

HANDLE		RANK		
			ROLE	
			ROLE ABILITY	
			NOTES	

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

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

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

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

HIT POINTS	OUT OF	CRITICAL INJURIES
SERIOUSLY WOUNDED		
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED		
DEATH SAVE		ADDICTIONS

WEAPONS AND ARMOR

WEAPON	DMG	AMMO	ROF	NOTES

ARMOR	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE



CYBERWARE

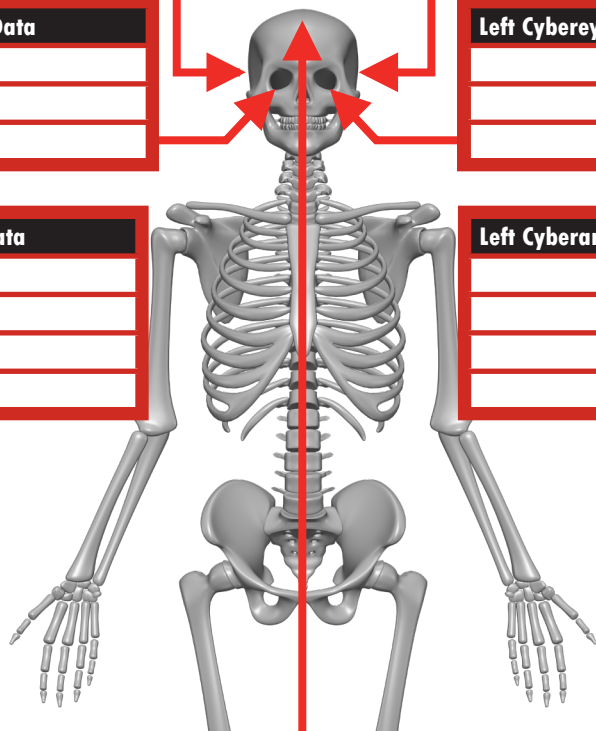
Cyberaudio Suite		Data

Right Cybereye		Data

Left Cybereye		Data

Right Cyberarm		Data

Left Cyberarm		Data



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

Right Cyberleg		Data

Left Cyberleg		Data

Internal Cyberware	Data

External Cyberware	Data

Fashionware	Data

Borgware	Data



Backstory

Tell Your Story, Describe Yourself

