

Total Stats:  / 62

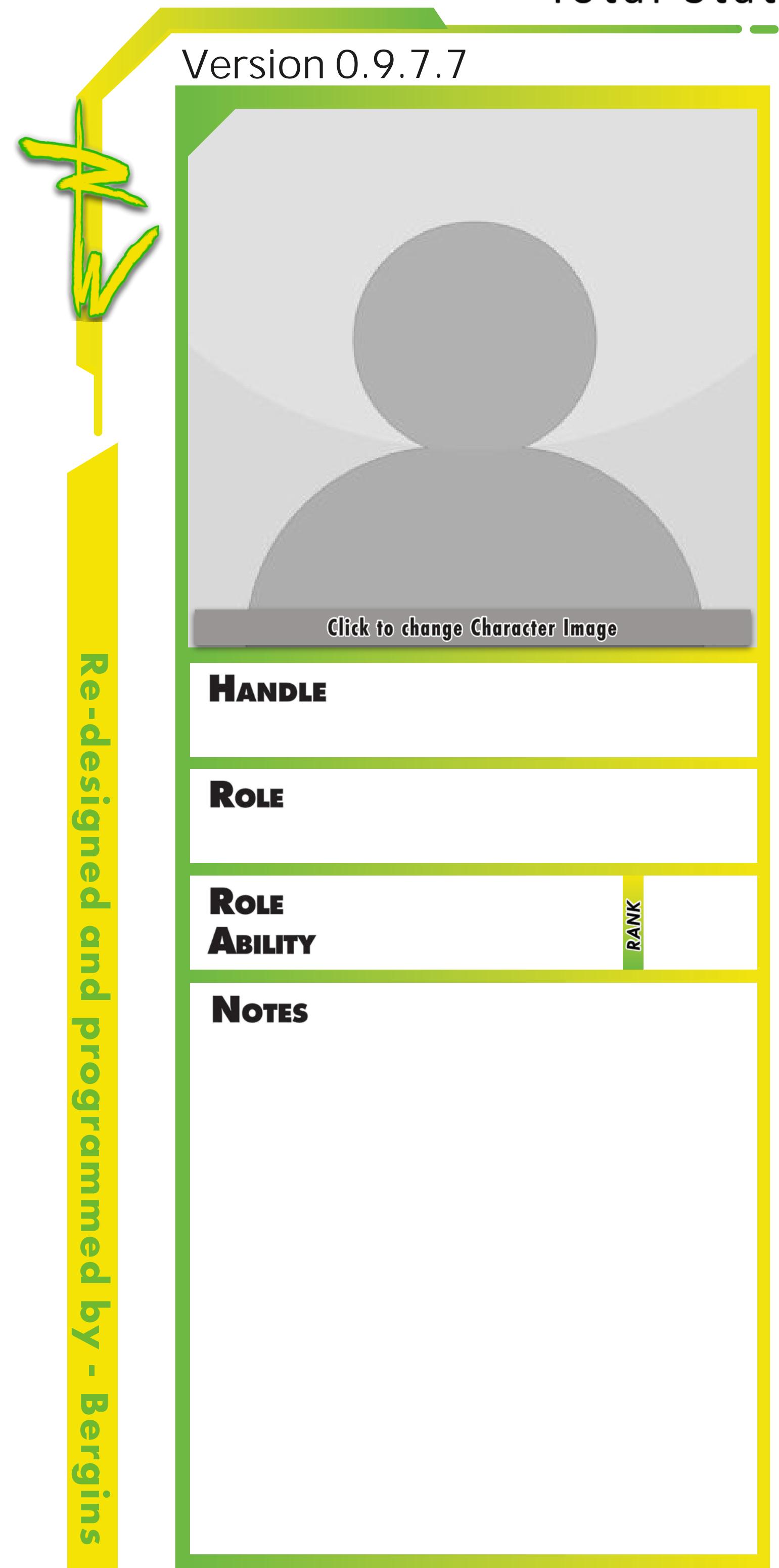
Total normal Skills:

Total 2x Skills:

Total: / 60

Cyberpunk

Version 0.9.7.7



Re-designed and programmed by - Bergins

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)			

CURRENT

HUMANITY

EMP

HIT POINTS

Critical Injuries

Seriously Wounded

Addictions

Death Save

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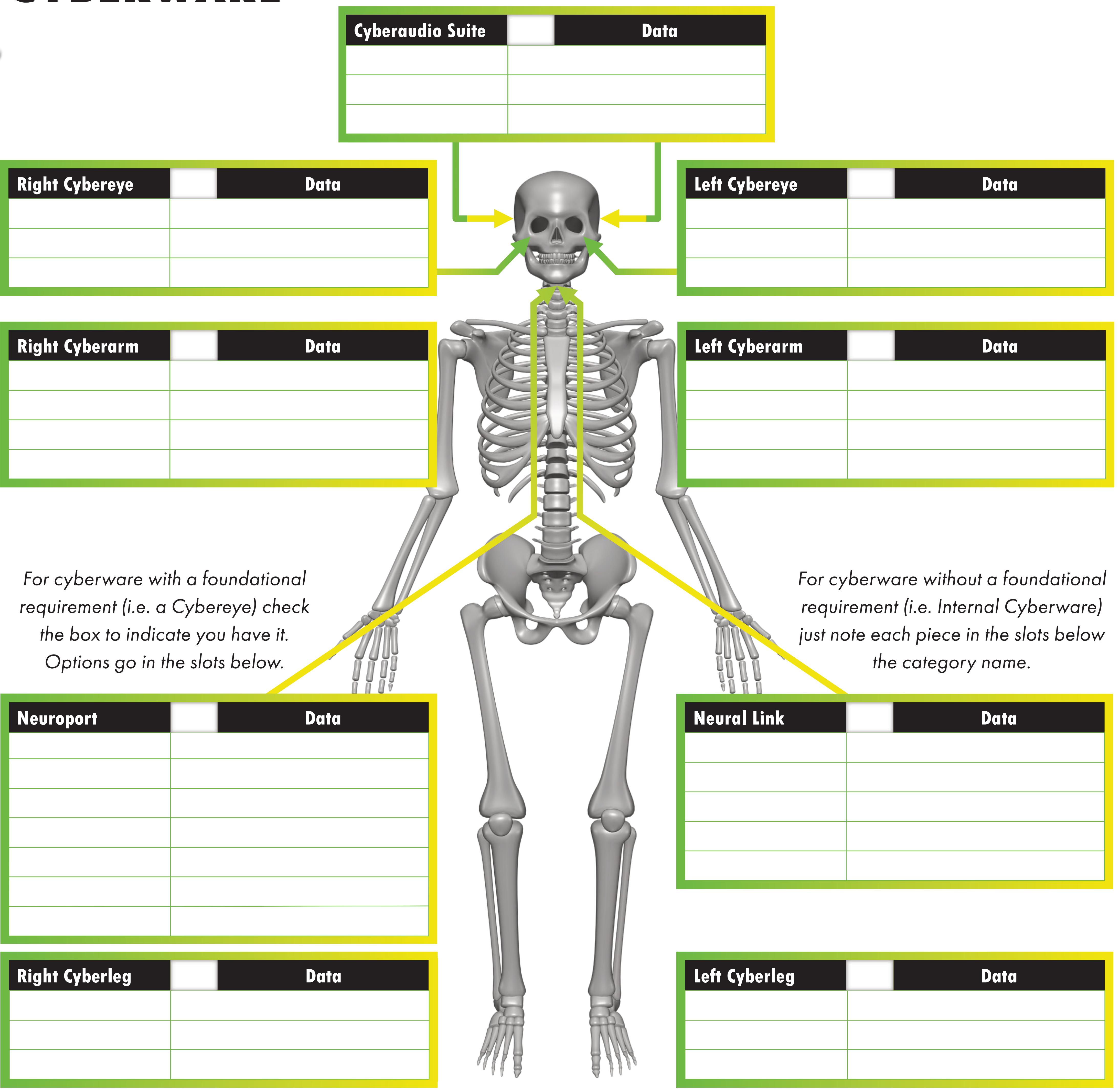
ALIASES

IMPROVEMENT POINTS	OUT OF	REPUTATION EVENTS		
HEAT REP				
LIFEPATH				
CULTURAL ORIGINS	PERSONALITY			
CLOTHING STYLE	HAIRSTYLE			
WHAT DO YOU VALUE MOST?	FEELINGS ABOUT PEOPLE?			
MOST VALUED PERSON	MOST VALUED POSSESSION			
FAMILY BACKGROUND	CHILDHOOD ENVIRONMENT			
FAMILY CRISIS	LIFE GOALS			
FRIENDS	TRAGIC LOVE AFFAIRS			
ENEMIES	Who?	What Caused It?	What Can They Throw at You?	What's Gonna Happen?

CYBERWARE

A/S

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For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it.
Options go in the slots below.

Neuroport	Data

Right Cyberleg	Data

Internal Cyberware	Data

External Cyberware	Data

Fashionware	Data

Borgware	Data



ADDITIONAL INFORMATION**NOTES & CYBERWARE LISTING**

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