Police Line - Do Not Cross

CYBERGENERATION Character Sheet

Ref Copy: ❑
Player Copy: ❑

Description

Handle:	
Yogang:	
Age:	
CyberGen Type:	
Campaign:	
Player:	

Character Points = 50; **Attributes** range from 2 to 8.

INT	/	TECH	/	REF	/
COOL	/	ATTR	/	EMP	/
MOVE	/	LUCK	/	BODY	/

Save= (BODY + COOL) ÷ 2 ; **Run**= MOVE x 3; **Leap**= Run ÷ 4; **Carry**= BODY x 10

SAVE		RUN		CARRY	
BTM		LEAP		DAM +	

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

ISA Identification Card

Name:
ID:
Legal
Residence:
Sex: Height:
DOB: Weight:
Hair: Issued:
Eyes: Expires:

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
❑❑❑❑	❑❑❑❑	❑❑❑❑	❑❑❑❑	❑❑❑❑
STUN 0	STUN 1	STUN 2	STUN 3	STUN 4

MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
❑❑❑❑	❑❑❑❑	❑❑❑❑	❑❑❑❑	❑❑❑❑
STUN 5	STUN 6	STUN 7	STUN 8	STUN 9

LOC	DESCRIPTION OF WOUND	DAM	HEAL

Skill Points = 40. **Skills** range from +0 to +8.

SKILL	LVL	IP	SKILL	LVL	IP
STREETFIGHTIN'					
JOCKSTUFF					
BLEND					
STREETSMARTS					
SCHOOLIN'					
LITTLE ANGEL					
THIEFSTUFF					
GET A CLUE					
GENSPEAK					
FEARLESS LEADER					
GOGO					
YOGANG SKILL:					
CYBERGEN ABILITY:					

STUFF	COST	STUFF	COST
		EURO:	

NOTES

IP AWARDS BY DIFF

DIFF	IP	5+*	DIFF	IP	5+*
0-9	0	1	20-24	3	6
10-14	1	2	25-29	4	8
15-19	2	4	30+	5	10

* If Total is 5 or more above Diff, Award this amount

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