

Total Stats:  / 62

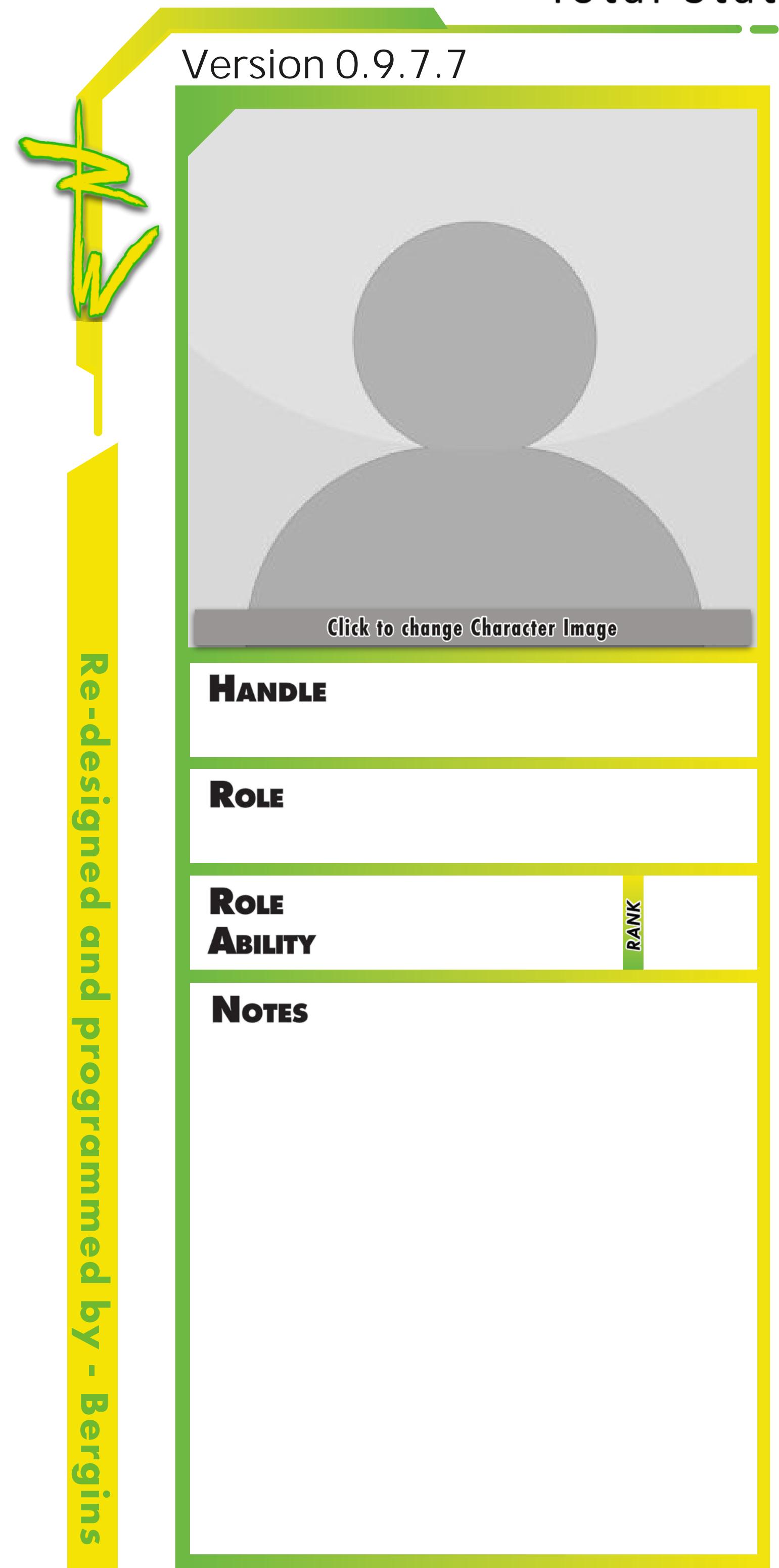
Total normal Skills:

Total 2x Skills:

Total: / 60

Cyberpunk

Version 0.9.7.7



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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)			

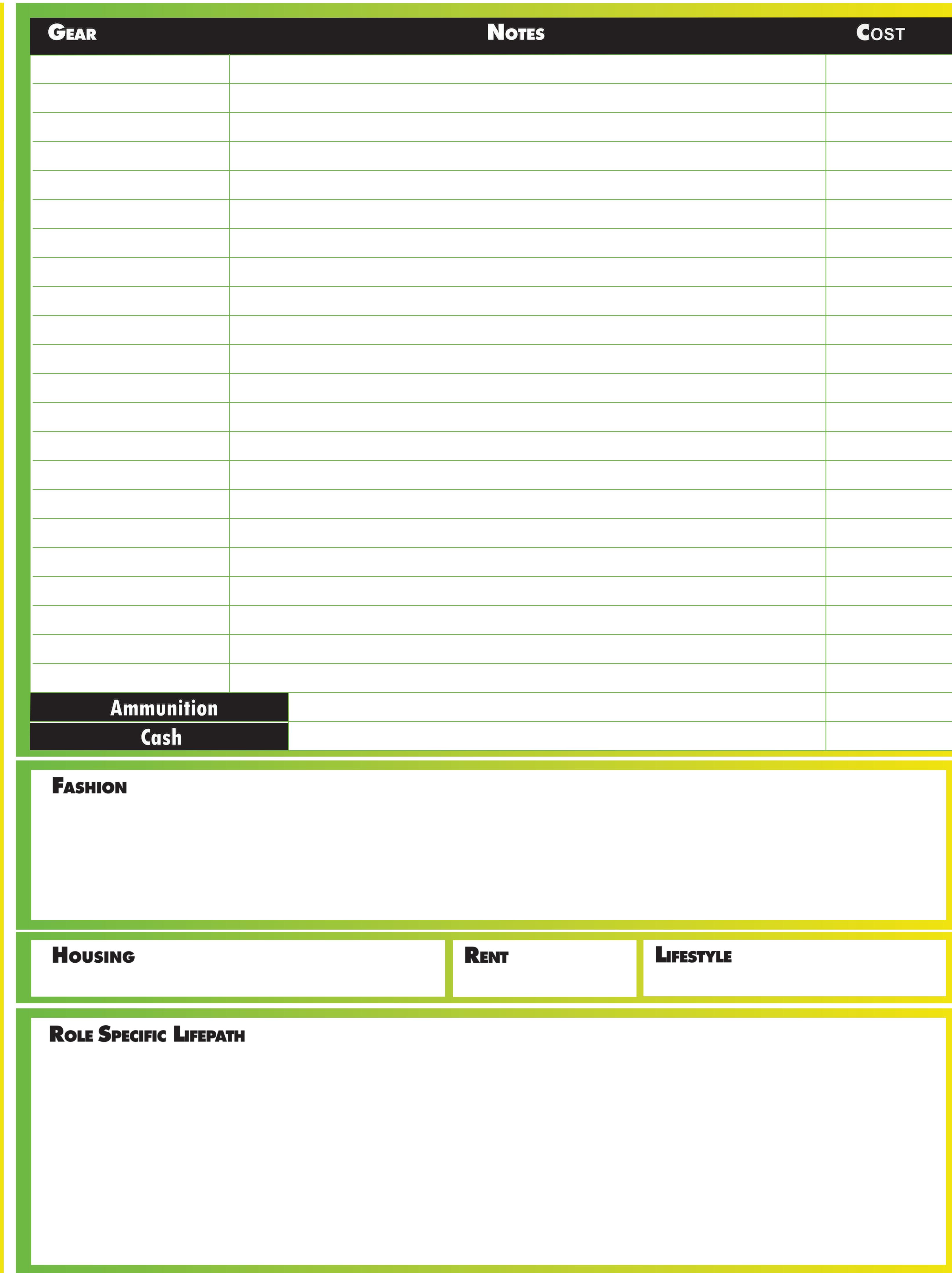
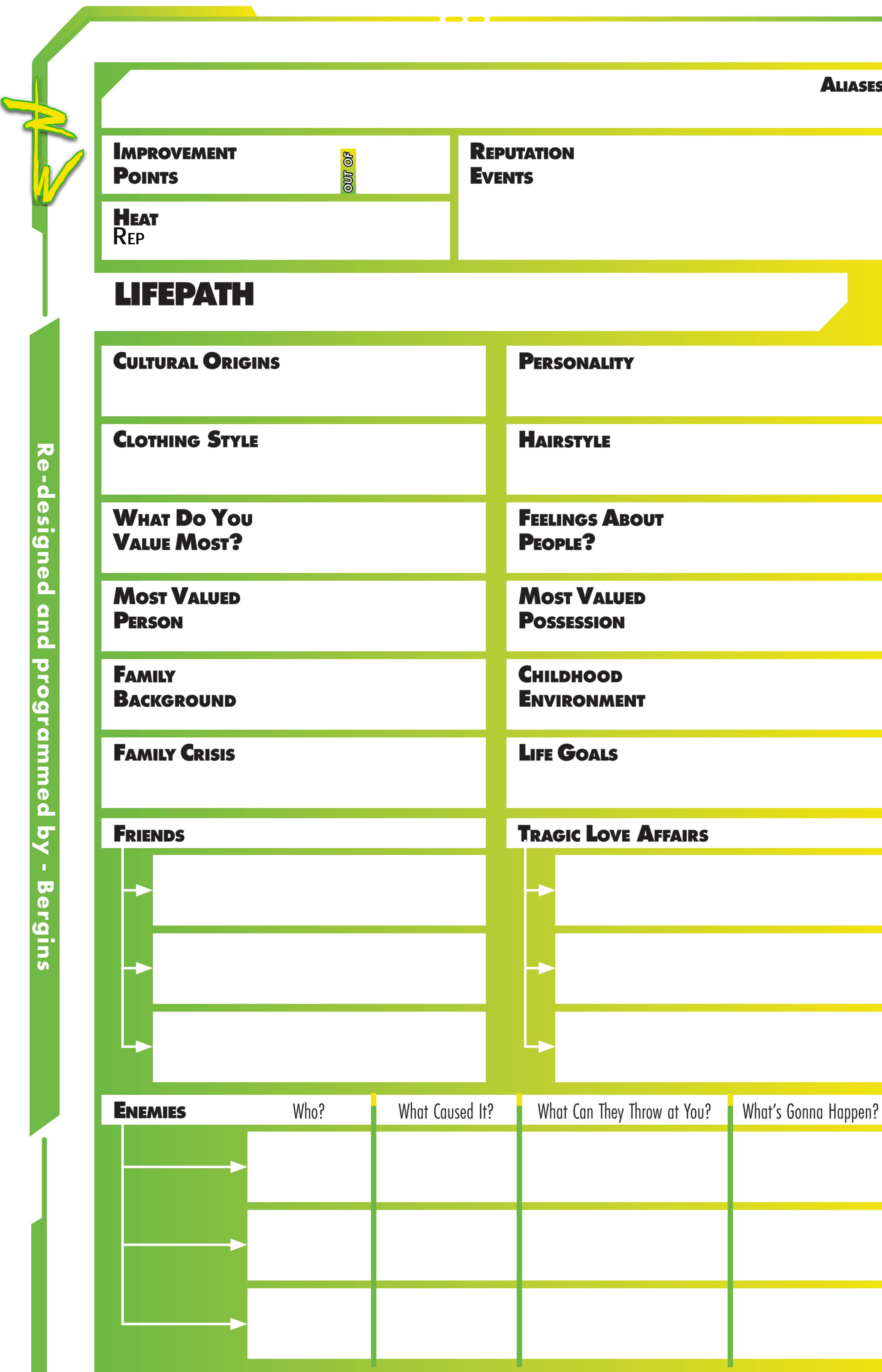
Ranged Weapon Skills	LVL	MOD	BASE
Heavy Weapons (x2) (REF)			
Shoulder Arms (REF)			
Social Skills	LVL	MOD	BASE
Bribery (COOL)			
Conversation (EMP)			
Human Perception (EMP)			
Interrogation (COOL)			
Persuasion (COOL)			
Personal Grooming (COOL)			
Streetwise (COOL)			
Trading (COOL)			
Wardrobe & 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)			

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

PENALTY APPLIES TO REF, DEX, & MOVE

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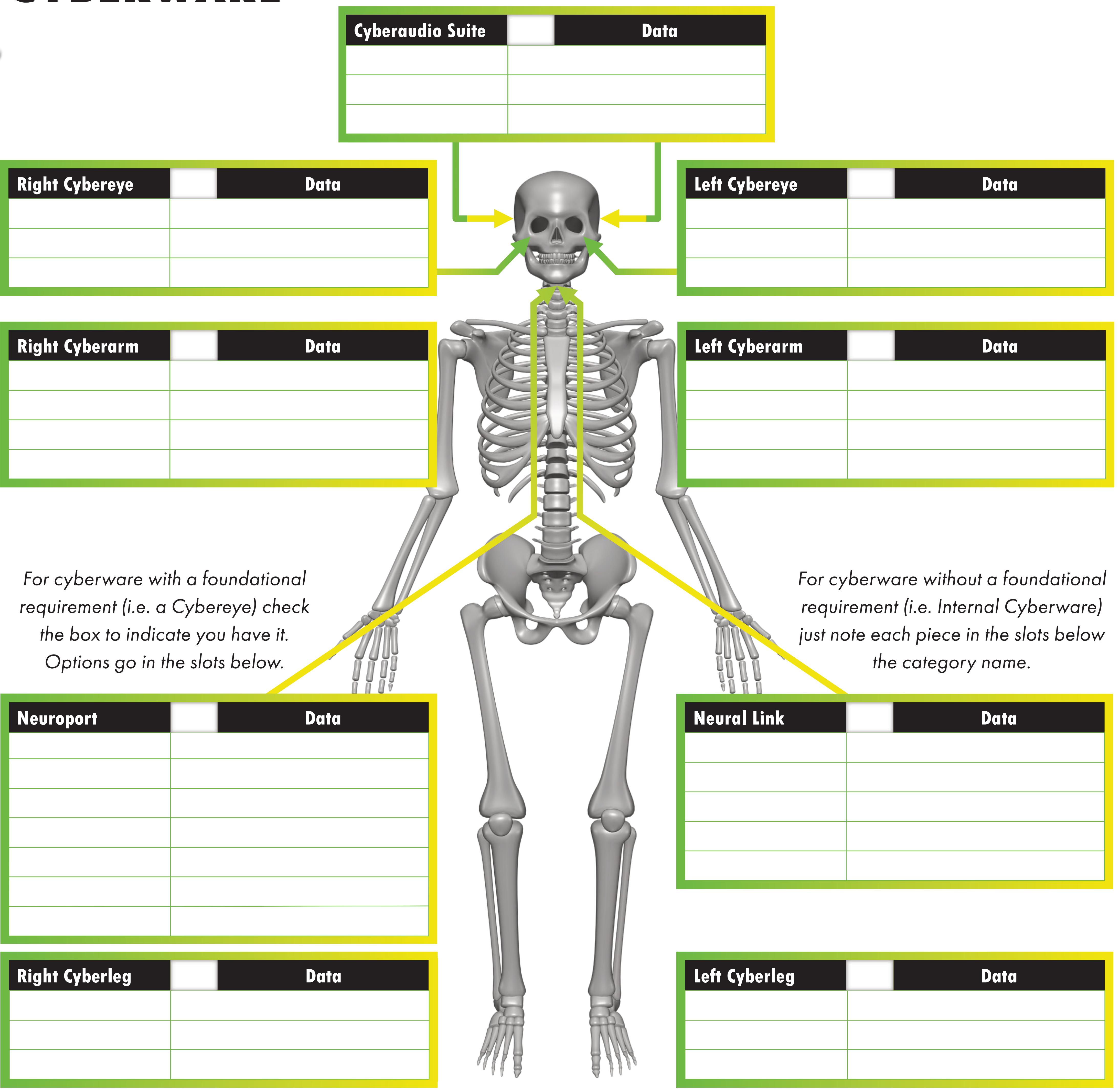
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CYBERWARE

A/S

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ADDITIONAL INFORMATION**NOTES & CYBERWARE LISTING**

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