

Total Stats:  / 62

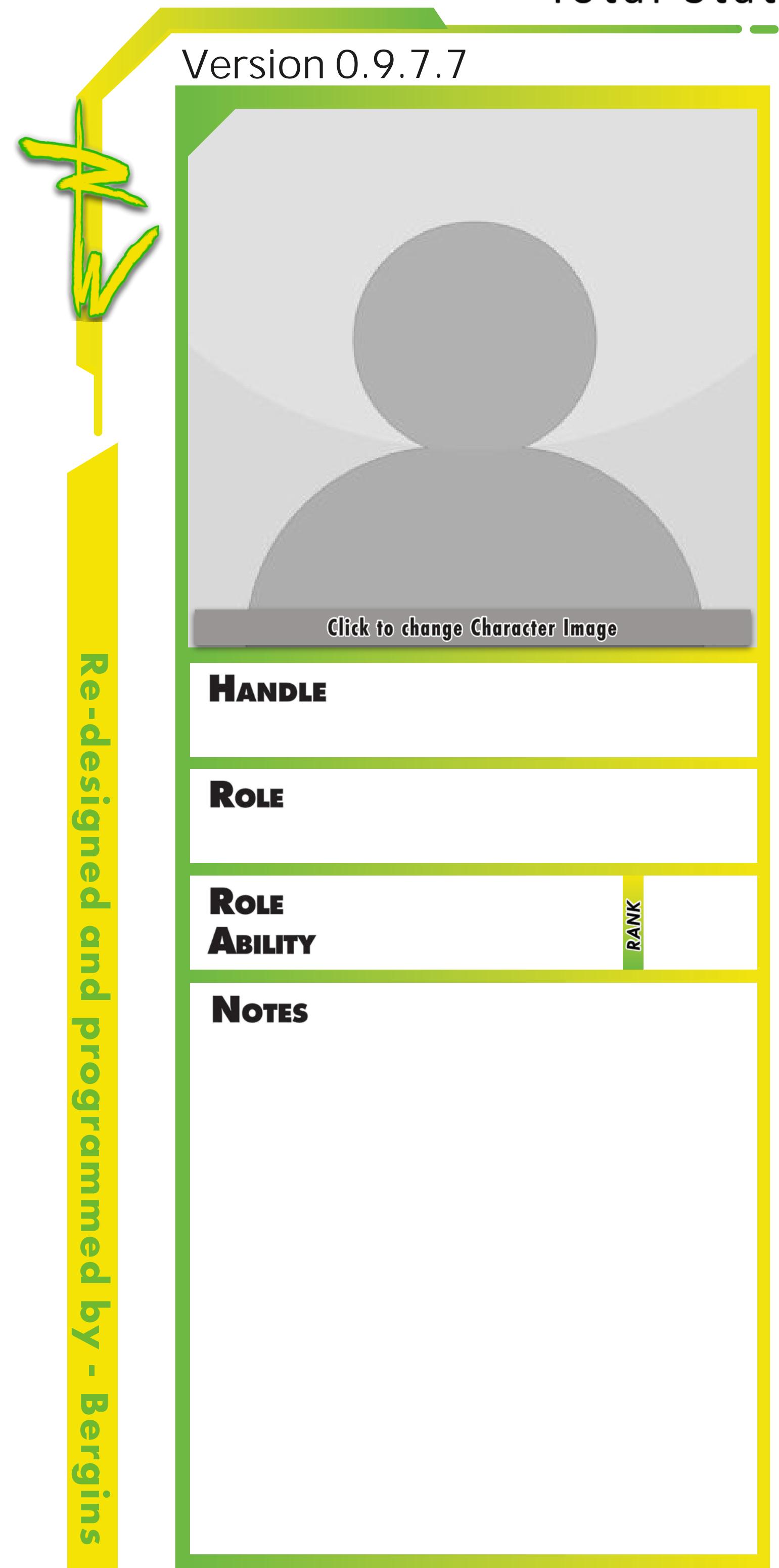
Total normal Skills:

Total 2x Skills:

Total: / 60

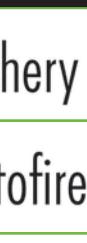
Cyberpunk

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

| DAMAGE TAKEN | MELEE & MARTIAL | BULLET & BRAWL |
|--------------|-----------------|----------------|
| ARMOR | SP | PENA |
| | HEAD TO HP | BODY |
| | | HEAD TO HP |
| | | BODY |

A decorative graphic element consisting of several stylized, hand-drawn leaves and stems in yellow and green, arranged vertically along the right edge of the page.

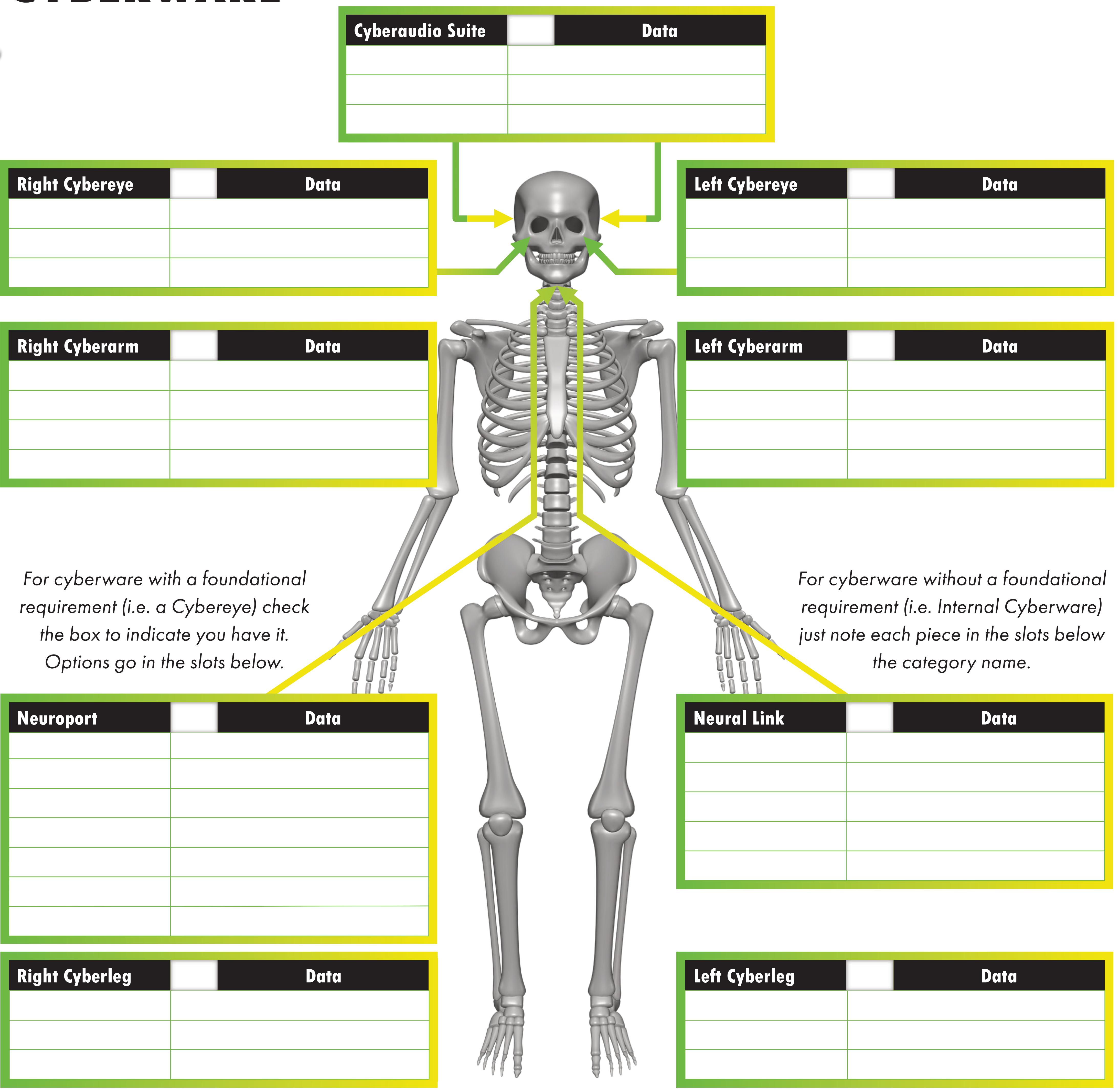
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| ALIASES | | | | | | | | | | | | | | | | | | | | | |
|------------------------------------|--|-----------------------------|----------------------|-----------------------------|----------------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| IMPROVEMENT POINTS | OUT OF | | | | | | | | | | | | | | | | | | | | |
| HEAT REP | REPUTATION EVENTS | | | | | | | | | | | | | | | | | | | | |
| 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 | <table border="1"> <thead> <tr> <th>Who?</th> <th>What Caused It?</th> <th>What Can They Throw at You?</th> <th>What's Gonna Happen?</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> | Who? | What Caused It? | What Can They Throw at You? | What's Gonna Happen? | | | | | | | | | | | | | | | | |
| Who? | What Caused It? | What Can They Throw at You? | What's Gonna Happen? | | | | | | | | | | | | | | | | | | |
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CYBERWARE

A/S

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ADDITIONAL INFORMATION**NOTES & CYBERWARE LISTING**

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