HANDLE | **AGE**

OCUPATION

HUMANITY | **SANITY**

REPUTATIONS:

Street	
Role	
Mundane	
Special	

MODIFIERS:

BDM | BTM

SAVEs:

Stun/Death	
Drugs/Poison	

Head 1	
Torso 2 3 4	
L.Arm 5	
R.Arm 6	
L.Leg 7 8	
R.Leg 9 0	

WOUNDS

Stun 0	light (no penalty)	Stun-5	mortal 2
Stun-1	medium -2 REF, -2 MA to all actions	Stun-6	mortal 3
Stun-2	serious REF, MA at 1/2	Stun-7	mortal 4
Stun-3	critical REF, MA at 1/3 (CL dice to act)	Stun-8	mortal 5
Stun-4	mortal 1	Stun-9	mortal 6

Cybernetics:

Type	Hc

Weapons:

Name	Wa	Dam	ROF/#	Left
			/	
			/	
			/	
			/	
			/	

ADVANTAGES & DISADVANTAGES:

(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]
(IP).....[lev][bon]

BODY:

(IP)Endurance [lev][bon]
(IP)Lifting [lev][bon]
(IP)Strength feat [lev][bon]
(IP)Throwing [lev][bon]
(IP)..... [lev][bon]

COOL/WILLPOWER:

(IP)Attitude [lev][bon]
(IP)Interrogation [lev][bon]
(IP)Intimidate [lev][bon]
(IP)Oratory [lev][bon]
(IP)Resist Torture/Drugs [lev][bon]
(IP)Streetwise [lev][bon]
(IP)..... [lev][bon]

INTELLIGENCE:

(IP)Accounting [lev][bon]
(IP)Anthropology [lev][bon]
(IP)Awareness/notice [lev][bon]
(IP)Biology [lev][bon]
(IP)Botany [lev][bon]
(IP)Chemistry [lev][bon]
(IP)Educ/Gen Knowledge [lev][bon]
(IP)Gamble [lev][bon]
(IP)Geology [lev][bon]
(IP)Geography [lev][bon]
(IP)Hide/Evade [lev][bon]
(IP)History [lev][bon]
(IP)Infrastruct & Organiz [lev][bon]
(IP)Investigation [lev][bon]
(IP)Law [lev][bon]
(IP)Library Search [lev][bon]
(IP)Mathematics [lev][bon]
(IP)Medicine [lev][bon]
(IP)Military Science [lev][bon]
(IP)Netrunning(**3**) [lev][bon]
(IP)Physics [lev][bon]
(IP)Programming [lev][bon]
(IP)Politics [lev][bon]
(IP)Shadow/Track [lev][bon]
(IP)Sociology [lev][bon]
(IP)Stock Market [lev][bon]
(IP)Survival [lev][bon]
(IP)System Knowledge [lev][bon]
(IP)Teaching [lev][bon]
(IP)Wilderness Survival [lev][bon]
(IP)Writing [lev][bon]
(IP)Zoology [lev][bon]
(IP)..... [lev][bon]
(IP)..... [lev][bon]
(IP)..... [lev][bon]
(IP)..... [lev][bon]

ATTRACTIVNESS:

(IP)Personal Groming [lev][bon]
(IP)Presence [lev][bon]
(IP)Wardrobe & Style [lev][bon]
(IP)..... [lev][bon]

MOVEMENT ALLOWANCE:

Leap (MA * 3/4 mts/turn) [mts/turn]
Run (MA * 3 mts/turn) [mts/turn]
Swim (MA * 3/2 mts/turn) [mts/turn]

EMPATHY: /

(IP)Human Perception [lev][bon]
(IP)Interview [lev][bon]
(IP)Leadership [lev][bon]
(IP)Seduction [lev][bon]
(IP)Social [lev][bon]
(IP)Persuasion/Fast Talk [lev][bon]
(IP)Perform/Act [lev][bon]
(IP)..... [lev][bon]

REFLEXES:

(IP)Archery [lev][bon]
(IP)Athletics [lev][bon]
(IP)Brawling [lev][bon]
(IP)Dance [lev][bon]
(IP)Dodge & Escape [lev][bon]
(IP)Driving [lev][bon]
(IP)Energy weapons [lev][bon]
(IP)Handgun [lev][bon]
(IP)Heavy weapons [lev][bon]
(IP)Melee [lev][bon]
(IP)Motorcycle [lev][bon]
(IP)M. Art: [lev][bon]
(IP)M. Art: [lev][bon]
(IP)Pick Pocket [lev][bon]
(IP)Pilot: Exoskl & Suits [lev][bon]
(IP)Pilot: Fixed Wing(**2**) [lev][bon]
(IP)Pilot: Gyro(**2**) [lev][bon]
(IP)Pilot: Vec. Thrus(**2**) [lev][bon]
(IP)Pilot: Watercraft [lev][bon]
(IP)Rifle [lev][bon]
(IP)Stealth(**2**) [lev][bon]
(IP)Submachinegun [lev][bon]
(IP)..... [lev][bon]
(IP)..... [lev][bon]

TECH:

(IP)Aero Tech (**2**) [lev][bon]
(IP)AV Tech (**2**) [lev][bon]
(IP)Basic tech [lev][bon]
(IP)Communications [lev][bon]
(IP)Cyberdeck Design(**2**) [lev][bon]
(IP)Cybernetics(**2**) [lev][bon]
(IP)Demolitions(**2**) [lev][bon]
(IP)Disguise [lev][bon]
(IP)Electronics [lev][bon]
(IP)First Aid [lev][bon]
(IP)Forgery [lev][bon]
(IP)Gyro tech(**2**) [lev][bon]
(IP)Jury rig(**3**) [lev][bon]
(IP)Medical tech(**2**) [lev][bon]
(IP)Naval tech(**2**) [lev][bon]
(IP)Paint/Draw [lev][bon]
(IP)Photo/Film [lev][bon]
(IP)Pharmaceuticals(**2**) [lev][bon]
(IP)Pick Lock [lev][bon]
(IP)Play Instrument [lev][bon]
(IP)Robotics (**2**) [lev][bon]
(IP)Security(**2**) [lev][bon]
(IP)Weaponsmith(**2**) [lev][bon]
(IP)..... [lev][bon]
(IP)..... [lev][bon]

LUCK: /

Cyberpunk 2020 is a registered trademark from R. Talsorian Games

Character sheet v5.2, by evren@mail.pt and warman@mail.pt, Aug 1999