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☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad

CHARACTER POINTS **AGE**

INT[] REF[/] TECH[] COOL[]
ATTR[] LUCK[] MA[] BODY[]
EMP [/]Run()Leap()Carry()Lift()

[illegible]**BTM**

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
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Stun=0	Stun=1	Stun=2	Stun=3	Stun=4
MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
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Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [] box.

Authority	[]	History	[]
Charismatic Leadership	[]	Language	[]
Combat Sense	[]	Language	[]
Credibility	[]	Language	[]
Family	[]	Library Search	[]
Interface	[]	Mathematics	[]
Jury Rig	[]	Physics	[]
Medical Tech	[]	Programming	[]
Resources	[]	Shadow/Track	[]
Streetdeal	[]	Stock Market	[]
ATTR		System Knowledge	[]
Personal Grooming	[]	Teaching	[]
Wardrobe & Style	[]	Wilderness Survival	[]
		Zoology	[]

Endurance.....[]	Archery.....[]
Strength Feat.....[]	Athletics.....[]
Swimming.....[]	Brawling.....[]
COOL / WILL		Dance.....[]
Interrogation.....[]	Dodge & Escape.....[]
Intimidate.....[]	Driving.....[]
Oratory.....[]	Fencing.....[]
Resist Torture/Drugs.....[]	Handgun.....[]
Streetwise.....[]	Heavy Weapons.....[]

Human Perception	[]	Martial Art 2	[]
Interview.....	[]	Martial Art 3	[]
Leadership.....	[]	Melee.....	[]
Seduction	[]	Motorcycle.....	[]
Social.....	[]	Operate Hvy. Machinery.....	[]
Persuasion & Fast Talk	[]	Pilot (Gyro).....	[]
Perform.....	[]	Pilot (Fixed Wing)	[]

Accounting.....[]	Pilot (Vect.Thrust Vehicle).....[]
Anthropology.....[]	Rifle.....[]
Awareness/Notice.....[]	Stealth.....[]
Biology.....[]	Submachinegun.....[]
Botany.....[]	TECH	
Chemistry.....[]	Aero Tech.....[]
Composition.....[]	AV Tech.....[]
Diagnose Illness.....[]	Basic Tech.....[]
Education & Gen Know.....[]	Cryptank Operation.....[]
Expert.....[]	Cyberdeck Design.....[]
Gamble.....[]	Cyber Tech.....[]
Geology.....[]	Demolitions.....[]
Hide/Evade.....[]	Disguise.....[]

CYBERPUNK

DRAWING OF CHARACTER

Electronics.....[]	Weapons Tech.....[
Elect. Security.....[]	Other.....[
First Aid.....[]	Other.....[
Forgery.....[]	Other.....[
Gyro Tech.....[]	Other.....[
Paint or Draw.....[]	Other.....[
Photo & Film.....[]	
Pharmaceuticals.....[]	REP [
Pick Lock.....[]	CURRENT IP [
Pick Pocket.....[]	HUMANITY [
Play Instrument.....[]	
Weaponsmith.....[]	

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

LIFEPATH, GEAR & WEAPONS

MONEY \$

LIFEPATH

Style

Clothes

Hair

Affections

Ethnicity

Language

Family Background

Siblings



Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Possession

Life Events

One event for each year after age 16

YEAR

GEAR

[illegible]

WEAPONS

[illegible]