

CYBERPUNK

NAME:
HANDLE:
AGE:

VIRTUE:
VICE:
CONCEPT:

NATURE:
FACTION:
CHRONICLE:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	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
 □□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

BLOOD POTENCY

0000000000

VITAE

□□□□□□□□□□
 □□□□□□□□□□

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: _____
