| HANDLE | | | | | |
|---|---|---|---|---|---|
| ROLE | | SEX | | AGE | |

**PRIMARY STATS** INT [ ] REF [ / ] TECH [ ]
COOL [ ] ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [ / ] Run [ ] Leap [ ] Lift [ ]
**SECONDARY STATS** DED [ ] PSY [ ] Humanity [ ] Reputation [ ] Available IP [ ] Mana [ ] Rads [ ]

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

| SAVE | BTM |
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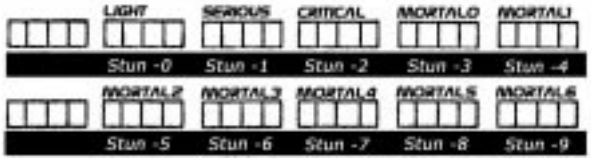


VISUAL READOUT

| SKILLS | STAT | LVL | IP |
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| CYBERWARE | EB | HC |
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| WEAPON | TYPE | WA | CON. | AVAIL | DAMAGE | SHOTS | ROF | REL. | RNG. | COST |
|---|---|---|---|---|---|---|---|---|---|---|
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| Martial Arts | IPx | Strike | Kick | Block | Dodge | Throw | Hold | Esc | Choke | Sweep | Grapple |
|---|---|---|---|---|---|---|---|---|---|---|---|
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| Skill | Lvl |
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| **Special Abilities** | |
| Administrator Resource | |
| Aircraft Sense | |
| Authority | |
| Barter | |
| Brotherhood | |
| Chameleon | |
| Charismatic Leadership | |
| Combat Sense | |
| Con | |
| Counsel | |
| Credibilit | |
| Family | |
| Gang Rank | |
| Interface | |
| Jury Rig | |
| Kith | |
| Marine Instinct | |
| Medical Tech | |
| PA Combat Sense | |
| Reason | |
| Recognition | |
| Reconnaissance | |
| Research | |
| Resources | |
| Salvage | |
| Scrounge | |
| Sneak | |
| Space Combat | |
| Spy Craft | |
| Streetdeal | |
| Street Tactics | |
| Thief | |
| Titillate | |
| Trace | |
| Urban Survival | |
| Vamp | |
| Vehicle Zen | |
| Warpath | |
| Workgang | |

| **Attractiveness** | |
|---|---|
| Personal Grooming | |
| Wardrobe & Style | |

| **Body** | |
|---|---|
| Controlled Hypervent. | |
| Endurance | |
| Strength Feat | |
| Swimming | |

| **Cool** | |
|---|---|
| Cadre tactics | |
| Interrogation | |
| Intimidate | |
| Meditation | |
| Oratory | |
| Resist Drug & Torture | |
| Rhetoric | |
| Streetwise | |

| **Empathy** | |
|---|---|
| Animal Handling | |
| Human Perception | |
| Interview | |
| Leadership | |
| Palmistry | |
| Perform | |
| Persuasion & Fast Talk | |
| Seduction | |
| Simper | |

| Skill | Lvl |
|---|---|
| **Empathy Continued** | |
| Social | |
| Trance | |

| **Intelligence** | |
|---|---|
| Accounting | |
| Anthropology | |
| Astral Navigation | |
| Astrogation | |
| Astrology | |
| Awareness/Notice | |
| Body Language | |
| Biogenetics | |
| Biology | |
| Botany | |
| Braindance Use | |
| Bureaucracy | |
| Business Sense | |
| Chemistry | |
| Composition | |
| Corporate Policy | |
| Culture | |
| Diagnose Illness | |
| ECM | |
| Education & Knowledge | |
| Eiditic Memory | |
| Gamble | |
| Geology | |
| Grapholog | |
| Herbalism | |
| Hide/Evade | |
| History | |
| Library Search | |
| Magic (Stage Magic) | |
| Mathematics | |
| NuScub | |
| Physics | |
| Pilot: Ship | |
| Programming | |
| Psychology | |
| Rune Lore | |
| Sailpower | |
| Seamanship | |
| Shadow/Tra | |
| Space Survival | |
| Stock Market | |
| Street Survival | |
| System Knowledg | |
| Tactics | |
| Teaching | |
| Theology | |
| Underwater Survival | |
| Urban Survival | |
| Vampire Lore | |
| Water Vehicles | |
| Wilderness Survival | |
| Zoology | |

| **Reflexes** | |
|---|---|
| Action Game | |
| Archer | |
| Athletics | |
| Brawling | |
| Combat Soccer | |
| Dance | |
| Dodge & Escap | |
| Driving | |
| EVA | |
| Fencing | |
| Handgun | |
| Heavy Weapons | |

| Skill | Lvl |
|---|---|
| **Reflexes Continued** | |
| Melee | |
| Motorcycle | |
| Oper. Hvy Machinery | |
| Pilot: Deep Dive Suit | |
| Pilot: Dirigible | |
| Pilot: EVPA | |
| Pilot: Gyro | |
| Pilot: Fixed Wing | |
| Pilot: Hardshell | |
| Pilot: OTV | |
| Pilot: Power Armor | |
| Pilot: Remote | |
| Pilot: Shuttl | |
| Pilot: Sub | |
| Pilot: Vectored Thrust | |
| Rifle | |
| Sleight of Hand | |
| Stealth | |
| Underwater Combat | |
| Underwater Hvy Wpns | |
| Underwater Weapons | |
| Water Vehicles | |
| Zero-G Combat | |
| Zero-G Maneuver | |

| **Technical** | |
|---|---|
| Aero Tech | |
| AV Tech | |
| Basic Tech | |
| Braindance Editing | |
| Calligraphy | |
| Cryotank Operation | |
| Cyberdeck Design | |
| Cybertech | |
| Demolitions | |
| Disguise | |
| Electronics | |
| Electronic Security | |
| Expert: Elect. Warfare | |
| First Aid | |
| Forgery | |
| Gyrotech | |
| Marine tech | |
| Municipal Comm. | |
| Origami | |
| Paint or Draw | |
| PA Tech | |
| Pharmaceuticals | |
| Photography & Film | |
| Pick Loc | |
| Pick Pocket | |
| Play Instrument | |
| Pressure Suit Tech | |
| Sonar Tech | |
| Spacecraft Tech | |
| Sub Tech | |
| Tattooing | |
| Video Manipulation | |
| Weaponsmith | |
| Wetware Design | |

| **Psyche** | |
|---|---|
| Psychic | |

| **Psy/Emp** | |
|---|---|
| Aura Reading | |
| Tarot Lore | |
| Voodoo Divination | |
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| Skill | Lvl |
|---|---|
| **Languages (INT)** | |
| Albanian | |
| Armenian | |
| Australian Aboriginal | |
| Baltic | |
| Basqu | |
| Celtic | |
| Creole & Patois | |
| Dravidian | |
| Esperanto | |
| Finnic | |
| Germanic | |
| Greek | |
| Hamitic | |
| Indic | |
| Indo-Iranian | |
| Japanese | |
| Khoisan | |
| Korean | |
| Loglan/Logical Lang. | |
| Mayalo-Polynesian | |
| Mon-Khmer/Annamit | |
| Niger-Kordofanian/Afr. | |
| Nilotic | |
| Papuan | |
| PC-Speak | |
| Romantic | |
| Semetic | |
| Sign Languag | |
| Sino-Tibetan | |
| Slavic | |
| Streetslang | |
| Turkic | |
| Ugrian | |
| Algonquian | |
| Athabascan | |
| Caddoan | |
| Haida | |
| Inuit | |
| Iroqouian | |
| Macro-Chibchan | |
| Mayan | |
| Muskhogean | |
| Otomanguean | |
| Salishan | |
| Siouan | |
| South American Indian | |
| Tlingit | |
| Uto-Aztecan | |

| **Expert Skills & Area Know.** | |
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| Area Know: | |
| Area Know: | |
| Area Know: | |
| Expert: | |
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| Expert: | |

| Skill | IPx | STAT | Sk.Lv. | St.Lv. | D10+ | IP |
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| Skill | IPx | Stat | Sk.Lv. | St.Lv. | D10+ | IP |
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| MA | IPx | Strike | Kick | Block | Dodge | Throw | Hold | Esc | Choke | Sweep | Grapple |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Damage** | | 1D6/2+DM | 1D6+DM | | -2ATT | 1D6+DM, Stun-2 | | Escape Hold or Choke | 1D6/Turn | +2 next ATT | Auto Choke, Hold or Throw next action |
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| | HC Total | |
| | Humanity Cost Grand Total | |

| Cash & Expenses | |
|---|---|
| Available Cash | |
| Housing | |
| Food | |
| Phone | |
| Other Expenses | |
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| Assets & Property | | | | |
|---|---|---|---|---|
| Asset | Value | | Asset | Value |
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| Gear | WT | Cost |
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| Gear | WT | Cost |
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| Gear | WT | Cost |
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| WEAPON | TYPE | WA | CON. | AVAIL | DAMAGE | SHOTS | ROF | REL. | RNG. | COST |
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# Background

## Advantages & Disadvantages

# Life Events

**List one life event for each year from age 16**

| Year | Event |
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# The Cyberpunk 2020 Character Dossier

Welcome to the first expansive, organized Cyberpunk character sheet, b rought to you by the good folks at www.CyberpunkContraband.com. This record sheet set is designed for use in keeping track of your favorite, most cherished surviving characters from your cyberpunk campaigns.

The first page is the combat page. It carries your complete stats, plus space for all the necessary skills, cyberware, some martial arts and the weapons your character usually uses in a fight.. One important note is the extra 8 damage boxes which is for support of some of the variant material created by game fans, like the Aliens and Starship Troopers material. You'll also note some of the other 'extras', like support for Radiation exposure from the Near Orbit and Deep Space books and support for the new stats found in Night's Edge and other books published by Ianus Publications or Dream Pod 9. All in all, the page is designed to keep everything you need for combat focused on a single page.

The second page is your master skill page. Unlike other published pages, we provide two variants for this page. The first variant is the typical alphabetized listing, with room to check off the skill and list your current skill level. The list is very complete, with a complete list of the language skills and space for 3 area knowledge skills and about 15 expert skills.

The second variant is our custom skills page, which allows you to keep far better track of your skills. Space is provided for 100 skills, a special consideration for those using the DP9 magic or psychic skills, plus a section for more martial arts. Each skill line provides room for the skill name (skill), Improvement Point Multiplier (IPx), the associated statistic (STAT), the skill's current level (sk.lv.), the stat's current level (st.lv.), and the skill total before die roll (D10+). Finally there is space to track IP spent on the skill thus far toward the next skill level, especially useful when you have a Referee that like giving skill-specific critical success IP bonuses or forces you to distribute your earned IP each session. There is also a sma ll section for more martial arts should your character actually have knowledge of more than the three listed on the combat page.

Next is the cyberware and outfit page. This allows you to provide a lengthy list of installed cyberware, with space for 36 items, more than enough to suck up most if not all your empathy through Humanity Loss. Along with this is a small sectio to track your cash and monthly expenses, any assets and property you own (houses, cars, etc.) along with your character's typical outfit or costume and gear. There's also some more room for an extra dozen weapons.

Fourth is the life story page. This is where you list the character's background, lifepath data (supporting characters up to 38 years of age), life story, advantages and disa vantages from Ocelot's CharGen, Fusion, or Neo-City, etc.

The eventual goal is to create a complete dossier that can handle with relative ease any version of Interlock or Fuzion. As the dossier evolves, you'll always be able to obtain a copy from www.cybe rpunkcontraband.com. Just beware, eventually it may become the Fuzed Interlock Character Dossier rather than remaining with the Cyberpunk 2020 Character Dossie name..

In all, this character dossier will suit the need of almost any player. If you find thi s document useful, please consider making a donation to the author at http://www.cyberpunkcontraband.com/donations.asp