

# CYBERPUNK

R E D

Name	
Character Class	
Background	
Race	
Age	
Sex	
Height	
Weight	
Hair	
Eyes	
Skin	
Tattoos	
Scars	
Other	

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		Critical Injuries	
Death Save			
Addictions			
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 □			

