

CYBERPUNK® CHARACTER CRIBSHEET

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FOLLOW THESE SIX EASY STEPS FOR ROLLING UP NEW CHARACTERS

1) STATS (2-10)

ROLL 13D10 OR 1D10 EACH STAT

INT REF TECH DEX
COOL WILL STR CON
MOVE BODY THENROLL 3D10 FOR
PERKS, TALENTS & SKILLS

2) DERIVED STATS

CALCULATE AS BELOW

LUCK (Luck)[INT+REF/2]
HUM (Humanity)[WILL x10]
REC (Recovery)[STR+CON/2]
END (Endurance)[CONx2]
RUN[MOVE x 2m]
SPR (Sprint)MOVE x 3m]
SWIM[MOVE x 1m]
LEAP[MOVE x 1m]
HITS[BODY x 2]
STUN.....[BODYx5]
STUN DEFENSE (SD)[CON]
RESISTANCE (RES)[WILLx3]

3) PERKS & TALENTS

Perks

Membership: [1 per level]
License: [1 per level]
Contact: [1 per level]
Favor: [0.5 per level]
Renown: [1 per level]
Wealth: [5 per level]
Authority: [1 per level]
Credibility: [1 per level]
Family: [1 per level]
Streetdeal: [1 per level]

Talents (3 CP per level)

Acute Senses [X]
Ambidexterity
Animal Empathy
Beautiful or Handsome [X]
Blind Reaction
Combat Sense [X]
Common Sense
Direction Sense
Double Jointed
Eidetic Memory
High Pain Threshold
Immunity
Intuition
Lightning Calculator
Light Sleeper
Longevity
Night Vision
Perfect Pitch
Rapid Healing
Schtick
Simulate Death
Speed Reader
Time Sense
Charismatic Leadership [X]

4) SKILLS

COST= 1 CP OR IP PER EACH LEVEL

FIGHTINGSKILLS

DEX

Brawling/Hand to Hand.[]
♦ Fencing.....[]
♦ Martial Art.....[]
♦ Melee.....[]

RANGED WEAPON SKILLS

REF

♦ Archery.....[]
♦ Gunner.....[]
♦ Handgun.....[]
♦ Heavy Weapons.....[]
♦ Rifle.....[]
♦ Submachinegun.....[]

AWARENESS SKILLS

INT

Awareness/Notice.....[]
Deduction.....[]
Hide/Evade.....[]
Lipreading.....[]
Shadow/Track.....[]
Surveillance.....[]

CONTROLSKILLS

REF

♦ Driving.....[]
♦ Motorcycle.....[]
♦ Hvy. Machinery.....[]
♦ Pilot (Gyro).....[]
♦ Pilot (Fixed Wing).....[]
♦ Pilot (Dirigible).....[]
♦ Pilot (Vect.Thrust).....[]
♦ Power Armor.....[]
♦ Subjock.....[]

WILL

Link (mecha).....[]

BODYSKILLS

CON

Endurance.....[]

STR

Strength Feat.....[]

DEX

♦ Athletics.....[]
♦ Dance.....[]
Dodge & Escape.....[]
♦ Swimming.....[]
Stealth.....[]

WILL

Resistance.....[]

INTERACTIONSILLS

COOL

Animal Handling.....[]
Bribery.....[]
Interrogation.....[]
Intimidate.....[]
Oratory.....[]
Streetwise.....[]
Human Perception.....[]
Interview.....[]
Leadership.....[]
Seduction.....[]

♦ Social Etiquette.....[]
Personal Grooming.....[]
Persuasion & Fast Talk []
Trading.....[]
Wardrobe & Style.....[]

TECHNIQUESKILLS

TECH

♦ Aero Tech.....[]
♦ AV Tech.....[]
♦ Basic Tech.....[]
♦ Cryotank Operation.....[]
♦ CyberTech.....[]
♦ Demolitions.....[]
♦ Disguise.....[]
♦ Electronics.....[]
♦ Elect. Security.....[]
♦ First Aid.....[]
♦ Forgery.....[]
♦ Gyro Tech.....[]
♦ Jury Rig.....[]
♦ Mecha Tech.....[]
♦ Medical Tech.....[]
♦ Paint or Draw.....[]
♦ Photo & Film.....[]
♦ Pharmaceuticals.....[]
♦ Pick Lock.....[]
♦ Pick Pocket.....[]
♦ Weaponsmith.....[]

PERFORMANCE SKILLS

INT

Interface.....[]
Perform.....[]
♦ Play Instrument.....[]
Ventriiloquist.....[]

EDUCATION SKILLS

INT

Accounting.....[]
Anthropology.....[]
Biology.....[]
Botany.....[]
♦ Chemistry.....[]
♦ Coding.....[]
Composition.....[]
♦ Diagnose Illness.....[]
♦ Education & Gen.Know.. []
Expert.....[]
♦ Gamble.....[]
♦ Geology.....[]
♦ History.....[]
♦ Language.....[]
Library Search.....[]
♦ Mathematics.....[]
♦ Market Trading.....[]
♦ Physics.....[]
Teaching.....[]
♦ Wilderness Survival.....[]
♦ Zoology.....[]

Skills with a ♦ symbol can be chipped up to level + 3 at a cost of \$300 per level.

5) OUTFIT

Pick any six items:

- AGENT (BASIC)
- AMMO (50 ROUNDS)
- ARMORED TRENCHCOAT (SP10)
- BIVVYBAG (FORNIGHTSONTHE STREET/ROAD)
- DATACHIPS (3 TOTA)
- DECKCHIP (EDGERUNNERONLY)
- FIBREMESH FASHIONWARE (SP8)
- FIGHTING KNIFE
- FULL RANGE COMMO
- HAND TASER
- KIBBLEPACKS (3 TOTAL, CHOOSETYPE)
- LIGHT ASSAULT RIFLE (CHOOSETYPE)
- LIGHT HANDGUN (CHOOSETYPE)
- LIGHT SUBMACHINEGUN (CHOOSE TYPE)
- LIGHTSTIX
- LINKCABLESOR WIRELESS LINK
- MEDTOOL
- MICROTOOL
- MONOBLADE (CHOOSETYPE)
- 100 STR OFNANODUST/POLYMER; 2 MINDCORES
- SMARTBOARD (FORNETRUNNING)
- TECHSCANNER

6) CYBERTECH

EDGERUNNER

NEURAL NET.....GRI=25
HANDTO HAND PACKAGE.....GRI=20
TECHE PACKAGE.....GRI=17
RANGED COMBAT PACKAGE.....GRI=25
SPY PACKAGE.....GRI=22
MEDIA PACKAGE.....GRI=18
TRACKER PACKAGE.....GRI=20
MUSCLE T BRACER.....GRI=25
COMBAT GAUNTLET.....GRI=17
HTH GAUNTLET 1.....GRI=17
HTH GAUNTLET 2.....GRI=18
MEDIA BRACER.....GRI=12
HVY WEAPON BRACER 1.....GRI=18
HVY WEAPON BRACER 2.....GRI=17
MISSILE BRACER.....GRI=22
TECH BRACER.....GRI=12
SMART BRACER.....GRI=13
ANTI CEE BRACER.....GRI=25
ASSASSIN BRACER.....GRI=11
NON-LETHAL BRACER.....GRI=9
BOUNTY BRACER.....GRI=13
SPY BRACER.....GRI=8
TRACKSTAR® BRACERS.....GRI=16
MR STUDD BRACER.....GRI=7
RNGA-DNG-DNG.....GRI=7

ROLLINGST ATE

ADAPTIVE HEALING.....GRI=40
URBAN WARRIOR.....GRI=27
ROAD WARRIOR.....GRI=21
SCOUT.....GRI=23
COMBAT MASTER.....GRI=32
BOUNTY HUNTER.....GRI=22
SHAMAN'S SKILLS.....GRI=20
SLENT WARRIOR.....GRI=22
ACS AGENT.....GRI=40
ACS PONCHO.....GRI=25
ACS TECHSCANNER.....GRI=40
ACS B&E TOOLS.....GRI=36
ACS REPARTOOLS.....GRI=25
ACS BOWIE KNIFE.....GRI=36
ACS SWORD.....GRI=40
ACS TOMAHAWK.....GRI=30
ACS X BOW.....GRI=35
ACS LONGBOW.....GRI=44
ACS DERRINGER.....GRI=55
ACS HANDGUN.....GRI=64
ACS RIFLE.....GRI=61
ACS LONGRIFLE.....GRI=44

RIPTIDE

ENZYME BONDING.....GRI=5
SOBRA.....GRI=77
HOPPER.....GRI=5
STREAMER.....GRI=105
PTERRY.....GRI=65
RAPTLE.....GRI=105
HELLKATT.....GRI=84
SEAWOLF.....GRI=113
GOLD BUG.....GRI=65
MANSTER.....GRI=94
HOUSEMINDER.....GRI=59
PLESODRAGON.....GRI=128
GROOVYKAT.....GRI=71
GARDNER.....GRI=58
MEDICINE MAKER.....GRI=99
EAT ME.....GRI=55
TASMAN DEMON.....GRI=92
OCTOKILLER.....GRI=71
ORCAN.....GRI=138

REEFER

T-NET.....GRI=40
WHALEBOY.....GRI=50
SHARK GOD.....GRI=68
SPEED RUNNER.....GRI=31
SUCCUBOUS.....GRI=31
MINOTAUR GRI=78
MANSTER.....GRI=46
ACROBAT (AGILITY FORM).....GRI=36
COSMETIC ALTERATION.....GRI=17
SEX CHANCE.....GRI=15
DESNAI
LINK TAP.....GRI=5
HOPPER.....GRI=44
CAMERABOT.....GRI=43
PETBOT.....GRI=75
LIGHT LETTER PA.....GRI=135
HEAVY LETTER PA.....GRI=183
DACTYL.....GRI=113
STRODES.....GRI=107
COELOS.....GRI=112
HOLOBOT.....GRI=47
TOOLBOT.....GRI=55
BODYGUARD.....GRI=153
SECRETARY.....GRI=52
SPYBOT.....GRI=64
ASSASSINBOT FLIER.....GRI=84
ASSASSINBOT CRAWLER.....GRI=92
ROVERBOT.....GRI=75
CEE-METAL
BIOPOD.....GRI=45
NEOALPHA.....GRI=30
NEOBETA.....GRI=39
NUKIDARE.....GRI=36
WISEMAN 2.....GRI=36
AQUARIUS.....GRI=59
NEOGEMINI.....GRI=40
OPERATIVE.....GRI=83
NEOGAMMA.....GRI=74
NEO-ENFORCER.....GRI=108
WINGMAN II.....GRI=70
CYCLONE.....GRI=40

CYBERPUNK® TEMPLATE CHARACTER

LIFEPATH:

MOTIVATIONS Traits: _____ Feel About People: _____
 You Value Most: _____ Valued Person: _____ Valued Possession: _____
 STYLE Clothes: _____ Hair: _____ Affections: _____
 Origins: _____ Languages: _____
 BACKGROUND: _____

CHARACTER:

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

SEX AGE

PERKS & TALENTS

TOTAL PERK/TALENT COST:

SKILLS	LEVEL	SOFT?	COST

OUTFIT & CYBER TECH	LOCATION	COST

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Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

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PERKS & TALENTS

TOTAL PERK/TALENT COST:

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OUTFIT & CYBER TECH	LOCATION	COST

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MECHA OWNED

Current GIRIwith DESNAI

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MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:		Giri:				Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

TRANSFORMS LOADED

Current GIRIwith REEF

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TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities: _____ _____
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELLS OWNED

Current GIRIwith CEE-METAL

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BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

NU CYBE WORN

Current GIRIwith EDGERUNNERS

SPLICE , LINK(S) OR AMP(S)	GIRI
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TOTAL PACKAGE COST	

SPLICE , LINK(S) OR AMP(S)	GIRI
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TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
TOTAL PACKAGE COST		

SPLICE , LINK(S) OR AMP(S)	GIRI
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TOTAL PACKAGE COST	

SPLICE , LINK(S) OR AMP(S)	GIRI
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TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
TOTAL PACKAGE COST		

SPLICE , LINK(S) OR AMP(S)	GIRI
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TOTAL PACKAGE COST	

SPLICE , LINK(S) OR AMP(S)	GIRI
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TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
TOTAL PACKAGE COST		

CYBERPUNK® META CHARACTER BODY RECORD SHEET

METACHARACTER NAME HERE

PAGE OF PAGES DATE

Game Notes:

LEADER					SOLDIER					SOLDIER					GRUNT					GRUNT				
DESCRIPTION: Leaders are any type of team leader or other commonly encountered front line commander.					DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...					DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...					DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.					DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.				
AWARENESS 10		COMBAT 12			AWARENESS 8		COMBAT 10			AWARENESS 8		COMBAT 10			AWARENESS 6		COMBAT 8			AWARENESS 6		COMBAT 8		
MOVE 9	SPR 27	SP 18			MOVE 9	SPR 27	SP 14			MOVE 9	SPR 27	SP 14			MOVE 9	SPR 27	SP 10			MOVE 9	SPR 27	SP 10		
STUN 30	HITS 12	REC 7			STUN 30	HITS 12	REC 6			STUN 30	HITS 12	REC 6			STUN 30	HITS 12	REC 3			STUN 30	HITS 12	REC 3		
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20
21	22	23	24	25	21	22	23	24	25	21	22	23	24	25	21	22	23	24	25	21	22	23	24	25
26	27	28	29	30	26	27	28	29	30	26	27	28	29	30	26	27	28	29	30	26	27	28	29	30
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41	42	43	44	45	41	42	43	44	45	41	42	43	44	45	41	42	43	44	45	41	42	43	44	45
46	47	48	49	50	46	47	48	49	50	46	47	48	49	50	46	47	48	49	50	46	47	48	49	50

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ASSET					ASSET					ASSET					VEHICLES					VEHICLES				
DESCRIPTION & LOCATION					DESCRIPTION & LOCATION					DESCRIPTION & LOCATION					TYPE					TYPE				
															TOPSPEED					TOPSPEED				
															MANEUVER					MANEUVER				
															ACC/DEC					ACC/DEC				
															ATTACK DAMAGE					ATTACK DAMAGE				
SP					SP					SP					SP					SP				
SDP					SDP					SDP					SDP					SDP				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20