CYBERPUNK 2020

TM DISPLAY

BATTERY

PLAYER NAME:

CHARACTER NAME:

AGE: SEX:

CHARACTER POINTS:

ROLE:

REF: BODY: COOL:

INT: TECH: ATTR:

EMP: / LUCK: / MA:

RUN/R: RUN/T: LEAP:

CARRY: LIFT:

LOCATION	Head 1	Torso 2-4	R. Arm 5	L. Arm 6	R. Leg 7-8	L. Leg 9-0
ARMOR SP						

REP:

HUMANITY: (STARTING):

CURRENT IP:

Save	BTM

Light	Serious	Critical	Mortal 0	Mortal 1
±0	-1	-2	-3	-4

Mortal 2	Mortal 3	Mortal 4	Mortal 5	Mortal 6
-5	-6	-7	-8	-9

ABILITIES

SPECIAL ABILITIES

AUTHORITY ____
CHARISMATIC LEADERSHIP ____
COMBAT SENSE ____
CREDIBILITY ____
FAMILY ____
INTERFACE ____
JURY RIG ____
MEDICAL TECH ____
RESOURCES ____
STREET DEAL ____
____

REF

ARCHERY ____
ATHLETICS ____
BRAWLING ____
DANCE ____
DODGE & ESCAPE ____
DRIVING ____
FENCING ____
HANDGUN ____
HEAVY WEAPONS ____
MARTIAL ART (_____) ____
MARTIAL ART (_____) ____
MELEE ____
MOTORCYCLE ____
OPERATE HEAVY MACHINERY ____
PILOT (GYRO) ____
PILOT (FIXED WING) ____
PILOT (DIRIGIBLE) ____
PILOT (VECT. THRUST VEHICLE) ____
RIFLE ____
STEALTH ____
SUBMACHINEGUN ____
____

ATTR

PERSONAL GROOMING ____
WARDROBE & STYLE ____
____

INT

ACCOUNTING ____
ANTHROPOLOGY ____
AWARENESS/NOTICE ____
BIOLOGY ____
BOTANY ____
CHEMISTRY ____
COMPOSITION ____
DIAGNOSE ILLNESS ____
EDUCATION & GEN. KNOWLEDGE ____
EXPERT (_____) ____
EXPERT (_____) ____
EXPERT (_____) ____
GAMBLE ____
GEOLOGY ____
HIDE/EVADE ____
HISTORY ____
LANGUAGE (_____) ____
LANGUAGE (_____) ____
LANGUAGE (_____) ____
LIBRARY SEARCH ____
MATHEMATICS ____
PHYSICS ____
PROGRAMMING ____
SHADOW/TRACK ____
STOCK MARKET ____
SYSTEM KNOWLEDGE ____
TEACHING ____
WILDERNESS SURVIVAL ____
ZOOLOGY ____
____

EMPATHY

HUMAN PERCEPTION ____
INTERVIEW ____
LEADERSHIP ____
SEDUCTION ____
SOCIAL ____
PERSUASION & FAST TALK ____
PERFORM ____
____

TECH

AERO TECH ____
AV TECH ____
BASIC TECH ____
CRYOTANK OPERATION ____
CYBERDECK DESIGN ____
CYBERTECH ____
DEMOLITIONS ____
DISGUISE ____
ELECTRONICS ____
ELECTRONIC SECURITY ____
FIRST AID ____
FORGERY ____
GYRO TECH ____
PAINT OR DRAW ____
PHOTO & FILM ____
PHARMACEUTICALS ____
PICK LOCK ____
PICK POCKET ____
PLAY INSTRUMENT ____
WEAPONSMITH ____
____

BODY

ENDURANCE ____
STRENGTH FEAT ____
SWIMMING ____
____

COOL/WILL

INTERROGATION ____
INTIMIDATE ____
ORATORY ____
RESIST TORTURE/DRUGS ____
STREETWISE ____
____

LIFEPATH

STYLE: ETHNICITY:

SAVINGS: SALARY:

FAMILY:

FRIENDS:

ENEMIES:

SPECIAL EVENTS:

DRUGS / RADIATIONS:

PRINTER

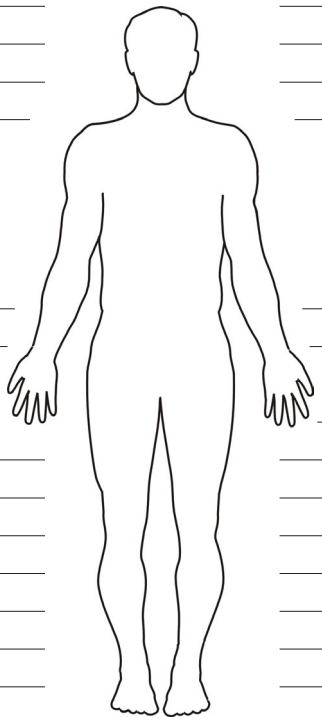
VOICE CONTROL

1	2	3	#
4	5	6	*
7	8	9	0

Gear

Type	Cost	Weight
Total:		

Cybernetics



Total Humanity Loss:

Combat

Weapons

Initiative:

Weapon Name	Type	Prec	Conc	Avail	Damage	Ammo	# Shots	ROF	Rel.	Range	Total Mod.

Melee

Damage Modifier:

Type	Ability	Strike	Damage	Kick	Damage	Parry	Dodge	Throw	Damage	Hold	Esc.	Choke	Damage	Trip	Grap.