

CARBON 2185

A CYBERPUNK RPG

炭素 2185 サイバーパンクロールプレイングゲーム

CLASS & LEVEL

ORIGIN

EXPERIENCE POINTS

AGE

PLAYER NAME

STREET:
INFLUENCE

CORPORATE:

CHARACTER NAME

STRENGTH

PROFICIENCY BONUS

☐ Fortitude (Con)

☐ Reflex (Dex)

☐ Mind (Int)

SAVING THROWS

DEXTERITY

CONSTITUTION

☐ Acrobatics (Dex)

☐ Athletics (Str)

☐ Bureaucracy (Peo)

☐ Computing (Tec)

☐ Deception (Peo)

☐ Engineering (Int)

☐ Gambling (Int)

☐ Hacking (Tec)

☐ History (Int)

☐ Intimidation (Str)

☐ Investigation (Int)

☐ Mechanics (Tec)

☐ Medicine (Tec)

☐ Navigation (Int)

☐ Perception (Int)

☐ Performance (Peo)

☐ Persuasion (Peo)

☐ Presence (Peo)

☐ Religion (Int)

☐ Robotics (Tec)

☐ Sense Motive (Peo)

☐ Sleight of Hand (Dex)

☐ Stealth (Dex)

☐ Streetwise (Int)

☐ Tracking (Int)

☐ Vehicles (Aircraft) (Tec)

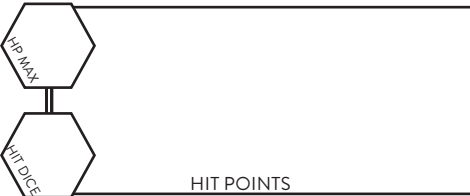
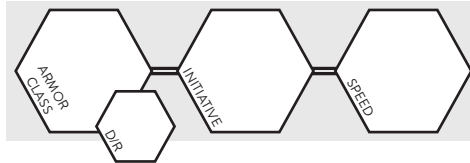
☐ Vehicles (Land) (Dex)

SKILLS

INTELLIGENCE

TECHNOLOGY

PEOPLE



HIT POINTS

SUCCESSES ☐ ☐ ☐ DEATH SAVES ☐ ☐ ☐ FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

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BLOOD TOX LIMIT CURRENT BLOOD TOX

AUGMENTATIONS

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WONLONGS

CAREER

YEARS SERVED

VICE

FEATURES AND TRAITS

PROFICIENCIES

EQUIPMENT

WEIGHT

EQUIPMENT

WEIGHT

炭素 2185 サイバーパンクロールプレイングゲーム

CHARACTER NAME

HEIGHT	SKIN	HAIR
EYES	WEIGHT	CULTURE

[illegible]NOTES

CHARACTER PORTRAIT

ADDITIONAL FEATURES AND TRAITS

CHARACTER BACKSTORY