

1,6

2,6

3,6

4,6

5,6

6,6

7,6

8,

**HANDLE** Nova**ROLE** Fixer**ROLE ABILITY** Operator**RANK** 4**NOTES**

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1,2

HUMANITY 2,2

40

OUT OF 46

HIT POINTS
35 OUT OF 40**SERIOUSLY WOUNDED**
20
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED**DEATH SAVE** 4**Critical Injuries**

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Addictions

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WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head 3,1 Kevlar	7	+1
Body Medium Armorjack	12	-2
Shield Bulletproof	18	one arm

PENALTY APPLIES TO REF, DEX & MOVE

WEAPON	DMG	AMMO	ROF	NOTES
Tomahawk (Light Melee)	1d6	-	2	can be concealed
Assault Rifle	5d6	25 rifle	1	2 hands, Autofire (4), Suppressive Fire
Sniper Rifle	5,1	5d6	4 rifle	1 two hands 7,1

Cyberpunk Red

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY
8	7	3	6	8	7	5	5	4
5	5	5	5	5	5	5	5	5
13	13	13	13	13	13	13	13	13
2,3	2,3	2,3	2,3	2,3	2,3	2,3	2,3	2,3
5 OUT OF 8								
MOVE								
5	5	5	5	5	5	5	5	5

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)	2	8	19
Conceal/Reveal Object (INT)	0	8	8
Lip Reading (INT)	0	8	8
Perception (INT)	2	84,50	50
Tracking (INT)	0	8	8

Body Skills	LVL	STAT	BASE
Athletics (DEX)	2	3	5
Contortionist (DEX)	0	3	3
Dance (DEX)	0	3	3
Endurance (WILL)	0	7	7
Resist Torture/Drugs (WILL)	0	74,47	47
Stealth (DEX)	2	3	5

Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)	0	7	7
Pilot Air Vehicle (x2) (REF)	0	7	7
Pilot Sea Vehicle (REF)	0	7	7
Riding (REF)	0	7	7

Education Skills	LVL	STAT	BASE
Accounting (INT)	0	84,38	38
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	84,28	28
Education (INT)	2	8	10
Gamble (INT)	0	8	8

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)	5,3		
Performance Skills	LVL	STAT	BASE
Acting (COOL)			
Play Instrument (TECH)			
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)	5,2		
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)	7,5		
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)	7,3		
Forgery (TECH)			
Land Vehicle Tech (TECH)			
Paint/Draw/Sculpt (TECH)			
Paramedic (x2) (TECH)			
Photography/Film (TECH)			
Pick Lock (TECH)			
Pick Pocket (TECH)	7,2		
Sea Vehicle Tech (TECH)			
Weaponstech (TECH)			

