**Handle**

**Role**
- Solo
- Rocker
- Netrunner
- Media
- Nomad
- Fixer
- Cop
- Corp
- Techie
- Medtech

**Character Points**

**Stats**
- **INT** [ ]
- **REF** [ ]
- **TECH** [ ]
- **COOL** [ ]
- **ATTR** [ ]
- **LUCK** [ ]
- **MA** [ ]
- **BODY** [ ]
- **EMP** [ ]
- **Run** [ ]
- **Leap** [ ]
- **Lift** [ ]

**Location**

<table>
<thead>
<tr>
<th>Location</th>
<th>Head</th>
<th>Torso</th>
<th>R.Arm</th>
<th>L.Arm</th>
<th>R.Leg</th>
<th>L.Leg</th>
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<td>7-8</td>
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**Armor SP**

**Skills**

**Special Abilities**
- Authority
- Charismatic Leadership
- Combat Sense
- Credibility
- Family
- Interface
- Jury Rig
- Medical Tech
- Resources
- Streetwise

**Attr**
- Personal Grooming
- Wardrobe Style

**Body**
- Endurance
- Strength
- Swimming

**Cool/Will**
- Interrogation
- Intimidate
- Oratory
- Resist Torture/Drugs
- Streetwise

**Empathy**
- Human Perception
- Interview
- Leadership
- Seduction
- Social

**Perform**
- Persuasion
- Fast Talk

**Int**
- Accounting
- Anthropology
- Awareness/Notice
- Biology
- Botany
- Chemistry
- Composition
- Diagnose Illness
- Education & Gen.Know
- Expert
- Gamble
- Geology
- Hide/Evade

**Cybernetics**

<table>
<thead>
<tr>
<th>Type</th>
<th>HL</th>
<th>Cost</th>
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<tbody>
<tr>
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<td>First Aid</td>
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<td>Gyro Tech</td>
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<td>Paint or Draw</td>
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<td>Pick Lock</td>
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<td>Play Instrument</td>
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<tr>
<td>Weaponsmith</td>
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**Rep**

**Current IP**

**Humanity**

**Cyberpunk**

*Drawing of Character*

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## LIFEPATH

### Style
- Clothes
- Hair
- Affectations
- Ethnicity
- Language

### Family Background

### # Siblings
- Male
- Female

### Motivations
- Traits
- Valued Person
- Value Most
- Feel About People
- Valued Possession

### Life Events
One event for each year after age 16

<table>
<thead>
<tr>
<th>YEAR</th>
<th>Details</th>
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### WEAPONS

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<th>Conc.</th>
<th>Avail.</th>
<th>Dam.</th>
<th>#Shots</th>
<th>ROF</th>
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