CYBERPUNK CHARACTER SHEETS v1.0
CYBERPUNK.CO.UK

Basic Character Sheet 1
Version 1.0

Handle | **Player** | Date of this session | Date Character Starts

Role

Character Points 0

Statistics INT | REF | TEC | COOL | ATTR | LUCK | BODY | EMP | MA | Run | Leap | Lift

Location	Head 1	Torso 2,3,4	R. Arm 5	L. Arm 6	R. Leg 7,8	L. Leg 9,0
Armour SP						

Save | **BTM**

Light	Serious	Critical	Mortal 0	Mortal 1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

Mortal 2	Mortal 3	Mortal 4	Mortal 5	Mortal 6
Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Style

Hair Col
Hair Style
Eyes
Skin
Ethnicity
Language
Clothes

Affectations

Character

Skills

Special Abilities
Authority [ ][ ]
Charismatic leader [ ][ ]
Combat Sense [ ][ ]
Credibility [ ][ ]
Family [ ][ ]
Interface [ ][ ]
Jury Rig [ ][ ]
Medical Tech [ ][ ]
Resources [ ][ ]
Streetdeal [ ][ ]
[ ][ ]

ATTR
Personal Grooming [ ][ ]
Wardrobe & Style [ ][ ]

Body
Endurance [ ][ ]
Strength Feat [ ][ ]
Swimming [ ][ ]

Cool/Will
Interrogation [ ][ ]
Intimidate [ ][ ]
Oratory [ ][ ]
Resit Torture/Drugs [ ][ ]
Streetwise [ ][ ]

Empathy
Human Perception [ ][ ]
Interview [ ][ ]
Leadership [ ][ ]
Seduction [ ][ ]
Social [ ][ ]
Persuade & Fast Talk [ ][ ]
Perform [ ][ ]

INT
Accounting [ ][ ]
Anthropology [ ][ ]
Awareness/Notice [ ][ ]
Biology [ ][ ]
Botany [ ][ ]
Chemistry [ ][ ]
Composition [ ][ ]
Diagnose Illness [ ][ ]
Educate & Gen.Know [ ][ ]
Expert [ ][ ]
Gamble [ ][ ]
History [ ][ ]
Language2 [ ][ ]
Language3 [ ][ ]
Language4 [ ][ ]
Library Search [ ][ ]
Mathematics [ ][ ]
Physics [ ][ ]
Programming [ ][ ]
Shadow/Track [ ][ ]
Stock Market [ ][ ]
System Knowledge [ ][ ]
Teaching [ ][ ]
Wilderness Survival [ ][ ]
Zoology [ ][ ]

REF
Archery [ ][ ]
Athletics [ ][ ]
Brawling [ ][ ]
Dance [ ][ ]
Dodge & Escape [ ][ ]
Driving [ ][ ]
Fencing [ ][ ]
Handgun [ ][ ]
Heavy Weapons [ ][ ]
Martial Art1 [ ][ ]
Martial Art2 [ ][ ]
Martial Art3 [ ][ ]
Melee [ ][ ]
Motorcycle [ ][ ]
Op Hvy. Machinery [ ][ ]
Pilot (Gyro) [ ][ ]
Pilot (Fixed Wing) [ ][ ]
Pilot (Dirigible) [ ][ ]
Pilot (VT Vehicle) [ ][ ]
Rifle [ ][ ]
Stealth [ ][ ]
Submachinegun [ ][ ]

TECH
Aero Tech [ ][ ]
AV Tech [ ][ ]
Basic Tech [ ][ ]
Cryotank Operation [ ][ ]
Cyberdeck Design [ ][ ]
Cybertech [ ][ ]
Demolitions [ ][ ]
Disguise [ ][ ]
Electronics [ ][ ]
Elect. Security [ ][ ]
First Aid [ ][ ]
Forgery [ ][ ]
Gyro Tech [ ][ ]
Paint or Draw [ ][ ]
Photo & Film [ ][ ]
Pharmaceuticals [ ][ ]
Pick lock [ ][ ]
Pick Pocket [ ][ ]
Play Instrument [ ][ ]
Weaponsmith [ ][ ]

Others
[ ][ ]
[ ][ ]
[ ][ ]
[ ][ ]
[ ][ ]
[ ][ ]
[ ][ ]
[ ][ ]

Cybernetics

Type	HL	Cost
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]

Total HL and Euro Costs [0][€0]

Save Character

Clear ALL data