DATAFORTRESS 2.0.2.0

PRESENTS:
The Complete Cyberpunk 2020 Character Sheet Collection
Assembled By Deric Bernier

All of the official 2013 and 2020 sheets from all the various books, 2013, Near Orbit, Protect And Serve, etc….

Included in this PDF are:
The Official Character sheets (2013, Near Orbit, 2020, and 2020 Character Dossier)
Fast And Dirty Expendables (2020 and 2020 Cahracter Dossier)
The Maximum Metal ACPA sheet
2013 Friday Night Firefight sheets (both black and white border versions)
Netrunning and Deck Sheets (Both 2020 and 2013 versions)
All 3 Protect and Serve Police Prop Sheets

For more great Cyberpunk 2020 material, please visit Datafortress 2020 at:
http://datafortress2020.110mb.com

Cyberpunk

The roleplaying game of the Dark Future

Handle

Stats: Roll 6 D10 +30 or 9D10. Max is 10, min is 2 for each skill

- [ ] INT
- [ ] TECH
- [ ] REF
- [ ] COOL
- [ ] LUCK
- [ ] ATT
- [ ] EMP

- [ ] MA
- [ ] BODY — Type
- [ ] Run — RUN= 4 x MA
- [ ] Leap — LEAP=Run /10
- [ ] Throw — THROW=BODY x3
- [ ] Lift — LIFT=Carry x 4
- [ ] Carry — Carry=BODY x 5 kg

SEX [ ] ROLE [_____]

AGE [ ]

OUTFIT

Starting Characters begin with $2000.00

Gear & Programs	Cost
Total Cost	

CYBERWARE

For every 10 pts. HC, lose 1 pt. EMP

Enhancement or Chipware	HC	Cost
Total Costs		

SKILLS

LVL	Skill Name	IP

Cyberpunk Near Orbit

HANDLE

VISUAL READOUT

ROLE | **SEX** | **AGE** | **RAD LVL**

STATS   ROLL 6D10 -30 or 9D10. Max is 10 per stat, Min is 2 per stat.

INT ☐   **TECH** ☐   **REF** ☐

Aggressiveness

HIGH, MEDIUM or LOW?

COOL ☐   **LUCK** ☐   **ATT** ☐

EMP ☐   **MA** ☐   **BODY** ☐

BODY TYPE

Run ☐   **Leap** ☐   **Throw** ☐

RUN= 4 x MA   LEAP=Run/10   THROW=BODY x 3

Competence

HIGH, MEDIUM or LOW?

Carry ☐   **Lift** ☐

CARRY=BODY x 5KG   LIFT=CARRY x 4

CYBERWARE	HC	SKILLS	LVL	IP
1		1		
2		2		
3		3		
4		4		
5		5		
6		6		
7		7		
8		8		
9		9		
10		10		
11		11		
12		12		
13		13		
14		14		
15		15		
16		16		
17		17		
18		18		
19		19		
20		20		

Description, Glitches, etc.

OUTFIT

HANDLE [   ]

ROLE
☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad
☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

Cyberpunk

CHARACTER POINTS [   ]

STATS

INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [   ] Leap [   ] Lift [   ]

DRAWING OF CHARACTER

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

SAVE	BTM

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4

MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

SKILLS

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [   ] box.

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 ....[   ]
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 ....[   ]
Martial Art 1_____ .....[   ]
Martial Art 2_____ .....[   ]
Martial Art 3_____ .....[   ]
Melee ....[   ]
Motorcycle ....[   ]
Operate Hvy. Machinery ....[   ]
Pilot (Gyro) ....[   ]
Pilot (Fixed Wing) ....[   ]
Pilot (Dirigible) ....[   ]
Pilot (Vect.Thrust Vehicle) ....[   ]
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 ....[   ]
Pharmacuticals ....[   ]
Pick Lock ....[   ]
Pick Pocket ....[   ]
Play Instrument ....[   ]
Weaponsmith ....[   ]

Other ....[   ]
Other ....[   ]
Other ....[   ]
Other ....[   ]
Other ....[   ]
Other ....[   ]

REP [   ]
CURRENT IP [   ]
HUMANITY [   ]

CYBERNETICS [   ]

Type	HL	Cost
Total HL and Euro Costs		

LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes _____

Hair _____

Affectations _____

Ethnicity _____

Language _____

Family Background

_____
_____
_____
_____
_____
_____

Siblings

♂ ☐   ♀ ☐

Motivations

Traits

Valued Person _____

Value Most _____

Feel About People _____

Valued Posession _____

Life Events One event for each year after age 16

YEAR	

GEAR

Type	Cost	Wt

WEAPONS

Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel

Cyberpunk

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	○○○○	Stun=0
Medium	○○○○	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

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 __
- ○ Pharmacuticals __
- ○ 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

FRIDAY NIGHT FIREFIGHT™

List Younds Here:

Name

Phases
| 1 |
| 2 |
| 3 |

Armor SP →

| Head | Torso | R.Arm | L.Arm | R.Leg | L.Leg |

INT	
REF		CEM
CL		Run Leap
MAx 4=	
BT	

Wound State | FY | SY | CY | MY | D |

Skills
— Pistol
— Rifle
— Awareness
— Athletics
— Martial Arts
— Stealth

— Melee
— Brawling

| Weapon | | | | | | | | Type | Acc. | Ammo | Clip | Fired | ROF |

FRIDAY NIGHT FIREFIGHT™

List Younds Here:

Name

Phases
| 1 |
| 2 |
| 3 |

Armor SP →

| Head | Torso | R.Arm | L.Arm | R.Leg | L.Leg |

INT	
REF		CEM
CL		Run Leap
MAx 4=	
BT	

Wound State | FY | SY | CY | MY | D |

Skills
— Pistol
— Rifle
— Awareness
— Athletics
— Martial Arts
— Stealth

— Melee
— Brawling

| Weapon | | | | | | | | Type | Acc. | Ammo | Clip | Fired | ROF |

FRIDAY NIGHT FIREFIGHT™

List Younds Here:

Name

Phases
| 1 |
| 2 |
| 3 |

Armor SP →

| Head | Torso | R.Arm | L.Arm | R.Leg | L.Leg |

INT	
REF		CEM
CL		Run Leap
MAx 4=	
BT	

Wound State | FY | SY | CY | MY | D |

Skills
— Pistol
— Rifle
— Awareness
— Athletics
— Martial Arts
— Stealth

— Melee
— Brawling

| Weapon | | | | | | | | Type | Acc. | Ammo | Clip | Fired | ROF |

FRIDAY NIGHT FIREFIGHT

List Wounds Here:

Name

Phases 1 2 3

Armor SP →	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

Wound State	FV	SV	CV	MV	D

INT
REF
CL
MA x 4=
BT

CEM
Run
Leap

Skills
— Pistol
— Rifle
— Awareness
— Athletics
— Martial Arts
— Stealth
— Melee
— Brawling

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

NAME [   ] **ROLE** [   ]

STATS
INT [ ] REF [/] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [/] Run [ ] Leap [ ] Lift [ ]

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

SAVE [ ] BTM [ ]

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4
MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Cybernetics
_____
_____

Special Ability
Skills
_____
_____

Possessions
_____

Handle / Role

Special Ability _____

Stats

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

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

Rating	Dmg.	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

Cybernetics

Type	HL
_____	___
_____	___
_____	___
_____	___
_____	___

Outfit

_____
_____
_____
_____

Skills

O _____
O _____
O _____
O _____

POWERED ARMOR SPECIFICATIONS

SUIT NAME:

TOTAL WEIGHT:

CHASSIS TYPE:

PUNCH: **KICK:**

CRUSH: **RUN:**

LEAP: **JUMP:**

MANUFACTURER:

SIB/DFB:

CHASSIS WEIGHT:

CHASSIS CAP./CARRY:

TOTAL COST:

TROOPER SIZE:

TOUGHNESS MOD.:

S	P	A	C	E	S
HEAD [1]	R. ARM [2]	L. ARM [3]	R. LEG [4-5]	L. LEG [6-7]	TORSO [8-0]

SP
SDP
INTERNAL   **SDP**
1]

2]

3]

EXTERNAL   **SP/SDP**
1]

2]

NOTES:

SP
SDP
INTERNAL   **SDP**
1]

2]

3]

4]

EXTERNAL   **SP/SDP**
1]

2]

3]

SP
SDP
INTERNAL   **SDP**
1]

2]

3]

4]

EXTERNAL   **SP/SDP**
1]

2]

3]

SP
SDP
INTERNAL   **SDP**
1]

2]

3]

4]

EXTERNAL   **SP/SDP**
1]

2]

3]

SP
SDP
INTERNAL   **SDP**
1]

2]

3]

4]

EXTERNAL   **SP/SDP**
1]

2]

3]

SP
SDP
INTERNAL   **SDP**
1]

2]

3]

4]

5]

EXTERNAL   **SP/SDP**
1]

2]

3]

4]

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1]		8]	
2]		9]	
3]		10]	
4]		11]	
5]		12]	
6]		13]	
7]		14]	

MAXIMUM METAL
FOR *Cyberpunk*®

Cyberpunk

CYBERDECK SHEET

Model_____ **# of CPU** ___

[ ] Cellular   [ ] Portable   [ ] Combat Deck   [ ] Cyberlimb Deck
[ ] Standard

Total Cost_____ **DATA WALL STR** _____
CODE GATE STR_____   **DECK SPEED**_____
MEMORY_____
OPTIONS?
[ ] Trodes   [ ] Keyboard   [ ] Videoboard   [ ] Printer
[ ] Chipreader   [ ] VoxBox   [ ] Scanner   [ ] Extra chips_____

Your ICON _____

PROGRAMS

Type		MU	STR	Cost
1				
2				
3				
4				
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32				
33				
34				
35				

NETRUNNER™ INTERFACE MAP

General Description of Your Interface 'Universe':

....
....
....
....
....
....
....
....

▢ **PROGRAMS**

....
....
....
....
....
....

📁 **FILE {HOLDS DATA}**

....
....
....

◇ **CENTRAL PROCESSOR**

....
....
....
....
....
....

⬠ **DATA**

....
....
....
....

▦ **DEFENSE LEVELS**

....
....
....

⊠ **DOOR/ELEVATOR CONTROL**

....
....
....

☐ **MEMORY STORAGE**

....
....
....

▭ **CAMERA/ MICROPHONE**

....
....
....

⊟ **WORK STATIONS**

....
....
....
....

⇨ **COMMUNI- CATIONS LINK**

....
....
....

⊗ **ALARM SYSTEM**

....
....

SYSTEM INFORMATION (BLANK PAGE 2)

Number	Information	MU
1		
2		
3		
4		
5		
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	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2																				
3																				
4																				
5																				
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17																				
18																				
19																				
20																				

SUBGRID MAP

SYSTEM NAME_____ Number of CPU _____ Total Cost_____

INT ____ + 10 Interface   DATA WALL STR _____   AI? _____

AI PERSONALITY ?   [ ] Friendly   [ ] Hostile   [ ] Stable   [ ] Intellectual   [ ] Machinelike   [ ] Remote

AI REACTION?   [ ] Neutral   [ ] Kill   [ ] Observe   [ ] Report   [ ] Talk

AI ICON?   [ ] Human   [ ] Geometric   [ ] Mythological   [ ] Voice   [ ] Technic   [ ] Humanoid

NIGHT CITY POLICE DEPARTMENT FORM #321-APDV

Personnel Record

NAME (LAST, FIRST, MIDDLE)

SEX	AGE	RACE	WEIGHT	HT
M F				

ADDRESS

_____

_____

PHONE NUMBER

BADGE NUMBER

PRECINCT ID NUMBER

JOINED: Year	RETIRES IN: Year

QUALIFICATIONS:

_____

_____

_____

_____

_____

PSYCHOLOGICAL (CHARACTER TRAITS)

_____

_____

_____

_____

_____

(PHOTO)

HISTORY (GAME NOTES)

_____

_____

_____

_____

_____

_____

_____

_____

BLACK MARKS:

_____

_____

_____

_____

_____

CAPTAIN	SERGEANT	TYPED BY	DATE AND TIME	ROUTED BY

FINGER PRINTS

RECEIVED BY

NIGHT CITY POLICE DEPARTMENT REPORT FORM 15-12 A

1. CASE NUMBER
OFFICER ID NUMBER

2. CODE SECTION	3. CRIME	4. CLASSIFICATION	5. REPORT AREA

6. DATE AND TIME OCCURRED–DAY	7. DATE AND TIME REPORTED	8. LOCATION

9. VICTIM'S NAME–LAST, FIRST, MIDDLE	10. RESIDENCE ADDRESS	11. RES. PHONE

12. OCCUPATION	13. RACE–SEX	14. AGE	15. DOB	16. BUS. PHONE

CODES FOR BOXES 19 AND 28 V=VICTIM W=WITNESS P=PARENT RP=REPORTING PARTY DC=DISCOVERED CRIME	17. CHECK IF MORE NAMES

18. NAME–LAST, FIRST, MIDDLE	19.	20. RESIDENCE ADDRESS	21. RES. PHONE

22. OCCUPATION	23. RACE–SEX	24. AGE	25. DOB	26. BUS. PHONE

27. NAME–LAST, FIRST, MIDDLE	28.	29. RESIDENCE ADDRESS	30. RES. PHONE

31. OCCUPATION	32. RACE–SEX	33. AGE	34. DOB	35. BUS. PHONE

MODUS OPERANDI

36. DESCRIBE CHARACTERISTICS OF PREMISES AND AREA WHERE OCCURED

37. DECSRIBE BRIEFLY HOW OFFENSE WAS COMMITTED

38. DESCRIBE WEAPON, INSTRUMENT, TRICK OR FORCE USED

39. MOTIVE–TYPE OF PROPERTY TAKEN OR OTHER REASON FOR OFFENSE

41. ESTIMATED LOSS VALUE

42. WHAT DID SUSPECT SAY

43. TRADEMARK OR OTHER DISTINCTIVE ACTION

44. VEHICLE USED

INVESTIGATING OFFICER	RECORDING OFFICER	TYPED BY	DATE AND TIME	ROUTED BY

FURTHER ACTION ☐ YES

☐ NO   RECEIVED BY

NIGHT CITY POLICE DEPARTMENT FORM C-652 (CORONER'S DIV.)

AUTOPSY

CASE NO.

VICTIM'S NAME (LAST, FIRST, MIDDLE)

SEX	AGE	RACE	WEIGHT	HT
M F				

DESCRIPTION OF CORPSE

_____
_____
_____
_____

EXTERNAL INJURIES

_____
_____
_____
_____
_____
_____

INTERNAL INJURIES

_____
_____
_____
_____
_____

MEDICAL DIAGNOSIS

_____
_____
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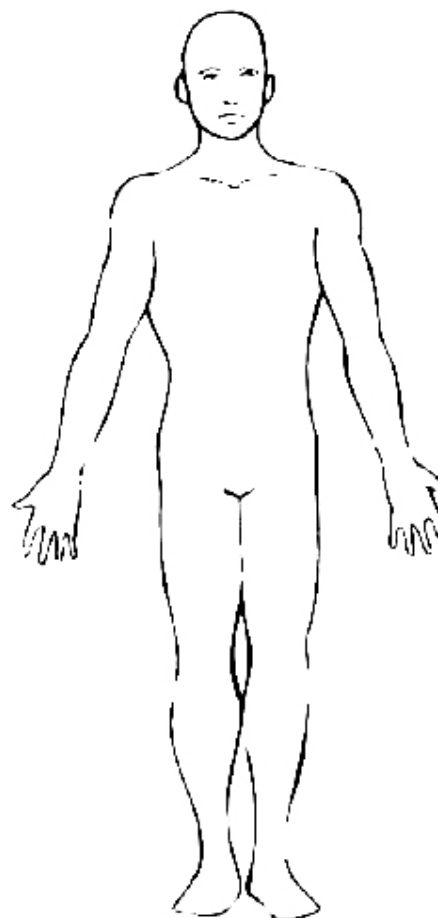
NOTES

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INVESTIGATING OFFICER	RECORDING OFFICER	TYPED BY	DATE AND TIME	ROUTED BY

CORONER	FURTHER ACTION	☐ YES	
		☐ NO	RECEIVED BY