

HANDLE		
ROLE		
ROLE ABILITY	RANK	
NOTES		

THERAPY HUM GAIN	CURRENT HUMANITY	MAXIMUM HUMANITY
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DAMAGE	CURRENT HP	MAX HP
SERIOUSLY WOUNDED		CRITICAL INJURIES
2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED		ADDICTIONS
DEATH SAVE		

INT
REF
DEX
TECH
COOL
WILL
LUCK
MOVE
BODY
EMP

Awareness Skills	LVL	+ / -	BASE
Concentration (WILL)			
Conceal/Reveal Object (INT)			
Lip Reading (INT)			
Perception (INT)			
Tracking (INT)			
Body Skills	LVL	+ / -	BASE
Athletics (DEX)			
Contortionist (DEX)			
Dance (DEX)			
Endurance (WILL)			
Resist Torture/Drugs (WILL)			
Stealth (DEX)			
Control Skills	LVL	+ / -	BASE
Drive Land Vehicle (REF)			
Pilot Air Vehicle (x2) (REF)			
Pilot Sea Vehicle (REF)			
Riding (REF)			
Education Skills	LVL	+ / -	BASE
Accounting (INT)			
Animal Handling (INT)			
Bureaucracy (INT)			
Business (INT)			
Composition (INT)			
Criminology (INT)			
Cryptography (INT)			
Deduction (INT)			
Education (INT)			
Gamble (INT)			

WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

Education Skills	LVL	+ / -	BASE
Language (INT)			
→ Streetslang			
→			
→			
Library Search (INT)			
Local Expert (INT)			
→ Your Home			
→			
→			
Science (INT)			
→			
→			
Tactics (INT)			
Wilderness Survival (INT)			
Fighting Skill	LVL	+ / -	BASE
Brawling (DEX)			
Evasion (DEX)			
Martial Arts (x2) (DEX)			
Melee Weapon (DEX)			
Performance Skills	LVL	+ / -	BASE
Acting (COOL)			
Play Instrument (TECH)			
→			
→			
Ranged Weapon Skills	LVL	+ / -	BASE
Archery (REF)			
Autofire (x2) (REF)			
Handgun (REF)			

Ranged Weapon Skills	LVL	+ / -	BASE
Heavy Weapons (x2) (REF)			
Shoulder Arms (REF)			
Social Skills	LVL	+ / -	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	+ / -	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)			

CYBERWARE

NOTE: This form uses **HOUSE RULES** to calculate Maximum Humanity Reduction.

HL

Cyberaudio Suite		Data

HOUSE RULE.

The minimum possible die roll for Cyberware is used for Maximum Humanity Reduction.

[illegible][illegible][illegible][illegible]

HL		
Right Cybereye		Data

HL		
Left Cybereye		Data

HL		
Right Cyberarm		Data
Right Hand in Meatarm		

HL		
Left Cyberarm		Data
Left Hand in Meatarm		

HL		
Neural Link		Data

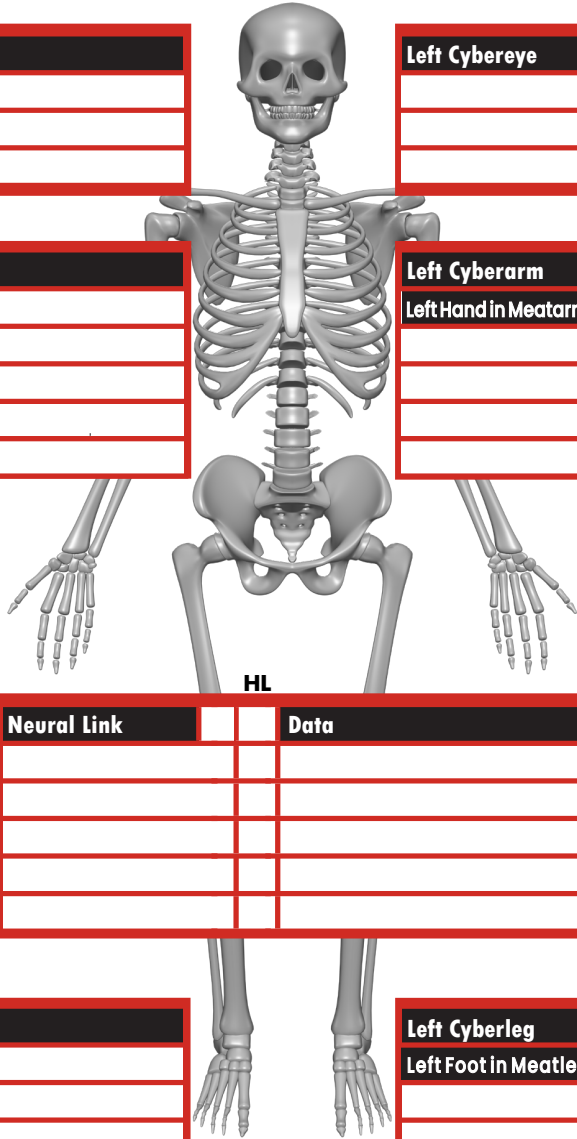
HL		
Right Cyberleg		Data
Right Foot in Meatleg		

HL		
Left Cyberleg		Data
Left Foot in Meatleg		

Make sure you click in the Foundational Cyberware Checkbox next to the entry. Since Cyber-Limbs come with the Standard Hand/Foot attached, do NOT check the Hand/Foot box unless your are only installing a Standard Hand/Foot into a Meat-Limb.

Enter your Humanity Loss **HL**
die roll for Foundational
Cyberware and Option Slot
Cyberware installed.

Cyberlimb coverings do not use an option slot and have no **HL** cost. You can find those options at the bottom of the Fashionware drop down lists.

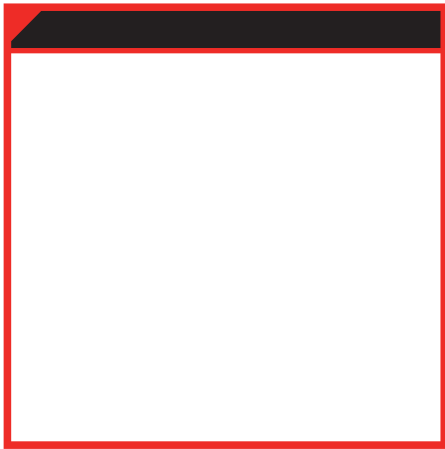
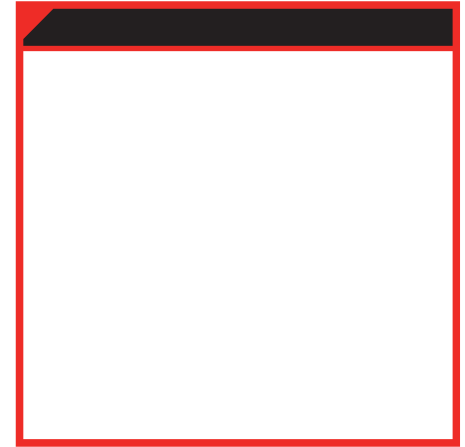
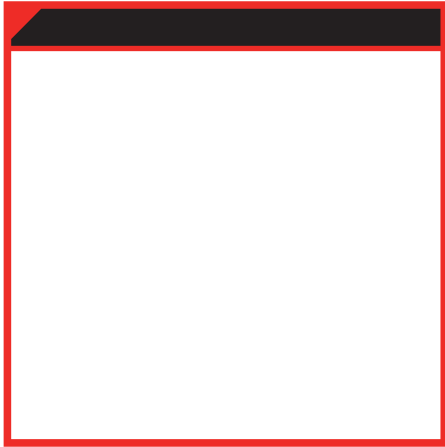
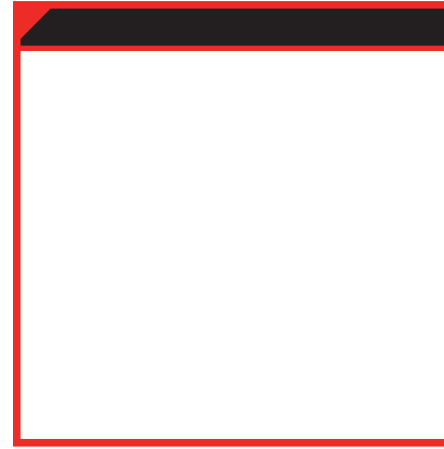
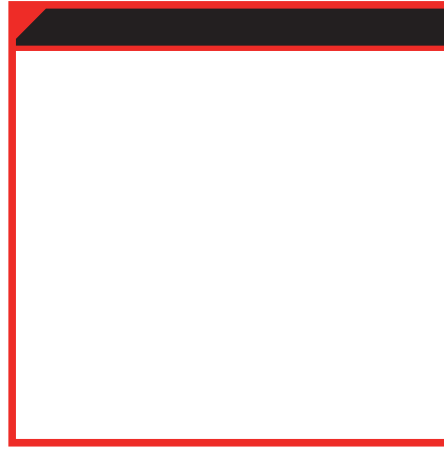
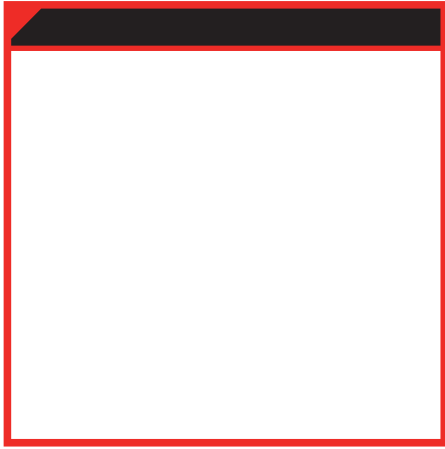


CHARACTER BACKGROUND

ADDITIONAL INFORMATION

Photo Album

CYBERPUNK
R E D



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100