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ROLE

☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad☐ **Fixer** ☐ **Cop** ☐ **Corp** ☐ **Techie** ☐ **Medtechie**

CHARACTER POINTS

AGE

STATS

INT[] REF[/] TECH[] COOL[]
ATTR[] LUCK[] MA[] BODY[]
EMP [/]Run()Leap()Carry()Lift()

[illegible]**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

SKILLS

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [] box.

SPECIAL ABILITIES

SPECIAL ABILITIES		History.....[
Authority.....[	]	Language.....[
Charismatic Leadership.....[	]	Language.....[
Combat Sense.....[	]	Language.....[
Credibility.....[	]	Library Search.....[
Family.....[	]	Mathematics.....[
Interface.....[	]	Physics.....[
Jury Rig.....[	]	Programming.....[
Medical Tech.....[	]	Shadow/Track.....[
Resources.....[	]	Stock Market.....[
Streetdeal.....[	]	System Knowledge.....[
ATTR		Teaching.....[
Personal Grooming.....[	]	Wilderness Survival.....[
Wardrobe & Style.....[	]	Zoology.....[

BODY

Endurance	[]	Archery.....	[]
Strength Feat	[]	Athletics.....	[]
Swimming	[]	Brawling.....	[]

COOL / WILL

Interrogation.....[	]	Dodge & Escape.....[	]
Intimidate.....[	]	Driving.....[	]
Oratory.....[	]	Fencing.....[	]
Resist Torture/Drugs.....[	]	Handgun.....[	]
Streetwise.....[	]	Heavy Weapons.....[	]

EMPATHY

Human Perception	[]	Martial Art 2.....	[]
Interview.....	[]	Martial Art 3.....	[]
Leadership.....	[]	Melee.....	[]
Seduction	[]	Motorcycle.....	[]
Social.....	[]	Operate Hvy. Machinery.....	[]
Persuasion & Fast Talk	[]	Pilot (Gyro).....	[]
Perform.....	[]	Pilot (Fixed Wing).....	[]

INT

Accounting.....[	]	Pilot (Vect.Thrust Vehicle).....[	]
Anthropology.....[	]	Rifle.....[	]
Awareness/Notice.....[	]	Stealth.....[	]
Biology.....[	]	Submachinegun.....[	]
Botany.....[	]	TECH	
Chemistry.....[	]	Aero Tech.....[	]
Composition.....[	]	AV Tech.....[	]
Diagnose Illness.....[	]	Basic Tech.....[	]
Education & Gen Know.....[	]	Cryptank Operation.....[	]
Expert.....[	]	Cyberdeck Design.....[	]
Gamble.....[	]	Cyber Tech.....[	]
Geology.....[	]	Demolitions.....[	]
Hide/Evade.....[	]	Disguise.....[	]



DRAWING OF CHARACTER

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

CYBERNETICS

Type	HL	Cost
Total HL and Euro Costs		

LIFEPATH, GEAR & WEAPONS

MONEY \$

LIFEPATH

Style

Clothes

Hair

Affections

Ethnicity

Language

Family Background

Siblings



Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Possession

Life Events

One event for each year after age 16

YEAR

GEAR

[illegible]

WEAPONS

[illegible]