
- CYBER TECH [0]
- DEMOLITIONS [0]
- DISGUISE [0]
- ELECTRONICS [0]
- ELECT. SECURITY [0]
- FIRST AID [0]
- FORGERY [0]
- GYRO TECH [0]
- PAINT OR DRAW [0]
- PHOTO & FILM [0]
- PHARMACUTICALS [0]
- PICK LOCK [0]
- PICK POCKET [0]
- PLAY INSTRUMENT [0]
- WEAPONSMITH [0]

CUSTOM

- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]
- _____ [0]

CHARACTER SKETCH

CYBERNETICS

TYPE	HL	COST

MONEY

STYLE

CLOTHES _____

HAIR _____

AFFECTS _____

ETHNICITY _____

LANGUAGE _____

FAMILY BACKGROUND

_____

_____

_____

_____

_____

MOTIVATIONS

TRAITS _____

VALUED PERSON _____

VALUE MOST _____

FEEL ABOUT PEOPLE _____

VALUED POSSESSION _____

SIBLINGS:

LIFE EVENTS ONE EVENT FOR EACH YEAR AFTER AGE 16.

YEAR	EVENT

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GEAR

TYPE	COST	WT

WEAPONS

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

AMMO TRACKER

TYPE	ROUNDS	MAGS
LIGHT PISTOL	0	0
MEDIUM PISTOL	0	0
HEAVY PISTOL	0	0
VERY HVY PISTOL	0	0
ASSAULT RIFLE	0	0
SHOTGUN	0	0
20MM CANNON	0	0
ARROW	0	0
CROSSBOW BOLT	0	0
AIRGUN PELLETS	0	0
NEEDLEGUN RDS	0	0
FLAMETHROWER	0	0
MICRO MISSILE	0	0

CONTACTS

NAME

ARMOR LAYERING

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