

CYBERPUNK 2.0.2.0. CHARACTER SHEETS

Cyberpunk



24 Two-Sided Character Sheets
plus 16 pages of NPC Forms

R. TALSORIAN
GAMES, INC.

SAMPLE CHARACTER SHEET

CYBERPUNK

Handle Player

Louis "Handler" Willis

Vital Statistics

Role	Character Points	Fiber
Rep	Current IP	Humanity
		59 (70)

Stats

INT	8	MA	7
REF	6/	BODY	6
TECH	4	EMP	7/6
COOL	8	Run	21m
ATTR	8	Leap	5.25m
LUCK	7	Lift	240kg

Hit Location Roll Armor SP

Head	1	
Torso	2-4	4
R. Arm	5	4
L. Arm	6	4
R. Leg	7-8	
L. Leg	9-0	

Save 6 BTM -2

Wounds

Rating	Damage	Effects
Light	0000	Stun=0
Medium	0000	Stun=-1
Critical	0000	Stun=-2
Mortal0	0000	Stun=-3
Mortal1	0000	Stun=-4
Mortal2	0000	Stun=-5
Mortal3	0000	Stun=-6
Mortal4	0000	Stun=-7
Mortal5	0000	Stun=-8
Mortal6	0000	Stun=-9

SKILLS

LIST ALL SKILLS IN THE SPACE TO THE LEFT OF THE SKILL.

SPECIAL ABILITIES	2	0 System Knowledge
0 Authority		0 Teaching
0 Charismatic Leadership		0 Wilderness Survival
0 Combat Sense		0 Zoology
0 Credibility		
0 Family		
0 Interface		
0 Jury Rig		
0 Medical Tech		
0 Reassurance		
0 Streetdeal		
ATTR	2	0 Archery
0 Personal Grooming		0 Athletics
0 Wardrobe & Style		0 Brawling
BODY	6	0 Dance
0 Endurance		0 Dodge & Escape
0 Strength Feet		0 Driving
0 Swimming		0 Fencing
COOLWILL	2	0 Handgun
0 Interrogation		0 Heavy Weapons
0 Intimidate		0 M. Art 1 Karate
0 Oratory		0 M. Art 2
0 Resist Torture/Drugs		0 M. Art 3
0 Streetwise		0 Melee
0 Other		0 Motorcycle
EMPATHY	7/6	0 Operate Hyv. Machinery
0 Human Perception		0 Pilot (Gyro)
0 Intimidate		0 Pilot (Fixed Wing)
0 Leadership		0 Pilot (Light)
0 Seduction		0 Pilot (Vector Thrust)
0 Social		0 Rifle
0 Persuasion & Fast Talk		0 Stealth
0 Perform		0 Submachinegun
INT	2	0 Aero Tech
0 Accounting		0 AV Tech
0 Anthropology		0 Basic Tech
0 Awareness/Notice		0 Cryptank Operation
0 Biology		0 Cyberdeck Design
0 Botany		0 CyberTech
0 Chemistry		0 Demolitions
0 Composition		0 Disguise
0 Diagnose Illness		0 Elect. Security
0 Education & Gen. Know		0 Elect. Systems
0 Expert		0 First Aid
0 Gemology		0 Forgery
0 Geology		0 Gyro Tech
0 Hider/Evade		0 Paint or Draw
0 History		0 Photo & Film
0 Language		0 Pharmaceuticals
0 Language		0 Pick Lock
0 Library Search		0 Pick Pocket
0 Mathematics		0 Play Instrument
0 Physics		0 Weaponsmith
0 Programming		
0 Shadow/Track		
0 Stock Market		

Cybernetics

Type	HL Cost	Type	HL Cost
Basic Neuralware Processor	3, 1000db		
Chi-prana socket	2, 200db		
Subdermal Pocket	6, 300db		
Accounting +2 MRAM chip	700db		
Karate +2 ATR chip	700db		
Gyrfetch +2 MRAM chip	600db		

Outfit

Type of gear	Cost Wt.	Type of gear	Cost Wt.
Mobi Cell Phone	800db		
Urban Flash Clothing	25kg		
Digital Camera	150db		
Heavy Leather Armor built into Urban Flash Jacket	100db		
Urban Samurai Motorcycle	2000db		

Cash

Assets 16,000db
Carried

Weapons

Weapon	Type	WA	Conc.	Avail.	Dmg.	# Shots	ROF	Rai	Range
Edgerunner Knife	Metal	0	F	C	10db	10	2	51	50m
Edgerunner X-9	Plastic	0	F	F	10db	10	2	51	50m

BACKGROUND

Look: Black American with flashy normal clothes, mirrored shades and neat, short hair.

Willis Family (mother and one younger sister) resides in the Combat Zone. His father was killed in a gang war 12 years ago. Willis cares for his current lack, Claudia Holt, almost as much as his family and feels responsible for them all. In fact, his sense of honor and belief that people are basically valuable have driven him a good rep in the neighborhood. He's no pussy, though, and knows that he has to be razor-sharp to cut the hard deals for cyberware and dataclips. So he keeps his favorite weapon, a large, commando-style knife, obvious at all times. What it lacks in range, it makes up for in shock effect.

Life Events

Year	Event
17	Joined up with "bad" gang
18	Car accident, slight car crashing at 41
19	Had Shizany girlfriend for awhile (NFC)
20	3000 euro bonus on deal
21	Just Date
22	Business as usual
23	Broke w/my partner, decided to, take him down
24	Cracked up my biz, last 7 months
25	Took a new girl from my gang under my wing (NFC)
26	Business as usual
27	Escaped, brought my gang to the zone

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FRONT

BACK

CYBERPUNK™

Handle Player

Vital Statistics

Role _____
Character Points _____
Rep _____
Current IP _____
Humanity _____

Stats

INT _____ **MA** _____
REF _____ **BODY** _____
TECH _____ **EMP** _____
COOL _____ **Run** _____
ATTR _____ **Leap** _____
LUCK _____ **Lift** _____

Hit Location	Roll	Armor	SP
Head	1	_____	_____
Torso	2-4	_____	_____
R. Arm	5	_____	_____
L. Arm	6	_____	_____
R. Leg	7-8	_____	_____
L. Leg	9-0	_____	_____

Save _____ BTM _____

Wounds

Rating	Damage	Effects
Light	OOOO	Stun=0
Medium	OOOO	Stun=-1
Critical	OOOO	Stun=-2
Mortal 0	OOOO	Stun=-3
Mortal 1	OOOO	Stun=-4
Mortal 2	OOOO	Stun=-5
Mortal 3	OOOO	Stun=-6
Mortal 4	OOOO	Stun=-7
Mortal 5	OOOO	Stun=-8
Mortal 6	OOOO	Stun=-9

SKILLS

LIST SKILL POINTS IN SPACE AT RIGHT. MARK CHIPPED SKILLS IN THE SPACE TO THE LEFT OF THE SKILL.

SPECIAL ABILITIES

- Authority _____
- Charismatic Leadership _____
- Combat Sense _____
- Credibility _____
- Family _____
- Interface _____
- Jury Rig _____
- Medical Tech _____
- Resources _____
- Streetdeal _____
- _____

ATTR

- Personal Grooming _____
- Wardrobe & Style _____
- _____

BODY

- Endurance _____
- Strength Feat _____
- Swimming _____
- _____

COOL/WILL

- Interrogation _____
- Intimidate _____
- Oratory _____
- Resist Torture/Drugs _____
- Streetwise _____
- Other _____

EMPATHY

- Human Perception _____
- Interview _____
- Leadership _____
- Seduction _____
- Social _____
- Persuasion & Fast Talk _____
- Perform _____
- _____

INT

- Accounting _____
- Anthropology _____
- Awareness/Notice _____
- Biology _____
- Botany _____
- Chemistry _____
- Composition _____
- Diagnose Illness _____
- Education & Gen. Know _____
- Expert _____
- Gamble _____
- Geology _____
- Hide/Evade _____
- History _____
- Language _____
- Language _____
- Language _____
- Library Search _____
- Mathematics _____
- Physics _____
- Programming _____
- Shadow/Track _____
- Stock Market _____

- System Knowledge _____
- Teaching _____
- Wilderness Survival _____
- Zoology _____
- _____

REF

- Archery _____
- Athletics _____
- Brawling _____
- Dance _____
- Dodge & Escape _____
- Driving _____
- Fencing _____
- Handgun _____
- Heavy Weapons _____
- M. Art 1 _____
- M. Art 2 _____
- M. Art 3 _____
- Melee _____
- Motorcycle _____
- Operate Hvy. Machinery _____
- Pilot (Gyro) _____
- Pilot (Fixed Wing) _____
- Pilot (Dirigible) _____
- Pilot (Vector Thrust) _____
- Rifle _____
- Stealth _____
- Submachinegun _____
- _____

TECH

- Aero Tech _____
- AV Tech _____
- Basic Tech _____
- Cryotank Operation _____
- Cyberdeck Design _____
- CyberTech _____
- Demolitions _____
- Disguise _____
- Electronics _____
- Elect. Security _____
- First Aid _____
- Forgery _____
- Gyro Tech _____
- Paint or Draw _____
- Photo & Film _____
- Pharmaceuticals _____
- Pick Lock _____
- Pick Pocket _____
- Play Instrument _____
- Weaponsmith _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Cybernetics

Type	HL	Cost	Type	HL	Cost

Outfit

Type of gear	Cost	Wt.	Type of gear	Cost	Wt.

Cash

Assets _____
Carried _____

Weapons

Weapon	Type	WA	Conc.	Avail.	Dmg.	# Shots	ROF	Rel	Range

BACKGROUND

Life Events List one event for each year after the age of 16

Year	Event

Handle		Role	
Special Ability _____			
Stats			
INT _____	_____	MA _____	_____
REF _____	_____	BODY _____	_____
TECH _____	_____	EMP _____	_____
COOL _____	_____	Run _____	_____
ATTR _____	_____	Leap _____	_____
LUCK _____	_____	Lift _____	_____
Save _____	_____	BTM _____	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			
Type	HL		Mortal3 0000 Stun=-6
_____	_____		Mortal4 0000 Stun=-7
_____	_____		Mortal5 0000 Stun=-8
_____	_____		Mortal6 0000 Stun=-9
Outfit		Skills	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	

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Handle		Role	
Special Ability _____			
Stats			
INT _____	_____	MA _____	_____
REF _____	_____	BODY _____	_____
TECH _____	_____	EMP _____	_____
COOL _____	_____	Run _____	_____
ATTR _____	_____	Leap _____	_____
LUCK _____	_____	Lift _____	_____
Save _____	_____	BTM _____	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			
Type	HL		Mortal3 0000 Stun=-6
_____	_____		Mortal4 0000 Stun=-7
_____	_____		Mortal5 0000 Stun=-8
_____	_____		Mortal6 0000 Stun=-9
Outfit		Skills	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	

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Handle		Role	
Special Ability _____			
Stats			
INT _____	_____	MA _____	_____
REF _____	_____	BODY _____	_____
TECH _____	_____	EMP _____	_____
COOL _____	_____	Run _____	_____
ATTR _____	_____	Leap _____	_____
LUCK _____	_____	Lift _____	_____
Save _____	_____	BTM _____	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			
Type	HL		Mortal3 0000 Stun=-6
_____	_____		Mortal4 0000 Stun=-7
_____	_____		Mortal5 0000 Stun=-8
_____	_____		Mortal6 0000 Stun=-9
Outfit		Skills	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	

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Handle		Role	
Special Ability _____			
Stats			
INT _____	_____	MA _____	_____
REF _____	_____	BODY _____	_____
TECH _____	_____	EMP _____	_____
COOL _____	_____	Run _____	_____
ATTR _____	_____	Leap _____	_____
LUCK _____	_____	Lift _____	_____
Save _____	_____	BTM _____	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			
Type	HL		Mortal3 0000 Stun=-6
_____	_____		Mortal4 0000 Stun=-7
_____	_____		Mortal5 0000 Stun=-8
_____	_____		Mortal6 0000 Stun=-9
Outfit		Skills	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	
_____	_____	○ _____	

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Handle Bull Role SOLO

Special Ability Combat Sense 6

Stats

Table with 2 columns of stats: INT (8), REF (8), TECH (4), COOL (10), ATTR (6), LUCK (4), Save (8) and MA (8), BODY (8), EMP (6/4), Run (24m), Leap (6m), Lift (240kg), BTM (-3)

Table with 6 columns: Hit Loc., Roll, SP, Rating, Dmg., Effects. Rows for Head, Torso, R. Arm, L. Arm, R. Leg, L. Leg.

Cybernetics

Table with 2 columns: Type, HL. Rows for Big Knucks (6), Cyberaudio w/Phone Link (10), w/Amp. Hearing (1), Cyberarm w/Ripper hand (7)

Outfit

Medium Armor Jacket, Sternmeyer SMG 21, Smartgoggles for SMG

Skills

- o SMG 6, o Melee 2, o Awareness 3, o Athletics 4

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Handle Vanessa Logan Role NOMAD

Special Ability Family 3

Stats

Table with 2 columns of stats: INT (6), REF (6), TECH (6), COOL (5), ATTR (8), LUCK (8), Save (7) and MA (4), BODY (7), EMP (4/1), Run (12m), Leap (3m), Lift (210kg), BTM (-2)

Table with 6 columns: Hit Loc., Roll, SP, Rating, Dmg., Effects. Rows for Head, Torso, R. Arm, L. Arm, R. Leg, L. Leg.

Cybernetics

Table with 2 columns: Type, HL. Rows for Cyberaudio w/Radio Splice (12), Rippers (10), Vampires (14)

Outfit

Medium Armor Jacket, ArmaLite 44, Machete, Apache Motorcycle

Skills

- o Handgun 2, o Melee 7, o Hide/Evade 3, o Drive Motorcycle 4

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Handle Role

Special Ability

Stats

Table with 2 columns of stats: INT, REF, TECH, COOL, ATTR, LUCK, Save and MA, BODY, EMP, Run, Leap, Lift, BTM

Table with 6 columns: Hit Loc., Roll, SP, Rating, Dmg., Effects. Rows for Head, Torso, R. Arm, L. Arm, R. Leg, L. Leg.

Cybernetics

Table with 2 columns: Type, HL. Rows for Mortal 2 through 6

Outfit

Outfit section with empty lines for text entry.

Skills

- o Skills section with empty lines for text entry.

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Handle Role

Special Ability

Stats

Table with 2 columns of stats: INT, REF, TECH, COOL, ATTR, LUCK, Save and MA, BODY, EMP, Run, Leap, Lift, BTM

Table with 6 columns: Hit Loc., Roll, SP, Rating, Dmg., Effects. Rows for Head, Torso, R. Arm, L. Arm, R. Leg, L. Leg.

Cybernetics

Table with 2 columns: Type, HL. Rows for Mortal 2 through 6

Outfit

Outfit section with empty lines for text entry.

Skills

- o Skills section with empty lines for text entry.

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CYBERPUNK 2.0.2.0. CHARACTER SHEETS

EVEN THE TOUGHEST STREET SOLO AIN'T WORTH SPIT IF YOU CAN'T FIND YOUR AUTOWEAPONS SKILL IN TIME TO GREASE THAT BOOSTER BEFORE HE NAILS YOU. GET BACK ON THE EDGE WITH THESE TOTALLY CHILL CHARACTER SHEETS. NOW YOU'VE GOT READY ACCESS TO ALL THE STUFF A PLAYER NEEDS TO SURVIVE IN THE GRITTY WORLD OF 2020.

AND FOR THE CYBERPUNK GAMEMASTER, THERE ARE NON-PLAYER CHARACTER FORMS SO YOU CAN KEEP THOSE RUTHLESS CORPORATES, MANIC 'DORPHERS, AND SURLY SECURITY GUARDS RIGHT AT YOUR FINGERTIPS.

DON'T LEAVE HOME WITHOUT 'EM, CHOMBATTA!

CYBERPUNK

**R. TALSORIAN
GAMES, INC.**

CP 3321

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