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☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad

## CHARACTER POINTS

**AGE**

**INT[    ] REF[ /    ] TECH[    ] COOL[    ]**  
**ATTR[    ] LUCK[    ] MA[    ] BODY[    ]**  
**EMP [    /    ]Run(    )Leap(    )Carry(    )Lift(    )**

**SAVE**

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
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Stun=0	Stun=1	Stun=2	Stun=3	Stun=4
MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

**Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.**

<b>SPECIAL ABILITIES</b>		History.....[
Authority.....[	]	Language.....[
Charismatic Leadership.....[	]	Language.....[
Combat Sense.....[	]	Language.....[
Credibility.....[	]	Library Search.....[
Family.....[	]	Mathematics.....[
Interface.....[	]	Physics.....[
Jury Rig.....[	]	Programming.....[
Medical Tech.....[	]	Shadow/Track.....[
Resources.....[	]	Stock Market.....[
Streetdeal.....[	]	System Knowledge.....[
<b>ATTR</b>		Teaching.....[
Personal Grooming.....[	]	Wilderness Survival.....[
Wardrobe & Style.....[	]	Zoology.....[

Endurance .....	[	]	Archery.....	[	]
Strength Feat .....	[	]	Athletics.....	[	]
Swimming .....	[	]	Brawling.....	[	]
<b>COOL / WILL</b>			Dance.....	[	]
Interrogation.....	[	]	Dodge & Escape.....	[	]
Intimidate.....	[	]	Driving.....	[	]
Oratory.....	[	]	Fencing.....	[	]
Resist Torture/Drugs .....	[	]	Handgun.....	[	]
Streetwise .....	[	]	Heavy Weapons.....	[	]

Human Perception .....	[ ]	Martial Art 2 .....	[ ]
Interview.....	[ ]	Martial Art 3 .....	[ ]
Leadership.....	[ ]	Melee .....	[ ]
Seduction .....	[ ]	Motorcycle.....	[ ]
Social.....	[ ]	Operate Hvy. Machinery.....	[ ]
Persuasion & Fast Talk .....	[ ]	Pilot (Gyro).....	[ ]
Perform.....	[ ]	Pilot (Fixed Wing) .....	[ ]

Accounting.....[	] Pilot (Vect.Thrust Vehicle).....[
Anthropology.....[	] Rifle.....[
Awareness/Notice.....[	] Stealth.....[
Biology.....[	] Submachinegun.....[
Botany.....[	
Chemistry.....[	<b>TECH</b>
Composition.....[	] Aero Tech.....[
Diagnose Illness.....[	] AV Tech.....[
Education & Gen Know.....[	] Basic Tech.....[
Expert.....[	] Cryotank Operation.....[
Gamble.....[	] Cyberdeck Design.....[
Geology.....[	] Cyber Tech.....[
Hide/Evade.....[	] Demolitions.....[
	] Disguise.....[

CYBERPUNK

### DRAWING OF CHARACTER

Electronics.....[	]	Weapons Tech.....[	]
Elect. Security.....[	]	Other.....[	]
First Aid.....[	]	Other.....[	]
Forgery.....[	]	Other.....[	]
Gyro Tech.....[	]	Other.....[	]
Paint or Draw.....[	]	Other.....[	]
Photo & Film.....[	]		
Pharmaceuticals.....[	]	<b>REP</b>	<b>[</b>
Pick Lock.....[	]	<b>CURRENT IP</b>	<b>[</b>
Pick Pocket.....[	]	<b>HUMANITY</b>	<b>[</b>
Play Instrument.....[	]		
Weaponsmith.....[	]		

[illegible]

## LIFEPATH, GEAR & WEAPONS

**MONEY \$**

# LIFEPATH

## Style

## Clothes

## Hair

## Affections

### Ethnicity

## Language

## Family Background

## # Siblings



## Motivations

## Traits

## Valued Person

## Value Most

## Feel About People

## Valued Possession

## Life Events

One event for each year after age 16

**YEAR**

# GEAR

[illegible]

# WEAPONS

[illegible]