



cyberpunk

AWARE	22	REP	5
TO HIT	15	SAVE	11
INIT	18	BTM	-5

TAG SKILLS		PICKUP SKILLS		CYBERWARE	
BODY - Endurance	15	ATTR - Personal Grooming	12	INT - Edu / Gen. Know.	11 NEURALWARE PROCESSOR
INT - Awareness / Notice	22	ATTR - Wardrobe and Style	8	INT - Hide / Evade	11 CYBERAUDIO (X2)
REF - Brawling	17	BODY - Strength Feat	14	INT - Shadow / Track	12 CYBEREYE (X2)
REF - Driving	18	COOL - Interrogate	13	INT - Teaching	10 CHIP SOCKET
REF - Heavy Weapons	20	COOL - Intimidate	13	INT - Wilderness Surv	10 UNIVERSAL LINK
REF - Op. Hvy Machinery	18	COOL - Resist Torture / Drugs	19	REF - Athletics	14 NANOGROOMERS
REF - Rifle / Shotgun	20	COOL - Streetwise	12	REF - Dodge / Escape	15 TOXIN BINDERS
SPECIAL - Combat Sense	6	EMP - Human Perception	11	REF - Handgun	20 KERENZIKOV BOOSTER
TECH - Basic Tech	15	EMP - Leadership	10	REF - Melee	15 AUDIO: SOUNDEDIT
TECH - Cybertech	14	EMP - Persuasion & Fast Talk	12	REF - Stealth	14 OPTICS: IMAGE ENHANCE
TECH - Weaponsmith	15	EMP - Social	10	TECH - First Aid	11 SKINWEAVE
					NANOSURGEONS

BIOMONITOR
MUSCLE AND BONE LACE
OPTICS: LOW LIGHT
OPTICS: ANTI DAZZLE
OPTICS: THERMOGRAPH
OPTICS: TARGETTING SCOPE
AUDIO: LEVEL DAMPERS