

| | |
|--------|--|
| HANDLE | |
| ROLE | |
| PLAYER | |

CYBERPUNK

CHARACTER SHEET

DESCRIPTION

| | |
|------|--------|
| SEX | HEIGHT |
| AGE | WEIGHT |
| HAIR | |
| EYES | |
| | |
| | |
| | |
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| | |

HIT LOCATION TABLE

| ROLL | LOCATION | DAM | MOD | SP1 | SP2 | SP3 | Total |
|-------|-----------|------|-----|-----|-----|-----|-------|
| 3-5 | Head | 2x | -4 | ___ | ___ | ___ | ___ |
| 6 | Hand | 1/2 | -4 | ___ | ___ | ___ | ___ |
| 7/8 | L/R Arm | 1/2 | -2 | ___ | ___ | ___ | ___ |
| 9 | Shoulders | 1x | -2 | ___ | ___ | ___ | ___ |
| 10-11 | Chest | 1x | -1 | ___ | ___ | ___ | ___ |
| 12 | Stomach | 1.5x | -3 | ___ | ___ | ___ | ___ |
| 13 | Vitals | 1.5x | -6 | ___ | ___ | ___ | ___ |
| 14 | Thighs | 1x | -2 | ___ | ___ | ___ | ___ |
| 15/16 | L/R Leg | 1/2 | -4 | ___ | ___ | ___ | ___ |
| 17/18 | L/R Foot | 1/2 | -4 | ___ | ___ | ___ | ___ |

WOUND TRACK & EFFECTS

| | | | |
|---|-----------|---------|-----------|
| LIGHT | ○ ○ ○ ○ ○ | Stun -0 | |
| MEDIUM | ○ ○ ○ ○ ○ | Stun -1 | REF -2 |
| CRITICAL | ○ ○ ○ ○ ○ | Stun -2 | 1/2 Stats |
| MORTAL 0 | ○ ○ ○ ○ ○ | Stun -3 | 1/3 Stats |
| MORTAL 1 | ○ ○ ○ ○ ○ | Stun -4 | 1/3 Stats |
| MORTAL 2 | ○ ○ ○ ○ ○ | Stun -5 | 1/3 Stats |
| MORTAL 3 | ○ ○ ○ ○ ○ | Stun -6 | 1/3 Stats |
| MORTAL 4 | ○ ○ ○ ○ ○ | Stun -7 | 1/3 Stats |
| MORTAL 5 | ○ ○ ○ ○ ○ | Stun -8 | 1/3 Stats |
| MORTAL 6 | ○ ○ ○ ○ ○ | Stun -9 | 1/3 Stats |
| +2 Death State/ 4 mins after death (max 10) | | | |

STATISTICS

| | | | | | |
|------|------------|------|------------|------------|--|
| INT | | | CP | | |
| REF | | | PUNCH | KICK | |
| TECH | | | DAMAGE MOD | HUMANITY / | |
| COOL | MAX | LIFT | CARRY | THROW | |
| ATTR | RUN | LEAP | JUMP | SWIM | |
| LUCK | BTM | | SAVE | HEAL/DAY | |
| MA | REP | | EV | STABILITY | |
| BODY | CURRENT IP | | IP SPENT | | |
| EMP | | | | | |

| SKILL | LEVEL | TOTAL | SKILL | LEVEL | TOTAL |
|-------|-------|-------|-------|-------|-------|
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