HANDLE

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

CHARACTER PTS

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
MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
STUN = -5	STUN = -6	STUN = -7	STUN = -8	STUN = -9

SKILLS List skill level in appropriate 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 & Escpae [ ]
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 [ ]
Cryo Tech [ ]
Paint or Draw [ ]
Photo & Film [ ]
Pharmaceuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]
Other _____ [ ]
Other _____ [ ]
Other _____ [ ]
Other _____ [ ]
Other _____ [ ]
Other _____ [ ]
Other _____ [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS	HL	COST
Total Humanity Loss & Costs		

LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Family Background

Motivations

Life Events

YEAR	One event for each year after age 16

GEAR

WEAPONS

Name	Type	WA	Avail.	Conc.	Damage	#Shots	ROF	RL