

HANDLE			
ROLE			
ROLE ABILITY	RANK		
NOTES			

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

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)			

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

## WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX &amp; MOVE

WEAPON	DMG	AMMO	ROF	NOTES



# 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.*

