

Total Stats: / 62Total normal Skills: Total 2x Skills: Total: / 60Cyberpunk
REED

Version 0.9.7.7

 Click to change Character Image

HANDLE	
ROLE	
ROLE ABILITY	RANK
NOTES	

INT
REF
DEX
TECH
COOL
WILL
LUCK
MOVE
BODY
EMP

Awareness Skills	LVL	MOD	BASE
Concentration (WILL)			
Conceal/Reveal Object (INT)			
Lip Reading (INT)			
Perception (INT)			
Tracking (INT)			
Body Skills	LVL	MOD	BASE
Athletics (DEX)			
Contortionist (DEX)			
Dance (DEX)			
Endurance (WILL)			
Resist Torture/Drugs (WILL)			
Stealth (DEX)			
Control Skills	LVL	MOD	BASE
Drive Land Vehicle (REF)			
Pilot Air Vehicle (x2) (REF)			
Pilot Sea Vehicle (REF)			
Riding (REF)			
Education Skills	LVL	MOD	BASE
Accounting (INT)			
Animal Handling (INT)			
Bureaucracy (INT)			
Business (INT)			
Composition (INT)			
Criminology (INT)			
Cryptography (INT)			
Deduction (INT)			
Education (INT)			
Gamble (INT)			

Education Skills	LVL	MOD	BASE
Language (INT)			
Streetslang			
Library Search (INT)			
Local Expert (INT)			
Science (INT)			
Tactics (INT)			
Wilderness Survival (INT)			
Fighting Skill	LVL	MOD	BASE
Brawling (DEX)			
Evasion (DEX)			
Martial Arts (x2) (DEX)			
Melee Weapon (DEX)			
Performance Skills	LVL	MOD	BASE
Acting (COOL)			
Play Instrument (TECH)			
Ranged Weapon Skills	LVL	MOD	BASE
Archery (REF)			
Autofire (x2) (REF)			
Handgun (REF)			

Ranged Weapon Skills	LVL	MOD	BASE
Heavy Weapons (x2) (REF)			
Shoulder Arms (REF)			
Social Skills	LVL	MOD	BASE
Bribery (COOL)			
Conversation (EMP)			
Human Perception (EMP)			
Interrogation (COOL)			
Persuasion (COOL)			
Personal Grooming (COOL)			
Streetwise (COOL)			
Trading (COOL)			
Wardrobe & Style (COOL)			
Technique Skills	LVL	MOD	BASE
Air Vehicle Tech (TECH)			
Basic Tech (TECH)			
Cybertech (TECH)			
Demolitions (x2) (TECH)			
Electronics/Security Tech (x2) (TECH)			
First Aid (TECH)			
Forgery (TECH)			
Land Vehicle Tech (TECH)			
Paint/Draw/Sculpt (TECH)			
Paramedic (x2) (TECH)			
Photography/Film (TECH)			
Pick Lock (TECH)			
Pick Pocket (TECH)			
Sea Vehicle Tech (TECH)			
Weaponstech (TECH)			

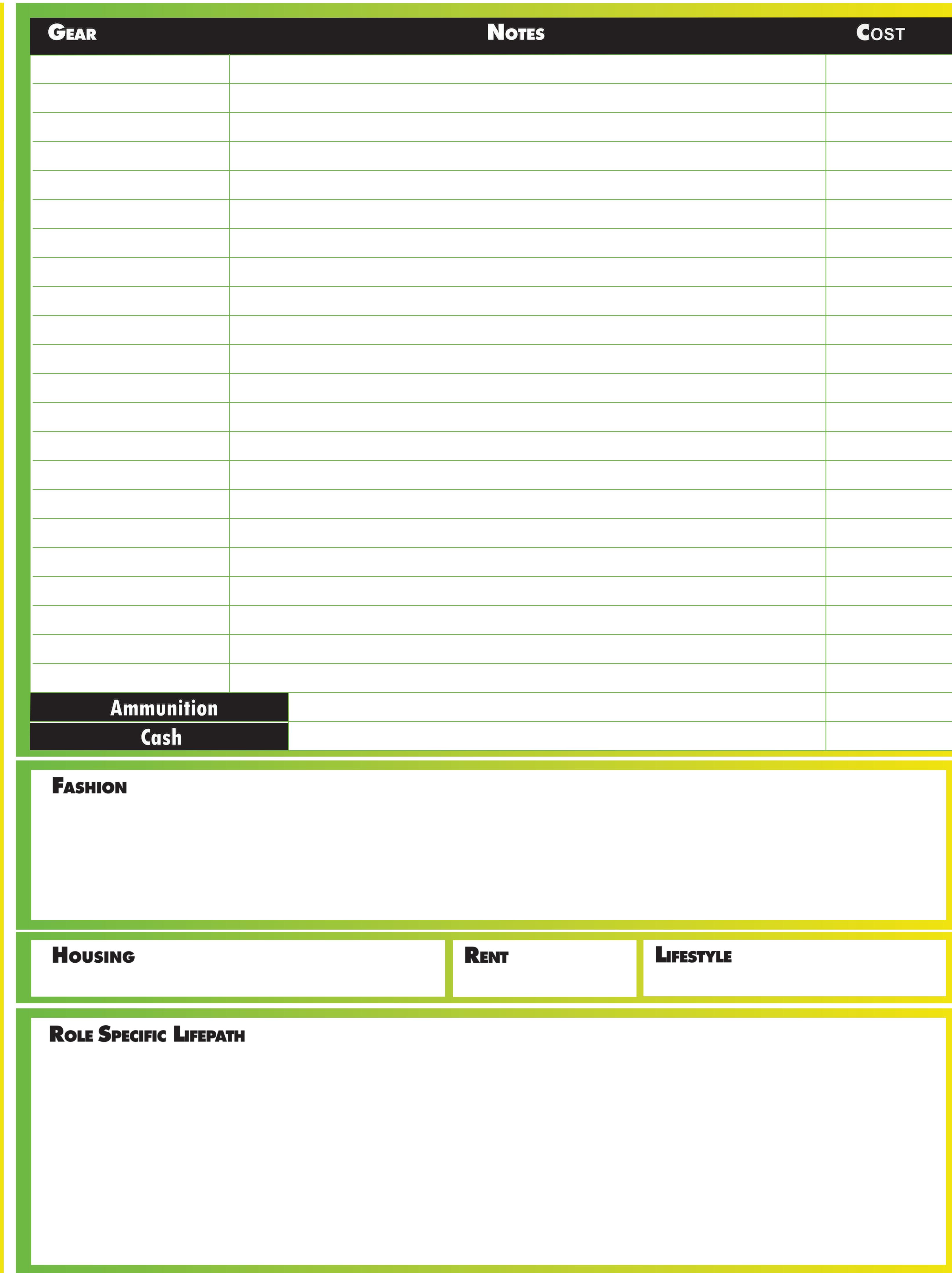
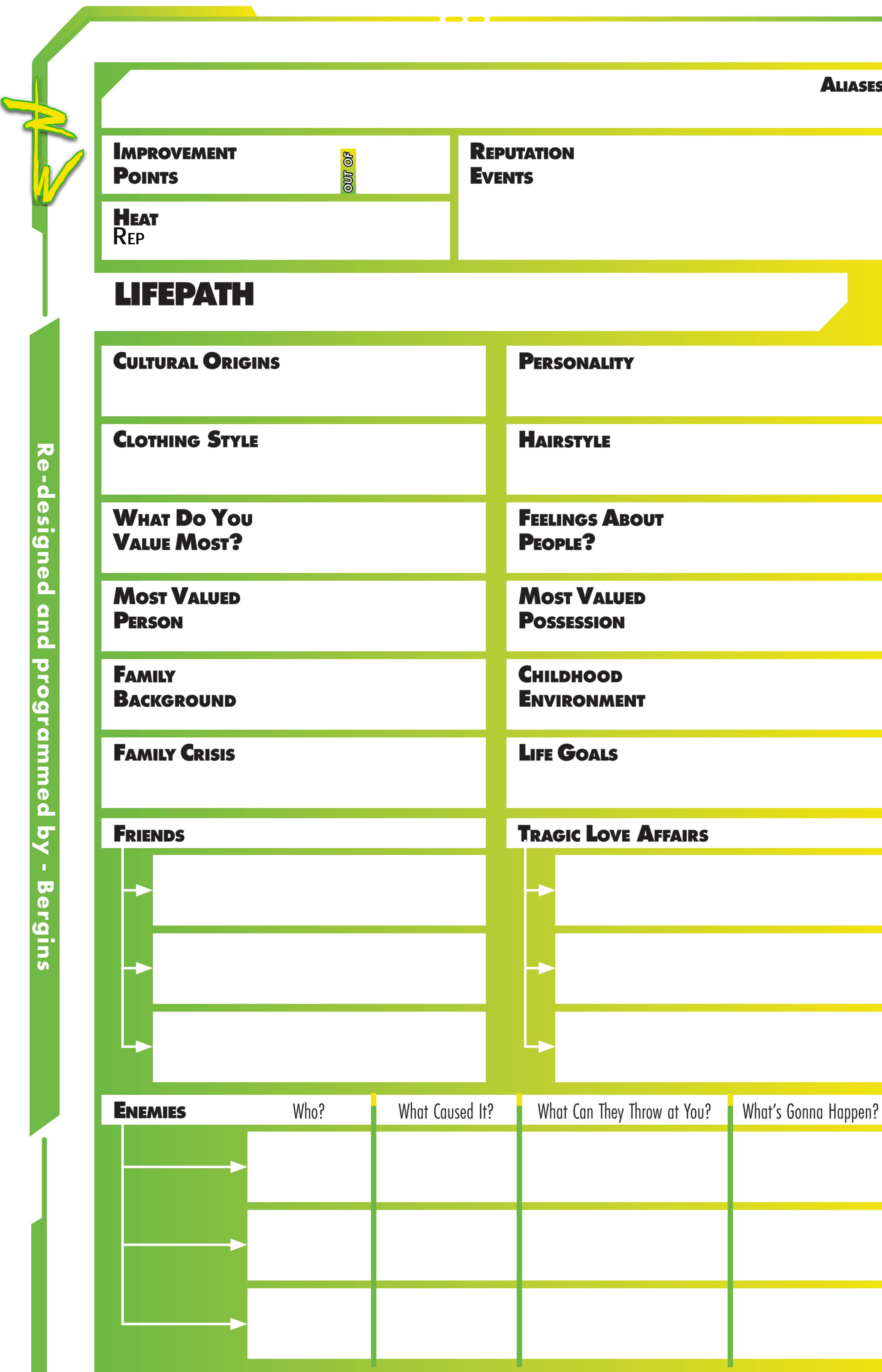
HIT POINTS	OUT OF MAX
SERIOUSLY WOUNDED	
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED	
DEATH SAVE	
Critical Injuries	
ADDICTIONS	

DAMAGE TAKEN	MELEE & MARTIAL	BULLET & BRAWL
	HEAD TO HP BODY	HEAD TO HP BODY
WEAPONS & ARMOR	SP	PENALTY

WEAPON	DMG	AMMO	ROF	NOTES

PENALTY APPLIES TO REF, DEX, & MOVE

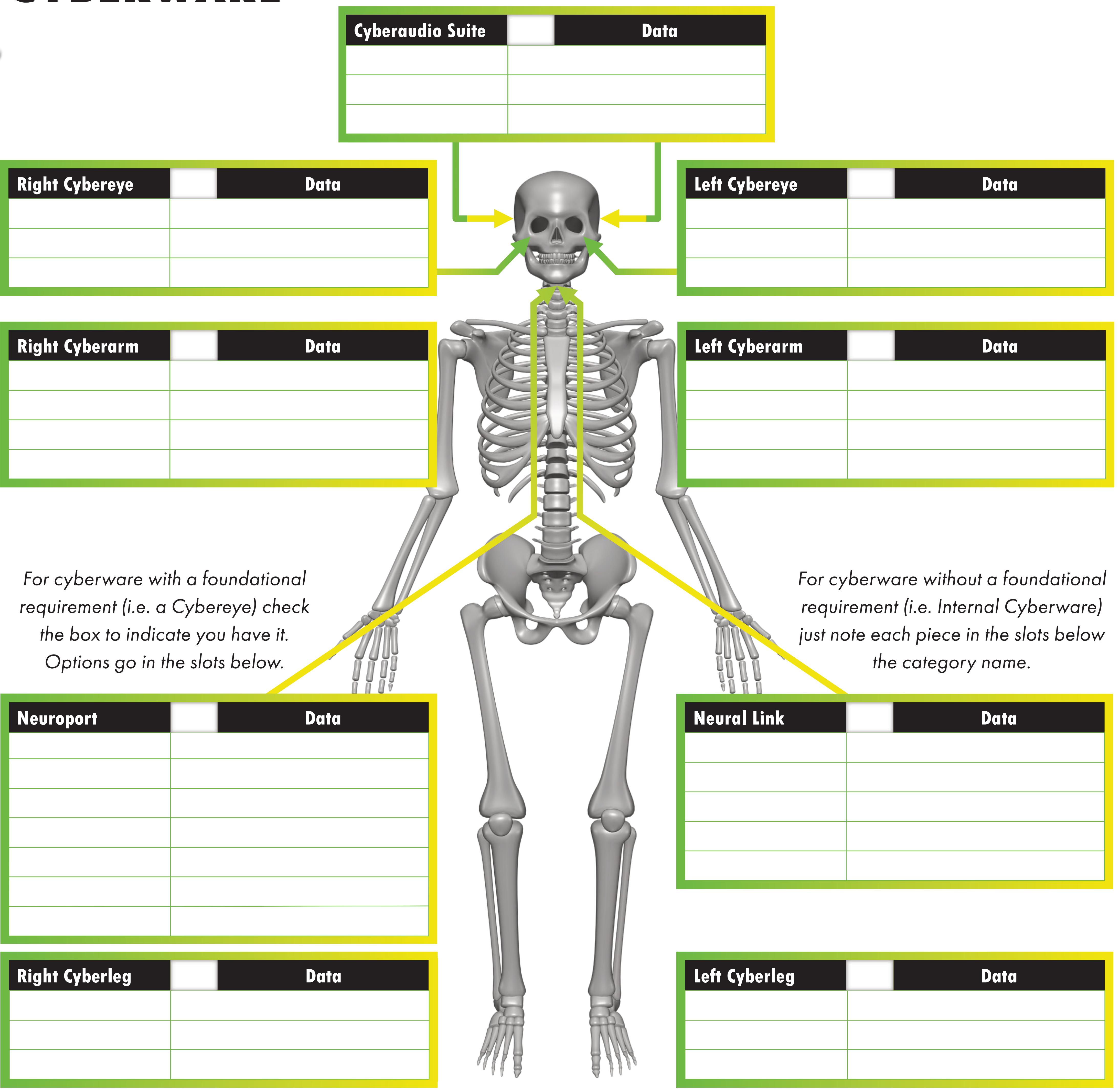
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CYBERWARE

A/S

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ADDITIONAL INFORMATION**NOTES & CYBERWARE LISTING**

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