

CYBERPUNK 2.0.2.0. CHARACTER SHEETS

Cyberpunk



24 Two-Sided Character Sheets
plus 16 pages of NPC Forms

R. TALSORIAN
GAMES, INC.

SAMPLE CHARACTER SHEET

Cyberpunk

Handle Player Louis "Handler" Wills

Vital Statistics

Role	Fiber
Character Points	61
Rep	3
Current IP	59 (70)
Humanity	

Stats

INT	8	MA	7
REF	6/	BODY	6
TECH	4	EMP	7/6
COOL	8	Run	21m
ATTR	8	Leap	5.25m
LUCK	7	Lift	240kg

Hit Location	Roll	Armor SP
--------------	------	----------

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

Save	6	BTM	-2
------	---	-----	----

Wounds

Rating	Damage	Effects
Light	0000	Stun=0
Medium	0000	Stun=-1
Critical	0000	Stun=-2
Mortal0	0000	Stun=-3
Mortal1	0000	Stun=-4
Mortal2	0000	Stun=-5
Mortal3	0000	Stun=-6
Mortal4	0000	Stun=-7
Mortal5	0000	Stun=-8
Mortal6	0000	Stun=-9

SKILLS

LIST ALL SKILLS AND RATES IN THE SPACE TO THE LEFT OF THE SKILL.

SPECIAL ABILITIES	2
o Authority	
o Charismatic Leadership	
o Combat Sense	
o Credibility	
o Family	
o Interface	
o Jury Rig	
o Medical Tech	
o Reresources	
o Streetdeal	
ATTR	2
o Personal Grooming	
o Wardrobe & Style	
BODY	6
o Endurance	
o Strength Feet	
o Swimming	
COOLWILL	8
o Interrogation	
o Intimidate	
o Dratroy	
o Resist Torture/Drugs	
o Streetwise	
o Other	
EMPATHY	7/6
o Human Perception	
o Interview	
o Leadership	
o Seduction	
o Social	
o Persuasion & Fast Talk	
o Perform	
INT	8
o Accounting	
o Anthropology	
o Awareness/Notice	
o Biology	
o Botany	
o Chemistry	
o Composition	
o Diagnose Illness	
o Education & Gen. Know	
o Expert	
o Gambling	
o Geology	
o Hider/Evade	
o History	
o Language	
o Library Search	
o Mathematics	
o Physics	
o Programming	
o Shadow/Track	
o Stock Market	

Cybernetics

Type	HL	Cost	Type	HL	Cost
Basic Neuralware Processor	3	1000ab			
Chippara socket	2	200ab			
Subdermal Pocket	6	200ab			
Accounting +2 MR AM chip		300ab			
Karata +2 AVR chip		700ab			
Cybertech +2 MR AM chip		600ab			

Outfit

Type of gear	Cost	Wt.	Type of gear	Cost	Wt.
Mini Cell Phone	800ab	25kg			
Urban Flash Clothing	300ab				
Digital Camera	150ab	25kg			
Heavy Leather Armor built into Urban Flash Jacket	100ab				
M. Art 3	2000ab				
M. Art 2					
M. Art 1					
Motorcycle					
Melee					
Operate Hyv. Machinery					
Pilot (Gyro)					
Pilot (Fixed Wing)					
Pilot (Dingible)					
Pilot (Vector Thrust)					
Rifle					
Stealth					
Submachinegun					
Tech					
Aero Tech					
AV Tech					
Basic Tech					
Cryptank Operation					
Cyberdeck Design					
CyberTech					
Demolitions					
Disguise					
Electronics					
Elect. Security					
First Aid					
Forgery					
Gyro Tech					
Paint or Draw					
Photo & Film					
Pharmaceuticals					
Pick Lock					
Pick Pocket					
Play Instrument					
Weaponsmith					

Cash

Assets	16,000ab
Carried	

Weapons

Weapon	Type	WA	Conc.	Avail.	Dmg.	#	Shots	ROF	Rel	Range
Expanding Knife	Melee	0	P	C	100ab	NA	NA	NA	NA	1m
Edgedblade X-9	Placed	0	J	F	100ab	10	2	51	51	50m

BACKGROUND

Look: Black American with Flashy normal clothes, mirrorshades and neat, short hair.
Wills Family (mother and one younger sister) resides in the Combat Zone. His father was killed in a gang war 12 years ago. Wills cares for his current lack, Claudia Holt, almost as much as his family and feels responsible for them all. In fact, his sense of honor and belief that people are basically valuable have given him a good rep in the neighborhood. He's no pretty, though, and knows that he has to be mean-sharp to cut the hard deals for cyberware and detatchips. So he keeps his favorite weapon, a large, commando-style knife, obvious at all times. What it lacks in range, it makes up for in shock effect.

Life Events

Year	Event
12	Joined up with "Johns" gang
16	Carabandry taught me gambling at 11
19	Had Steady girlfriend for awhile (NFC)
21	500 euro bonus on deal
21	Just Dabit
22	Buiness as usual
23	Broke w/ my partner, decided to take him down
24	Cracked up my biz, last 7 months
25	Took a new girl from my gang under my wing (NFC)
26	Buiness as usual
27	Ex-partner betrayed my gang to the cops
27	Ex-partner betrayed my gang to the cops

FRONT

BACK

CYBERPUNK[®]

Handle Player

Vital Statistics

Role	_____
Character Points	_____
Rep	_____
Current IP	_____
Humanity	_____

Stats

INT	—	MA	—
REF	/	BODY	—
TECH	—	EMP	/
COOL	—	Run	—
ATTR	—	Leap	—
LUCK	—	Lift	—

Hit Location	Roll	Armor SP
Head	1	_____
Torso	2-4	_____
R. Arm	5	_____
L. Arm	6	_____
R. Leg	7-8	_____
L. Leg	9-0	_____

Save BTM

Wounds

Rating	Damage	Effects
Light	○○○○○	Stun=0
Medium	○○○○○	Stun=-1
Critical	○○○○○	Stun=-2
Mortal 0	○○○○○	Stun=-3
Mortal 1	○○○○○	Stun=-4
Mortal 2	○○○○○	Stun=-5
Mortal 3	○○○○○	Stun=-6
Mortal 4	○○○○○	Stun=-7
Mortal 5	○○○○○	Stun=-8
Mortal 6	○○○○○	Stun=-9

SKILLS

LIST SKILL POINTS IN SPACE AT RIGHT. MARK CHIPPED SKILLS IN THE SPACE TO THE LEFT OF THE SKILL.

SPECIAL ABILITIES

- ☐ Authority
- ☐ Charismatic Leadership
- ☐ Combat Sense
- ☐ Credibility
- ☐ Family
- ☐ Interface
- ☐ Jury Rig
- ☐ Medical Tech
- ☐ Resources
- ☐ Streetdeal
- ☐

ATTR

☐ Personal Grooming _____

☐ Wardrobe & Style _____

☐ _____

BODY

☐ Endurance _____

☐ Strength Feat _____

☐ Swimming _____

☐ _____

COOLWILL

- ☐ Interrogation
- ☐ Intimidate
- ☐ Oratory
- ☐ Resist Torture/Drugs
- ☐ Streetwise
- ☐ Other

EMPATHY

- ☐ Human Perception
- ☐ Interview
- ☐ Leadership
- ☐ Seduction
- ☐ Social
- ☐ Persuasion & Fast Talk
- ☐ Perform

INT

- ☐ Accounting
- ☐ Anthropology
- ☐ Awareness/Notice
- ☐ Biology
- ☐ Botany
- ☐ Chemistry
- ☐ Composition
- ☐ Diagnose Illness
- ☐ Education & Gen. Know
- ☐ Expert _____
- ☐ Gamble
- ☐ Geology
- ☐ Hide/Evade
- ☐ History
- ☐ Language _____
- ☐ Language _____
- ☐ Language _____
- ☐ Library Search
- ☐ Mathematics
- ☐ Physics
- ☐ Programming
- ☐ Shadow/Track
- ☐ Stock Market

- ☐ System Knowledge _____
- ☐ Teaching _____
- ☐ Wilderness Survival _____
- ☐ Zoology _____
- ☐ _____

REF

- ☐ Archery
- ☐ Athletics
- ☐ Brawling
- ☐ Dance
- ☐ Dodge & Escape
- ☐ Driving
- ☐ Fencing
- ☐ Handgun
- ☐ Heavy Weapons
- ☐ M. Art 1 _____
- ☐ M. Art 2 _____
- ☐ M. Art 3 _____
- ☐ Melee
- ☐ Motorcycle
- ☐ Operate Hvy. Machinery
- ☐ Pilot (Gyro)
- ☐ Pilot (Fixed Wing)
- ☐ Pilot (Dirigible)
- ☐ Pilot (Vector Thrust)
- ☐ Rifle
- ☐ Stealth
- ☐ Submachinegun
- ☐

TECH

- ☐ Aero Tech
- ☐ AV Tech
- ☐ Basic Tech
- ☐ Cryotank Operation
- ☐ Cyberdeck Design
- ☐ CyberTech
- ☐ Demolitions
- ☐ Disguise
- ☐ Electronics
- ☐ Elect. Security
- ☐ First Aid
- ☐ Forgery
- ☐ Gyro Tech
- ☐ Paint or Draw
- ☐ Photo & Film
- ☐ Pharmaceuticals
- ☐ Pick Lock
- ☐ Pick Pocket
- ☐ Play Instrument
- ☐ Weaponsmith

Cybernetics

[illegible]

Outfit

[illegible]

Weapons

[illegible]

BACKGROUND

Life Events List one event for each year after the age of 16

Life Events List one event for each year after the age of 16

[illegible]

Handle _____

Role _____

Special Ability _____

Stats

INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1	_____	Light	0000	Stun=0
Torso	2-4	_____	Medium	0000	Stun=-1
R. Arm	5	_____	Critical	0000	Stun=-2
L. Arm	6	_____	Mortal0	0000	Stun=-3
R. Leg	7-8	_____	Mortal1	0000	Stun=-4
L. Leg	9-0	_____	Mortal2	0000	Stun=-5

Cybernetics

Type	HL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Outfit**Skills**

_____	○ _____
_____	○ _____
_____	○ _____
_____	○ _____

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Handle _____

Role _____

Special Ability _____

Stats

INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1	_____	Light	0000	Stun=0
Torso	2-4	_____	Medium	0000	Stun=-1
R. Arm	5	_____	Critical	0000	Stun=-2
L. Arm	6	_____	Mortal0	0000	Stun=-3
R. Leg	7-8	_____	Mortal1	0000	Stun=-4
L. Leg	9-0	_____	Mortal2	0000	Stun=-5

Cybernetics

Type	HL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Outfit**Skills**

_____	○ _____
_____	○ _____
_____	○ _____
_____	○ _____

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Handle _____

Role _____

Special Ability _____

Stats

INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1	_____	Light	0000	Stun=0
Torso	2-4	_____	Medium	0000	Stun=-1
R. Arm	5	_____	Critical	0000	Stun=-2
L. Arm	6	_____	Mortal0	0000	Stun=-3
R. Leg	7-8	_____	Mortal1	0000	Stun=-4
L. Leg	9-0	_____	Mortal2	0000	Stun=-5

Cybernetics

Type	HL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Outfit**Skills**

_____	○ _____
_____	○ _____
_____	○ _____
_____	○ _____

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Handle _____

Role _____

Special Ability _____

Stats

INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1	_____	Light	0000	Stun=0
Torso	2-4	_____	Medium	0000	Stun=-1
R. Arm	5	_____	Critical	0000	Stun=-2
L. Arm	6	_____	Mortal0	0000	Stun=-3
R. Leg	7-8	_____	Mortal1	0000	Stun=-4
L. Leg	9-0	_____	Mortal2	0000	Stun=-5

Cybernetics

Type	HL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Outfit**Skills**

_____	○ _____
_____	○ _____
_____	○ _____
_____	○ _____

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Handle Bull Role SOLO

Special Ability Combat Sense 6

Stats

INT	8	MA	8
REF	8	BODY	8
TECH	4	EMP	6/4
COOL	10	Run	24m
ATTR	6	Leap	6m
LUCK	4	Lift	240kg
Save	8	BTM	-3

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1		Light	0000	Stun=0
Torso	2-4	18	Medium	0000	Stun=-1
R. Arm	5	18	Critical	0000	Stun=-2
L. Arm	6	18	Mortal	0	0000 Stun=-3
R. Leg	7-8		Mortal	1	0000 Stun=-4
L. Leg	9-0		Mortal	2	0000 Stun=-5

Cybernetics

Type	HL
Big Knucks	6
Cyberaudio w/Phone Link	10
"w/Amp. Hearing	1
Cyberarm w/Ripper hand	7

Outfit

Medium Armor Jacket
Sternmeyer SMG 21
Smartgoggles for SMG

Skills

- o SMG 6
- o Melee 2
- o Awareness 3
- o Athletics 4

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Handle Vanessa Logan Role NOMAD

Special Ability Family 3

Stats

INT	6	MA	4
REF	6	BODY	7
TECH	6	EMP	4/1
COOL	5	Run	12m
ATTR	8	Leap	3m
LUCK	8	Lift	210kg
Save	7	BTM	-2

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1		Light	0000	Stun=0
Torso	2-4	18	Medium	0000	Stun=-1
R. Arm	5	18	Critical	0000	Stun=-2
L. Arm	6	18	Mortal	0	0000 Stun=-3
R. Leg	7-8		Mortal	1	0000 Stun=-4
L. Leg	9-0		Mortal	2	0000 Stun=-5

Cybernetics

Type	HL
Cyberaudio w/Radio Splice	12
Rippers	10
Vampires	14

Outfit

Medium Armor Jacket
Armalite 44
Machete
Apache Motorcycle

Skills

- o Handgun 2
- o Melee 7
- o Hide/Evade 3
- o Drive Motorcycle 4

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Handle Role

Special Ability

Stats

INT		MA	
REF		BODY	
TECH		EMP	
COOL		Run	
ATTR		Leap	
LUCK		Lift	
Save		BTM	

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1		Light	0000	Stun=0
Torso	2-4		Medium	0000	Stun=-1
R. Arm	5		Critical	0000	Stun=-2
L. Arm	6		Mortal	0	0000 Stun=-3
R. Leg	7-8		Mortal	1	0000 Stun=-4
L. Leg	9-0		Mortal	2	0000 Stun=-5

Cybernetics

Type	HL

Outfit

Skills

- o
- o
- o
- o

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Handle Role

Special Ability

Stats

INT		MA	
REF		BODY	
TECH		EMP	
COOL		Run	
ATTR		Leap	
LUCK		Lift	
Save		BTM	

Hit Loc.	Roll	SP	Rating	Dmg.	Effects
Head	1		Light	0000	Stun=0
Torso	2-4		Medium	0000	Stun=-1
R. Arm	5		Critical	0000	Stun=-2
L. Arm	6		Mortal	0	0000 Stun=-3
R. Leg	7-8		Mortal	1	0000 Stun=-4
L. Leg	9-0		Mortal	2	0000 Stun=-5

Cybernetics

Type	HL

Outfit

Skills

- o
- o
- o
- o

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CYBERPUNK 2.0.2.0. CHARACTER SHEETS

EVEN THE TOUGHEST STREET SOLO AIN'T WORTH SPIT IF YOU CAN'T FIND YOUR AUTOWEAPONS SKILL IN TIME TO GREASE THAT BOOSTER BEFORE HE NAILS YOU. GET BACK ON THE EDGE WITH THESE TOTALLY CHILL CHARACTER SHEETS. NOW YOU'VE GOT READY ACCESS TO ALL THE STUFF A PLAYER NEEDS TO SURVIVE IN THE GRITTY WORLD OF 2020.

AND FOR THE CYBERPUNK GAMEMASTER, THERE ARE NON-PLAYER CHARACTER FORMS SO YOU CAN KEEP THOSE RUTHLESS CORPORATES, MANIC 'DORPHERS, AND SURLY SECURITY GUARDS RIGHT AT YOUR FINGERTIPS.

DON'T LEAVE HOME WITHOUT 'EM, CHOMBATTA!

CYBERPUNK

**R.TALSORIAN
GAMES, INC.**

CP 3321

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