

THE
CYBERPUNK
2020
MASTER
SKILL GUIDE

Collated by Dana Jorgensen

Well, here it is, another one of my "great projects". It's no Neo-City Sourcebook, this. As every referee does, I've made many personal references over the years to make things more efficient. We got a bit of help in the form of the weapons guide that RTG produced, but a lot of work was saved when I discovered Andrew James' Cyberpunk 2020 Reference Book at Node 16 (<http://ajames.force9.co.uk/>). It was a bright little project resulting in a huge index that consolidated quite a bit of material from a wide array of books and magazines. Now, if he would just start integrating web-based material into his assorted PDF lists...

Unfortunately, there was one hole remaining with the skills. Everything else in the CP2020 Reference Book provides enough data to run with, but for skills, you still had to flip through dozens of books and pray you could remember where each skill was written. This particular document seeks to alleviate that small problem, by collecting all the skills and descriptions into a single convenient reference. I'll eventually convert it into a more complete skill reference by including skills from other Interlock products like Mekton, as well as skills gathered from a multitude of Fuzion game books, as well as material from an assortment of websites. This file will just be full of all sorts of tasty goodness... ☺

Let's start off with the stats, since even those are widespread through the various books. To start things off, Cyberpunk 2020 has 9 stats, to which we will add the various extras that appeared in other Cyberpunk books, various Fuzion games, and Mekton. This stuff will be pretty much verbatim, and you'll see why Cyberpunk 2020 became a min-maxing powermonger's paradise. Just look at all the advice on what roles should have the highest scores of each stat...

Statistics

Intelligence (INT): This is a measure of your problem solving ability; figuring out problems, noticing things, remembering information. Almost every character type needs a high intelligence, with netrunners and corporates requiring the highest of all.

Reflexes (REF): This is a combined index, covering not only your basic dexterity, but also how your level of physical coordination will affect feats of driving, piloting, fighting, and athletics. Characters who intend to engage in a great deal of combat (such as solos, nomads, and rockerboys) should always invest in the highest possible reflexes.

Cool (COOL or CL): This index measures how well a character stands up under stress, fear, pressure, pain and torture. In determining your willingness to fight on despite wounds or your fighting ability under fire, Cool is essential. It is also a measure of how "together" your character is and how tough he appears to others. Rockerboys and fixers should always have high cool, with solos and nomads having the highest cool of all.

Technical Ability (TECH): This is an index of how well you relate to hardware and other technically oriented things. In Cyberpunk, the ability to use and repair technology is of paramount importance - Tech will be the stat used when fixing repairing, or attempting to use unfamiliar tech. While all characters should have a decent tech stat, potential techies should always opt for the highest possible score in this area.

Luck (LUCK or LK): This is the intangible "something" that throws the balance of events

into your favor. Your luck represents how many points you may use each game to influence the outcome of a critical event. To use luck, you may add any or all of the points of Luck a character has to a critical die roll (declaring your intention to use Luck before the roll is made) until all your luck stat is used up. Luck is always restored at the end of each game session.

Attractiveness (ATTR): This is how good looking you are. In Cyberpunk, it's not enough to be good - you have to look good while you're doing it (attitude is everything). Attractiveness is especially important to Medias and Rockerboys, as being good-looking is also part of the job.

Movement Allowance (MA): This is an index of how fast your character can run (important in combat situations). The higher your Movement Allowance, the more distance you can cover in a turn.

Run: To determine how far your character can run in a single combat round (@3.2 seconds), multiply your MA by 3. The character can run three times this distance (a total of 9 times your MA) in a full 10 second turn.

Leap: To determine how far your character can leap (from a running start), divide your run by 4. Why didn't they just say Leap is 3/4 of your MA?

Empathy: This stat represents how well you relate to other living things - a measure of charisma and sympathetic emotions. In a world of alienated, future-shocked survivors, the ability to be "human" can no longer be taken for granted. Empathy is critical when leading, convincing,

seducing, or perceiving emotional undercurrents. Empathy is also a measure of how close he/she is to the line between feeling human being and cold blooded psychotic monster.

Humanity: This is a measure of the toll that cybernetics take on your ability to relate to other living things. Multiply your EMP by 10 to determine how many humanity points you have. Remember, for every 10 humanity points you lose, you will automatically lose 1 point of EMP. This can have a serious effect on any empathy based skills, as well as forcing you to the edge of cybernetic-induced psychosis.

Body Type (BOD or BT): Strength endurance and constitution are all based upon the character's body type. Body type determines how much damage you can soak up in wounds, how much you can lift or carry, how well you recover from shock, and how much extra damage you cause with physical attacks. Body type is important to all character types, but to solos, nomads, and rockerboys most of all.

Lift & Carry: You may carry 10 times your body type in kilograms. You may also dead lift 40 times your body type in kilograms.

Body Type	Body Type Modifier	Damage Modifier
2	-0	-2
3-4	-1	-1
5-7	-2	0
8-9	-3	+1
10	-4	+2
11-12	-5	+4
13-14	-6	+6
15-16	-7	+8
17-18	-8	+10
19-20	-9	+12
Optional Non-RTG Ranges in shaded cells.		

Stun Save: When you take damage in Cyberpunk, or have been exposed to knockout drugs, you need to make a stun save. If you fail, you will automatically be knocked out of combat and be unable to recover until you make a successful stun save in a following combat turn. You may make one save each turn until you succeed.

Death Save: When you have been mortally wounded, or when you have encountered certain poisons, you will need to make a death save. On a failed roll, you're Body Bank fodder.

Body Type Modifier: Not all people take damage the same way. For example, it takes a lot more damage to stop Arnold the Terminator than it does to stop Arnold the Nerd. This is reflected by the Body Type Modifier, a special bonus used by your character to reduce the effects of the damage. The body type modifier is subtracted from any damage your character takes in combat.

Damage Modifier: As with taking damage, each character will differ in the amount of damage dealt out. This damage is added to whatever is rolled for hand-to-hand or melee attacks.

Psyche (PSY): This stat reflects the character's spiritual strength. Roll an extra 1d10 during character generation for this stat. As with other stats, the minimum is 2 and the maximum is 10 (16 for creatures such as vampires).

Psyche points are used to power psychic powers. PSY recovers naturally at a rate of 1 point every 2 hours of rest or 1 point every six hours of activity up to the character's base PSY.

When a character's PSY reaches 2, he will feel weak. When PSY reaches 1, the character will feel ill, making all checks at -2. At PSY 0, the character will fall unconscious until back to PSY 1, either through natural or psychic healing.

Psyche directly translates into Mekton Empire's Psionic Potential. Also, like Psi Potential, the character's Psyche limits the number of psychic power categories. Characters may not have psychic powers if their PSY score is less than 5. Only one category is open for PSY 5-7, two categories as PST 8, three at PSY 9, and all four at PSY 10 or higher. The categories are Telepathy, ESP, Psychokinesis, and Body Control.

If a GM does not wish to bring an extra stat into the game to handle psychic powers, simply use Luck in its place. The reasoning behind this is that Luck is the only "unexplained" aspect of Cyberpunk. It could be argued that Luck is simply an unconscious use of psychic powers to help you out at crucial times.

In this case, Luck points can still be used, but points spent will weaken psychic powers and vice versa. For simplicity's sake, a character is allowed their total Luck to burn on rolls or for use of their powers.

Dedication (DED): This is a new stat measuring a character's dedication to a particular ideology, philosophy or belief system. It is rated just like a normal stat, except it can range from 1 to 10, and

the player selects the level rather than rolling dice. The player also selects the belief system his character is dedicated to. Optionally, the player can be forced to roll dice and develop a dedication or several for the character. This can add to the personality of the character.

There can also be more than one dedication in the character's life, of varying degrees, with all of them recorded on the character sheet. However, each dedication must be of a different level from one another (i.e. no ties) and from the particular belief system a

dedication score is related to. When making a dedication check, the specified dedication must be used, not necessarily the highest.

Dedications can be to religions, cults, philosophies, organizations, countries, and even corporations or individuals. Note that a character can only have one dedication at 9 or higher. Also, a character could be dedicated to an ideal, such as peace, which would result in a true pacifist.

Cyberpunk 2020 Special Abilities

ACPA Combat Sense (Power Armor Trooper)(3): This skill is a variety of Vehicle Zen. While in ACPA, a PA trooper uses ACPA Sense as a modifier for Awareness/Notice and Initiative rolls, as well as using it like a normal REF skill for maneuvering and moving in the armor. It also counts as Dodge & Escape for PA troopers in their armor! Its practically useless outside of ACPA; a PA trooper only gets 1/2 (round down) this skill to use as Combat Sense when not in ACPA. Don't go thinking you're a solo.

Administrator Resources ([Government] Administrator): Like Corps, the Administrator special ability is Resources, only in this case, the skill represents the resources made available to you by the government for which you work. Even a small country has access to materials and funds far beyond most private groups. Admin resources is also your ability to call in government help as long as national interests are at stake. Abuse it and lose it.

Aircraft Sense (Aerojock)(3): This is a variety of Vehicle Zen. A pilot may use up to half his Aircraft Sense (rounded down) as a skill modifier for aerial maneuvers. The full skill level is added to Awareness/Notice and Initiative rolls while in the aircraft. It only counts as half (round down) when making Awareness/Notice and Initiative rolls out of aircraft.

Authority (Cops): The ability to intimidate or control others through your position as a lawman. This attribute represents the Cop's ability to call on the forces of the Law and Government to get what he wants. Cops can use Authority to question suspects, arrest wrongdoers, and defend innocents. Backed by the power of Authority, a cop can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper arrestor search warrants to back his play. However, authority is only as good as the guy holding the badge-if the cop appears uncertain of

his Authority, there's a good chance he'll get nailed by the people he's trying to confront. The higher your Authority, the more able you are to face down criminals, particularly high level mobsters and officials. Authority is applied to your Cool stat.

Barter (Ridgerunner): The Ridgerunner is an enterprising individual, and as such, he can usually turn up some Euro with whatever junk he stole, stripped or found beneath the waves. The Barter skill enables the Ridgerunner to know who to go to for the best prices or trades, what's a hot commodity and how to turn the trash he may be holding into enough Euro to finance his next outing.

At Level +3, the Ridgerunner can haggle well and knows some big players, though he has yet to properly establish his own network. At Level +6 the Ridgerunner is good enough to know what's worth taking or leaving behind just by looking at it; he is well recognized and sought after to run missions and has a list of contacts and sources to use. At Level +9, the Ridgerunner can strip the plastic insulation off a few wires and make enough euro off of it to rebuild his ship's engines. At this level he has at least one contact that he knows or has heard of in every port around the world, and is good enough to get into trade deals with them, usually on the better side of the bargain.

Brotherhood (Space Pilot): The fraternity of space pilots is a tightly knit fraternity of tough, exceptionally skilled people. Space pilots can always call upon another pilot buddy to help them out, much as nomads can call upon members and resources of the Family.

Chameleon (Spy): Chameleon is the special ability of the spy. Chameleon gives the spy the ability to assume two possible cover roles to an extent that will confound almost all inspection. Chameleon is more than the disguise skill in that it allows the spy to emulate the special abilities of his cover roles at a

reduced level. The spy may pick two cover abilities best suited to his theater of operations and mission requirements. The level of the cover identity special abilities is equal to the spy's Chameleon skill divided by two for the primary cover and divided by three for the secondary cover. Round up in both instances.

Example: A spy must assume the identity of a netrunner, backup role of techie, and he has Chameleon 7. The spy then has Interface 4 ($7/2 = 3.5$, rounded up to 4) and Jury Rig 3 ($7/3 = 2.3$, rounded up to 3). This system limits the spy's abilities in his cover role special abilities, but allows him enough latitude to operate without detection for long periods of time.

When a spy achieves Chameleon 10, he or she may pick a third cover identity and role. Like the second cover special ability, the third is at Chameleon divided by three. When a third cover role is gained, the spy should construct a history for the cover.

While Chameleon is primarily used to represent training in specific roles, it also means an ability to blend into any situation or culture easily. This is more than just a Disguise skill, use it with Persuasion while trying to seem inconspicuous or with Fast Talk to convince someone you belong in that zone, on that vehicle, in that office, etc. It also represents ability at assuming another persona when acting as a mole with artificial behavior, mannerisms and so on. Thus it acts like a Social or Performance skill as well. Chipware can certainly make this job easier, but can be exposed rather easily. This special ability may be all that stands between you and a firing squad.

Charismatic Leadership (Rockers): This skill allows the Rocker to sway crowds equal to his level squared times 200. This ability (added to your Cool stat) allows the Rockerboy to control, incite and charm large number of people through his or her performance skills. When under the Rocker's control, this group can easily be persuaded to act on his suggestions; for example, a Rocker could convince a concert crowd to riot in the streets or attack a heavily fortified police line. Charismatic Leadership will only work with groups of ten or more people as it is primarily a mob leadership ability. The higher your Charismatic Leadership, the larger a crowd you can control and the more direct and complex the instructions you can get them to follow. For example, a Level +3 Leadership could incite a nightclub crowd to get rowdy. A Level +5 or +6 could provoke a concert crowd of thousands to trash a neighborhood, if the area wasn't too far from the hall. At Level +9, and higher, you have the same sort of mesmeric ability as an Adolph Hitler-you can raise armies, start movements, and destroy nations.

Charismatic Leadership (Shaman): The Shaman is a Rocker variant. They use charismatic leadership, but only at half power normally. In religious situations (festival, ceremony, oracle,

channeling, etc) they display their full ability. In these situations, their skills are boosted by the level of their charismatic leadership.

Combat Sense (Solos): This ability is based on the Solo's constant training and professionalism. Combat Sense allows the Solo to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. Your Combat Sense gives you a bonus on both your Awareness skill and your Initiative equal to your level in the Combat Sense skill.

Combat Sense Specialization (Military Specialists): All combat senses are equal; some are just more equal than others. A combat pilot has a wonderful grasp of 3-D maneuvering and tactics; a power armor pilot has lightning reflexes and the ability to read his suit's sensor data, interpret and integrate it in a combat situation without effort; a tank crewman can maneuver, identify and select valid targets, lay the gun, and fire on the move without thinking about it; an astronaut EVAT is more like a pilot than a grunt. Take any grunt and drop him in one of those positions - while he might have the training to handle routine operations, he's nowhere near the equal of a specialist. Likewise, take a specialist and slap him into a different speciality, or the firefights grunts excel at, and he lags. After all, how many "Top Guns" are good pilots and ground soldiers? This variant on the normal combat sense makes the special ability much more deadly than normal, but also puts restrictions on specializations.

This specialization is illustrated by the Special Abilities of Vehicle Zen and Aircraft Sense. Any further combat sense specializations will work in the same fashion as those two examples.

Con (Con Men): The ability to separate a fool from his money, convince a mark to buy the drinks for hours, or goad someone into buying worthless trinkets. Con can be countered by Streetwise, since the more familiarity one has with the Streets, the more likely one is to recognize a scam when he sees one. For this reason, grifters prefer to choose out-of-towners (bennies) as their marks because a smooth operator (a gato) has a good chance of smelling a sting and turning on the hustler. Con Men, more than any other type of street operator, use a lot of slang. Another aspect of Con is that it is more than just a Persuasion/Lie skill. It is used to create a real-time illusion that draws the mark in, and if successful, should end with the mark thanking the con man for taking his money. This special ability is used only for the actual execution of the sting, the planning of profitable scams that will actually work is up to the character's player. COOL based.

Counsel (Nomad Shamans): Counsel is the ability to argue, speak, and influence that is similar to a rocker's ability. Counsel may be viewed as a cross

between Credibility and Charismatic Leadership, especially because a shaman's Counsel is only as good as his reputation. A shaman who fails the greater goals of the pack, tribe or nation they serve loses the ability to lead. Outside the nomad culture, this ability applies at half level, reflecting society's general distrust of nomads. Counsel also incorporates the abilities of Kith.

Credibility (Medias): This is the ability to be believed: by your viewers, by the police, by important and powerful people. This is critical to getting your story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story is really happening. The higher your Credibility, the more people you can convince, and the easier it is to convince high level authorities of the truth of your information. With a level +3 Credibility, you can convince most people of minor scandals. With a level +5 or +6, you can convince local officials of military atrocities, undercover dealings and other front page stuff. At level +9, you can successfully expose a scandal of Watergate proportions, or convince the President of the EuroMarket Finance Board that aliens are secretly influencing world leaders. Credibility applies to your INT stat.

Family (Nomad, Workganger): This is the ability to call upon the resources and help of any of the members of the Nomad's large, extended tribal family. This can be in the form of weapons, cash, information, or a small army of relatives. The threat of a Nomad family's vengeance may in itself stop harm to the Nomad. The higher your Family ability, the more important you are to the Family and the more help you can call upon. With a Family status of +2, you might be able to get several of the Pack to help you wreck a town, for example. With a status of +7 or +8, you are able to make major Pack decisions and lead troops. At +10, you may be the Leader of your Pack. Family is applied to your Intelligence stat. The nomad can call upon up to his Family x 2 in pack members for assistance at any one time.

Fix Rate (Cabbie): This skill has to do with fixing the rate, done by taking the longest possible unobviously long route in order to raise the distance traveled, resulting in a higher final trip fee. The referee needs to decide how difficult the task will be, depending upon both the cabbie's skill, as well as the passenger's intelligence and familiarity with the area. Applies to INT.

Gang Rank (Streetpunk): This ability is like Family for Nomads, indicating the punk's level of authority, resources, respect, and experience with the gang. It can also be used as a sort of Expert skill in regards to gang politics, trivia, colors, culture, and areas of operations. It can also be used to call up help rather like a Nomad, access gang resources kind of like a

Corporate, works deals like a low level Fixer, and Intimidate in the streets, rather like a Cop.

Interface (Netrunner): This skill reflects the Netrunner's ability to manipulate Interface programs, and is the Skill used when operating Menu functions such as Locate Remote, Run Software, Control Remote, Downlink, Load, Create and Delete. Other players can enter the Net, but cannot use the Menu. Interface is based on the I NT Stat. Note for Cyberpunk I players- you may elect to swap your original INT and REF stats for characters generated with the old rule.

Jury Rig (Techle): This general repair skill allows the Techie to temporarily repair or alter anything for 1 D6 turns per level of skill. This is not a permanent repair; after the elapsed time, the jury rig will break down.

Kith (Nomads): This is to Family what Streetwise is to Streetdeal. Many members of a Nomad Pack have special abilities other than Family, though they are Nomad subroles. For them, Kith is available. Kith substitutes to help one do the same things that Family can, though it is one level of difficulty more difficult to accomplish with Kith.COOL based. Kith is not a stand-alone Special Ability for nomads, but is wrapped up as part of the function of alternative Nomad special abilities like Warpath, Counsel, or Reconnaissance. Non-Nomads can pick it up as a pickup skill.

Lucky Sense (Gambler): Like Combat Sense, the special ability of Solos, Lucky Sense is used as a modifier to increase some skills in certain situations. Lucky Sense is always added to Gamble OR Sleight-of-hand. (This depends on the way the Character 'plays'. If he plays by the rules, its added to the gamble skill. If he wins by cheating, the Lucky Sense is added to Sleight-of-hand). In gambling (of both kinds) situations it is added to Awareness and Human Perception, too. Clever players would define 'gambling situations' not only as classic poker games but also every situation in which the character tries to bluff somebody else to do something or to make somebody to raise his stake in a 'game'.

Medical Tech (Medtech): This is the skill used to perform major surgery and medical repairs. For more descriptions of this skill in action, see Trauma Team, pg. 106.

RapidTrans (Courier): This is the ((INT+COOL)/2) based courier special ability to get anywhere in no time at all. With RapidTrans a courier can find shortcuts to his destination (dif 10), amazing shortcuts (dif 20), back doors in or out of a building (dif 15) as well as secret access routes (dif 25). All rolls are at +5 dif in another city except for back

doors as courier is familiar with general building design.

Reasoning (Lawyers): This is the application of legal knowledge before the bench. With reasoning, the lawyer attempts to prove his theory by logic. This theory may have no bearing on the guilt or innocence of the defendant. The skill can be used as an opposing skill check between two lawyers with the judge acting as referee. It can also be used in conjunction with Persuade and Notice in order to influence judges and spot flaws in the opponent's case.

Recognition (Bounty Hunter): This specialty skill is almost equivalent to Authority used by Cops. This skill indicates how well known the character is and the level of cooperation afforded when he/she comes to visit a complex. Because Bounty Hunters are regarded as a necessity in hunting down perps and because the installations may have need to hire them, Bounty Hunters are sometimes given a wide berth when they come to visit. Recognition is almost a mark of their 'fame'.

At Level +3, the Bounty Hunter is beginning to make a name for himself. Contracts at this level are few and usually dealt with one at a time. At +6, the character has multiple contracts to fulfill and is usually welcomed in several facilities due to work and reputation. He has become one of the established hunters. At Level +9, the character is listed as one of the top 10 Bounty Hunters on all the Corp lists - the player better have a damn good reason for having his skill at this level.

This skill can also work as a curse. With Recognition, people may challenge the hunter to build up their own rep, members of private Security forces may not like his presence in their territory, or the perp he's hunting happens to work for the facility that has eagerly welcomed him for a "special dinner".

Reconnaissance (Nomad Outriders and Nomad Pathfinders): Along with providing the Kith function, it also represents the ability to notice danger and the ability to avoid it once it is found. Reconnaissance adds its level to Awareness and Hide/Evade in situations when the nomad is sneaking around and reconnoitering. Standing in a bar doesn't apply, but watching an enemy encampment from a wooded hilltop does. Engaging an enemy in combat doesn't apply, but fleeing from them will.

Research (Private Investigator): This is the amount of information resources the private investigator has access to, and his or her ability to use it. Be it snitches, friends, or computer files, the higher the level, the more the PI has at his fingertips. Add research to streetwise or library search skill checks in investigative situations.

Resources (Corporate): This represents the Corporate's ability to command corporation resources. It is used as a persuasion skill, based on the scale of resources requested. This could include bodyguards, weapons, vehicles, buildings, money, etc. Obviously, the more powerful the Corporate, the more he can call upon at anyone time. Your level of Resources determines exactly how much you can request from the Corporation without overreaching yourself. A Resource ability of +2 might get you access to a Company car. An ability of +6 might allow you to use a Company jet or hire a Solo team from the Corporate Security Division. A Resource of +9 would allow you access to almost all levels of the Corporation, as well as the ability to requisition almost any Company resource. Your Resource ability is applied to your INT stat.

Salvage (Salver): This encompasses the ability to spot a piece of valuable space-junk in the first place and to know how to harness it without crippling your own craft. It also functions as the Techie's ability of Jury Rig at half level.

Scrounge (Scavengers): This skill represents the knowledge of where to find salvageable materials. The higher the scrounge, the easier it is to locate unusual and valuable parts. At +2, you can locate such common junk as hubcaps, sheet metal, shell casings, and recyclable garbage. At +5, you can turn up old computer parts, scrapped appliances, and other handy stuff. At +9, you can find cyberware components, half full containers of chemicals, and used military equipment. The trick with this skill is that it only gives you knowledge of where to find these things; it doesn't tell you how you can get your grubby mitts on them. INT-based.

Sneak (Prowler): This acts as a counter-balance to the solo's Combat Sense. Since solos have their combat sense added to their awareness skills, it seems nearly impossible to escape a solo's notice. Prowlers live to confound the observant, including solos, since their special ability adds to their Stealth and Hide/Evade. This reflects the Prowler's talent for moving silently, blending into the shadows, and generally avoiding the notice of security personnel.

Space Combat (Space Marine): This skill is added to both Zero Gee Combat and Zero Gee Maneuver when involved in space-based combats and reflects the highly specialized training these individuals have undergone to become adept at combat in space.

Spy Craft (Spook): This special ability represents the spook's skill at trashing (gaining information on a person by going through their garbage), bugging (planting bugs, tracers, phone taps, cameras, etc), surveillance work (observing a person without their knowledge), and technical knowledge of spy gear, including micro-cameras, bugs, and such equipment.

Street Tactics (IPC): This skill covers the knowledge and use of ambushes, SWAT tactics, gang warfare, urban combat, etc. Use like Combat Sense, but only in an urban environment.

Streetdeal (Fixer): This is the ability to deal with the underground information network. With Streetdeal, a Fixer can uncover rumors and information, locate missing persons or things, put gossip out on the street, pickup clues and score big deals. The higher your Streetdeal ability, the more information you can gather about things happening around you, the more informants you have, and the more secretive the information you can dig up. A level +3 Streetdeal can get you contacts for weapons, tools, or minor illegal operations. At level +5, you can penetrate the secrets of all but the most powerful crime families. At level +9, you are the equivalent of a Mafia crimelord yourself, privy to every secret that's on the Street. Apply Streetdeal to your Cool stat.

Tactics (Military Grunt, Military Officer) (2): This skill is the special ability of most military career characters, and is the ability to coordinate and take part in group actions to form functional cover fire, spotting, evasion and coordinating fire zones, entrapment maneuvers, etc. In game terms, a group that has some means of communication can pool all their (Tactics-2) levels together, and characters can take points out of this pool as bonuses on their rolls for this turn (a maximum of their tactics level +2 can be used from the pool each turn, and the character must have tactics at +2 or better to access the pool at all) until the pool is empty. The pool refills at the beginning of each combat round. Once this skill reaches level 6 or higher, it also functions as a reduced version of Authority, usually at half level (when the character is in uniform), but at full level in appropriate emergency situations (military-aided relief efforts, war zones, etc). INT based.

Thief (Convict): The ability to plan crimes, steal, and filch things from plain sight from other inmates, guards, and workstations. Also covers the manufacture of jailhouse weapons like shivs, shanks, and zip guns. After all, you don't go to prison to become rehabilitated. You go to prison to become a better criminal.

Theft (Robber): This special ability is a sort of "jack of all trades" for criminal activity, covering everything from breaking & entering to mugging, to hotwiring a car, to fencing stolen goods. Most of the time, there is a specific skill that covers some aspect of criminal activity. In those instances, this special ability at half level can substitute in place of the appropriate skill if the robber doesn't have the right skill. If the robber does have the skill, this special ability acts as a bonus at its full level. For some things, like muggings, car thefts, car jackings,

etc, then this skill operates as a default skill covering those activities.

Titillate (Tabloid Journalist): This is the skill of finding the unusual in the normally mundane stories of human existence. The ability to dress up the mundane and ordinary. This skill is also used in getting attention for your stories. People like your stories not because they are news or credible, but because they are sensational, fantastic or basically unbelievable. This is a kind of "incredibility". Think Geraldo. Or better yet, Jerry Springer.

Trashing (CIPHERPUNK TRASHER): This is the ability to gain information on someone by going through their garbage. Subtle things can be found, such as favourite brand names, or friend's names and numbers, or even just old post-it's with your actual password on it. It also involves surveillance techniques and general spy-craft.

Trace (Reaper): The reaper's ability to find people or the merchandise they are after. Unlike streetdeal or streetwise, it deals with finding a specific person or item as quietly and quickly as possible, using both human and computer information.

Generally, the difficulty of finding "merchandise" is of only average difficulty, but when dealing with particularly crafty opponents, the difficulty can reach near impossible. Checks are made daily.

Vamp (Dancer/Prostitute): Much like Con, this special ability represents the skill at extracting as much money from a customer as possible. With prostitutes, it is the ability to entice a customer to pay for a room, then pay for sex. For strippers and dancers, it is the ability to get club patrons to buy drinks, food and gifts in return for a little friendly company.

Vehicle Zen (Runner/Panzerboy): The runner special ability is Vehicle Zen, that certain intangible synergy that allows some individuals to manipulate a vehicle in ways that defy belief. Add vehicle zen to any vehicular skill when tough maneuvering is necessary.

Vehicle Zen (Panzerjock) (3): Professional vehicle drivers can achieve a state of altered consciousness while driving; it's long been known that racers experience a significant rise in visual response and a spooky drop in reaction times. Driving the vehicle becomes instinctual.

Vehicle Zen is a special skill that allows bonuses to vehicular activity. There are variants (see below), but the basic advantages are enhanced control of ground vehicles and hovercraft (or aircraft or powered armors, as per variant) - the driver may add half his Vehicle Zen skill, rounded down, to rolls for maneuvers and handling-and the addition of full Vehicle Zen skill to Awareness/Notice

and Initiative rolls while in ground vehicles/hovercraft. When not driving said craft, a panzerboy is out of his element; Vehicle Zen only adds half skill level to Awareness/Notice and initiative rolls in this circumstance.

Warpath (Nomad Warriors): This is a sort of combat sense based on the Nomad philosophy of combat, which focuses typically on either long range weapons or up front, in your face knuckle-dusting brawls. If you ever see a Nomad spraying the camp with an SMG during a battle, you're just as likely to see members of his own pack shoot him down dead right where he stands. Nomads dislike automatic weapons due to the insecurity of their camps. When

an enemy eventually sneaks in amongst their tents, a hand gun or bolt action rifle or carbine provides far more safety for the children running around in terror.

Warpath adds to Initiative and Awareness, just like Combat Sense for Solos. However, it's full level is added only against other Nomads. When facing others, Only half its level is added in, kind of like an ACPA Trooper's Power Armor Sense or ACPA Sense.

Workgang (Workganger): Much like pilots and nomads, workgangers can call upon the aid of their particular workgang. When you consider the fact that this could be as many as two hundred plus people, this skill carries a lot of weight

Attractiveness Skills

Personal Grooming: This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasions. A basically good looking person would be at +2. A fashion model might have a Personal Grooming of +5 or +6. At +8 or better, you could be a major fashion model, film star, or trendsetter. You are always "together". And you know it.

Entrance: This is the ability to captivate an audience with ones appearance, through dance, seduction, or simple allure; this is the characters

sensual quality, a sort of specialized ability to combine Personal Grooming, Wardrobe & Style, Perform, and Charismatic Leadership into a single mesmerizing skill.

Wardrobe & Style: The skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit. With a Wardrobe of +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy anything off the rack. At +8 or better, you are one of those rare people whose personal style influences major fashion trends.

Luck Skills

Fortune: The fortune skill is used whenever LUCK is spent on a skill roll; roll the Fortune skill using the characters *current* LUCK vs. target number (20 + 5 per point of LUCK spent above the first); if the skill roll succeeds, a bonus point of LUCK is thrown into the roll. *eg. if a character*

with a LUCK of 6 spends 3 points on a LUCK roll, he can roll his Fortune skill plus his current LUCK of 3 vs. a target number of 30, and if he succeeds he will make his roll with the benefit of 4 points of LUCK, not 3.

Body Type Skills

Climbing: There are generally two types of climbing; trees and walls and stuff use the Athletics skill, while mountains, buildings and bridges use *this* skill... a good thing to remember. This skill includes climbing walls, rope climbing, rappelling, and using climbing gear. Modifiers are cumulative: -3 for slick or wet surfaces, -3 for very sheer surfaces, -3 trying to climb in a place that would need climbing gear without it, +3 for lots of handholds or knots in the rope, and +3 for being helped up by somebody. You don't have to have this skill to try climbing a wall; it just makes it easier.

Controlled Hyperventilation: If the GM wishes, this could be used as an expansion on the Endurance skill. With this skill, the diver can

maximize the air he can maintain in his lungs and increase the amount of time he stays under without outside help by making the most out of 'Controlled Hyperventilation'. Members of the Navy SEALs and pearl divers would be examples of people who would have this skill. At +2, the diver can remain 1 minute extra. At +5 it increases to 2 minutes, at +8 it increases by 3 minutes while at +10 it increases by four minutes. These extra minutes are added to the 'No Activity' category of breathing based on Body Types, and will suffer the same penalties of greater air consumption during activity.

In order to use this skill, it requires a minimum of 1 minute of controlled breathing before attempting the dive. Every attempt made after that will require an additional minute per previous dive using this skill

(i.e. Mike has already used this skill twice, and wishes to use it a third consecutive time; means that he will need the base 1 minute preparation as an additional 2 minutes for the previous dives).

Endurance: This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active after a long period without food, sleep or water.

Labour: Select a type of labour, from road works to mining to dockyard lifting or whatever; this is a profession skill used to carry out one's job.

Cool/Willpower Skills

Berserker (2): This is a special ability that is taken by some rare members of various booster gangs and some nomad warriors. It is the raw ability to go unhinged in combat, ignoring damage and fear and rushing in for the kill. To go berserk requires a roll HIGHER than (COOL +2 - Berserk) which can be made every round in combat, or even when insulted or highly irritated. Characters who are berserk gain half their berserker level on all stun saves, and one third on all death saves. They also gain +2 to hit and damage in hand-to-hand combat. Berserkers must make an average (15+) awareness check to notice when the fight is over or they may well turn on their friends or nearby innocents (something which is encouraged by many gangs).

Cadre Tactics (2): This is small group tactics and maneuvering. This skill is taken by small groups who have practiced working together; Special Forces units, military units, team sports players, gang members, IPC units, and solo extraction teams are examples of such groups.

The basic skill of +2 offers rudimentary group tactic skills but for any group you join you must acquire specific training with that group. This means that you start at +2 when you begin working with a new group. It is possible to have this skill more than once, indicating different techniques between different groups. It can be used for groups as small as two or as large as ten. The cadre skill is added to any attack or maneuver that is part of a group effort. Having two football players hitting the same opponent high and low simultaneously is an example of cadre tactics.

Example: A boostergang known as the Rats works a section of the city called the Warrens. In the Warrens, they have mapped out the secret passages and underground connections that allow them to take advantage of this in a combat situation. Whenever an opponent faces them on these home grounds, the Rats will get their cadre bonus added to their attacks because they know the area and the best places to attack and defend from. This makes it

Pilot: Rowing: How to pull the oars, steer, and basically push a craft through water using paddles of some kind (including hands).

Strength Feat: The user of this skill has practiced the art of bending bars, crushing objects, Hoping phone books apart and other useful parlor tricks. At +2 you can crush cans, rip thin books in half, and bend thin rods. At +8, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dent car fenders with one blow.

Swimming: This skill is required to know how to swim (see Athletics for details).

possible for a group of lesser skilled opponents to defeat their superiors under the proper circumstances.

It is unlikely that any group but the longest lived or most heavily trained will have cadre at levels higher than +6.

Carousing: The ability to have a good time at a party or other social occasion, and to make sure others around you also have a good time. This normally involves a mixture of eating, drinking and good cheer. It can also be used to determine how entertaining and popular the character is at a party or event.

Interrogation: The skill of drawing information from a subject and forcing his secrets into the open. An Interrogation of +2 or better will allow you to infallibly find out if your boyfriend is lying to you. At +5, you are a professional level interrogator equivalent to a skilled detective grilling a suspect. Mike Wallace of 60 Minutes has an Interrogation of +9, allowing him to make even the most powerful people squirm.

Intimidate: The skill of getting people to do what you want by force of personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Arnold Schwarzenegger.

Meditation: The skill of relaxation and clearing the mind. This skill is essential in keeping one's mind free from distractions, and successful use gives its level as a bonus to defending against telepathic powers and half its level as a bonus against psychic power use.

Oratory: The skill of public speaking. At +2, you can win high school speech contests. At +6, you can be paid to speak in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ich Bin

Ein Berliner" or Lincoln's Gettysburg Address. Rockers with an Oratory Skill of +6 or better can add +1 when using their Charismatic Leadership ability.

Resist Torture/Drugs: Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any interrogation attempt made by another party by one level.

Rhetoric: Speaking in circles without revealing anything, at the same time keeping listeners convinced of hearing what they want; good for distractions, good for conmen, good for resisting interviews and interrogation; quite a skill to master. This is how to take one sentence and expand it to five minutes of monologue with no increase of

Empathy Skills

Animal Care: Animal empathy and care, usually only on the domestic front (horses, dogs etc.); the skill of calming them and understanding their needs.

Animal Handling: The individual with this skill is experienced in dealing with and controlling animals. He or she can direct and train animals in guard or hunting duties and can control and ride beasts of burden and riding animals. All skill difficulties are reduced by the animal's intelligence.

- to make a trained animal follow a simple command (10)
- to ride a trained animal at a gallop (15)
- to shepherd a flock of sheep (12)
- to train a hunting/guard animal (20)
- to break a wild horse (25)

Human Perception: The skill of detecting lies, evasions, moods and other emotional clues from others. At +2, you can usually tell when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Interview: The skill of eliciting interesting anecdotes from an interview subject. This information will be of a more nonspecific and personal nature rather than specific knowledge (distinguishing this skill from the skill of Interrogation, where the user is trying to extract exact information. Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything-4ncluding personal information about their illegitimate son, the time they stole a

meaning. It is the essence of bureaucracy. The Chinese are considered true master of it. At +2, you can confuse a worried student. At +6, you can baffle an angry mob. At +10, you can run for President on "the issues" and win.

Streetwise: The knowledge of the "seamy" side of life - where to get illegal and contraband things, how to talk to the criminal element, and avoid bad situations in bad neighborhoods. With a Streetwise of +2 or better, you can get "hot" items, score drugs, etc. A Streetwise of +5 would allow you to arrange a murder contract, know a few mobsters who might owe you favors, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself and skip the middleman.

cookie at age4, and the fact that no one ever loved them.

Jester/Comedian: being funny, witty and most of all spontaneous and appropriate to the audience.

Leadership: The skill of leading and convincing people to follow you. A leader with a skill of +2 can manage a small office successfully and be respected for it. A leader with a skill of +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it. James Kirk of Star Trek has a Leadership of +11, but you never will.

Meditation: Chilling out and calming the nerves in the face of stress and inner turmoil; a surprisingly common new age skill in the techno future.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend that the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan has a Persuasion of +7. Hitler had a Persuasion of +9.

Perform: The skill of trained acting, singing, etc. A trained performer of +4 or greater can successfully sing for payment at weddings or small clubs. Performers +6 or greater will be considered to be of professional caliber, and may have lucrative contracts and fans. Performers of +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street. Like Expert or other similar skills, one field should be selected. After all, you may be able to sing, but you might not be able to dance or act.

Seduction: The skill of forming and maintaining romantic relationships (this includes your abilities as a jover). This skill may be used to determine whether or not players can form relationships with other non-player characters and the intensity of these relationships. In certain cases, Referees may want to average this skill with a player's Attractiveness to get a more realistic outcome.

Simper: Fuad can stop you dead in your tracks and make you listen to the most inane stories for minutes at a time. Then you feel sorry for him. Why? Because he can Simper. This allows a character to elicit sympathy with stories, postures or just plain pathos. In game play it may be used to woo others to your point of view, similar to Oratory, but with a focus on pity and manipulation. Also good for NPCs. Good examples of this skill are Alan Rickman's main villain from the original *Die Hard* when he posed as a Texan, or the redneck mercenary in *Drive*.

Social: The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the travelling cyberware salesman. A Social Skill of +2 or better will allow you to get by at any fine restaurant or social function. At +S, you can lunch With the President with aplomb. No social situation will faze

you, no matter what At +8 or above, you can lecture Emily Post on what's proper.

Tale Telling: Making up and/or retelling a story while keeping an audience interested; people with this skill are known for their ability to 'tell a story' at parties and so forth, and often tell a good choke or anecdote.

Trance (3): This is a meditation skill. By extreme concentration, the Shaman can come up with a convincing answer for a question. Usually it is the answer that the questioner (including the Shaman himself) wants to hear. This skill can be thought of as a sort of specialized version of Human Perception.

This skill is not meant to represent magic or supernatural intervention. Instead, it is based on the theory of reaching a state of higher consciousness, based on psychology, ritualism, and altered states of awareness induced by various rites or drug use.

Vamp/Con: This is the user's ability to separate a fool from his money. The girls in the bars in the Budayeen use their charms to wile marks into buying them drinks for hours. Street hustlers make tourists spend kiam on items they wouldn't want as gifts. That's what this skill is all about. Can be countered by Streetwise.

Movement Allowance Skills

Running: This allows better running endurance over a long period of time, like foot chases through the streets and sprinting. The skill grants the ability to run at maximum pace without tiring for 2 minutes times the skill level without tiring. It also provides a bonus to MA for a number of

combat rounds equal to the skill level (sprinting). The bonus would be based on 1/4 skill, so 1-4=+1, 5-8=+2, 9-10+=3. This is a good skill for gangers, both for running from the cops and for running down prey.

Psyche Skills

Psychic: The skill of psychic power use. Applies toward the learning of any psychic power available to the character.

Intelligence Skills

Accounting: The ability to balance books (or create false books), juggle numbers, create budgets and handle day to day business operations.

Ambush: The Ambush skill is utilized for both detecting as well as performing ambushes. Effectively a specialized form of Tactics, Ambush allows the player to evaluate the area as a potential ambush site. In selecting an ambush location, the

Ambush skill is rolled. The result, plus/minus any applicable cover modifiers or other GM modifiers (good idea/role playing, bad idea/role playing, etc) is the threshold for any Notice checks to detect the ambush. Additionally, this knowledge can be reversed, allowing the PC to determine if an ambush is likely to occur. If a character succeeds in an Ambush check (threshold is GMs discretion, 20 is typical), they would be allowed a chance to avoid

the ambush by running for cover, negating the attacker's ambush bonuses.

Anthropology: The knowledge of human cultures, habits and customs. Unlike Streetwise (which covers only the cultures and customs of the Street), or Social(which covers only what you should do in a given situation), Anthropology covers general customs and background of a culture. For example, with Streetwise, you know what alleys to avoid and what gangs are dangerous. With Social, you know the proper forms of address for a high ranking zaibatsu head. With Anthropology, you know that the customs of a N'Tanga tribesman require that a young man kill a lion in order to be accepted as an adult male.

Appraise: This skill allows one to judge the value and authenticity of gems, jewels, art, sculpture, furniture, even architecture, by looking closely and inspecting it. A successful roll will also tell the appraiser a general history of the object being studied, like where it was made and by whom, and the rarity of the object. The difficulty of the roll depends upon the relative obscurity of the object and how well the appraiser gets to inspect it.

Area Knowledge: In a world this messed up, knowing what's going on anywhere is a valuable skill. With this skill you have the low-down on a given area no bigger than a small nation or large city or citystate. You'll know the politics and recent history well enough to recognize things that the average person is blind to. At +2, you have a basic background on the area. At +4, you have a fairly deep knowledge of the people and the history. At +7, you have studied or lived in the area and know it intimately. Patterns or disturbances in the area become apparent quickly. At +9, you are so tuned into the pulse of the place that any change is immediately noticeable. That's the kind of thing that can keep you alive, effendi.

Artillery Operation: Replaces any previous entry in Cyberpunk material that suggests one uses the Heavy Weapons skill; Artillery Operation covers all indirect fire 'big guns' and support weapons, and covers both the radio procedures, tactics and mathematics involved in firing the suckers.

Astrogation (2): Navigation through space in three dimensions, covers the art of mapping courses, calculating distance, fuel needs and time when plotting courses for space flights.

Astrology: The knowledge of astrology and how to generate an astrological chart.

Awareness/Notice: This is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadows and other events. With an Awareness of +2 you will usually spot small

pieces of paper with notes on them, doors left ajar, and obvious expressions lying or dislike. An Awareness of +5 or better you to spot fairly well hidden clues, notice small changes in expression, and sophisticated attempts to "shadow" you. With an Awareness of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show("The murderer was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players without this skill may only use their Intelligence Stat.

Biogenetics (2): The science of gene manipulation, therapy and engineering; a biological science that deals with identifying and working with DNA.

Biology: General knowledge of animals, plants, and other biological systems. At level +3, you know most types of common animals and plants. At +6, you have a general understanding of genetics, cellular biology, etc. At +10, you can perform bio-lab procedures, including gene mapping and splicing.

Botany: The general knowledge of plants and plant identification. At level +3, you know most common plants and can identify which ones are dangerous and why. At +6, you can identify most important plants found worldwide and have a working knowledge of their uses. At +8, you have the equivalent of a doctorate in Botany and know all about rare poisons, exotic orchids and other useful plants.

Bureaucracy: Modern government makes a tradition out of red tape. This skill lets you maneuver through it as painlessly as possible. At +3, you know how to jink minor clerks. At +5, you can sweet talk councilmen and some judges. At +7, you can slice through the worst red tape and bureaucracy and even senators may give you an ear. A necessary skill in an age of petty governments and petty people.

Business Sense: A general eye for competitors, markets and movements within the business world, and how to survive in the cut-throat corporate environment; those without this skill will find themselves outmoded, outmaneuvered and second guessed by those who have it.

Chemistry: The required skill for mixing chemicals and creating various compounds. A level +2 Chemistry is equal to high school chemistry. A level +4 is equal to a trained pharmacist or college level chemist. A +8 is a trained laboratory chemist.

Combat Engineering: The individual with this skill has had a degree of practical training in combat engineering. This involves the rapid construction of field fortifications, fortification camouflage, and the assessment of a fortification's ability to withstand

enemy fire or explosives. Combat engineering also involves mine placement and clearance and placement of untended ground sensors and defensive arrays. Combat Engineering does NOT include the use and placement of explosives (as covered by Demolitions) but can be used instead of demolitions to determine the optimal placement of explosive devices to collapse a structure at one difficulty level easier.

Composition: The required skill for writing songs, articles, or stories. A Composing Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8 or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim.

Corporate Policy: Knowledge of how the corporations operate and their various codes of conduct, as well as who is in bed with who or which company seeks the destruction of another; when corporations divide the world with their own cultures, this is a very important skill for the businessman who does not wish to offend anyone or make any marketing blunders.

Culture: By Nationality/People; select an area for this skill, eg. American Tribal, American Street, African Tribal, Japanese Street, Traditional Chinese etc., any area where there is a cultural level to be accepted on; this skill enables a character to blend, socially, with those of an otherwise foreign or perhaps hostile alternate culture.

Cryptography: The skill of code making and breaking, the higher the skill the more codes the character is familiar with (this does not include breaking key-codes on doors or passwords on computer systems, rather it deals with hidden messages and coded transmissions).

Diagnose Illness: The skill of clinically diagnosing symptoms and medical problems. A +3 is the equivalent of a high school nurse-you can recognize most common injuries and complaints. At +6, you would be equivalent to a trained intern; you can recognize many uncommon illnesses and know how to treat most common ones. A +9 is the equivalent of a skilled Diagnostician; other physicians com to you to get a diagnosis.

ECM: Electronic Countermeasure is the ability to recognize vehicles, machines and devices by their electromagnetic signature. Recognizing the signature is done by using a magnetic field detector or a portable HF jammer. More elaborate devices are found in the hands of the military.

This is also the skill of interrupting, disrupting, or foiling the gathering of electromagnetic information. In English, the skill is used to break radar lock-ons from missiles or other

types of targeting weapons. ECM techs know the best ways to defeat electronic spying and information gathering. This skill was primarily used by the military but since radar and other sensing equipment has grown more compact, it is now easier to use it on a more personal basis. This entails the use of smoke, chaff, counter electromagnetic fields, and other anti-bugging devices. This skill will add to the difficulty to lock on targeting weapons, like missiles, and add to the difficulty to hit when using personal weapons, like smartguns.

Example: The Whisper is an INT 9 Techie with ECM +6 out with the crew in their AV-4. Whisper hears with the AV-4's ECM gear that a lock on has been acquired. He attempts to break the lock on. His opponent's gunner has to roll against a difficulty of 10 (easy, unmoving target) with the gunner's INT of 6 and Heavy Weapons +6. He rolls a 7 and gets a total of 19, easily acquiring the lock on and launching his mini missile. Whisper attempts to break the lock on and rolls vs. a difficulty of 19 (what the lock on roll resulted with, basically making it a skill vs. skill challenge). He needs to roll a 5 or better to succeed. Rolling a 6, he makes it. The lock on is broken and since the missile has been fired, it will now miss its target.

Against smaller weapons, an HF jammer is used. The HF jammer is configured against a particular targeting system on a successful difficulty of 25. If successful, the person using the HF Jammer will subtract his skill rating from the targeting of his opponent. Example: Whisper later gets caught in a firefight with Redeye. Redeye always uses his targeting weapons and smartgun in a fight. Whisper attempts to set his HF Jammer to interrupt the targeting info Redeye is getting. With his stats, Whisper will only need to roll a 10 to find a signal that will interfere with the personal electronics of Redeye. Whisper figures he should have paid more attention in class, and uses up 4 points of luck as he rolls a 9. Luck was with him and Redeye's targeting system and smartgun will be confused for 1D6 turns of combat. Redeye will suffer a -6 chance to hit during this period of time.

Education & General Knowledge: This skill is the equivalent of a basic public school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill. A level of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who knows a lot about everything (and hopefully has the good sense to keep his mouth shut).

Expert: You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk show circuit if you wanted to. IP multipliers may be applied at the Referee's discretion for more advanced, technical, or difficult levels of expertise, as the list below suggests.

Examples of Expert Skills:

Expert: Law

Expert: Cars

Expert: Shipping Lanes (2)

Expert: Sports Teams

Expert: Roleplaying Games

Expert: Music Industry

Expert: Terrorism (2)

Expert: Pre-Gunpowder Weapons

Expert: Modern Firearms (2)

Expert: Global Telecommunications Networks (3)

Expert: UFO Sightings

Expert: Alien Worlds: This is a mix of geology, atmosphere studies and astronomy. A person with this skill can predict the atmosphere, composition and possible life forms of a planet from data such as star type, position of the planet in relation to the star, planet size and an orbital view. It can also aid in predicting types of terrain, temperatures and other factors that would be relevant to an operating Marine section, similar to a geography skill. Expert: Alien Worlds also provides knowledge on decontamination and quarantine procedures used when leaving a hostile environment.

Expert: Law: Knowledge of procedural and written law. To learn the ability to analyze and apply legal situations, a student must pass a number of exams, be assessed by a judge, and join a Bar Association. He can then begin charging a fee for his services and try cases in the courtroom. After years of applied courtroom experience, he may even move on to become a judge.

Expert: Military Identification: This represents knowledge of the armed forces of the galaxy, be they government, corporate or paramilitary, their uniforms and insignia, weapons, vehicles etc. For example; a trained observer would be able to study a section of troops and be able to tell their affiliation, their unit type (ie. line infantry, special forces, etc.), the types of their firearms and vehicles, and thus be able to create a tactical overview of the section's capabilities.

Expert: Navigation(2): This skill allows the user to navigate from one point to another, using maps or knowledge of the land. Helpful tools include maps, compass, and global positioning systems for those who want to do it the easy way.

Expert: Open Sea Navigation (2): The skill of being able to navigate the landmark-free expanses of the ocean. Along with basic navigation techniques, one will also learn to calculate position using sextants, start charts, and dead reckoning.

Expert: Harbor Navigation: The ability to navigate a ship in coastal waters safely to the dock. This is a localized specialty, a sort of "area knowledge" which includes specific knowledge of local water hazards like reefs, shoals, and sand bars.

Forensics (2): The individual is skilled at gathering and interpreting evidence at the scene of a crime or accident. Special forensics equipment is sometimes needed. The character learns to look for fresh blood splatters and footprints (+2), fingerprinting techniques (+4), fibre and hair sampling (+5) and DNA sampling techniques (+7).

Gamble: The skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At +2, you are the local card shark in the Saturday night poker game. At +6, you can make a living at the tables in Vegas and Monte Carlo. At +9 or better, you can take on James Bond at roulette and stand a good chance of breaking the bank.

Gaming: Also known as "dice-chuckin" or "card-floppin", this is the skill of playing or running an effective role-playing game, card game, war game, etc. This skill is purely for entertainment value, and rarely becomes useful in game play.

Geology: A functional knowledge of rocks, minerals and geologic structures. At +3, you can identify most common rocks and minerals. At +6, you have the equivalent of a college degree in Geology and can identify minerals and geological structures with ease. At +8, you can teach geology in high school.

Graphology: The skill of handwriting analysis. Information can be gained about people through their writing.

Herbalism: The skill of manufacturing drugs and concoctions from herbs and other natural ingredients.

Hide/Evade: The skill of losing pursuers, covering tracks and otherwise evading people on your trail. At +3, you can lose most boostergangers on the rampage. At +6, you can ditch cops and private eyes. At +8, you can ditch most Solos.

History: The knowledge of facts and figures of past events in game play, this might be used to determine if a character is familiar with a particular clue related to a past event. At +2, you have the equivalent of a grade school history education. At +6, you would have the equivalent of a college

grasp on the subject. At +8, you could teach history in high school. At +9, you may have written a few of the most oft used texts on a particular historical personage or epoch.

Know Language: The knowledge of a foreign tongue. At +2, you can "get by" with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are fairly fluent, although no native will be fooled by your ability. At +8 and above, you speak and read the language like a native.

Each language known requires a separate Know Language Skill, however, one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family (example: knowing Cantonese at +4 will give you the ability to understand and speak Mandarin at +2).
Language Groups:

Albanian (2)

Armenian (3)

Australian Aboriginal (3)

Baltic (2): Estonian, Latvian (Lettish), Lithuanian

Basque (2)

Celtic (2): Breton, Irish Gaelic, Manx, Scottish Gaelic, Welsh

Creole & Patois (1): French Creole, Rasta-Patois

Dravidian (2): Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu

Esperanto (1)

Finnic (2): Cheremis, Finnish, Karelian, Lapp (sami), Livonian, Mordvin, Veps, Votyak, Zyrian

Germanic (1): Afrikaans, Danish, Dutch, English (Australia, Canada, USA, UK), Flemish, Frisian, German (Germany,

Austria, Switzerland), Icelandic, Norwegian (Bokmal & Nynorsk), Swedish, Yiddish

Greek (2)

Hamitic (2): Beja, Berber, Galla, Hausa, Somali, Tuareg

Indic (2): Assamese, Bengali, Bhilli, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu

Indo-Iranian (2): Baluchi, Kurdish, Farsi (Persian), Pushtu

Japanese (2)

Khoisan (2): Bushman, Hadza, Hottentot, Nama, Sandawe

Korean (2)

Loglan/Logical Language (2)

Malayo-Polynesian/Pacific Island Group (2): Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog (Filipino), Taluga

Mon-Khmer/Annamite (3): Cambodian (Khmer), Mon, Vietnamese (Annamese)

Mongolic (2): Khalkha (Mongolian)

Niger-Kordofanian/African (2): Anyi, Ashanti, Azande, Bantu, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mande, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona, Sotho, Sukuma, Swahili, Temme, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu

Nilotic (2): Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai

Papuan (2): Dayak, Negrito, Papu

PC-Speak (1): Based on corp's native language

Romantic (1): Catalan, French (French, Canada), Galician, Italian, Latin, Portuguese (Portugal, Brazil), Provençal, Romanian, Sardinian, Spanish

Semitic (1): Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya

Sign Language (1): Hand Jive, American SL, English SL, Japanese SL, Russian SL, Danish SL, French SL, German SL, Norwegian SL, Swedish SL

Sino-Tibetan (3): Burmese, Cantonese, Hakka, Hmong, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Siamese, Thai, Tibetan, Wu, Yueh

Slavic (3): Bulgarian, Balarusian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian

Streetslang (1): 1/2 level when used in a foreign country

Turkic (2): Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut

Ugrian (2): Hungarian (Magyar), Ostyak, Vogul

Native American Languages

Algonquian (3): Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Obibwa, Shawnee, Wiyot, Yurok [Subarctic Canada, East, South West, Great Plains]

Athabascan (3): Apache, Chipewyan, Navaho [Subarctic Canada, SW]

Caddoan (3): Caddo, Pawnee, Wichita [Great Plains]

Haida (4) [NW Coast]

Inuit (Eskimo-Aleut) (3) [Arctic coast & Greenland]

Iroquoian (3): Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora [East]

Macro-Chibchan (3): Guaymi, Paez, Warao [Central]

Mayan (3): Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan [South and Central America]

Muskogean (4): Chickasaw, Choctaw, Creek, Seminole

Otomanguean (3): Mixtec, Otomi, Zapotec [Central America, Mexico]

Salishan (3): Chehalis, Okanagon, Salish [NW Coast]

Siouan (3): Catawba, Crow, Dakota, Hidatsa, Lakota, Omaha, Osage [Great Plains]

South American Indian (3): Arowakan, Aymara, Cariban, Guarani, Mapuche, Quechua, Tupi-Guarani

Tlingit (3) [NW Coast]

Uto-Aztecan/Shoshonean (3): Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago [SW], Pima [SW], Shoshoni, Ute [Great Basin, Mexico, Central America]

Language- Cityspeak: This is a simply pseudo-language that developed in the cultural and racial amalgams of megacities and arcologies. Experience in this skill is either picked up from the region that it is spoken, and indeed it has regional variations (-1 to -3 penalties for dialects of other regions, determined by the Referee), or taught by the lower classes that speak it. Skill in this 'language' is found primarily among poorer city dwellers and people who have to interact with them (i.e. cops, social workers). Place it as an option for the streetkid and nomad lifepaths. It may also be placed in the pickup skills list at +2.

Library Search: The skill of using databases, Data Term libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can

easily access the Library of Congress. At +9, you can comprehend almost any public database and find very obscure facts.

Linguistics (2): This skill denotes the *understanding* of languages and language families, not the actual comprehension of other languages. Characters with Linguistics can:

- *Understand something spoken in a dialect of a language they know (average)*
- *Understand something explained slowly in a language in the same family as one they know (difficult)*
- *Identify the family of a language being spoken (routine)*
- *Identify the exact language being spoken (average)*
- *Manufacture a new language (very difficult)*
- *Make themselves understood using simple communication skills (average)*
- *Communicate detailed information as above (difficult)*

Lip Reading: This is the ability to understand speech without hearing it, just by watching mouth movements. Though you will not pick up on every word, you can usually figure out the gist of a sentence without too much trouble. You can lip read:

- *Person talking slowly and clearly or in a very loud environment (dif 7)*
- *Person talking fairly slowly, or in ideal circumstances (routine)*
- *Most circumstances with full concentration (average)*
- *Bad conditions (bad light, long distance, pretending not to be watching) (difficult)*

Magic: The skill of illusion or prestidigitation. The character is able to perform magic tricks, such as sawing people in half, making them disappear, etc.

Mathematics: The skill of understanding calculations and mathematical formulas. At +3 you have the ability to add, subtract, divide and multiply. At +4, you can do algebra and geometry. At +6, you can perform calculus. At +9 you can deduce your own mathematical formulas.

NuSCUBA: The use of NuSCUBA gear and its operation in aquatic environs, as well as basic maintenance.

Physics: The ability to calculate physical principles, such as gas pressures, mechanical energies, etc. This skill requires a basic Mathematics Skill of +4.

Programming: The required skill to write programs and to reprogram computer systems. This skill does not allow players to actually do repairs on a computer (this requires Electronics). With a Programming Skill of +1, you can do simple EBASIC programs. A Programming Skill of +3 or better allows you to know some higher level languages

and be able to write reasonably complex programs (including Video games). Players with a Programming Skill +6 or better are considered to be professionals, who can build operating software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. With a Programming Skill of +9 or better, other programmers speak your name with reverence ("You invented Q? Wow!"), young hackers set out to crack your systems, and any computer software you design instantly gets used by every business application in the world.

Psychology: The knowledge of the human mind and its workings. A character with psychology can attempt to perform therapy.

Rune Lore: Knowledge of runes and the rites and rituals surrounding runic magic. It should specify whether they are Celtic, Egyptian, Norse, or any other specific form of runes.

Security: This skill gives the character a basic understanding of security practices and protocols. Additionally this skill grants some understanding of security devices and their capabilities. However, it is important to note that this skill does NOT convey any knowledge of how to bypass such devices (Computers, Electronic Warfare, Electronics and/or Stealth is required). Additionally the Security skill also encompasses some very basic legal training, specialized towards security procedures and related offenses.

Shadow/Track: The skill of shadowing and following people. This skill is primarily used in urban or inhabited areas rather than in wilderness (where the skill of Survival incorporates tracking game in the wilds).

Space Survival: When an emergency occurs in space you have little time to respond and you can't afford to get it wrong, otherwise you might find yourself breathing vac or glowing in the dark. This skill allows you to know the proper procedures during emergencies. It includes how to use a goop ball; how to cycle an airlock; how to read a personal rad meter, what to do and where to go in a solar flare. Referees may use this skill to determine whether a character knows a given piece of important information about day-to-day survival in space.

Specialist Tactics: The Tactics skill represents specific training or experience that the character has related to all knowledge tactical. Specializations may include: antiterrorist, small group, squad, battalion, or large scale. It could also include tactics for operating in specific environments, such as a chemical warfare environment (eg. A battlefield contaminated with chemical weapons). At the beginning of any combat situation, a Specialist

Tactics roll can be made vs 25. If successful, the character and each member of his "team" at any point in the operation can reroll a single die roll, symbolizing a mistake that using such tactics would eliminate. This skill is much like the Craft, Expert, Language, and Area Knowledge skills in that you select a single limited area of expertise to which it applies; Specialist Tactic: Chemical Warfare doesn't provide any benefit in an anti-terrorism operation when you really need Specialist Tactics: Counterterrorism.

Stock Market: The ability to play the stock market, engage in routine stock transactions and manipulate stocks profitably. At +2, you know enough to invest in junk bonds and lose your shirt. At +6, your investments payoff 75% of the time. At +9, you are a major heavy on the Market, routinely dabble in international stocks, and can write learned articles on the subject of investment.

System Knowledge: Basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and their weaknesses. At +2, you can generally navigate around the Net and know where all the local places are. At +6, you know the locations of most places in the Net, and have a working understanding of its largest and most well known systems. At +9, you know the entire Net like the back of your hand, know the general layouts of the important systems cold, and are aware of the layouts for the rest of them.

Tactics: This skill gives you the edge in small unit actions, allowing you to anticipate the enemy's moves and respond quickly. At +4, you are a trained squad leader. At +6, you are a seasoned veteran who knows how to adapt to changing battlefield conditions. At +9, you are a master tactician.

Teaching: The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometime). Players may not teach any skill unless they have a higher skill level than the student. The referee is the final arbiter of how long it takes to teach a skill. At a Teaching Skill of +3 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you wanted). At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as the major references, and you might have a TV show on the equivalent of the PBS channel.

Theology: The knowledge of religions around the world and their beliefs. The character would generally specialize in their own particular religion.

Underwater Survival: A vital skill for divers, farmers, miners and workers on undersea platforms,

involving knowledge of emergency procedures and first aid relating to drowning and the bends; includes knowledge on oxygen mixes, air tank operation, diving techniques and how to organise a safe trip to great depths.

Urban Survival: The ability to survive on the city streets. It involves knowing where to find free food, how to make a cargo container into sleeping quarters, and what gutters are safe to drink from. Knowing which vermin are okay to eat can be important when your apartment is the sidewalk and you don't have the kiam to buy dirt. A good safety-net skill. A lot of people see this skill as being able to scrounge food out of dumpsters and live in the gutter; however it covers so much more, including where to go to get a free meal, where to hide in a fight, where all the best sleepy holes and food stops are, what holes to disappear down when required, what bridge to sleep under... even who is sympathetic to a street urchin. This skill is not trained, it is learned the hard way.

Vampire Lore: The knowledge of vampires. At +1, the character knows the basics, such as vampires drink blood. At +3, the character knows about the major vampire repellants, like garlic, holy items, etc. At +5, the character knows the best ways to kill a vampire. At +7, the character can spot a vampire in a crowd, and knows the best way to approach them. At +9, the character knows how vampires think and can accurately track a vampire's activities.

Vehicular Weapons: Use of computer controlled weapons, such as rockets mounted on a chopper or the nose gun or a fighter. Any time a trigger pull has an indirect link to the weapon itself, which is in turn bracket mounted elsewhere. This would also include the operation of a tank's main gun, or operating a ship's weapons from central fire control stations. This is a new skill which is used by tank drivers, air force pilots and so forth to fire the weapons mounted on their vehicles. This skill applies to chain guns and nose guns and missile pods and rocket pods and other heavy weapons which are, of course, fired from the cockpit or operations center of a vehicle. This can be anything from a fighter pilot using his guns to a navy officer firing the missile silo on his frigate. For pintle mounted machineguns, Heavy Weapons is used. Likewise for powered armor weapons Heavy Weapons are used, because in both cases the weapons in question are still used in a conventional manner.

Wilderness Survival: The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for wood, track game, build shelters, make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have a +9 or +10 Survival Skill.

Xenobiology: This is similar to biology in that it includes knowledge of organisms and their 'inner workings', but it is similar to Alien Worlds in that, from observation, it allows a xenobiologist to examine and understand extraterrestrial life forms (the skill Bishop used when examining the dead facehugger and the effects of the acid blood). Also, similar to Alien Worlds, a xenobiologist is aware of standard quarantine procedures when procuring a xenomorph specimen. See Biology for limitations and modifiers.

Reflex Skills

Acrobatics: Tumbling, leaping, rolling, jumping, swinging from catwalks, etc. Can be used to avoid taking damage from fall downs and knock downs. Subtract 1d6+skill level from such damage. Can be used at 1/2 value (GM's discretion) as Dodge & Escape skill. Useful for leaping from rooftop to rooftop. Jackie Chan has this skill at +10.

Action Games: The art of the old joystick arcade games. Also usable with manually controlled VR and 3-D games. At +2, you can master some basic special attacks with ease on a new game. At +5, you can beat anyone in the arcade after a day or two of practice. At +8, you can use moves the game designers hadn't even really considered. At +10, you're the top dog of the game, and you got there the first time you played it.

Archery: The skill required to use bows, crossbows and other arrow based ranged weapons. See Handgun for details.

Athletics: This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber.

Autoweapons: Auteapons as a skill was only presented in Hardwired. With modern weapons, the difference between operating a submachine gun or operating an assault rifle has become increasingly slim, so this skill is included for continuity. At the GM's discretion, this skill can be taken in place of both the SMG and Rifle Skills and apply to only SMGs and automatic assault rifles (and perhaps even fully automatic machine pistols). Also at the GM's discretion, Rifle can still be offered in companion to autoweapons, with its use being applied to bolt action and hunting rifles. The final option for the GM is for autoweapons to replace SMG, covering both SMGs and assault rifle, and allow Sniper to also include use of small caliber hunting and bolt action rifles.

Zoology: Knowledge of life forms, biological processes and their relation to the environment. At +2, you know most common animals. At +5, you know not only well known animals, but also about many exotics and endangered species. At +8, you are knowledgeable on almost all animals, know their habits well, and have a +1 advantage to any Wilderness Survival Skills (you know where to find the game).

Beam Weapon: This is a common weapon skill in the 23rd century. It includes hand lasers, seizure guns, static guns and other induction weapons. It does not include semi-portable or heavy beam weapons (see Tech).

Brawling: The skill of fighting man to man with fist, feet and other parts of the body. Brawling is not a trained skill- it is learned on the Street by getting into a lot of fights. Unlike Martial Arts, there are no specialized attacks and no damage bonuses based on level of mastery.

Dance: The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to be of professional caliber, and regularly give performances and have fans. Dancers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Dodge & Escape: This skill is required to dodge attacks and escape grapples and holds. If an attack is made without your knowledge, you may not apply this skill to your Defense roll.

Driving: This skill allows you to pilot all ground vehicles like cars, trucks, tanks and hovercraft. This skill is not useable for piloting aircraft. A skill of +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. An driver with a skill of +8 or greater will be nationally known as a racer, regularly win championship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

EVA: This is the skill required to know how to use EVA packs, hand-held thruster units, etc. In use, the Referee will determine the difficulty of the maneuver, and have the player roll against this rating. This is a REF based skill

Fencing: The mastery of swords, rapiers and monoblades. A Fencing Skill of +3 allows you to be

competent with a blade. A Skill of +5 makes you fairly skilled. A Fencing Skill of +6 might win you the National Fencing Competitions. A Skill of +8 will get you a reputation for being a true swordsman of duelist caliber. People like D'Artagnan or Miyamoto Musashi have Skills of +10. They are legendary masters of the blade; the mention of whom will cause all but the stupidest young bravo to run for cover.

Handgun: You must have this skill to effectively use handguns of any type, including cyberwear types. At +2, you can use a handgun effectively on a target range, though combat will still rattle you. At +5, you are as skilled as most military officers or policemen. At +7, you can do the sort of fancy shooting you see on TV, and have begun to get a reputation of being "good with a gun". At +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Heavy Beam Weapons: Similar to standard Heavy Weapons Skill, but for the more sophisticated, modern systems. Can be applied to vehicular energy weapons.

Heavy Weapons: The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers. A Level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

Horsemanship: How to ride a horse, as well as how to look after the related gear and relate to the animal.

Martial Arts: This skill covers any type of trained fighting style using hands, feet, or specialized "martial arts" weapons. You must elect a style of martial art and take a separate skill for each style (for example, you would have to take Karate and Judo separately, spending points for each one. Difficulty modifiers are listed in next to each skill listed below.

The primary advantage to martial arts is that each one has what are called hey attacks; attacks that reflect particular strengths of the style. When a key attack is used, there is a to-hit bonus based on the attack type and martial arts style. A full table of key attacks is listed in Friday Night Firefight pg.90.

The second advantage to martial arts styles is that there is a damage bonus on attacks equal to the level of the Martial Arts skill; for example, a master with a +10 Kung Fu Skill would add 10 points to his damage. This can be a

formidable advantage, particularly in head strikes (which double damage).

Martial Arts forms include:

Akkido (3): *This form relies on using the opponent's strength and momentum against him. It is a perfect form for stopping an opponent peacefully while making yourself very hard to hit. Key attacks are: blocks & parries, dodges, throws, holds, escapes, chokes, sweeps, trips & sweeps, grapples.*

Animal Kung Fu (3): *These are forms based on animal movements, such as crane, mantis, tiger, leopard and dragon forms. These attacks are fast and dangerous, with a style that is exciting and flashy. Key attacks include: strikes, punches, kicks, blocks & parries, sweeps & trips.*

Boxing (1): *The manly art of fisticuffs, this form delivers lightning punches and a tight blocking defense. Key attacks are: punches, blocks & parries.*

Capoeria (3): *Created by Carribean slaves, this form combines dance-like movements with fast kicks and low line sweeps. It is a relatively unknown form and can be combined with dance moves to disguise it's true power. Key attacks are: punches, kicks, blocks & parries, dodges, and sweeps & trips.*

Choi Li Fut (3): *Descended directly from the ancient Shaolin temples, this form combines powerful roundhouse blows and sweeping kicks into a dynamic fighting style. Key attacks are: strikes, punches, kicks, blocks & parries, dodges, throws, and sweeps & trips.*

Judo(1): *This system was designed as a sport form, but is very effective in combat as well. It uses throws and sweeps to knock down the opponent. Key attacks include: dodges, throws, holds, escapes, sweeps & trips and grappling.*

Karate (2): *The Japanese version of kung fu, this style uses straight line movements and powerful blows. Variations include shotokan and kenpo, each with their own special moves. Key attacks are: punches, kicks, and blocks & parries.*

Tae Kwon Do (3): *A very fast and precise form, with graceful movements and some aerial kicks. Key attacks include: strikes, punches, kicks, block & parries, dodges.*

Thai Kick Boxing (4): *One of the deadliest forms in existence, this style is known for blinding kicks delivered with incredible power. Key moves include: strikes, punches, kicks, blocks & parries, and grapples.*

Wrestling (1): *This form combines techniques of Olympic and Professorial wrestling. The style uses a wide variety of throws and holds to incapacitate the opponent. Key attacks include: throws, holds, escapes, chokes, sweeps, trips, and grapples.*

Melee: *AKA Melee: General.* The ability to use knives, axes, clubs and other hand to hand weapons in combat. Note: when using non-ranged cyber weapons such as rippers, scratchers, slice n' dices, cyberbeasts, and battlegloves, you must use this skill.

Melee Weapon: *AKA Melee.* If you don't pick a weapon type, then this is the general melee skill. The general skill allows you to use anything as a weapon at half your skill level: broken bottles, pool cues, tables, cats, clubs, knives, swords, axes, sledgehammers, spears, etc. You only get half your skill level because this skill can be used with anything. It covers the basics of picking up and striking with weapons and improvised weapons, but

is not the skill for an expert fencer or knife fighter. Melee: General is the skill for the barroom brawler who likes to use more than their fists. The half level also provides some game balance, because most people aren't going to be able to buy this skill tremendously high, but even if they do, they're not going to have a very high bonus. To be an expert with a weapon, you need to specify the weapon type or types. Melee: Fencing covers swords. Melee: Knives covers the old street skill of knife fighting, including throwing them. Other specialties would include Axe, Sledgehammer, Chainsaw (for the sick and twisted only), Spear, Club, Staff, etc.

Motorcycle: The required skill to operate motorcycles, cyberbikes and other two and three-wheeled vehicles.

Operate Heavy Machinery: The required skill to operate tractors, tanks (all made prior to the 1960's require this skill), very large trucks and construction equipment.

Parachutes: Not how to open them (any shmoe can do that) so much as when to open them, how to prep and pack them, and how to use the related equipment.

Piloting: In general, this is the skill of controlling aircraft. Aircraft are broken into categories: Gyro and Rotorcraft, Fixed Wing Aircraft, Dirigibles and Vectored Thrust Aerodynes (AV-s). A Piloting Skill of +1 allows you to take off and land safely in good weather conditions. A Piloting Skill of +3 or more makes you a trained pilot, able to engage in most combat situations or bad weather. Pilots with a Skill of +6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of +9 or greater are so good, they have a rep as pilots, and are widely known among the piloting fraternity for having the "right stuff".

Pilot Cargo Aircraft (3): This is the skill of launching, landing, and managing the flight of a large cargo aircraft or commercial airliner. It covers the piloting of any large, fixed wing aircraft with three or more engines, be it jet or prop driven.

Pilot Dirigible (2): The ability to pilot all lighter than air vehicles, including cargo dirigibles, blimps and powered balloons.

Pilot: EVPA/Hardshell: Environmental hardshells differ from powered armour in that their control interface is usually a little less intuitive and they are rarely as powered. Hardshells are used in undersea exploration and external space work.

Pilot: Fighter/Interceptor (3): This covers fighters, fighter bombers and military jet aircraft; in order to have this skill the character must have Pilot: Fixed Wing to at least +2.

Pilot Fixed Wing(2): The ability to pilot fixed wing jets and light or small aircraft. Ospreys may be flown with this skill, but only in the straight ahead (non-hover) mode.

Pilot Gyro (3): The ability to pilot all types of rotary wing aircraft, including gyros, copters and Ospreys.

Pilot OTV (2): The skill of piloting OTV's and other small cargo-type spacecraft. This skill allows the character to make soft lunar landings (Very Difficult task), dock with space modules (Difficult) and maneuver an OTV through space.

Pilot Power Armor/Pilot ACPA (2): PA Pilot is for other characters who do not specialize in ACPAs, much like someone can learn Streetwise, but not Streedeal. It is used when maneuvering rolls are called for, but does not add to Initiative or Awareness rolls.

Pilot RPV (3): The ability to pilot remote vehicles such as hoverdrones and attack remotes. The operator knows how to use a remote board and interpret its signals. This skill is absolutely necessary for using RPVs in combat. Direct cory-link systems are available, adding +2 to the skill.

Pilot Ship: This skill enables the character to pilot large, ocean-going vessels. The particular focus is on the dangerous practice of harbor navigation, where the pilot is required to have the utmost skill and attention. Frequently ships employ local pilots for their not only their piloting experience in a harbor, but also for their local knowledge of the harbor's regular dangers. The skill covers the operations of any water borne vessel over 65 feet in length (about 20 meters).

Pilot Spaceplane/shuttle (3): How to pilot a spaceplane or shuttle. Knowledge of scramjet engines, how to dock with stations (Difficult task) and how to make a proper orbital reentry (Very Difficult) without burning up in the atmosphere.

Pilot Submarine: This skill is broken down into either Surface Water and Submersible Vehicles category. With this skill, the player can pilot and steer either a surface or submersible vehicle. This cannot be used to pilot any air or ground vehicle. At +3, the player knows the basics and can travel around with some confidence. At +6 level of skill, the pilot can handle bad situations like violent storms, running an underwater canyon.

Pilot Vectored Thrust Vehicle (3): The skill of piloting all types of vectored thrust vehicles, including hovercars, hover rafts and AV-4, 6 and 7 vehicles.

Pilot: Watercraft: From small launches and speed-boats to tugs and patrol boats, so long as the craft is motor powered. Basically, it covers anything the military classifies as a "boat", which happens to be anything under 65 feet in length.

Powerloader: Powerloader covers the operation and use of the powered work loader series of cargo manipulation vehicles. It replaces Athletics and Dodge when making sophisticated manoeuvres in the exoskeleton. Brawling and Martial Arts can only be used at up to half the level of the Powerloader skill.

Rifle: You must have this skill to use rifles effectively (see Handguns for limitations and modifiers).

Skating and Skateboarding: The skating and skateboarding skills are somewhat similar. The skating skill adds to REF when determining how well a skater can maneuver a certain obstacle. Skating can also increase movement. This increase is based on the athletic potential of the skater. Skating and Skateboards, with or without motors, can add up to the user's Athletics skill divided by three in MA rounded down (Athletics/3 = +MA)

Example: Flasher has an athletics skill of +3 so he can add +1 MA to his total movement when on skates. His rival, the Streak, has Athletics +7, so he can add +2 to his MA.

Skating and skateboarding are separate skills but if you have +2 or more in one, you can use the other at +1 automatically. The second skill will not go up unless you learn it properly. While they are related disciplines, they are still different enough to warrant separate skills.

Sleight Of Hand: The skill of making small objects appear and disappear. This skill covers diverting attention to allow the user to palm a small item, switch it from hand to hand, or slip it into a pocket or another person's hand or drop it without being seen. A useful skill for thieves and con artists.

Smart Gun: Although a heavy weapon in terms of firepower and basic operation, a smart gun needs special training to use. Using the servo arm for smart-targeting, moving with the gyro-harness and firing with one eye covered by a readout all need practice. This skill covers the use and firing of the M56 smart gun weapon system. The skill has two uses. First, targeting and shooting of the gun itself. See Handgun for limitations and modifiers. Secondly, moving with the gun whilst maintaining a stable firing platform. Despite the sophistication of the system; the smart gunner must ensure that their movements do not overtax the system. Whenever a smartgunner is moving rapidly or attempting to perform a complex physical manoeuvre, make a Smart Gun roll. If the roll succeeds, the character may proceed as normally. If the roll fails, some modifier is imposed; for example, if the character is attempting to sprint, their MA is reduced by two or three points; or the gun's WA is reduced to zero or less for the next turn before the targeting system can re-align.

Sport: Skill in a single sport. You must select a type of sport, eg. tennis, soccer, golf, squash and so on.

Stealth (2): The skill of hiding in shadows, moving silently, evading guards, etc. A Stealth Skill of +1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow to shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants.

Strider Pilot: Strider Pilot training allows the character to pilot any nonhumanoid walker vehicle that does not use a linear-frame as the primary control interface. Examples of such vehicles would include the Fuchikoma or Thinktank from various animes, the various walkers from Soldier of Fortune 2, including the Daikani, PanzerKraken, and

Volkswalker, or larger units such as the Coalition Spider Scout Walker of RIFTS or any Strider vehicles as seen in Heavy Gear. Strider Pilot also includes training on the use of most secondary movement system that might be seen on a strider (eg. road wheels on the Daikani). As with Exo Pilot, Gunnery (Strider) is required to use onboard weaponry, and Electronic Warfare and Communications are required to use the sensor or communications suites.

Submachinegun: You must have this skill to use any type of submachine gun effectively (see Handguns for limitations and modifiers).

Thrown Weapons: This skill covers everything thrown, including knives, rocks, grenades, darts, small children. Range is generally based on the weapon, though a basic throwing range for knives and grenades is worked out on double ones BODY attribute (ie. short range would be half BODY, medium would equal BODY, long range is double BODY and extreme range is four times BODY... in meters). Yes, this is a light variation on printed rules, because the printed rules allow you to throw things ridiculous distances. Erroneously, many consider this to be a BOD skill, which is incorrect. BOD just determines distance, the function of accuracy comes out of the REF skill.

Underwater Heavy Weapons: This covers heavier manportable weapon systems designed for use underwater, such as small or light torpedo and rocket systems.

Underwater Melee Weapons: This covers the use of what began as underwater handheld anti-shark equipment, and covers everything from underwater knife fighting to the use of explosive-tipped anti-shark prods and arc torches.

Underwater Weapons: This covers spearguns and gyrojet weapons used underwater, along with any other sidearm specifically designed for underwater firing.

Zero-G Maneuver: This skill is the ability to maneuver in low or zero gravity conditions. It allows a character to kick off surfaces and catch himself on the rebound, make turns or flips in mid-air by body movements, and to hold position if needed. Orbital-born characters automatically have this skill at +3, and may buy it at higher levels using IP. In order to acquire ZeroGee Maneuvering, you must first get used to the conditions of weightlessness. This isn't easy for everyone. Each time a Groundsider character encounters a new condition of weightlessness, such as crossing an air shaft, finding himself suspended at a height without visible means of support, or some other sudden zero gee shock, he must make a Cool roll (Cool + 1D10) higher than 10 or be momentarily paralyzed by fear

for 1D6 turns. Until the character has successfully made five such rolls, he will be considered unadapted to zero gee and unable to master this skill. Once adapted, he need not make any further Cool rolls.

Zero-G Combat (2): Also known as rei-ju-ryoku-ryu, this is a specific fighting style developed for use in zero gravity. This skill replaces Martial Arts or Brawling when you fight in a no-gravity situation (if you were to use those other combat styles in O-G

Technical Skills

Aero Tech (2): The required skill for repairing fixed wing aircraft, including Ospreys, jets, and light aircraft. With a Skill of +3, you can perform most routine maintenance tasks. With a Skill of +6, you can do engine tear downs and major structural repairs. With a Skill of +9 or better, you are capable of designing and building your own aircraft.

When it comes to engine repair and fuel systems, and ONLY these systems, aero tech, AV tech, and Gyro Tech can be used interchangeably with no penalty, as all three vehicle types will use turbine engines. Turbines, a form of jet engine, are increasingly widespread in use. Virtually all military aircraft use them, as do most civilian helicopters. Even the M-1 Abrams MBT is driven by a turbine engine, which an Air Force repair tech could facilitate basic repairs on.

Astrogation(2): This skill allows a character to calculate a spacecraft course using computers, course tables and navigation

AV Tech (3): The required skill for repairing all ducted fan aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can tear down engines and modify an AV. At +10, you can design your own AVs on common airframes.

When it comes to engine repair and fuel systems, and ONLY these systems, aero tech, AV tech, and Gyro Tech can be used interchangeably with no penalty, as all three vehicle types will use turbine engines. Turbines, a form of jet engine, are increasingly widespread in use. Virtually all military aircraft use them, as do most civilian helicopters. Even the M-1 Abrams MBT is driven by a turbine engine, which an Air Force repair tech could facilitate basic repairs on.

AutoTech (2): Vehicles are complicated machines that increase in complexity as they increase in price. In addition, they also include a wide range of unique components that would not be covered under the general mechanical knowledge of Basic Tech (while a lawn mower and a car may have similarities that let you cross apply engine knowledge, a lawn mower isn't going to do a damn thing for teaching you how a car's brakes work. There is vast amount of difficult and specialized knowledge of both

you would end up a helpless spinning tangle of arms and legs). The training also teaches the character how to use recoil weapons in zero gravity. When firing a recoil weapon, he may add this Skill to the required Recoil Save Roll (pg. 25). You must have at least three points in Zero Gee Maneuver Skill before you can acquire this skill. Your Zero Gee Combat Skill can never be higher than your skill in Zero Gee Maneuver.

electronics and mechanical components in a vehicle control system. While basic tech would let you do a tune up or change the brake pads, auto tech lets you rebuild or upgrade the engine, install ABS, resurface brake rotors, repair crash damage, etc.

Basic Tech (2): The required skills for building or repairing simple mechanical and electrical devices, such as car engines, television sets, etc. With a Basic Tech Skill of +3 or better, you can fix minor car problems, repair basic wiring, etc. A Basic Tech Skill of +6 or better can repair stereos and TVs, rebuild a lawnmower engine, etc. A Basic Tech Skill of +9 or better can build a simple computer from scratch, put together a motorcycle engine, do general automotive maintenance like changing brake pads or a tune up and maintain any kind of industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft (just like Mr. Goodwrench doesn't know how to build and service an F-16).

Bio-Technology (2): The science of genetic engineering as it relates to biological implants and modifications, from skin grafts and plastic surgery/body sculpting to DNA maps, bioware, replacement organs and clone tissues; essentially a skill that deals with all biological modifications which can be made to the body.

BodyArt: This skill covers several forms of non-cybernetic body-modification as well as being useable for the implanting of a very select collection of fashionware (light tattoos, fashion nails). This is a catch-all ability covering body piercing (placing metal rings through the flesh), tattooing (pushing pigments below the skin of the recipient to provide permanent designs), body painting (using paints and pigments to change the appearance of the skin), minor implants (fashion implants, or other implant cyberware at the GMs approval, requiring a very difficult roll since this skill does not specifically include that training), branding (burning the skin / flesh to provide a permanent marking) and scarification (cutting the skin to provide scars in a predesigned pattern).

Braindance Technology: The science of braindance; this skill covers everything from manipulation of the braindance environment (ie. gaming) to actual wiring and setting up of braindance equipment.

Calligraphy: The art of beautiful writing. There are two forms: European pen calligraphy and the oriental brush skill. This skill is very important in asia, where many judge you on your writing skill. At +2, your lettering is legible. At +4, you can write out your own wedding invitations. At +10, Chinese masters ask you for lessons.

Carpentry: Working with wood; how to cut, shape, join, glue, layer, carve etc.

Communications Technology, Advanced: This is the skill for using, implementing, setting up and patching into advanced communications equipment and systems. At it's basics (+2) it gives an understanding of telephone and computer networking, (+4) closed radio (land line and laser based) systems, and at high levels (+6) it allows for patching into and even (+8) pirating satellite transmitted feeds. This skill also includes understanding why a communications device is not working properly as well as being aware of the details and limitations on the device's possible use.

Communications Technology, Basic: Covers the maintenance, installation, repair and modification of short wave, HAM, microwave, laser, relay and cable based communication systems; deals specifically with the devices used to power and progress communications, from telephones to radios, as well as aerials and cables and junctions involved.

Computer Use: This represents an average person's ability to use computers. Some 23rd century computers respond to neural link as well as voice and keyboard commands, but most can be used manually only. With this skill you can dive for data without being a netrunner. This skill can be substituted for interface in most netrunning applications, but only with the -4 Keyboard modifier from Cyberpunk and an additional -2 since this is not a true skill system for netrunning. If pitted against a real netrunner in the Net, the individual on the manual system will always lose the initiative. Computer Use can be used instead of Library Search when looking for information in databases, but at -3. Computer Use governs the simple operation of all computer hardware and software, from keyboards to Net access to simple programs; it is via this skill that you have access to this list of CP2020 skills, for instance, however it really only needs to be rolled when conducting a Net search, operating a computer past an error or dealing with an unfamiliar system.

Cooking: This individual is experienced in the preparations of foodstuffs in an enjoyable and appealing manner. This skill is rarely seen outside of restaurants and hotels in 2020, and is often only found in subsumed in the Steward skill presented below. With this skill the character knows how to make balanced meals (+1), cook standard american fare (+2), cook elegant meals (+4) and even can make kibble look (+5) or taste (+7) edible.

Craft: Must specify an area to be proficient in: Origami, Tattooing, Paint & Drawing, Photo & Film are all examples of this skill. The Craft skill covers any one field the player selects, from panel beating to cabinet making.

Cryotank Operation: The required skill for operating, repairing and maintaining life suspension and body chilling devices. A minimum skill of +4 is required to chill down a healthy person. A minimum skill of +6 for chilling a wounded person.

Cyberdeck Design (2): The required skill for designing cyberdecks. At level +4, you can modify an existing cyberdeck for greater speed or memory. At level +6, you can design a deck equal to most existing designs. At +8, you can design decks that are substantially improved over existing designs.

CyberTech (2): The required skill for repairing and maintaining cyberware. At level +2, you can keep your cyberware tuned up and can replace its power batteries. At level +6, you can strip down most cyberware and even make simple modifications. At level +8, you can design your own cyberware to order.

Demolitions(2): This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set timers and detonators, and how much explosive to use to accomplish a desired result.

Desktop Engineering: This deals with the operation and even repair of any desktop tools from lathes to drill presses to robotic factory arms to bench-saws.

Disguise: The skill of disguising your character to resemble someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it is not the same as the ability to actually be an actor.

Electronics: The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.

Electronic Security (2): The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc.

At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security areas with impunity.

First Aid: This skill allows the user to bind wounds, stop bleeding, administer CPR and revive a stunned patient (see Trauma Team, pg. 106 for details).

Forgery: The skill of copying and creating false documents and identifications. This skill may also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.

Genetics: The individual is trained in the science of organisms. Genetics is a combination of biology and chemistry, and training in Biochem or Biotech (a double cost skill) is considered to include basic Genetics training in addition. Genetecists can determine the species and physical details of a tissue sample (the latter only if it's a well-catalogued species) as well as being able to modify and splice genes. All of these abilities are dependant on access to an advanced lab.

Gyro Tech (3): The skill of repairing and maintaining rotorwing aircraft such as helicopters and gyrocopters.

When it comes to engine repair and fuel systems, and ONLY these systems, aero tech, AV tech, and Gyro Tech can be used interchangeably with no penalty, as all three vehicle types will use turbine engines. Turbines, a form of jet engine, are increasingly widespread in use. Virtually all military aircraft use them, as do most civilian helicopters. Even the M-1 Abrams MBT is driven by a turbine engine, which an Air Force repair tech could facilitate basic repairs on.

Marine Tech: With this skill, the player can repair and fix any surface or submersible faring vehicle, from luxury yacht engines to the turbines on a Manta class sub. At +3, the skill enables the player to perform light maintenance tasks and repairs. At +6, the player can disassemble and reassemble any engine that needs fixing, while at +9 the player can redesign engines and build a more efficient ocean faring craft from his own designs.

Masonry: Stone working, cutting, mining and manipulation, as well as the proper mixture and use of cements and concretes.

Massage: Therapy through joint and soft tissue manipulation, also known through it's various fields: physic-therapy, shiatsu, chiropractic... all are basically the same in game terms (though I know there are some huge actual differences), however the player is free to record whatever name he desires for this skill.

Mechanical Engineer (2): Machine engineering, dealing with combustion and electrical engines, mechanical joints and interactions.

Mix/Edit: The ability to edit and compose from multiple feeds of video, audio, or braindance, to create a specific piece of art. Inspired by the techno/house-music disc jockeys who say: "Give me two records, and I'll make you a universe." Marc: Oftentimes what makes recorded music great is the producer. The "fifth Beatle," the guy who produced "Dark Side of the Moon," Daniel Lanois, Babyface (both of whom have produced many, many hit albums by many different bands) are all examples of the use of this skill.

Modular Tech: The tech skill for moddies and daddies. This skill allows the techie to determine the contents of chips and create new ones. Usually a skill of +4 or +5 is needed to make chips, but lesser levels are handy for Moddy examination and repair. A useful talent in this day and age.

Municipal Communications: This skill is used to be able to interpret the communications of police, fire, ambulance, C-SWAT, trauma teams and biochem or hazmat response teams when listening to a radio scanner tuned to a municipal frequency. A successful skill roll indicates an understanding of the codes and slang used in the communications. A failed roll will indicate some misunderstanding that could potentially endanger the listener.

Nanotechnology (2): The final of the four 'cyber' skills (the other three being Cybertech, Wetware-tech and Bio-Tech), this deals with nano-machines, their design and maintenance issues, what they are capable of, how they are built and programmed and how to install them safely.

Origami: The art of folding things up (usually paper) to look like other things. At +2, you can make a box or a crane. At +6, you can make more complex and/or smaller things. At +10, you can make identical models that look like a specific object (i.e. at +5, you can make a generic airplane, but at +10, you can make an A-01 Blitz or an old B-17 Flying Fortress).

PA Tech (3): This is the skill needed for maintaining and repairing Assisted Combat Personal Armors (ACPA). The repair, maintenance and modification of powered armor systems, exoskeletons and linear frames; this skill deals specifically with the 'guts' of the machinery, from myomer to powerplant, but does not touch so much on computer or electrical systems built into the suit (though you'll know how to exchange damaged major components of this type).

Paint or Draw: The skill of producing professional drawings. A Skill of +3 allows you to produce salable "modern" art. A Skill of +6 will produce

artwork that is recognizable and extremely pleasant to the eye-as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibition galleries, and have other lesser artists studying his style in art school.

Photography & Film: The skill of producing professional-caliber photographs or motion pictures. A Skill of +2 allows you to make decent home movies. A Skill of +4 or better creates work capable of winning an amateur contests. A Skill of +6 or better will produce work of the level of the average Playboy cover or rock video. A photographer or cinematographer with a Skill of +8 or better will be nationally known and probably famous.

Pharmaceuticals (2): The skill of designing and manufacturing drugs and medicines. A minimum Chemistry skill of +4 is required. At +4, you can make aspirin. At +6, you can make hallucinogenics or antibiotics. At level +9 you can build designer drugs tailored to individual body chemistries.

Pick Lock: The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6, you can crack most safes. At +9 or better, you have a rep as a master cracksmen, and are known to all the major players in the Cyberpunk world.

Pick Pocket: The required skill for picking pockets without being noticed, as well as "shoplifting" small items. For ideas on levels of ability, see Pick Lock, above.

Play Instrument: The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played. A Skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will gain the musician some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of Grammys, and regularly jam with Kerry Eurodyne.

Pressure Suit Tech: A variation on the PA Tech skill which deals with nonpowered hardshells, hardsuits and pressurised environmental suits.

Robotics Engineering (2): The repair, maintenance and modification of robotic systems; like PATech the skill deals with the mechanics of the robot, not the computer systems; this skill applies to factory robots, drones, powered armour limbs, physical cyberlimb systems and droids.

Seamanship: General seamanship is like Basic Tech in that it covers the environment a character may be working in; Seamanship covers rope use, simple piloting movements, nautical terminology, basic repairs and a good working knowledge of

what needs to be done to keep a ship ship-shape: this skill can also be re-named to to Spacemanship.

Sonar Tech: Underwater sensor systems, their behavior and the technical knowledge needed to maintain and repair them.

Space Craft Engineering (2): Technical expertise in the repair and design of space fairing vessels, from OTVs to space cruisers and transports, as well as design and construction of space habitats.

Space Tech (3): This skill covers the special aspects of modern space technology; air seals, radiation shielding, anti-gravity and life support. Space Tech allows the repair and maintenance of spacecraft and space-borne facilities (workshacks, stations etc.).

Scuba Diving: The skill enables the player to become familiar not only in the different underwater breathing apparatus and how to use them, but they also know how to dive properly without placing themselves in danger. At +2, the player is a qualified sports diver, the skill and knowledge to dive at depths up to 30-40 feet. At +4, the player can now deep dive to depths up to 100 feet. At +6, the player can become a qualified rescue diver as long as he has the First Aid skill in conjunction with this one. At +8, the player can now ice, salvage and cave dive without putting himself in danger. At +10, the player now knows how to dive beyond depths of 100 feet and can pretty much dive in any environment as long as he can preplan what he will need.

Submersible Tech: Technical expertise in submerged vessels, from personal subs to massive military models, covering the design, maintenance and repair of such vessels.

Tattooing: The art of putting colors into skin. At +2, you can do simple jailhouse designs. At +6, Hell's Angels make appointments for you to "paint" them. At +8, Yakuza come over from Japan for the honor of being your canvas. When taking this skill, you must specify either electric engraver or hand-picked. You can do the other type at half skill.

Trapper / Furrier: The art of snaring and catching game via traps, and how to deal with the prey once killed.

Undersea Equipment: This is the skill of maintaining and repairing typical personal gear that is used underwater. The character would be able to maintain scuba gear, dive sleds, wetsuits, spear guns, and even manage the inspection (but no maintenance or repairs) of more complicated equipment like waterproofed cyberware or hardsuits.

Video Manipulation: This skill gives the character knowledge of altering video footage. While video cassettes can be altered, only the alteration of digital video (mostly on digital video chips) is normally known by characters with this skill. This doesn't mean that faked video cassettes don't turn up, just that it is more rare. Cassettes will be more difficult to manipulate (+5 difficulty) unless the character specifically trained in forging video cassettes, in which case the character will have a +10 added to difficulty for working with digital media. When forging, one hour per 5 points of difficulty is required. For every hour less than that, add 5 to the difficulty. The minimum time used to forge is one hour. Subtract 5 from the difficulty per 2 extra hours that the forger works on the footage, to a minimum difficulty of 15.

If there is audio on the video recording, which there rarely is (Netbook Ed. Note - this is due to the fact that there is no law prohibiting the filming of video footage without audio), add +5 to the difficulty if there is little or no talking, add +10 if there is (Netbook Ed. Note - And add +15 if there is both talking and a great deal of background noise). This is because it is an entirely new dimension that must be dealt with. The forger must make each change individually.

Note that skill checks are made secretly by the Referee. Even if the check fails, the forger will believe success was achieved (after all, the video was successfully altered, it just wasn't successfully altered well). Record the amount by which the check was succeeded or failed, for future reference.

With this skill, a forger can:

- *Switch one person's face with another (20)*
- *Change appearance of an item (20)*
- *Add the presence of another person (25)*
- *Switch an entire person for another (25)*
- *Erase a person's presence entirely (30)*

The difficulty in detecting a forgery is 20 for minor alterations, 30 for major alterations, and 35 for critical alterations, plus or minus the amount the forgery was succeeded or failed by. This skill is used not only for forgery, but also for detection. If a detection check fails, the checking character thinks it is legitimate footage and has no reason to further question its validity. It takes 4 hours to check

footage for forgery or alterations. A court trial uses a panel of 6 experts with Video Manipulation +6. Each expert checks the footage individually and checks it twice.

Netbook Editor's Note: I have made some changes in this skill, reflecting my personal professional experience in the editing of audio and video footage. One thing I have left in that I probably should note have is the fact that editing video cassettes is more difficult. Technically, this isn't so; you just capture the VHS footage to digital format, edit it as you would with any other digital footage, and transfer it back to VHS. I left it in because there are frequently hardware problems that need to be overcome in the transfer to and from VHS, especially when you don't have a stable platform dedicated solely for transfers.

Weaponsmith (2): AKA WEAPONTECH or WEAPONS TECH!!!! A working knowledge on how to modify, repair and maintain firearms of all kinds; used to clear a jam and used to extend barrels and alter fire modes; no soldier or solo is without this skill; also gives a working knowledge of the types of firearms available, and what their strengths and weaknesses are. The required skill for repairing and maintaining weapons of all types. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8, you can design your own weapons to order.

Wetware Tech (3): Specific cybernetic science dealing with the brain and neural and nervous system wares (note the difference between Wetware and Cyber); includes knowledge of the bodies systems and how they can be re-wired, knowledge of the safe cavities in the brain and general repair, installation and design issues dealing with interface plugs, neural processors, internal memory, internal cyberdecks and computers, wired reflexes, braindance implants and chip-sockets.

Joint Skills

These are skills that apply an average of two attributes or stats, or can be applied to either of two or more stats as circumstances dictate. Assume them to operate on an average of the two stats unless otherwise indicated in the description.

Athletics (Special): Athletics is a general skill that covers all kinds of physical activity, including climbing, swimming, throwing, running, leaping, rolling, etc. As a general skill, it lets you do a lot of different things, but not necessarily well. There are specific athletic skills for these actions. When using Athletics in place of Climbing, Swimming,

etc., add 1/2 Athletics skill to the appropriate stat. For example, when using Athletics in place of Running skill, it functions at 1/2 level, and the skill adds are added to Movement Allowance. Obviously, Athletics is a substitute for those time you attempt to do something you don't have the appropriate specific skill for. When it substitutes,

it uses the appropriate stat for the skill it is substituted for. Climbing or swimming would be BOD + 1/2 Athletics, while Archery would be REF + 1/2 Athletics.

Aura Reading (EMP/PSY): The knowledge of the interpretation of auras and skill in seeing them.

Expert: Blessing (EMP/PSY): The character knows a specific blessing. The name of the blessing should be recorded.

Expert: Curse (EMP/PSY): The character knows a specific curse. The name of the curse should be recorded.

Expert: Ritual (EMP/PSY): The character knows a specific ritual. The name of the ritual, its difficulty, effects, any sacrifices required, the power item and location, and the length of time required for the ceremony must be recorded.

Expert: Spell (EMP/PSY): The character knows a specific spell. The spell's name, effects, limitations, and requirements should be noted.

Field Surgery (COOL/TECH): A paramedic style skill one step up from First Aid; if a character takes Field Surgery he does need to take First Aid as a pre-requisite, as this skill is the same except geared more towards stress based situations and working under duress to get a casualty stabilized as quickly as possible.

Impersonation (EMP/TECH) (2): Altering ones appearance to assume an alternate identity of an existing person. Since a living person exists in the alternate identity, impersonation is, of course, *much* harder than generic disguise. This skill focuses on a single disguise, persona, and knowledge that is used for the alternate identity. Think of this as a "lite" version of the Special Ability of Chameleon; you can fool the cops and the average joe, but don't expect to be able to actually perform any specialized activities like you would with Chameleon. Think of it as being like committing identity theft, except you also make the effort to look and act like the person as well.

Palmistry (EMP/PSY): The art of reading the lines of the hand to gain information about an individual and their future.

Recruiting (EMP/INT): The character is familiar with the more effective means of approaching individuals and presenting proposals for employment, couched in terms most likely to produce acceptance. Recruiting affects both the quality and quantity of recruits who will respond to a request for application. Recruiting can obtain

nonplayer character hirelings with skills suited for specific tasks, while Leadership and Charismatic Leadership tend to attract indiscriminately all within the range of the character's personality, skilled or otherwise.

Remote/WAD Weaponry (REF/INT) : Just as the piloting of remotes and WADs requires extra thought that being on scene wouldn't require, so too does the operation of weapons mounted on such devices. This is not a weapon skill by itself, however it is *used* to fire the weapons mounted on a drone, or any remote operated weapon such as a sentry gun.

Role Play (EMP/TECH): Altering ones appearance to assume an alternate identity; impersonation is, of course, *much* harder than generic disguise. This skill focuses on a single disguise, persona, and knowledge that is used for the alternate identity. Think of this as a "lite" version of the Special Ability of Chameleon; you can fool the cops and the average joe, but don't expect to be able to actually perform any specialized activities like you would with Chameleon.

Sailing (TECH or TECH/REF): How to operate sail powered vessels, from personal scale smacks and skiffs to large ocean going yachts and ships; this is the science of using the wind to generate speed, how to trim rigging, operate winches, displace sail and so on. When sailing with a crew, this skill operates under TECH. If sailing alone, it operates as an average of TECH and REF.

Sniper (INT/REF): The firing and operation of high calibre sniping weapons. The Rifle skill can also be used to operate sniper weapons (yes, this is a change in the rules) at half it's normal level (round up). The other advantage of the Sniper skill is it's superior aiming ability through the ability to determine range, adjust for wind speed and direction, and read target movement and activities to properly pick the shot. A character can Aim (thereby gaining a +1 to strike) as many times as he has levels in this skill (as many as ten!, not limited to three, as usual) so long as each Aiming period is at least 3 combat rounds (10 seconds) in duration (eg. a character with Sniper +6 could aim for 18 combat rounds, 3 minutes, to gain a +6 bonus to strike for aiming); the Sniper skill requires the character to have Rifle to at least +4, and may in turn be used to operate normal rifles at half its level, round up.

Steward (EMP/INT) (2): The individual is experienced and capable in the care and feeding of passengers and guests. This represents a general knowledge of cooking, personal care and attention and other areas of experience which will

make passengers, guests, crew and employees happy and content with their stay or passage.

Super Weapon (INT/TECH) (5): The one and only skill for hacking into and firing Orbital Weapons Systems at your friends, neighbors and countrymen.

So, Joe has just managed to link-up with a corporate funded Suborbital laser platform and rather than destroy it by reprogramming the telemetry for a "slightly" closer orbital path, he'd rather use it on Fred's house.

Getting In: Most satellites have non-standard interfaces to prevent Average Joe Netrunner from just stepping in and taking over. Understanding even the basic language structure of their command protocols is a major step in the right direction.

(Int + SuperWeapons DIF 16) or (Int + System Knowledge DIF 22) to come to terms with the system. If the roll fails another can be made in D6+1 minutes... if you are willing to stay on-line that long, waiting for Netwatch. Some foreign military satellites use even more bizarre encryption and interface schemes, often increasing the difficulty by up to 5 points, if you actually understand the language they are using (Language: Czech at +5 anyone?).

Activating : Next you have to activate the weapon systems on board. For military systems this is a straightforward arming and power-up sequence. For Civilian systems being "adopted" to this purpose it involves activating servos that are normally only used during critical course correction and bypassing all the safety interlocks.

(Tech + SuperWeapons DIF 15) for Military units, Dif 20-35 for civilian satellites. Or you can roll Electronic Security at +10 difficulty if you don't have the right training.

Joe, stat (+9) + skill (+3) = 12, the Ref assigns a Dif 15, Joe needs a 3. He rolls a 6, no problem.

Targeting: Now Joe now needs to target the satellite weapon, pinpointing the location to within a 1/2 mile radius, this takes an Int roll:

Joe, stat (+8) + skill (+3) = 11, the Ref decides this will be quite difficult and assigns a Dif 25. Fortunately, the weapon has a small vid-screen, allowing Joe to look for Fred's house

visually, because of this Fred can add his Awareness (+6) and Geography (+3).

So, stat (+8) + skill (+3) + skill (+6) + skill (+3) = 20. Rolls a 6. Sorted.

In a flash of light everything with 1/2 square mile radius is vaporized with Fred's house at the epicenter (sorry Fred). Joe is quite pleased, unaware that a fully-armed security team are on their way...

Note: These are just the bare bones rules. In a more advanced game the player(s) might need to crack firing codes, bypass alarms etc... So feel free to add upon what I've already written.

Also, when it comes to your players buying the Super Weapon skill, I only allow them to begin with it at level 2. When it comes to improving the skill, I would stop them at level 3/4. This stops them becoming too good with a super-weapon, especially if it is totally within their possession.

Game Masters have to be especially careful to keep orbital weapons in the realm of the netrunner wet dreams instead of routine game play. One good hit could easily change the course of a war (did I hear something about a hit on the Arasaka HQ?). If your netrunners keep trying these kind of stunts, remember the time lag for DeepSpace netrunning or even Near Orbital uplinks - giving the SysOp and CPU plenty of time to trash most runners. I actually recommend including this skill in a chip for players for a single major plot gimmick (or Plot Voucher as they say) along with the players needing to collect the uplink data for the satellite in question and it's actual location so they can aim another satellite's commo rig at it ("what do you mean we have to do a hit and run at the local ESA HQ to get the telemetry data for the satellite?!").

Tarot Lore (EMP/PSY): The character knows the meanings of tarot cards and can conduct a reading.

Voodoo Divination (EMP/PSY): The character knows how to conduct a voodoo style divination rite.