

HANDLE			
ROLE			
ROLE ABILITY	RANK		
NOTES			

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

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)			
Conceal/Reveal Object (INT)			
Lip Reading (INT)			
Perception (INT)			
Tracking (INT)			
Body Skills	LVL	STAT	BASE
Athletics (DEX)			
Contortionist (DEX)			
Dance (DEX)			
Endurance (WILL)			
Resist Torture/Drugs (WILL)			
Stealth (DEX)			
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)			
Pilot Air Vehicle (x2) (REF)			
Pilot Sea Vehicle (REF)			
Riding (REF)			
Education Skills	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	LVL	STAT	BASE
Language (INT)			
→ Streetslang			
→			
→			
Library Search (INT)			
Local Expert (INT)			
→ Your Home			
→			
→			
Science (INT)			
→			
→			
Tactics (INT)			
Wilderness Survival (INT)			
Fighting Skill	LVL	STAT	BASE
Brawling (DEX)			
Evasion (DEX)			
Martial Arts (x2) (DEX)			
Melee Weapon (DEX)			
Performance Skills	LVL	STAT	BASE
Acting (COOL)			
Play Instrument (TECH)			
→			
→			
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)			
Autofire (x2) (REF)			
Handgun (REF)			

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)			
Shoulder Arms (REF)			
Social Skills	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	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	CRITICAL INJURIES
OUT OF	
SERIOUSLY WOUNDED	
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED	
DEATH SAVE	ADDICTIONS

WEAPONS AND ARMOR		
ARMOR	SP	PENALTY
Head		
Body		
Shield		
PENALTY APPLIES TO REF, DEX & MOVE		

WEAPON	DMG	AMMO	ROF	NOTES

# LIFEPATH

<b>CULTURAL ORIGINS</b>	<b>PERSONALITY</b>			
<b>CLOTHING STYLE</b>	<b>HAIRSTYLE</b>			
<b>WHAT DO YOU VALUE MOST?</b>	<b>FEELINGS ABOUT PEOPLE?</b>			
<b>MOST VALUED PERSON</b>	<b>MOST VALUED POSSESSION</b>			
<b>FAMILY BACKGROUND</b>	<b>CHILDHOOD ENVIRONMENT</b>			
<b>FAMILY CRISIS</b>	<b>LIFE GOALS</b>			
<b>FRIENDS</b>	<b>TRAGIC LOVE AFFAIRS</b>			
<div><div></div><div>→</div></div>				
<div><div></div><div>→</div></div>				
<div><div></div><div>→</div></div>				
<b>ENEMIES</b>	<b>Who?</b>	<b>What Caused It?</b>	<b>What Can They Throw at You?</b>	<b>What's Gonna Happen?</b>
<div><div></div><div>→</div></div>				
<div><div></div><div>→</div></div>				
<div><div></div><div>→</div></div>				

FASHION		
HOUSING	RENT	LIFESTYLE
ROLE SPECIFIC LIFE PATH		

# CYBERWARE

Cyberaudio Suite		Data

Right Cybereye		Data

Left Cybereye		Data

Right Cyberarm		Data

Left Cyberarm		Data

[illegible][illegible][illegible][illegible]

Neural Link		Data

Right Cyberleg		Data

Left Cyberleg		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.*

