

# CYBERWARE

```

graph TD
    HANDLE[HANDLE] --- ROLE[ROLE]
    INT[INT] --- REF[REF]
    DEX[DEX] --- TECH[TECH]
    COOL[COOL]
    WILL[WILL] --- LUCK[LUCK]
    MOVE[MOVE] --- BODY[BODY]
    EMP[EMP]
    LUCK -- OUT OF --> LUCK_OUT[OUT OF]
    WILL --> HITS[HITS]
    LUCK --> HITS
    MOVE --> HITS
    BODY --> HITS
    EMP --> SERIOUSLY_WOUNDED[SERIOUSLY WOUNDED]
    HITS --> DEATH_SAVE[DEATH SAVE]
    SERIOUSLY_WOUNDED --> HUMANITY[HUMANITY]
    HUMANITY --> HUMANITY_OUT[OUT OF]
    EMP -- OUT OF --> EMP_OUT[OUT OF]
  
```

**HANDLE** **ROLE**

**INT** **REF** **DEX** **TECH** **COOL**

**WILL** **LUCK** **MOVE** **BODY** **EMP**

**HITS** **SERIOUSLY WOUNDED** **DEATH SAVE** **HUMANITY**

**OUT OF** **OUT OF** **OUT OF**

## SKILLS

## ROLE ABILITY

[illegible][illegible]

## WEAPONS & ARMOR

| Armor | SP | Penalty |
|-------|----|---------|
|       |    |         |
|       |    |         |

**PENALTY APPLIES TO DEX, REF & MOVE**

| Weapon | DMG | Ammo | ROF | Notes |
|--------|-----|------|-----|-------|
|        |     |      |     |       |
|        |     |      |     |       |
|        |     |      |     |       |
|        |     |      |     |       |

[illegible]**PLAYER:**

## CULTURAL ORIGINS

## PERSONALITY

## HAIR STYLE

## WHAT DO YOU VALUE MOST?

## MOST VALUED PERSON

## FAMILY BACKGROUND

## FAMILY CRISIS

## FRIENDS

## ENEMIES

## Who?

### What Caused It?

## What Can They Throw at You?

## What's Gonna Happen?

## ADDITIONAL NOTES

### ROLE SPECIFIC LIFE PATH

## STYLE & SUBSTANCE

## FASHION

## Housing

► **RENT**

## ► LIFESTYLE

## IMPROVEMENT POINTS

## ► REPUTATION

## GEAR

► **CASH**

[illegible]**PLAYER:**