HANDLE

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐Nomad ☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS

STATS

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

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE

BTM

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4
MORTAL 2	**MORTAL3**	**MORTAL4**	**MORTAL 5**	**MORTAL 6**
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

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

DRAWING OF CHARACTER

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

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LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes

Hair

Affectations

Ethnicity

Language

Family Background

Siblings

♂ ☐ ♀ ☐

Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Posession

Life Events

One event for each year after age 16

YEAR	

GEAR

Type	Cost	Wt

WEAPONS

Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel

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