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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**

**BTM**

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

## SKILLS

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

## SPECIAL ABILITIES

<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.....[

## BODY

Endurance .....	[ ]	Archery.....	[ ]
Strength Feat .....	[ ]	Athletics.....	[ ]
Swimming .....	[ ]	Brawling.....	[ ]

**COOL / WILL**

Interrogation.....[	]	Dodge & Escape.....[	]
Intimidate.....[	]	Driving.....[	]
Oratory.....[	]	Fencing.....[	]
Resist Torture/Drugs.....[	]	Handgun.....[	]
Streetwise.....[	]	Heavy Weapons.....[	]

## EMPATHY

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).....	[ ]

## INT

Accounting.....[	]	Pilot (Vect.Thrust Vehicle).....[	]
Anthropology.....[	]	Rifle.....[	]
Awareness/Notice.....[	]	Stealth.....[	]
Biology.....[	]	Submachinegun.....[	]

**TECH**

Chemistry.....[	]	Aero Tech.....[	]
Composition.....[	]	AV Tech.....[	]
Diagnose Illness.....[	]	Basic Tech.....[	]
Education & Gen Know.....[	]	Cryotank Operation.....[	]
Expert _____[	]	Cyberdeck Design.....[	]
Gamble.....[	]	Cyber Tech.....[	]
Geology.....[	]	Demolitions.....[	]
Hide/Evade.....[	]	Disguise.....[	]



### 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.....[	]		

## CYBERNETICS

[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]