

# CYBERPUNK

Handle:

Role:  Weapons

INT  ATTR   
 REF   LUCK   
 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

	Head	Torso	RA	LA	RL	LL
Armor	0	0	0	0	0	0
Wounds						

**Skills**

Skill	Rank
Jury Rig	6
Aero Tech	8
AV Tech	8
Basic Tech	8
Brawling	3
CyberTech	8
Electronics	8
Handgun	4
Melee	2
Pharmaceuticals	8
Programming	8
Weaponsmith	8

**Cyberware**

Item
Interface Plugs

**Gear**

Item
Tools and Related Equipment

Handle:

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Notes:

Name	Type	WA	CON	Damage	Shots	ROF	REL
Setsuko-Arasaka PMS	SMG	+1	L	1D6+2	40	20	ST
Armalite 44	P	0	J	4D6+1	8	1	ST

	Head	Torso	RA	LA	RL	LL
Armor	15	18	18	18	10	10
Wounds						

**Skills**

Skill	Rank
Combat Sense	7
Athletics	6
Brawling	5
Driving	7
Handgun	7
Melee	5
Submachinegun	5

**Cyberware**

Item
Cyberoptic (IR, Targetting)
Decentralized Heart
Neuralware Processor
Kerensikov Iv. 1

**Gear**

Item
InfoHelm (SP 15)
Med Armor Jacket
Leg Pads (SP 10)

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**Weapons**

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Name	Type	WA	CON	Damage	Shots	ROF	REL
Sternmeyer P-35	P	0	J	3D6	8	2	VR

Notes:

	Head	Torso	RA	LA	RL	LL
Armor	14	14	14	14	0	0
Wounds						

**Skills**

Skill	Rank
Combat Sense	5
Athletics	5
Brawling	5
Driving	7
Handgun	5
Melee	5
Rifle	5

**Cyberware**

Item
Cyberoptic (IR, Targetting)
Skill Chip: Karate +3

**Gear**

Item
Lt. Armor Jacket
Lt. Helmet

Handle:

Role:

**Weapons**

INT  ATTR   
 REF   LUCK   
 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

	Head	Torso	RA	LA	RL	LL
Armor	0	0	0	0	0	0
Wounds						

**Skills**

Skill	Rank
Medical Tech	5
Athletics	4
Basic Tech	5
Education	6

**Cyberware**

Item
Interface Plugs

**Gear**

# CYBERPUNK

Handle:

Role:  Weapons

INT  ATTR   
 REF   LUCK   
 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

	Head	Torso	RA	LA	RL	LL
Armor	0	0	0	0	0	0
Wounds						

**Skills**

Skill	Rank
Resources	3
Education	4
Handgun	4
Stock Market	2

**Cyberware**

Item
Interface Plugs
Phonelink
Skinwatch

**Gear**

Item
TraumaTeam card
Pocket Computer

Handle:

Role:  Weapons

INT  ATTR   
 REF   LUCK   
 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

Name	Type	WA	CON	Damage	Shots	ROF	REL
Stemmeyer P-35	P	0	J	3D6	8	2	VR

	Head	Torso	RA	LA	RL	LL
Armor	0	18	18	18	0	0
Wounds						

**Skills**

Skill	Rank
Combat Sense	6
Brawling	5
Driving	7
Handgun	6
Interogation	5
Melee	4
Rifle	5

**Cyberware**

Item
Cyberoptic (IR, Targetting)
Skill Chip: Karate +3

**Gear**

Item
Med. Armor Jacket

# CYBERPUNK

Handle:

Role:

INT	4	ATTR	0
REF	6	LUCK	0
TECH	0	MA	5
COOL	5	BODY	5
EMP	0	BT	AV

Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Knife	MEL	0	P	1D6	NA	NA	NA

	Head	Torso	RA	LA	RL	LL
Armor	0	0	0	0	0	0
Wounds						

## Skills

Skill	Rank
Brawling	2

## Cyberware

## Gear

Handle:

Role:

INT	4	ATTR	3
REF	10	LUCK	3
TECH	2	MA	8
COOL	6	BODY	12
EMP	2	BT	SH

Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Federated Arms Light Assault 15	RIF	0	N	5D6+3	30	3/25	VR

	Head	Torso	RA	LA	RL	LL
Armor	12	23	23	23	12	12
Wounds						

## Skills

Skill	Rank
Combat Sense	9
Athletics	9
Handgun	10
Martial Art	9
Melee	8
Rifle	9
Submachinegun	8

## Cyberware

Item
Cyberoptic (IR, Targetting)
Skinweave (SP 12)

## Gear

Item
Med. Armor Jacket

# CYBERPUNK

Handle:

Role:

INT	<input type="text" value="10"/>	ATTR	<input type="text" value="2"/>
REF	<input type="text" value="8"/>	LUCK	<input type="text" value="4"/>
TECH	<input type="text" value="4"/>	MA	<input type="text" value="6"/>
COOL	<input type="text" value="10"/>	BODY	<input type="text" value="7"/>
EMP	<input type="text" value="4"/>	BT	<input type="text" value="ST"/>

Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Colt AMT Model 2000*	P	0	J	4D6+1	8	1	VR
H&K MP-2013	SMG	+1	J	2D6+3	35	32	ST

	Head	Torso	RA	LA	RL	LL
Armor	0	15	15	15	10	10
Wounds						

## Skills

Skill	Rank
Combat Sense	9
Awareness/Notice	5
Handgun	10
Human Perception	5
Martial Art	5
Rifle	8
Stealth	4
Submachinegun	8

## Cyberware

Item
Cyberoptics (Targetting, Thermal, Anti-dazzle)
R. Cyberarm (Uzi mini-auto)
Cyberlegs
Kerensikov Iv. 2

## Gear

Item
SP 10 Jacket
SP 10 Overcoat
TraumaTeam card

Handle:

Role:

INT	<input type="text" value="6"/>	ATTR	<input type="text" value="0"/>
REF	<input type="text" value="10"/>	LUCK	<input type="text" value="11"/>
TECH	<input type="text" value="0"/>	MA	<input type="text" value="6"/>
COOL	<input type="text" value="8"/>	BODY	<input type="text" value="10"/>
EMP	<input type="text" value="0"/>	BT	<input type="text" value="VS"/>

Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Knife	MEL	0	P	1D6	NA	NA	NA
Sternmeyer SMG-21	SMG	-1	L	3D6	30	3/15	VR
Militech Arms Avenger	P	0	J	2D6+1	10	2	VR

	Head	Torso	RA	LA	RL	LL
Armor	0	14	14	14	0	0
Wounds						

## Skills

Skill	Rank
Gang Rank	7
Athletics	4
Handgun	5
Martial Art	5
Melee	6
Motorcycle	4
Rifle	5
Submachinegun	5

## Cyberware

Item
Kerensikov Iv. 1
Grafted Muscle
R. Cyberarm (Wolvers)
Cyberoptic (IR, Targetting)

## Gear

Item
Lt. Armor Jacket

# CYBERPUNK

Handle:

Role:

INT  ATTR   
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 TECH  MA   
 COOL  BODY   
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Notes:

**Weapons**

Name	Type	WA	CON	Damage	Shots	ROF	REL
Dai Lung Streetmaster	P	0	J	2D6+3	12	2	UR

	Head	Torso	RA	LA	RL	LL
Armor	0	20	0	0	0	0
Wounds						

**Skills**

Skill	Rank
Gang Rank	4
Athletics	4
Brawling	6
Handgun	2
Melee	5

**Cyberware**

Item
Rippers
Vampires

**Gear**

Item
Kevlar Vest

Handle:

Role:

INT  ATTR   
 REF   LUCK   
 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

**Weapons**

Head	Torso	RA	LA	RL	LL
Armor	0	0	0	0	0
Wounds					

**Skills**

Skill	Rank
Streetdeal	5
Awareness/Notice	8
Brawling	1
Handgun	2
Human Perception	6
Rifle	1
Streetwise	5
Submachinegun	2

**Cyberware**

Item
Internal Clock

**Gear**

# CYBERPUNK

Handle:

Role:

INT  ATTR   
 REF   LUCK   
 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Federated Arms X-9mm	P	0	J	2D6+1	7	2	UR

	Head	Torso	RA	LA	RL	LL
Armor	15	15	15	15	15	15
Wounds						

## Skills

Skill	Rank
Authority	2
Awareness/Notice	2
Brawling	6
Handgun	4
Rifle	4
Stealth	2

## Cyberware

## Gear

Item
InfoHelm (SP 15)
Mesh Armor (SP 15)

Handle:

Role:

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Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Arasaka RA 12*	SHT	-1	N	4D6	20	2/10	ST
Militech RPG-A Grenade Launcher	HVY	-2	N	6D10	1	1	VR

	Head	Torso	RA	LA	RL	LL
Armor	0	18	25	25	4	4
Wounds						

## Skills

Skill	Rank
Gang Rank	10
Awareness/Notice	6
Handgun	6
Intimidate	6
Martial Art	10
Melee	6
Motorcycle	5
Rifle	5
Stealth	4
Streetwise	7
Submachinegun	6

## Cyberware

## Gear

Item
Kerensikov Iv. 2
Cybersnake
Muscle Graft
Cyberoptics (IR, Thermal, Targetting)
R. Cyberarm (20 SP, Wolver)
L. Cyberarm (20 SP, Mini-uzi popup)
Interface Plugs
Neural Interface

Item
Med. Armor Jacket
Heavy Leather Pants

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Handle:

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Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
Sternmeyer P-35	P	0	J	3D6	8	2	VR

	Head	Torso	RA	LA	RL	LL
Armor	15	25	15	15	15	15
Wounds						

## Skills

Skill	Rank
Authority	4
Athletics	5
Driving	8
Handgun	5
Melee	5
Rifle	5
Stealth	4

## Cyberware

Item
Cyberoptic (IR, Targetting)
Kerensikov Iv. 1
Cyberaudio

## Gear

Item
Infohelm (SP 15)
SkinTight
Flash/Mace/Frag mini-grenades
IR Flashlight
Flack Vest
Mesh Armor (SP 15)

Handle:

Role:

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 TECH  MA   
 COOL  BODY   
 EMP   BT

Notes:

## Weapons

Name	Type	WA	CON	Damage	Shots	ROF	REL
BudgetArms Laser-Niner	P	+1	J/L	2D6+1	15/35	3/20	ST

	Head	Torso	RA	LA	RL	LL
Armor	0	15	15	15	10	10
Wounds						

## Skills

Skill	Rank
Combat Sense	6
Athletics	6
Awareness/Notice	8
Handgun	6
Interogation	2
Martial Art	2
Rifle	6

## Cyberware

Item
Kerensikov Iv. 1
Chip Processor
Cyberoptics (Antidazzle, IR, Targetting)
L. Cyberarm (Tazer Grip, Myomer)
Cyberaudio (Radio Splice)

## Gear

Item
SP 10 Jumpsuit
SP 5 Jacket