

CYBERPUNK

R E D

Handle	
Aliases	Current IP
Role	Spent IP
Role Ability	Rank
Reputation Events	Reputation

INT	REF	DEX	TECH
COOL	WILL	BODY	MOVE
LUCK		EMP	
Out of		Out of	

Hit Points		Humanity	
Out of		Out of	
-2 to ALL ACTIONS when Seriously Wounded		Death Save	
Addictions		Critical Injuries	
Armor		SP	Pen
Head			
Body			
Shield			

Armor Penalty applies to REF, DEX, and MOVE

Awareness Skills	Level	Base
Concentration [WILL]		
Conceal/Reveal Object [INT]		
Lip Reading [INT]		
Perception [INT]		
Tracking [INT]		
Body Skills	Level	Base
Athletics [DEX]		
Contortionist [DEX]		
Dance [DEX]		
Endurance [WILL]		
Resist Torture/Drugs [WILL]		
Stealth [DEX]		
Control Skills	Level	Base
Drive Land Vehicle [REF]		
Pilot Air Vehicle (x2) [REF]		
Pilot Sea Vehicle [REF]		
Riding [REF]		
Education Skills	Level	Base
Accounting [INT]		
Animal Handling [INT]		
Bureaucracy [INT]		
Business [INT]		
Composition [INT]		
Criminology [INT]		
Cryptology [INT]		
Deduction [INT]		
Education [INT]		
Gamble [INT]		
Language [INT]		
→ Streetslang		
→ Native:		
→		
Library Search [INT]		
Local Expert [INT]		
→ Your Home:		
→		
→		
Science [INT]		
→		
→		
Tactics [INT]		
Wilderness Survival [INT]		
Fighting Skills	Level	Base
Brawling [DEX]		
Evasion [DEX]		

Fighting Skills	Level	Base	
Martial Arts (x2) [DEX]			
Melee Weapons [DEX]			
Performance Skills	Level	Base	
Acting [COOL]			
Play Instrument [TECH]			
→			
→			
Ranged Weapon Skills	Level	Base	
Archery [REF]			
Autofire (x2) [REF]			
Handgun [REF]			
Heavy Weapons (x2) [REF]			
Shoulder Arms [REF]			
Social Skills	Level	Base	
Bribery [COOL]			
Conversation [EMP]			
Human Perception [EMP]			
Interrogation [COOL]			
Persuasion [COOL]			
Personal Grooming [COOL]			
Streetwise [COOL]			
Trading [COOL]			
Wardrobe & Style [COOL]			
Technique Skills	Level	Base	
Air Vehicle Tech [TECH]			
Basic Tech [TECH]			
Cybertech [TECH]			
Demolitions (x2) [TECH]			
Electronics/Security (x2) [TECH]			
First Aid [TECH]			
Forgery [TECH]			
Land Vehicle Tech [TECH]			
Paint/Draw/Sculpt [TECH]			
Paramedic (x2) [TECH]			
Photography/Film [TECH]			
Pick Lock [TECH]			
Pick Pocket [TECH]			
Sea Vehicle Tech [TECH]			
Weaponstech [TECH]			
Other Skills	Stat	Level	Base
x2 □			
x2 □			
x2 □			
x2 □			
x2 □			

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LifePath		Cyberware	Notes	HL
Cultural Origins	Personality			
Clothing Style	Hair Style			
Family Background	Childhood Environment			
What Do You Value Most?	How Do You Feel About People?			
Most Valued Person	Most Valued Possession			
Family Crisis	Life Goals			
Friends	Tragic Love Affairs			
Enemies				
Who is it?	What can they throw at you?			
What caused it?	What's gonna happen?			
Who is it?	What can they throw at you?			
What caused it?	What's gonna happen?			
Who is it?	What can they throw at you?			
What caused it?	What's gonna happen?			
Role Specific LifePath		Ammunition		
		Cash	Debts	
		Housing & Rent		
		Lifestyle & Upkeep		

CYBERPUNK

R E D

Notes: People

Notes: Places

Notes: Things

Interface	Cyberdeck Model	# of Slots
NET Actions	Special Abilities	

[illegible][illegible]

List of NET Actions:

- **Jack In or Out** of a NET Architecture. Jacking Out resets the NET Architecture's defenses. Disconnecting (voluntarily or not) without Jacking Out leaves you vulnerable to all Black ICE you encountered during the run that are still Rezzed.
- **Activate or Deactivate** a Program. Each Program can only be activated once per Turn. *Booster* and *Defender* Programs activate and wait for their stated trigger to perform their function. *Attacker* Programs activate, perform their stated function, and deactivate as a single action.
- **Use Interface Ability (Roll Interface + 1d10):**
 - o Scanner: Use a Meat Action to find the Meatspace location of nearby access points.
 - o Back Door: Attempt to break through a Password of a NET Architecture (roll vs DV of Password).
 - o Cloak: Hide traces of your presence. Total becomes DV for anyone else to detect that you were there. Always do this before Jacking Out.
 - o Control: control devices attached to a NET Architecture (roll vs DV of Node). A Control Node can only be activated once per Turn.
 - o Eye-Dee: Identify a found piece of data (roll vs DV of Data).
 - o Pathfinder: Partially reveal the "map" of a NET Architecture. Total rolled reveals a number of levels up to the first obstacle whose DV is not beaten.
 - o Slide: Attempt to flee from Black ICE Programs (roll vs Perception of Program) to an adjacent level (up or down). You can only Slide once per Turn.
 - o Virus: Inject a payload into the NET Architecture (lowest level only) to perform up to 2 actions or changes (roll vs. DV as determined by Ref based on complexity). Roll at end of required # of NET actions.
 - o Zip: Attack enemy Program (vs. Defense + 1d10) or enemy Netrunner (roll vs. Interface + 1d10). If successful, deal 1d6 Damage.
- **Miscellaneous** (anything not covered by the above)

The following do not require Actions to do:

- **Move** between levels you have already accessed unless blocked by a Password or Black ICE
- **Save a Copy** of a File