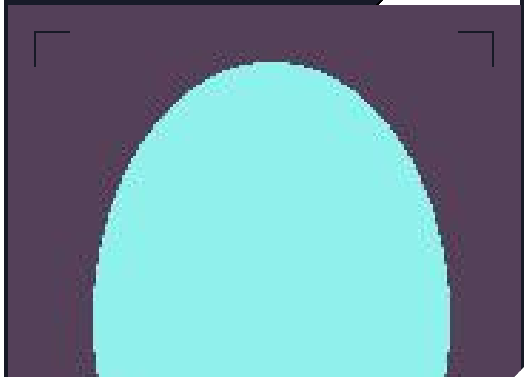
PORTRAIT



HANDLE / CHARACTER NAME

ROLE

ROLE ABILITY

RANK

AGE

PRONOUNS

GENDER

NOTES / ALIASES

ROLE CONFIGURATION / SPECIALIZATION

STATS

INT	
REF	
DEX	
TECH	
COOL	
WILL	
LUCK	
MOVE	
BODY	
EMP	

HUMANITY

CURRENT _____ / MAX

HIT POINTS

CURRENT _____ / MAX

SERIOUSLY WOUNDED

DEATH SAVE / INITIATIVE

DEATH SAVE

INITIATIVE _____

CRITICAL INJURIES

ADDICTIONS / CONDITIONS

ROLE ABILITY NOTES

WEAPONS

WEAPON	DMG	AMMO	ROF	NOTES

ARMOR

LOCATION	ARMOR TYPE	SP	PENALTY
HEAD			
BODY			
SHIELD			

SKILLS MATRIX

COMPLETE CORE SKILL LIST

66 CORE SKILLS

AWARENESS SKILLS

SKILL	MOD	LVL	STAT	BASE
Concentration				
Conceal/Reveal Object				
Lip Reading				
Perception				
Tracking				

BODY SKILLS

SKILL	MOD	LVL	STAT	BASE
Athletics				
Contortionist				
Dance				
Endurance				
Resist Torture/Drugs				
Stealth				

CONTROL SKILLS

SKILL	MOD	LVL	STAT	BASE
Drive Land Vehicle				
Pilot Air Vehicle				
Pilot Sea Vehicle				
Riding				

FIGHTING SKILLS

SKILL	MOD	LVL	STAT	BASE
Brawling				
Evasion				
Martial Arts				
Melee Weapon				

PERFORMANCE SKILLS

SKILL	MOD	LVL	STAT	BASE
Acting				
Play Instrument				

EDUCATION SKILLS

SKILL	MOD	LVL	STAT	BASE
Accounting				
Animal Handling				
Bureaucracy				
Business				
Composition				
Criminology				
Cryptography				
Deduction				
Education				
Gamble				
Language (Streetslang)				
Library Search				
Local Expert (Your Home)				
Science				
Tactics				
Wilderness Survival				

HOW TO READ YOUR SKILL BASE

LVL is your Skill Level. **STAT** is the value of its associated STAT. **BASE** is their total.

MOD is left blank for your GM's situational adjustments during play.

Named skills
Language, Science, Martial Arts and others can have specialties.

Extra Skills
Any additional saved specialties continue on an appendix page if needed.

RANGED WEAPONS SKILLS

SKILL	MOD	LVL	STAT	BASE
Archery				
Autofire				
Handgun				
Heavy Weapons				
Shoulder Arms				

SOCIAL SKILLS

SKILL	MOD	LVL	STAT	BASE
Bribery				
Conversation				
Human Perception				
Interrogation				
Persuasion				
Personal Grooming				
Streetwise				
Trading				
Wardrobe & Style				

TECHNIQUE SKILLS

SKILL	MOD	LVL	STAT	BASE
Air Vehicle Tech				
Basic Tech				
Cybertech				
Demolitions				
Electronics/Security Tech				
First Aid				
Forgery				
Land Vehicle Tech				
Paint/Draw/Sculpt				
Paramedic				
Photography/Film				
Pick Lock				
Pick Pocket				
Sea Vehicle Tech				
Weaponstech				

CUSTOM / SPECIALTY SKILLS

NAMED SKILL / SPECIALTY	MOD	LVL	STAT	BASE

NAMED SKILL / SPECIALTY	MOD	LVL	STAT	BASE

LIFEPATH

HISTORY / CONNECTIONS / PURPOSE

ALL STORY DETAILS OPTIONAL

CULTURAL ORIGINS

LANGUAGES

PERSONALITY / OUTLOOK

CLOTHING STYLE

HAIRSTYLE

SIGNATURE DETAIL

VALUED POSSESSION

MOST VALUED PERSON

WHAT MATTERS MOST?

LIFE GOAL

FAMILY BACKGROUND / TURNING POINT

CHILDHOOD ENVIRONMENT

FRIENDS / CONTACTS

ENEMIES / UNFINISHED BUSINESS

PAST ROMANCE / IMPORTANT RELATIONSHIPS

ROLE-SPECIFIC LIFEPATH

PERSONAL BACKSTORY / ROAD TO NIGHT CITY

SUMMARY TAGS / CAMPAIGN HOOKS

INVENTORY

EQUIPMENT / PROGRESSION / LIVING

WRITABLE CAMPAIGN TRACKERS

REPUTATION

IMPROVEMENT POINTS

CASH / EUROBUCKS

UNSPENT FASHION BUDGET

ALIASES / OTHER IDENTITIES

HOME / EXPENSES / STANDARD OF LIVING

HOUSING RENT	
LIFESTYLE	

REPUTATION EVENTS / NOTABLE JOBS

GEAR

ITEM	QTY	NOTES

NETGEAR & PROGRAMS

ITEM	QTY	NOTES

WEAPONS / ARMOR / OTHER

ITEM	QTY	NOTES

AMMUNITION & SUPPLIES

ITEM	QTY	NOTES

FASHION & STREETWEAR

ITEM	QTY	NOTES

NOTES / LOANS / FAVORS OWED

CHROME & HUMANITY

BODY MAP / INSTALLED CHROME / MEDICAL / NET

2070s MEDICAL HISTORY SEPARATE

CYBERAUDIO SUITE

BASE	DATA	NOTES

RIGHT CYBEREYE

BASE	DATA	NOTES

RIGHT CYBERARM

BASE	DATA	NOTES

RIGHT CYBERLEG

BASE	DATA	NOTES

INTERNAL CYBERWARE

BASE	DATA	NOTES

FASHIONWARE

BASE	DATA	NOTES



NEURAL LINK

BASE	DATA	NOTES

LEFT CYBEREYE

BASE	DATA	NOTES

LEFT CYBERARM

BASE	DATA	NOTES

LEFT CYBERLEG

BASE	DATA	NOTES

EXTERNAL CYBERWARE

BASE	DATA	NOTES

BORGWARE

BASE	DATA	NOTES

HUMANITY CURRENT	HUMANITY MAXIMUM	EMP CURRENT	NEUROPORT STATUS

INSTALLED IMPLANTS / MODULE REGISTER

INSTALLED IMPLANT / MODULE	LOCATION	NOTES / STATUS

MEDICAL HISTORY / NON-ENHANCING LIMB REPLACEMENTS

SITE	TYPE	NOTES

NET LOADOUT / DECK · HARDWARE · PROGRAMS

Interface / mode: Deck slots:

NET EQUIPMENT	TYPE / QTY	NOTES