

HANDLE

ROLE

ROLE ABILITY

RANK

NOTES

THERAPY
HUM GAINCURRENT
HUMANITYMAXIMUM
HUMANITY

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)			

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)			

DAMAGE CURRENT HP MAX HP

SERIOUSLY
WOUNDED2 TO ALL ACTIONS
WHEN SERIOUSLY WOUNDED

DEATH SAVE

CRITICAL
INJURIES

ADDICTIONS

WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

WEAPON	DMG	AMMO	ROF	NOTES

ALIASES

IMPROVEMENT
POINTS

OUT OF

REPUTATION EVENTS

REPUTATION

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

Who?

What Caused It?

What Can They Throw at You?

What's Gonna Happen?



GEAR

NOTES

Ammunition

Cash

FASHION

HOUSING

RENT

LIFESTYLE

ROLE SPECIFIC LIFEPATH

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		

[illegible]

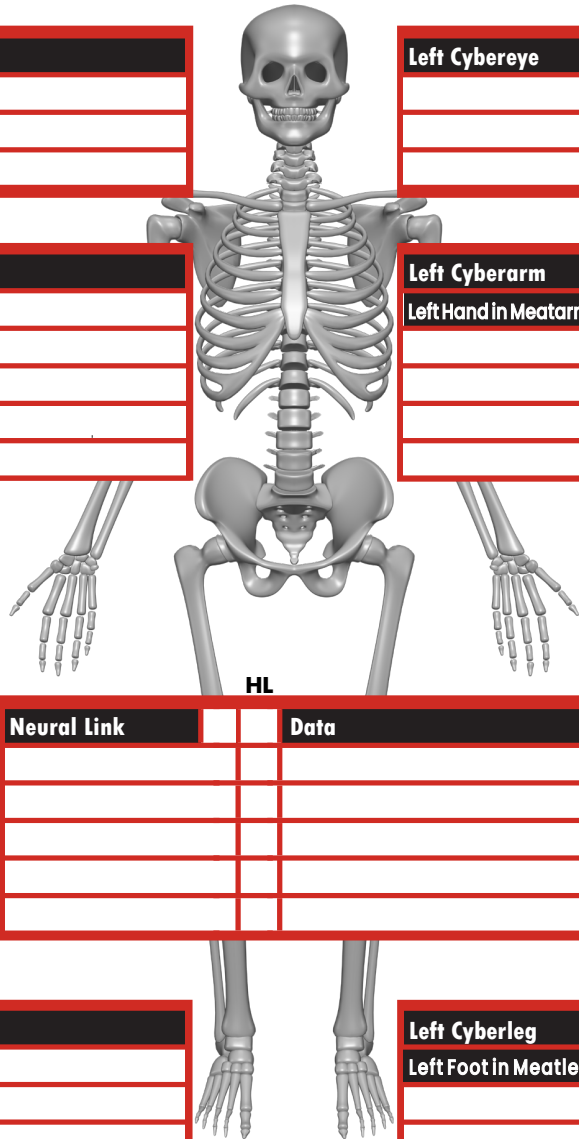
HL		
Right Cyberleg		Data
Right Foot in Meatleg		

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 you 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.

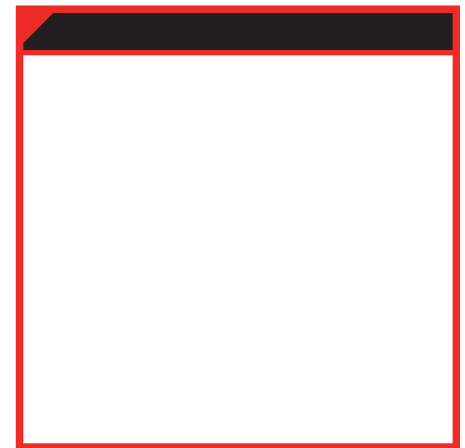
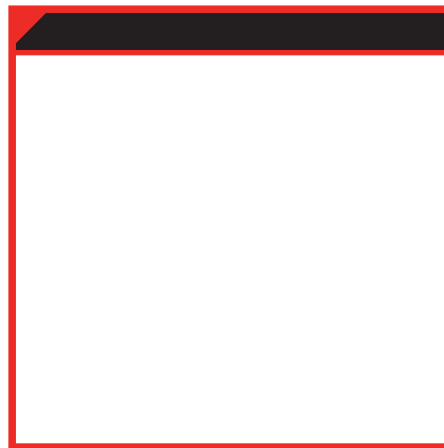
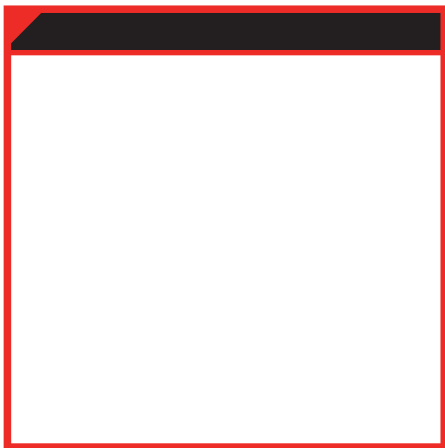
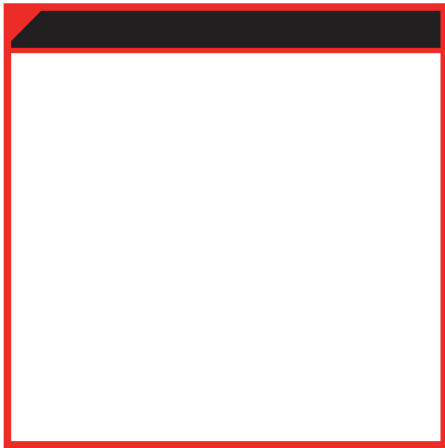
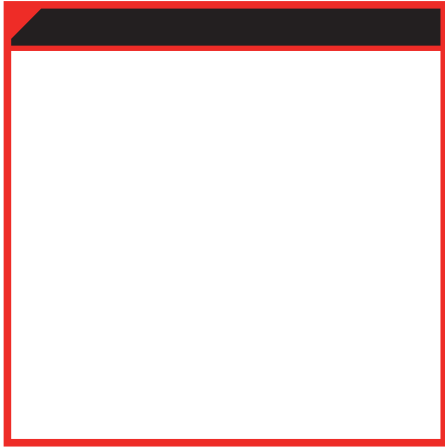


CHARACTER BACKGROUND

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