

# Police Line - Do Not Cross

## Info & Attributes

### State Identification Card

Name: \_\_\_\_\_  
 ID Number: \_\_\_\_\_  
 Legal \_\_\_\_\_  
 Residence: \_\_\_\_\_  
 Sex: \_\_\_\_\_ DOB: \_\_\_\_\_  
 Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_  
 Issued: \_\_\_\_\_ Expires: \_\_\_\_\_

**CYBERPUNK®**  
**2.0.2.0.**

## Armor & Health

Loc	Description of Wound	Sev	Pen

Handle	
Role/Occupation	
Player	
Campaign	
Character Points	
Skill Points	

Hit Loc:	1 Head	2-4 Torso	5 R.Arm	6 L.Arm	7-8 R.Leg	9-0 L.Leg
SP						
(Nat):						
SP						
(Tot):						

INT	/	TECH	/	REF	/
COOL	/	ATTR	/	EMP	/
MA	/	LUCK	/	BODY	/

Light	Serious	Critical	Mortal0	Mortal1
□□□□	□□□□	□□□□	□□□□	□□□□
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4

Run		Leap		Carry	
Humanity		Luck		Lift	
Save		BTM		Rep	

Mortal2	Mortal3	Mortal4	Mortal5	Mortal6
□□□□	□□□□	□□□□	□□□□	□□□□
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

Run=MA x 3; Leap=Run+4; Carry=BODY x 10; Humanity=EMP x 10; Lift=BODY x 40

Skill	M	Lvl	IP	Skill	M	Lvl	IP	Skill	M	Lvl	IP
<b>Special Abilities</b>				<b>Leadership</b>				<b>Drive</b>			
Authority				Persuasion				Handgun			
Charismatic Lead				Seduction				Heavy Weapons			
Combat Sense				Singing				Martial Art:			
Credibility				Social				Melee:			
Family				<b>INT Skills</b>				Melee:			
Interface				Accounting				Motorcycle			
Jury Rig				Awareness				Op. Heavy Machinery			
Medical Tech				Braindance Use				Pick Pocket			
Resources				Composition				Pilot:			
Streetdeal				Corp Policy:				Rifle			
<b>ATTR Skills</b>				Culture:				Sleight Of Hand			
Personal Grooming				Diagnose Illness				SMG			
Wardrobe & Style				Education				Stealth			
<b>BODY Skills</b>				Evade/Track				<b>TECH Skills</b>			
Athletics				Expert:				Cyberdeck Design			
Climbing				History				Demolitions			
Endurance				Language:				Disguise			
Strength Feat				Language:				Electronics			
Swimming				Library Search				First Aid			
Throwing				Mathematics				Forgery			
<b>COOL Skills</b>				Programming				Mix/Edit			
Interrogation				Science:				Paint/Draw			
Intimidate				Stock Market				Pharmaceuticals			
Oratory				System Knowledge				Photo/Film			
Resist Torture				Teaching				Pick Lock			
Streetwise				Wilderness Survival				Play Instr:			
<b>EMP Skills</b>				<b>REF Skills</b>				Tech:			
Acting				Acrobatics				Tech:			
Human Perception				Archery				Diff	IP	Diff	IP
Interview				Brawling				5		20	
				Dance				10		25	
				Dodge & Escape				15		30	

Note: If Total is 5+ points above Diff, add \_\_\_\_ IP to Award

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[illegible][illegible][illegible]

Background

[illegible]

Money	
Cash	
Savings	
Corporate Scrip	
Assets	
Credit/Debit Cards	

[illegible]

Ammunition					
Calibre	Boxes	Clip	Clips	Loose	Total

[illegible]