# Vital Statistics

- **Role**
- **Character Points**
- **Rep**
- **Current IP**
- **Humanity**

## Stats

<table>
<thead>
<tr>
<th>INT</th>
<th>MA</th>
<th>REF</th>
<th>BODY</th>
<th>TECH</th>
<th>EMP</th>
<th>COOL</th>
<th>Run</th>
<th>ATTR</th>
<th>Leap</th>
<th>LUCK</th>
<th>Lift</th>
</tr>
</thead>
</table>

## Hit Location

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

## Save

- **BTM**

## Wounds

<table>
<thead>
<tr>
<th>Rating</th>
<th>Damage</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td></td>
<td>Stun=0</td>
</tr>
<tr>
<td>Medium</td>
<td></td>
<td>Stun=-1</td>
</tr>
<tr>
<td>Critical</td>
<td></td>
<td>Stun=-2</td>
</tr>
<tr>
<td>Mortal0</td>
<td></td>
<td>Stun=-3</td>
</tr>
<tr>
<td>Mortal1</td>
<td></td>
<td>Stun=-4</td>
</tr>
<tr>
<td>Mortal2</td>
<td></td>
<td>Stun=-5</td>
</tr>
<tr>
<td>Mortal3</td>
<td></td>
<td>Stun=-6</td>
</tr>
<tr>
<td>Mortal4</td>
<td></td>
<td>Stun=-7</td>
</tr>
<tr>
<td>Mortal5</td>
<td></td>
<td>Stun=-8</td>
</tr>
<tr>
<td>Mortal6</td>
<td></td>
<td>Stun=-9</td>
</tr>
</tbody>
</table>

# 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 Feast
- Swimming
- 

**COOL/WILL**
- Interrogation
- Intimate
- Oratory
- Resist Torture/Drugs
- Streetwise
- Other

**EMPATHY**
- Human Perception
- Interview
- Leadership
- Seduction
- Social
- Persuasion & Fast Talk
- Perform

**INT**
- Accounting
- Anthropology
- Awareness/Notice
- Biology
- Botany
- Chemistry
- Composition
- Diagnose Illness
- Education & Gen.Know
- Expert
- Gamble
- Geography
- Hide/Evade
- History
- Language
- Language
- Language
- Library Search
- Mathematics
- Physics
- Programming
- Shadow/Track
- Stock Market

- System Knowledge
- Teaching
- Wilderness Survival
- Zoology

**REF**
- Archery
- Athletics
- Brawling
- Dance
- Dodge & Escape
- Driving
- Fencing
- Handgun
- Heavy Weapons
- M. Art 1
- M. Art 2
- M. Art 3
- Melee
- Motorcycle
- Operate Hvy. Machinery
- Pilot (Gyro)
- Pilot (Fixed Wing)
- Pilot (Dingible)
- Pilot (Vector Thrust)
- Rifle
- Stealth
- Submachinegun

**TECH**
- Aero Tech
- AV Tech
- Basic Tech
- Cryotank Operation
- Cyberdeck Design
- CyberTech
- Demolitions
- Disguise
- Electronics
- Elect. Security
- First Aid
- Forgery
- Gyro Tech
- Paint or Draw
- Photo & Film
- Pharmaceuticals
- Pick Lock
- Pick Pocket
- Play Instrument
- Weaponsmith
-
### Special Ability

**Stats**

<table>
<thead>
<tr>
<th>INT</th>
<th>REF</th>
<th>TECH</th>
<th>COOL</th>
<th>ATTR</th>
<th>LUCK</th>
<th>Save</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Cybernetics

<table>
<thead>
<tr>
<th>Type</th>
<th>HL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Outfit

<table>
<thead>
<tr>
<th>Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>

---

### Special Ability

**Stats**

<table>
<thead>
<tr>
<th>INT</th>
<th>REF</th>
<th>TECH</th>
<th>COOL</th>
<th>ATTR</th>
<th>LUCK</th>
<th>Save</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Cybernetics

<table>
<thead>
<tr>
<th>Type</th>
<th>HL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Outfit

<table>
<thead>
<tr>
<th>Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>
## Bull

**Special Ability:** Combat Sense 6

### Stats

<table>
<thead>
<tr>
<th>Stat</th>
<th>INT</th>
<th>REF</th>
<th>TECH</th>
<th>COOL</th>
<th>ATTR</th>
<th>LUCK</th>
<th>Save</th>
<th>MA</th>
<th>BODY</th>
<th>EMP</th>
<th>Run</th>
<th>Leap</th>
<th>Lift</th>
<th>Dmg. Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>8</td>
<td>8</td>
<td>4</td>
<td>10</td>
<td>6</td>
<td>4</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>6/4</td>
<td>24m</td>
<td>6m</td>
<td>240kg</td>
<td></td>
</tr>
<tr>
<td>Hit Loc.</td>
<td>Head</td>
<td>Torso</td>
<td>R. Arm</td>
<td>L. Arm</td>
<td>R. Leg</td>
<td>L. Leg</td>
<td>Roll</td>
<td>SP</td>
<td>Rating</td>
<td>Stun</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>2-4</td>
<td>5</td>
<td>6</td>
<td>7-8</td>
<td>9-0</td>
<td>12</td>
<td>12</td>
<td>Light</td>
<td>0000</td>
<td>Stun = 0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Torso</td>
<td>Medium</td>
<td>0000</td>
<td>Medium</td>
<td>Critical</td>
<td>Critical</td>
<td>10</td>
<td>12</td>
<td>Medium</td>
<td>0000</td>
<td>Stun = 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>R. Arm</td>
<td>L. Arm</td>
<td>R. Leg</td>
<td>L. Leg</td>
<td></td>
<td></td>
<td>12</td>
<td>12</td>
<td>Critical</td>
<td>0000</td>
<td>Stun = 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>12</td>
<td>12</td>
<td>Mortal0</td>
<td>0000</td>
<td>Stun = 3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>12</td>
<td>12</td>
<td>Mortal1</td>
<td>0000</td>
<td>Stun = 4</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Cybernetics

- **Type:** By Knuckles
- **Skill:** Medium Armor.Jacket
- **Skill:** Stummeyer SMG.21
- **Skill:** Smartgoggles for SMG

### Outfit

- **Skill:** MG5.6
- **Skill:** Melee 2
- **Skill:** Awareness 3
- **Skill:** Athletics 4

## Vanessa Logan

**Special Ability:** Family 3

### Stats

<table>
<thead>
<tr>
<th>Stat</th>
<th>INT</th>
<th>REF</th>
<th>TECH</th>
<th>COOL</th>
<th>ATTR</th>
<th>LUCK</th>
<th>Save</th>
<th>MA</th>
<th>BODY</th>
<th>EMP</th>
<th>Run</th>
<th>Leap</th>
<th>Lift</th>
<th>Dmg. Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>5</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>7</td>
<td>7</td>
<td>4/1</td>
<td>12m</td>
<td>3m</td>
<td>210kg</td>
<td></td>
</tr>
<tr>
<td>Hit Loc.</td>
<td>Head</td>
<td>Torso</td>
<td>R. Arm</td>
<td>L. Arm</td>
<td>R. Leg</td>
<td>L. Leg</td>
<td>Roll</td>
<td>SP</td>
<td>Rating</td>
<td>Stun</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>12</td>
<td>Light</td>
<td>0000</td>
<td>Stun = 0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Torso</td>
<td>Medium</td>
<td>0000</td>
<td>Medium</td>
<td>Critical</td>
<td>Critical</td>
<td>10</td>
<td>12</td>
<td>Medium</td>
<td>0000</td>
<td>Stun = 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>R. Arm</td>
<td>L. Arm</td>
<td>R. Leg</td>
<td>L. Leg</td>
<td></td>
<td></td>
<td>12</td>
<td>12</td>
<td>Critical</td>
<td>0000</td>
<td>Stun = 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>Mortal0</td>
<td>12</td>
<td>12</td>
<td>Mortal0</td>
<td>0000</td>
<td>Stun = 3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>Mortal1</td>
<td>12</td>
<td>12</td>
<td>Mortal1</td>
<td>0000</td>
<td>Stun = 4</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Cybernetics

- **Type:** Cyberaudio w/Radio Splice
- **Skill:** Medium Armor.Jacket
- **Skill:** Stummeyer SMG.21
- **Skill:** Smartgoggles for SMG

### Outfit

- **Skill:** MG5.6
- **Skill:** Melee 2
- **Skill:** Awareness 3
- **Skill:** Athletics 4

---

VEN THE TOUGHEST STREET SOLO AIN'T WORTH SPIT IF YOU CAN'T FIND YOUR AUTOWEAPONS SKILL IN TIME TO GREASE THAT BOOSTER BEFORE HE NAILS YOU. GET BACK ON THE EDGE WITH THESE TOTALLY CHILL CHARACTER SHEETS. NOW YOU'VE GOT READY ACCESS TO ALL THE STUFF A PLAYER NEEDS TO SURVIVE IN THE GRRITTY WORLD OF 2020.

AND FOR THE CYBERPUNK GAMEMASTER, THERE ARE NON-PLAYER CHARACTER FORMS SO YOU CAN KEEP THOSE RUTHLESS CORPORATES, MANIC 'DORPHERS, AND SURLY SECURITY GUARDS RIGHT AT YOUR FINGERTIPS. DON'T LEAVE HOME WITHOUT 'EM, CHOMBATTA!

R. TALSORIAN
GAMES, INC.

CP 3321
ISBN# 0-937279-48-X
Copyright© 1993 R. Talsorian Games All Rights Reserved. Cyberpunk® is R.Talsorian's trademark name for its adventure game of the dark future. All incidents, situations, and persons portrayed within are fictional, and any similarity, without satiric intent, of characters living or dead is strictly coincidental.