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☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad

## CHARACTER POINTS

## AGE

**INT[    ] REF[ /    ] TECH[    ] COOL[    ]**  
**ATTR[    ] LUCK[    ] MA[    ] BODY[    ]**  
**EMP [    /    ]Run(    )Leap(    )Carry(    )Lift(    )**

**SAVE**

**BTM**

<b>LIGHT</b>	<b>SERIOUS</b>	<b>CRITICAL</b>	<b>MORTAL 0</b>	<b>MORTAL 1</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Stun=0</b>	<b>Stun=1</b>	<b>Stun=2</b>	<b>Stun=3</b>	<b>Stun=4</b>
<b>MORTAL 2</b>	<b>MORTAL 3</b>	<b>MORTAL 4</b>	<b>MORTAL 5</b>	<b>MORTAL 6</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Stun=5</b>	<b>Stun=6</b>	<b>Stun=7</b>	<b>Stun=8</b>	<b>Stun=9</b>

## SKILLS

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

## SPECIAL ABILITIES

Authority .....	[	]	History .....	[	]
Charismatic Leadership .....	[	]	Language .....	[	]
Combat Sense .....	[	]	Language .....	[	]
Credibility .....	[	]	Language .....	[	]
Family .....	[	]	Library Search .....	[	]
Interface .....	[	]	Mathematics .....	[	]
Jury Rig .....	[	]	Physics .....	[	]
Medical Tech .....	[	]	Programming .....	[	]
Resources .....	[	]	Shadow/Track .....	[	]
Streetdeal .....	[	]	Stock Market .....	[	]
<b>ATTR</b>			System Knowledge .....	[	]
Personal Grooming .....	[	]	Teaching .....	[	]
Wardrobe & Style .....	[	]	Wilderness Survival .....	[	]
			Zoology .....	[	]

## BODY

Endurance .....	[ ]	Archery.....	[ ]
Strength Feat .....	[ ]	Athletics.....	[ ]
Swimming .....	[ ]	Brawling.....	[ ]
<b>COOL / WILL</b>		Dance.....	[ ]
Interrogation.....	[ ]	Dodge & Escape.....	[ ]
Intimidate.....	[ ]	Driving.....	[ ]
Oratory.....	[ ]	Fencing.....	[ ]
Resist Torture/Drugs .....	[ ]	Handgun.....	[ ]
Streetwise .....	[ ]	Heavy Weapons.....	[ ]

**COOL / WILL**

Interrogation.....[	]	Dodge & Escape.....[	]
Intimidate.....[	]	Driving.....[	]
Oratory.....[	]	Fencing.....[	]
Resist Torture/Drugs.....[	]	Handgun.....[	]
Streetwise.....[	]	Heavy Weapons.....[	]

## EMPATHY

Human Perception .....	[ ]	Martial Art 2 .....	[ ]
Interview.....	[ ]	Martial Art 3 .....	[ ]
Leadership.....	[ ]	Melee .....	[ ]
Seduction .....	[ ]	Motorcycle.....	[ ]
Social.....	[ ]	Operate Hvy. Machinery.....	[ ]
Persuasion & Fast Talk .....	[ ]	Pilot (Gyro).....	[ ]
Perform.....	[ ]	Pilot (Fixed Wing) .....	[ ]

## INT

Accounting.....[	]	Pilot (Vect.Thrust Vehicle).....[	]
Anthropology.....[	]	Rifle.....[	]
Awareness/Notice.....[	]	Stealth.....[	]
Biology.....[	]	Submachinegun.....[	]

**TECH**

Chemistry.....[	]	Aero Tech.....[	]
Composition.....[	]	AV Tech.....[	]
Diagnose Illness.....[	]	Basic Tech.....[	]
Education & Gen Know.....[	]	Cryptank Operation.....[	]
Expert.....[	]	Cyberdeck Design.....[	]
Gamble.....[	]	Cyber Tech.....[	]
Geology.....[	]	Demolitions.....[	]
Hide/Evade.....[	]	Disguise.....[	]



### DRAWING OF CHARACTER

Electronics.....[	]	Weapons Tech.....[	]
Elect. Security.....[	]	Other.....[	]
First Aid.....[	]	Other.....[	]
Forgery.....[	]	Other.....[	]
Gyro Tech.....[	]	Other.....[	]
Paint or Draw.....[	]	Other.....[	]
Photo & Film.....[	]		
Pharmaceuticals.....[	]	<b>REP</b>	<b>[</b>
Pick Lock.....[	]	<b>CURRENT IP</b>	<b>[</b>
Pick Pocket.....[	]	<b>HUMANITY</b>	<b>[</b>
Play Instrument.....[	]		
Weaponsmith.....[	]		

## CYBERNETICS

[illegible]

## LIFEPATH, GEAR & WEAPONS

**MONEY \$**

# LIFEPATH

## Style

## Clothes

## Hair

## Affections

### Ethnicity

## Language

## Family Background

## # Siblings



## Motivations

## Traits

## Valued Person

## Value Most

## Feel About People

## Valued Possession

## Life Events

One event for each year after age 16

**YEAR**

# GEAR

[illegible]

# WEAPONS

[illegible]

## LIFEPATH, GEAR & WEAPONS

**MONEY \$**

# GEAR

[illegible]

# GEAR

[illegible]