

# CYBERPUNK

**NAME:**  
**HANDLE:**  
**AGE:**

**VIRTUE:**  
**VICE:**  
**CONCEPT:**

**NATURE:**  
**FACTION:**  
**CHRONICLE:**

## ATTRIBUTES

<b>POWER</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>FINESSE</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>RESISTANCE</b>	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

### MENTAL

(-3 unskilled)

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Hacking \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### PHYSICAL

(-1 unskilled)

Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Gunner \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Weaponry \_\_\_\_\_ 00000

### SOCIAL

(-1 unskilled)

Animal Ken \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Persuasion \_\_\_\_\_ 00000  
 Socialize \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

## OTHER TRAITS

### DISCIPLINES

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### MERITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
 Size: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Speed: \_\_\_\_\_ Defense: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_

### HEALTH

000000000000  
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### WILLPOWER

0000000000  
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### BLOOD POTENCY

0000000000

### VITAE

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### HUMANITY

10 \_\_\_\_\_ 0  
 9 \_\_\_\_\_ 0  
 8 \_\_\_\_\_ 0  
 7 \_\_\_\_\_ 0  
 6 \_\_\_\_\_ 0  
 5 \_\_\_\_\_ 0  
 4 \_\_\_\_\_ 0  
 3 \_\_\_\_\_ 0  
 2 \_\_\_\_\_ 0  
 1 \_\_\_\_\_ 0

### WEAPON/ATTACK

WEAPON/ATTACK	DICE MOD.	RANGE	CLIP	SIZE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

### EQUIPMENT

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

# CYBERPUNK

## CYBERWARE

Name	Cost	Placement	Function
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## VEHICLE

Name: \_\_\_\_\_ Type: \_\_\_\_\_

Acceleration: \_\_\_\_\_ Safe Speed: \_\_\_\_\_ Max Speed: \_\_\_\_\_ Handling: \_\_\_\_\_ Driving Defense: \_\_\_\_\_

Location	Size	Durability	Structure
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□
_____	_____	_____	000000000000000000000000 □□□□□□□□□□□□□□□□□□

## EQUIPMENT

Name	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_