**HANDLE**

**ROLE**

**ROLE ABILITY** RANK

**NOTES**

**HUMANITY** OUT OF

| | |
|---|---|
| INT | |
| REF | |
| DEX | |
| TECH | |
| COOL | |
| WILL | |
| LUCK | OUT OF |
| MOVE | |
| BODY | |
| EMP | OUT OF |

| Awareness Skills | LVL | STAT | BASE |
|---|---|---|---|
| **Concentration (WILL)** | | | 0 |
| Conceal/Reveal Object **(INT)** | | | 0 |
| Lip Reading **(INT)** | | | 0 |
| **Perception (INT)** | | | 0 |
| Tracking **(INT)** | | | 0 |
| **Body Skills** | **LVL** | **STAT** | **BASE** |
| **Athletics (DEX)** | | | 0 |
| Contortionist **(DEX)** | | | 0 |
| Dance **(DEX)** | | | 0 |
| Endurance **(WILL)** | | | 0 |
| Resist Torture/Drugs **(WILL)** | | | 0 |
| **Stealth (DEX)** | | | 0 |
| **Control Skills** | **LVL** | **STAT** | **BASE** |
| Drive Land Vehicle **(REF)** | | | 0 |
| Pilot Air Vehicle (x2) **(REF)** | | | 0 |
| Pilot Sea Vehicle **(REF)** | | | 0 |
| Riding **(REF)** | | | 0 |
| **Education Skills** | **LVL** | **STAT** | **BASE** |
| Accounting **(INT)** | | | 0 |
| Animal Handling **(INT)** | | | 0 |
| Bureaucracy **(INT)** | | | 0 |
| Business **(INT)** | | | 0 |
| Composition **(INT)** | | | 0 |
| Criminology **(INT)** | | | 0 |
| Cryptography **(INT)** | | | 0 |
| Deduction **(INT)** | | | 0 |
| **Education (INT)** | | | 0 |
| Gamble **(INT)** | | | 0 |

| Education Skills | LVL | STAT | BASE |
|---|---|---|---|
| Language **(INT)** | | | |
| → **Streetslang** | | | 0 |
| → | | | 0 |
| → | | | 0 |
| Library Search **(INT)** | | | 0 |
| Local Expert **(INT)** | | | |
| → **Your Home** | | | 0 |
| → | | | 0 |
| → | | | 0 |
| Science **(INT)** | | | |
| → | | | 0 |
| → | | | 0 |
| Tactics **(INT)** | | | 0 |
| Wilderness Survival **(INT)** | | | 0 |
| **Fighting Skill** | **LVL** | **STAT** | **BASE** |
| **Brawling (DEX)** | | | 0 |
| **Evasion (DEX)** | | | 0 |
| Martial Arts (x2) **(DEX)** | | | 0 |
| Melee Weapon **(DEX)** | | | 0 |
| **Performance Skills** | **LVL** | **STAT** | **BASE** |
| Acting **(COOL)** | | | 0 |
| Play Instrument **(TECH)** | | | |
| → | | | 0 |
| → | | | 0 |
| **Ranged Weapon Skills** | **LVL** | **STAT** | **BASE** |
| Archery **(REF)** | | | 0 |
| Autofire (x2) **(REF)** | | | 0 |
| Handgun **(REF)** | | | 0 |

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

**HIT POINTS** OUT OF

**SERIOUSLY WOUNDED**

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

**DEATH SAVE**

**CRITICAL INJURIES**

**ADDICTIONS**

## WEAPONS AND ARMOR

| Armor | SP | Penalty |
|---|---|---|
| Head | | |
| Body | | |
| Shield | | |

**PENALTY APPLIES TO REF, DEX & MOVE**

| Weapon | DMG | Ammo | ROF | Notes |
|---|---|---|---|---|
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**Aliases**

**Improvement Points** OUT OF

**Reputation**

**Reputation Events**

## 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? |
|---|---|---|---|---|
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| Gear | Notes |
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| **Ammunition** | |
| **Cash** | |

**Fashion**

**Housing** | **Rent** | **Lifestyle**

**Role Specific Lifepath**

# CYBERWARE

| Cyberaudio Suite | | Data |
|---|---|---|
| | | |
| | | |
| | | |

| Right Cybereye | | Data |
|---|---|---|
| | | |
| | | |
| | | |

| Left Cybereye | | Data |
|---|---|---|
| | | |
| | | |
| | | |

| Right Cyberarm | | Data |
|---|---|---|
| | | |
| | | |
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| | | |

| Left Cyberarm | | Data |
|---|---|---|
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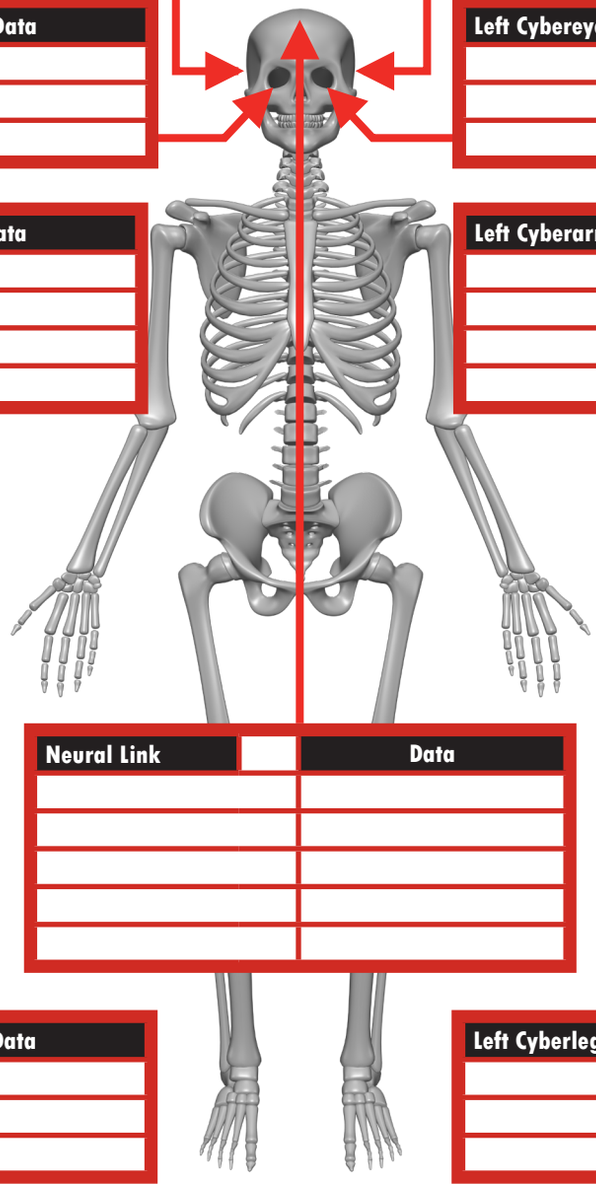

*For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it. Options go in the slots below.*

*For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.*

| Neural Link | | Data |
|---|---|---|
| | | |
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| Right Cyberleg | | Data |
|---|---|---|
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| Left Cyberleg | | Data |
|---|---|---|
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| Internal Cyberware | Data |
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| External Cyberware | Data |
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| Fashionware | Data |
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| Borgware | Data |
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