

ROLE

ROLE ABILITY

NOTES

RANK

HUMANITY

OUT OF

REF

DEX

TECH

COOL

WILL

LUCK

OUT OF



BODY

EMP

OUT OF

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

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)				
Performance Skills		LVL	STAT	BASE
Acting (COOL)				
Play Instrument (TECH)				
→				
→				
Ranged Weapon Skills		LVL	STAT	BASE
Archery (REF)				
Autofire (x2) (REF)				
Handgun (REF)				

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

WEAPONS AND ARMOR

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE[illegible]

HIT POINTS

out o

SERIOUSLY WOUNDED

**-2 TO ALL ACTIONS
WHEN SERIOUSLY WOUNDED**

DEATH SAVE

CRITICAL INJURIES

ADDICTIONS

IMPROVEMENT POINTS

OUT OF

REPUTATION EVENTS

REPUTATION

LIFEPATH

CULTURAL ORIGINS

PERSONALITY

CLOTHING STYLE

HAIRSTYLE

WHAT Do You VALUE Most?

FEELINGS ABOUT PEOPLE?

MOST VALUED PERSON

MOST VALUED POSSESSION

FAMILY BACKGROUND

CHILDHOOD 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 LIFE PATH

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.

