

1,6

2,6

3,6

4,6

5,6

6,6

7,6

CYBERPUNK  
RED

8,

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

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1,2

HUMANITY

40

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

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)	2	7	9
Conceal/Reveal Object (INT)	0	8	8
Lip Reading (INT)	0	8	8
Perception (INT)	2	8	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	7	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	8	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	8	28
Education (INT)	2	8	10
Gamble (INT)	0	8	8

Education Skills	LVL	STAT	BASE
Language (INT)			
Streetlang	2	8	10
Hawaiian	4	8	12
5,5			
Library Search (INT)	2	8	10
Local Expert (INT)			
Your Home	2	8	10
Science (INT)			
5,4			
Tactics (INT)	0	8	8
Wilderness Survival (INT)	0	8	8
Fighting Skill	LVL	STAT	BASE
Brawling (DEX)	2	3	5
Evasion (DEX)	2	3	5
Martial Arts (x2) (DEX)	0	3	3
Melee Weapon (DEX)	0	3	3
Performance Skills	LVL	STAT	BASE
Acting (COOL)	0	8	8
Play Instrument (TECH)			
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)	5,2	0	7
Autofire (x2) (REF)	0	7	7
Handgun (REF)	0	7	7

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)	0	7	7
Shoulder Arms (REF)	0	7	7
Social Skills	LVL	STAT	BASE
Bribery (COOL)	7,5	8	8
Conversation (EMP)	2	6	8
Human Perception (EMP)	2	6	8
Interrogation (COOL)	0	8	8
Persuasion (COOL)	2	8	10
Personal Grooming (COOL)	0	8	8
Streetwise (COOL)	0	8	8
Trading (COOL)	0	8	8
Wardrobe & Style (COOL)	0	8	8
Technique Skills	LVL	STAT	BASE
Air Vehicle Tech (TECH)	0	6	6
Basic Tech (TECH)	0	6	6
Cybertech (TECH)	0	6	6
Demolitions (x2) (TECH)	0	6	6
Electronics/Security Tech (x2) (TECH)	0	6	6
First Aid (TECH)	7,3	6	8
Forgery (TECH)	0	6	6
Land Vehicle Tech (TECH)	0	6	6
Paint/Draw/Sculpt (TECH)	0	6	6
Paramedic (x2) (TECH)	0	6	6
Photography/Film (TECH)	0	6	6
Pick Lock (TECH)	0	6	6
Pick Pocket (TECH)	7,2	6	6
Sea Vehicle Tech (TECH)	0	6	6
Weaponstech (TECH)	0	6	6

**WEAPONS AND ARMOR**

ARMOR	SP	PENALTY
Head	3,1	Kevlar
Body	12	Medium Armorjack
Shield	18	Bulletproof

PENALTY APPLIES TO REF, DEX &amp; 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	4 rifle	1	two hands



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