HANDLE		h set and	
ROLE 🗆 Solo 🗆 Rock	er 🗆 Netrunner 🗆 Media 🗆 Nomac		
☐ Fixer ☐ Cop ☐ Corp [	☐ Techie ☐ Medtechie		
CHARACTER POINTS		DRAWING OF CHARACTE	R
STATS			
	TTC11		
INT[] REF[/]	TECH[] COOL[]		
ATTR[ ] LUCK[	] MA[ ] BODY[ ]		
EMP[/]Run[	] Leap [ ] Lift [ ]		
Location Head Tor	so R.Arm L.Arm R.Leg L.Leg		
Location 1 2-			
Armor SP			
SAVE BTM LIGHT	SERIOUS CRITICAL MORTALO MORTALI		
Stun=0	Stun-1 Stun-2 Stun-3 Stun-4	·	
MORTAL	MORTAL 2 MORTAL3 MORTAL 5 MORTAL 6		
Stun= 5	Stun= 6 Stun= 7 Stun= 8 Stun= 9		
Chipped Skills with	applicable STAT, then list in box. Mark h an X next to [ ] box.		
SPECIAL ABILITIES	History	] Electronics	]
Authority Charismatic Leadership		Elect. Security	]
Combat Sense		First Aid[	1
Credibility		] Gyro Tech	j
Family		Paint or Draw	]
Interface	,	] Photo & Film	-
Jury Rig  Medical Tech		Pharmacuticals	J
Resources		Pick Lock	1
Streetdeal		Play Instrument	ī
ATTR	Teaching	] Weaponsmith	3
Personal Grooming	<b>-</b>	CYBERNETICS	
Wardrobe & Style	[ ]		- 1
B 0 B V	3,		
BODY Endurance	REF	Type HL Co	st
Endurance	REF		st
Endurance Strength Feat	REF		st
Endurance	REF		ost
Endurance	REF		st
Endurance  Strength Feat  Swimming  COOL/WILL  Interrogation Intimidate  Oratory  Resist Torture/Drugs  Streetwise  EMPATHY  Human Perception Interview  Leadership  Seduction  Social  Persuasion & Fast Talk  Perform  INT  Accounting  Anthropology  Awareness/Notice  Biology  Botany  Chemistry  Composition  Diagnose Illness  Education & Gen.Know  Expert	REF		st
Endurance	REF		st
Endurance  Strength Feat  Swimming  COOL/WILL  Interrogation Intimidate  Oratory  Resist Torture/Drugs  Streetwise  EMPATHY  Human Perception Interview  Leadership  Seduction  Social  Persuasion & Fast Talk  Perform  INT  Accounting  Anthropology  Awareness/Notice  Biology  Botany  Chemistry  Composition  Diagnose Illness  Education & Gen.Know  Expert	REF		st
Endurance Strength Feat Swimming COOL/WILL Interrogation Intimidate Oratory Resist Torture/Drugs Streetwise EMPATHY Human Perception Interview Leadership Seduction Social Persuasion & Fast Talk Perform INT Accounting Anthropology Awareness/Notice Biology Botany Chemistry Composition Diagnose Illness Education & Gen.Know Expert Gamble Geology Hide/Evade	REF		st

## LIFEPATH, GEAR & WEAPONS

LIF	EPATH
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Cloth	
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Affec	etations
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Lang	mage
Fam	ily Background
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# Si	blings O O
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	ivations
Traits	
Value	d Person
Value	Most
1	bout People
Value	d Posession
Life	Events One event for each year after age 16
YEAR	
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GEAR		
Туре	Cost	Wt
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WEAPONS									
Name	Туре	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rei	
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