Player :
Name :
Handle : Profession :
Ethnicity : Age :
Height : Weight : Hair :

CYBERPUNK

STATS

Intelligence	INT		REP	
Reflexes	REF	/	EV	
Tech Ability	TECH		Run (MA x3)	
Cool	COOL		Lift (BT x40)	
Atractiveness	ATTR		Carry (BT x10)	
Luck	LUCK		Damage Adj	
Move Allowance	MA		BTM	
Body Type	BT		Stun Save (BT)	
Empathy	EMP	/	Humanity	

Armour Locations

SERIOUS -2 REF
CRITICAL ½ REF, INT, CL
MORTAL 1/3 REF, INT, CL

HEAD		
/ / /		
R. ARM	TORSO	L. ARM
/ / /	/ / /	/ / /
R. LEG	L. LEG	
/ / /	/ / /	

1 2-4 5 6 7-8 9-0

Damage Track

Light (stun 0)	Serious (stun 1)	Critical (stun 2)	Mortal 0 (stun 3)	Mortal 1 (stun 4)
Mortal 2 (stun 5)	**Mortal 3 (stun 6)**	**Mortal 4 (stun 7)**	**Mortal 5 (stun 8)**	**Mortal 6 (stun 9)**

EuroBucks (Eb)

SKILLS

IPs	Special Ability	value
[ ]		

IPs	skill	value
[ ]	Interogation (CL)	
[ ]	Intimidate (CL)	
[ ]	Oratory (CL)	
[ ]	Resist Torture /Drugs (CL)	
[ ]	Streetwise (CL)	
[ ]	Archery (REF)	
[ ]	Athletics (REF)	
[ ]	Brawling (REF)	
[ ]	Dance (REF)	
[ ]	Dodge /Escape (REF)	
[ ]	Driving (REF)	
[ ]	Fencing (REF)	
[ ]	Handgun (REF)	
[ ]	Heavy Weapons (REF)	
[ ]	Martial Arts -_____* (REF)	
[ ]	Melee (REF)	
[ ]	Motorcycle (REF)	
[ ]	Operate Hvy Machinery (REF)	
[ ]	Pilot -Gyro *3 (REF)	
[ ]	Pilot -Fixed Wing *2 (REF)	
[ ]	Pilot -Dirigible *2 (REF)	
[ ]	Pilot -Vectored Thrust *3 (REF)	
[ ]	Rifle (REF)	
[ ]	Stealth *2 (REF)	
[ ]	Submachinegun (REF)	
[ ]		
[ ]		
[ ]		
[ ]		
[ ]		

IPs	skill	value
[ ]	Endurance (BODY)	
[ ]	Strength Feat (BODY)	
[ ]	Swimming (BODY)	
[ ]	Accounting (INT)	
[ ]	Anthropology (INT)	
[ ]	Awareness /Notice (INT)	
[ ]	Biology (INT)	
[ ]	Botany (INT)	
[ ]	Chemistry (INT)	
[ ]	Composition (INT)	
[ ]	Diagnose Illness (INT)	
[ ]	Education /Gen Know (INT)	
[ ]	Expert -_____ (INT)	
[ ]	Gamble (INT)	
[ ]	Geology (INT)	
[ ]	Hide /Evade (INT)	
[ ]	History (INT)	
[ ]	Language -_____ (INT)	
[ ]	Language -_____ (INT)	
[ ]	Language -_____ (INT)	
[ ]	Library Search (INT)	
[ ]	Maths (INT)	
[ ]	Physics (INT)	
[ ]	Programming (INT)	
[ ]	Shadow /Track (INT)	
[ ]	Stock Market (INT)	
[ ]	System Knowledge (INT)	
[ ]	Teaching (INT)	
[ ]	Wilderness Survival (INT)	
[ ]	Zoology (INT)	
[ ]		
[ ]		

IPs	skill	value
[ ]	personal Grooming (ATTR)	
[ ]	Wardrobe /Style (ATTR)	
[ ]	Human Perception (EMP)	
[ ]	Interview (EMP)	
[ ]	Leadership (EMP)	
[ ]	Seduction (EMP)	
[ ]	Social (EMP)	
[ ]	Persuasion /Fast Talk (EMP)	
[ ]	Perform (EMP)	
[ ]	Aero Tech *2 (TECH)	
[ ]	AV Tech *2 (TECH)	
[ ]	Basic Tech *2 (TECH)	
[ ]	Cryotank Ops (TECH)	
[ ]	Cyberdeck Design *2 (TECH)	
[ ]	Cybertech *2 (TECH)	
[ ]	Demolitions *2 (TECH)	
[ ]	Disguise (TECH)	
[ ]	Electronics (TECH)	
[ ]	Elect.Security *2 (TECH)	
[ ]	First Aid (TECH)	
[ ]	Forgery (TECH)	
[ ]	Gyro Tech *3 (TECH)	
[ ]	Paint/Draw (TECH)	
[ ]	Photo & Film (TECH)	
[ ]	Pharmaceuticals *2 (TECH)	
[ ]	Pick lock (TECH)	
[ ]	Pick Pocket (TECH)	
[ ]	Play Instrument (TECH)	
[ ]	Weapon Tech *2 (TCEH)	
[ ]		
[ ]		
[ ]		

HC	Cyberware

Combat

strike
kick
block
dodge
disarm
throw
hold
escape
choke
sweep
grapple
ram

Values Most :

Valued Item :

Valued Person :

Family Background & Personality

Friends

Enemies

History

Gear Carried	Location	Weight

Other Gear Owned

Weapon	Type	WA	con	Damage	Ammo	Shots	ROF	rel	Range	Cost