

HANDLE Gary

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

CHARACTER POINTS 65 **AGE** 26

STATS

INT [10] **REF** [/10] **TECH** [5] **COOL** [10]
ATTR [10] **LUCK** [5] **MA** [5] **BODY** [10]
EMP [9/10] **Run**() **Leap**() **Carry**() **Lift**()

Location	Skull	Face	Neck	Torso	Abdomen	R. Arm Hand	L. Arm Hand	R. Leg Foot	L. Leg Foot
Armor SP	24	24	12	19	19	19	19	19	19

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
10	-4	■■■■	■■■■	■■■■	■■■■	■■■■
		Stun=0	Stun=1	Stun=2	Stun=3	Stun=4
		MORTAL 2	MORTAL 3	MORTAL 4	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 [10]
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 [7]
Streetwise []

EMPATHY

Human Perception []
Interview []
Leadership []
Seduction []
Social []
Persuasion & Fast Talk [10]
Perform [10]

INT

Accounting []
Anthropology []
Awareness/Notice []
Biology []
Botany []
Chemistry []
Composition []
Diagnose Illness []
Education & Gen Know []
Expert []
Gamble []
Geology []
Hide/Evade []

History []
Language Queen's English []
Language []
Language []
Library Search []
Mathematics []
Physics []
Programming []
Shadow/Track []
Stock Market []
System Knowledge []
Teaching []
Wilderness Survival []
Zoology []

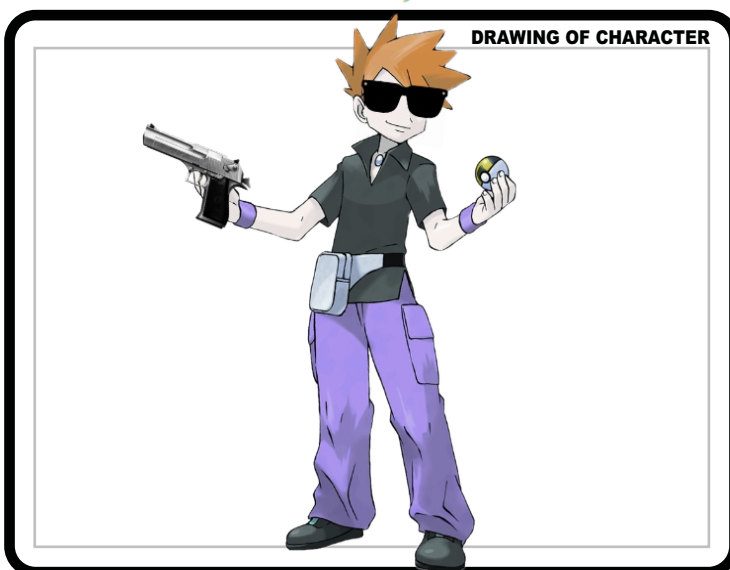
REF

Archery []
Athletics []
Brawling []
Dance []
Dodge & Escape []
Driving []
Fencing []
Handgun [10]
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 [5]
Submachinegun []

TECH

Aero Tech []
AV Tech []
Basic Tech []
Cryotank Operation []
Cyberdeck Design []
Cyber Tech []
Demolitions []
Disguise []

CYBERPUNK



Electronics []
Elect. Security []
First Aid []
Forgery []
Gyro Tech []
Paint or Draw []
Photo & Film []
Pharmaceuticals []
Pick Lock []
Pick Pocket []
Play Instrument [10]
Weaponsmith []
Weapons Tech []
Other []
Other []
Other []
Other []
Other []

REP [8]
CURRENT IP []
HUMANITY [91.5]

CYBERNETICS

Type	HL	Cost
Neural Ware	4	1.5K
Smart Gun Link	2	100
Muscle Bone Lace	1.5	1.5K
Skin Weave	0	7K
Bio Monitor	1	100
Smart Goggles		200
Infrared		200
TRGT Scope		400
Teleoptics		150
Anti Dazzle		200
Total HL and Euro Costs		

