
☐ **Fixer** ☐ **Cop** ☐ **Corp** ☐ **Techie** ☐ **Medtechie**

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						

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

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	[	]
EMPATHY			Martial Art 1	[	]
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	[	]	Cryotank Operation	[	]
Expert	[	]	Cyberdeck Design	[	]
Gamble	[	]	CyberTech	[	]
Geology	[	]	Demolitions	[	]
Hide/Evade	[	]	Disguise	[	]

Cyberpunk

DRAWING OF CHARACTER

Electronics	[	Other	[
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	[		

[illegible]

LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes

Hair

Affectations

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]