

CYBERPUNK ROLEP	LAYING GAME		WEAPONS					
NAME	<b> </b>							
PLAYER			NAME			SPEED	ATTACK	DAMAGE
CLASS	AGL AGL							
REPUTATION LE	VEL		NAME			SPEED	ATTACK	DAMAGE
SOLS	STR		NAME			SPEED	ATTACK	DAMAGE
BACKGROUND			INAME			SPEED	ATTACK	DAMAGE
CHIP: REAL -OR- FAKE -	-or— NONE		NAME			SPEED	ATTACK	DAMAGE
HEIGHT WEIGH	AT							
HAIR A	ر AGE		NAME			SPEED	ATTACK	DAMAGE
INITIATIVE PERCEPTION	SPEED <b>Y</b>							
	O		CYBERNETICS					
HEALTH								
[1] HEAD		DEAD	NAME			CLASS	BONUS	STAT
WOUND (-1)	CONCUSSED UNCON	iscious	NAME			CLASS	BONUS	STAT
HIT POINTS	ARMOR <		IVAI'E					
			NAME			CLASS	BONUS	STAT
[2-4] BODY WOUND (-1)	DAMAGED	DEAD						
HIT POINTS	ARMOR		NAME			CLASS	BONUS	STAT
WOUND (-1) HIT POINTS  [7-8] R.ARM  WOUND (-1)  HIT POINTS	DAMAGED (-3) ARMOR  DAMAGED (-3) ARMOR	DESTROYED	ACROBATICS DRIVING PILOTING SLEIGHT OF HAND STEALTH  STRENGTH ATHLETICS	INSIGHT	INTIMID. PERFORI PERSUA POLITIC	ATION MANCE SION SS VORLD	ECON ELECT ENGIN INVEST NETW PERCE	INICATION OMICS FRONICS IEERING FIGATION FIGATION FORKS FORTION WARE FORTION WARE
[9-10] L.LEG WOUND (-1)	DAMAGED	DESTROYED	EQUIPMENT					
HIT POINTS	ARMOR							
[11-12] R.LEG WOUND (-1)	DAMAGED (-3)	DESTROYED						
HIT POINTS	ARMOR							
COMBAT PROFICI	ENCIES							





PLAYER NAME			VEHICLE HE	EALTH				
VEHICLE TYPE _				L. DAMAGE		H. DAMAGE		
			1 COCKPIT	-1		-3		DEAD
SIZE					ARMOR		HIT POINT	гѕ
SEATING					L			
<u></u>			2-4 BODY	L. DAMAGE		H. DAMAGE		DESTROYED
VEHICLE NAME _				_				
					ARMOR		HIT POINT	rs
MODEL				L. DAMAGE		H. DAMAGE		DESTROYED
WEIGHT			5-6 L. SIDE	-1		-3		-5
					ARMOR		HIT POINT	rs
CARGO CAPACIT	Υ							
			p cipe	L. DAMAGE		H. DAMAGE		DESTROYED
			7-8 R. SIDE	-1		-3		-5
					ARMOR		HIT POINT	гѕ
SPEED	INITIATIVE	STRENGTH		L. DAMAGE		H. DAMAGE		DESTROYED
			9-10 FRONT	-1		-3		-5
					40,400		LIIT DOIN	
EMP	MANEUVER	SENSORS			ARMOR		HIT POINT	15
				L. DAMAGE		H. DAMAGE		DESTROYED
CARGO			11-12 BACK	-1		-3		-5
					ARMOR		HIT POINT	гѕ
			WEAPONS		L			
			WEATONS					
			NAME			SPE	D ATTACK	DAMAGE
			NAME			SPE	D ATTACK	DAMAGE
			NAME			SPE	D ATTACK	DAMAGE
			NAME			SPĒĒ	D ATTACK	DAMAGE
NOTES			NA NAT			CDE	D ATTACK	DAMAGE
			NAME			SPE	ED  ATTACK	DAMAGE
			UPGRADES					
			J. J. A.					
			NAME			CLAS	S BONUS	STAT
			NAME			CLAS	SS BONUS	STAT
			NA NAT				20 00000	CTAT.
			NAME			CLAS	SS BONUS	STAT
			NAME			CLAS	S BONUS	STAT
						10-70	1- 3	1



Player Name		[1] HEAD	DEAD
		WOUND (-1)	CONCUSSED UNCONSCIOUS (-3)
CLASSIFICATION	MODEL	HIT POINTS	ARMOR
	mateuntuminatumi	[2-4] BODY	DEAD
SPEED		WOUND (-1)	DAMAGED (-3)
FLIGHTRUNNING		HIT POINTS	ARMOR
	Upon LENGTH LENGTH	[5-6] L.ARM WOUND (-1)	DAMAGED DESTROYED
WEIGHT		HIT POINTS	ARMOR
	HEIGHT	[7-8] R.ARM	DESTROYED
CARGO	inalinational in the second se	HIT POINTS	DAMAGED (-3)  ARMOR
		HII POINTS	ARMOR
WIDTH		[9-10] L.LEG WOUND (-1)	DAMAGED
		HIT POINTS	ARMOR
	DED CEDTION - EMD D ATING	[11-12] R.LEG WOUND (-1)	DAMAGED
STR AGL INITIATIVE	PERCEPTION EMP RATING	HIT POINTS	ARMOR
WEAPONS		NOTES	
NAME	SPEED ATTACK DAMAGE		
NAME	SPEED ATTACK DAMAGE		
NAME	SPEED ATTACK DAMAGE		
NAME	SPEED ATTACK DAMAGE		
NAME	SPEED ATTACK DAMAGE		
CARGO / EQUIPMENT			
CARCO / EQUI MERT			

**HEALTH**