CYBERPUNK

The roleplaying game of the Dark Future

HANDLE: KUL-DE-SAX

Stat	Value	Stat	Value
INT	5	MA	9
TECH	6	BODY	8
REF	7	Run	27
COOL	7	Leap	7
LUCK	7	Throw	24
ATT	5	Lift	320
EMP	5	Carry	80

ROLE Nomad
Sub. Cabbie

SEX M
AGE 25
REP 5
CASH 370 eb

SKILLS

Skill	Lvl	IP
FAMILY	4	
Endurance	3	
Streetwise	4	
Persuasion & Fast Talk	3	
Awareness	4	
Expert: Night City streets	6	
Language: Creole French	7	
Wilderness Survival: Water	5	
Brawling	5	
Dodge & Escape	2	
Driving	8	
Handgun	4	
Heavy Weapons	3	
Melee	2	
Basic Tech	4	
First Aid	4	
Play Instrument: Saxaphone	5	

CYBERWARE

Type	HC	Cost
Neuralware Processor	3	
Vehicle Link	3	
Total Costs	6	

OUTFIT

Item	Cost
Toyo-Chev Alliance Sedan	
- Cyberlinked	
- Armored (SP 15)	
Saxaphone	
Media Player	
First Aid Kit	
Flavored Cigarettes (chocolate) - 1 pack	
Gibsonware Acid Wash Jeans	
Light Mesh Shirt	
Light Armor Jacket	
Ammunition	
*Rifle rounds - 70	
*Pistol rounds - 24	
*LAW rockets - 6	

FRIDAY NIGHT FIREFIGHT™

LIST WOUNDS HERE:
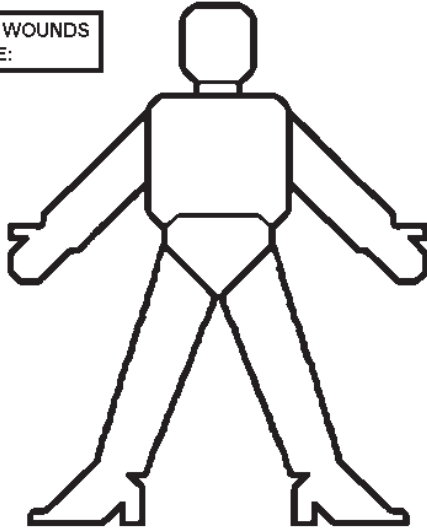
Armor SP ➡	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
		19	19	19	16	16

Armor Type(s) and Location

Gibsonware Jeans (SP 16)
Lightmesh Shirt (SP 5)
Light Armor Jacket (SP 14)

WEAPONS

Weapon	Type	WA	Ammo	ROF	Damage	RCL	Conc	Rel
Militech Ronin	RIF	1	35	30	5d6		N	VR
Dai Lung Streetmaster	P	0	12	2	2d6+3		J	UR
LAW XCL	HVY	-1	3	1	5d6(2m)		L	

REF	7	CL	7	BODY TYPE	STRONG
INT	5	MA	9	SAVE	8

COMBAT SKILLS

+4 Handgun	+4 Awareness	___ Athletics	3 Heavy Weapons
- Rifle	- Stealth	+2 Dodge	8 Driving
- SMG	+2 Melee	- Martial Arts	5 Brawling

LIFEPATH

16 _____
17 _____
18 _____
19 _____
20 _____
21 _____
22 _____
23 _____
24 _____
25 _____
26 _____
27 _____
28 _____

BACKGROUND

NOTES

Kul-De-Sax cannot use his Family skill in Night City. He must be on the Gulf Coast to contact them.