



HANDLE	LOCK
ROLE	Netrunner
ROLE ABILITY	Interface
NOTES	<div>RANK4</div>

**HUMANITY**  
67  
OUT OF

INT	8	REF	8	DEX	8	TECH	2	COOL	4	WILL	8	LUCK	2	MOVE	6	BODY	8	EMP	6	OUT OF
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Awareness Skills			
Concentration (WILL)	2	8	10
Context/Reveal Object (INT)	0	8	8
Lip Reading (INT)	2	8	10
Perception (INT)	3	8	11
Tracking (INT)	0	8	8
Body Skills			
Athletics (DEX)	2	8	10
Conformist (DEX)	0	8	8
Dance (DEX)	0	8	8
Endurance (WILL)	2	8	10
Resist Torture/Drugs (WILL)	0	8	8
Stealth (DEX)	4	8	12
Control Skills			
Drive Land Vehicle (REF)	0	8	8
Pilot Air Vehicle (x2) (REF)	0	8	8
Pilot Sea Vehicle (REF)	0	8	8
Riding (REF)	0	8	8
Education Skills			
Accounting (INT)	0	8	8
Animal Handling (INT)	0	8	8
Bureaucracy (INT)	0	8	8
Business (INT)	0	8	8
Composition (INT)	0	8	8
Criminology (INT)	0	8	8
Cryptography (INT)	0	8	8
Deduction (INT)	0	8	8
Education (INT)	2	8	10
Gamble (INT)	0	8	8

Education Skills		LVL	STAT	BASE
Language (INT)				
	Streetslang	2	8	10
	Native	4	8	12
Library Search (INT)		0	8	8
Local Expert (INT)				
	Your Home	2	8	10
Science (INT)				
Tactics (INT)		0	8	8
Wilderess Survival (INT)		0	8	8
Fighting Skill		LVL	STAT	BASE
Brawling (DEX)		6	8	14
Evasion (DEX)		6	8	14
Marital Arts (x2) (DEX)		10	8	18
Melee Weapon (DEX)		4	8	12
Performance Skills		LVL	STAT	BASE
Acting (COOL)		0	4	4
Play Instrument (TECH)				
Ranged Weapon Skills		LVL	STAT	BASE
Archery (REF)		0	8	8
Autofire (x2) (REF)		0	8	8
Honggun (REF)		0	8	8

Ranged Weapon Skills		LVL	STAT	BASE
Heavy Weapons (x2) (REF)	0	8	8	8
Shoulder Arms (REF)	0	8	8	8
Social Skills		LVL	STAT	BASE
Bribery (COOL)	0	4	4	4
Conversation (EMP)	2	6	8	8
Human Perception (EMP)	5	6	11	11
Interrogation (COOL)	0	4	4	4
Persuasion (COOL)	4	4	8	8
Personal Grooming (COOL)	2	4	6	6
Streetwise (COOL)	0	4	4	4
Trading (COOL)	0	4	4	4
Wardrobe & Style (COOL)	2	4	6	6
Technique Skills		LVL	STAT	BASE
Air Vehicle Tech (TECH)	0	2	2	2
Boat Tech (TECH)	0	2	2	2
Cybertech (TECH)	0	2	2	2
Demolitions (x2) (TECH)	0	2	2	2
Electronics/Security Tech (x2) (TECH)	6	2	8	8
First Aid (TECH)	2	2	4	4
Forgery (TECH)	0	2	2	2
Land Vehicle Tech (TECH)	0	2	2	2
Point/Blow/Suipor (TECH)	0	2	2	2
Paramedic (x2) (TECH)	0	2	2	2
Photography/Film (TECH)	0	2	2	2
Pick Lock (TECH)	0	2	2	2
Pick Pocket (TECH)	0	2	2	2
Sea Vehicle Tech (TECH)	0	2	2	2
Weaponcraft (TECH)	0	2	2	2

## WEAPONS AND ARMOR

<p><b>Critical Injuries</b></p>	<p><b>HIT POINTS</b></p> <p>50</p>
	<p><b>SERIOUSLY WOUNDED</b></p> <p>25</p>
<p><b>Addictions</b></p>	<p><b>-2 to all Actions</b></p> <p><b>WHEN SERIOUSLY WOUNDED</b></p>
	<p><b>8</b></p> <p><b>DEATH SAVE</b></p>

Armor	SP	Penalty
Head		
Body	11	0
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

[illegible]

# LIFEPATH

## FRIENDS

## TRAGIC LOVE AFFAIRS

## ENEMIES

## Who?

## What Caused It?

## What Can They Throw at You?

## What's Gonna Happen?

Keshia Weigel

wardice or some other  
major personal flaw.

themselves and a few (male/female) friends.

and try to physically rip  
their face off

**liston Siles**

ne of you was a romantic

**A powerful Corporation**

**Backstab them indirectly.**

100

1000 JOURNAL OF CLIMATE

## Ammunition

Cash

## 0 Eddies

## FASHION

## Nomad Leathers Jacket, Nomad Leathers Jewelry, Urban Flash Footwear, Urban Flash Tops

## Housing

## RENT

## LIFESTYLE

## ROLE SPECIFIC LIFE PATH

Your Family Crisis: family fought back against corpos wanting to buy the land didn't end well

How Do You Feel About Most People? People are obstacles to be destroyed if they cross me.

Most Valued Person in Your Life? No one!

Most Valued Possession You Own? neutral link

Your Life Goals: revenge for my family and beeing a vessel for the new gods

# CYBERWARE

Cyberaudio Suite	Data

Right Cybereye	Data

Left Cybereye	Data

Right Cyberarm	Data

Left Cyberarm	Data

For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it. Options go in the slots below.

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.

Neural Link	Data

Right Cyberleg	Data

Left Cyberleg	Data

Internal Cyberware	Data

External Cyberware	Data

Fashionware	Data

Borgware	Data