

Total Stats:  / 62

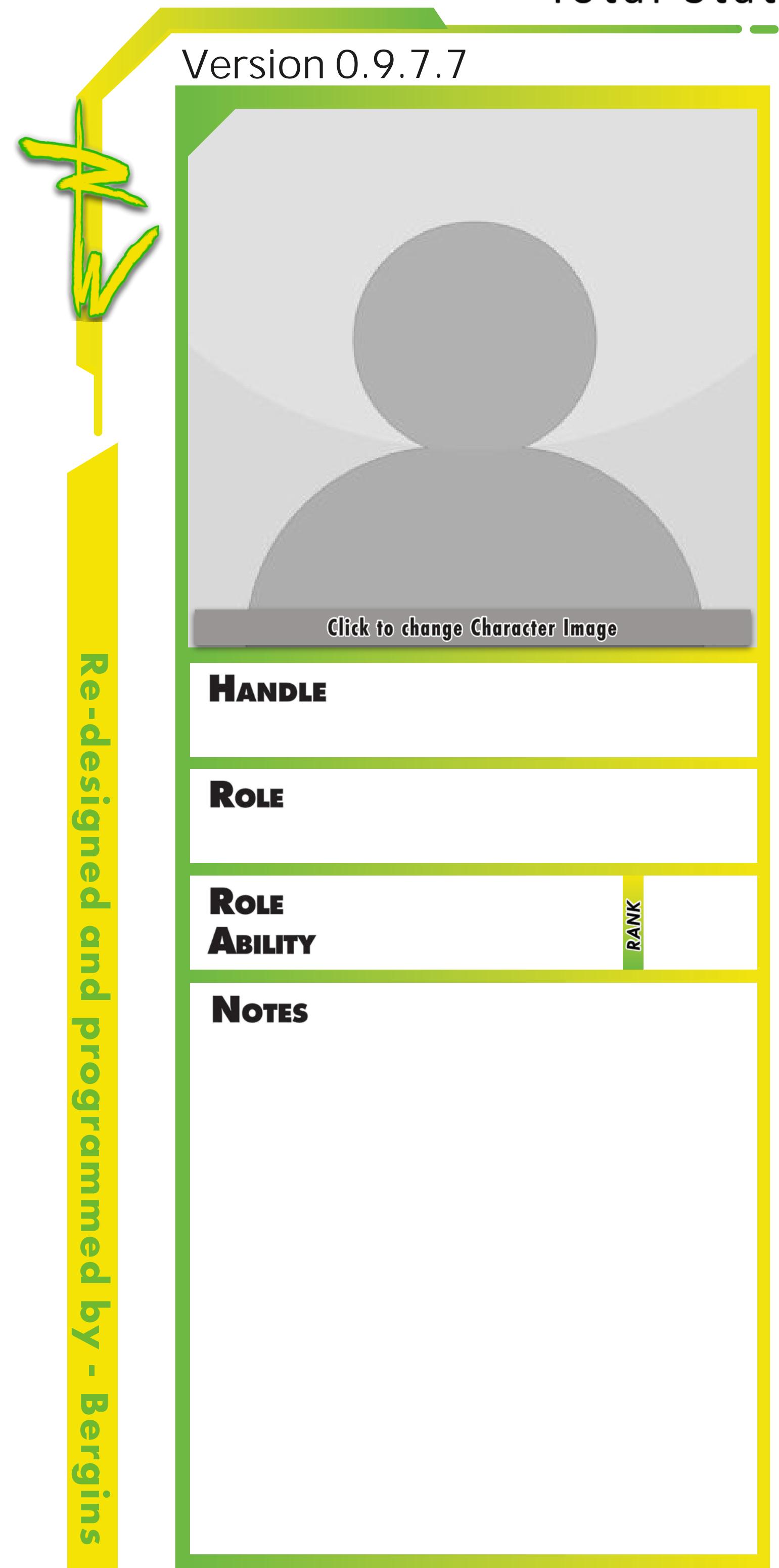
Total normal Skills:

Total 2x Skills:

Total: / 60

Cyberpunk

Version 0.9.7.7



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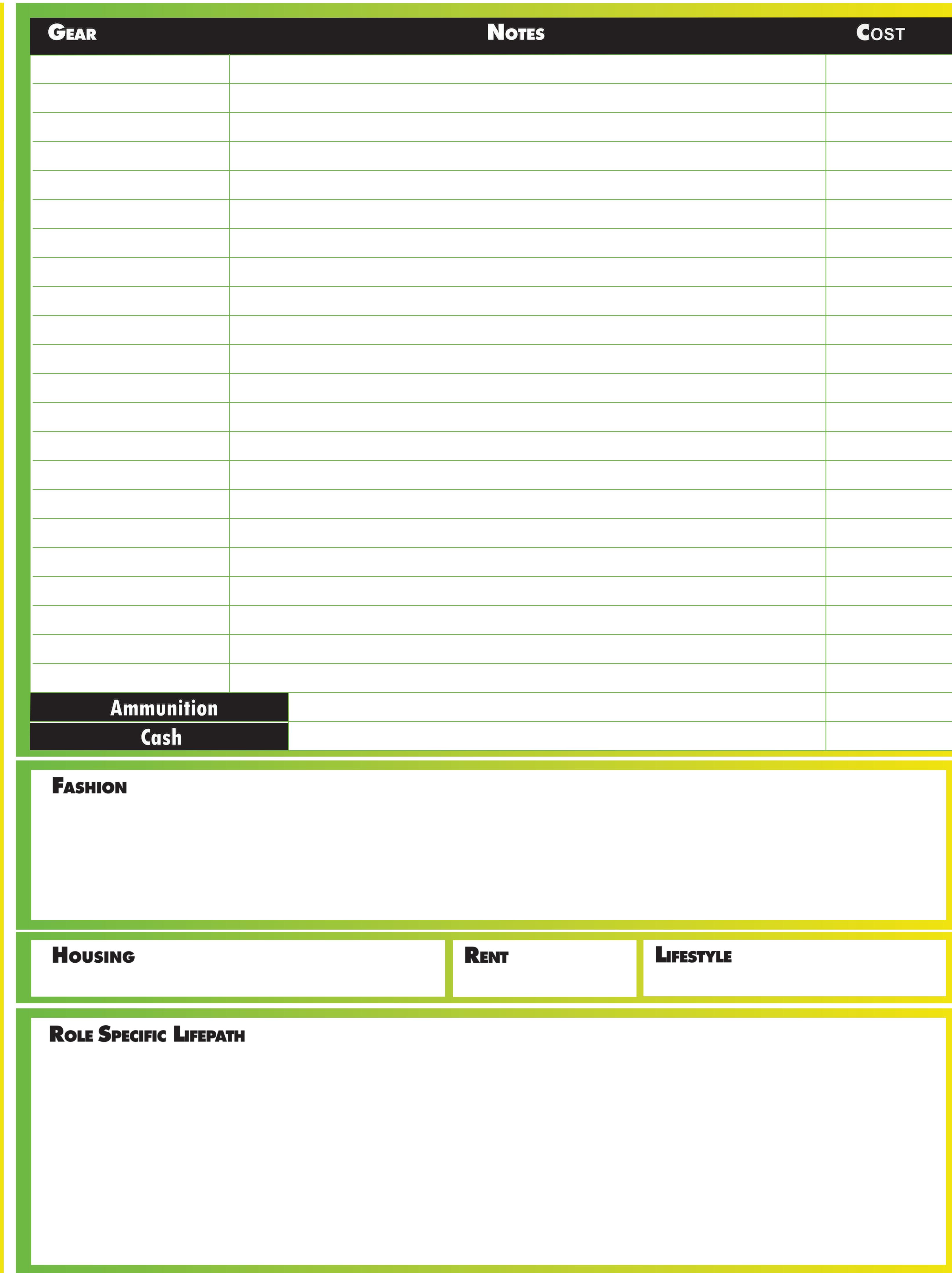
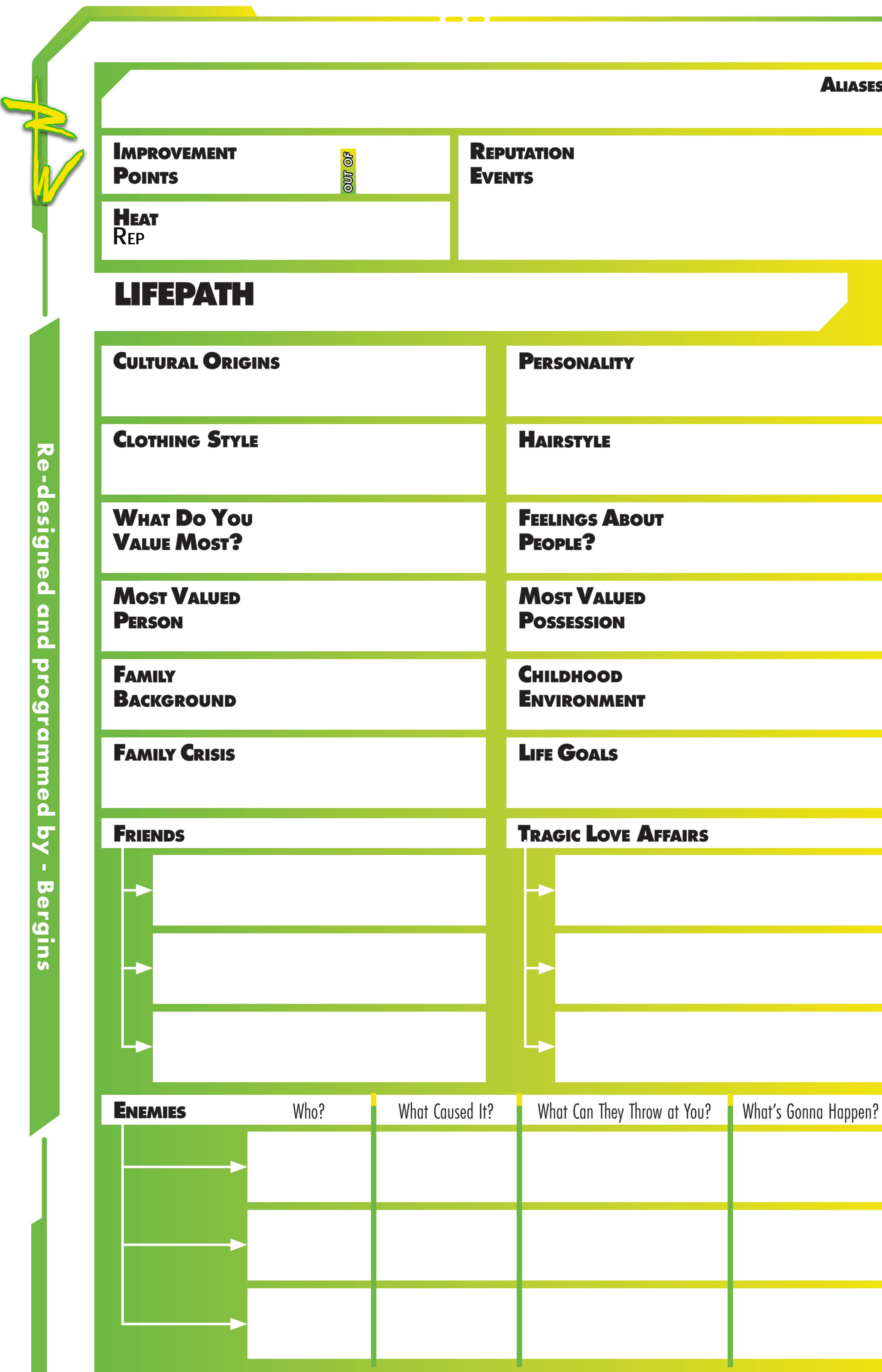
Awareness Skills	LVL	MOD	BASE
Concentration (WILL)			
Conceal/Reveal Object (INT)			
Lip Reading (INT)			
Perception (INT)			
Tracking (INT)			
Body Skills	LVL	MOD	BASE
Athletics (DEX)			
Contortionist (DEX)			
Dance (DEX)			
Endurance (WILL)			
Resist Torture/Drugs (WILL)			
Stealth (DEX)			
Control 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			
Local Expert			
Science			
Tactics			
Wilderness Survival			
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)			
Drumming			
Guitar			
Piano			
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)			

	HUMANITY	
CURRENT		EMP
	OUT OF	OUT OF
	MAX	
	HIT POINTS	CRITICAL INJURIES
CURRENT		
	OUT OF	
	MAX	
SERIOUSLY		
WOUNDED		
<input type="checkbox"/>	-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED	ADDICTIONS
	DEATH SAVE	

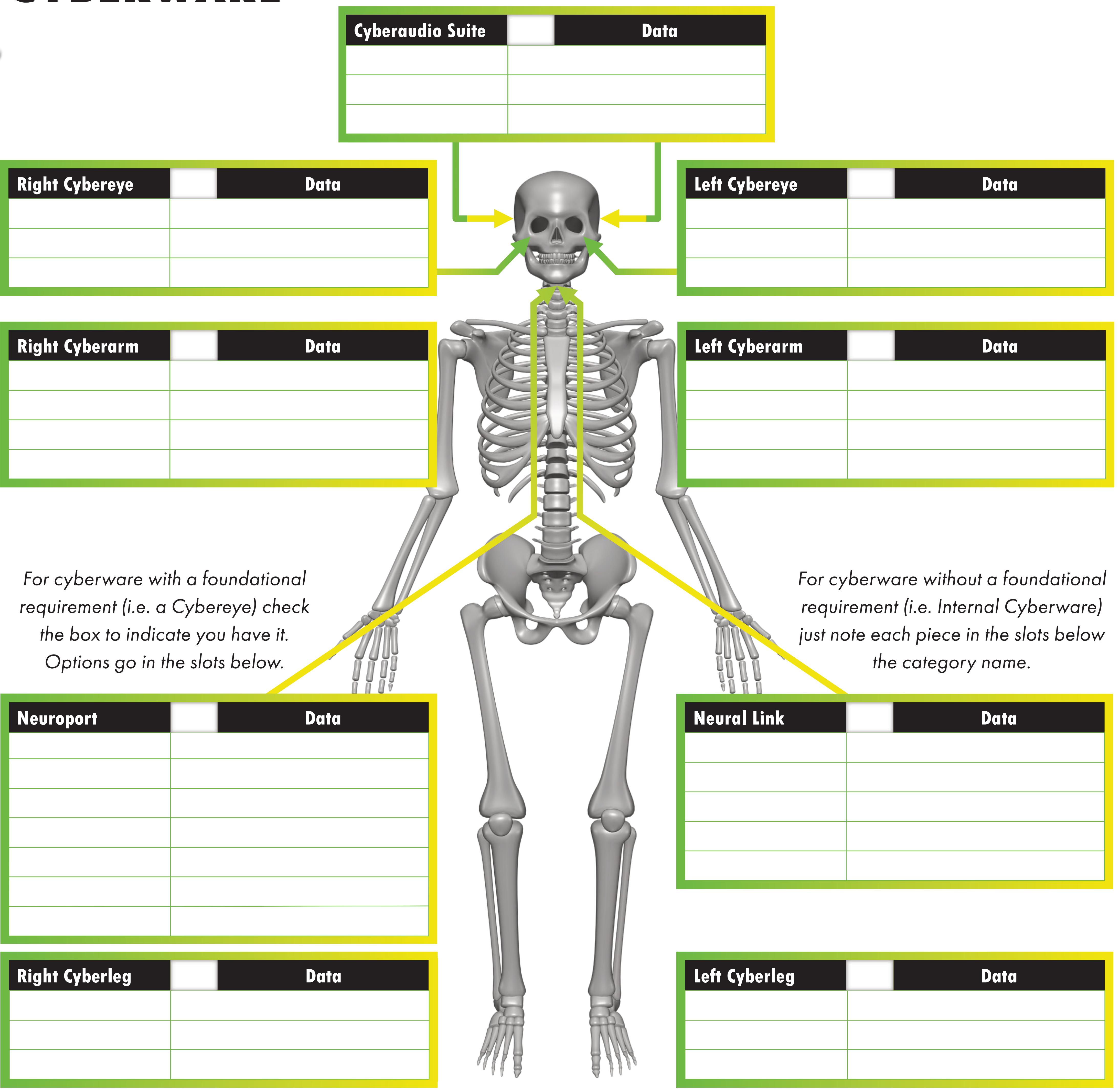
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CYBERWARE

A/S

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ADDITIONAL INFORMATION**NOTES & CYBERWARE LISTING**

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