

## CHARACTER VITAL DATA

## INITIATIVE

CHARACTER NAME						=		
CHARACTER HANDLE	PLAYER		REFLEX	COMBAT SENSE	CYBER MOD	GEAR MOD	MISC MOD	TOTAL
NATIONALITY	RACE		REPUTATION	FACEDOWN	STABILITY			

## ROLE

### SPECIAL ABILITY LEVEL IP

SPECIAL ABILITY DESCRIPTION			

## MOVEMENT

### WALK RUN LEAP

CLIMB SPEED		CLEAR			
CLIMB WITH ROPE		DIFFICULT			
SAFE FALL		IMPAIRED			

## ABILITY SCORES

	CURRENT	BASE	CYBER	BIO	NANO	GEAR	MEDS	CHIP	MISC	IP
<b>ATTR</b> ATTRACTIVENESS	BEAUTY IS ONLY SKIN DEEP									
<b>BODY</b>	STRENGTH & DURABILITY									
<b>COOL</b>	KEEP IT TOGETHER, MAN									
<b>EMP</b> EMPATHY	YOU'RE ONLY HUMAN									
<b>INT</b> INTELLIGENCE	WHAT'S UP FOUR-EYES?									
<b>LUCK</b>	SOMETIMES IT'S JUST BETTER									
<b>MA</b> MOVEMENT ALLOWANCE	GREASED LIGHTNING									
<b>REF</b> REFLEXES	THEY DIE HARD									
<b>TECH</b> TECHNICAL KNACK	BOYS AND THEIR TOYS									

## ARMOR

### EFFECTIVE ENCUMBRANCE VALUE

LOCATION	ROLL	PROJECTILE	EFFECTIVE SP VS BLADE	MONO	PENETRATION
HEAD	1				
TORSO	2-4				
L. ARM	5				
R. ARM	6				
L. LEG	7-8				
R. LEG	9-10				

SPECIAL LOCATION These locations can only be hit on a 'called shot' and are targeted at -4 to hit

Vs. Explosion
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## WOUNDS

### SAVE

### BTM

## SENSES

BASE AWARENESS SKILL

MODIFIERS FOR:

VISUAL

--

AUDIBLE

--

OLFACTOORY

--

TACTILE

--

OTHER SENSE TYPES AND MODIFIERS

STUN SAVE	DAMAGE	INJURY
0	1 2 3 4	LIGHT
-1	5 6 7 8	SERIOUS
-2	9 10 11 12	CRITICAL
-3	13 14 15 16	MORTAL 0
-4	17 18 19 20	MORTAL -1
-5	21 22 23 24	MORTAL -2
-6	25 26 27 28	MORTAL -3
-7	29 30 31 32	MORTAL -4
-8	33 34 35 36	MORTAL -5
-9	37 38 39 40	MORTAL -6

A FAILED STUN SAVE KNOCKS THE CHARACTER OUT.

LIGHT WOUNDS CAUSE NO OTHER ILL EFFECT.

SERIOUS WOUNDS CAUSE A -2 PENALTY TO REF.

CRITICAL WOUNDS CAUSE COOL, INT, REF, TO BE REDUCED TO ½.

MORTAL WOUNDS CAUSE COOL, INT, REF, TO BE REDUCED TO ¼.

A FAILED MORTAL SAVE KILLS THE CHARACTER.



WORKING

## **SKILLS**

Skills				Skills				Skills			
	Stat	Skill	Bonus Total	IP	Stat	Skill	Bonus Total	IP	Stat	Skill	Bonus Total
Accounting	INT				Geology	INT			Physics	INT	
Aero Tech x2	TECH				Gyro Tech x3	TECH			Pick Lock	TECH	
Anthropology	INT				Handgun	REF			Pick Pocket	TECH	
Archery	REF				Heavy Weapons	REF			Pilot AV x3	REF	
Athletics	REF				Hide/Evade	INT			Pilot Dirigible x2	REF	
AV Tech x3	TECH				History	INT			Pilot Fixed Wing x2	REF	
Awareness/Notice	INT				Human Perception	EMP			Pilot Gyro x3	REF	
Basic Tech x2	TECH				Interrogation	COOL			Play Instrument	TECH	
Biology	INT				Interview	EMP			Programming	INT	
Botany	INT				Intimidate	COOL			Resist Torture/Drugs	COOL	
Brawling	REF				Language	INT			Rifle	REF	
Chemistry	INT				Language	INT			Seduction	EMP	
Composition	INT				Language	INT			Shadow/Track	INT	
Cryotank Operations	TECH				Language	INT			Social	EMP	
Cyber Tech x2	TECH				Language	INT			Stealth x2	REF	
Cyberdeck Design x2	TECH				Leadership	EMP			Stock Market	INT	
Dance	REF				Library Search	INT			Streetwise	COOL	
Demolitions x2	TECH				Martial Art	REF			Strength Feat	BODY	
Diagnose Illness	INT				Martial Art	REF			Submachinegun	REF	
Disguise	TECH				Martial Art	REF			Swimming	BODY	
Dodge & Escape	REF				Martial Art	REF			System Knowledge	INT	
Driving	REF				Martial Art	REF			Teaching	INT	
Education & Gen. Knowledge	INT				Mathematics	INT			Wardrobe & Style	ATTR	
Electronic Security x2	TECH				Melee	REF			Weapon Tech x2	TECH	
Electronics	TECH				Motorcycle	REF			Wilderness Survival	INT	
Endurance	BODY				Operate Heavy Machinery	REF			Zoology	INT	
Expert Knowledge	INT				Oratory	COOL					
Expert Knowledge	INT				Paint or Draw	TECH					
Expert Knowledge	INT				Perform	EMP					
Fencing	REF				Personal Grooming	ATTR					
First Aid	TECH				Persuasion & Fast Talk	EMP					
Forgery	TECH				Pharmaceuticals x2	TECH					
Gamble	INT				Photo & Film	TECH					

## ARMED COMBAT

WEAPON	TYPE/SKILL	SIZE	CONC. / REL	POINT BLANK	Range (m)					SKILL	WA	BONUS TO HIT	DAMAGE	ROF	MAG
					CLOSE	MEDIUM	LONG	EXTREME							

## UNARMED COMBAT

MARTIAL ART STYLE	SKILL LEVEL	STRIKE/ CAST	CAST WEAPON DAMAGE MODIFIER					HAND TO HAND DAMAGE MODIFIER						
			PUNCH	KICK	DISARM	SWEEP/ TRIP	BLOCK/ PARRY	DODGE	GRAPPLE	THROW	HOLD/ BREAK	CHOKE/ CRUSH	ESCAPE	RAM

## ACTION SUMMARY

## KEY ATTACK SUMMARY

Multiple actions may be attempted but each additional one is at additional -3 penalty

**FAST DRAW** — +3 Initiative, -3 to hit with attacks (does not count as an action)

**MOVE** — At your walking speed

**RUN** — At your running speed, but may perform no other actions

**ATTACK** — At your weapon's max rate of fire, or make a melee attack

**ALL OUT DODGE\*** — All attacks are -2 to hit you, no roll required

**ALL OUT PARRY\*** — All hand to hand attacks against you have damage reduced

**AIM** — +1 to hit, cumulative, for up to 3 consecutive rounds

**RELOAD** — Eject a magazine and slam a new one home

**SWITCH or DRAW A WEAPON** — Drop and draw on the fly

**MOUNT or DISMOUNT** — From a vehicle

**REPAIR or MEDICAL AID** — Quick use of Tech skills

**SIMPLE NON COMBAT TASK** — Pick something up, open a door, etc.

\* can't perform both of these in the same round

### RANGED ATTACK TARGET NUMBERS

Point Blank	10
Close	15
Medium	20
Long	25
Extreme	30

### HAND TO HAND COMBAT TESTS

Attacker's REF+Skill+WA+D10  
Vs.  
Defender's REF+Skill+WA+D10  
(Defender wins ties)

### HTH RANGE CHANGE TESTS

Casting to Hitting — MA  
Hitting to Grabbing — Grapple  
Grabbing to Hitting — Parry/Dodge  
Hitting to Casting — MA

### SPECIAL AUTOMATIC WEAPON RANGED ATTACK TYPES

3 Round Burst, Full Auto,  
Suppressive Fire

HITTING RANGE	ACTION	ATTACK BONUS	EFFECT	DAMAGE BONUS
STRIKE / CAST	See Above		Attack with muscle powered weapon [melee, thrown, martial arts, bows, fencing]	See Above
PUNCH			Attack does D3 damage, but may be more with Cyberware	
KICK			Attack does D6 damage, but may be more with Cyberware (also Jump Kick with movement)	
RAM			Move & Attack action; bonuses to damage and defense based on distance moved	
DISARM			On Success, knock or remove opponents weapon from hand	
SWEEP / TRIP			Knock enemy prone (-2 to hit, +2 to be hit), combine with Key kick at +3 Dmg & Stun -2	
GRAPPLE			Test to enter Grappling Range	
THROW			Knock opponent to the ground, D6 damage (ignore armor) and Stun Save at -2	
CHOKE / CRUSH			Opponent takes D6 damage per round	
HOLD / BREAK			Painful joint or body hold (auto throw/choke), opponent immobilized until Escape is made	
ESCAPE			Defense against grapple attacks	
BLOCK / PARRY			Martial Arts/Brawling, unless weapon used; then Fencing/Melee. May break weapon.	
DODGE			Oppose attacker's test to avoid blow, may still reduce damage on fail	



## ***PUTTING THE CYBER INTO THE PUNK***

**CHIPWARE**

#### **INSTALLED MRAM AND APTR CHIPS**

CHIP	SKILL LEVEL	COST	CHIP	SKILL LEVEL	COST

**CYBERWARE**

## **DESCRIPTION**

## TYPE

SURGU

TRY HUMANITY

## **COST**



## *GETTING FITTED FOR THE FUTURE*

ARMOR

## WEAPONS

## AMMO

## *OUTFIT*



## **TALES FROM THE STREET**

## ***ORIGINS AND PERSONAL STYLE***

## **FAMILY BACKGROUND**

## **SIBLINGS**

## RELATION AGE

AGE

## **RELATIONSHIP**

**LIFE EVENTS**

## EVENT

## **CONTACTS**

## **DESCRIPTION**

