

HANDLE	
ROLE	
ROLE ABILITY	RANK
NOTES	

HUMANITY
OUT OF

<p>HIT POINTS</p> <p>OUT OF</p>	<p>CRITICAL INJURIES</p>
<p>SERIOUSLY WOUNDED</p>	
<p>-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED</p>	<p>ADDICTIONS</p>
<p>DEATH SAVE</p>	

- INT
- REF
- DEX
- TECH
- COOL
- WILL
- LUCK
- OUT OF
- MOVE
- BODY
- EMP
- OUT OF

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)			
Conceal/Reveal Object (INT)			
Lip Reading (INT)			
Perception (INT)			
Tracking (INT)			
Body Skills	LVL	STAT	BASE
Athletics (DEX)			
Contortionist (DEX)			
Dance (DEX)			
Endurance (WILL)			
Resist Torture/Drugs (WILL)			
Stealth (DEX)			
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)			
Pilot Air Vehicle (x2) (REF)			
Pilot Sea Vehicle (REF)			
Riding (REF)			
Education Skills	LVL	STAT	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	STAT	BASE
Language (INT)				
→	Streetslang			
→				
→				
Library Search (INT)				
Local Expert (INT)				
→	Your Home			
→				
→				
Science (INT)				
→				
→				
Tactics (INT)				
Wilderness Survival (INT)				
Fighting Skill		LVL	STAT	BASE
Brawling (DEX)				
Evasion (DEX)				
Martial Arts (x2) (DEX)				
Melee Weapon (DEX)				
Performance Skills		LVL	STAT	BASE
Acting (COOL)				
Play Instrument (TECH)				
→				
→				
Ranged Weapon Skills		LVL	STAT	BASE
Archery (REF)				
Autofire (x2) (REF)				
Handgun (REF)				

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)			
Shoulder Arms (REF)			
Social Skills	LVL	STAT	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	STAT	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

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE[illegible]

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			
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ENEMIES	Who?	What Caused It?	What Can They Throw at You?	What's Gonna Happen?
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FASHION		
HOUSING	RENT	LIFESTYLE
ROLE SPECIFIC LIFE PATH		

CYBERWARE

Cyberaudio Suite		Data

Right Cybereye		Data

Left Cybereye		Data

Right Cyberarm		Data

Left Cyberarm		Data

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

Neural Link		Data

Right Cyberleg		Data

Left Cyberleg		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.

