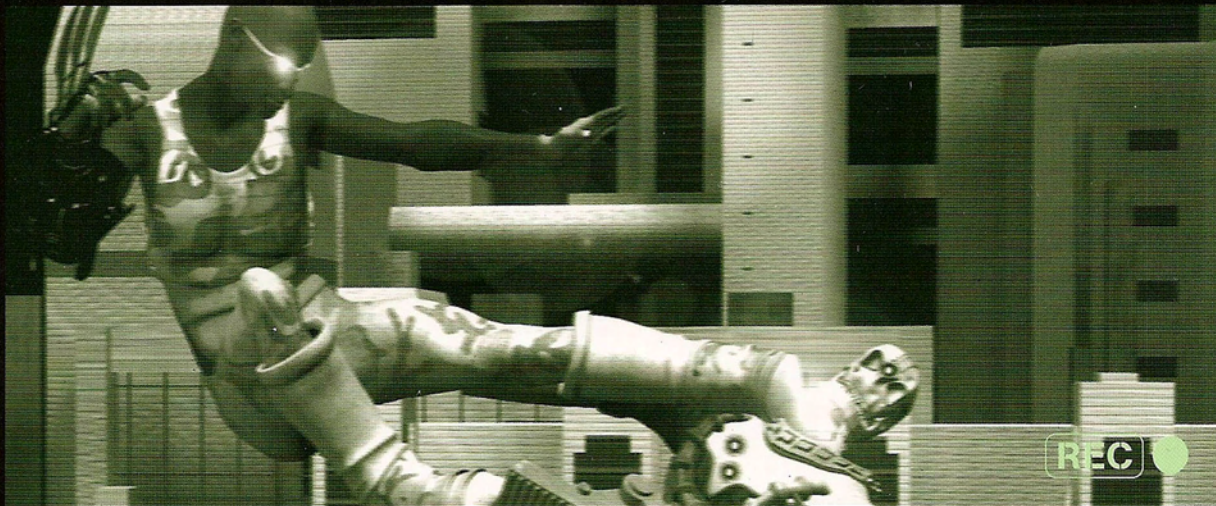


# FLASHBACK

**cyberpunk® gaming utility**

**fast play rules • scenarios • combat shield • maps • templates**



**Contains  
Easy Rules for Fast Play!  
Enhanced Tactical Tables!  
New Player Character Templates!  
Instant Map & NPC  
Generators!**

**cyberpunk**



DIFFICULTY TABLE	
DESCRIPTION	DIFFICULTY VALUE
Easy.....	10
Everyday.....	14
Challenging.....	18
Hard.....	22
Very Hard.....	26
Extreme.....	30

ACTION MODIFIER TABLE	
[ADVANCED]	
SITUATION	MODIFIER TO ROLL
Unfamiliar tools, weapon or vehicle.....	-4
Lack of instructions for task.....	-2
Don't have right tools or parts.....	-2
Hostile environment.....	-5
Complex Task.....	-3 to -4
Have never done this before.....	-1
Under stress or attack.....	-3
Drunk, drugged, or tired.....	-4
Trying to perform task secretly.....	-4

COMBAT MODIFIER TABLE	
[ADVANCED]	
SITUATION	MODIFIER TO ATTACKER'S ROLL
Point Blank: Weapon almost touching target.....	+5
Close: Target at 1/4 listed weapon range.....	-2
Medium: Target at 1/2 listed weapon range.....	-4
Long: Target at listed weapon range.....	-6
Target is using an Action for Dodging.....	-3
Target Moving.....	-1 per 10m/yd target moves (-6 mph)
Target silhouetted.....	+2
Target partially in Hard cover:	
Half Body.....	-1
Head and Shoulders Only.....	-1
Head only.....	-2
Behind someone else.....	-2
Target Obscured (Blinded by light, smoke, darkness, dust).....	-4
Targeted Attack	
limb, body.....	-1
head, groin.....	-4
bullseye, eye, heart.....	-6
Improvised weapon (rock, bottle, small girder).....	-2
Aiming.....	+1 per phase, up to +3 max
Braced.....	+2
Attacker running.....	-3
Ambush.....	+5
Target Prone.....	-2
Firing Vehicle mounted weapon, no turret.....	-4
Firing shoulder arm from hip.....	-2
Laser rights.....	+1
Telescopic Sight.....	+2 extreme, +1 medium
Smartgun Chipping.....	+2
3 rnd burst (close/medium only).....	+3
Full auto (close).....	+1 per every 3 rnds
Full auto (all other).....	-1 for every 3 rnds
Snapshot.....	-3

WEAPON DATA		
† Check BODY/STR Effect table		
WEAPON BY AMMO	RANGE	DAMAGE
Assault Rifles.....	400m.....	5D6(5.56) to 6D6+2(7.62)
BFG.....	100m.....	7D6
RBFG.....	1000m.....	8D6
FABFG.....	600m.....	12D6
Pistols (Light).....	20-50m.....	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium).....	50m.....	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy).....	50m.....	3D6(11mm)
Pistols (V.Heavy).....	50m.....	4D6(357) to 6D6(44)
SMGs (Light).....	150m.....	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium).....	150m.....	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy).....	150m.....	3D6(11mm) to 4D6+1(12mm)

WEAPON BY TYPE	RANGE	DAMAGE
Arc Thrower.....	50m.....	4D6
Big Knucks.....	1m.....	1D6+2†
Bladebuster.....	50m/2m.....	4D6 gun/7D6 blade†
Buzzsaw.....	1m.....	2D6+2
Bow/Compound Bow.....	150m.....	4D6
Crossbow.....	50m.....	3D6+3 to 4D6
Dartgun.....	5m.....	Poison
Duo Katana.....	1m.....	6D6†
EMP Pulse.....	10m.....	Stun Save
Fighting Knife.....	1m.....	1D6†
Fission Blade.....	2m.....	3D6† plus 1D6/per turn
Flamethrower.....	50m.....	5D6
Flamer.....	5m.....	2D6
4mm Railgun.....	1500m.....	8D6
14mm antitank rifle.....	500m.....	10D6
Grenade (Frag).....	NA.....	7D6
Grenade (Incendiary).....	NA.....	(4D6 for 3 turns)
Grenade Launcher.....	225m.....	10D6
Hammerhand.....	1m.....	3D6
Howler.....	50m.....	Stun Save
Hazer.....	50m.....	Stun Save
Laser (capgun).....	200m.....	1-5D6
Microflamer.....	2m.....	1D6
Micromissiles.....	100m.....	4D6 ea
Minigun (SMG rounds).....	100m.....	2D6 per hit
Mines (all types).....	NA.....	7D6
Missilegun.....	150m.....	6D6
Microwaver.....	20m.....	1D6
Missiles, Missile Launcher.....	1km.....	12 D6
Monofists.....	1m.....	2D6 per hand†
Monoknife®.....	1m.....	2D6†
MonoKatana®.....	1m.....	4D6†
Mecha Monosword.....	3m.....	7D6
Nano Acc. rifle.....	1600m.....	4D6
Needlegun/Airpistol.....	40m.....	Drugs
Photon Cannon.....	300m.....	1-7D6
Peacemaker.....	300m.....	6D6
Powersword.....	2m.....	8D6†
Rippers.....	1m.....	2D6 per hand†
Rocket(LAW4).....	200m.....	12D6
RPG.....	750m.....	10D6
Scrambler.....	30m.....	4D6/Stun Save
Shock Knucks/Tonfas/Staves.....	1-2m.....	4/6/8D6 or Stun Save
Shotgun.....	50m.....	See Table

Slice n' Dice.....	1m.....	2D6
Splintergun.....	50m.....	2D6
Sonic.....	50m.....	4D6
Squirtingun.....	10m.....	Drugs
Sword.....	1m.....	3D6†
Talons.....	1m.....	1D6+3†
Hand Taser.....	10m.....	Stun Save
Torpedo (MK9).....	2km.....	13D6
Torpedo Spear.....	300m.....	6D6†
12.7mm Gatling.....	600m.....	10D6 (burst)
20mm Rifle.....	450m.....	7D6
Wolvers.....	1m.....	3D6 per hand†

BIO ATTACK DAMAGE	
BIOATTACK	DAMAGE
Acid bite.....	2D6
Acid Spray.....	1D6 for 3 turns
Claws.....	2D6† each
Constriction.....	3D6† turn
Disemboweling Kick.....	5D6† each
Drill.....	1D6†
Fangs.....	1D6†
Feet.....	2D6† each
Fists/hands.....	1D6† each
Flail.....	2D6†
Gas Cloud.....	1D6
Head Butt.....	2D6†
Horn Gore.....	4D6†
Hypnotize.....	Stun
Limb Mace.....	3D6†
Organic Flamer.....	3D6†
Organic Taser.....	Stun Save
Poison Dust.....	2D6/1D6 turn till cured
Poison Bite.....	3D6/2D6 turn till cured
Quills (1D6 total each attack).....	1D6† each
Razor Cut.....	1D6+2†each
Rip Claws.....	3D6+3†each
Sharkbite.....	6D6†
Shock Field.....	2D6/Stun Save
Sleep Dust.....	Stun Save
Spikes (1D6 total each attack).....	2D6† each
Swordfist.....	4D6† each
Talons.....	2D6† each
Whip.....	1D6†
Sloth Claw.....	3D6† each
Supersonic Scream.....	1D6/Incapacitate
Wing/Fluke Blow.....	2D6† each

BODY/STR	EFFECT ON BIOATTACK
1-4.....	Divide total Base damage in half (round up)
5-7.....	No change
8-9.....	Add 1D6
10-12.....	Add 2D6
13-15.....	Add 3D6
16-18.....	Add 4D6
19-21.....	Add 5D6
22>.....	Add 6D6

† Check BODY/STR Effect table below

# CYBERPUNK® CHARACTER CRIBSHEET

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## FOLLOW THESE SIX EASY STEPS FOR ROLLING UP NEW CHARACTERS

### 1) STATS (2-10)

ROLL 13D10 OR 1D10 EACH STAT

INT REF TECH DEX  
COOL WILL STR CON  
MOVE BODY THEN ROLL 3D10 FOR PERKS, TALENTS & SKILLS

### 2) DERIVED STATS

CALCULATE AS BELOW

LUCK (Luck) .....[INT+REF/2]  
HUM (Humanity) .....[WILL x10]  
REC (Recovery) ....[STR+CON/2]  
END (Endurance) .....[CONx2]  
RUN .....[MOVE x 2m]  
SPR (Sprint) .....MOVE x 3m]  
SWIM .....[MOVE x 1m]  
LEAP .....[MOVE x 1m]  
HITS .....[BODY x 2]  
STUN .....[BODYx5]  
STUN DEFENSE (SD) .....[CON]  
RESISTANCE (RES) .....[WILLx3]

### 3) PERKS & TALENTS

**Perks** (CHECK FOR GM MULTIPLIERS)

Membership: [1 per level]  
License: [1 per level]  
Contact: [1 per level]  
Favor: [0.5 per level]  
Renown: [1 per level]  
Wealth: [5 per level]  
Authority: [1 per level]  
Credibility: [1 per level]  
Family: [1 per level]  
Streetdeal: [1 per level]

**Talents** (3 CP per level)

Acute Senses [X]  
Ambidexterity  
Animal Empathy  
Beautiful or Handsome [X]  
Blind Reaction  
Combat Sense [X]  
Common Sense  
Direction Sense  
Double Jointed  
Eidetic Memory  
High Pain Threshold  
Immunity  
Intuition  
Lightning Calculator  
Light Sleeper  
Longevity  
Night Vision  
Perfect Pitch  
Rapid Healing  
Schtick  
Simulate Death  
Speed Reader  
Time Sense  
Charismatic Leadership [X]

### 4) SKILLS COST= 1 CP OR IP PER EACH LEVEL

#### FIGHTING SKILLS

##### DEX

Brawling/Hand to Hand. [ ]  
♦ Fencing ..... [ ]  
♦ Martial Art ..... [ ]  
♦ Melee ..... [ ]

#### RANGED WEAPON SKILLS

##### REF

♦ Archery ..... [ ]  
♦ Gunnery ..... [ ]  
♦ Handgun ..... [ ]  
♦ Heavy Weapons ..... [ ]  
♦ Rifle ..... [ ]  
♦ Submachinegun ..... [ ]

#### AWARENESS SKILLS

##### INT

Awareness/Notice ..... [ ]  
Deduction ..... [ ]  
Hide/Evade ..... [ ]  
Lipreading ..... [ ]  
Shadow/Track ..... [ ]  
Surveillance ..... [ ]

#### CONTROL SKILLS

##### REF

♦ Driving ..... [ ]  
♦ Motorcycle ..... [ ]  
♦ Hvy. Machinery ..... [ ]  
♦ Pilot (Gyro) ..... [ ]  
♦ Pilot (Fixed Wing) ..... [ ]  
♦ Pilot (Dirigible) ..... [ ]  
♦ Pilot (Vect. Thrust) ..... [ ]  
♦ Power Armor ..... [ ]  
♦ Subjock ..... [ ]

##### WILL

Link (mecha) ..... [ ]

#### BODY SKILLS

##### CON

Endurance ..... [ ]

##### STR

Strength Feat ..... [ ]

##### DEX

♦ Athletics ..... [ ]  
♦ Dance ..... [ ]  
♦ Dodge & Escape ..... [ ]  
♦ Swimming ..... [ ]  
Stealth ..... [ ]

##### WILL

Resistance ..... [ ]

#### INTERACTION SKILLS

##### COOL

Animal Handling ..... [ ]  
Bribery ..... [ ]  
Interrogation ..... [ ]  
Intimidate ..... [ ]  
Oratory ..... [ ]  
Streetwise ..... [ ]  
Human Perception ..... [ ]  
Interview ..... [ ]  
Leadership ..... [ ]  
Seduction ..... [ ]

♦ Social Etiquette ..... [ ]  
Personal Grooming ..... [ ]  
Persuasion & Fast Talk. [ ]  
Trading ..... [ ]  
Wardrobe & Style ..... [ ]

#### TECHNIQUE SKILLS

##### TECH

♦ Aero Tech ..... [ ]  
♦ AV Tech ..... [ ]  
♦ Basic Tech ..... [ ]  
♦ Cryotank Operation ..... [ ]  
♦ CyberTech ..... [ ]  
♦ Demolitions ..... [ ]  
♦ Disguise ..... [ ]  
♦ Electronics ..... [ ]  
♦ Elect. Security ..... [ ]  
♦ First Aid ..... [ ]  
♦ Forgery ..... [ ]  
♦ Gyro Tech ..... [ ]  
♦ Jury Rig ..... [ ]  
♦ Mecha Tech ..... [ ]  
♦ Medical Tech ..... [ ]  
♦ Paint or Draw ..... [ ]  
♦ Photo & Film ..... [ ]  
♦ Pick Lock ..... [ ]  
♦ Pick Pocket ..... [ ]  
♦ Weaponsmith ..... [ ]

#### PERFORMANCE SKILLS

##### INT

Interface ..... [ ]  
Perform ..... [ ]  
♦ Play Instrument ..... [ ]  
Ventriloquist ..... [ ]

#### EDUCATION SKILLS

##### INT

Accounting ..... [ ]  
Anthropology ..... [ ]  
Biology ..... [ ]  
Botany ..... [ ]  
♦ Chemistry ..... [ ]  
♦ Coding ..... [ ]  
Composition ..... [ ]  
♦ Diagnose Illness ..... [ ]  
♦ Education & Gen. Know ..... [ ]  
Expert ..... [ ]  
♦ Gamble ..... [ ]  
♦ Geology ..... [ ]  
♦ History ..... [ ]  
♦ Language ..... [ ]  
Library Search ..... [ ]  
♦ Mathematics ..... [ ]  
♦ Market Trading ..... [ ]  
♦ Physics ..... [ ]  
Teaching ..... [ ]  
♦ Wilderness Survival ..... [ ]  
♦ Zoology ..... [ ]

Skills with a ♦ symbol can be chipped up to level + 3 at a cost of \$300 NCD per level.

### 5) STARTING OUTFIT

Pick any six items:

- AGENT (BASIC)
- AMMO (50 ROUNDS)
- ARMORED TRENCHCOAT (SP10)
- BIVVYBAG (FOR NIGHTS ON THE STREET/ROAD)
- DATACHIPS (3 TOTAL)
- DECKCHIP (EDGERUNNERS ONLY)
- FIBREMESH FASHIONWARE (SP8)
- FIGHTING KNIFE
- FULL RANGE COMMO
- HAND TASER
- KIBBLEPACKS (3 TOTAL, CHOOSE TYPE)
- LIGHT ASSAULT RIFLE (CHOOSE TYPE)
- LIGHT HANDGUN (CHOOSE TYPE)
- LIGHT SUBMACHINEGUN (CHOOSE TYPE)
- LIGHTSTIX
- LINK CABLES OR WIRELESS LINK
- MEDTOOL
- MICROTOOL
- MONOBLADE (CHOOSE TYPE)
- 100 STR OF NANODUST/POLYMER; 2 MINDCORES (NETRUNNERS ONLY)
- SMARTBOARD (FOR NETRUNNING)
- TECHSCANNER

### 6) CYBERTECH LISTS

#### EDGERUNNER

NEURAL NET ..... GRI=25  
HAND TO HAND PACKAGE ..... GRI=20  
TECH PACKAGE ..... GRI=17  
RANGED COMBAT PACKAGE ..... GRI=25  
SPY PACKAGE ..... GRI=22  
MEDIA PACKAGE ..... GRI=18  
TRACKER PACKAGE ..... GRI=20  
MUSCLE T BRACER ..... GRI=25  
COMBAT GAUNTLET ..... GRI=17  
HTH GAUNTLET 1 ..... GRI=17  
HTH GAUNTLET 2 ..... GRI=18  
MEDIA BRACER ..... GRI=12  
HVV WEAPON BRACER 1 ..... GRI=18  
HVV WEAPON BRACER 2 ..... GRI=17  
MISSILE BRACER ..... GRI=22  
TECH BRACER ..... GRI=12  
SMART BRACER ..... GRI=13  
ANTI CEE BRACER ..... GRI=25  
ASSASSIN BRACER ..... GRI=11  
NON-LETHAL BRACER ..... GRI=9  
BOUNTY BRACER ..... GRI=13  
SPY BRACER ..... GRI=8  
TRACKSTAR® BRACERS ..... GRI=16  
MR STUDIO BRACER ..... GRI=7  
RINGA-DING-DING ..... GRI=7

#### ROLLING STATE

ADAPTIVE HEALING ..... GRI=40  
URBAN WARRIOR ..... GRI=27  
ROAD WARRIOR ..... GRI=21  
SCOUT ..... GRI=23  
COMBAT MASTER ..... GRI=32  
BOUNTY HUNTER ..... GRI=22  
SHAMAN'S SKILLS ..... GRI=20  
SILENT WARRIOR ..... GRI=22  
ACS AGENT ..... GRI=40  
ACS PONCHO ..... GRI=25  
ACS TECHSCANNER ..... GRI=40  
ACS B&E TOOLS ..... GRI=36  
ACS REPAIR TOOLS ..... GRI=25  
ACS BOWIE KNIFE ..... GRI=36  
ACS SHVORD ..... GRI=40  
ACS TOMAHAWK ..... GRI=30  
ACS X-BOW ..... GRI=35  
ACS LONGBROW ..... GRI=44  
ACS DERRINGER ..... GRI=55  
ACS HANDGUN ..... GRI=64  
ACS RIFLE ..... GRI=61  
ACS LONG RIFLE ..... GRI=44

#### RIPTIDE

ENZYME BONDING ..... GRI=5  
SKYRAY ..... GRI=77  
HOPPER ..... GRI=5  
STREAKER ..... GRI=105  
PTERRY ..... GRI=65  
RAPTILE ..... GRI=105  
HELLKAT ..... GRI=84  
SEAWOLF ..... GRI=113  
GOLD BUG ..... GRI=65  
SKYMANTA ..... GRI=94  
HOUSEMINDER ..... GRI=59  
PLESIODRAGON ..... GRI=128  
GROOVYKAT ..... GRI=71  
GARDENER ..... GRI=58  
MEDICINE MAKER ..... GRI=99  
EATME ..... GRI=55  
TASMAN DEMON ..... GRI=92  
OCTOKILLER ..... GRI=71  
ORCAN ..... GRI=138

#### CEE-METAL

BIPOPO ..... GRI=45  
NEOALPHA ..... GRI=30  
NEOBETA ..... GRI=39  
NUKIDARE ..... GRI=36  
WISEMAN 2 ..... GRI=36  
AQUARIUS ..... GRI=59  
NEOGEMINI ..... GRI=40  
OPERATIVE ..... GRI=83  
NEOGAMMA ..... GRI=74  
NEO-ENFORCER ..... GRI=108  
WINCMAN II ..... GRI=70  
CY-CLONE ..... GRI=40

**CYBERTROOP TRACKER:** Use the handy reference template below to keep track of masses of NPC units in combat. Use a water-based wipe-off marker to mark damage on the individual boxes (with each box representing one unit of that type).

**HEAVY**

**DESCRIPTION:** A Heavy is a very tough Leader who is in charge of several teams or a group of Leaders.

**AWARENESS 12 COMBAT 14**

**MOVE 9 SPR 27 SP 20**

**STUN 30 HITS 12 REC 7**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

UNITS

**LEADER**

**DESCRIPTION:** Leaders are any type of team leader or other commonly encountered front line commander.

**AWARENESS 10 COMBAT 12**

**MOVE 9 SPR 27 SP 18**

**STUN 30 HITS 12 REC 6**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

UNITS

**SOLDIER**

**DESCRIPTION:** Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...

**AWARENESS 8 COMBAT 10**

**MOVE 9 SPR 27 SP 14**

**STUN 30 HITS 12 REC 6**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

UNITS

**GRUNT**

**DESCRIPTION:** Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.

**AWARENESS 6 COMBAT 8**

**MOVE 9 SPR 27 SP 10**

**STUN 30 HITS 12 REC 3**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

UNITS

**ASSET**

**DESCRIPTION & LOCATION**

---



---



---



---

SP

SDP

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

**ASSET**

**DESCRIPTION & LOCATION**

---



---



---



---

SP

SDP

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

**VEHICLES**

**TYPE:**

TOP SPEED	
MANEUVER	
ACC/DEC	
ATTACK DAMAGE	
SP	
SDP	

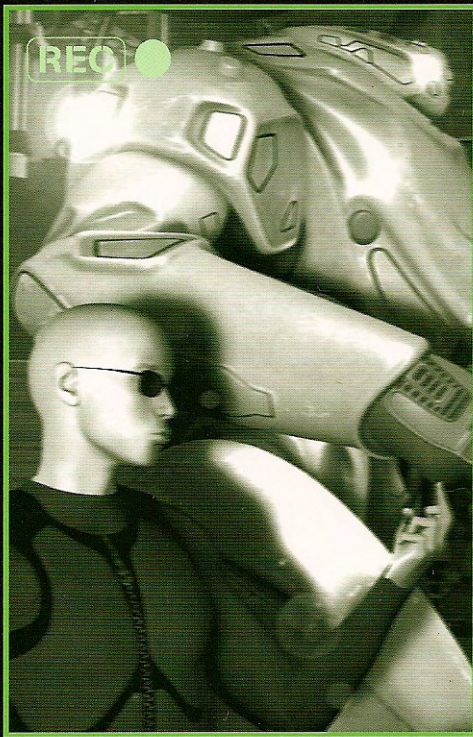
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

**VEHICLES**

**TYPE:**

TOP SPEED	
MANEUVER	
ACC/DEC	
ATTACK DAMAGE	
SP	
SDP	

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20



REG

## C3 Flashpak™

Need to get your **Cyberpunk®** game up and moving fast? This **FLASHPACK** contains everything you'll need to run a basic intro game in the **Cyberpunk®** system, plus lots of useful stuff for you experienced Refs:

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## WEAPON DATA

† Check BODY/STR Effect table

WEAPON BY AMMO	RANGE	DAMAGE
Assault Rifles	400m	5D6(5.56) to 6D6+2(7.62)
BFG	100m	7D6
RBFG	1000m	8D6
FABFG	600m	12D6
Pistols (Light)	20-50m	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium)	50m	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy)	50m	3D6(11mm)
Pistols (V.Heavy)	50m	4D6(.357) to 6D6(.44)
SMGs (Light)	150m	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium)	150m	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy)	150m	3D6(11mm) to 4D6+1(12mm)

WEAPON BY TYPE	RANGE	DAMAGE
Arc Thrower	50m	4D6
Big Knucks	1m	1D6+2†
Bladebuster	50m/2m	4D6 gun/7D6 blade†
Buzzsaw	1m	2D6+2
Bow/Compound Bow	150m	4D6
Crossbow	50m	3D6+3 to 4D6
Dartgun	5m	Poison
Duo Katana	1m	6D6†
EMP Pulse	10m	Stun Save
Fighting Knife	1m	1D6†
Fission Blade	2m	3D6† plus 1D6/per turn
Flamethrower	50m	5D6
Flamer	5m	2D6
4mm Railgun	1500m	8D6
14mm antitank rifle	500m	10D6
Grenade (Frag)	NA	7D6
Grenade (Incendiary)	NA	(4D6 for 3 turns)
Grenade Launcher	225m	10D6
Hammerhand	1m	3D6
Howler	50m	Stun Save
Hazer	50m	Stun Save
Laser (capgun)	200m	1-5D6
Microflamer	2m	1D6
Micromissiles	100m	4D6 ea
Minigun (SMG rounds)	100m	2D6 per hit
Mines (all types)	NA	7D6
Missilegun	150m	6D6
Microwaver	20m	1D6
Missiles, Missile Launcher	1km	12 D6
Monofists	1m	2D6 per hand†
Monoknife®	1m	2D6†
MonoKatana®	1m	4D6†
Mecha Monosword	3m	7D6
Nano Acc. rifle	1600m	4D6
Needlegun/Airpistol	40m	Drugs
Photon Cannon	300m	1-7D6
Peacemaker	300m	6D6
Powersword	2m	8D6†
Rippers	1m	2D6 per hand†
Rocket(LAW4)	200m	12D6
RPG	750m	10D6
Scrambler	30m	4D6/Stun Save
Shock Knucks/Tonfas/Staves	1-2m	4/6/8D6 or Stun Save
Shotgun	50m	See Table

Slice n' Dice	1m	2D6
Splintergun	50m	2D6
Sonic	50m	4D6
Squirtgun	10m	Drugs
Sword	1m	3D6†
Talons	1m	1D6+3†
Hand Taser	10m	Stun Save
Torpedo (MK9)	2km	13D6
Torpedo Spear	300m	6D6†
12.7mm Gatling	600m	10D6 (burst)
20mm Rifle	450m	7D6
Wolvers	1m	3D6 per hand†

## BIO ATTACK DAMAGE (ALL AT 2M RANGE)

BIOATTACK	DAMAGE
Acid bite	2D6
Acid Spray	1D6 for 3 turns
Claws	2D6† each
Constriction	3D6† turn
Disemboweling Kick	5D6† each
Drill	1D6†
Fangs	1D6†
Feet	2D6† each
Fists/hands	1D6† each
Flail	2D6†
Gas Cloud	1D6
Head Butt	2D6†
Horn Gore	4D6†
Hypnotize	Stun
Limb Mace	3D6†
Organic Flamer	3D6†
Organic Taser	Stun Save
Poison Dust	2D6/1D6 turn till cured
Poison Bite	3D6/2D6 turn till cured
Quills (1D6 total each attack)	1D6† each
Razor Cut	1D6+2† each
Rip Claws	3D6+3† each
Sharkbite	6D6†
Shock Field	2D6/Stun Save
Sleep Dust	Stun Save
Spikes (1D6 total each attack)	2D6† each
Swordfist	4D6† each
Talons	2D6† each
Whip	1D6†
Sloth Claw	3D6† each
Supersonic Scream	1D6/Incapacitate
Wing/Fluke Blow	2D6† each

† Check BODY/STR Effect table below

† BODY/STR	EFFECT ON BIOATTACK
1-4	Divide total Base damage in half (round up)
5-7	No change
8-9	Add 1D6
10-12	Add 2D6
13-15	Add 3D6
16-18	Add 4D6
19-21	Add 5D6
22>	Add 6D6

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### MICROWAVER FX [ADVANCED]

ROLL	EFFECT
1	<b>Cyberoptics short</b> out for 1D6 turns
2	<b>Neural pulse!</b> If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
3	<b>Cyberaudio shorts</b> out for 1D6 turns
4	<b>Cyberlimb malfunction:</b> Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present: 1-2 Right Arm 3 Left Leg 4 Right Leg 5-6 Left Arm
5	<b>Total Neural breakdown!</b> Target reduced to twitching, epileptic fit for 1D6/3 turns.
6	<b>No Effect.</b>

### AREA EFFECT TABLE [ADVANCED]

TYPICAL AREA EFFECTS	EFFECT RADIUS
Grenade (per die of damage).....	1m/yd
Gas Grenade.....	3m/yds
Explosive (per die of damage).....	1m/yd
Shotgun.....	See shotgun table
Flamethrower (per die of damage).....	1m/yd
Heavy Weapons (per Kill of damage).....	4m/yds

### ROLL RESULT

1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target

Roll 1D6 for number of m/yds away from target

### STUN DAMAGE [ADVANCED]

WEAPON OR ATTACK	STUN DAMAGE
Scrambler.....	5D6
Hazer.....	Save•
Howler.....	Save•
Taser.....	Save•
Shok-Knuckles.....	4D6
Stun Stave.....	8D6
Stun Tonfa.....	6D6
Fists, hands.....	1D6†
Kick, headbutt.....	1D6† +1 extra D6

† per pt. of STR • Save =Lower than CON on 1D10

### DRUG & POISON TABLE [ADV]

TYPE/STRENGTH	EFFECT	DAMAGE
Hallucinogen	Confusion†	-4 INT, REF, DEX
Nausea Drugs	Illness†	-4 REF, DEX
Sleep Drugs	Sleep†	No Damage
Mild Toxin	Killing Damage	1-4D6
Strong Toxin	Killing Damage	5-8D6
Deadly Toxin	Killing Damage	5-8D10

†Half effect is drowsiness or incapacitation: -2 to specified stats

### ARMOR SPS [ADVANCED]

HEAVY LEATHER (edged weapons treat SP as half)			
Jacket	Arms, Torso	SP=4	EV=+0
Pants	Legs	SP=4	EV=+0
DIGITAL FABRIC BALLISTIC CLOTH (edged weapons treat SP as half)			
Shirt/Top	Arms, Torso	SP=8	EV=+0
Pants/skirt	Legs	SP=8	EV=+0
Miniskirt	Groin	SP=8	EV=+0
Pantyhose	Legs	SP=8	EV=+0
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1
KEVLAR (edged weapons treat SP as half)			
Vest	Torso	SP=10	EV=+0
Light Jacket	Torso, Arms	SP=12	EV=+0
Med Jacket	Torso, Arms	SP=16	EV=+1

### HELMET (hard shell)

Steel	Head	SP=14	EV=+0
Nylon	Head	SP=20	EV=+0

### FLACK (Kevlar with internal plates)

Vest	Torso	SP=20	EV=+1
Pants	Legs	SP=20	EV=+1

### DOORGUNNER'S VEST (Kevlar with internal plates)

Vest	Torso	SP=25	EV=+3
------	-------	-------	-------

### BODY ARMOR (armor plates)

Body	Whole Body	SP=25	EV=+2
------	------------	-------	-------

### COMMON COVER SPS

COVER EXAMPLE	SP	SDP
Sheetrock wall (per sq. meter), wood door.....	5.....	10
Heavy wood wall, vehicle door/body (per sq. meter).....	10.....	20
Heavy wood door, Concrete wall (per sq. meter).....	15.....	25
Steel door, steel wall (per sq. meter).....	20.....	40
Brick wall(per sq. meter), mailbox, curb, DataTerm.....	25.....	50
Stone wall (per sq. meter), tree, phone pole.....	30.....	50
Concrete utility pole, engine block, hydrant.....	35.....	40
Armored vehicle door/body (per sq. meter).....	40.....	60

### INANIMATE TARGET DVs [ADVANCED]

RANGE	DV	DESCRIPTION
<b>Tiny</b>	22	Squirrel sized or smaller
<b>Small</b>	18	Smaller than human, larger than a squirrel
<b>Man-sized</b>	14	Size of the average human
<b>Large</b>	10	Up to 2 x larger than human; bear /car sized.
<b>Huge</b>	8	Up to 3 times larger than a human and up. A bus. An elephant.

### EXPLOSIVES TABLE [ADVANCED]

EXPLOSIVE	UNIT	AREA	DAMAGE
Plastique	1kg	4m	13D6
C6	1kg	5m	13D6
TNT	1 stick	3m	7D6

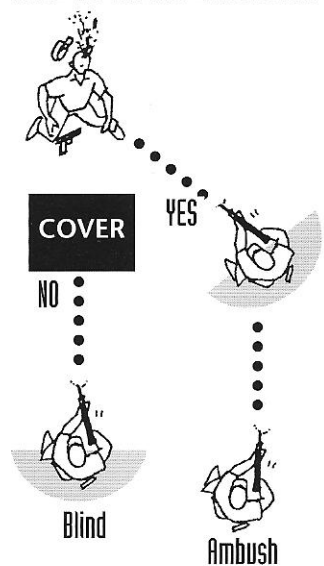
### SHOCK SAVE TABLE [ADVANCED]

WOUND STATE	SUBTRACT FROM CON
<b>Light</b> (less than 1/4 total hits lost).....	0
<b>Serious</b> (over 1/3 total hits lost).....	-1
<b>Critical</b> (over 3/4 total hits lost).....	-3
<b>Mortal</b> (below 0 total hits).....	-5

### RANDOM HIT TABLE [ADVANCED]

ROLL	RESULT
1	<b>Deadly Location</b> (eye, heart-attacker's choice. Damage tripled.
2-3	<b>Critical Location</b> (head, groin, Attacker's choice. Damage doubled.
4-6	<b>General Body.</b> Normal damage
7-10	<b>Limb</b> (includes tail- Attacker's choice. Normal Damage.

### LINE OF SIGHT DIAGRAM



### SHOTGUN TABLE (00 shot)

RANGE	SIZE OF PATTERN	DAMAGE
Close:PB.....	1m/yds.....	4D6
Medium.....	2m/yds.....	3D6
Long.....	3m/yds.....	2D6

### SOLID ROUNDS.....DAMAGE

10ga. slugs.....	5D6+3
12ga. slugs.....	4D6+2
20ga. slugs.....	3D6+1

### VEHICLE WEAPONS TABLE

WEAPON TYPE	AREA EFFECT	DAMAGE
LAW 4 Rocket	4m/yds	12D6
12.7mm Gatling	2m/yds	10D6 *
14mm antitank	3m.yds	10D6
4mm railgun	3m/yds	8D6
Photon Cannon	1m/yd	1-7D6
20mm Rifle	6/myds	13D6
Missile (all)	4m/yds	12D6
MK9 Torpedo	10m/yds	13D6

\*burst



*CYBERPUNK*  
**Streetfighter**  
**Instant Cyberpunk V3 Rules**

EVERYTHING YOU NEED TO HIT THE STREETS IN ONE EASY LESSON!

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## ADVENTURE GAMING 101: THE INSIDE STORY

POWER ON

**A**n Adventure (aka Roleplaying) Game lets you pretend to be a character in a story that's like a play. Each player portrays a character, making the decisions and saying the things the character would say in the situations that happen.

One player, the **Referee** (Ref), acts like the author and director of the play; he "sets the stage," telling the players where they are, what is happening, and what other characters (the **Non-Player Characters**, or **NPCs**) are saying and doing. The Ref guides the action but does not control it; the results of the game depend both on the players and the Ref. More simply, roleplaying is just like the "cops and robbers" or "playing house" games you played as a kid, only this time with rules to help guide you, and situations that are more complex and interesting.

### How do I get a Character?

The Referee gives you one, lets you pick one that's already been written up (a **Template**), or the Referee lets you create one using the **Advanced Rules** in the *Cyberpunk v.3* book.

### How do we start playing?

One player becomes the Ref and decides the setting of the game, the rules to be used, starting points for characters,



### A Typical Game Session

Mike, Bruce, Dave and Lisa have gathered together for a roleplaying session (also known as a "run"). They find a comfortable place in Mike's living room, with enough space for some books, some dice, and a few favorite types of party food (a staple of a good gaming session).

As Ref, Mike starts by proposing the situation and describing the scene. He begins: "The three of you have just entered Night City. It's about nine at night, and the dark streets are slick with the acid rain and the filth of years of slum living. The weak moonlight casts long shadows as you make your way past street beggars and the occasional thug looking for an easy target."

Bruce has decided to play the role of a tough Edgerunner Gron Helstrom. He thinks about the type of character he is playing and decides that someone like Gron would be looking for action. He says, "Gron grabs the nearest street thug by the lapels of his cheap outfit and growls, 'Where's the nearest bar?'"

Dave has decided to play the role of Jord Mattersly, a clever Media and delver into mysteries—the more bizarre the better. Jord's a thinker, not a fighter, so Dave tries another tack—"Jord pulls Gron's hands off the thug's collar and says 'Excuse my friend's enthusiasm. We're just looking for a place to drink and party down...'"

Lisa is playing the role of Lara Khon, a tough Solo. As a natural paranoid, she's scanning the locals around the group. "What does Lara see in the crowd?"

As Ref, Mike thinks about it. It's night, in the meanest city on earth, and Gron's just roughed up one of the locals. He says, "Well, Lara sees three large figures moving silently out of the shadows. The light glints off big weapons as they approach..."

"Lara turns to Gron and Jord," says Lisa, catching on fast. "Yo, we have a problem here..."

and all the choices and options presented in the rules. The other players get their characters ready based on what the Ref tells them about the rules. The Ref then prepares a story (or uses a published one from an adventure book), tells the players what their characters see and hear in that story, and asks the players what their characters will do next. When something comes up where the result isn't obvious (like whether or not you hit someone or can pick a lock), he'll use the rules (pg. 18) to find the answer.

### How do I Ref?

The best way is through trying it yourself. Read through the rules completely, then read through one of the sample scenarios provided on pg. 25. There's also an example of how play sounds right on this page for you to get a feel for how to act the part and a pre-made adventure scenario (pg. 32) for you to try it out yourself. Don't worry if you stumble a bit at first; give it a try and soon you'll be leading a game like a pro. Good luck!



## Sample Template

Put a picture or drawing here.

**LIFEPATH:** *The Lifepath section contains a description of the type of template and its role in the 203X world. You will want to customize this as you develop your character further.*

<http://www.talsorian.com/tmplts>

Go Online to find new Templates you can use!

CHARACTER					SEX	AGE	PEAKS & TALENTS				
Stats	INT	REF	TECH	DEX	STR	CON	MOVE	BODY			
Stat Value	4	7	3	7	5	4	4	7	Combat Sense +2, Direction Sense, Common Sense		
	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
<p>This section contains your <b>Stat Values</b>. As a rule, 1 is bad, 10 is great, 5-6 is average. <b>Derived Stats</b> (below) are calculated based on these Stats.</p>									<p>This section contains your <b>Perks &amp; Talents</b> (DataScreen).</p>		
	LEVEL	SOFT?	COST		OUTFIT & CYBER ADVANTAGES				LOCATION	COST	
Handgun	5	No	NA		Cyberhand				L.Arm	XX	
Automatic Weapons	4	No	NA		Extra Ammo				Body	XX	
Brawling		No	NA		BFG				Body	XX	
Melee		No	NA								
Dodge/Escape		No	NA								
Awareness		No	NA								

## TEMPLATES: 7 EASY STEPS TO A CHARACTER

**T**emplates are pre-made play sheets that help you create a character with minimum effort. Start (Step 1) by picking one from pgs. 4-13.

2) You may move any three Basic Stats on a Template, exchanging one value for another; for example, swapping your 4 INT with your 7 REF.

2) Some areas of a Template may offer you a choice between two or more options (like a Cyberbike or a Car). Select just one. Other areas may offer you a choice between two options on one line (like a Spybot and a Roverbot) and a third option on a lower line (a Bodyguard). You *must* choose one line or the other.

3) Take some time to read about your Cyber Advantages from the Template HotList (pgs.15-17). Read the descriptions until you feel comfortable with them (ask your Ref if you have questions). If you have an Cyber Advantage (like a Transform or Body Shell) that changes your Stats, make the required changes to your Stats now.

4) Calculate your Derived Stats. These are:

LUCK= INT+REF	HUM= COOL x10
REC= (STR+CON) ÷2	END= CON x2
RUN= MOVE x2	SPR= MOVE x3
SWIM= MOVE	LEAP= MOVE
HITS= BODY x2	STUN= BODY x5

The most important ones are **HITS**, **STUN** and **SPR**. Do these now (and finish the rest during a slow spot in the game).

5) Pick three things from the Starting Outfit List on the outside of your DataScreen. These are freebies added to the stuff already on your template.

6) Roll 1D10 and multiply the result by 10. This is how much ready cash you have on hand.

7) Move to the Personal Style & Motivations section on pg.14. Use this table to help decide what your character is like.

**Remember:** Templates can also be used to play the roles of any other characters in your adventures (NPCs).

## Edgerunner Template: SOLO

**LIFEPATH:** Armed with the best weapons and combat cybertech, Solos are the combat ops masters of the urban jungle. Specializing in weapons and combat cyberware, the Solos of 203X take on many types of combat jobs—bodyguards, hired cops, covert assassins—any job that requires the ability to use violence and the smarts to know where to apply it effectively.

CHARACTER										SEX	AGE	PERKS & TALENTS Combat Sense +2, Favor +1 (for someone in one other Altcult—choose now)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	4	7	3	7	5	4	5	4	4	7		
DERIVED STATS	LUCK	NUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTING SKILLS			LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES		LOCATION	COST
Handgun			5	No	5	Neural Net		Internal	25
Automatic Weapons			3	No	3	Ranged Combat Package		Internal	25
Brawling			4	No	4	Combat Gauntlet		L.Arm	17
Melee			3	No	3	Kevlar Jacket (SP14)		Torso	
Dodge/Escape			3	No	3	Med.SMG or Hvy. Pistol		Carried	
Awareness			2	No	2	Basic Agent		Carried	

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## Edgerunner Template: TECH

**LIFEPATH:** When you want to get it fixed, or just want to get it built, you need a Tech. Techs are the designers, builders and engineers of the Edgerunner Enclaves. They use the best cybertech available to pull off their engineering miracles, and if it doesn't exist, they build it themselves. Medtechs are the biological equivalent of Techs, fixing people instead of machines.

CHARACTER										SEX	AGE	PERKS & TALENTS Streetdeal +3, Renown +2 (among other Techs)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	7	5	8	4	3	4	4	5	5	5		
DERIVED STATS	LUCK	NUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTING SKILLS			LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES		LOCATION	COST
Handgun			2	No	2	Neural Net		Internal	25
Basic Tech			4	No	8	Techie Package		Internal	17
Jury Rig			5	No	5	Tech Bracer		L.Arm	12
Brawling			3	No	3	Armored Trenchcoat		Body	
Dodge/Escape			3	No	3	Med Pistol		Carried	
Awareness			3	No	3	Microtool or Medtool		Carried	

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## Edgerunner Template: GOGANGER

**LIFEPATH:** Like the Rollers you meet and battle on the Street, you live for speed and cyberbikes. But your allegiance is to your gang—the motley crew of combat hell-raisers you ride with. You're the 203X equivalent of the oldschool biker; proud descendant of the Hell's Angels and *bosozoku* gangs of the Tokyo megacity, ready to ride and rumble anytime and anywhere. BRING IT ON!!!

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +1, Family +2 (your gogang)
Stat Value	4	7	4	7	4	4	6	6	5	6			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Handgun or SMG (choose 1)	2	No	2	Neural Net	Internal	25
Melee (knives)	3	No	3	Vehicle Link (+2 Motorcycle Skill)	Internal	25
Brawling	5	No	5	Control Splice (cyberbike)	Arms	15
Motorcycle	5	No	5	Bike Leathers (SP10)	Torso	
Dodge/Escape	3	No	3	Cyberbike	Ridden	
Awareness	2	No	2	Fighting Knife	Carried	

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## Edgerunner Template: RONIN NINJA

**LIFEPATH:** Solos...they're so noisy. You prefer the shadows; the fast and silent kill. Descended from the feared ninja agents of the Arasaka Corporation, who themselves were the epitome of the ancient ninja clans of Japan, you are stealth for hire, murder on retainer. Whether it's a quick black ops job to steal something, or a deniable assassination, you're the one for the job. The Ronin Ninja.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +3, Simulate Death, Blind Reaction.
Stat Value	5	7	2	7	6	6	4	4	7	4			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Martial Art (karate)	3	No	6	Neural Net	Internal	25
Stealth	5	No	5	Spy Package	Internal	22
Fencing (Katana)	3	No	3	Spy Bracer	L.Arm	8
Hide/Evade	4	No	4	Black, Armored Gi (SP12)	Torso	
Dodge/Escape	4	No	4	Monokatana (sword)	Carried	
Awareness	4	No	4	6 Shiriken (throwing stars)	Carried	

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## Riptide Template: BEASTMASTER

**LIFEPATH:** Beastmasters are collectors of bioform "pets", often keeping up to a dozen or more at a time. Their Companions are optimized for many different tasks--guarding, delivering, companionship, amusement. Some Beastmasters also enjoy non-lethal battles between their bioforms for status or money.

CHARACTER											SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Animal Empathy, Common Sense	
Stat Value	4	5	3	8	4	4	6	5	4	7				
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN				
Stat Value														
STARTING SKILLS						LEVEL	SOFT?	COST		OUTFIT & CYBER ADVANTAGES			LOCATION	COST
Animal Handling						5	No	5		Enzyme Bonding			Internal	5
Athletics						4	No	4		Hopper or Houseminder			NA	53/59
Brawling						3	No	3		P'Terry or GroovyKat			NA	65/71
Melee						2	No	2		Armored Bodysuit (SP10)			Body	
Dodge/Escape						3	No	3		Shok Tonfa or Shok Knucks			Carried	
Awareness						3	No	3						

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## Riptide Template: CITY FIGHTER

**LIFEPATH:** City Fighters are the noble knight-errants of the Drift Cities. Descended from self-appointed guardians and warriors during the early drift days, they are resourceful, clever fighters whose abilities are often augmented by one or two very specialized and deadly Companions.

CHARACTER											SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +3, Authority +3 (Drift Cities only)	
Stat Value	4	8	3	5	5	4	5	5	6	5				
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN				
Stat Value														
STARTING SKILLS						LEVEL	SOFT?	COST		OUTFIT & CYBER ADVANTAGES			LOCATION	COST
Handgun						2	No	2		Enzyme Bonding			Internal	5
Animal Handling						3	No	3		Shok Tonfa or Shok Staff			Carried	
Animal Kung Fu						5	No	15		Raptile or Streaker			NA	105
Melee						4	No	4		Basic Agent			Carried	
Dodge/Escape						3	No	3		Armored Bodysuit (SP10)			Body	
Awareness						3	No	3		Med. Pistol			Carried	

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## Riptide Template: BEAST KILLER

**LIFEPATH:** Sure, City Fighters are great when you want to *protect* something. But when the Riptide Confed needs someone to do the dirty work, they call on *you*—the Beast Killer. Your specially trained team of Protectors are designed to track down renegade “pets” before they harm anyone, but they can also put the hit on any Edgerunner Solo or troublesome Sharkgod that comes along.

CHARACTER											SEX	AGE	PERKS & TALENTS Combat Sense +4, License to Kill +3 (Drift Cities only), Contact (choose Altcult and location) +1
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	3	5	2	5	4	4	5	4	5	5			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
SMG or Handgun (choose)	2	No	2	Enzyme Bonding	Internal	5
Animal Handling	5	No	5	Light SMG or Hvy.Handgun (choose 1)	Carried	
Tracking	5	No	15	Raptile or Seawolf (choose 1)	NA	105/113
Brawling	3	No	3	Seawolf or Skymanta (choose 1)	NA	113/94
Dodge/Escape	3	No	3	Basic Agent	Carried	
Awareness	3	No	3	Armored Fashionware (SP10)	Body	

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## Reef Template: WHALEBOY

**LIFEPATH:** Whaleboys patrol the kelp fields and explore the open seas with whales, orcas, dolphins and other animals as companions. Optimized for swimming, underwater breathing, eating raw fish and drinking seawater, they are nicknamed “whaleboys” because their main T-Forms typically have a certain “orca-like” quality.

CHARACTER											SEX	AGE	PERKS & TALENTS Contact (One Dolphin or Orca— choose now), Direction Sense, High Pain Threshold
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	4	5	2	5	4	4	8	7	3	8			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Animal Handling	4	No	4	T-Net	Internal	40
Athletics	5	No	5	Whaleboy T-Form	T-Form	50
Brawling	3	No	3	Diveboard	Carried	
Melee	3	No	3	Torpedo Spear	Carried	
Dodge/Escape	2	No	2	Deepsea Commo	Carried	
Awareness	3	No	3	Armored Wetsuit (SP10)	Body	

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## Reef Template: SHIFTER

**LIFEPATH:** Shifters have elected to use their T-Form abilities to the max. Their love of shapeshifting makes them Reef's primary spies, intel gatherers and personalities. Shifters usually maintain several "style" shapes as well as a few optimal living shapes, to better facilitate their covert roles (and complex social lives).

CHARACTER											SEX	AGE	PERKS & TALENTS Contact +2 (You know someone low level in one other Altcult—choose now), Beautiful/Handsome (+3)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	7	5	4	4	7	4	5	4	5	5			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS					LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES			LOCATION	COST
Persuasion					5	No	5	T-Net			Internal	40
Stealth					4	No	8	Sex Change			T-Form	30/35
Brawling					3	No	3	Acrobat or Succubous			T-Form	36/31
Melee					2	No	2	Basic Agent			Carried	
Dodge/Escape					3	No	3	Armored Fashionware (SP10)			Carried	
Awareness					3	No	3	Monoknife or MonoFists			Carried	

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## Reef Template: HUNTER

**LIFEPATH:** Not every meal comes out of the seafarms. In 203X, sometimes the best ones have to be hunted down. That's the role of the Hunter; a Reefer specially optimized to track big prey and take it down. And not every critter you hunt has to be wild—there are plenty of Riptide yohos with big "pets" who stalk your people during the KultureKampfs; creatures built to hunt and kill just like you.

CHARACTER											SEX	AGE	PERKS & TALENTS Combat Sense +3, Direction Sense, High Pain Threshold
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	5	6	2	7	5	5	7	8	7	7			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS					LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES			LOCATION	COST
Shadow/Track					5	No	5	T-Net			Internal	40
Stealth (underwater)					4	No	4	SharkGod T-Form			T-Form	68
Brawling					3	No	3	Diveboard			Carried	
Athletics					3	No	3	2 Torpedo Spears			Carried	
Dodge/Escape					2	No	2	Deepsea Commo			Carried	
Awareness					4	No	4	Heavy Armored Wetsuit (SP18)			Body	

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## Reef Template: DIVEMASTER

**LIFEPATH:** Divemasters are the main underwater operatives of Reef, handling mining, engineering and covert tasks. They are often less enhanced than other Reefers, depending on more on tech (such as NuScuba breathing gear supplemented by minor T-forms like webbed feet and extended breathing) to get the job done.

CHARACTER										SEX	AGE	PERKS & TALENTS	
<b>Stats</b>												Combat Sense +2, Blind	
	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Reaction (in murky water)		
<b>Stat Value</b>	4	7	3	7	5	4	5	4	4	7			
<b>DERIVED STATS</b>													
	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
<b>Stat Value</b>													

STARTING SKILLS					LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Handgun					2	No	2	T-Net	Internal	40	
DiveTech					3	No	3	High Speed Swimming	T-Form	30	
Karate					3	No	6	Nu-Scuba	Carried	NA	
Melee					5	No	5	Armored Wetsuit	Body	NA	
Dodge/Escape					4	No	4	Homing Beacon	Carried	NA	
Awareness					3	No	3	Hvy Pistol or Missilegun	Carried	NA	

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## Desnai Template: MECHAJOCK

**LIFEPATH:** Mechajocks are the operators of heavy mecha in Desnai. They operate Power Armors (PAs), transformable "Ride Armors" and the most powerful gestalts. Mechajocks see themselves as the jet-jockey defenders of Desnai and their flamboyant "Armors", APCAs and PA's reflect this elite mentality.

CHARACTER										SEX	AGE	PERKS & TALENTS	
<b>Stats</b>												Membership +2 (Affiliated	
	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Mechajock Operators), Renown +1 (other Mechajocks)		
<b>Stat Value</b>	5	7	3	5	5	4	5	5	6	5			
<b>DERIVED STATS</b>													
	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
<b>Stat Value</b>													

STARTING SKILLS					LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES		LOCATION	COST
Link					4	No	4	Link Tap	Internal	5	
Power Armor					5	No	10	Light PA or Strider	Garage	135/107	
Handgun					2	No	2	Hazer or Taser	Carried		
Brawling					3	No	3	Armored Bodysuit (SP10)	Body		
Dodge/Escape					3	No	3	Basic Agent	Carried		
Awareness					3	No	3				

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## Desnai Template: IDOL

**LIFEPATH:** Idols evolved from Park entertainers. Skilled performers, they are often followed by media entourages and recorder mecha, which report every part of their lives to their millions of fans both in and out of the parks. They are the inheritors of the "rockerboy" mythos. Their mecha are walking effects and recording studios, capable of attending to their every personal need.

CHARACTER											SEX		AGE		PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY					Beautiful/Handsome +3,	
Stat Value	7	5	4	4	7	4	5	4	5	5					Charismatic Leadership +2	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN						
Stat Value																

STARTING SKILLS					LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES			LOCATION	COST
Link					3	No	3	Link Tap			Internal	5
Perform					5	No	5	Secretary			Carried	52
Persuasion & Fast Talk					4	No	4	Basic Agent			Carried	
Brawling					2	No	2	Hazer or Taser			Carried	
Dodge/Escape					3	No	3	Armored Fashionware (SP10)			Carried	
Awareness					3	No	3					

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## Desnai Template: MECHA ASSASSIN

**LIFEPATH:** Not all Desnai are quiet, law-abiding mechajocks. You're the one who really walks the Edge, hiring out your link skills and specialized mecha to take out targets no normal Solo can get to. Mecha Assassins like you are highly prized as "bloodless" killers; deniable hit men whose weapons are self-propelled, silent and capable of getting in through the smallest cracks in any defensive perimeter.

CHARACTER											SEX		AGE		PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY					Combat Sense +3, Renown +1	
Stat Value	6	5	5	7	6	8	5	4	5	5						
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN						
Stat Value																

STARTING SKILLS					LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES			LOCATION	COST
Link					4	No	4	Link Tap			Internal	5
Handgun or SMG (choose 1)					2	No	2	Assassinbot Flyer			Carried	92
Brawling					3	No	3	Spybot			Carried	64
Stealth					5	No	5	Kevlar Jacket (SP14)			Torso	
Dodge/Escape					3	No	3	Med. SMG or Hvy. Pistol (choose 1)			Carried	
Awareness					4	No	4	Basic Agent			Carried	

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## Roller Template: SCOUT

**LIFEPATH:** Scouts are the Long Riders and Far Explorers of Rolling State. They find new resources, uncover threats and find safe paths for the Convoys and City Rollers. They prefer to drive bikes, light fast cars, or speedy aircraft with long range VTOL capacities.

CHARACTER											SEX	AGE	PERKS & TALENTS
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +2, Direction Sense, Common Sense
Stat Value	5	6	4	6	5	4	5	4	5	6			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Driving	4	No	4	Adaptive Healing	NanoDope	40
Archery or Handgun (choose)	2	No	2	Urban Warrior or Scout Nanodope	NanoDope	27/23
Brawling	3	No	3	Cyberbike or Roadcar	Garage	
Rifle or Melee (choose)	3	No	3	ACS X-Bow or Tomahawk	ACS	35/30
Dodge/Escape	3	No	3	Armored Trenchcoat (SP10)	Body	
Awareness	5	No	5	Med. Rifle or Hvy. Pistol	Carried	35/30

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## Roller Template: PANZERBOY

**LIFEPATH:** Panzerboys are the heavy vehicle drivers of Rolling State. They specialize in tanks, hover tanks, and heavy assault vehicles. Panzerboys are also the drivers for most heavy transport convoys, either running the transports themselves, or out-ri-der tanks.

CHARACTER											SEX	AGE	PERKS & TALENTS
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +2, Membership +2 (Smugglers & Panzerboys Brotherhood)
Stat Value	5	7	3	5	5	4	5	5	6	5			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Driving	5	No	5	Adaptive Healing	NanoDope	40
Gunnery	4	No	4	Urban Warrior or Scout Nanodope	NanoDope	27/23
Brawling	3	No	3	Street Panzer	Garage	
Rifle or Handgun (choose)	3	No	3	ACS Repair Tools or Tomahawk	ACS	25/30
Dodge/Escape	3	No	3	Med. Rifle or Hvy. Pistol	Carried	35/30
Awareness	2	No	2	Kevlar Jacket (SP14)	Torso	

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## Roller Template: PIRATE

**LIFEPATH:** Not every Roller travels the wide open prairies. Pirates are Roller bands who have elected to wander the open seas instead, travelling on retrofitted ships, submarines or rafts. Unlike Drifters (whom they often fight over resources), Pirates are often warlike, raiding Drift Cities, harbors and each other. Some Pirates even sport ACS cutlasses and say "Awr" a lot (it's a style thing).

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +3, Direction Sense, Family (Your pirate band)
Stat Value	4	7	3	6	6	3	5	5	4	7			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Expert (Ship handling)	4	No	4	Adaptive Healing	NanoDope	40
Fencing or Melee (choose)	3	No	3	Scout Nanodope	NanoDope	23
Brawling	3	No	3	ACS Sword (cutlass style)	ACS	40
Rifle or Handgun (choose)	3	No	3	Armored Pirate wear (SP10)	Body	
Dodge/Escapes	3	No	3	Med. Rifle or Hvy. Pistol	Carried	35/30
Awareness	4	No	4	1 Man Watercraft	Ridden	

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## CeeMetal Template: PROTECTOR

**LIFEPATH:** Protectors are the law enforcement and civilian protection arm of Cee Metal. Their configs are optimized humanoid forms with enhanced reflexes, senses and durability. They tend to carry weapons, not BE weapons.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			Combat Sense +2, Authority +2 (within Cee Metal Enclaves)
Stat Value	4	7	3	7	5	4	5	4	4	7			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Handgun	4	No	4	BioPod	Mobile	45
Automatic Weapons	5	No	5	NeoAlpha or NeoBeta	BodyShell	30/39
Brawling	3	No	3	NeoGamma	BodyShell	74/83
Melee or Hvy Weapons (choose)	3	No	3	Powersword	Carried	
Dodge/Escapes	2	No	2	Med. SMG or Med. Pistol	Carried	
Awareness	3	No	3	Med. Assault Rifle	Carried	

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## CeeMetal Template: TRANSPORTER

**LIFEPATH:** Transporters specialize in getting people and things where they need to be, no matter what the opposition. Their bodies are optimized vehicular/humanoid forms. A Transporter can act as a jet, a motorcycle, or even a submarine. They often carry others as part of their "configs".

CHARACTER											SEX	AGE	PERKS & TALENTS Direction Sense, Ambidexterity, Renown (other Transporters)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	5	6	4	6	5	4	5	4	5	6			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Handgun	2	No	2	BioPod	Mobile	45
Heavy Weapons	4	No	4	NeoAlpha	BodyShell	30/40
Brawling	3	No	3	CyClone or Aquarius	Roadform	40/59
Pilot (Fixed Wing) or Driving	5	No	10	Arc Interrupter	Carried	
Dodge/Escape	3	No	3			
Awareness	3	No	3			

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## CeeMetal Template: AEROFIGHTER

**LIFEPATH:** Aerofighters are the "jet jockeys" of Cee-Metal. Their body forms are optimized for aerial combat, either by using maneuverable Wingman bodies, or by inserting their biopods into direct control of a full scale jet fighter. Aerofighters also handle overflight missions using stealthy spyplane bodies. Aerofighters blur the man/machine line more than any other Cee-Metal type so far encountered.

CHARACTER											SEX	AGE	PERKS & TALENTS Direction Sense, Combat Sense +3, Renown (other Aerofighters)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	6	6	4	5	6	4	4	5	5	5			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTING SKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Gunnery	6	No	6	BioPod	Mobile	45
Heavy Weapons	4	No	4	NeoAlpha	BodyShell	30/40
Brawling	2	No	2	Wingman II (Aircraft type)	BodyShell	40/70
Pilot (Fixed Wing)	7	No	14	Missile Pod (4)	On Minijet	30
Dodge/Escape	6	No	6	F33 Wasp minijet (Chromebook 2, pg.96)	As a Body	200
Awareness	5	No	5	TOP SPD: 1250 • CREW:0 • ACC/DEC: 15/15 • SP:20 • SDP:250 • MAN:+3		

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## Personal Style & Motivations

What do you look like and where do you come from? Use this section to get some some ideas about yourself—or others.

### Personality traits

Choose or roll one:

- 1 Shy and secretive
- 2 Rebellious, antisocial, violent
- 3 Arrogant, proud and aloof
- 4 Moody, rash and headstrong
- 5 Picky, fussy and nervous
- 6 Stable and serious
- 7 Silly and fluffheaded
- 8 Sneaky and deceptive
- 9 Intellectual and detached
- 10 Friendly and outgoing

### How do you feel about most people?

Choose or roll one:

- 1-2 Neutral
- 3 I like almost everyone
- 4 I hate almost everyone
- 5 People are tools. Use them for your own goals and discard them
- 6 Every person is a valuable individual
- 7 People are obstacles to be destroyed if they cross me
- 8 People are untrustworthy. Don't depend on anyone
- 9 Wipe 'em all out and give the place to the cockroaches
- 10 People are wonderful

### What do you value most?

Choose or roll one:

- 1 Money
- 2 Honor
- 3 Your word
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Love
- 8 Power
- 9 Having a good time
- 10 Friendship

### What person do you value most?

Choose or roll one:

- 1 A parent
- 2 Brother or sister
- 3 Lover
- 4 Friend
- 5 Yourself
- 6 A pet
- 7 Teacher or mentor
- 8 Public figure
- 9 A personal hero
- 10 No one

### Your most valued possession is

Choose or roll one:

- 1 A weapon
- 2 A tool
- 3 A piece of clothing
- 4 A photograph
- 5 A book or diary
- 6 A recording
- 7 A musical instrument
- 8 A piece of jewelry
- 9 A toy
- 10 A letter

### Dress & Personal Style

In Cyberpunk, what you look like is what you are. Fashion is action, and style is everything. Roll 1010 three times (once per column) to decide what your style is.

Die Roll	Clothes	Hairstyle	Affections
1	Biker leathers	Mohawk	Tattoos
2	Blue jeans	Long & Ratty	Mirrorshades
3	Corporate Suits	Short & Spiked	Ritual Scars
4	Jumpsuits	Wild & all over	Spiked gloves
5	Miniskirts	Bald	Nose Rings
6	High Fashion	Striped	Earrings
7	Cammos	Tinted	Long fingernails
8	Normal clothes	Neat, short	Spike heeled boots
9	Nude	Short, curly	Weird Contact Lenses
10	Bag Lady chic	Long, straight	Fingerless gloves

### Ethnic Origins

The Cyberpunk world is multi-cultural and multinational. Where you come from determines your native language, customs and allegiances. Choose or roll one nationality, then choose a native tongue from the options listed for the ethnic type. This is your native language, which you speak at Level 8. In addition; you also automatically know streetlangu, a universal polyglot of English, French, German, Japanese and a half dozen other languages:

- |   |  |
|---|--|
| 1 Anglo-American (English)  | 6 Chinese/Southeast Asian (Burmese, Cantonese, Mandarin, Thai, Tibetan, Vietnamese)                        |
| 2 African (Bantu, Fante, Hongo, Ashanti, Zulu, Swahili)   | 7 Black American (English, Blackfolk)  |
| 3 Japanese/Korean (Japanese or Korean)  | 8 Hispanic American (Spanish, English)   |
| 4 Central European/Soviet (Bulgarian, Russian, Czech, Polish, Ukranian, Slovak)                 | 9 Central /South American (Spanish, Portuguese)  |
| 5 Pacific Islander (Microneasian, Tagalog, Polynesian, Malayan, Sudanese, Indonesian, Hawaiian) | 10 European (French, German, English, Spanish, Italian, Greek, Danish, Dutch, Norwegian, Swedish, Finnish) |

# Template HotList

STATS & REFERENCES FOR ALL THE STUFF IN THE TEMPLATES

## Edgerunner Tech

**Combat Gauntlet [Hand]:** Standard combat bracer that fits around hand. Light SMG, Hvy Pistol, Grenade Launcher, Grapple (20m line)

**Control Splice:** A module port used to control vehicles, weapons. These jack themselves into the medial nerves on the back of the wrists. Control cables for vehicles or weapons are then jacked into these ports.

**Cyberbike** High speed racer-style motorbike, fueled on CHOOH<sup>2</sup>. Comes in both seated and recumbent forms.  
Top Spd: 220mph Crew:1 Acc/Dec: 25/40 SP 8 SDP: 15  
(1) Maneuver: +2, plus +2 cyber vehicle link.

**Neural Net :** Ability to link systems via cyberware

**Ranged Combat Package :** Optimized for fast reflexes, weapon control links, long range vision. Amped Reflexes (Kerenzikov +1), Smartgun link, Targeting Link, Amped Vision, Anti dazzle, Telescopic vision

**Spy Bracer [forearm]** Just what you need for those covert ops and sneak and peeks. B&E kit, Mini flash, digital camera to record what you see. B&E kit • Mini Flashlight • Digital camera

**Spy Package** Covert ops package wires you in for night work, instant communications, fast reflexes. Reflex Splice, Amped Reflexes (+3), Audio Splice, Amped audio, Radio Link, Optical Splice, Lowlight, Amped Vision, Telescopic, Chipware Port (4 way), Chipware Port (1 way)

**Vehicle Link:** Allows user to control a vehicle through direct mental control. A cyberassisted vehicle is +2 on any driving, piloting or motorcycle driving skill you are using at the time.

## Riptide Tech

**Enzyme Bonding:** Ability to emit skin enzymes to keep a bioform alive.

**GroovyKat:** small catlike animal with fur that changes color and patterns based on the animal's mood.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	9	9	3	6	2	3	10	5

Abilities & Attacks: Purrs, Cuddly, Fur Color, Bite, Chameleon, Sleep Dust, Pheromones (affection), Stealthy.

**Hopper:** A common household pet (looks like a largish gerbil) that can be trained to recover lost objects and to pick up messy rooms. It has a piercing alarm scream.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	4	6	2	2	2	4	6	4

Abilities & Attacks • Acute Hearing, Skin Harden, Sharp Vision, Scent Awareness, Handy, Wall Walking, Long Ears, Supersonic Scream

**Houseminder:** A small lemurlike primate which can be taught to perform simple tasks.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
4	5	5	4	4	4	4	5	5

Abilities & Attacks: Caretaker, Acute Hearing, Handy, Pouch, Sharp Vision, Tactile Sensitivity

**PetGlove:** 30SP armored glove for dealing with bad tempered bioforms. Also contains small medical kit on wrist, grooming pads on palms.

**P'Terry:** A small pterodactyl used as a message carrier. Can be trained to mimic and repeat simple sentences.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	10	10	4	3	1	3	19	1

Abilities & Attacks: Natural Mimic, Wings, Claws, Sharp Vision, Sings, Bite/Beak

**Raptile:** A small feathered dinosaur looks like a cross between a dinosaur and a hawk.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	8	6	10	10	6	7	10	10

Abilities & Attacks: Slothclaw, Fangs (beak), Disembowel Kick, Sharp Vision, Scales, Scent Tracker, Acid Spray, Scent Awareness

**Seawolf:** Seal-like body is fast and deadly in water, with a gaping maw equipped with rows of razor sharp teeth.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	7	5	9	7	10	9	12	14

Abilities & Attacks: Sharkbite, Hi-Speed Swimming, Efficient Lungs, Natural Sonar, Flippers, Skin Camouflage, Blubber, Stealthy

**Skyanta:** A large flapping flyer, similar to a manta ray, with powerful wing buffets and a mouth full of razor sharp teeth.

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	11	11	7	5	5	5	13	12

Abilities & Attacks: Ray shape, Acute Hearing, Hide, Sharp Vision, Shark bite, Wing Blow

**Streaker:** Fast Protector resembling a six-legged weasel. Razor sharp spurs on it's legs give it a devastating attack

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	11	12	10	8	9	8	13	8

Abilities & Attacks: Multiple Legs, Constriction, Sharp Vision, Chitin, Talons, Low Light Vision, Fangs, Nict. Membrane

## Reef Tech

**Acrobat T-Form:** Enhances abilities with boosts on REF and DEX. Abilities: Skin Harden, boosted leap, Thermographic vision, skin camouflage, stealthy, Amped Vision, Amped Hearing. Low Light.

Bonuses to:	REF	DEX	COOL	STR	CON	MOVE	BODY
	+3	+3	0	+1	+2	+5	+2

**Cosmetic Alteration T-Form:** Allows you to change figure, height, weight, eye color, hair color, skin color and facial features.

Abilities: Female figure change, height, weight, eye color, facial feature change, hair color

Bonuses to:	REF	DEX	COOL	STR	CON	MOVE	BODY
	+1	+1	+3	0	0	0	0

**Deepsea Commo:** Underwater phone with 10km range.

**Diveboard:** Powered, boomerang shaped underwater propulsive vehicle. 20mph.

**Homing Beacon:** Wristwatch sized beacon with strobe flasher. Transmits distress signals up to 50km.

**NuSCUBA:** Full face mask with attachments for airtanks, folding slipper fins with extendible webs. Rebreather pack is integrated for up to 10 hours of underwater breathing.

**SharkGod (combat aquatic):** Designed to move fast, hit hard and destroy the target in one bite. Abilities: Amped Hearing Acuity, Eardrum Shield, Low Light Vision, Scent Tracking, Fins, Water Breathing, High Speed Swimming, sharkbite, Armor (hide).

Bonuses to: REF DEX COOL STR CON MOVE BODY  
+3 +3 +2 +5 +3 +4 +4

**Succubous T-Form:** Designed to optimize it's user to be as attractive as possible. Abilities: Sex Pheromones, Sleep dust, hypnotize, fangs, constriction, sex change, female figure change, facial feature change, hair color change.

Bonuses to: REF DEX COOL STR CON MOVE BODY  
+1 +2 +3 +1 0 0 0

**Whaleboy T-Form:** Optimum form for deep sea living. Abilities: Amped Hearing Range, Low Light Vision, Sonar, Blubber, Efficient lungs, High Speed Swimming, Ripclaws, Webs, sonar.

Bonuses to: REF DEX COOL STR CON MOVE BODY  
+1 +2 +1 +7 +4 +3 +5

## Desnai Tech

**Assassinbot Flier:** Tiny frisbee-shaped mecha pack stealthy devices and weapons.

Top Spd: 2mph Acc/Dec: 1/1 Maneuver:2 Punch: NA Kick: NA  
Crush:NA Armor: SP18 SDP: 2

Options: IR optics, B&E kit, periscope, Striker Armor, thermal dampers, hummingbird movement.

**AP WEAPONS:** gas sprayer (poison), dartgun (poison), microgun, explosive self-destruct.

**Holobot:** small mecha/holoprojector platforms provide special effects or are used as mobile entertainment centers.

Top Spd: 3mph Acc/Dec: 1/1 Maneuver:2 Punch: NA Kick: NA  
Crush:NA Armor: SP6 SDP: 5

Options: entertainment center, miniphone, holoprojector, digital recorder, storage space, hazer

**Light Power Armor:** Man shaped suits worn by the user.

Top Spd: 15mph Crew:1 Acc/Dec: 20/10 Maneuver:0 Punch:  
2D10 Kick: 3D10 Crush: 3D10 Armor: SP18 SDP: 40

Options: cutting torch, grapple & line, micro toolkit, hazer, howler, heavy pistol

**Link Tap:** Allows you to operate mecha remotely.

**Secretary:** A personal organizer with legs, equipped with a few minor defensive options.

Top Spd: 3mph Acc/Dec: 1/1 Maneuver:2 Punch: NA Kick: NA  
Crush:NA Armor: SP6 SDP: 5

Options: miniphone, digital recorder, microgun, taser

**Spybot:** Small mecha designed to look like the typical hopperbot to escape notice

Top Spd: 2mph Acc/Dec: 1/1 Maneuver:2 Punch: NA Kick: NA  
Crush:NA Armor: SP18 SDP: 5

Options: IR optics, wall cling, tracking device, periscope, Striker Armor, digital recorder, telescopic vision, ostrich walker movement, EMP self-destruct.

**AP WEAPONS:** gas sprayer (sleep drugs), dartgun (sleep drugs)

**Strider:** Metallic cheetah with a saddle on the back. Control is through your Link Tap.

Top Spd: 150mph Acc/Dec: 20/10 Maneuver:0 Punch: 2D10  
Kick: 3D10 Crush: 3D10 Armor: SP18 SDP: 20

Options: entertainment center, miniflare, capacitor laser.

## Rolling State Tech

**ACS X-Bow :** Bow automatically adjusts weight and balance.

EX +4 N U 3D6+3 12 1 VR

Bonus: +4 Archery Skill SDP: 10

Options: owner aware, scent traceable, self accurizing, self-destruct, self-repairing

**ACS Tomahawk:** Melee +3 J U 2D6+2SDP: 10

Bonus: +4 Throwing Skill SDP: 10

Options: owner aware, scent traceable, self accurizing, self defending (heat).

**ACS Sword:** Melee +3 N U 3D6+2 SDP: 10

Bonus: +3 Fencing Skill SDP: 10

Options: owner aware, scent traceable, self-accurizing, plague attack, self-defending (shock).

**ACS Repair Tools:** Adapted tools fit perfectly to your hands, improving any repair tasks you have to perform. Bonus: +3 Repair Skill. SDP: 10. Options: owner aware, scent traceable, self-optimizing.

**Adaptive Healing :** Recover full REC in Hits every 60 seconds (20 phases). Also gives automatic +2 bonus to REF and DEX + resistance to disease and poisons equal to a +4 CON boost.

**Armored Roadcar:** Automobile like vehicle that maintains contact with the road, using 2,4 or 6 wheels made of adaptive plastic for better handling. Hydrogen or electric powered.

Top Spd: 150mph Crew:4 Acc/Dec: 15/40 SP 8 (0) SDP:  
40(2) Maneuver: +1

**1 man Watercraft:** Equivalent to a jetski. CHOOH2 fueled.

Top Spd: 90mph Crew:1 Acc/Dec: 30/30 SP 8 SDP: 15  
Maneuver: +4

**Roadbike** Two wheeled equivalent of Roadcars. They are faster, more durable, and equipped with off-road shocks.

Top Spd: 190mph Crew:1 Acc/Dec: 25/40 SP 8 SDP: 15  
(1) Maneuver: +2

**Scout:** Nanotech enhancements for living off the land and surviving the harshest conditions.

Abilities: Homing Pigeon (location sense), Eagle's Eye (+2 Awareness), Bat's Ears (hear hi-frequencies), Buffalo's Hide (SP6 skin), Wolf's Nose (+3 Awareness to smell), Vulture's Stomach (eat any organic material), Owl's Eye (low light vision), Turn Away Poison (+5 Con vs poison), Scent Knowledge (70% identify things by smell).

**Street Panzer:** Small, high speed fan tank, armored, with one large anti-vehicle weapon (4mm Railgun)

Top Spd: 200mph Crew:3 Acc/Dec: 20/10 SP 50 SDP: 100  
Maneuver: 0

**Urban Warrior:** Nanotech enhancements optimized for city travel. Abilities: Know the Taste (+2 to Taste Awareness), Living Blade (hands deliver extra 3D6 damage), Bones of Iron (reduce skull, limb damage by 1/2), Breathe Black Dust (1/2 damage to all breathed poisons), Turn away Poison (see above), Buffalo's Hide (see above).

## Cee-Metal Tech

**Aquarius :** Modified NeoAlpha, designed for aquatic use.

REF DEX STR MOVE BODY SP  
+3 +3 +7 +4 +6 18

Standard Options: Techscanner, Striker Armor, Hearing Acuity, Hammer Hand, Sonar, Visual Acuity, Submersible, Radio, Low Light Vision, Webs

**BioPod:** Armored braincase that mates your meat with a bioshell.

**CyClone:** The CyClone folds from a humanoid bodyform to two wheeled road chassis.

REF DEX STR MOVE BODY SP  
+3 +3 +3 +6 +3 6

Standard Options: Techscanner, Light Armor, IR Vision, Wheels, Reflex Boost, Visual Acuity, Micro Toolkit, Radio, Hearing Acuity

**NeoAlpha:** Shiny silver synthoid body resembling a smooth humanoid statue. The most common form in Cee-Metal.

REF DEX STR MOVE BODY SP  
+1 +1 +3 +2 +4 +6

Standard Options: Techscanner, Light Armor, Hearing Acuity, Sexual Modules, Tactile Boost, Visual Acuity, Vehicle Control, Radio.

**NeoBeta:** Synthoid body, designed for use in hostile environments. Heavily armored/optimized with specialized sensors and weapons.

REF DEX STR MOVE BODY SP  
+2 +2 +5 +2 +4 16

Standard Options: Techscanner, Medium armor, Hearing Acuity, Sexual Modules, Lowlight Vision, Tactile Boost, Visual Acuity, Vehicle Control, Anti Dazzle, IR Vision

**NeoGamma:** The Neo-Gamma makes no pretensions to a humanlike design. However, what the NeoGamma form lacks in humanity, it gains in terms of raw power and adaptability.

REF DEX STR MOVE BODY SP  
-1 +1 +7 -1 +8 20

Standard Options: Techscanner, Combat Armor, Hearing Acuity, Rabbit Ears, Jump Booster, Visual Acuity, Vehicle Control, Radio, Low Light Vision, Multioptic, Big Knucks, Arc Thrower, Heavy Pistol, Micromissile Pod

**Operative:** Optimized for infiltration, stealth and hand-to-hand combat, this body is as humanlike as possible, allowing it to blend into almost any crowd.

REF DEX STR MOVE BODY SP  
+3 +3 +5 +4 +6 18

Standard Options: Techscanner, Striker armor, Hearing Acuity, Sexual Modules, Infrared Vision, Visual Acuity, Stealthy, Radio, ExDerm Body, B&E Kit, Grapple & Line, Pseudo Organs, Targeting Scope, Arc Thrower, Scratchers, Dart Gun, Reflex Boost, Subvision Screen

**F33 Wasp Minijet:** Small, high speed attack jet. All cockpit area has been replaced with biopod controls and a "cabinet" for the pilot's off-duty Alpha body. The Cee-Metal literally wears the jet. Top Spd: 1,250mph Crew:0 ACC/Dec: 15/15 SP:20 SDP:250 Maneuver: +3 (See Chromebook 2, pg. p6 for more details)

**WINGMAN II (AIRCRAFT FORM):** Combines a lifting body upper torso with integrated back mounted av-fuel thrusters. Can carry up to 200lbs at a 50% reduction in range and speed.

REF DEX STR MOVE BODY SP  
+3 +3 +3 +6 +2 6

Standard Options: Techscanner, Light Armor, Hearing Acuity, Vehicle Link, Rocket Launcher Pod, Visual Acuity, Reflex Boost, Radio, Low Light Vision, Minigun Pod, IR vision, Targeting Scope, Flight Thrusters, Radar

## EQUIPMENT & VEHICLES

### Communications

**Basic Agent:** Basic communications device with TV, DataPool, storage capacity. Think cellphone & PDA combined, but self-activating.

### ARMOR

**Armored Bodysuit:** Covers whole body with SP10

**Armored Trenchcoat** Covers whole body with SP10

**Armored Fashionware:** Covers whole body with SP10

**Armored Wetsuit:** Covers whole body to SP 10.

**Kevlar Jacket:** Covers torso with SP 14

**Bike Leathers:** Covers whole body (except head) to SP10.

## WEAPONS

**AKR-20 MEDIUM ASSAULT RIFLE** 400M \$500  
RIF 0 N C 5D6(5.56) 30 30 ST

**ARC INTERRUPTER** 50M GIRI  
EX +2 L U 4D6 15 1 ST

**BFG (BALLISTIC FLECHETTE GUN)** 100M GIRI  
BFG +0 J U 4D10 12 1 ST

**FN-RAL HEAVY ASSAULT RIFLE** 400M \$600  
RIF -1 N C 6D6+2(7.62) 30 30 VR

**Federated Arms X-22 Pistol** 50m \$150  
P 0 J E 1D6+1(6mm) 10 2 ST

**FIGHTING KNIFE** NA \$20  
MELEE +1 P E 1D6 NA VR

**H&K MPK-11 SUBMACHINEGUN** 200M \$700  
SMG 0 L C 4D6+1(12mm) 30 20 ST

**HAZER (PISTOL)** 50M GIRI  
EX +2 J U Stun 10 1 VR

**HOWLER (PISTOL)** 50M GIRI  
EX +3 J U Paralyze 50 1 VR

**Sternmeyer Type 35 Pistol** 50m \$400  
P 0 J C 3D6(11mm) 8 2 VR

**TECHTRONICA 15 MICROWAVER** 20M \$400  
EX 0 J P 1D6 10 2 VR  
Flashlight sized microwave projector.

**TORPEDO SPEAR** 300M GIRI  
EX +2 N U 6D6 NA 1 VR

**Militech Arms Avenger Pistol** 50m \$250  
P 0 J E 2D6+1(9mm) 10 2 VR

**MILITECH ELECTRONICS LASER CANNON** 200M \$6000  
EX 0 N R 1-5D6 10 2 UR

**MILITECH ELECTRONICS HAND TASER** 10M \$60  
EX -1 J C Stun 10 1 ST

**MINAMI 10 SUBMACHINEGUN** 200M \$500  
SMG 0 J E 2D6+3(10mm) 40 20 VR

**KENDACHI MONOKNIFE®** NA \$200  
MELEE +1 P R 2D6 NA VR

**KENDACHI MONOKATANA®** NA \$600  
MELEE +1 N R 4D6 NA VR

**SHIRIKEN** NA \$5 EA  
MELEE +2 P U 1D6 NA ST

**SHOK-KNUCKLES** NA GIRI  
MELEE +2 J U Stun 100 ST

**STUN TONFA** NA GIRI  
MELEE +2 J U Stun 100 ST



## HOW TO PLAY THE GAME: FAST & EASY RULES

# Getting Things Done

**W**henever your character tries to do something in *Cyberpunk* (called taking an **Action**), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you just tell the Ref of the game what your character is doing, and it goes off without a hitch.

But say you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm. In that case, walking might be very difficult indeed. That's where we encounter what's called a **Skill Check**—a die roll to see if you can pull off whatever heroic feat you want your character to perform.

In a typical video game, Skill Checks are invisibly made behind the scenes, using predetermined scores to represent your character's abilities and rolling random numbers to see how well you do. But in a tabletop game like *Cyberpunk*, you get to make the choices. You get to choose what skills

you want to use and match them to the abilities you think will give you the best chance of success. Yep, the power is in YOUR hands.

### Putting it into Action

So let's start with the basics. During a *Cyberpunk* game, activities are divided into sections of time, called **rounds**. In Basic Resolution, each player (or Referee controlled player) in the game gets to do one thing each turn (an **Action**), starting with the Referee and moving clockwise around the group of players (taking a **turn**). When everyone has had a turn and done one action, the next round starts.

Most of the time, your character will be able to do anything it wants (within reason) as one of its actions. But occasionally, you'll want to do something that can't be assumed to be successful. And that's when you'll have to make a **Skill Check**.

### Skill Checks

A Skill Check is used to determine the success of an Action whose outcome may be in doubt. The first step to making a Skill Check is to determine



what **Stat** you're going to use and what **Skill** to pair it up with when you do something. Make sure you think about the type of task you're trying to perform. This will determine the most applicable Stat to add to your Skill.

You may often find the same Skill being combined with *different* Stats, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique Stat in combination with your Performance Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your COOL Stat in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

### What Stat Do I Use?

In general, common sense should tell you which Stat to use for a particular task (or the Ref of your game can decide if there's a dispute). However, the following guidelines will usually apply in almost any case:

#### If the Situation involves:

An issue of knowledge, memory, problem-solving, or experience or is otherwise mental, use .....INT

Interacting with someone (e.g. lying to them, impressing them, etc.), use .....COOL

Resisting an interaction, or if it's a matter of willpower or ability to face danger, fear, stress, use .....WILL

Manipulating tools, instruments, repairing things or having technical affinity, use .....TECH

An issue of speed, such as races of swimming, skating or skiing; running, swimming feats use .....MOVE

Using hand-eye coordination or hand dexterity; shooting, driving/control skills (e.g. guns or vehicles, use .....REF

Engaging in gross physical movement (athletics, evading, using fists and blades), use .....DEX

A matter of raw physical strength, use .....STR

A matter of endurance over time, resistance to pain, disease, shock, use .....CON

...or the Ref can decide if it's in dispute.

### What Skill Do I Use?

The Ref of your game will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your Referee to give you a lot more leeway; maybe your Streetwise Skill may be far more useful in convincing the gang leader to release the hostages than your Persuasion, especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of *Cyberpunk's* Fuzion system: flexibility.

### When You Don't Have a Skill

Sometimes, you just don't have a Skill to use. In these cases, there are two options the Referee can use. The first is the *Outta Luck* option: you just don't get a Skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a Stat and dumb luck (a good time to use that LUCK you've been hoarding).

The second route is the *Cultural Familiarity* option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more widely educated you are, the more chance you may have run across something relating to what you're about to attempt.

Therefore, whenever you don't have a Skill that will apply, you can gain one point of Cultural Familiarity for every *three* points of Education you

currently have. And since most people start with at least 3 skill points of Education, this may just be enough to get you a start. (Use of the above rule is, of course, subject to the decision of the Referee.)

### Complementary Skills

A **Complementary Skill Check** is when using one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good Performance check would make the swaying (Persuasion) a lot easier. (One way to think of this would be to imagine using combination moves in a video game.) As a rule of thumb:

- 1) At the Ref's discretion, a good roll in one skill may have a bonus effect on the immediate and subsequent use of a related skill. This bonus will be in a ratio of +1 additional bonus point for every 5 points the related skill succeeded by.

*Example: Rogue wants to convince Scar to go out with her (Persuasion Skill). By making a successful Style roll first (and dazzling Scar with her sexy outfit) she could increase her Persuasion.*

- 2) This bonus will usually only affect a subsequent attempt once. *One really high Wardrobe and Style roll won't allow Rogue to convince Scar to marry her; it just helps get her the date. The rest is up to fate.*

- 3) The bonus should only involve the interaction of one skill attempt on one other Skill attempt and should take place subsequently.

### Action Resolution

Got a Stat? Got a Skill? Got a ten sided die? It's time for **Action Resolution** to come into play. All tasks in *Cyberpunk* are resolved the same way: take your most relevant STAT (aka Characteristic) add to it your most relevant SKILL, and add a 10 sided die roll to your total.

#### STAT+SKILL+1D10 ROLL

Next, compare the resulting total to a competing number called a **Difficulty Value (DV)**. If you equal or exceed the DV, you succeed!

### Getting a Difficulty Value

There are two ways to get a Difficulty Value (DV). The first is used when going against another **living thing or person** (like attacking or talking them into something). In this case, the DV will be the total of the target's own STAT, SKILL and a 1D10 roll:

**Your STAT+SKILL+ 1D10 ROLL**  
vs  
**Their STAT+ SKILL+ 1D10 ROLL**  
If your total is equal or greater, you succeed

The second way is against a **Task** (like picking a lock or driving a car). The Difficulty Value in these cases is based on how hard it will be to perform the desired Task:

**Your STAT+SKILL+ 1D10 ROLL**  
vs  
**Task's DIFFICULTY VALUE**  
If your total is equal or greater, you succeed

To determine a task's Difficulty Value, the Ref uses the table below to decide what would best describe the level of ability required to do the task:

ABILITY LEVEL	DIFFICULTY VALUE
Easy.....	10
Everyday.....	14
Challenging .....	18
Hard.....	22
Very Hard.....	26
Extreme.....	30

Note that these are guidelines only; the Referee could decide the Task rates a 15 or 16 instead.

### Modifying Actions

Sometimes, conditions beyond your control may make it harder to perform an Action. For example, changing a light bulb may usually be an Everyday task, but changing a light bulb in an earthquake is a whole order of magnitude tougher. These external conditions are called **Modifiers**. When the Referee decides a Modifier applies to your action, you will automatically *subtract* the Modifier Value that goes with it from your die roll.

Here are some typical Modifiers (they are cumulative):

SITUATION	MODIFIER
Target partially behind something .....	-1
Target obscured by smoke, darkness.....	-4
Target is dodging .....	-3
Unfamiliar tools, weapon or vehicle .....	-4
Lack of instructions for task .....	-2
Don't have right tools or parts .....	-2
Hostile environment.....	-5
Complex Task.....	-3 to -4
Have never done this before .....	-1
Under stress or attack.....	-3
Drunk, drugged, or tired.....	-4
Trying to perform task secretly.....	-4

### Improving Your Chance of Success

Besides the basic ways of using skills, there are a few other ways to improve your chances:

**Taking Extra Time:** Taking extra time can also give you a bonus to your Skill Roll. If you double the time the Referee assigns to the task, add +1 to the Skill Roll. *Example: The Referee says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.*

**Trying Again:** If you fail a Skill Check, you can't try again until your check has improved for some reason; you learned a new method, used a better tool, or made a complementary Skill Check.

### Critical Success...

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the first roll to enhance it.

- On a natural roll of 10, you've scored a critical success and really did well! Roll another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.

### ...and Critical Failure

Sometimes even the best have a bad day.

- On a natural roll of 1, roll another 1D10 and subtract the result from your first roll. If the roll is less than 0, you've fumbled and something bad has happened; the weapon jammed, you broke the thingy, you insulted the person you're trying to convince...you know the drill...

## Combat

In general, ninety-five percent of everything you will ever need to do in this game can be handled with what you've learned in the preceding paragraphs. The only exception to this is combat; a special type of action that adds a few simple steps to the process:

**Step One: Determine if you're close enough to attack.** In Basic Resolution, there are only two ranges. **Melee Range** (for attacks with hands, feet or hand-swung weapons like clubs, knives and swords) and **Long Range** (used by attacks that are thrown or shot). **Melee Range is 3m/yds or less. Long Range is anything greater than 3m/yds.** **Hint:** All weapons will also have an associated range listed in their description, as in the example below:

BUDGETARMS C-13 20M \$75  
 P -1 P E 1D6(5mm) 8 2 ST  
 A light autopistol used as a holdout and "lady's gun".

The BudgetArms C-13 has a range of 20meters (Remember that in *Cyberpunk*, we use meters and yards interchangeably.) Since that's greater than 3m/yds, that means it's a **Long Range** attack.

**Step Two: Roll to Hit.** This is done just like any other Task; the only difference is that you will use a COMBAT skill appropriate to the weapon you're using, combine it with your REF stat and add 1D10. Appropriate Skills would be:

WEAPON	SKILL
Pistols .....	Handgun
Submachineguns.....	Submachinegun
Rifles & Shoulder arms.....	Rifle
Bows, Crossbows .....	Archery
Missiles, rockets .....	Heavy Weapons
Vehicle Weapons .....	Gunnery

Example #1: Scar decides to attack Karven with a Budget Arms handgun. He would combine his REF stat (5) with his Handgun Skill (4) plus a 1D10 roll (in this case, 7) for a total of 16.

**Determining the DV**

The Difficulty Value to beat is determined by using the target's DEX stat, an appropriate skill like Dodge, and their own D10 roll.

**Your REF+Weapon SKILL+ 1D10 ROLL  
vs  
Their DEX + Dodge SKILL+ 1D10 ROLL  
If your total is equal or greater, you succeed**

Example #2: Karven has a DEX of 6 and a Dodge of 5. He rolls a 2 for a total of 13. Since Scar rolls a total of 16, he hits.

If the target is inanimate or non-moving, the DV will be based on the size of the target:

SIZE	DV	DESCRIPTION
Tiny	22	Squirrel sized or smaller
Small	18	Smaller than a human, larger than a squirrel.
Man-sized	14	The size of the average human
Large	10	Up to 2 times larger than a human.
Huge	8	3 times larger than human and up.

**Your REF+Weapon SKILL+ 1D10 ROLL  
vs  
Their DV (based on size)  
If your total is equal or greater, you succeed**

Example #3: Scar attacks Karven, who is tied up and unmoving. With his roll of 16, he hits.

Remember that modifiers or other factors can be applied to making an attack. See the **Advanced Tables** on the DataScreen for other modifier ideas.

**You Hit! Now Locate the Damage**

If you hit, you'll need to determine *where* you hit. Roll 1D10 on the **Basic Location Table**:

ROLL	RESULT
1	<b>Critical Location.</b> (Head, heart, groin—attacker's choice). Damage will be doubled for this attack!
2-6	<b>General Body.</b> No extra effect.

**7-10 Limb** (includes tail—attacker's choice). No extra effect.  
\* Or try the Advanced Table (DataScreen) for more exact locations.

**Damage**

Once you hit, you'll need to see if you've damaged the target. Damage in *Cyberpunk* is represented by rolling and adding the totals of groups of 6-sided dice and subtracting those totals from the target's **Hits, Stun or Structural Damage Points (SDP)**:

Example #1: As a living thing, Karven's Hits are determined by multiplying his **BODY** stat by 2. Karven's **BODY** is 5, so he has 10 Hits.

Example #2: As a living thing, Karven's Stun is determined by multiplying his **CON** stat by 5. Karven's **Con** is 4, so he has 20 Stun.

Example #3: As a non-living thing, Karven's roadbike has **Structural Damage Points (SDP)**. By looking at the description of the bike, we see it has 15 SDP.

**IMPORTANT!** When a target reaches 0 Hits or SDP, it is considered "dead" or out of action. When it has reached 0 Stun, it is unconscious.

**How Many Dice of Damage?**

**Hands and Feet:** If you are attacking with hands, feet or other body parts, the amount of dice you'll roll will be based on your Strength (STR). You cause 1D6 in **STUN** Damage for every two points you have of STR. If you have less than an even number, round this value down. Example: Scar's STR is 5, so he throws 2 six-sided dice.

**Biological Attacks:** Used by bioforms and transformed humans, these attacks cause Hit damage with natural weapons, like horns, fangs or claws:

BIOLOGICAL ATTACK	DAMAGE
Acid Bite.....	2D6.
Acid Spray.....	1D6 for 3 turns
Claws.....	2D6† each
Constriction.....	3D6† turn
Disemboweling Kick.....	5D6† each
Drill.....	1D6†
Fangs.....	1D6†
Flail.....	2D6†
Gas Cloud.....	1D6
Head Butt.....	2D6†
Horn Gore.....	4D6†
Hypnotize.....	Stun

Limb Mace.....	3D6†
Organic Flamer.....	3D6†
Organic Taser.....	Make Stun Save
Poison Dust.....	2D6/1D6 turn till cured
Poison Bite.....	3D6/2D6 turn till cured
Quills (1D6 total each attack).....	1D6† each
Razor Cut.....	1D6+2†each
Rip Claws.....	3D6+3†each
Sharkbite.....	6D6†
Shock Field.....	2D6/Make Stun Save
Sleep Dust.....	Make Stun Save
Spikes (1D6 total each attack).....	2D6† each
Swordfist.....	4D6† each
Talons.....	2D6† each
Whip.....	1D6†
Sloth Claw.....	3D6† each
Supersonic Scream.....	1D6/Make Stun Save
Weapon/Fluke Blow.....	2D6† each

If being attacked by an animal (aka bioform), the attack will cause additional Hit damage based on how big it is (BODY). If being attacked by a transformed human, the attack will do additional Hit damage based on the STR of the attacker.

BODY or STR	EFFECT
1-4.....	Divide total Base damage in half (round up)
5-7.....	No change
8-9.....	Add 1D6
10-12.....	Add 2D6
13-15.....	Add 3D6
16-18.....	Add 4D6
19-21.....	Add 5D6
22>.....	Add 6D6

If the result is *less* than 1D6, there is no appreciable effect. Both of these types of attacks are marked on the table above with a † symbol.

**Weapon Damage:** If you are attacking with a weapon, the number of dice you'll throw will be based on the *type* of weapon. *For example, Scarr's Budget Arms handgun:*

BUDGETARMS C-13 20M \$75  
 P -1 P E 1D6 (5mm) 8 2 ST  
*—rolls one six sided die (1D6) in damage.*

**Below are common 203X weapons, their ranges and their damages:**

WEAPON BY AMMO	RANGE	DAMAGE
Assault Rifles.....	400m.....	5D6(5.56) to 6D6+2(7.62)
BFG.....	100m.....	7D6
RBFG.....	1000m.....	8D6

FABFG.....	600m.....	12D6
Pistols (Light).....	20-50m.....	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium).....	50m.....	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy).....	50m.....	3D6(11mm)
Pistols (V.Heavy).....	50m.....	4D6(.357) to 6D6(.44)
SMGs (Light).....	150m.....	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium).....	150m.....	2D6+1(9mm)to 2D6+3(10mm)
SMGs (Heavy).....	150m.....	3D6(11mm) to 4D6+1(12mm)

WEAPON BY TYPE	RANGE	DAMAGE
Arc Thrower.....	50m.....	4D6
Big Knucks.....	1m.....	1D6+2†
Bladebuster.....	50m/2m.....	4D6 gun/7D6 blade†
Buzzsaw.....	1m.....	2D6+2
Bow/Compound Bow.....	150m.....	4D6
Crossbow.....	50m.....	3D6+3 to 4D6
Dartgun.....	5m.....	Poison
Duo Katana.....	1m.....	6D6†
EMP Pulse.....	10m.....	Stun Save
Fighting Knife.....	1m.....	1D6†
Fission Blade.....	2m.....	3D6† plus 1D6/per turn
Flamethrower.....	50m.....	5D6
Flamer.....	5m.....	2D6
4mm Railgun.....	1500m.....	8D6
14mm antitank rifle.....	500m.....	10D6
Grenade (Frag ).....	NA.....	7D6
Grenade (Incendiary).....	NA.....	(4D6 for 3 turns)
Grenade Launcher.....	225m.....	10D6
Hammerhand.....	1m.....	3D6
Howler.....	50m.....	Stun Save
Hazer.....	50m.....	Stun Save
Laser (capgun).....	200m.....	1-5D6
Microflamer.....	2m.....	1D6
Micromissiles.....	100m.....	4D6 ea
Minigun (SMG rounds).....	100m.....	2D6 per hit
Mines (all types).....	NA.....	7D6
Missilegun.....	150m.....	6D6
Microwaver.....	20m.....	1D6
Missiles, Missile Launcher.....	1km.....	12 D6
Monofists.....	1m.....	2D6 per hand†
Monoknife®.....	1m.....	2D6†
MonoKatana®.....	1m.....	4D6†
Mecha Monosword.....	3m.....	7D6
Nano Acc. rifle.....	1600m.....	4D6
Needlegun/Airpistol.....	40m.....	Drugs
Photon Cannon.....	300m.....	1-7D6
Peacemaker.....	300m.....	6D6
Powersword.....	2m.....	8D6†
Rippers.....	1m.....	2D6 per hand†
Rocket(LAW4).....	200m.....	12D6
RPG.....	750m.....	10D6
Scrambler.....	30m.....	4D6/Stun Save
Shock Knucks/Tonfas/Staves.....	1-2m.....	4/6/8D6 or Stun Save
Shotgun.....	50m.....	See Table on Screen
Slice n' Dice.....	1m.....	2D6
Splintergun.....	50m.....	2D6

Sonic.....	50m.....	4D6
Squirtgun.....	10m.....	Drugs
Sword.....	1m.....	3D6†
Talons.....	1m.....	1D6+3†
Hand Taser.....	10m.....	Stun Save
Torpedo (MK9).....	2km.....	13D6
Torpedo Spear.....	300m.....	6D6†
12.7mm Gatling.....	600m.....	10D6 (burst)
20mm Rifle.....	450m.....	7D6
Wolvers.....	1m.....	3D6 per hand†

Note: Attacks marked with a † are affected by the attacker's STR.

## Applying Damage

### Armor

Armor is what gets between you and your target before you can damage it. Shields, metal plate, Kevlar—these are all forms of armor. When you attack something, you must *subtract* the value of the armor, also known as its **Stopping Power (SP)** from the damage you have rolled. The remainder is what is actually subtracted from the target's Hits, Stun or SDP.

*Example: Scar shoots Karven and rolls 6 points of damage. But Karven is wearing leather armor with a Stopping Power (SP) of 4. Four points of SP are subtracted from Scar's 6 points of damage, leaving 2 points remaining to reach Karven.*

### Vehicles and Power Armors

One special armor case is that of vehicles and power armors (including ridearmors which are a combination of both types). These are special because they *surround* the player with an extra layer of armor and SDP. When you attack a vehicle, you will subtract the vehicle's armor SP from the damage first, then roll 1D10 to determine where the round went if it got through:

ROLL	DAMAGE GOES TO:
1-3	Empty space (no effect)
4-7	Vehicle's SDP
8-10	Passenger(s). If more than one, divide damage between them as evenly as possible.

### Hits or SDP

Once armor is out of the way, you can apply the damage you have done to the target's Hits, Stun or SDP. Simply subtract whatever's left after the

Armor step from the target's Hits, Stun or SDP. **If the result is 0 or less, the target is considered "dead" or out of action.** *Example: once Armor has been subtracted, 3 points of damage remain of Scar's attack. Subtracting 3 points from Karven's total of 25 Hits leaves him with 22 Hits left. "Frack that!" mutters Scar, who throws away his wimpy gun and decides to pound Karven with his 6D6 autopistol instead.*

### Stun Saves

Some attacks don't cause permanent harm. Instead, they cause the target to be knocked for a loop, or "stunned". **When these attacks strike a target, it must make a Stun Save by rolling 1D10 equal to or lower than its CON.** If the roll is failed, the target is stunned that turn and unable to act or move. It must then make another Stun/Shock Save roll on a subsequent turn to recover. *Example: Scarr is hit by a taser, which has a Stun Save attack. His CON is 7, which means he must roll a 7 or lower to remain conscious. Scarr rolls a 10. Nighty night, Scar.*

### Death

**As mentioned earlier, when a character's Hits reach 0 or below, that character is considered to be dead.** However, the *Referee* can decide at that time to place the character "out of action" until the next game session (when he will fully recover). At 0 Stun, a character is also automatically unconscious until the next session (and full Stun recovery).

### Summing Up

The **Skill Check** system is a fast way to resolve most actions in your *Cyberpunk* game. But if you really want to get the most out of your combats, you'll want to check out the **Advanced Combat** rules in the full *Cyberpunk* book (or try the **Advanced Tables** on the **DataScreen** enclosed here ). But for now, check out the Maps & Scenarios on the adjoining pages to start adventuring right now.

**CONFUSED? GOT A COMBAT QUESTION? TO CHECK OUT FURTHER COMBAT FAQs, INFORMATION AND ERRATA, BE SURE TO VISIT THIS SITE:**

<http://www.talsorian.com/errata>

# Infinite Map Generators

The Infinite Maps on the following pages allow a Referee to create both interior building spaces and exterior layouts as needed. The **Infinite Building Generator** (pg. 26) represents a series of generic single story structures typical of buildings in Night City. These can be used to represent **office complexes, laboratories, bars, hotels, apartments, mini-malls** or **open plan factory sites**. Select the building you like or roll 1D6 to get a random choice. These maps can also be **stacked** to create **multi-layered environments**, with the **stairway** or **elevator symbols** ☒ (you decide which is which) assumed to be linked between floors.

The **Infinite Street Generator** (pg. 27) is designed to represent several street layouts within the City. By choosing a street layout, you can determine what buildings are in an area, then use the **Building Generator** to determine the inside of the buildings on that street (the buildings shown match those on the Building Layout Map). By combining ends of streets, you can even create multi-block areas to hold your battles in.

FIND NEW MAPS ONLINE AT: <http://www.talsorian.com/mapgen>

## Scenarios: Hitting The Street

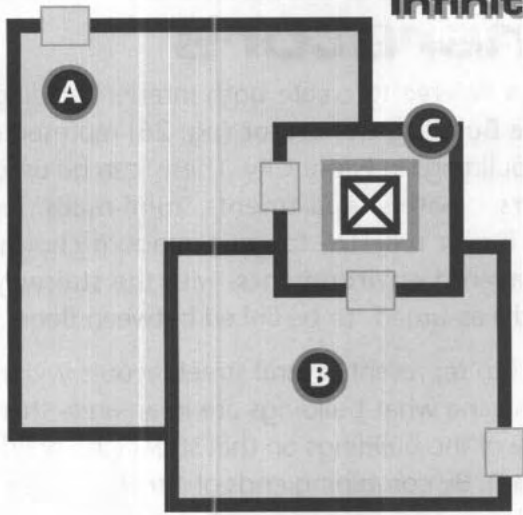
**H**ere are a few classic scenarios using the Building Maps on the following page to drop your players right into the swing of *Cyberpunk* action. These scenarios stand alone as great combat scuffles, or can be strung together with a loose plotline to create an entire evening's adventuring. Just pick a Map (or roll 1D6), then roll another 1D6 to populate the maps as instructed with indicated **CyberTroops** on the DataScreen that came with this book.

- **Barfight:** 1D6+1 members of the Hell Thunder gang [Grunts] enter **Room B**, looking for trouble. You're also in **Room B** with 4 random NPCs (Grunts). Take them down before they kill everyone in the room.
- **Hostage Extraction.** You're breaking in to rescue an important Neo-Corp [Grunt] who is being held by a group of 1D6+2 thugs [Soldiers] in **Room D**. You enter at the Elevator ☒. There are 1D6+2 goons [Grunts] each in rooms A, B and C on the way to the hostage.
- **Wetwork.** Your mission is to hit a local gangbanger [Leader]. But he's a moving target! He begins in Room B. Each turn, he moves to a neighboring **Room (C,D,E, A)**. Each room holds 1D6 guards [Soldiers]. Start at any outer door; find and take down the target, then get out of the building via the elevator.
- **Bodyguard.** You're at the bar (**Room B**) when 1D6+2 hitmen [Soldiers] enter. They're looking for an important leader [Soldier] of your Altcult in **Room C**. Can you take them down before they reach him?
- **Weapons Deal:** Meet your contact in **Room C**. He tells you about a weapons deal going down in **Room D**. Crash the deal, nail the 1D6 [Grunts] and their [Leader] boss, get the weapons, then fight off the 1D6+1 guards [Soldiers] coming in from **Room A**.
- **Friday Nite Firefight:** You're entering the local bar and walk into a gang war! Right behind you are nearly 100 heavily armed Gangers, so you don't want to go back! Start at any outside doorway, with 1D6+2 MetalStürm Gangers [Grunts] in **the room you have just entered** and in **each of the other rooms on the map** (1D6+1 each location). Fight your way to any exit door that is NOT the one you just came into and make your escape.

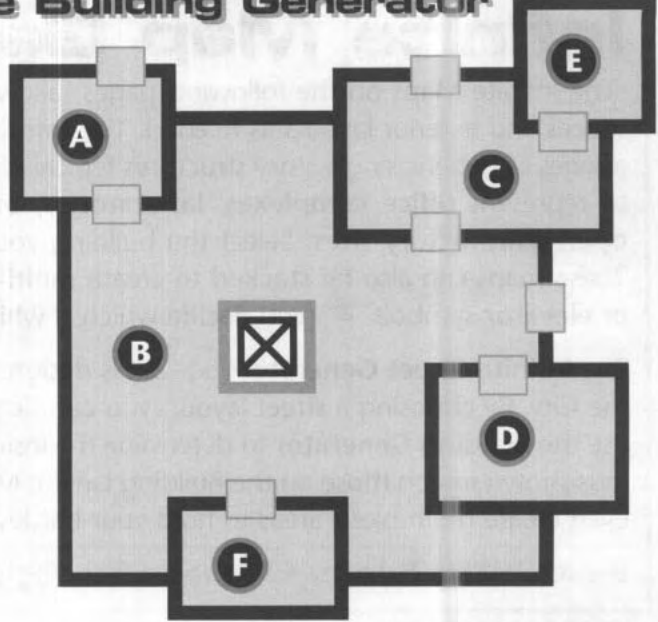
# Infinite Building Generator

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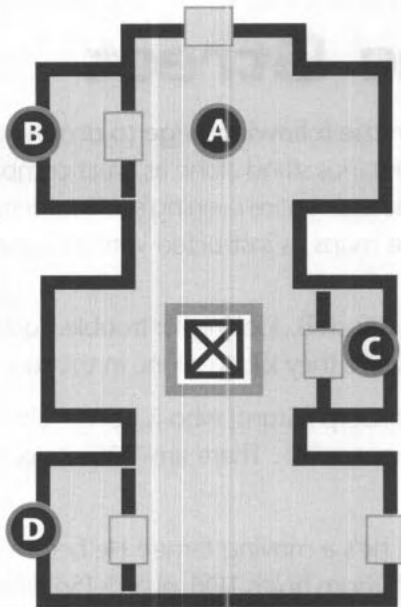
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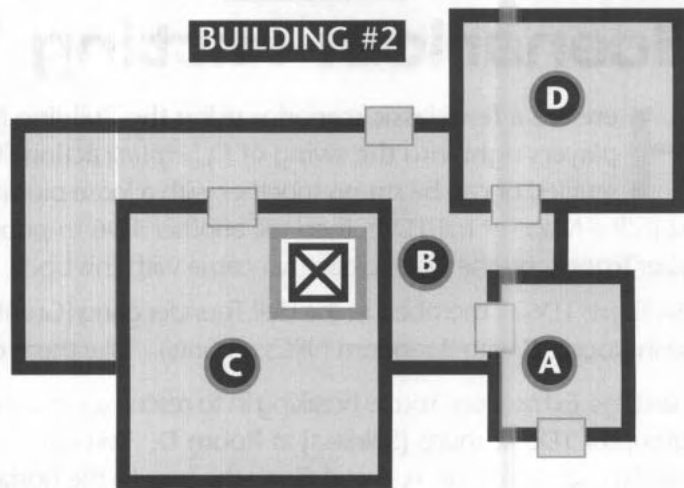
BUILDING #1



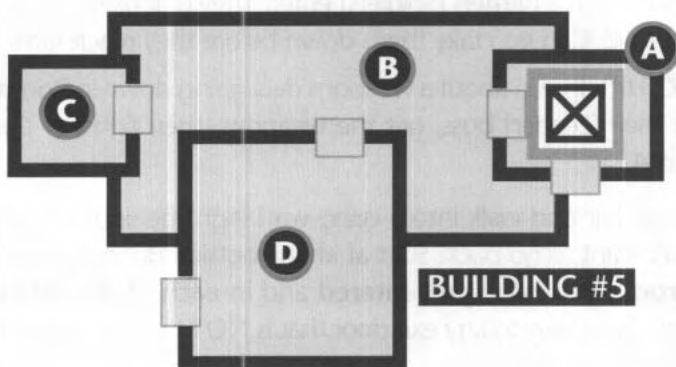
BUILDING #2



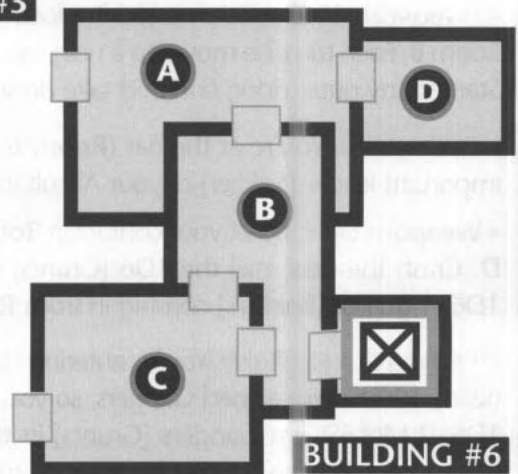
BUILDING #4



BUILDING #3



BUILDING #5



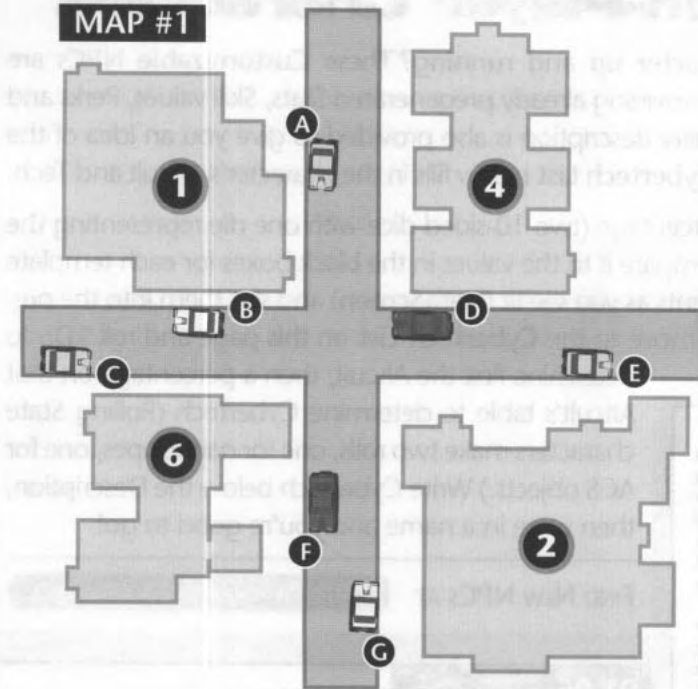
BUILDING #6



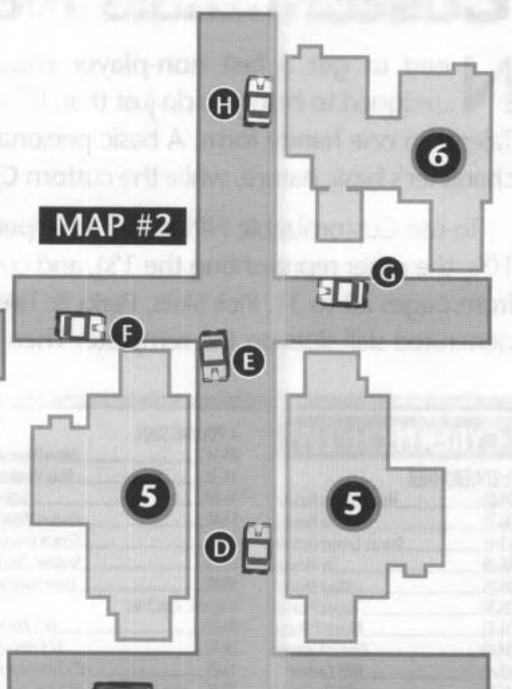
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MAP #1



MAP #2



MAP #3

Infinite Street Generator

# Customizable Non-Player Characters

**N**eed to get a fast non-player character up and running? These Customizable NPCs are designed to help you do just that, by providing already pregenerated Stats, Skill values, Perks and Talents in one handy form. A basic personality description is also provided to give you an idea of the character's basic nature, while the custom **Cybertech List** below fills in the character's Altcult and Tech.

To use Customizable NPCs, just roll a percentage (two 10-sided dice with one die representing the 10's, the other representing the 1's), and compare it to the values in the black boxes for each template from pages 28 to 31. Pick Skills, Perks & Talents as you see fit (**DataScreen**) and slot them into the pre-generated skill slots on the template. Then move to the **Cybertech List** on this page and roll 1D6 to

determine first the Altcult, then a percentage on that Altcult's table to determine Cybertech (Rolling State characters make two rolls, one for nanodopes, one for ACS objects.) Write Cybertech below the Description, then write in a name and you're good to go!

FIND NEW NPCs AT <http://www.talsorian.com/NPC>

## CYBERTECH LIST

- 1: EDGERUNNER**
- 01-05.....HAND TO HAND PACKAGE
  - 06-10.....TECH PACKAGE
  - 11-15.....RANGED COMBAT PACKAGE
  - 16-20.....SPY PACKAGE
  - 21-25.....MEDIA BRACER
  - 26-30.....TRACKER PACKAGE
  - 31-33.....MUSCLE T BRACER
  - 34-40.....COMBAT GAUNTLET
  - 41-45.....HTH GAUNTLET 1
  - 46-50.....HTH GAUNTLET 2
  - 51-55.....MEDIA BRACER
  - 56-58.....HVY WEAPON BRACER 1
  - 59-61.....HVY WEAPON BRACER 2
  - 62-64.....MISSILE BRACER
  - 65-70.....TECH BRACER
  - 71-74.....SMART BRACER
  - 75-77.....ANTI CEE BRACER
  - 78-80.....ASSASSIN BRACER
  - 81-85.....NON-LETHAL BRACER
  - 86-88.....BOUNTY BRACER
  - 89-91.....SPY BRACER
  - 92-94.....TRACKSTAR® BRACERS
  - 95-00.....MR STUDD BRACER  
.....OR RINGA-DING-DING
- 2: REEFER**
- 01-15.....WHALEBOY
  - 16-20.....SHARK GOD
  - 21-35.....SPEED RUNNER
  - 36-50.....SUCCUBOUS
  - 51-60.....MINOTAUR
  - 61-65.....MANSTER
  - 66-80.....ACROBAT (AGILITY FORM)
  - 81-94.....COSMETIC ALTERATION
  - 95-00.....SEX CHANGE
- 3: DESNAI**
- 01-15.....HOPPER
  - 16-20.....CAMERABOT
  - 21-30.....PETBOT
  - 31-35.....LIGHT LIFTER PA
  - 36-38.....HEAVY LIFTER PA
  - 39-42.....DACTYL
  - 43-46.....STRIDER
  - 47-50.....COELO
  - 51-60.....HOLOBOT
  - 61-70.....TOOLBOT
  - 71-75.....BODYGUARD
  - 76-85.....SECRETARY
  - 86-90.....SPYBOT
  - 91-92.....ASSASSINBOT FLIER
  - 93-94.....ASSASSINBOT CRAWLER
  - 95-00.....ROVERBOT
- 4: ROLLING STATE**
- 01-14.....URBAN WARRIOR
  - 15-35.....ROAD WARRIOR
  - 36-50.....SCOUT
  - 51-60.....COMBAT MASTER
  - 61-75.....BOUNTY HUNTER
  - 76-88.....SHAMAN'S SKILLS
  - 88-00.....SILENT WARRIOR
- NOW ROLL AGAIN TWICE
- 01-07.....ACS AGENT
  - 08-14.....ACS PONCHO
  - 15-21.....ACS TECHSCANNER
  - 22-25.....ACS B&E TOOLS
  - 26-35.....ACS REPAIR TOOLS
  - 36-42.....ACS BOWIE KNIFE
  - 43-49.....ACS SWORD
  - 50-56.....ACS TOMAHAWK
  - 57-63.....ACS X BOW
  - 64-70.....ACS LONGBOW
  - 71-74.....ACS DERRINGER
  - 75-84.....ACS HANDGUN
  - 85-91.....ACS RIFLE
  - 92-00.....ACS LONG RIFLE
- 5: RIPTIDE**
- 01-5.....SKYRAY
  - 6-15.....HOPPER
  - 16-20.....STREAKER
  - 21-25.....PTERRY
  - 26-30.....RAPTLE
  - 31-36.....HELLKAT
  - 37-40.....SEAWOLF
  - 41-45.....GOLD BUG
  - 46-50.....SKYMANTA
  - 51-58.....HOUSEMINDER
  - 59-62.....PLESIODRAGON
  - 63-70.....GROOVYKAT
  - 71-75.....GARDENER
  - 76-80.....MEDICINE MAKER
  - 81-85.....EATME
  - 86-90.....TASMAN DEMON
  - 91-95.....OCTOKILLER
  - 96-00.....ORCAN
- 6: CEE-METAL**
- 01-25.....NEOALPHA
  - 26-36.....NEOBETA
  - 37-40.....NUKLDARE
  - 41-45.....WISEMAN 2
  - 46-54.....AQUARIUS
  - 55-70.....NEOGEMINI
  - 71-74.....OPERATIVE
  - 75-85.....NEOGAMMA
  - 86-90.....NEO-ENFORCER
  - 91-94.....WINGMAN II
  - 95-00.....CYCLONE

### 01-05

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	3	4	4	4	6	6	3	3	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	INTS	STUN
Stat Value	6	60	4	1	6	9	3	3	14	35
HEY SKILLS	LVL				HEY PERKS/TALENTS				LVL	
	6								2	
	4								2	

**Description:** Rebellious and antisocial. Considers other people are untrustworthy. Values honor above all.

### 06-10

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	4	5	10	3	8	4	8	4
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	INTS	STUN
Stat Value	7	30	6	2	16	24	8	8	8	20
HEY SKILLS	LVL				HEY PERKS/TALENTS				LVL	
	7								3	
	3								1	

**Description:** Friendly and outgoing. Gets along with most people. Values keeping their word most of all.

## 11-15

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	5	6	3	5	7	6	7	3	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	8	70	6	3	6	9	3	3	14	35
HEY SKILLS	LVL	HEY PERKS/TALENTS	LVL							
	7		4							
	4		2							

**Description:** Arrogant and proud, they are aloof and trust no one. Values money most of all and will do anything to get it.

## 16-20

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	9	8	4	2	6	3	3	3	10	9
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	30	3	1	20	30	10	10	18	45
HEY SKILLS	LVL	HEY PERKS/TALENTS	LVL							
	8		4							
	5		2							

**Description:** Violent and antisocial. Considers people to be tools to be used and discarded. Values power most of all, and will use treachery and deceit to get it.

## 21-25

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	6	6	7	9	5	8	8	8	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	8	4	16	24	8	8	12	30
HEY SKILLS	LVL	HEY PERKS/TALENTS	LVL							
	6		4							
	4		3							

**Description:** Good looking, spoiled, aggressive. Wants to show up all rivals. Looking for vengeance on unspecified enemies.

## 26-30

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	4	8	7	8	3	4	5	3	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	3	30	4	2	6	9	3	3	14	35
HEY SKILLS	LVL	HEY PERKS/TALENTS	LVL							
	6		3							
	5		2							

**Description:** Shy and secretive, they have a great hatred of others and would wipe them out if possible. Yet, deep inside, still values the love of a long lost person.

## 31-35

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	4	3	8	6	6	6	3	7	7	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	3	60	5	3	14	21	7	7	16	40
HEY SKILLS	LVL	HEY PERKS/TALENTS	LVL							
	8		3							
	3		2							

**Description:** Moody, rash, headstrong. Generally feels people are wonderful, but takes betrayal very personally and can lash out if hurt.

## 36-40

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	9	4	9	4	5	7	4	4	5	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	70	4	8	10	15	5	5	10	50
HEY SKILLS	LVL	HEY PERKS/TALENTS	LVL							
	6		4							
	5		3							

**Description:** Sneaky and deceptive. Hates everyone and shows it with a biting, sarcastic wit. Values money over all other things.

41-45													
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	6	3	7	9	7	4	7	8	4	6			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value	6	40	7	4	8	12	4	4	12	30			
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL			
			7							4			
			5							3			
<p><b>Description:</b> Rebellious, antisocial and violent; trusts no one. While they will keep their word, they expect you to do the same—or else.</p>													

46-50													
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	8	4	6	5	5	6	7	9	7	6			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value	6	60	8	4	14	21	7	7	12	30			
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL			
			8							7			
			9							3			
<p><b>Description:</b> Silly and fluffheaded, this act masks a dislike of other people. Values fame and position above other things, and will sabotage others indirectly.</p>													

51-55													
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	8	4	8	8	3	6	6	3	4	7			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value	6	60	4	1	8	12	4	4	14	35			
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL			
			7							5			
			4							3			
<p><b>Description:</b> Intellectual and detached. Values others highly, which often leads to a naive, idealistic beliefs that others will do the right thing.</p>													

56-60													
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	5	7	6	4	6	8	5	6	3	3			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value	6	80	5	3	6	9	3	3	6	15			
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL			
			6							4			
			4							3			
<p><b>Description:</b> Picky, fussy and nervous, prone to phobias and paranoias. Values an equally small and fussy pet above most people.</p>													

61-65													
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	4	9	5	4	2	4	6	6	7	8			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value	6	40	6	3	14	21	7	7	16	40			
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL			
			8							4			
			3							2			
<p><b>Description:</b> Stable and serious, values most people as equals. But can be short tempered when others are foolish or incompetent. Will always keep their word.</p>													

66-70													
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY			
Stat Value	6	6	7	5	9	8	4	5	9	6			
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value	7	80	4	2	18	27	9	9	12	30			
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL			
			7							5			
			3							2			
<p><b>Description:</b> Arrogant and aloof, they consider themselves to be above others in both physical beauty and intellect. Prone to lash out at others who disagree.</p>													

## 71-75

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	10	4	7	3	6	5	7	5	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	3	60	6	3	10	15	5	5	16	40
KEY SKILLS	LVL		KEY PERKS/TALENTS						LVL	
	6								3	
	5								3	

**Description:** Spoiled, willful and childish. Will lash out at others with violence or temper tantrums. Can be very endearing and pleasant when something is desired from another person.

## 76-80

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	3	3	7	6	6	10	5	7	6	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	100	6	3	12	18	6	6	12	30
KEY SKILLS	LVL		KEY PERKS/TALENTS						LVL	
	8								5	
	5								3	

**Description:** Spacey, vague and easily distracted. Will often lose important items or misplace valuable information. Often wanders off in middle of conversations.

## 81-85

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	6	8	4	6	9	4	6	8	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	90	5	3	16	24	8	8	10	25
KEY SKILLS	LVL		KEY PERKS/TALENTS						LVL	
	6								3	
	5								3	

**Description:** Harried, stressed and irritable. Never enough time to rest, is always overcommitted. You may have something important fall through if you depend on this person.

## 86-90

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	5	8	5	9	5	9	6	7	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	7	3	14	21	7	7	10	25
KEY SKILLS	LVL		KEY PERKS/TALENTS						LVL	
	7								3	
	3								4	

**Description:** Hostile, blaming. Looks for scapegoats, and will try to get others in trouble to cover for mistakes. Will lie without conscience and is very good at it.

## 91-95

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	3	4	6	3	6	6	4	9	8	9
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	8	60	6	4	16	24	8	8	18	45
KEY SKILLS	LVL		KEY PERKS/TALENTS						LVL	
	8								4	
	5								3	

**Description:** Sneering, bad-tempered and bigoted. Dislikes individuals of other groups or AltCults. Will often talk them down behind their backs.

## 96-00

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	9	6	8	3	9	6	6	3	3
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	4	90	6	3	6	9	3	3	6	15
KEY SKILLS	LVL		KEY PERKS/TALENTS						LVL	
	8								4	
	4								2	

**Description:** Cowardly and sniveling, despite obvious physical abilities. Will run from danger or hide if danger can't be avoided.

# Scardia: A C<sup>3</sup> Adventure

IT ALL LOOKS SIMPLE; TILL THE JOB GOES WRONG. AND IT ALWAYS GOES WRONG...

## The Mission:

Your team has been approached by the Edgerunner Convention, an organization of freelance mercs, specialists and hired guns who do the dirty work for all the AltCults. Your mission is to infiltrate *Scardia Labs* and steal two vials of a new drug rumored to give the user a massive temporary boost in combat abilities. You must steal both vials—the drug is a combination of a main ingredient (red) and an activator (green).

## The Team:

The Team should be no larger than 6, or smaller than 4 to have a decent chance of surviving. It would be smart to have at least three good combat fighters in the group; Solos, GoGangers, City Fighters, Whaleboys, Mecha Assassins, Scouts or Protectors would be best. A medically based Tech (replace Jury Rig with First Aid, Basic Tech with Medical Tech) is a smart move. There won't be any room for big vehicles or weapons, so Mechajocks, Panzerboys and Aerofighters will probably want to sit this one out.

## The Payoff:

This mission is worth 2,000 NCD to be split between the entire party. It will also net each party member 50 Giri with the Edgerunners, who are sponsoring the mission.

## The Setup:

Scardia Labs is a small research and development lab in the MidCity levels. Although the Lab is small, it is well-defended and has recently hired on some mercenaries to enhance its already formidable security. The building layout (do not show to the players!) uses elements from both the DataScreen and the *Streetfighter* handbook:

## Use Street Map: #1 (pg. 27)

Ground:	Building #5
Room A	Elevator entry. 1 guard (Grunt, <i>DataScreen</i> )
Room B	Main Hallway. 2 guards (Grunt, <i>DataScreen</i> )
Room C	Security Office. One bored guard (Soldier, <i>DataScreen</i> )
Room D	Building Receptionist's Office. Empty

Floor 2: Building #6, Room C faces W, Room A faces E

Room A Lab Area. 1 hired Cee-Metal guard (Protector, *Streetfighter*, pg. 12). One of the vials (the red one) is in a surgical rack in the middle of the room. The Cee-Metal is also resting on the rack—he's just asleep.

Room B Main Hallway. 2 Guards (Soldier, *DataScreen*)

Room C Lab Area. Two scientists (Techs (*Streetfighter*, pg. 4), 1 Corporate Bodyguard (Solo, *Streetfighter*, pg. 4). One of the vials (green one) is on a table in this room.

Room D Holding Cell. 1 captured Roller (Scout, *Streetfighter*, pg. 11). He'll tell you he has valuable information on the drug Scardia is developing; free him and get him back to his Enclave (about 5km away) and it'll be worth 100 Giri *apiece* from Rolling State. He also has an aerodyne on the roof; go up through the next floor and you can escape in it.

Floor 3: Building #5, C faces W, A faces E

Room A Upper Elevator entry, goes to roof. 1 hired Cee-Metal guard (Protector, *Streetfighter*, pg. 12) protects this exit.

Room B Main Hallway. 2 guards (Soldier, *DataScreen*)

Room C Secretarial Office. 1 Secretary (*Streetfighter* NPC #46, pg. 30. Typing +8, Martial Art +9, Beautiful +7, Combat Sense +3)

Room D Director's office. Empty; the Director has gone home for the day.

## The Twist:

**Refs:** let the party get to the end of the adventure before springing the Twist on them. It turns out that the Roller is more than he seems. As you are heading away in his aerodyne, his eyes will suddenly go blank and silvery, his skin will harden like metal, and he will go through a major transformation. Then end the game *right there* on the cliffhanger. Pretty nasty, eh? *That's* Cyberpunk®.

What happens next? It's time to drop on on over to—

<http://www.talsorian.com/infinity>

and download the next installment to find out!

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