



HANDLE

ROLE

ROLE
ABILITY

NOTES

RANK

HUMANITY

OUT OF

0

INT
2REF
2DEX
2TECH
2COOL
2WILL
2LUCK
0 OUT OF 2MOVE
2BODY
2EMP
0 OUT OF 2

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)	2	2	4
Conceal/Reveal Object (INT)	0	2	2
Lip Reading (INT)	0	2	2
Perception (INT)	2	2	4
Tracking (INT)	0	2	2
Body Skills	LVL	STAT	BASE
Athletics (DEX)	2	2	4
Contortionist (DEX)	0	2	2
Dance (DEX)	0	2	2
Endurance (WILL)	0	2	2
Resist Torture/Drugs (WILL)	0	2	2
Stealth (DEX)	2	2	4
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)	0	2	2
Pilot Air Vehicle (x2) (REF)	0	2	2
Pilot Sea Vehicle (REF)	0	2	2
Riding (REF)	0	2	2
Education Skills	LVL	STAT	BASE
Accounting (INT)	0	2	2
Animal Handling (INT)	0	2	2
Bureaucracy (INT)	0	2	2
Business (INT)	0	2	2
Composition (INT)	0	2	2
Criminology (INT)	0	2	2
Cryptography (INT)	0	2	2
Deduction (INT)	0	2	2
Education (INT)	2	2	4
Gamble (INT)	0	2	2

Education Skills	LVL	STAT	BASE
Language (INT)			
→ Streetslang	2	2	4
→	4	2	6
→			
Library Search (INT)	0	2	2
Local Expert (INT)			
→ Your Home	2	2	4
→			
→			
Science (INT)			
→			
→			
Tactics (INT)	0	2	2
Wilderness Survival (INT)	0	2	2
Fighting Skill	LVL	STAT	BASE
Brawling (DEX)	2	2	4
Evasion (DEX)	2	2	4
Martial Arts (x2) (DEX)	0	2	2
Melee Weapon (DEX)	0	2	2
Performance Skills	LVL	STAT	BASE
Acting (COOL)	0	2	2
Play Instrument (TECH)			
→			
→			
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)	0	2	2
Autofire (x2) (REF)	0	2	2
Handgun (REF)	0	2	2

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)	0	2	2
Shoulder Arms (REF)	0	2	2
Social Skills	LVL	STAT	BASE
Bribery (COOL)	0	2	2
Conversation (EMP)	2	0	2
Human Perception (EMP)	2	0	2
Interrogation (COOL)	0	2	2
Persuasion (COOL)	2	2	4
Personal Grooming (COOL)	0	2	2
Streetwise (COOL)	0	2	2
Trading (COOL)	0	2	2
Wardrobe & Style (COOL)	0	2	2
Technique Skills	LVL	STAT	BASE
Air Vehicle Tech (TECH)	0	2	2
Basic Tech (TECH)	0	2	2
Cybertech (TECH)	0	2	2
Demolitions (x2) (TECH)	0	2	2
Electronics/Security Tech (x2) (TECH)	0	2	2
First Aid (TECH)	2	2	4
Forgery (TECH)	0	2	2
Land Vehicle Tech (TECH)	0	2	2
Paint/Draw/Sculpt (TECH)	0	2	2
Paramedic (x2) (TECH)	0	2	2
Photography/Film (TECH)	0	2	2
Pick Lock (TECH)	0	2	2
Pick Pocket (TECH)	0	2	2
Sea Vehicle Tech (TECH)	0	2	2
Weaponstech (TECH)	0	2	2

WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

WEAPON	DMG	AMMO	ROF	NOTES

HIT POINTS OUT OF 20
SERIOUSLY WOUNDED 10
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED
2 DEATH SAVE

CRITICAL INJURIES

ADDICTIONS

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
PERSONMOST VALUED
POSSESSIONFAMILY
BACKGROUNDCHILDHOOD
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

Cyberaudio Suite		Data

Right Cybereye		Data

Left Cybereye		Data

Right Cyberarm		Data

Left Cyberarm		Data

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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.

