CYBERPUNK CHARACTER SHEETS v1.1
CYBERPUNK.CO.UK

Basic Character Sheet 1
Version 1.1

Handle _____ **Name** _____ | Date of this session _____ | Date Character Starts _____

Role _____ **Character Points** ____ **Player** _____

Statistics INT ____ REF ____ TEC ____ COOL ____ ATTR ____ LUCK ____ BODY ____ EMP ____

Location

	Head 1	Torso 2,3,4	R. Arm 5	L. Arm 6	R. Leg 7,8	L. Leg 9,0	**Save**			

Armour SP _____

BTM ____ MA ____ Run ____ Leap ____ Lift ____

Light	Serious	Critical	Mortal 0	Mortal 1	Mortal 2	Mortal 3	Mortal 4	Mortal 5	Mortal 6
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4	Stun=-5	Stun=-6	Stun=-7	Stun=-8	Stun=-9

Cybernetics

Type	HL	Cost	Type	HL	Cost
_____	[ ]	[ ]	_____	[ ]	[ ]
_____	[ ]	[ ]	_____	[ ]	[ ]
_____	[ ]	[ ]	_____	[ ]	[ ]
_____	[ ]	[ ]	_____	[ ]	[ ]
_____	[ ]	[ ]	_____	[ ]	[ ]
_____	[ ]	[ ]	_____	[ ]	[ ]
_____	[ ]	[ ]	**Total HL and Euro Costs**	[ ]	[ ]
_____	[ ]	[ ]			

Style
Hair Col _____
Hair Style _____
Eyes _____
Skin _____
Ethnicity _____
Language _____
Clothes _____

Affectations _____

Character _____

Weapons

Name	Type	WA	Con	Avail	Dam	Ammo	#Shots	ROF	Rel	Range

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
_____ [ ][ ]
_____ [ ][ ]
_____ [ ][ ]
_____ [ ][ ]
_____ [ ][ ]
_____ [ ][ ]
_____ [ ][ ]