

<b>HANDLE</b>		
<b>ROLE</b>		
<b>ROLE ABILITY</b>	<b>RANK</b>	
<b>NOTES</b>		
<b>THERAPY HUM GAIN</b>	<b>CURRENT HUMANITY</b>	<b>MAXIMUM HUMANITY</b>

DAMAGE	CURRENT HP	MAX HP	
SERIOUSLY WOUNDED			Critical Injuries
<b>2 TO ALL ACTIONS</b> WHEN SERIOUSLY WOUNDED			
	<b>DEATH SAVE</b>		ADDICTIONS

	Awareness Skills	LVL	+ / -	BASE
INT	Concentration (WILL)			
REF	Conceal/Reveal Object (INT)			
DEX	Lip Reading (INT)			
TECH	Perception (INT)			
COOL	Tracking (INT)			
WILL	Body Skills	LVL	+ / -	BASE
LUCK	Athletics (DEX)			
MOVE	Contortionist (DEX)			
BODY	Dance (DEX)			
EMP	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)			

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

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)			

## **WEAPONS AND ARMOR**

<b>ARMOR</b>	<b>SP</b>	<b>PENALTY</b>
Head		
Body		
Shield		

**PENALTY APPLIES TO REF, DEX & MOVE**

ALIASES	
IMPROVEMENT POINTS	OUT OF 10
REPUTATION EVENTS	
REPUTATION	

**LIFE PATH**

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	Who? What Caused It? What Can They Throw at You? What's Gonna Happen?



GEAR	NOTES	
Ammunition		
Cash		
FASHION		
HOUSING	RENT	LIFESTYLE
ROLE SPECIFIC LIFE PATH		

**CYBERWARE**

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

HL		
Cyberaudio Suite		Data

HL		
Right Cybereye		Data

HL		
Right Cyberarm		Data

HL		
Right Cyberleg		Data

HL		
Cyberaudio Suite		Data

HL		
Left Cybereye		Data

HL		
Left Cyberarm		Data

HL		
Neural Link		Data

HL		
Left Cyberleg		Data

HL		
Left Hand in Meatarm		Data

HL		
Right Hand in Meatarm		Data

HL		
Right Foot in Meatleg		Data

HL		
Left Foot in Meatleg		Data

HL		
Neural Link		Data

HL		
Left Cyberleg		Data

HL		
Right Cyberleg		Data

HL		
Neural Link		Data

HL		
Left Cyberleg		Data

HL		
Right Cyberleg		Data

HL		
Neural Link		Data

HL		
Left Cyberleg		Data

HL		
Right Cyberleg		Data

HL		
Neural Link		Data

HL		
Left Cyberleg		Data

HL		
Right Cyberleg		Data

HL		
Neural Link		Data

HL		
Left Cyberleg		Data

HL		
Right Cyberleg		

# CHARACTER BACKGROUND

## **ADDITIONAL INFORMATION**



# Photo Album

# Cyberpunk R E D