

# CHARACTERISTICS

## BASIC SKILLS

FATIGUE

STRENGTH



TOUGHNESS



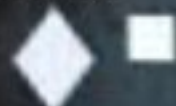
AGILITY



INTELLIGENCE



WILLPOWER



FELLOWSHIP



FORTUNE

SKILL

CHAR

TRAINED

ATHLETICS

ST

■■■

BALLISTIC SKILL

AG

■■■

COORDINATION

AG

■■■

INTIMIDATE

ST

■■■

RESISTANCE

TO

■■■

RIDE

AG

■■■

SKILLFULNESS

AG

■■■

STEADY

AG

■■■

WOUND SKILL

ST

■■■

CHARM

FE

■■■

DISCIPLINE

WP

■■■

FIRST AID

IN

■■■

FOCUSING

IN

■■■

GUILT

FE

■■■

INTUITION

IN

■■■

LEADERSHIP

FE

■■■

NATURE LORE

IN

■■■

OBSERVATION

IN

■■■

CHARACTER NAME

RACE

CURRENT CAREER

CURRENT RANK

WOUND  
THRESHOLD

## SPECIALISATIONS

## SPECIAL ABILITIES

## EQUIPMENT

WEAPON

DAMAGE

CRITICAL

RANGE

SPECIAL QUALITY

ARMOUR

DEFENCE

SOAK

SPECIAL QUALITY

## ADVANCED SKILLS

SKILL

CHAR

TRAINED

SKILL

CHAR

TRAINED




## EQUIPMENT

[illegible]

## INSANITIES

A blank, lined page from a notebook. The page is cream-colored with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. The page is slightly aged, with some minor discoloration and a small dark spot near the bottom center. The left edge of the page shows the binding of the notebook.

## CRITICAL WOUNDS



## ADVERSARIES

\_\_\_\_\_

## MOSEY

Gold

Silvera

## Summary

## ENCUMBRANCE

Unengumbered limits:

**Embedded Limit:**

## STANLEY



CHAPTER 15. INEQUALITIES

CYBERPUNK 4.0.5.100

#### PARADOXES & CONCLUSIONS

For more information, visit [www.pearsoncmg.com](http://www.pearsoncmg.com)

## APPENDIX 1

### GENERAL CAREER ADVANCES

- [illegible]

## CAREER COMPLETION ADVANCES

- ☐ ☐ ☐ ☐ ☐ Career Transitions:  
☐ Dedication Bonus:

### NON-CAREER ADVANCES

- ☐ ☐ ☐ ☐ ☐ Advance Type:  
☐ ☐ ☐ ☐ ☐ Advance Type:

### CARD INVENTORY