

HANDLE _____
ROLE _____
PLAYER _____

CYBERPUNK

CHARACTER SHEET

DESCRIPTION

SEX	HEIGHT
AGE	WEIGHT
HAIR	
EYES	

HIT LOCATION TABLE

ROLL	LOCATION	DAM	MOD	SP1	SP2	SP3	Total
3-5	Head	2x	-4	___	___	___	___
6	Hand	1/2	-4	___	___	___	___
7/8	L/R Arm	1/2	-2	___	___	___	___
9	Shoulders	1x	-2	___	___	___	___
10-11	Chest	1x	-1	___	___	___	___
12	Stomach	1.5x	-3	___	___	___	___
13	Vitals	1.5x	-6	___	___	___	___
14	Thighs	1x	-2	___	___	___	___
15/16	L/R Leg	1/2	-4	___	___	___	___
17/18	L/R Foot	1/2	-4	___	___	___	___

WOUND TRACK & EFFECTS

LIGHT	0000	Stun -0	
MEDIUM	0000	Stun -1	REF -2
CRITICAL	0000	Stun -2	1/2 Stats
MORTAL 0	0000	Stun -3	1/3 Stats
MORTAL 1	0000	Stun -4	1/3 Stats
MORTAL 2	0000	Stun -5	1/3 Stats
MORTAL 3	0000	Stun -6	1/3 Stats
MORTAL 4	0000	Stun -7	1/3 Stats
MORTAL 5	0000	Stun -8	1/3 Stats
MORTAL 6	0000	Stun -9	1/3 Stats
+2 Death State/ 4 mins after death (max 10)			

STATISTICS

INT			CP		
REF			PUNCH	KICK	
TECH			DAMAGE MOD	HUMANITY /	
COOL	MAX	LIFT	CARRY	THROW	
ATTR	RUN	LEAP	JUMP	SWIM	
LUCK	BTM		SAVE		HEAL/DAY
MA	REP		EV		STABILITY
BODY	CURRENT IP		IP SPENT		
EMP					

SKILL

SKILL	LEVEL	TOTAL	SKILL	LEVEL	TOTAL