

# Cyberpunk

CYBERWARE

- SPECIAL ABILITIES**
- ☐ AUTHORITY
  - ☐ CHARISMATIC LEADERSHIP
  - ☐ COMBAT SENSE
  - ☐ CREDIBILITY
  - ☐ FAMILY
  - ☐ INTERFACE
  - ☐ JURY RIG
  - ☐ MEDICAL TECH
  - ☐ RESOURCES
  - ☐ STREETIDEAL

- ATTR**
- ☐ PERSONAL GROOMING
  - ☐ WARDROBE & STYLE

- BODY**
- ☐ ENDURANCE
  - ☐ STRENGTH/FIT
  - ☐ SWIMMING

- COOL**
- ☐ INTERROGATION
  - ☐ INTIMIDATE
  - ☐ ORATORY
  - ☐ RESET TORTURE & DRUGS
  - ☐ STREETWISE

- EMPATHY**
- ☐ HUMAN PERCEPTION
  - ☐ INTERVIEW
  - ☐ LEADERSHIP
  - ☐ SEDUCTION
  - ☐ SOCIAL
  - ☐ PREJUDICE & FAST TALK
  - ☐ PERFORM

- INT**
- ☐ ACCOUNTING
  - ☐ ANTHROPOLOGY
  - ☐ AWARENESS/NOTICE
  - ☐ BIOLOGY
  - ☐ BOTANY
  - ☐ CHEMISTRY
  - ☐ COMPOSITION
  - ☐ DIAGNOSE ILLNESS
  - ☐ EDUCATION
  - ☐ EXPERT
  - ☐ GAMBLE
  - ☐ GEOLOGY
  - ☐ HIDE/REVEAL
  - ☐ HISTORY
  - ☐ LANGUAGE
  - ☐ LIBRARY SEARCH
  - ☐ MATHEMATICS
  - ☐ PHYSICS
  - ☐ PROGRAMMING
  - ☐ SHADOW/TRACE
  - ☐ STOCK MARKET
  - ☐ SYSTEM KNOWLEDGE
  - ☐ TEACHING
  - ☐ TRIVIAL
  - ☐ WILDERNESS SURVIVAL
  - ☐ ZOOLOGY

- REF**
- ☐ ARCHERY
  - ☐ ATHLETICS
  - ☐ BRAWLING
  - ☐ DANCE
  - ☐ DODGE & ESCAPE
  - ☐ DRIVING
  - ☐ FENCING
  - ☐ HANDGUN
  - ☐ HEAVY WEAPONS
  - ☐ MARTIAL ARTS
  - ☐ MELEE
  - ☐ MOTORCYCLE
  - ☐ OPERATE HVM MACHINERY
  - ☐ PILOT: GYRO
  - ☐ PILOT: FIXED WING
  - ☐ PILOT: DROGABLE
  - ☐ PILOT: VECTOR THRUST
  - ☐ PILOT
  - ☐ R.F.E.
  - ☐ STEALTH
  - ☐ SUBMACHINEGUN

- TECH**
- ☐ AERO TECH
  - ☐ AV TECH
  - ☐ BASIC TECH
  - ☐ CRYPTOTANK OPERATIONS
  - ☐ CYBERDECK DESIGN
  - ☐ CYBERTECH
  - ☐ DEMOLITIONS
  - ☐ DISGUISE
  - ☐ ELECTRONICS
  - ☐ ELECTRONIC SECURITY
  - ☐ EXPERT
  - ☐ EXPERT
  - ☐ FIRST AID
  - ☐ FORGERY
  - ☐ GYRO TECH
  - ☐ PAINT OR DRAW
  - ☐ PHARMACEUTICALS
  - ☐ PHOTO & FILM
  - ☐ PICK LOCK
  - ☐ PICK POCKET
  - ☐ PLAY INSTRUMENT
  - ☐ WEAPONSMITH

- WOUNDS**
- ☐ STUN=0
  - ☐ STUN=1
  - ☐ STUN=2
  - ☐ STUN=3
  - ☐ STUN=4
  - ☐ STUN=5
  - ☐ STUN=6
  - ☐ STUN=7
  - ☐ STUN=8
  - ☐ STUN=9

HANDLE:

PLAYER:

**VITAL STATISTICS**

ROLE  
CHARACTER PIS  
REF  
CURRENT IP  
HUMANITY  
AGE  
HGT/WGT  
HWR/EYES  
DOB

**ARMOR**

AREA  
HEAD  
TORSO  
R ARM  
L ARM  
R LEG  
L LEG

ROLL  
1  
2-4  
5  
6  
7-8  
9-10

ARMOR 1  
ARMOR 2

**ARMOR WORN**

**WOUNDS**

RATING  
LIGHT  
MEDIUM  
CRITICAL  
MORTAL 0  
MORTAL 1  
MORTAL 2  
MORTAL 3  
MORTAL 4  
MORTAL 5  
MORTAL 6  
MORTAL 7  
MORTAL 8  
MORTAL 9  
SAVE  
ETM

**ASSETS:**

**MONEY**

**CARRIED:**

**WEAPONS**

NAME  
TYPE  
ACCURACY  
ROF  
DAMAGE

MOOS

MOOS

MOOS

**CONTACTS**

NAME  
TYPE  
ACCURACY  
ROF  
DAMAGE

**STATS**

INT  
REF  
TECH  
COOL  
EMP

ATTR  
LUCK  
MA  
BODY

LEAP

**GEAR**

**WOUNDS**

DAMAGE  
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