

CYBER SPRAWL CLASSICS

// CHARACTER RECORD SHEET //

Name _____

Title _____

Occupation _____

Alignment _____

Speed _____

Level _____

XP _____



**Armor
Class**



Hit Points
Max: _____

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Strength

Modifier: _____

Agility

Modifier: _____

Stamina

Modifier: _____

Personality

Modifier: _____

Luck

Modifier: _____

Intelligence

Modifier: _____

**Ref
Save**

**Fort
Save**

**Will
Save**

Lucky Roll

Etiquette

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Character Portrait or Symbol

Weapons

Equipment

Creds & Valuables

Armor

Class Abilities

Mighty Deed of Arms: Roll 3 or higher on the Deed Die

Deed Die: d _____

Lucky Weapon:

Add Class Level to all Initiative Rolls

Cyberware

STREET SAMURAI

CYBER SPRAWL CLASSICS

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Etiquette

Academic

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Character Portrait or Symbol

Weapons

Creds & Valuables

Equipment

Medkit

Armor

Class Abilities

Healing Die: d _____

Uses Per Day: _____

Overclocking: Burn STR, STA or INT to add to healing

Recover 1 point burned per day of no Overclocking

Rolling a 3 or higher repairs severe maladies

Broken Limb: 1 Turn

Organ Damage/Disease: 2 Turns

Paralysis/Poison: 3 Turns

Blindness/Deafness: 4 Turns

Cyberware

CyberMedic: Enables Overclocking ability

MEDIC

CYBER SPRAWL CLASSICS

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Stamina

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Save**

Lucky Roll

Etiquette

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Character Portrait or Symbol

Weapons

Creds & Valuables

Equipment

Infiltrator's Tools

Armor

Class Abilities

Backstab:

Sneak Silently:

Climb:

Luck Die: d _____

Disable Trap:

Disguise Self:

Recover Luck each night

Find Trap:

equal to your Class Level

Hide in Shadows:

Pick Lock:

Safecracking:

Sleight of Hand:

Cyberware

INFILTRATOR

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Lucky Roll

Etiquette

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Character Portrait or Symbol

Weapons

Creds & Valuables

Equipment

Multitool

Armor

Class Abilities

Tinkering:

Drone Repair: d20 + INT modifier + Tinkering

Fumble Range:

Run n' Gun: d24 Ranged Attack in Vehicles

Drone Attacks add INT modifier + Class Level

Drone

AC:

Attack: d _____

Fort:

HP:

Damage:

Ref:

Speed:

Special:

Will:

Cyberware

NeuroTran: Enables Drone Control up to 180'

RIGGER

CYBER SPRAWL CLASSICS

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Etiquette

Melee Attack

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Missile Damage

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Creds & Valuables

Equipment

Armor

Class Abilities

Speech Die: d_____

Keen Eye: +4 bonus to finding hidden objects

Devilish Luck: Double the bonus of all burned Luck

Can expend Luck to aid allies

Recover Luck each night equal to your Class Level

Cyberware

THE FACE

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Etiquette

Melee Attack

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Equipment

Cyberdeck

Armor

Class Abilities

Decryption:

Detect/Shut Down Alarms:

Falsify Identification:

Unlock Electronic Doors:

Execute Program: d ____ + (INT Modifier & Bonuses)

Cyberdeck:

Programs:

MAC:

Cyberware

Data-Jack: Enables a neural connection to cyberdecks and other devices with a data-jack port

CONSOLE COWBOY

CYBER SPRAWL CLASSICS

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Melee Attack

Melee Damage

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Etiquettes

Character Portrait or Symbol

Weapons

Equipment

Creds & Valuables

Armor

Class Abilities

Cyberware

CYBER SPRAWL CLASSICS

// CYBERDECK PROGRAM CHIPS //

LOADED

Reprogram A.I. (Complexity Level: 1)