Cyberpunk

HANDLE

AGE

ROLE

SIN

STATS	ARMOR HEAD	TORSO R. ARM L. ARM	1 R.LEG L.LEG	SAVE BTM
INT	ARMOR \ \	/ \ / \	/ / / / / / /	
1 71		2-4 5	7-8	
			LIGHT STUN=0	MORTAL 2 STUN=5
	REPUTATION		SERIOUS STUN=1	MORTAL 3 STUN=6
REF	CURRENT IP		CRITICAL STUN=2	MORTAL Y STUN=7
	John Livi II			
/	HUMANITY	\ 	MORTAL 0 STUN=3	MORTAL 5 STUN=8
			MORTAL 1 STUN=4	MORTAL 6 STUN=9
TECH		APPLICABLE STAT, THEN LIST IN BOX.	CHARACTER SKETCI	
	MARK CHIPPED SKILLS	WITH AN "X" NEXT TO THE [] BOX.	CHANACTEN SHETCH	
	SPECIAL ABILITIES	INT [CONT'D]		
	- I] SYSTEM KNOWLEDGE[]		
		TEACHING[] WILDERNESS SURVIVAL[]		
COOL	CREDIBILITY[] Z00L0GY[]		
	-	REF		
1 11	I .] ARCHERY[]		
	I .] ATHLETICS		
	- I] BRAWLING		
	STREETDEAL[] DANCE		
<u>ATTR</u>	ATTR	DRIVING[]		
	PERSONAL GROOMING[WARDROBE & STYLE[] FENCING		
	WHADAUBE & STILE	HANDGUN		
	BODY	MARTIAL ART 1 []		
<u> </u>	ENDURANCE[] MARTIAL ART 2 []		
LUCK	-] MARTIAL ART 3 []] MELEE		
		MOTORCYCLE []		
1 11	COOL / WILL	OPERATE HEAVY MACHINERY []		
	INTERROGATION[INTIMIDATE[] PILOT (GYRO)	CYBERNETICS	
] PILOT (DIRIGIBLE)		
			1 1	
MA	- I] PILOT (VECT.THRUST VEHICLE) []	TYPE	HL COST
	I .] PILOT (VECT.THRUST VEHICLE) []] RIFLE [] STEALTH []	TYPE	HL COST
	1] RIFLE	TYPE	HL COST
	STREETWISE[EMPATHY HUMAN PERCEPTION[] RIFLE [] STEALTH [] SUBMACHINE GUN []] TFCH	TYPE	HL COST
	STREETWISE] RIFLE [] STEALTH [] SUBMACHINE GUN []]] TECH	TYPE	HL COST
	STREETWISE	RIFLE	TYPE	HL COST
BODY	EMPATHY HUMAN PERCEPTION [INTERVIEW [LEADERSHIP [SEDUCTION [SOCIAL [RIFLE	TYPE	HL COST
BODY	EMPATHY HUMAN PERCEPTION [INTERVIEW [LEADERSHIP [SEDUCTION [SOCIAL [PERSUATION & FAST TALK [RIFLE	TYPE	HL COST
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BODY	EMPATHY	RIFLE	TYPE	HL COST
	EMPATHY HUMAN PERCEPTION [INTERVIEW [LEADERSHIP [SEDUCTION [SOCIAL [PERSUATION & FAST TALK [PERFORM [INT ANTHROPOLOGY [AWARENESS/NOTICE [RIFLE	TYPE	HL COST
BODY	EMPATHY	RIFLE	TYPE	HL COST
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EMP RUN LEAP	EMPATHY HUMAN PERCEPTION [INTERVIEW [LEADERSHIP [SEDUCTION [SOCIAL [PERSUATION & FAST TALK [PERFORM [INT ANTHROPOLOGY [AWARENESS/NOTICE [BIOLOGY [BOTANY [CHEMISTRY [COMPOSITION [DIAGNOSE ILLNESS [EDUCATION & GEN KNOW [EXPERT [GAMBLE [ACCOUNTING [ACCOUNTING [HIDE/EVADE [HISTORY [LANGUAGE [LANGUA	RIFLE	TYPE	HL COST
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§ EUROBOLLHRS	TYPE						COST	Į.	۸T
STYLE	\neg								
CLOTHES									
HAIR	_								
AFFECTS	_								
ETHNICITYLANGUAGE									
FAMILY BACKGROUND	<u> </u>								
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	<u> </u>								
TRAITS									
VALUED PERSON	_								
VALUE MOST	_					l			
FEEL ABOUT PEOPLE VALUED POSSESSION	WEAPONS								
SIBLINGS: OT Q	NAME	TYPE	WA	CON.	AVAIL.	DAM.	AMMO	ROF	R
	 								
LIFE EVENTSONE EVENT FOR EACH YEAR AFTER AGE 16.									
YEAR EVENT	_								

YEAR	EVENT
I	

MELEE DAMA	AGE BON	US							
STRENGTH	1-2	3-4	5-7	8-9	10	11-12	13-14	15+	
BONUS	-2	-1	0	+1	+2	+4	+6	+8	

NAME	TYPE	WA	CON.	AVAIL.	DAM.	AMMO	ROF	REL
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AMMO TR	ACKER	
TYPE	ROUNDS	MAGS
LIGHT PISTOL		
MEDIUM PISTOL		
HEAVY PISTOL		
VERY HVY PISTOL		
ASSAULT RIFLE		
SHOTGUN		
20MM CANNON		
ARROW		
CROSSBOW BOLT		
AIRGUN PELLETS		
NEEDLEGUN RDS		
FLAMETHROWER		
MICRO MISSILE		

MARTIA	L ARTS & BRAWLING
ATTACK	EFFECT
STRIKE KICK BLOCK/PARRY	106/2 + MODIFIER DAMAGE 106 + MODIFIER DAMAGE STOP OR ABSORB DAMAGE
DODGE	-2 TO ATTACKER'S HIT ROLL
DISARM	KNOCK OR REMOVE WEAPON
THROW	FIRST GRAPPLE, THEN OPPONENT TAKES 106+MOD DMG AND MAKES A STUN ROLL AT -2
HOLD	FIRST GRAPPLE, THEN FOE IS IMMOBILIZED UNTIL THEY MAKE AN ESCAPE
CHOKE	FIRST HOLD/GRAPPLE, FOE TAKES 1D6/ROUND DMG
SWEEP/TRIP	KNOCK TO GROUND. FOE IS -2 TO NEXT ATTACK, YOU ARE AT +2 TO NEXT ATTACK
GRAPPLE/ESCAPE	ALLOWS YOU TO THROW/HOLD/CHOKE AS NEXT MOVE, OR ESCAPE GRAPPLE

	MUB	ΙΔ	YES	RING
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DIFFSP	0-4	5-8	9-14	15-20	21-26	26+
BONUS	+5	+4	+3	+2	+1	+0

NAME	MAN. SPEED	ACC/ DEC	TOP SPEED.	FUEL EFF.	PASSENGERS	FUEL CAP.	SDP	MANEUVER	SP	COST	SPECIAL EQUIPMENT
		1						1			
		1						1			
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CONTACTS				
NAME	CAPABILITY	REPUTATION	AVAILABILITY	RELIABILITY

