

HANDLE _____

ROLE Solo Rocker Netrunner Media Nomad
 Fixer Cop Corp Techie Medtechie

CHARACTER PTS _____

STATS

INT [] **REF** [/] **TECH** [] **COOL** []
ATTR [] **LUCK** [] **MA** [] **BODY** []
EMP [/] **Run** [] **Leap** [] **Lift** []

Location	Head 1	Torso 2-4	R. Arm 5	L. Arm 6	R. Leg 7-8	L. Leg 9-0
Armor SP						

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
		STUN = 0	STUN = -1	STUN = -2	STUN = -3	STUN = -4
		MORTAL2	MORTAL3	MORTAL4	MORTAL5	MORTAL6
		STUN = -5	STUN = -6	STUN = -7	STUN = -8	STUN = -9

SKILLS List skill level in appropriate box. Mark Chipped Skills with an X next to [] box.

SPECIAL ABILITIES

- Authority..... []
 - Charismatic Leadership..... []
 - 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..... []
 - Resist Torture/Drugs..... []
 - Streetwise..... []
- EMPATHY**
- Human Perception..... []
 - Interview..... []
 - Leadership..... []
 - Seduction..... []
 - Social..... []
 - Persuasion & Fast Talk..... []
 - Perform..... []
- INT**
- Accounting..... []
 - Anthropology..... []
 - Awareness/Notice..... []
 - Biology..... []
 - Botany..... []
 - Chemistry..... []
 - Composition..... []
 - Diagnose Illness..... []
 - Education & Gen. Know..... []
 - Expert..... []
 - Gamble..... []
 - Geology..... []
 - Hide/Evade..... []
 - History..... []
 - Language..... []
 - Language..... []
 - Language..... []
 - Library Search..... []
 - Mathematics..... []
 - Physics..... []
 - Programming..... []
 - Shadow/Track..... []
 - Stock Market..... []
 - System Knowledge..... []
 - Teaching..... []
 - Wilderness Survival..... []
 - Zoology..... []



- Electronics..... []
- Elect. Security..... []
- First Aid..... []
- Forgery..... []
- Cryo Tech..... []
- Paint or Draw..... []
- Photo & Film..... []
- Pharmaceuticals..... []
- Pick Lock..... []
- Pick Pocket..... []
- Play Instrument..... []
- Weaponsmith..... []
- Other..... []
- Other..... []
- Other..... []
- Other..... []
- Other..... []
- Other..... []
- REP** []
- CURRENT IP** []
- HUMANITY** []

CYBERNETICS	HL	COST
Total Humanity Loss & Costs		

