

CYBERWARE

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HANDLE **ROLE**

▶ INT ▶ REF ▶ DEX ▶ TECH ▶ COOL
 ▶ WILL ▶ LUCK OUT OF ▶ MOVE ▶ BODY ▶ EMP OUT OF

HITS OUT OF ▶ SERIOUSLY WOUNDED ▶ DEATH SAVE ▶ HUMANITY OUT OF

SKILLS

ROLE ABILITY

Skill	STAT + LVL + BONUS = TOTAL	Skill	STAT + LVL + BONUS = TOTAL

WEAPONS & ARMOR

Armor	SP	Penalty

Weapon	DMG	Ammo	ROF	Notes

PENALTY APPLIES TO DEX, REF & MOVE

PLAYER:



LIFEPATH

CULTURAL ORIGINS

PERSONALITY

HAIR STYLE

WHAT DO YOU VALUE MOST?

MOST VALUED PERSON

FAMILY BACKGROUND

FAMILY CRISIS

FRIENDS

→

→

→

CLOTHING STYLE

AFFECTATION

FEELINGS ABOUT PEOPLE?

MOST VALUED POSSESSION

CHILDHOOD ENVIRONMENT

LIFE GOALS

TRAGIC LOVE AFFAIRS

→

→

→

ENEMIES

Who?

What Caused It?

What Can They Throw at You?

What's Gonna Happen?

→				
→				
→				

ADDITIONAL NOTES

ROLE SPECIFIC LIFEPATH

STYLE & SUBSTANCE

FASHION

HOUSING

RENT

LIFESTYLE

IMPROVEMENT POINTS

REPUTATION

OUT OF

GEAR

CASH

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PLAYER:

