



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: _____	<input type="checkbox"/>	Melee Attack	<input type="checkbox"/>	Melee Damage	<input type="checkbox"/>
Agility Modifier: _____	<input type="checkbox"/>	Ref Save	<input type="checkbox"/>	Missile Attack	<input type="checkbox"/>
Stamina Modifier: _____	<input type="checkbox"/>	Fort Save	<input type="checkbox"/>	Character Portrait or Symbol 	
Personality Modifier: _____	<input type="checkbox"/>	Will Save	<input type="checkbox"/>		
Luck Modifier: _____	<input type="checkbox"/>	Lucky Roll	<input type="checkbox"/>		
Intelligence Modifier: _____	<input type="checkbox"/>	Etiquette	<input type="checkbox"/>		

Weapons
Creds & Valuables


Equipment
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


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Armor Class



Hit Points
Max: _____

Combat Basics

Initiative: _____
 Action dice: _____
 Attack: _____
 Crit die: _____
 Crit table: _____

Strength	<input type="text"/>	Melee Attack	<input type="text"/>	Melee Damage	<input type="text"/>
Modifier: _____					
Agility	<input type="text"/>	Ref Save	<input type="text"/>	Missile Attack	<input type="text"/>
Modifier: _____					
Stamina	<input type="text"/>	Fort Save	Character Portrait or Symbol		
Modifier: _____					
Personality	<input type="text"/>	Will Save			
Modifier: _____					
Luck	<input type="text"/>	Lucky Roll			
Modifier: _____					
Intelligence	<input type="text"/>	Etiquette			
Modifier: _____		Academic			

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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Armor Class



Hit Points
Max: _____

Combat Basics

Initiative: _____
 Action dice: _____
 Attack: _____
 Crit die: _____
 Crit table: _____

Strength	<input type="text"/>	Melee Attack	<input type="text"/>	Melee Damage	
Modifier: _____					
Agility	<input type="text"/>	Ref Save	<input type="text"/>	Missile Attack	<input type="text"/>
Modifier: _____					
Stamina	<input type="text"/>	Fort Save	Character Portrait or Symbol		
Modifier: _____					
Personality	<input type="text"/>	Will Save			
Modifier: _____					
Luck	<input type="text"/>	Lucky Roll			
Modifier: _____					
Intelligence	<input type="text"/>	Etiquette			
Modifier: _____					

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 equal to your Class Level

Find Trap: _____

Hide in Shadows: _____

Pick Lock: _____

Safecracking: _____

Sleight of Hand: _____

Cyberware

INFILTRATOR

CYBER SPRAWL CLASSICS

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Armor Class



Hit Points
Max: _____

Combat Basics

Initiative: _____
 Action dice: _____
 Attack: _____
 Crit die: _____
 Crit table: _____

Strength	<input type="text"/>		Melee Attack	<input type="text"/>	Melee Damage	<input type="text"/>
Modifier: _____						
Agility	<input type="text"/>	<input type="radio"/>	Missile Attack	<input type="text"/>	Missile Damage	<input type="text"/>
Modifier: _____		Ref Save				
Stamina	<input type="text"/>	<input type="radio"/>	Character Portrait or Symbol			
Modifier: _____		Fort Save				
Personality	<input type="text"/>	<input type="radio"/>				
Modifier: _____		Will Save				
Luck	<input type="text"/>		Lucky Roll	<input type="text"/>		
Modifier: _____						
Intelligence	<input type="text"/>		Etiquette	<input type="text"/>		
Modifier: _____						

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'


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Armor Class



Hit Points
Max: _____

Combat Basics

Initiative: _____
 Action dice: _____
 Attack: _____
 Crit die: _____
 Crit table: _____

Strength	<input type="text"/>	Melee Attack	<input type="text"/>	Melee Damage	<input type="text"/>
Modifier: _____					
Agility	<input type="text"/>	Ref Save	<input type="text"/>	Missile Attack	<input type="text"/>
Modifier: _____					
Stamina	<input type="text"/>	Fort Save	Character Portrait or Symbol		
Modifier: _____					
Personality	<input type="text"/>	Will Save			
Modifier: _____					
Luck	<input type="text"/>	Lucky Roll			
Modifier: _____					
Intelligence	<input type="text"/>	Etiquette			
Modifier: _____					

Weapons

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


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Armor Class



Hit Points
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Combat Basics

Initiative: _____
 Action dice: _____
 Attack: _____
 Crit die: _____
 Crit table: _____

Strength	<input type="text"/>		Melee Attack	<input type="text"/>	Melee Damage	<input type="text"/>
Modifier: _____						
Agility	<input type="text"/>	○ Ref Save	Missile Attack	<input type="text"/>	Missile Damage	<input type="text"/>
Modifier: _____						
Stamina	<input type="text"/>	○ Fort Save	Character Portrait or Symbol			
Modifier: _____						
Personality	<input type="text"/>	○ Will Save				
Modifier: _____						
Luck	<input type="text"/>	○ Lucky Roll				
Modifier: _____						
Intelligence	<input type="text"/>	○ Etiquette				
Modifier: _____						

Weapons

Creds & Valuables

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

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 Occupation _____ Class _____ Alignment _____ Speed _____
 Level _____ XP _____

 Armor Class	 Hit Points Max: _____
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Combat Basics	
Initiative:	_____
Action dice:	_____
Attack:	_____
Crit die:	_____
Crit table:	_____

Strength	
Modifier: _____	

Melee Attack	Melee Damage

Agility	
Modifier: _____	

Ref Save

Missile Attack	Missile Damage

Stamina	
Modifier: _____	

Fort Save

Character Portrait or Symbol

Personality	
Modifier: _____	

Will Save

Luck	
Modifier: _____	

Lucky Roll

Intelligence	
Modifier: _____	

Etiquettes

Weapons
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Equipment
Armor

Class Abilities
Cyberware

CYBER SPRAWL CLASSICS

// CYBERDECK PROGRAM CHIPS //

LOADED



Reprogram A.I. (Complexity Level: 1)

