

CYBERPUNK

CHARACTER SKETCH / IMAGE

NAME/HANDLE ROLE

STATS

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

Reputation

IP

NOTES

SKILLS

SPECIAL ABILITY

_____ [lv] [base]

_____ [lv] [base]

_____ [lv] [base]

_____ [lv] [base]

COOL []

Acting..... [lv] [base]

Bribery [lv] [base]

Interrogation [lv] [base]

Personal Grooming [lv] [base]

Persuasion [lv] [base]

Streetwise [lv] [base]

Trading [lv] [base]

Wardrobe & Style [lv] [base]

DEX []

Athletics [lv] [base]

Brawling [lv] [base]

Contortionist [lv] [base]

Dance [lv] [base]

Evasion [lv] [base]

Martial Art (x2) [lv] [base]

Melee Weapon [lv] [base]

Stealth [lv] [base]

EMP []

Conversation..... [lv] [base]

Human Perception [lv] [base]

INT []

Accounting [lv] [base]

Animal Handling [lv] [base]

Bureaucracy [lv] [base]

Business [lv] [base]

Composition [lv] [base]

Conceal/Reveal Object. [lv] [base]

Criminology..... [lv] [base]

Cryptography [lv] [base]

Deduction [lv] [base]

Education [lv] [base]

Gamble [lv] [base]

Lang: Street Slang..... [lv] [base]

Lang: _____ [lv] [base]

Lang: _____ [lv] [base]

Library Search [lv] [base]

Lip Reading [lv] [base]

Local Expert:Home..... [lv] [base]

Local Expert:..... [lv] [base]

Local Expert:..... [lv] [base]

Perception [lv] [base]

Science:..... [lv] [base]

Science:..... [lv] [base]

Science:..... [lv] [base]

Tactics [lv] [base]

Tracking [lv] [base]

Wilderness Survival [lv] [base]

REF []

Archery [lv] [base]

Autofire (x2) [lv] [base]

Drive Land Vehicle [lv] [base]

Handgun [lv] [base]

Heavy Weapons (x2).... [lv] [base]

Pilot Air Vehicle (x2).... [lv] [base]

Operate Hvy Machinery [lv] [base]

Pilot Sea Vehicle..... [lv] [base]

Riding [lv] [base]

Shoulder Arms..... [lv] [base]

TECH []

Air Vehicle Tech [lv] [base]

Basic Tech [lv] [base]

CyberTech [lv] [base]

Demolitions (x2) [lv] [base]

Elect/SecurityTech (x2) [lv] [base]

First Aid [lv] [base]

Forgery [lv] [base]

Land Vehicle Tech [lv] [base]

Paint/Draw/Sculpt [lv] [base]

Photo & Film [lv] [base]

Pick Lock [lv] [base]

Pick Pocket [lv] [base]

Play:..... [lv] [base]

Play:..... [lv] [base]

Sea Vehicle Tech [lv] [base]

Weaponsmith..... [lv] [base]

WILL []

Concentration [lv] [base]

Endurance [lv] [base]

Resist Torture/Drugs [lv] [base]

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

CASH/CRED

LIFESTYLE

HOUSING/RENT

GEAR

GEAR	NOTES

CYBERWARE

HL

NEURALWARE	NOTES

CYBRAUDIO	NOTES

RIGHT EYE	NOTES

LEFT EYE	NOTES

RIGHT ARM	NOTES

LEFT ARM	NOTES

INTERNAL	NOTES

EXTERNAL	NOTES

RIGHT LEG	NOTES

LEFT LEG	NOTES

FASHIONWARE	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
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Body	SP	Penalty
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Shield	SP	Penalty
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Fashion

WEAPONS

Weapon	Dam.	Ammo	ROF	Notes
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Weapon	Dam.	Ammo	ROF	Notes
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Weapon	Dam.	Ammo	ROF	Notes
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Weapon	Dam.	Ammo	ROF	Notes
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