

# CYBERPUNK

CHARACTER SKETCH / IMAGE

NAME/HANDLE \_\_\_\_\_ ROLE \_\_\_\_\_

## STATS

<b>BODY</b>	[ / ]	<b>COOL</b>	[ / ]
<b>MOVE</b>	[ / ]	<b>EMP</b>	[ / ]
<b>REF</b>	[ / ]	<b>INT</b>	[ / ]
<b>DEX</b>	[ / ]	<b>WILL</b>	[ / ]
<b>TECH</b>	[ / ]	<b>LUCK</b>	[ / ]

Reputation \_\_\_\_\_

IP \_\_\_\_\_

NOTES

## SKILLS

<b>SPECIAL ABILITY</b>	[ ]	Lip Reading .....	[ ]
_____	[ ]	<b>Local Expert:Home</b> .....	[ ]
_____	[ ]	Local Expert: .....	[ ]
_____	[ ]	Local Expert: .....	[ ]
_____	[ ]	<b>Perception</b> .....	[ ]
<b>COOL</b> .....	[ ]	Science: .....	[ ]
Acting.....	[ ]	Science: .....	[ ]
Bribery .....	[ ]	Science: .....	[ ]
Interrogation .....	[ ]	Tactics .....	[ ]
Personal Grooming .....	[ ]	Tracking .....	[ ]
<b>Persuasion</b> .....	[ ]	Wilderness Survival .....	[ ]
Streetwise .....	[ ]	<b>REF</b> .....	[ ]
Trading .....	[ ]	Archery .....	[ ]
Wardrobe & Style .....	[ ]	Autofire (x2) .....	[ ]
<b>DEX</b> .....	[ ]	Drive Land Vehicle .....	[ ]
<b>Athletics</b> .....	[ ]	Handgun .....	[ ]
<b>Brawling</b> .....	[ ]	Heavy Weapons (x2) .....	[ ]
Contortionist .....	[ ]	Pilot Air Vehicle (x2) .....	[ ]
Dance .....	[ ]	Operate Hvy Machinery .....	[ ]
<b>Evasion</b> .....	[ ]	Pilot Sea Vehicle .....	[ ]
Martial Art (x2) .....	[ ]	Riding .....	[ ]
Melee Weapon .....	[ ]	Shoulder Arms .....	[ ]
<b>Stealth</b> .....	[ ]	<b>TECH</b> .....	[ ]
<b>EMP</b> .....	[ ]	Air Vehicle Tech .....	[ ]
<b>Conversation</b> .....	[ ]	Basic Tech .....	[ ]
<b>Human Perception</b> .....	[ ]	CyberTech .....	[ ]
<b>INT</b> .....	[ ]	Demolitions (x2) .....	[ ]
Accounting .....	[ ]	Elect/SecurityTech (x2) .....	[ ]
Animal Handling .....	[ ]	<b>First Aid</b> .....	[ ]
Bureaucracy .....	[ ]	Forgery .....	[ ]
Business .....	[ ]	Land Vehicle Tech .....	[ ]
Composition .....	[ ]	Paint/Draw/Sculpt .....	[ ]
Conceal/Reveal Object .....	[ ]	Photo & Film .....	[ ]
Criminology .....	[ ]	Pick Lock .....	[ ]
Cryptography .....	[ ]	Pick Pocket .....	[ ]
Deduction .....	[ ]	Play: .....	[ ]
<b>Education</b> .....	[ ]	Play: .....	[ ]
Gamble .....	[ ]	Sea Vehicle Tech .....	[ ]
<b>Lang: Street Slang</b> .....	[ ]	Weaponsmith .....	[ ]
Lang: .....	[ ]	<b>WILL</b> .....	[ ]
Lang: .....	[ ]	<b>Concentration</b> .....	[ ]
Library Search .....	[ ]	Endurance .....	[ ]
		Resist Torture/Drugs .....	[ ]

## LIFEPATH

CULTURAL ORIGINS \_\_\_\_\_

PERSONALITY \_\_\_\_\_

CLOTHS \_\_\_\_\_

HAIR STYLE \_\_\_\_\_

VALUE MOST? \_\_\_\_\_

PEOPLE? \_\_\_\_\_

VALUED PERSON \_\_\_\_\_

VALUED POSSESSION \_\_\_\_\_

FAMILY BACKGROUND \_\_\_\_\_

CHILDHOOD ENVIRO. \_\_\_\_\_

FAMILY CRISIS \_\_\_\_\_

LIFE GOALS \_\_\_\_\_

ROLE SPECIFIC LIFEPATH

\_\_\_\_\_

\_\_\_\_\_

TRAGIC LOVE AFFAIRS

#1 \_\_\_\_\_

#2 \_\_\_\_\_

#3 \_\_\_\_\_

FRIENDS

#1 \_\_\_\_\_

#2 \_\_\_\_\_

#3 \_\_\_\_\_

ENEMIES

#1 \_\_\_\_\_

#2 \_\_\_\_\_

#3 \_\_\_\_\_

**IDENTITY**

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**CASH/CRED**

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**LIFESTYLE**

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**HOUSING/RENT**

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**GEAR**

GEAR	NOTES

**CYBERWARE**

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NEURALWARE	NOTES

RIGHT EYE	NOTES

RIGHT ARM	NOTES

INTERNAL	NOTES

RIGHT LEG	NOTES

FASHIONWARE	NOTES

CYBRAUDIO	NOTES

LEFT EYE	NOTES

LEFT ARM	NOTES

EXTERNAL	NOTES

LEFT LEG	NOTES

BORG	NOTES

VEHICLE	Description	SDP	Seats	Speed

**COMBAT**

HP / Current

Serously Wounded  
-2 to All Actions

Death Save

Critical Injuries

Addictions

**ARMOR & FASHION**

Head | SP | Penalty

Body | SP | Penalty

Shield | SP | Penalty

Fashion

**WEAPONS**

Weapon | Dam. | Ammo | ROF | Notes

Weapon | Dam. | Ammo | ROF | Notes

Weapon | Dam. | Ammo | ROF | Notes

Weapon | Dam. | Ammo | ROF | Notes

Weapon | Dam. | Ammo | ROF | Notes