Edgerunner Sheet

for Cyberpunk RED

Free fillable PDF from Tavern Scribe
tavernscribe.com/character-sheets

HANDLE	PLAYER	ROLE	ROLE ABILITY	RANK

STATS

LUCK and EMP: write the current value under the max

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP

HEALTH & HUMANITY

HIT POINTS (MAX / CURRENT)		SERIOUSLY WOUNDED	DEATH SAVE	HUMANITY (MAX / CURRENT)		IMPROVEMENT POINTS

HP max = 10 + 5 x (BODY + WILL) / 2, rounded up. Seriously Wounded at half HP, rounded up. Death Save = BODY. Humanity = EMP x 10.

SKILLS

BASE = STAT + LEVEL; roll d10 + BASE against the DV

		LEVEL	STAT	BASE
AWARENESS				
Concentration	(WILL)			
Conceal/Reveal Object	(INT)			
Lip Reading	(INT)			
Perception	(INT)			
Tracking	(INT)			
BODY				
Athletics	(DEX)			
Contortionist	(DEX)			
Dance	(DEX)			
Endurance	(WILL)			
Resist Torture/Drugs	(WILL)			
Stealth	(DEX)			
CONTROL				
Drive Land Vehicle	(REF)			
Pilot Air Vehicle (x2)	(REF)			
Pilot Sea Vehicle	(REF)			
Riding	(REF)			
EDUCATION				
Accounting	(INT)			
Animal Handling	(INT)			
Bureaucracy	(INT)			
Business	(INT)			
Composition	(INT)			
Criminology	(INT)			
Cryptography	(INT)			
Deduction	(INT)			
Education	(INT)			
Gamble	(INT)			
Language (Streetslang)	(INT)			
Language _____	(INT)			
Library Search	(INT)			
Local Expert _____	(INT)			
Science _____	(INT)			
Tactics	(INT)			
Wilderness Survival	(INT)			
FIGHTING				
Brawling	(DEX)			
Evasion	(DEX)			
Martial Arts (x2) _____	(DEX)			
Melee Weapon	(DEX)			
PERFORMANCE				
Acting	(COOL)			
Play Instrument _____	(EMP)			
RANGED WEAPON				
Archery	(REF)			
Autofire (x2)	(REF)			
Handgun	(REF)			
Heavy Weapons (x2)	(REF)			
Shoulder Arms	(REF)			
SOCIAL				
Bribery	(COOL)			
Conversation	(EMP)			
Human Perception	(EMP)			
Interrogation	(COOL)			
Persuasion	(COOL)			
Personal Grooming	(COOL)			
Streetwise	(COOL)			
Trading	(COOL)			
Wardrobe & Style	(COOL)			
TECHNIQUE				
Air Vehicle Tech	(TECH)			
Basic Tech	(TECH)			
Cybertech	(TECH)			
Demolitions (x2)	(TECH)			
Electronics/Security Tech (x2)	(TECH)			
First Aid	(TECH)			
Forgery	(TECH)			
Land Vehicle Tech	(TECH)			
Paint/Draw/Sculpt	(TECH)			
Paramedic (x2)	(TECH)			
Photography/Film	(TECH)			
Pick Lock	(TECH)			
Pick Pocket	(TECH)			
Sea Vehicle Tech	(TECH)			
Weaponstech	(TECH)			
OTHER				

ARMOR

HEAD ARMOR (SP)	BODY ARMOR (SP)	SHIELD (HP)	ARMOR PENALTY

CRITICAL INJURIES & ADDICTIONS

Keep the crew in one place: Tavern Scribe is a free campaign tracker that writes your session recaps, at tavernscribe.com

Edgerunner Sheet *for Cyberpunk RED*

Free fillable PDF from Tavern Scribe
tavernscribe.com/character-sheets

Page 2: weapons, cyberware, gear & lifepath

HANDLE

WEAPONS

WEAPON	DMG	AMMO	ROF	NOTES

CYBERWARE

HL = Humanity loss

CYBERWARE	NOTES	HL

MONEY & HOME

EUROBUCKS

HOUSING & RENT

LIFESTYLE

LIFEPATH

CULTURAL ORIGIN & LANGUAGES

PERSONALITY & STYLE

WHAT YOU VALUE MOST

FAMILY & CHILDHOOD

LIFE GOAL

FRIENDS, ENEMIES & LOST LOVES

GEAR

NOTES

Cyberpunk RED compatible

Cyberpunk is a registered trademark of CD PROJEKT S.A. Cyberpunk RED is published by R. Talsorian Games, Inc. The names are used here only to describe compatibility; Tavern Scribe is not affiliated with, sponsored by, or endorsed by R. Talsorian Games or CD PROJEKT. You need the rules to play. Sheet layout and text (c) 2026 Tavern Scribe, free to copy and share.