



PRESENTS:

The Complete Cyberpunk 2020 Character Sheet Collection

Assembled By Deric Bernier

All of the official 2013 and 2020 sheets from all the various books, 2013, Near Orbit, Protect And Serve, etc....

Included in this PDF are:

The Official Character sheets (2013, Near Orbit, 2020, and 2020 Character Dossier)

Fast And Dirty Expendables (2020 and 2020 Character Dossier)

The Maximum Metal ACPA sheet

2013 Friday Night Firefight sheets (both black and white border versions)

Netrunning and Deck Sheets (Both 2020 and 2013 versions)

All 3 Protect and Serve Police Prop Sheets

For more great Cyberpunk 2020 material, please visit Datafortress 2020 at:

<http://datafortress2020.110mb.com>

Handle

Stats: Roll 6 D10 +30 or 9D10. Max is 10, min is 2 for each skill

<input type="checkbox"/>	INT	<input type="checkbox"/>	MA	SEX	<input type="checkbox"/>	ROLE	<input type="text"/>
<input type="checkbox"/>	TECH	<input type="checkbox"/>	BODY	<input type="text"/>		AGE	<input type="text"/>
<input type="checkbox"/>	REF	<input type="checkbox"/>	Run				
			Run=4 x MA				
<input type="checkbox"/>	COOL	<input type="checkbox"/>	Leap				
			Leap=Run/10				
<input type="checkbox"/>	LUCK	<input type="checkbox"/>	Throw				
			Throw=BODY x3				
<input type="checkbox"/>	ATT	<input type="checkbox"/>	Lift				
			LIFT=Carry x 4				
<input type="checkbox"/>	EMP	<input type="checkbox"/>	Carry				
			Carry=BODY x 5 kg				

CYBERWARE

For every 10 pts. HC, lose 1 pt. EMP

Enhancement or Chipware	HC	Cost

OUTFIT

Starting Characters begin with \$2000.00

[illegible]

CYBERWARE

For every 10 pts. HC, lose 1 pt. EMP

[illegible]

SKILLS

[illegible]

--	--

☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad

CHARACTER POINTS

INT [] REF [/] TECH [] COOL []
ATTR [] LUCK [] MA [] BODY []
EMP [/] Run [] Leap [] Lift []

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

BTM

LIGHT	SEVEROUS	CRITICAL	MORTAL0	MORTAL1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stun= 0	Stun= 1	Stun= 2	Stun= 3	Stun= 4
MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stun= 5	Stun= 6	Stun= 7	Stun= 8	Stun= 9

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [] box.

SPECIAL ABILITIES

Authority	[]	Language	[]
Charismatic Leadership	[]	Language	[]
Combat Sense	[]	Language	[]
Credibility	[]	Library Search	[]
Family	[]	Mathematics	[]
Interface	[]	Physics	[]
Jury Rig	[]	Programming	[]
Medical Tech	[]	Shadow/Track	[]
Resources	[]	Stock Market	[]
Streetdeal	[]	System Knowledge	[]
ATTR		Teaching	[]
Personal Grooming	[]	Wilderness Survival	[]
Wardrobe & Style	[]	Zoology	[]

BODY

Endurance	[]	Archery	[]
Strength Feat	[]	Athletics	[]
Swimming	[]	Brawling	[]
COOL/WILL			Dance	[]
Interrogation	[]	Dodge & Escape	[]
Intimidate	[]	Driving	[]
Oratory	[]	Fencing	[]
Resist Torture/Drugs	[]	Handgun	[]
Streetwise	[]	Heavy Weapons	[]
EMPATHY			Martial Art 1	[]
Human Perception	[]	Martial Art 2	[]
Interview	[]	Martial Art 3	[]
Leadership	[]	Melee	[]
Seduction	[]	Motorcycle	[]
Social	[]	Operate Hvy. Machinery	[]
Persuasion & Fast Talk	[]	Pilot (Gyro)	[]
Perform	[]	Pilot (Fixed Wing)	[]

INT

Accounting	[]	Pilot (Vect.Thrust Vehicle)	[]
Anthropology	[]	Rifle	[]
Awareness/Notice	[]	Stealth	[]
Biology	[]	Submachinegun	[]
Botany	[]	TECH	
Chemistry	[]	Aero Tech	[]
Composition	[]	AV Tech	[]
Diagnose Illness	[]	Basic Tech	[]
Education & Gen.Know	[]	Cryptank Operation	[]
Expert	[]	Cyberdeck Design	[]
Gamble	[]	CyberTech	[]
Geology	[]	Demolitions	[]
Hide/Evade	[]	Disguise	[]

Cyberpunk

DRAWING OF CHARACTER

Electronics.....[Other.....[
Elect. Security.....[Other.....[
First Aid.....[Other.....[
Forgery.....[Other.....[
Gyro Tech.....[Other.....[
Paint or Draw.....[Other.....[
Photo & Film.....[
Pharmaceuticals.....[REP [
Pick Lock.....[CURRENT IP [
Pick Pocket.....[HUMANITY [
Play Instrument.....[
Weaponsmith.....[

CYBERNETICS

[illegible]

LIFEPATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes

Hair

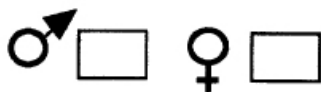
Affectations

Ethnicity

Language

Family Background

Siblings



Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Possession

Life Events

One event for each year after age 16

YEAR

GEAR

[illegible]

WEAPONS

[illegible]

Handle Player

SKILLS

[illegible][illegible]

BACKGROUND

Life Events

List one event for each year after the age of 16

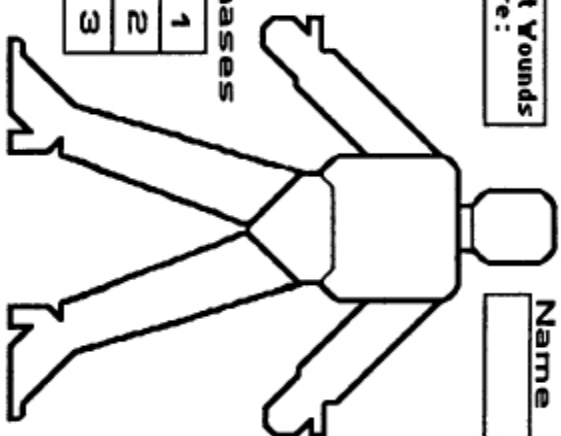
Year	Event
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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FRIDAY NIGHT FIREFIGHT™

List Younds
Here:

Name



Phases

1
2
3

Armor SP Head Torso R.Arm L.Arm R.Leg L.Leg

INT REF CEM CL MA x 4= BT

Vound State FV SV CV MV D

REF CEM

CL Run Leap

MA x 4=

BT

SKILLS

Pistol

Rifle

Awareness

Athletics

Marital Arts

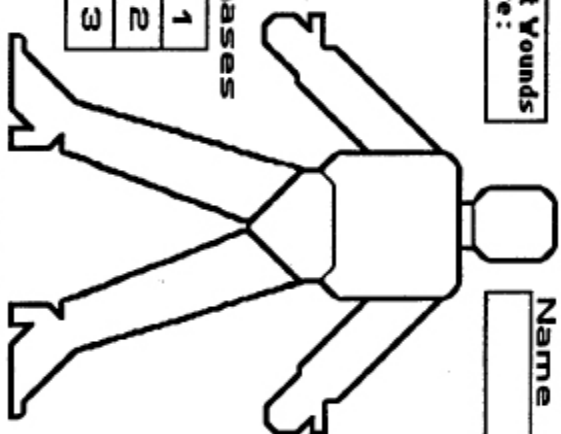
Melee Brawling Stealth

Weapon Type Acc. Ammo Clip Fired ROF

FRIDAY NIGHT FIREFIGHT™

List Younds
Here:

Name



Phases

1
2
3

Armor SP Head Torso R.Arm L.Arm R.Leg L.Leg

INT REF CEM CL MA x 4= BT

Vound State FV SV CV MV D

REF CEM

CL Run Leap

MA x 4=

BT

SKILLS

Pistol

Rifle

Awareness

Athletics

Marital Arts

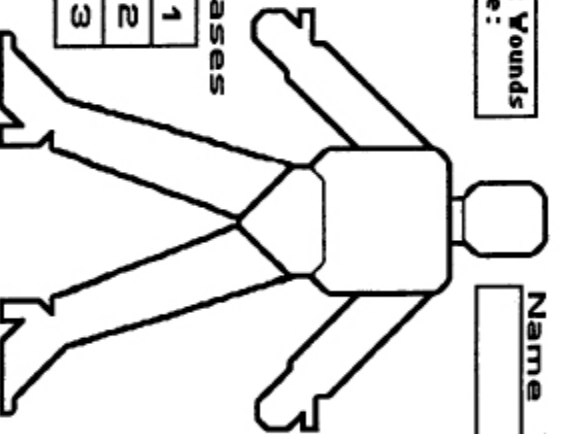
Melee Brawling Stealth

Weapon Type Acc. Ammo Clip Fired ROF

FRIDAY NIGHT FIREFIGHT™

List Younds
Here:

Name



Phases

1
2
3

Armor SP Head Torso R.Arm L.Arm R.Leg L.Leg

INT REF CEM CL MA x 4= BT

Vound State FV SV CV MV D

REF CEM

CL Run Leap

MA x 4=

BT

SKILLS

Pistol

Rifle

Awareness


Athletics

Marital Arts

Melee Brawling Stealth

Weapon Type Acc. Ammo Clip Fired ROF

FRIDAY NIGHT FIERCE

List Younds Here :		Name				
<div>Phases</div> <div>1</div> <div>2</div> <div>3</div>						
Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

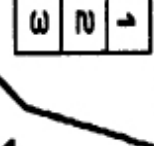
INT	Wound State	FV	SV	CV	MV	D	
REF		Skills Pistol Rifle Awareness Athletics Martial Arts					
CL			<input type="checkbox"/> CEM				
MA x 4=			Run	Leap			
BT							
Make		Bravling					
		Stealth					

[illegible]

FRIDAY NIGHT FIFTEEN™

List Younds
Here:

Name



Phases

1

2

3

Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

		Vound State		FW	SV	CV	MV	D
INT								
REF	<input type="checkbox"/>	CEN						
CL		Run	Leap					
MA x 4=	<input type="checkbox"/>	<input type="checkbox"/>						
BT								
				Skills				
				Pistol				
				Rifle				
				Awareness				
				Athletics				
				Marital Arts				
				Stealth				
				Melee				
				Bravling				

[illegible]


FRIDAY NIGHT FIFFEIGHT™

Name _____

List Younds Here: _____

Phases

1
2
3



Armor SP	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

		Vound State		FV	SV	CV	HV	D
INT								
REF	<input type="checkbox"/>	CEN						
CL		Run Leap						
MA x 4 =	<input type="checkbox"/>	<input type="checkbox"/>						
BT	<input type="checkbox"/>							
				Skills				
				Pistol				
				Rifle				
				Awareness				
				Athletics				
				Marital Arts				
				Stealth				
				Melee				
				Bravwing				

[illegible]

NAME						ROLE	
STATS							
INT []	REF [/]	TECH []	COOL []				
ATTR []	LUCK []	MA []	BODY []				
EMP [/]	Run []	Leap []	Lift []				
Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0	
Armor SP							
SAVE	BTM	LIGHT Stun=0	SERIOUS Stun=1	CRITICAL Stun=2	MORTAL0 Stun=3	MORTAL1 Stun=4	
		MORTAL2 Stun=5	MORTAL3 Stun=6	MORTAL4 Stun=7	MORTAL5 Stun=8	MORTAL6 Stun=9	

Cybernetics

Special Ability

Skills

Possessions

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NAME						ROLE	
STATS							
INT []	REF [/]	TECH []	COOL []				
ATTR []	LUCK []	MA []	BODY []				
EMP [/]	Run []	Leap []	Lift []				
Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0	
Armor SP							
SAVE	BTM	LIGHT Stun=0	SERIOUS Stun=1	CRITICAL Stun=2	MORTAL0 Stun=3	MORTAL1 Stun=4	
		MORTAL2 Stun=5	MORTAL3 Stun=6	MORTAL4 Stun=7	MORTAL5 Stun=8	MORTAL6 Stun=9	

Cybernetics

Special Ability

Skills

Possessions

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NAME						ROLE	
STATS							
INT []	REF [/]	TECH []	COOL []				
ATTR []	LUCK []	MA []	BODY []				
EMP [/]	Run []	Leap []	Lift []				
Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0	
Armor SP							
SAVE	BTM	LIGHT Stun=0	SERIOUS Stun=1	CRITICAL Stun=2	MORTAL0 Stun=3	MORTAL1 Stun=4	
		MORTAL2 Stun=5	MORTAL3 Stun=6	MORTAL4 Stun=7	MORTAL5 Stun=8	MORTAL6 Stun=9	

Cybernetics

Special Ability

Skills

Possessions

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NAME						ROLE	
STATS							
INT []	REF [/]	TECH []	COOL []				
ATTR []	LUCK []	MA []	BODY []				
EMP [/]	Run []	Leap []	Lift []				
Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0	
Armor SP							
SAVE	BTM	LIGHT Stun=0	SERIOUS Stun=1	CRITICAL Stun=2	MORTAL0 Stun=3	MORTAL1 Stun=4	
		MORTAL2 Stun=5	MORTAL3 Stun=6	MORTAL4 Stun=7	MORTAL5 Stun=8	MORTAL6 Stun=9	

Cybernetics

Special Ability

Skills

Possessions

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Handle		Role	
Special Ability _____			
Stats			
INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			Mortal3 0000 Stun=-6
Type	_____	HL	Mortal4 0000 Stun=-7
_____	_____	_____	Mortal5 0000 Stun=-8
_____	_____	_____	Mortal6 0000 Stun=-9
Outfit		Skills	
_____		○ _____	
_____		○ _____	
_____		○ _____	
_____		○ _____	

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Handle		Role	
Special Ability _____			
Stats			
INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			Mortal3 0000 Stun=-6
Type	_____	HL	Mortal4 0000 Stun=-7
_____	_____	_____	Mortal5 0000 Stun=-8
_____	_____	_____	Mortal6 0000 Stun=-9
Outfit		Skills	
_____		○ _____	
_____		○ _____	
_____		○ _____	
_____		○ _____	

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Handle		Role	
Special Ability _____			
Stats			
INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			Mortal3 0000 Stun=-6
Type	_____	HL	Mortal4 0000 Stun=-7
_____	_____	_____	Mortal5 0000 Stun=-8
_____	_____	_____	Mortal6 0000 Stun=-9
Outfit		Skills	
_____		○ _____	
_____		○ _____	
_____		○ _____	
_____		○ _____	

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Handle		Role	
Special Ability _____			
Stats			
INT	_____	MA	_____
REF	_____	BODY	_____
TECH	_____	EMP	_____
COOL	_____	Run	_____
ATTR	_____	Leap	_____
LUCK	_____	Lift	_____
Save	_____	BTM	_____
Hit Loc.	Roll	SP	Rating Dmg. Effects
Head	1	_____	Light 0000 Stun=0
Torso	2-4	_____	Medium 0000 Stun=-1
R. Arm	5	_____	Critical 0000 Stun=-2
L. Arm	6	_____	Mortal0 0000 Stun=-3
R. Leg	7-8	_____	Mortal1 0000 Stun=-4
L. Leg	9-0	_____	Mortal2 0000 Stun=-5
Cybernetics			Mortal3 0000 Stun=-6
Type	_____	HL	Mortal4 0000 Stun=-7
_____	_____	_____	Mortal5 0000 Stun=-8
_____	_____	_____	Mortal6 0000 Stun=-9
Outfit		Skills	
_____		○ _____	
_____		○ _____	
_____		○ _____	
_____		○ _____	

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POWERED ARMOR SPECIFICATIONS

SUIT NAME:

TOTAL WEIGHT:

CHASSIS TYPE:

PUNCH: KICK:

CRUSH: RUN:

LEAP: JUMP:

MANUFACTURER:

SIB/DFB:

CHASSIS WEIGHT:

CHASSIS CAP./CARRY:

TOTAL COST:

TROOPER SIZE:

TOUGHNESS MOD.:

S HEAD [1]		P R. ARM [2]		A L. ARM [3]		C R. LEG [4-5]		E L. LEG [6-7]		S TORSO [8-0]	
SP	SDP	SP	SDP	SP	SDP	SP	SDP	SP	SDP	SP	SDP
INTERNAL	SDP	INTERNAL	SDP	INTERNAL	SDP	INTERNAL	SDP	INTERNAL	SDP	INTERNAL	SDP
1]		1]		1]		1]		1]		1]	
2]		2]		2]		2]		2]		2]	
3]		3]		3]		3]		3]		3]	
EXTERNAL	SP/SDP	4]		4]		4]		4]		4]	
1]											
2]		EXTERNAL	SP/SDP	EXTERNAL	SP/SDP	EXTERNAL	SP/SDP	EXTERNAL	SP/SDP	5]	
		1]		1]		1]		1]			
		2]		2]		2]		2]		EXTERNAL	SP/SDP
										1]	
		3]		3]		3]		3]		2]	
										3]	
										4]	

NOTES:

EQUIPMENT CARRIED

ITEM	SP/SDP/WT	ITEM	SP/SDP/WT
1]	<input type="text"/>	8]	<input type="text"/>
2]	<input type="text"/>	9]	<input type="text"/>
3]	<input type="text"/>	10]	<input type="text"/>
4]	<input type="text"/>	11]	<input type="text"/>
5]	<input type="text"/>	12]	<input type="text"/>
6]	<input type="text"/>	13]	<input type="text"/>
7]	<input type="text"/>	14]	<input type="text"/>



CYBERPUNK

CYBERDECK SHEET

Model _____ **# of CPU** _____

☐ Cellular ☐ Portable ☐ Combat Deck ☐ Cyberlimb Deck
☐ Standard

Total Cost _____ **DATA WALL STR** _____

CODE GATE STR _____ **DECK SPEED** _____

MEMORY _____

OPTIONS?

☐ Trodes ☐ Keyboard ☐ Videoboard ☐ Printer
☐ Chipreader ☐ VoxBox ☐ Scanner ☐ Extra chips _____

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
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32			
33			
34			
35			

CYBERPUNK

CYBERDECK SHEET

Model _____ **# of CPU** _____

☐ Cellular ☐ Portable ☐ Combat Deck ☐ Cyberlimb Deck
☐ Standard

Total Cost _____ **DATA WALL STR** _____

CODE GATE STR _____ **DECK SPEED** _____

MEMORY _____

OPTIONS?

☐ Trodes ☐ Keyboard ☐ Videoboard ☐ Printer
☐ Chipreader ☐ VoxBox ☐ Scanner ☐ Extra chips _____

Your ICON _____

PROGRAMS

Type	MU	STR	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
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22			
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24			
25			
26			
27			
28			
29			
30			
31			
32			
33			
34			
35			

NETRUNNER™ INTERFACE MAP

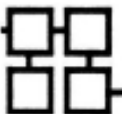
General Description of Your Interface 'Universe':



PROGRAMS



CENTRAL
PROCESSOR



DEFENSE
LEVELS



MEMORY
STORAGE



WORK
STATIONS



COMMUNI-
CATIONS LINK



FILE
(HOLDS DATA)



DATA



DOOR/ELEVATOR
CONTROL



CAMERA/
MICROPHONE



ALARM
SYSTEM

SYSTEM INFORMATION (BLANK PAGE 2)

Number	Information	MU
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
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43		
44		
45		
46		
47		
48		
49		
50		

SYSTEM INFORMATION • BLANK PAGE

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
9																				
10																				
11																				
12																				
13																				
14																				
15																				
16																				
17																				
18																				
19																				
20																				

SUBGRID MAP

SYSTEM NAME _____ **Number of CPU** _____ **Total Cost** _____
INT _____ **+ 10 Interface** _____ **DATA WALL STR** _____ **AI?** _____
AI PERSONALITY ? ☐ Friendly ☐ Hostile ☐ Stable ☐ Intellectual ☐ Machinelike ☐ Remote
AI REACTION? ☐ Neutral ☐ Kill ☐ Observe ☐ Report ☐ Talk
AI ICON? ☐ Human ☐ Geometric ☐ Mythological ☐ Voice ☐ Technic ☐ Humanoid

NIGHT CITY POLICE DEPARTMENT

FORM #321-APDV

Personnel Record

NAME (LAST, FIRST, MIDDLE)					(PHOTO)						
SEX M F		AGE	RACE	WEIGHT						HT	
ADDRESS _____ _____											
PHONE NUMBER											
BADGE NUMBER											
PRECINCT ID NUMBER					HISTORY (GAME NOTES) _____ _____ _____ _____ _____ _____ _____						
JOINED: Year			RETIRES IN: Year								
QUALIFICATIONS: _____ _____ _____ _____ _____											
PSYCHOLOGICAL (CHARACTER TRAITS) _____ _____ _____ _____ _____											
BLACK MARKS: _____ _____ _____ _____ _____											
CAPTAIN		SERGEANT			TYPED BY		DATE AND TIME		ROUTED BY		
FINGER PRINTS											
						RECEIVED BY					

NIGHT CITY POLICE DEPARTMENT REPORT FORM 15-12 A

1. CASE NUMBER

OFFICER ID NUMBER

2. CODE SECTION

3. CRIME

4. CLASSIFICATION

5. REPORT AREA

6. DATE AND TIME OCCURRED-DAY

7. DATE AND TIME REPORTED

8. LOCATION

9. VICTIM'S NAME-LAST, FIRST, MIDDLE

10. RESIDENCE ADDRESS

11. RES. PHONE

12. OCCUPATION

13. RACE-SEX

14. AGE

15. DOB

16. BUS. PHONE

CODES FOR BOXES 19 AND 28

V=VICTIM W=WITNESS P=PARENT
RP=REPORTING PARTY DC=DISCOVERED CRIME

17. CHECK IF
MORE NAMES ☐

18. NAME-LAST, FIRST, MIDDLE

19.

20. RESIDENCE ADDRESS

21. RES. PHONE

22. OCCUPATION

23. RACE-SEX

24. AGE

25. DOB

26. BUS. PHONE

27. NAME-LAST, FIRST, MIDDLE

28.

29. RESIDENCE ADDRESS

30. RES. PHONE

31. OCCUPATION

32. RACE-SEX

33. AGE

34. DOB

35. BUS. PHONE

MODUS OPERANDI

36. DESCRIBE CHARACTERISTICS OF PREMISES AND AREA WHERE OCCURED

37. DECSRIBE BRIEFLY HOW OFFENSE WAS COMMITTED

38. DESCRIBE WEAPON, INSTRUMENT, TRICK OR FORCE USED

39. MOTIVE-TYPE OF PROPERTY TAKEN OR OTHER REASON FOR OFFENSE

41. ESTIMATED LOSS VALUE

42. WHAT DID SUSPECT SAY

43. TRADEMARK OR OTHER DISTINCTIVE ACTION

44. VEHICLE USED

INVESTIGATING OFFICER

RECORDING OFFICER

TYPED BY

DATE AND TIME

ROUTED BY

FURTHER ACTION ☐ YES

☐ NO

RECEIVED BY

NIGHT CITY POLICE DEPARTMENT FORM C-652 (CORONER'S DIV.)

AUTOPSY**CASE NO.**

VICTIM'S NAME (LAST, FIRST, MIDDLE)

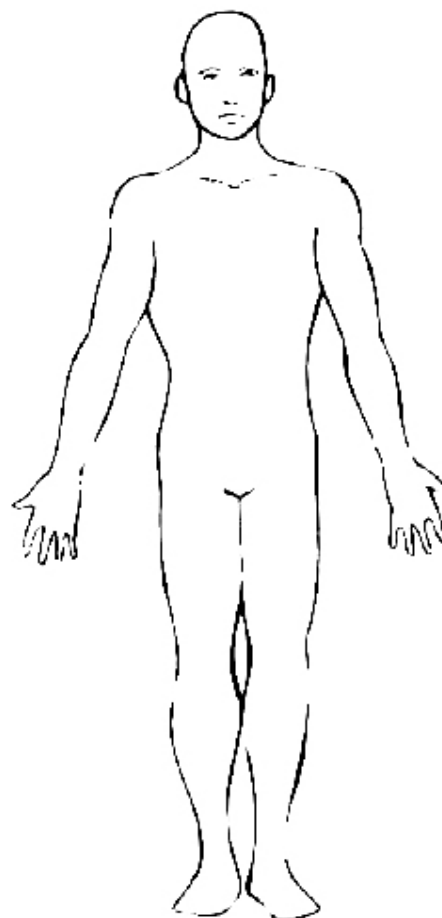
SEX	AGE	RACE	WEIGHT	HT
M F				

DESCRIPTION OF CORPSE

EXTERNAL INJURIES

INTERNAL INJURIES

MEDICAL DIAGNOSIS



NOTES

INVESTIGATING OFFICER

RECORDING OFFICER

TYPED BY

DATE AND TIME

ROUTED BY

CORONER

FURTHER ACTION ☐ YES☐ NO

RECEIVED BY