EDGERUNNER / PERSONNEL FILE

LIVE CHARACTER RECORD

IDENTITY / WHO GETS THE CALL

Handle · Role · Aliases

HANDLE / CHARACTER NAME	ROLE	AGE
—	—	—
ALIASES / NICKNAME	**PRONOUNS**	**GENDER (OPTIONAL)**
—	—	—

STAT BLOCK / WHAT YOU BRING TO THE STREETS

10 RED statistics

INT	REF	DEX	TECH	COOL
—	—	—	—	—
Intelligence	Reflexes	Dexterity	Technique	Cool

WILL	LUCK	MOVE	BODY	EMP
—	—	—	—	—
Will	Luck	Movement	Body	Empathy

STATUS MONITORS / CURRENT & MAXIMUM

HIT POINTS	SERIOUSLY WOUNDED	DEATH SAVE	HUMANITY	LUCK (SESSION)
—	—	—	—	—

ROLE ABILITY

Rank and notes

ROLE ABILITY / RANK	ABILITY NOTES
—	—

COMBAT / WEAPONS

DMG · ammo · ROF

WEAPON	DMG	AMMO	ROF	NOTES
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

ARMOR

Penalty → REF, DEX & MOVE

LOCATION	ARMOR TYPE	SP	PENALTY
Head	—	—	—
Body	—	—	—
Shield	—	—	—

CONDITIONS & CRITICAL INJURIES

Seriously Wounded: −2 actions

Critical Injuries	Addictions / Conditions
—	—

SKILL MATRIX / COMPLETE RED CORE LIST

STAT + LVL = BASE

UNNAMED EDGERUNNER

Each row: Skill / specialty · linked STAT · Skill LVL · computed BASE · ×2 = double-cost

AWARENESS SKILLS

Concentration	WILL	—	—
Conceal/Reveal Object	INT	—	—
Lip Reading	INT	—	—
Perception	INT	—	—
Tracking	INT	—	—

BODY SKILLS

Athletics	DEX	—	—
Contortionist	DEX	—	—
Dance	DEX	—	—
Endurance	WILL	—	—
Resist Torture/Drugs	WILL	—	—
Stealth	DEX	—	—

CONTROL SKILLS

Drive Land Vehicle	REF	—	—
Pilot Air Vehicle ×2	REF	—	—
Pilot Sea Vehicle	REF	—	—
Riding	REF	—	—

EDUCATION SKILLS

Accounting	INT	—	—
Animal Handling	INT	—	—
Bureaucracy	INT	—	—
Business	INT	—	—
Composition	INT	—	—
Criminology	INT	—	—
Cryptography	INT	—	—
Deduction	INT	—	—
Education	INT	—	—
Gamble	INT	—	—
Language (Streetslang)	INT	—	—
Library Search	INT	—	—
Local Expert (Your Home)	INT	—	—
Science (specialty)	INT	—	—
Tactics	INT	—	—
Wilderness Survival	INT	—	—
Language (additional 1)	INT	—	—
Language (additional 2)	INT	—	—
Local Expert (additional 1)	INT	—	—
Local Expert (additional 2)	INT	—	—
Science (additional 1)	INT	—	—
Science (additional 2)	INT	—	—

FIGHTING SKILLS

Brawling	DEX	—	—
Evasion	DEX	—	—
Martial Arts ×2	DEX	—	—
Melee Weapon	DEX	—	—

PERFORMANCE SKILLS

Acting	COOL	—	—
Play Instrument (type)	TECH	—	—
Play Instrument (additional 1)	TECH	—	—

RANGED WEAPONS SKILLS

Archery	REF	—	—
Autofire ×2	REF	—	—
Handgun	REF	—	—
Heavy Weapons ×2	REF	—	—
Shoulder Arms	REF	—	—

SOCIAL SKILLS

Bribery	COOL	—	—
Conversation	EMP	—	—
Human Perception	EMP	—	—
Interrogation	COOL	—	—
Persuasion	COOL	—	—
Personal Grooming	COOL	—	—
Streetwise	COOL	—	—
Trading	COOL	—	—
Wardrobe & Style	COOL	—	—

TECHNIQUE SKILLS

Air Vehicle Tech	TECH	—	—
Basic Tech	TECH	—	—
Cybertech	TECH	—	—
Demolitions ×2	TECH	—	—
Electronics/Security Tech ×2	TECH	—	—
First Aid	TECH	—	—
Forgery	TECH	—	—
Land Vehicle Tech	TECH	—	—
Paint/Draw/Sculpt	TECH	—	—
Paramedic ×2	TECH	—	—
Photography/Film	TECH	—	—
Pick Lock	TECH	—	—
Pick Pocket	TECH	—	—
Sea Vehicle Tech	TECH	—	—
Weaponstech	TECH	—	—

Additional Language, Science, Local Expert, Play Instrument and Martial Arts specialties appear with their categories.

WHAT MADE YOU. WHAT YOU CARRY.

Lifepath, relationships, Reputation, gear, ammo, clothing and home. What isn't tracked yet stays blank.

ROOTS / VALUES / PERSONAL STYLE

13 prompts + cultural language

CULTURAL ORIGINS
—

ORIGINAL FAMILY BACKGROUND
—

CHILDHOOD ENVIRONMENT
—

FAMILY CRISIS OR TURNING POINT
—

PERSONALITY
—

PREFERRED CLOTHING STYLE
—

HAIRSTYLE
—

DISTINCTIVE STYLE DETAIL
—

WHAT MATTERS MOST?
—

HOW DO YOU SEE OTHER PEOPLE?
—

MOST IMPORTANT PERSON
—

MOST VALUED POSSESSION
—

LIFE GOAL
—

CULTURAL LANGUAGE
—

CONTACTS & COMPLICATIONS

FRIENDS
—
—
—

TRAGIC LOVE AFFAIRS / IMPORTANT RELATIONSHIPS (OPTIONAL)
—

ENEMIES / UNFINISHED BUSINESS

WHO?	WHAT CAUSED IT?	WHAT CAN THEY THROW AT YOU?	WHAT'S GOING TO HAPPEN?
—	—	—	—
—	—	—	—
—	—	—	—

ROLE-SPECIFIC LIFEPATH

—

PERSONAL BACKSTORY / ROAD TO NIGHT CITY

—

STREET STANDING / PROGRESSION

REPUTATION
—

IMPROVEMENT POINTS
—

CASH / EUROBUCKS
—

UNSPENT FASHION BUDGET
—

ALIASES / OTHER IDENTITIES
—

REPUTATION EVENTS / NOTABLE JOBS
—

EQUIPMENT INVENTORY

Item · Qty · Notes

GEAR / NETGEAR	QTY	NOTES	WEAPON / ARMOR / OTHER	QTY	NOTES
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—

AMMUNITION AND SUPPLIES

—

FASHION & STREETWEAR

—

HOME / EXPENSES / STANDARD OF LIVING

HOUSING
—

RENT
—

LIFESTYLE
—

NOTES / LOANS / FAVORS OWED

—

WHAT'S UNDER THE SKIN.

All foundation systems and available option spaces, including unassigned chrome. No implant is placed in a body slot without data.

HUMANITY / NEUROPORT STATUS

Early 2075 · CEMK conversion + campaign house rules

HUMANITY, CURRENT	HUMANITY, MAXIMUM	EMP (CURRENT)	NEUROPORT
—	—	—	Not chosen

IMPLANT REGISTER / INSTALLED MODULES

Purchases without known body location appear here

—

BODY SYSTEMS / FOUNDATIONS & OPTION SLOTS

Use the empty lines as handwriting slots during play

Cyberaudio Suite	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes

Neural Link	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes
—	Data / notes
—	Data / notes

Right Cybereye	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes

Left Cybereye	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes

Right Cyberarm	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes
—	Data / notes

Left Cyberarm	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes
—	Data / notes

Right Cyberleg	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes

Left Cyberleg	Base ☐
—	Data / notes
—	Data / notes
—	Data / notes

Internal Cyberware
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes

External Cyberware
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes

Fashionware
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes

Borgware
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes
— Data / notes

NEUROPORT / NEURAL LINK / NETRUNNING NOTES

2070s conversion tracking
Neuroport decision pending. Do not assume cyberarm side, cybereye side, foundation status or netrunning hardware slots from purchase records alone.

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