HANDLE

ROLE

ROLE ABILITY — RANK

NOTES

HUMANITY — OUT OF

INT
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

SERIOUSLY WOUNDED

-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED

DEATH SAVE

CRITICAL INJURIES

ADDICTIONS

WEAPONS AND ARMOR

Armor	SP	PENALTY
Head		
Body		
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

Weapon	DMG	Ammo	ROF	Notes

	Aliases

Improvement Points ___ OUT OF ___

Reputation Events

Reputation

LIFEPATH

Cultural Origins	**Personality**
Clothing Style	**Hairstyle**
What Do You Value Most?	**Feelings About People?**
Most Valued Person	**Most Valued Possession**
Family Background	**Childhood Environment**
Family Crisis	**Life Goals**

Friends
→
→
→

Tragic Love Affairs
→
→
→

Enemies	Who?	What Caused It?	What Can They Throw at You?	What's Gonna Happen?
→				
→				
→				

Gear	**Notes**
Ammunition	
Cash	

Fashion

Housing	**Rent**	**Lifestyle**

Role Specific Lifepath

CYBERWARE

Cyberaudio Suite		Data

Right Cybereye		Data

Left Cybereye		Data

Right Cyberarm		Data

Left Cyberarm		Data

Internal Cyberware	Data

External Cyberware	Data
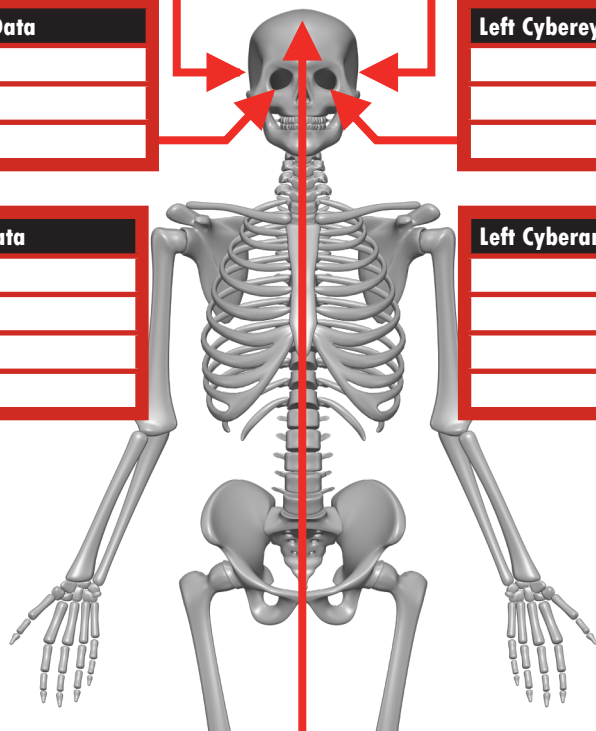
For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it. Options go in the slots below.

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.

Fashionware	Data

Neural Link		Data

Borgware	Data

Right Cyberleg		Data

Left Cyberleg		Data