

Introduction

Cyberpunk by R.Talsorian Games has been around since 1988. Cyberpunk used a variation of the Interlock system introduced for R.Talsorian's other game, Mekton II. In 1990, the second edition of Cyberpunk, called Cyberpunk 2020, made several changes to its version of Interlock. Almost all of the rules were completely redone and retooled.

R.Talsorian has promised a third edition of Cyberpunk, and with it further changes to the rules. This time around, the rules have also changed names. The Interlock system is now called the Fuzion system, so-named because it introduces elements from another popular game system, the HERO system, and "fuses" the two together. Fuzion, itself, has undergone several variations, similar to its previous Interlock incarnation. Each Fuzion variant is as similar to, and as different from, each other as the Interlock-based as Cyberpunk, Mekton, and Cybergeneration variations of Interlock were. Fuzion offers a lot of customizable options. Using a system of "switches", allowing certain rules to be "on" or "off"; "dials", allowing settings to be changed from genre to genre; and "plug-ins", entire rules-sets that may be used in a game at a GM's discretion.

This built-in customization allows Fuzion to be molded, adapted, and modified to fit any genre. The "Core" Fuzion rules, without customization, can do a good job of approximating the feel of most genres, but not very well. Therefore, each Fuzion game must be customized to fit its genre and setting.

CyberFuzion is my attempt to provide a sneak preview of the kinds of changes, modifications, and customizations to expect from the upcoming new edition. This is in an attempt to assuage the fears a lot of Cyberpunk fans have that the next edition will be ruined, and to dispel a lot of misconceptions some have about Fuzion based on rash judgments and plain old stubbornness.

What's Different About Fuzion?

The changes are actually quite minor in respect to the previous changes from first to second edition. What's different includes:

- Role-less point-based character generation system instead of random die-rolls
- Optional character advantage-disadvantage system
- Built-in customizability through switches, dials, and plug-ins
- Simple Hits/Stun points-based damage system
- New combat actions
- Less deadly and more detailed hand-to-hand combat rules

What I changed from both

A Iso, I have taken some minor editorial liberties with both Fuzion and Cyberpunk 2020 rules. These include specifying the 3d6 dice-rolling mechanic from Bubblegum Crisis: RPG instead of giving the option of 1d10 or 3d6 as provided in other Fuzion games, this was to reduce confusion.

In addition, I have decided to keep the original Cyberpunk weapons damage instead of using the Fuzion flat DC system. This was in an attempt to reduce conversion between systems.

I have also made some minor changes to the skill system, importing some skills from Cyberpunk 2020, again to reduce conversion.

I also imported the Cyberpunk 2020 shooting mechanic of firing against a range difficulty instead of the Fuzion/Mekton opposed roll difficulty.

I have also imported and changed several of the shooting difficulty modifiers.

Lastly, I have made some minor changes to the combat actions such as autofire.

Wherever possible, I have indicated these changes with blue text.

Disclaimer

CyberFuzion is **NOT** a replacement for Cyberpunk 2020 or the upcoming 3rd edition. These are simply rules variations. Granted, within you'll find all the necessary rules to create a character and run a challenging and fun game of CyberFuzion, but you'll be missing out on the rich setting, background, and details of the Cyberpunk role-playing game.

This is **NOT** an official rules set. This is only an idealized version of what I, as a game-master, player, and game designer feel the Fuzion edition of Cyberpunk should resemble. The actual edition may be vastly different from my postulation.

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I have the utmost respect for the creators of the original Cyberpunk and Cyberpunk 2020 and only wish to improve upon their outstanding work.

by Christian Conkle

Creating a *CyberFuzion* Character

Character Creation Summary

- Assign 50 CP to Primary Characteristics.
- Figure Derived Characteristics.
- Assign 50 OP to Skills, Talents, Martial Arts, and Perks. With the GM's permission, up to an additional 50 OP can be earned from Complications.
- Spend 5000 Euro on Equipment, Cybernetics, Armor, and Weapons.

Character Creation Points

Players receive two pools of points to create their Lightspeed characters: **Characteristic Points (CP)** and **Option Points (OP)**. Characteristic Points are used to purchase Primary Characteristics. Option Points are used to purchase skills. With the GM's permission, Option Points can also be used to purchase Talents, Perks, and Complications.

CyberFuzion characters are created with 50 CP and 50 OP. With the GM's permission, the characters can receive up to an additional 50 OP from Complications.

Primary Characteristics

Each character is quantified by 10 Primary Characteristics, which are classed in four categories. Each Primary Characteristic is rated from 1-10. No beginning character may start with a Primary Characteristic over 8. *CyberFuzion* characters start with 50 Characteristics Points (CP) to divide amongst the 10 Primary Characteristics.

less - 0	Challenged
1 - 2	Everyday
3 - 4	Competent
5 - 6	Heroic
7 - 8	Incredible
9 - 10	Legendary
10 - up	Superheroic

<u>Mental</u>	<u>Combat</u>	<u>Physical</u>	<u>Move</u>
Intelligence	Reflexes	Strength	Move
Willpower	Dexterity	Body	
Presence	Technique	Constitution	

Intelligence (INT): How generally bright the character is. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.

Willpower (WILL): Determination and ability to face danger and/or stress. This Characteristic represents a character's courage and cool.

Presence (PRE): The ability to impress and influence people through character and charisma; how well a character can get along with others; how they interact in social situations.

Technique (TECH): The ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.

Reflexes (REF): Response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, this is the Characteristic that shows your chance to hit things.

Dexterity (DEX): Overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Characteristic is used to avoid being hit.

Constitution (CON): How healthy the character is. Their resistance to shock effects, poisons and disease. One can be a really big, tough, strong guy and still get floored by a head cold!

Strength (STR): Muscle mass and how effective it is for exerting force. The higher the one's strength, the more one can lift, drag, etc., and the more powerful the blows from their fists and other body parts.

Body (BODY): Size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage one can take is derived from this

Movement (MOVE): Speed of movement; running, leaping, swimming, etc.

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Derived Characteristics

Each character is further characterized by Derived Characteristics that are determined from the Primary Characteristics.

Stun [BODYx 5]: How much stunning/brawling damage the character can take before you are battered into unconsciousness, calculated as points. Important: At the start, the player may elect to move points from STUN into HITS or vice versa, as long as the total moved is limited to 1/2 of the starting STUN value. Example: with 35 STUN and 35 HITS, I could move up to 17 points from STUN into my HITS or up to 17 points from HITS into my STUN.

Hits [BODY x 5]: How much killing damage the character can take before you are dying. Any Armor you have may be subtracted from any Killing Damage you take. You may move points from HITS into STUN and vice versa (see above).

Stun Defense (aka SD) [CON x 2]: How resistant the character is to Stun damage; their SD is subtracted from any Stun damage they take.

Recovery (REC) [STR+CON]: How fast the character recovers from damage. This many lost STUN are returned each Round when the character rests, and this many HITS back for each day of medical attention.

Punch [STR x d6]: How much damage the character delivers with a punch.

Kick [STR+1 x d6]: How much damage the character delivers with a kick.

Run (aka Combat Move) [MOVE x 2m]: How far the character runs at a rate allowing dodges and evasions in 3 seconds.

Sprint (aka Non-combat Move) [Move x 3m]: How far the character sprints in a flat-out run in 3 seconds.

Swim [MOVE x 1m]: How far the character may swim in 3 seconds.

Leap [MOVE x 1m]: How far the character may leap.

Luck [CHARACTERISTIC AVERAGEx2]: Fate acting on the character's behalf. Each game session a player may spend points from this Derived Characteristic to modify dice rolls, up to the maximum allowed by the dice roll. For example, a 1d6 dice roll may be modified by Luck to increase its result up to a 6 or a 3d6 dice roll may be modified by Luck to increase its result up to an 18. The use of Luck must be declared before the dice are rolled. Luck can be transferred from one character to another by touch or through a totem or "Lucky Charm". When the player has used up all of these points, they are gone until the next game session or next game "day". The character has "run out of Luck."

Resistance (RES) [WILLx3]: Your ability to resist mental or psychological attacks or stress; basically your mental "Hits". Once your Resistance is reduced to Zero, you lack will and are susceptible to suggestion, coercion, or command.

Humanity (HUM) [WILL x10]: Your basic morality and humanity. Used often in games where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Characteristic, the character suffers a -1 AV penalty to all tasks involving interpersonal perception; when it is reduced to 0, the character has lost all sense of his own humanity and his actions are taken over by the GM to reflect this.



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Options

Options help further define and differentiate the character by outlining their training, merits, and flaws. Each character usually has 50 Option Points (OP) to spend on Skills, Perks, Talents, and/or Martial Arts. With the GM's permission, a character can earn up to 50 additional OP by taking Complications.

Skills

Skills are things you learn how to do. Each skill has a number that shows you how well your character knows that skill rated from 1 (beginner) to 10 (master). Each skill is used with a Primary Characteristic to determine if the character succeeds at a task.

Everyman Skills

Everyman Skills represent areas of knowledge or ability common to all members of society. Everyman Skills are automatically known at Level 2 and cost no Option Points, but can be increased like ordinary skills for additional OP.

The following skills are classified as **Everyman Skills**:

Athletics

Choose One (Education or Streetwise)

Computers

Local Expert

Perception

Persuasion

System Knowledge

The following skills are common to *CyberFuzion*:

ACROBATICS The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)

ACTING The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)

ANIMAL HANDLER The skills of animal handling, training, and care as applicable. (INT)

ATHLETICS Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)

AV TECH* The ability to identify and repair vectored thrust vehicles. (TECH)

AVIATION TECH* The ability to repair and design fixed-wing and rotor-winged aircraft and helicopters. (TECH)

BASIC TECH The skill of building and repairing simple non-electronic mechanical devices. (TECH)

BRIBERY A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)

BUREAUCRACY You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)

BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)

CLIMBING Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)

COMPUTERS The ability to legally program and operate computers. (Technique)

COMPUTER TECH* The ability to repair, build and modify computers and cyberdecks. (TECH)

CONCEALMENT You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)

CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. Was Resist Torture/Drugs. (WILL)

CONTORTIONIST The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)

CONVERSATION This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)

CRIMINOLOGY You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)

CRYPTOGRAPHY The ability to solve simple ciphers and encrypt or decode messages. (INT)

CYBERNETIC TECH* The ability to identify and repair cybernetic equipment. (TECH)

DEDUCTION This is the art of taking several facts and leaping to an unobvious conclusion. This skill should be used sparingly. (INT)

DEMOLITIONS The ability to properly use, handle, set, and defuse explosives (TECH)

DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)

DRIVING Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)

EDUCATION General knowledge, such as math, history, science, trivia, or current events. (INT)

ELECTRONIC TECH The ability to identify, understand, repair, and rewire electronic devices. (TECH)

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EXPERT A Catch-all skill for any field of expertise not covered by another skill. (INT)

FORENSICS This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)

FORGERY The ability to create false documents, identification, currency, and so forth. (TECH)

GAMBLING The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. (TECH)

GUNNERY Firing vehicle-mounted weapons, mecha weapons, ship-mounted weapons and artillery. (REF)

HACKING Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. Hacking also includes knowledge of how to counter and defeat such activity. Was Interface.(TECH)

HAND TO HAND Basic skill at fighting with your hands. Adding Martial Arts allows the character to use Martial Arts maneuvers and actions. Was Brawling.(REF)

HANDGUN Training in the use and care of pistols. (REF)

HEAVY WEAPONS Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. (REF)

HIGH SOCIETY The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. Was Social. (PRE)

INTERROGATION The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)

LANGUAGES Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language (see chart) in the family; all others in that group are at 1/2 of primary. (INT)

Some (loose) Language Families

Latin-based: French, Spanish, Italian, Portuguese

Chinese: Mandarin, Cantonese, Hakka, Thai

North Asian: Japanese, Korean

South Asian: Thai, Burmese

Slavic: Russian, Polish, Czech

Germanic: German, Dutch, English, Afrikaans, Yiddish, Swiss

Scandinavian: Danish, Norwegian, Swedish.

Mid-Eastern: Arabic, Persian, Hebrew, Berber.

LIP READING This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)

LOCAL EXPERT Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)

LOCKSMITH This skill allows the character to install and disable key and combination locks. Was Pick Lock.(TECH)

MECHANICAL TECH Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)

MEDICINE The skill of diagnosing and treating illness. Does not include treatment of trauma or injury (see Paramedic/First Aid) (INT)

MELEE WEAPONS Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (REF)

MIMICRY The ability to perfectly imitate someone else's voice. (PRE)

NAVIGATION Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)

ORATORY The ability to speak to an audience and to deliver a convincing presentation. (PRE)

PARAMEDIC This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)

PERCEPTION The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. Was Awareness/Notice. (INT)

PERFORM* The ability to sing in front of an audience. (PRE)

PERSONAL GROOMING Proper grooming and hairstyling. (PRE)

PERSUASION The ability to convince, persuade, or influence individuals. (PRE)

PHARMACEUTICALS* The knowledge of the composition and application of drugs and pharmaceuticals either for medicinal or recreational purposes. (INT)

PILOT DIRIGIBLE* The knowledge and ability to pilot lighter-than-air vehicles such as blimps and balloons. (DEX)

PILOT FIXED WING* The knowledge and ability to pilot fixed-wing aircraft and jets. (DEX)

PILOT GRYO* The knowledge and ability to pilot helicopters and tit-rotor aircraft. (DEX)

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PILOT VECTORED THRUST* The knowledge and ability to pilot AV's, Harriers, and other Vectored Thrust aircraft. (DEX)

PLAY INSTRUMENT* The ability to play an instrument in front of an audience. One type of instrument should be chosen per application of the skill. For example: Guitars, Horns, Keyboards, etc. (TECH)

PROFESSIONAL The ability to perform a certain profession (such as artist, actor, doctor, hockey player, mason, secretary, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)

RESEARCH Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. Was Library Search. (INT)

RIDING This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)

RIFLE Training in the use and care of shoulder-fired rifles, shotguns, and assault rifles. (REF)

SCIENCE Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (INT)

SECURITY TECH The character knows how to design, install, and maintain, as well as bypass or disable, electronic security systems of various types. Was Electronic Security. (TECH; x2)

SEDUCTION The ability to gain others' trust by offering companionship or favors. (PRE)

SHADOWING The ability to subtly follow someone. Also the ability to spot and lose a tail. Was Shadow/Track. (INT)

SLEIGHT OF HAND The ability to palm items, fool the eye, perform magic tricks, etc. Was Pick Pockets. (REF)

STEALTH The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX) (x2)

STREETWISE This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. (PRE)

SUB-MACHINEGUN Training in the use and care of sub-machineguns. (REF)

SURVEILLANCE The ability to set up a static surveillance of a subject without having it detected. (INT)

SURVIVAL This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)

SYSTEM KNOWLEDGE Knowledge of the resources available in the Net. (INT)

SYSTEMS OPERATIONS This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, Computers, etc.) (TECH)

TACTICS The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)

TEACHING The ability to impart information or skills to other. (PRE)

TRACKING The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

TRADING The ability to strike a good bargain with a merchant or customer. (PRE)

VENTRILOQUIST The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)

WARDROBE AND STYLE A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)

WEAPONS TECH The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (TECH)

*** Indicates a new Fuzion skill (usually carried over from Cyberpunk 2020)**

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Skill Categories**Note:** Everyman Skills are underlined**Awareness Skills**

- Concealment
- Lip Reading
- Perception
- Shadowing
- Surveillance

Business skills

- Bribery
- Bureaucracy
- Business
- Trading

Computer Skills

- Computers
- Computer Programming
- Hacking
- System Knowledge

Daily Skills

- Personal Grooming
- Wardrobe and Style
- Local Expert

Expert Skills

- Animal Handler
- Criminology
- Cryptography
- Education
- Expert
- Forgery
- Gambling
- Language
- Profession
- Science
- Tactics

Martial Skills

- Hand to Hand

Medical Skills

- Forensics
- Medicine
- Paramedic
- Pharmaceuticals

Mental Skills

- Concentration
- Deduction
- Research
- Teaching

Outdoor Skills

- Navigation
- Survival
- Tracking

Performance Skills

- Acting
- Disguise
- Mimicry
- Oratory
- Perform*
- Play Instrument*
- Ventriloquist

Physical Skills

- Acrobatics
- Athletics
- Climbing
- Contortionist
- Sleight of Hand
- Stealth

Social Skills

- Conversation
- High Society
- Interrogation
- Persuasion
- Seduction
- Streetwise

Technical Skills

- AV Tech*
- Aviation Tech*
- Basic Tech
- Computer Tech*
- Cyber Tech
- Electronic Tech
- Locksmith
- Mechanical Tech
- Security Tech
- Systems Operation

Vehicle Operation Skills

- Driving
- Pilot Dirigible*
- Pilot Fixed Wing*
- Pilot Gyro*
- Pilot AV*
- Riding

Weapons Skills

- Demolitions
- Gunnery
- Handgun
- Heavy Weapons
- Melee Weapons
- Rifle
- Submachine Gun



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Talents

(Optional, Subject to GM approval)

Talents are innate special abilities possessed by the character that cannot be adequately expressed as a learned skill. Talents cost 3 OP each.

Talents that can be purchased in cumulative levels are indicated by [X]. These Talents provide some bonus to skills or characteristics. Each additional level costs 3 OP per level, up to level 5.

Acute Sense [X]: One of the character's senses is particularly sensitive. The character receives a +1 bonus per level to Perception skill tests when using that sense. For example, Acute Smell provides +1 to Perception skill tests to notice particular odors, while Acute Hearing provides +1 to Perception skill tests to notice sounds.

Ambidexterity: The character can use either hand with no penalty.

Animal Empathy: The character has a natural affinity with animals. Animals will never harm or attack the character unless severely provoked.

Beautiful/ Handsome [X]: The character is especially good looking, receiving a +1 bonus per level to all skill tests involving social interaction where the character's appearance is important.

Blind Fighting : The character may counter-attack in hand-to-hand combat in total darkness or blindness without suffering the normal -4 AV penalty.

Combat Sense [X]: The character's senses and reflexes are sensitive to subtle clues of possible danger. The character receives a +1 bonus per level to their Initiative.

Conditioned [X]: The character is in great shape! They receive +10 per level to their ENDURANCE.

Cyber Sense [X]: The character has an intuitive connection to and affinity for the digital world of Cyberspace. The character receives a +1 bonus per level to their initiative during Cyberspace combat.

Direction Sense: The character never gets lost and is always properly oriented.

Double Jointed: The character may fit into tight spaces or escape bonds.

Eidetic Memory: The character never forgets anything he has seen or heard.

Empathy [X]: The character loves and respects life and mankind. Each level adds +10 to the character's HUMANITY.

Fast Draw: The character may draw their weapon and attack as one action with no penalty.

Hard to Kill [X]: Each level adds +5 to the character's HITS.

High Pain Threshold [X]: The character is especially tough or resilient. He receives a +2 bonus per level to his STUN DEFENSE.

Immunity: The character is immune to a specific poison or disease.

Lightning Calculator: The character can perform complicated math instantly without a computer or calculator.

Light Sleeper: The character is woken by the slightest stimuli.

Longevity: The character has lived or will live a remarkably long time with little detriment.

Lucky [X]: The character is unusually lucky. Each level of this Talent adds +1 to the character's LUCK.

Night Vision: The character can see in all but total darkness.

Perfect Pitch: The character receives a +3 AV bonus to any Music related skill test.

Rapid Healing: The character's receives a +3 AV bonus to his Recovery.

Resilient [X]: Each level adds +1 to the character's RECOVERY, allowing her to recuperate from damage more quickly.

Simulate Death: The character can simulate his own death. Those trying to determine the validity of the character's death must pass a DV30 skill test to tell he's faking it.

Speed Reader: The character can read 1 page of normal text in 3 minutes.

Strong Willed [X]: The character is incredibly difficult to rattle or frighten. Each level adds +3 to the character's RESISTANCE.

Thick Skin [X]: For whatever reason, the character can shake off more damage than normal. Each level of this Talent adds +2 to the character's STUN DEFENSE and ENERGY DEFENSE.

Time Sense: The character always knows the correct time and how much has elapsed since a specific moment.

Tough [X]: The character is just plain tougher than normal. Each level adds +5 to the character's STUN.

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Martial Arts

(Optional, Subject to GM approval)

Each Martial Art maneuver is purchased separately for 2 OP per maneuver, or a complete style of pre-selected maneuvers can be purchased for a package price. All attacks use the Hand-to-Hand skill to determine AV. Characters may increase the damage of any maneuver by +1d6 for an additional 2 OP cost per increase.

Maneuvers

Basic Strike: +1D6 damage, +2 DV.

Breakfall: Take 1/2 normal falling damage, regain feet as a Free Action.

Defensive Strike: Strike. Adds +1 to AV, +3 DV.

Footsweep: Target knocked down, -2 DV.

Ki Strike: Ranged HTH attack at -2 AV. - 1D6 for each successive m/yd of distance from target.

Killing Strike : -2d6 killing damage, -2 AV.

Martial Block: Blocks all but bladed weapons, +2 DV, +2 AV next Phase.

Martial Disarm: Disarm, +2 STR during the maneuver.

Martial Dodge: +5 DV.

Martial Escape: +3 STR for escape purposes.

Martial Grab: +2 STR for purposes of the Grab.

Martial Throw: Target knocked prone, takes damage, must spend 1 Action to get back up again.

Nerve Strike: 2D6 damage, no Stun Defense; -2 AV.

Offensive Strike: +2D6 damage, -2 AV, +1 DV.

Sacrifice Throw: +2 AV, Target and Attacker both knocked prone.

Weapon: May substitute Hand-to-Hand skill for Weapon skill.



Styles

Aikido (Total: 16 OP): Breakfall, Defensive Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Escape, Martial Grab, Martial Throw.

Kung Fu (Total: 16 OP): Basic Strike, Killing Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Throw, Nerve Strike, Weapons.

Karate (Total: 12 OP): Basic Strike: Killing Strike, Martial Block, Martial Disarm, Martial Dodge, Offensive Strike.

Judo (Total: 12 OP): Breakfall, Martial Disarm, Martial Escape, Martial Grab, Martial Throw, Sacrifice Throw.

Savate (Total: 12 OP): Basic Strike, Defensive Strike, Footsweep, Martial Block, Martial Escape, Offensive Strike.

Wrestling (Total: 12 OP): Breakfall, Ki Strike, Martial Block, Martial Grab, Martial Throw, Sacrifice Throw.

Streetfighting (Total: 16 OP): Basic Strike, Breakfall, Footsweep, Martial Block, Martial Dodge, Martial Throw, Offensive Strike.

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Perks

(Optional, Subject to GM approval)

Perks provide some benefit to the character in the form of aid, information, authorization, or assistance. Perks are purchased by level like skills, 1 OP per level. The cost of a Perk is modified by its impact on the story or the scope of the benefit.

Impact or Scope	Multiply Perk Cost By
Low Impact or Local Scope	x1
Moderate Impact or Regional Scope	x2
High Impact or National Scope	x3
Very High Impact or Global Scope.....	x4

Contact: 1 per level The character knows someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back the character up in a fight costs 3, a local Yakuza Boss costs 6, the head of the LEDiv costs 9.

False Identity: 1 per level The character has access to one manufactured identity complete with birth records, educational records, and identity documents. The higher the level of the identity, the harder it is to detect the forgery. The DV to detect the forgery is 12 + (level of identity x 2). Alternatively, a False Identity can be used to cover a real identity or to represent the rare character with no official record or documentation at all.

Favor: 0.5 per level A one shot Contact; the character can make use of this contact only once, but they MUST do what they ask (as long as its appropriate). Note: that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

Followers: 1 per level The character has a coterie of loyal followers who will obey the character's commands. A character might have a bumbling assistant at level 1, a small team at level 3, a group of loyal followers at level 6, and a cult of fanatical acolytes at level 9. Whereas Membership may place personnel under the character's command, they are ultimately loyal to the group. Followers, on the other hand, are loyal to the character above all else.

License: 1 per level The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). By example: a license to sell arms might cost 2; A Private Investigator's license 4; a Bounty Hunter's license might cost 6; a CIA or secret service agent's license 8, a Federal Marshal's license costs about 9, and having an unconditional license to kill might cost 10.

Membership: 1 per level The character can call upon the resources of an organization, person, government, or group-but they also have responsibilities. The level of Membership represents the character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in LEDiv would make the character a janitor, but at 10 they're the Director's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force. Membership also represents employment. As such, levels of membership provide the character with income. Basic living expenses are assumed to be paid for and need not be kept track of. Finally, Membership also provides the character with a budget. The character is ultimately accountable to the group for the budget and will have to answer for any inappropriate spending.

Renown: 1 per level The character's reputation, usually in a favorable light. People go out of their way to curry favor with the character, or to at least avoid getting on their bad side. At 3, most local people know them; at 6 they're nationally known; at 9 they're an international figure.

Wealth: 1 per level Characters are assumed to be lower middle class, with no income other than what they earn. The Wealth Perk provides additional income earned through investments, inheritance, or good luck. Basic living expenses are assumed to be paid for and need not be kept track of.

Wealth Table

Wealth	Disposable Cash
0.....	0 euro/month
1.....	100 euro/month
2.....	200 euro/month
3.....	500 euro/month
4.....	1000 euro/month
5.....	1500 euro/month
6.....	2500 euro/month
7.....	5000 euro/month
8.....	10,000 euro/month
9.....	25,000 euro/month
10.....	50,000 euro/month

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Membership Scope Multiplier Table

Scope	Cost	Resources
Local (city)	X1	Dozens of members with several hundred thousand euro in resources. Character has immediate access to 1 associate per level. Pay and discretionary budget x1.
Regional (state)	X2	Hundreds of members with several million euro in resources. Character has immediate access to 10 associates per level. Pay and discretionary budget x2.
National (country)	X3	Thousands of members with several billion euro in resources. Character has immediate access to 100 associates per level. Pay and discretionary budget x3.
International (world)	X4	Tens of thousands of members with several trillion euro in resources. Character has immediate access to 1000 associates per level. Pay and discretionary budget x4.

Membership Pay Table

Level	Net Pay*	Discretionary Budget
1	50 euro/month	250 euro/month
2	100 euro/month	500 euro/month
3	200 euro/month	1000 euro/month
4	500 euro/month	2500 euro/month
5	1000 euro/month	5000 euro/month
6	1500 euro/month	10,000 euro/month
7	2500 euro/month	15,000 euro/month
8	5000 euro/month	25,000 euro/month
9	10,000 euro/month	50,000 euro/month
10	25,000 euro/month	100,000 euro/month

Membership Title/Rank Table

Level	Corporate Title	Criminal Rank	Police Rank*	Nomad Rank*	Military Rank*
1	Assistant Staff	Low-ranking soldier, "Button man"	Officer	Low-ranking clanmember	Private/ Crewman
2	Staff		Detective		Corporal/ Petty Officer
3	Specialist	Soldier, "Made Man", "Wiseguy"	Sergeant	Clanmember	Sergeant/ Chief Petty Officer
4	Assistant Manager				2 nd Lieutenant/ Ensign
5	Manager, Administrator	Lieutenant, cell leader, "capo"	Lieutenant		1 st Lieutenant/ Lieutenant JG
6	Assistant Director, Senior Manager		Captain	Warrior	Captain/ Lieutenant
7	Director	Counselor	Commander	Household Head	Major/ Lt. Commander
8	Assistant Vice President (AVP),			Scout	Lt. Colonel/ Commander
9	Chief Officer, Vice President	Underboss	Deputy Chief	Clan Senior	Colonel/ Captain
10	Chief Executive Officer (CEO), President	Boss, Kingpin, Oyabun,	Chief	Family Head	General/ Admiral

*Police, Nomad, and Military Pay and Budget are divided by 5, but may call upon 5 times as many associates.

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Complications

(Optional, Subject to GM approval)

Complications hinder the character in some way and are therefore provide additional OP to any character that takes them. A Complication's value is based on it's **(Frequency + Intensity) x Importance**. A Character may acquire up to 50 additional OP from Complications.

Frequency	Value	Guideline
Infrequently	5	Once every other gaming session
Frequently	10	Once every gaming session
Constantly	15	More than once per gaming session

Intensity	Value	Guideline
Mild	5	WILL + Concentration vs. 14 to overcome
Strong	10	WILL + Concentration vs. 22 to overcome
Severe	15	WILL + Concentration vs. 26 to overcome
Extreme	20	WILL + Concentration vs. 30 to overcome

Importance	Value	Guideline
Minor	divide by 5	No effect on combat or damage, with minor (-1) effect on skills or world reaction.
Major	divide by 2	Major (-3) effect on combat or damage(x1.5), serious(-3) effect on skills or world reaction, or puts character in danger.
Extreme	X1	Extreme (-5) effect on combat or damage (x2), extreme(-5) effect on skills or world reaction, or puts character into extreme danger.

The following list contains pre-made complications for which the Intensities have already been computed. The player need only apply the complication's Frequency and Importance to the cost.

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded

You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

Bipolar

You are a classic manic/depressive, prone to fits of erratic elation punctuated with severe depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).

Delusions

You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15) .

Masochist

You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).

Phobia

You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).

Paranoia

(just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focused on one foe, other times there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).

Split Personality

You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

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PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead

Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).

Bad Tempered

You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Coward

You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).

Lazy

Some days you just can't get up. You don't like manual labor as a rule(1), Given a choice, you'd rather sit around and relax than do anything strenuous (5), It takes a serious threat to get you motivated to work (10), You won't work unless faced with death (15).

Obsessed

You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).

Shy

You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).

Stubborn

You just hate to give in-to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Berserker

You can't control your fighting rage- you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).

Unlucky

Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20). Note, Unlucky does not affect the character's LUCK Derived Characteristic.

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Age

You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce any 3 Characteristics (except Mental Group) by 3 (15).

Dyslexia

You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

Epilepsy

You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).

Missing Limb

Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each). A note on Cybernetics. If the character is planning on replacing lost limbs with Cybernetics, the Importance of this Complication is automatically Minor.

Reduced Hearing

You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15). A note on Cybernetics. If the character is planning on replacing lost hearing with Cybernetics, the Importance of this Complication is automatically Minor.

Reduced Mobility

You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadraplegic, unable to move below the neck (20). A note on Cybernetics. If the character is planning on replacing lost mobility with Cybernetics, the Importance of this Complication is automatically Minor.

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Reduced sight

your eyesight is impaired in some way. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20). A note on Cybernetics. If the character is planning on replacing lost vision with Cybernetics, the Importance of this Complication is automatically Minor.

Uncontrollable Change

You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).

Vocal Impairment

Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15). A note on Cybernetics. If the character is planning on replacing lost vocal ability with Cybernetics, the Importance of this Complication is automatically Minor.

Vulnerability

You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

Susceptibility

You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15)

SOCIAL COMPLICATIONS

These are things with serious Social and Societal consequences for you.

Public Figure

You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

Bad Rep

People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

Secret Identity

You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).

Poverty

Money is hard to come by for you, harder than for most. You are, financially- wise: Poor, with just enough for a bed

and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

Personal Habits

People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

Oppressed

You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

Distinctive Features

You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).

Outsider

You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched

These are forces that are actively working against you. Three things determine your Enemy's value: their Capabilities, their Extent, and their Intensity of enmity against you:

Capabilities

What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).

Extent

How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country or continent? (10) World-wide? (15) Interplanetary? (20)

Note: Instead of using the normal Importance table, use the following scale:

Importance

What do they want from you?

Are you: Being watched?	Divide by 5
Being hunted for capture or imprisonment?	Divide by 2
Marked for death?	Divide by 1

by Christian Conkle
RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor

These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Sense of Duty

You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow

This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Dependents

These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

Obligation

The character is obligated to do something or be somewhere. This could mean the character has to report to work in order to get a paycheck, or it could also mean family ties or friendship keep them from moving away. If you do not meet this obligation, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself:

Addiction/dependence

You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

Honesty

You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Impulsiveness

You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).

Intolerance

You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

Jealousy

You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontational and accusatory (10). Physically violent (15).

Kleptomania

You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Lecherous

You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).



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Templates

Players may opt to choose one of the pre-generated character templates to speed character creation. The following templates represent common archetypes found in the Cyberpunk future (adapted from the Bubblegum Crisis RPG by Benjamin Wright).

Corporate Espionage Agent

An independent covert operative going to the highest bidder or well-paid corporate spy infiltrating the competition.

Skills: Persuasion, Perception, Stealth, Disguise, Espionage, Driving, Research, Handgun.

Options: Membership or License, Night Vision, Acute Senses, Wealth 2 (Modest Lifestyle), Martial Arts.

Equipment: Heavy Autopistol with silencer, Sedan, Scrambled Mastoid Commo, Espionage Tools (bugs, forensics, Breaking and Entering, Electronics), Mid-Town Apartment.

CSWAT Officer (Cop)

A fearless and dedicated elite officer, or an out-of-control adrenaline junkie with a death-wish.

Skills: Athletics, Autofire weapons, Driving, Firearms, Hand-to-Hand, Heavy Weapons, Melee Weapons.

Options: Combat Sense, Membership (Police), Martial Arts.

Equipment: Metal Gear Armor, Fatigues, Heavy Autopistol, Assault Rifle, Handheld Commo, Gasmask, Police Baton, Residential Apartment.

Entertainer (Rockerboy)

A struggling performer speaking out against the system, or a puppet of the corporate-controlled media.

Skills: Performance (or Artistry or Dance), Persuasion, Perception, Wardrobe & Style.

Options: Perfect Pitch, Renown, Wealth 1 (Modest Lifestyle)

Equipment: High Fashion, Light Autopistol, Motorcycle or Sportscar, musical and stereo equipment with CDs and stage props, Downtown apartment.

Executive (Corporate)

A frustrated wage-slave fighting the system from within or a ruthless opportunist willing to do whatever it takes to get to the top.

Skills: Business, Perception, Persuasion, Espionage, Wardrobe & Style.

Options: Lightning Calculator, Eidetic Memory, Membership (Corporation), Wealth 4 (Well-Off).

Equipment: Businesswear, Light Autopistol, Medium Sedan or Luxury Sedan, Cellphone, Laptop Computer, Downtown Apartment.

Hacker (Netrunner)

A digital pirate looting from the Corporations, or a corporate lackey spying on the competition.

Skills: Hacking, Persuasion, Research, Perception, Computers, Stealth.

Options: Time Sense, Contacts (other Hackers).

Equipment: Liesureware clothes, Scooter, Pocket Computer, Personal Workstation, Slum apartment.

Mercenary (Solo)

A mercenary that fights the system with guns and bombs or a well-equipped corporate soldier defending the company's interests.

Skills: Handgun, Submachinegun, Rifle, Athletics, Perception, Rifle, Hand-to-Hand, Heavy Weapons (or Gunnery), Driving (or Pilot).

Options: Combat Sense, Blind Reaction, Ambidexterity, Martial Arts.

Equipment: Fatigues, Metalgear Armor, Assault Rifle, Slum Apartment.

Nomad (Nomad)

An outlaw biker gang-member or a scout for a tribal nomad clan.

Skills: Basic Tech, Driving (Motorcycle), Hand-to-Hand, Melee Weapons, Survival

Options: Membership (Nomad Pack), Contact (Street Tech), Rapid Healing

Equipment: Motorcycle, Riding Leathers (KD 10), Knife, Medium Autopistol.

Police Detective (Cop)

A plainclothed police officer that investigates corporate crime.

Skills: Detective, Perception, Persuasion, Handgun, Driving, Hand-to-Hand, Athletics.

Options: Membership (Police), Contacts, Combat Sense, Wealth 2 (Modest Lifestyle).

Equipment: Generic Fashion, Kevlar Vest, Medium Autopistol, Medium Sedan or Sports, Pocket Commo, Police Pocket Computer, Downtown apartment.

Reporter (Media)

A dedicated journalist trying to expose the truth or a highly paid spokesperson for the Corporate Machine.

Skills: Perception, Photo & Film, Persuasion, Writing, Area Knowledge, Research, Athletics.

Options: Acute Senses, Intuition, Wealth 3 (Good Lifestyle).

Equipment: High Fashion, Citycar, Digital Video Camera, Laptop Computer, Downtown Apartment.

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Scientist

An underpaid academic searching for the truth or a well-financed corporate researcher looking for the next great product.

Skills: Science (specify), Education, Tech (specify), Research, Persuasion.

Options: Lightning Calculator, Eidetic Memory.

Equipment: Casual Clothes, Citycar, Micro-tools, Access Card to Research Facility, Laptop Computer, Midtown Apartment.

Street Cop (Cop)

An idealistic cop waging war against crime on his beat or a corrupt cop on the make willing to make a dangerous job worth it.

Skills: Athletics, Rifle, Submachinegun, Driving, Handgun, Hand-to-Hand, Heavy Weapons, Melee Weapons.

Options: Combat Sense, Membership (Police), Martial Arts.

Equipment: Metal Gear Armor, Fatigues, Heavy Autopistol, Assault Rifle, Handheld Commo, Gasmask, Police Baton, Residential Apartment.

Street Operative (Fixer)

A wily independent businessman doing whatever it takes to make a profit or a cold-hearted gangster taking advantage of the weak.

Skills: Athletics, Hand-to-Hand, Perception, Persuasion, Melee, Handgun, Social (Street).

Options: Blind Reaction, Membership (gang).

Equipment: Urban Flash Fashion, Medium Autopistol, Brass Knuckles, Motorcycle, Breaking and Entering Tools, Slum Apartment.

Tech (Tech)

A skilled technician providing support to the masses or a highly paid corporate engineer providing tools for the Machine.

Skills: Tech (specify), Basic Tech, Persuasion, Area Knowledge, Perception, Handgun.

Options: Speed Reader.

Equipment: Grimy coveralls, Light Autopistol, Assorted Tools, Citycar or Motorcycle, Pocket Computer, Garage or Warehouse as your combined lab/workshop/home/nest.

Experience Points

The Gamemaster awards Experience Points either for performing great feats, ingenious thinking or planning, or entertaining role-playing. Typically, the GM should award 1-5 XP per session.

Experience Points can be spent to increase Primary or Derived Statistics at a cost of 5 XP times the next level. For example, to raise Body from 4 to 5 would cost (5 x 5) 25 XP. Experience Points can be spent to increase Skills at a cost of 1 XP times the next level. For example, to raise a skill from 3 to 4 would cost 4 XP. A new skill costs 1 XP but must be taught by another character.



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Equipment

All characters begin the game with 5000 Euro to purchase equipment, weapons, and cybernetics.

In addition, the character receives the first month's pay of whatever level of Membership or Wealth they purchased. They may trade OP for extra credits to purchase equipment at a rate of 1 OP per 1000 Euro. They must work for whatever cash they require after that.

Some common Cyberpunk Gear includes:

Fashion **Euro**

Pants	20
Top	15
Jacket	35
Footwear	25
Jewelry	10-100
Mirrorshades	5-50
Contacts	100
Glasses	50
Generic	price x 1
Leisurewear	price x 2
Urban Flash	price x 2
Businesswear	price x 3
High Fashion	price x 4

Surveillance **Euro**

Binoglasses	200
Binoculars	20
Light Boosters	200
IR Goggles	250
IR Flash	50

Medical **Euro**

First Aid Kit	10
Surgical Kit	400
Medscanner	300

Tools **Euro**

Techscanner	600
Tech Toolkit	100
Breaking and Entering Toolkit.....	120
Electronics Toolkit.....	100

Transportation **Euro**

Scooter** (15 SDP, 100kph, -3 AV/DV)	500
Motorcycle** (20 SDP, 160kph, -2 AV/DV)	1500
Citycar** (30 SDP, 100kph, -5 AV/DV)	2000
Subcompact ** (40 SDP, 125kph, -5 AV/DV)	6000
Sedan** (50 SDP, 160kph, -4 AV/DV)	10,000
Sports car** (50 SDP, 235kph, -3 AV/DV)	20,000
Luxury Sedan** (80 SDP, 160kph, -3 AV/DV)	40,000
Cyber/Neural Interface (+2 AV)	price x 2

Public Transportation **Euro**

Air	5/min
Mag Lev Chit	0.25/station
Taxi	3/mile
AV-Taxi	10/mile

Cyberdecks **Euro**

Basic (Speed 0, MU 10).....	1000
Portable (Speed 0, MU 10)	2000
Cellular (Speed 0, MU 10)	4000
Cyberlimb (Speed 0, MU 10)	3000
Combat (Speed 0, MU 10, KD 20).....	3000
Sealed Combat (Speed 0, MU 10).....	6000

Cyberdeck Upgrades **Euro**

Cellular Net Access	+1200
+1 Memory (up to x2 original)	+100
+1 Speed (up to +5)	+2000

Personal Computers **Euro**

Pocket (POW 1, MU 10, Datawall 1)	100
Portable (POW 1, MU 20, Datawall 2)	600
Laptop (POW 4, MU 20, Datawall 2)	750
Desktop (POW 6, MU 30, Datawall 3)	1000

Dataservers **Euro**

Mainframe (POW 1, MU 30, Datawall 1)	10,000
Upgrade (+1 POW, +30 MU, +1 Datawall)	+10,000

Computer Upgrades **Euro**

Cyber/Neural Interface (+2 AV)	price x 2
Cellular Net Access	+1200
+1 Memory (up to x2 original)	+100
Level 4 Skill (as many skills as POW)	200
+1 Skill Level (up to Level 10).....	+100
+1 POW (Buy a new computer).....	NA

Software **Euro**

Utility Package (10 MU)	1000
Hacker Package (10 MU)	2570
Mundane Datafortress (5 MU)	720
Grey Datafortress (7 MU)	1290
Black Datafortress (11 MU)	8040
Firewall upgrade (+1 Datawall, +1 MU)	+1000

Communication **Euro**

Pocket Commo	50
Mastoid Commo	100
Cellular Phone	400
Mini Cell Phone	800
Cyber/Neural Interface.....	price x 2

Lifestyle **Euro**

Cell Phone Service	100/month
Std Phone Service	30/month
Pay Phone Call	0.50/min
Data Term Use	1/min
CredChip Account	20/month
Health Plan	1000/month
Trauma Team Acct.	500/month

Food **Euro**

Kibble	50/week
Generic Prepack.....	150/week
Good Prepack.....	200/week
Fresh Food	300/week

by Christian Conkle

Body Armor

BODY ARMOR	COVERS	KD	EV	Euro
Cloth/Leather	Arms, Torso, (Legs)	0	+0	Varies
Heavy Leather	Arms, Torso, (Legs)	4	+0	50
Kevlar T-Shirt/Vest	Torso	10	+0	90
Steel Helmet	Head	14	+0	20
Lt. Armor Jacket	Torso, Arms	14	+0	150
Md. Armor Jacket	Torso, Arms	18	+1	200
Flack Vest	Torso	20	+1	200
Flack Pants	Legs	20	+1	200
Nylon Helmet	Head	20	+0	100
Hvy Armor Jacket	Torso, Arms	20	+2	250
Door Gunner's Vest	Torso	25	+3	250
MetalGear	Whole Body	25	+2	600

Melee Weapons

MELEE WEAPONS	WA	DC	Min STR	Notes	Euro
Kendachi	+1	2d6	1	1h, AP	200
Monoknife					
Kendachi	+1	4d6	2	1h, AP	600
MonoKatana					
SPM-1	-2	3d6 punch/ 2d6 crush	4	1h	900
Battleglove					
Club	0	1d6	1	1h	Free
Knife	0	1d6	1	1h, AP	1-20
Sword	0	2d6+2	5	2h, AP	20-200
Axe	-1	2d6+3	5	2h,	20
Nunchaku/Tonfa	0	3d6	1	2h	15
Naginata	0	3d6	2	2h, AP	100
Shiriken	0	1d6/3	1	1h,	20
Switchblade	0	1d6/2	1	1h, AP	15
Brass Knuckles	0	1d6+2	1	1h	10
Sledgehammer	-1	4d6	4	2h	20
Chainsaw	-3	4d6	2	2h, AP	80

Ranged Weapons

LT. AUTOPISTOLS	WA	DC	#S	ROF	RANGE	EURO*
BudgetArms C-13	-1	1d6	8	2	50m	75
Dia Lung Cybermag 15	-1	1d6+1	10	2	50m	50
Federated Arms X-22	0	1d6+1	10	2	50m	150
MED. AUTOPISTOLS	WA	DC	#S	ROF	RANGE	EURO*
Militech Arms Avenger	0	2d6+1	10	2	50m	250
Dai Lung Streetmaster	0	2d6+3	12	2	50m	250
Federated Arms X-9	0	2d6+1	12	2	50m	300
HVY. AUTOPISTOLS	WA	DC	#S	ROF	RANGE	EURO*
BudgetArms Auto 3	-1	3d6	8	2	50m	350
Sternmeyer Type 35	0	3d6	8	2	50m	400
V.HVY. AUTOPISTOLS	WA	DC	#S	ROF	RANGE	EURO*
Armalite 44	0	4d6+1	8	1	50m	450
Colt AMT Model 2000	0	4d6+1	8	1	50m	500
LT. SMG	WA	DC	#S	ROF	RANGE	EURO*
Uzi Miniauto 9	+1	2d6+1	30	35	150m	475
H&K MP-2013	+1	2d6+3	35	32	150m	450
Fed. Arms Tech Assult II	+1	1d6+1	50	25	150m	400
MED. SMG	WA	DC	#S	ROF	RANGE	EURO*
Arasaka Minami 10	0	2d6+3	40	20	200m	500
H&K MPK-9	+1	2d6+1	35	25	200m	520
HVY. SMG	WA	DC	#S	ROF	RANGE	EURO*
Sternmeyer SMG 21	-1	3d6	30	15	200m	500
H&K MPK-11	0	4d6+1	30	20	200m	700
Ingram MAC 14	-2	4d6+1	20	10	200m	650
ASSAULT RIFLES	WA	DC	#S	ROF	RANGE	EURO*
Militech Ronin Light Assault	+1	5d6	35	30	400m	450
AKR-20 Medium Assault	-	5d6	30	30	400m	500
FN-RAL Heavy Assault	-1	6d6+2	30	30	400m	600
Kalishnikov A-80 Hvy Rifle	-1	6d6+2	35	25	400m	550
SHOTGUNS	WA	DC	#S	ROF	RANGE	EURO*
Arasaka Rapid Assault 12	-1	4d6	20	10	50m	900
Sternmeyer Stakeout 10	-2	4d6	10	2	50m	450
HEAVY WEAPONS	WA	DC	#S	ROF	RANGE	EURO*
Barret-Arasaka Light 20mm	0	4d10	10	1	450m	2000
Scorpion 16 Missile Launcher	-1	7d10	1	1	1km	3000
Militech Arms RPG-A	-2	6d10	1	1	1000m	1500
Frag Grenade (1-5m)	0	7d6	1	1	Throw	30
Frag Grenade (6-10m)		3d6			(10m)	
Flash-Bang (Flash)	0	DV22	1	1	Throw	30
Flash-Bang (Bang)		10d6*			(5m)	
C-6 Plastic Explosive	0	8d10/kg	1	1	NA	100/kg
Mine (all types)	0	4d10	1	1	NA	350
KA F-253 Flamethrower	-2	2d10	10	1	50m	1500
EXOTICS	WA	DC	#S	ROF	RANGE	EURO*
Techtronica 15	0	1d6	10	2	20m	400
Microwaver						
Militech Elect. LaserCannon	0	1-5d6	10	2	200m	8000
Avante P-1135	0	10d6*	15	2	40m	200
Needlegun						
Enertex AKM Power Squirt	-2	None	50	1	10m	15
Nelspot "Wombat"	-1	None	20	2	40m	200
Militech Electronics	-1	10d6*	10	1	10m	60
Taser						
EagleTech "Tomcat"	0	4d6	12	1	150m	150
Compound-Bow						
EagleTech "Stryker"	-1	3d6+3	12	1	50m	220
Cross-Bow						

Note: x2 for Smartgun Adaptor

***Stun Damage Only**

by Christian Conkle

Cybernetics

Cybernetic Modifications can be purchased for the character. Cybernetics have three costs, the cost for parts in Euro, the cost for Surgery in Euro, and the Humanity Cost, which is subtracted from the character's Humanity Derived Characteristic. The Surgery Cost depends on the level of the surgery required to implant the part.

Cyberware	Surg	Euro	HC	
Processor (Required)	M	1000	1D6	Required to run all Neuralware.
- Boosterware	N	500	1D6/2D6	AKA Kerenzikov. +1 Reflexes per level bought, up to +2.
- Speedware	N	1600	1D6/2	AKA Sandevistan. +3 Dexterity for 5 turns, must wait 2 turns after use.
- Pain Editor	N	200	2D6	+4 SD.
- Interface Plugs	M	200	1D6/pr	Required for all Links.
- Cybermodem Link	N	100	1	Required for Netrunning.
- Vehicle Link	N	100	3	+2 AV when driving smartvehicle (x2 normal cost).
- Smartgun Link	N	100	2	+2 AV when using a smartgun (x2 normal cost).
- Machine/Tech Link	N	100	2	Used to interface with miscellaneous equipment.
- DataTerm Link	N	100	2	Allows Dataterm access even if one isn't available.
- Reflex Chips	-	Varies	0	Up to Level 3 Physical Skill. Requires 2 days practice to use.
- Memory Chips	-	Varies	0	Up to Level 3 Mental Skill.
- Chipware Socket	N	200	1D6/2	May use up to 10 chips.
Adrenal Boost	M	400	2D6	+1 REF and DEX for 1d6+2 turns. Requires 8 hours to recharge.
Grafted Muscle	MA	1000	2D6	+1 to Strength, up to +2
Muscle/Bone Lace	N	1500	1D6/2	+2 Strength, Body.
Skin Weave	N	2000	2D6	KD 12 .
Scratchers	N	100	2D6	1d6/2 Melee Weapon
Rippers	M	400	3D6	1d6+3 AP Melee Weapon
Wolvers	M	600	3D6+1	3d6 AP Melee Weapon.
Slice N' Dice	M	700	3D6	2d6 Melee Weapon.
Basic Eye Module	MA	500/ea	2D6/ea	
-Image Enhancement	N	300	1	+2 Perception.
-Targeting Scope	N	400	2	+1 when using a smartgun and a smartgun link.
-Infrared	N	200	1	See in near-total darkness.
Basic Hearing Module	M	500	2D6	
-Amplified Hearing	N	200	1	+1 Perception.
-Radio Link	N	100	1	1 mile range.
-Phone Splice	N	150	1	Communicates with Cell-phone.
Arm Replacement	CR	3000	2D6	2d6 crushing, 1d6 Killing Damage punching, 20 SDP disabled, 30 destroyed.
Leg Replacement	CR	2000	2D6	2d6 Killing Damage kicking, 20 SDP disabled, 30 SDP destroyed.
-Thickened Myomar	N	250	2	x2 damage, +5 SDP.
-Armor	N	200	0	KD 20.
Cowl	MA	200	1D6	KD 25 head but not face.
Faceplate	CR	400	4D6	KD 25 face but not head.
Torso Plate	MA	2000	3D6	KD 25 torso.
Sigma Linear Frame	MA	6000	2D6	Strength = 12
Gamma Linear Frame	MA	8000	2D6	Strength = 14
Omega Linear Frame	MA	10,000	3D6	Strength = 16

Surgery Costs

Negligible Surgery Costs: Included with installation; time: 1 hr; damage: 1; DIFF= 15

Minor Surgery Costs: 500 Euro; time: 2 hrs; damage: 1d6+1; DIFF= 20

MAjor Surgery Costs: 1,500 Euro; time: 4 hrs; damage: 2d6+1; DIFF = 25

CRITICAL Surgery Costs: 2,500 Euro; time: 6 hrs; damage: 3d6+1; DIFF = 30

by Christian Conkle

Action

Basic Actions

Attack (Autofire) Autofire attacks can be spread between several targets, -1 AV per 10 rounds fired, cumulative. A skill check is made for every 10 rounds fired. The targets are hit by as many bullets as the difference between the attacker's AV and the defender's DV. If an Autofire attack roll exceeds the target DV by 10 or more, a number of rounds equal to the difference of the roll and the target DV+10 ignore armor.

Attack (Hand to Hand or Melee) Attacks count as one Action. The DV for hand-to-hand and melee attacks equals the target's DEX + Athletics (or Weapon skill) + 3d6. If an attack roll exceeds the target DV by 10 or more, the attack ignores any armor KD when determining damage.

Attack (Ranged) The DV for ranged attacks is based on the range of the weapon + 3d6. If an attack roll exceeds the target DV by 10 or more, the attack ignores any armor KD when determining damage.

Block Stops any one successful hand-to-hand or melee attack with a successful Defensive Roll vs the Attacker's Attack roll. The blocker automatically wins initiative next phase. Abort Maneuver.

Dodge In melee combat, adds +3 to the attacker's DV (Defender's Dexterity + Evade + 10). Against gunfire, adds the target's DEX to the attacker's DV. Defender may move at half, but cannot attack. Character may re-roll their Initiative Score at the beginning of the next Phase. Abort maneuver.

Get Up Get up from being prone

Grab -2 AV to perform; grab target or gadget; -3 DV for both

Move Character may move up half their MOVE in meters and perform one other action.

Recover -5 DV, get Recovery back in Stun.

Run Move up to MOVEx2 meters.

Sprint Move up to MOVEx3 meters at 1/2 DEX, 0 REF

Use Skill Use a non-combat related skill, such as jump or roll or use a piece of equipment. DV's are usually set by the GM.

Wait Wait for a chance to take your action or hold an action until later in the Phase. Character may re-roll their Initiative Score at the beginning of the next Phase.

Advanced Actions

Abort Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your upcoming action this phase.

Aim Each phase taken Aiming adds +1 AV. A character may aim a weapon for as many phases as their skill in that weapon, for each additional phase the character gains a +1 AV on a roll of 1-3 and loses a -1 AV on a roll of 4-6. Character may re-roll their Initiative Score at the beginning of the next Phase. No other Actions are possible while aiming.

Choke Hold A Grab at -4 REF. 2D6 Killing Attack. And you can't talk while being choked.

Disarm Knock opponent's weapon from hand.

Dive for Cover Fall to the ground and lay prone to minimize injury from explosions and area effect attacks. Diving for cover requires the defender pass a skill test using DEX + Evasion + 3d6 against a DV equal to 8 + 1 per 1m of area of effect. For example, avoiding the effects of a frag grenade with a 15m radius area of effect has a DV of 23. Character may re-roll their Initiative Score at the beginning of the next Phase. Abort maneuver.

Draw & Attack Draw weapon and attack in one Action. -3 AV.

Entangle Immobilize opponent until he can make a Escape.

Escape Escape from Grabs or Entangles, using STR+Athletics (or combat) skill vs opponent's STR+Athletics (or combat) skill.

Haymaker +3 DC damage, with -3 AV.

Move By Full Move and HTH attack during movement with a -2 penalty to REF and DEX. Damage = half of STR + 1 die for every 10m/yds moved. You will also take one third of that damage yourself.

Move Thru Full Move and HTH attack at end of move with a -1 penalty for every 10m.yds moved and a DEX penalty of -3 total. Damage = STR + 1 die for every 5m/yds moved; you will also take one half of that damage yourself.

Other Action Any single action not otherwise specified, such as reloading, mounting a vehicle, changing weapons, etc.

Sweep/Trip Opponent falls; takes -2 penalty to all AVs next phase, must spend an Action to get back up.

Throw Throw one object (-4 AV if not made for throwing).

by Christian Conkle

Using Skills

When your character tries to use a skill, you roll dice to see if the character succeeds or not:

	<u>Action Value (AV)</u>	vs.	<u>Difficulty Value (DV)</u>
Opposed:	Stat + Skill + 3d6		Stat + Skill + 10
Unopposed:	Stat + Skill + 3d6	vs,	Difficulty set by GM

If the Action Value (AV) meets or beats the Difficulty Value (DV), the character succeeds.

Opposed Difficulty Values are determined by the opponent's statistics. Gamemasters may choose Unopposed Difficulty Values from the following chart:

<u>Difficulty</u>	<u>Range</u>	<u>DV</u>
Challenged		10
Everyday	Point Blank	14
Competent	One quarter	18
Heroic	One half	22
Incredible	Full	26
Legendary	Double	30
Superheroic		34

If, when attempting a skill, the player rolls 18, the player may roll an additional 2d6 and add the result to the total AV. Conversely, if the player rolls a 3, the player must then roll an additional 2d6 and subtract the result from the total AV.

Combat

Combat occurs in 3-second Phases. Each character gets one action per Phase. When every character has acted, the current Phase ends and a new Phase begins. Four Phases equals a 12-second Round.

Combat Summary

- Determine Initiative Scores (REF + 3d6)
- Perform attacks in order of descending Initiative Scores. Characters may act out of order by declaring an Abort Action.
Attacker's AV = REF + Weapon Skill + 3d6
- Hand-to-Hand DV = DEX + Evasion Skill + 10
Melee DV = DEX + Weapon or Evasion Skill + 10
- Ranged DV = Value (14-30) appropriate to range.
- Determine Damage, if any. Stunning Damage subtracted from Stun, every 5 Stun = 1 Hit. Killing Damage subtracted from Hits and Stun.
 - Half their current Stun in 1 attack = dizzied 1 Phase.
 - Half Total Hits or Stun = -2 AV.
 - Quarter Total Hits or Stun = -4 AV.
 - Zero Stun = Character unconscious.
 - Zero Hits = Character dying, -1 Hit per Round.
 - Negative x2 BOD = Character death.

Initiative

Initiative is determined whenever a character attempts a violent action against another character. It is determined for each character at the beginning of the fight and is assigned to each combatant in the form of an Initiative Score. Each Phase, the character with the highest Initiative Score declares and resolves their action first. If two characters have the same Initiative Score, the character with the highest Reflexes Characteristic goes first. If they are still tied, both act at the same time.

To determine each character's Initiative Score, add the character's Reflexes to a roll of 3d6. The result is that character's Initiative Score for that fight. If the character's player is unhappy with the result, they will have other opportunities to determine a different, possibly higher (or possibly lower!) Initiative Score during the fight.

Abort Actions

A character can act out of Initiative Score order by declaring an Abort Action (see **Actions**). An Abort Maneuver is a panicked defensive action such as Block or Dodge. A character can perform an Abort Maneuver at any time during the Phase, even interrupting other characters' actions. By performing an Abort Maneuver, the character is forfeiting their upcoming action from either later that Phase or from the next Phase.

Re-determining Initiative

A character can attempt to achieve a higher Initiative Score if they took the time to Aim, Block, Dodge, Recover, or Wait, on the previous Phase (see **Actions**). At the beginning of the next Phase, before anyone has acted, these characters may re-roll their Initiative Score and hope to achieve a higher result.

Once a player is finished declaring and resolving his character's action, the player with the next lower Initiative Score is able to declare and resolve his character's action in turn until all the characters involved in the combat have had a chance to act. Once all the characters have had a chance to act, the next Phase is begun with the character with the highest Initiative Score is able to act again.

Hand-to-Hand and Melee Combat

Attacking a target in hand-to-hand or melee combat is resolved as an Opposed task, using the target's Dexterity + Evasion or Weapon skill (whichever is higher) + 10.

Ranged Combat

Shooting a target is resolved as an Unopposed task, using the DV appropriate for the range. Living targets may opt to attempt to abort to a Dodge action, thus adding their Dexterity to the attacker's DV.

by Christian Conkle

Taking Damage

Punches and Kicks always do Stunning Damage only. Weapons do Killing Damage. Melee Weapons do +1d6 damage for every point of STR over the Minimum Strength of the Weapon, up to twice the DC of the weapon.

Stunning Damage

Stunning Damage is always subtracted from the character's pool of STUN points, after being reduced by the character's SD. When his STUN points are at 0, the body will react by shutting off the pain-and passing out. For every 5 STUN taken, the character also suffers 1 HIT of damage. If a character loses half their stun in one attack, they are dizzyed for one round and suffer -5 to all AVs.

Killing Damage

Killing damage is always subtracted from the character's pool of HITS and STUN after being reduced by the character's Armor KD. When the character's HITS are reduced to zero, the character is dying. The character will continue to lose 1 HIT per Round until First Aid is successfully applied (see **Recovering From Damage** below). When the character has lost their Body x 2 HITS below Zero, the character is dead beyond recovery.

Impairment

At Half total HITS or STUN, all AVs are at -2.
At one Quarter total HITS or STUN, all AVs are at -4.

Recovering From Damage

Characters who are wounded will heal naturally as long as they are able to rest and recuperate. Medical attention will help speed the process.

Natural Healing without Rest or Recuperation

Wounded characters that do not get rest or time to heal will reduce any Stunning Damage by an amount equal to her Recovery per Round (4 Phases) but will suffer an additional Hit per week unless treated with First Aid again. Mortally wounded characters who have been stabilized, but not allowed to get rest or time to heal will suffer an additional Hit of damage per day unless treated with First Aid again.

Natural Healing through Rest and Recovery

Natural healing will reduce any Stunning Damage by an amount equal to the character's Recovery per Phase. It will also reduce Lethal Damage by an amount equal to the character's Recovery per week. No other actions can be performed while healing. A character that is healing must be lying down and comfortable, has access to plenty of water, and not subjected to stress.

First Aid

Medical attention and First Aid will allow the character to heal at a rate of an amount equal to the character's Recovery per day. In fact, immediate treatment of wounds with a First Aid Kit will provide the first day's healing immediately. The DV for applying First Aid to receive the first day's recovery depends on the severity of the wound:

<u>Difficulty</u>	<u>Current Hits</u>	<u>DV</u>
Everyday	80%	14
Competent	60%	18
Heroic	40%	22
Incredible	20%	26
Legendary	0%	30
Superheroic	Dying	34

Stabilizing a Dying Character

The DV to stabilize a dying character is equal to the amount of negative Hits times 2. Therefore, a dying character with -4 Hits would require a First Aid skill test vs. a DV of 8 to stabilize. If successfully treated, the dying character will lose 1 HIT per Minute until Medicine is successfully applied.

Damaging Items

Non-living items, such as walls, lampposts, and equipment, measure their durability and structure with **Structural Damage Points (SDP)**. Each SDP is equivalent to a Hit or point of damage. Non-living items might also have a Killing Defense (KD) rating which, like armor, subtracts damage prior to being applied to it's SDP. If an item's SDP is reduced to 0, it is destroyed.

Use the following values as a guideline for determining Killing Defense and Structural Damage Points of various common items:

<u>Object</u>	<u>KD</u>	<u>SDP</u>
Normal Door/Table	7	5
Heavy Door/Table	9	12
Wall (2m by 2m)	7	15
Metal Grate	20	20
Metal Door	20	30
Concrete Wall (1 Hex by 1 Hex)	30	50
Car	10	50
AV-4	50	250
Tank	150	350
Small Ship, Skyscraper	250	2500
Medium Ship, Several Skyscrapers	350	5000
Large Ship, Several City Blocks	500	10,000
Carrier, Typical Town	500	15,000

by Christian Conkle

Lifting and Throwing

To lift, bending, break, or throw an object, the character's AV is equal to his Strength plus any appropriate skill. Appropriate skills include Feat of Strength for lifting and Athletics or Thrown Weapons for throwing. Check the result against the

Lifting/Bending/Breaking/Throwing DV Table

below. The result indicates whether the character lifts, bends, or breaks the object as well as how far a baseball-sized object will be thrown.

For thrown objects, the table also lists how long the item will remain airborne before it hits its target. This is especially useful for throwing grenades.

For example, a character with a Strength of 4 tries to lift a prisoner into the shuttle. The character would have to roll a 12, in order to score a total of 16 necessary to lift an adult male.

Likewise, a character with a Strength of 9 tries to break free of the steel handcuffs placed on him. He's pretty strong, but she still has to roll 17 in order to score a total of 26 necessary to break steel.

Similarly, a character with a Strength of 6 wants to throw a Stun Grenade. The dice roll result is 10 for a total of 16. The character can throw that grenade up to 80 meters away, it will land in the next Phase.

Lifting/Bending/Breaking/Throwing DV Table

DV	Lift	Bend/Break	Meters	Aloft
4	Groceries	Balsa Wood	5	0 Phases
8	Child	Plastic	10	1 Phase
12	Adult Female	Wood	40	1 Phase
16	Adult Male	Aluminum	80	1 Phase
18	Lion, 2 Men	Iron	100	2 Phases
22	Grav Cycle		500	3 Phases
26	Small Car	Steel	1000	5 Phases
30	Elephant		5000	10 Phases

Presence Attacks

The Presence Attacker performs an Opposed Action against the target. Use the attacker's Presence + Oratory, Performance, or other appropriate skill (such as Ranged Weapon skill if threatening with a weapon) + 3d6 for the AT and the target's Willpower + Concentration + 3d6 for the DV.

If the attack is successful, roll 1d6 for every 1 point of the attacker's Presence; adding or subtracting dice depending on the situation based on the GM's judgment (see the Presence Attack Modifiers table for suggested modifiers). Total the dice and compare the total against each target's Resistance value to find the effect.

Presence Attack Outcome Table

PRE Attack Total Is	Possible Effects of PRE Attack
≥ Target Resistance	Target is impressed; hesitates, acts last this phase.
≥ Target Resistance + 10	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
≥ Target Resistance + 20	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
≥ Target Resistance + 30	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

Presence Attack Modifier Table

# OF DICE	MODIFIER
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	Presence Attack runs against current mood
-1 to -2	Repeated Presence Attacks
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

by Christian Conkle

Non-Player Characters

Corporate Executive

Mental: 6, **Combat:** 3, **Physical:** 3, **Move:** 4,

RES 18, **Hits** 15, **Stun** 15, **SD** 6, **REC** 9, **INIT** 3,
Punch 3d6 (AV 6), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Business +7, Computers +5, Firearms +3,
Hand-to-Hand +2, Perception +6, Social +6, Wardrobe
and Style +6

Options: Lightning Calculator, Eidetic Memory,
Membership 6 (Corporation), Wealth 4 (Well-Off).

Gear: Laptop (POW 3), cellphone, business suit (KD
10), Sternmeyer 35 (AV 6, Dam: 3d6, Ammo/ROF:
8/2).

Cyber: Processor (Interface Plugs, Cybermodem
Link), Audio (phone link).

Corporate Guard

Mental: 2, **Combat:** 4/3*, **Physical:** 4, **Move:** 4,

RES 6, **Hits** 20, **Stun** 20, **SD** 8, **REC** 12, **INIT** 3,
Punch 4d6 (AV 7/6), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Athletics +2, Hand to hand +3, Handguns +4,
Melee +3, Perception +2

Options: Membership 1 (Corporation), Contacts,
Combat Sense, Wealth 1 (Modest Lifestyle).

Gear: Uniform (10 KD, +1 EV*), sunglasses, corporate
ID, submachinegun, Sternmeyer 35 (AV 10, Dam: 3d6,
Ammo/ROF: 8/2, smartgunned, security chipped), Flak
Vest (20 KD, +1 EV).

Cyber: Cyberoptic (Targeting Scope, Image
Enhancement), Pain Editor, Cyberaudio (Level
Dampener, Radio Link), Processor (Interface Plugs,
Smartgun Link).

Corporate Salariman

Mental: 4, **Combat:** 3, **Physical:** 3, **Move:** 4,

RES 12, **Hits** 15, **Stun** 15, **SD** 6, **REC** 9, **INIT** 3,
Punch 3d6 (AV 3), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Business +5, Computers +3, Firearms +1,
Perception +3, Social +3, Wardrobe and Style +3

Options: Membership 2 (Corporation), Wealth 2
(Modest Lifestyle).

Gear: Laptop (POW 3), cellphone, business suit (KD
10), Sternmeyer 35 (AV 5, Dam: 3d6, Ammo/ROF:
8/2).

Cyber: Processor (Interface Plugs, Cybermodem
Link), Audio (phone link).

Corporate Technician

Mental: 3, **Combat:** 4, **Physical:** 2, **Move:** 4,

RES 9, **Hits** 10, **Stun** 10, **SD** 4, **REC** 6, **INIT** 4,
Punch 2d6 (AV 4), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Basic Tech +5, High Tech +4

Options: Speed Reader.

Gear: Corporate Lab w/ POW 6 Computer, lab smock,
corporate ID.

Cyber: Processor (Interface Plugs, Machine Link,
Cybermodem Link), Audio (phone link).

Fixer

Mental: 3, **Combat:** 4, **Physical:** 4, **Move:** 4

RES 9, **Hits** 20, **Stun** 20, **SD** 8, **REC** 12, **INIT** 4,
Punch 4d6 (AV 7), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Athletics +2, Hand-to-Hand +3, Handgun +2,
Melee +2, Perception +2, Persuasion +4, Social
(Street) +4

Options: Blind Reaction, Membership 2 (gang).

Gear: Urban Flash Fashion, Dai Lung Streetmaster
(AV6, Dam: 2d6+3, Ammo/ROF: 12/2), Brass
Knuckles (AV 6, Dam: 2d6+2), Motorcycle, Breaking
and Entering Tools

Cyber: Processor (Cybermodem Link, Interface
Plugs).



by Christian Conkle

Hooker

Mental: 2, **Combat:** 3, **Physical:** 2, **Move:** 3,

RES 6, **Hits** 10, **Stun** 10, **SD** 4, **REC** 6, **INIT** 3,
Punch 2d6 (AV 4), **Walk** 3m, **Run** 6m, **Sprint** 9m

Skills: Acting +1, Business +1, Conversation +2, Firearms +1, Hand-to-Hand +1, Local Expert +5, Perception +3, Seduction +4, Social +3, Wardrobe and Style +4

Options: Contacts.

Gear: Cellphone, Mini-skirt, Tube-top, Leather Jacket (KD 2), Budgetarms C-13 (AV 3, Dam: 1d6, Ammo/ROF: 8/2).

Cyber: Midnight Lady Sexual Implant, Audio (level dampener).

Police Officer

Mental: 4, **Combat:** 5/4*, **Physical:** 5, **Move:** 5,

RES 12, **Hits** 25, **Stun** 25, **SD** 10, **REC** 15, **INIT** 7/6,
Punch 5d6 (AV 8/7), **Walk** 2m, **Run** 5m, **Sprint** 10m

Skills: Athletics +2, Detective +2, Driving +2, Hand to Hand +3, Melee +3, Handguns +3, Perception +3

Options: Combat Sense 2, Membership (Police), Martial Arts (Judo).

Gear: Uniform (10 KD), Radio, Armalite 44 (AV 10, Dam: 4d6+1, Ammo/ROF: 8/1, smartgunned, security chipped), Palm Computer (POW 1), Flak Vest (20 KD, +1 EV).

Cyber: Cyberoptic (Targeting Scope, Image Enhancement, Infrared), Processor (Interface Plugs, Smartgun Link, Vehicle Link), Boosterware (+1), Cyberaudio (Amplified Hearing, Radio Link, Level Dampener).

Punk/Ganger

Mental: 3, **Combat:** 4, **Physical:** 3, **Move:** 4,

RES 9, **Hits** 15, **Stun** 15, **SD** 6, **REC** 9, **INIT** 5,
Punch 3d6 (AV 7), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Athletics +3, Hand to Hand +3, Handguns +3, Melee +4, Perception +3

Options: Membership (Gang), Contact (Street Tech), Rapid Healing

Gear: Street Clothes, cellphone, Uzi Miniauto 9 (AV 8, Dam: 2d6+1, Ammo/ROF: 30/35), Dai Lung Streetmaster (AV 7, Dam: 2d6+3, Ammo/ROF: 12/2).

Cyber: Cyberoptics, Processor (Interface Plugs, Smartgun Link), Wolverers (AV 8, Dam: 3d6), Boosterware, Subdermal Armor (25 KD).

Street Samurai/CSWAT Trooper

Mental: 2, **Combat:** 6/4*, **Physical:** 4, **Move:** 3,

RES 6, **Hits** 20, **Stun** 20, **SD** 8, **REC** 12, **INIT** 9/7*,
Punch 3d6 (AV 10/9), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Handgun +4, Submachinegun +4, Rifle +3, Athletics +4, Perception +4, Hand-to-Hand +5, Heavy Weapons +2, Melee +4, Driving (or Pilot) +3.

Options: Combat Sense +3, Blind Reaction, Ambidexterity, Martial Arts (Kung Fu).

Gear: Fatigues, Metalgear Armor (KD 25, + 2 EV)*, AKR-20 Medium Assault (AV 11/10*, Dam: 5d6, Ammo/ROF: 30/30)

Cyber: Cyberoptics (Targeting Scope, Image Enhancement, Infrared), Processor (Interface Plugs, Smartgun Link, Vehicle Link), Boosterware (+2), Cyberaudio (Amplified Hearing, Radio Link, Level Dampener), Wolverers (AV 8, Dam: 3d6),.

Street Tech

Mental: 3, **Combat:** 4, **Physical:** 3, **Move:** 4,

RES 9, **Hits** 15, **Stun** 15, **SD** 6, **REC** 9, **INIT** 4,
Punch 3d6 (AV 4), **Walk** 2m, **Run** 4m, **Sprint** 8m

Skills: Computers +3, Perception +2, Basic Tech +4, High Tech +3, Firearms +2

Options: Speed Reader.

Gear: Coveralls, Portable Toolkit, workshop with POW 4 computer, assorted technojunk, Budgetarms Auto 3 (AV 5, Dam: 3d6, Ammo/ROF: 8/2), cellphone.

Cyber: Cyberoptics (Microvideo), Processor (Interface Plugs, Machine Link, Cybermodem Link), Cyberarm (Toolhand).

*Figure after "/" represents reduction due to armor Encumbrance Value.

by Christian Conkle

CyberFuzion Charts and Tables

Difficulty	DV	Range	Pistol	SMG	Rifle
Challenged	10				
Everyday	14	Point Blank	2m	2m	2m
Competent	18	One quarter	12m	50m	100m
Heroic	22	One half	25m	100m	200m
Incredible	26	Full	50m	200m	400m
Legendary	30	Double	100m	400m	800m
Superheroic	34				

Other Combat Modifiers	AV
Moving target (per 3 MOVE used last round)	-1
Target silhouetted	+2
Vehicle mounted, no turret	-4
Firing shoulder arm from hip	-2
Aiming (per phase, up to level, +/- 1 thereafter)	+1
Braced	+2
Target Prone	-2
Tiny Target (bullseye, eye, vital area)	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (successful Stealth roll)	+5
Off-Hand (Ambidexterity negates off-hand penalty)	-3
Firing two handed (Ambidexterity negates off-hand penalty)	-3/-6
Autofire (per 10 round burst, cumulative)	-1
Target Dodging	-1 per DEX

BODY ARMOR	COVERS	KD	EV
Cloth/Leather	Arms, Torso, (Legs)	0	+0
Heavy Leather	Arms, Torso, (Legs)	4	+0
Kevlar T-Shirt/Vest	Torso	10	+0
Steel Helmet	Head	14	+0
Lt. Armor Jacket	Torso, Arms	14	+0
Md. Armor Jacket	Torso, Arms	18	+1
Flack Vest	Torso	20	+1
Flack Pants	Legs	20	+1
Nylon Helmet	Head	20	+0
Hvy Armor Jacket	Torso, Arms	20	+2
Door Gunner's Vest	Torso	25	+3
MetalGear	Whole Body	25	+2

Roll3D6	Location	Hit Effect	AV
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	shoulders*	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-5
13	vitals	1.5x damage -	-6
14	thighs*	1x damage	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left

ROLL	Ground Vehicle	Aircraft	Boat	Effect (after armor)	AV
3-6	Front Wheels (5%)	Flaps (5%)	Bow	1x damage	-6
7	Controls (5%)	Controls (5%)	Controls (5%)	1x damage	-4
8	Engine (10%)	Engine (10%)	Engine (10%)	2x damage	-3
9-	Body	Fuselage (20%)	Hull (20%)	1x damage	-3
10	Body	Cargo	Cargo	1/2damage	-1
11	Fuel	Fuel	Fuel	2 x damage**	-5
12	Weapon	Weapon	Weapon	1/2 damage	-6
13	Crew***	Crew***	Crew***	Damage to pilot only	-3
14	Cargo	Propeller (5%)	Rudder (5%)	1x damage	X
15-18	Rear Wheels (5%)	Rudder (5%)	Prop/jets (5%)	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left If location not there, roll again.

** if Fuel is flammable, this is 3x damage

***if shot penetrates armor

LT. AUTOPISTOLS	WA	DC	#S	ROF	RANGE
BudgetArms C-13	-1	1d6	8	2	50m
Dia Lung Cybermag 15	-1	1d6+1	10	2	50m
Federated Arms X-22	0	1d6+1	10	2	50m
MED. AUTOPISTOLS	WA	DC	#S	ROF	RANGE
Militech Arms Avenger	0	2d6+1	10	2	50m
Dai Lung Streetmaster	0	2d6+3	12	2	50m
Federated Arms X-9	0	2d6+1	12	2	50m
HVY. AUTOPISTOLS	WA	DC	#S	ROF	RANGE
BudgetArms Auto 3	-1	3d6	8	2	50m
Sternmeyer Type 35	0	3d6	8	2	50m
V.HVY. AUTOPISTOLS	WA	DC	#S	ROF	RANGE
Armalite 44	0	4d6+1	8	1	50m
Colt AMT Model 2000	0	4d6+1	8	1	50m
LT. SMG	WA	DC	#S	ROF	RANGE
Uzi Miniauto 9	+1	2d6+1	30	35	150m
H&K MP-2013	+1	2d6+3	35	32	150m
Fed. Arms Tech Assult II	+1	1d6+1	50	25	150m
MED. SMG	WA	DC	#S	ROF	RANGE
Arasaka Minami 10	0	2d6+3	40	20	200m
H&K MPK-9	+1	2d6+1	35	25	200m
HVY. SMG	WA	DC	#S	ROF	RANGE
Sternmeyer SMG 21	-1	3d6	30	15	200m
H&K MPK-11	0	4d6+1	30	20	200m
Ingram MAC 14	-2	4d6+1	20	10	200m
ASSAULT RIFLES	WA	DC	#S	ROF	RANGE
Militech Ronin Light Assault	+1	5d6	35	30	400m
AKR-20 Medium Assault	-	5d6	30	30	400m
FN-RAL Heavy Assault	-1	6d6+2	30	30	400m
Kalishnikov A-80 Hvy Rifle	-1	6d6+2	35	25	400m
SHOTGUNS	WA	DC	#S	ROF	RANGE
Arasaka Rapid Assault 12	-1	4d6	20	10	50m
Sternmeyer Stakeout 10	-2	4d6	10	2	50m
HEAVY WEAPONS	WA	DC	#S	ROF	RANGE
Barret-Arasaka Light 20mm	0	4d10	10	1	450m
Scorpion 16 Missile Launcher	-1	7d10	1	1	1km
Militech Arms RPG-A	-2	6d10	1	1	1000m
Frag Grenade (1-5m)	0	7d6	1	1	Throw (10m)
Frag Grenade (6-10m)		3d6			
Flash-Bang (Flash)	0	DV22	1	1	Throw (5m)
Flash-Bang (Bang)		10d6*			
C-6 Plastic Explosive	0	8d10/kg	1	1	NA
Mine (all types)	0	4d10	1	1	NA
KA F-253 Flamethrower	-2	2d10	10	1	50m
EXOTICS	WA	DC	#S	ROF	RANGE
Technonica 15 Microwaver	0	1d6	10	2	20m
Militech Elect. LaserCannon	0	1-5d6	10	2	200m
Avante P-1135 Needlegun	0	10d6*	15	2	40m
Enertex AKM Power Squirt	-2	None	50	1	10m
Nelspot "Wombat"	-1	None	20	2	40m
Militech Electronics Taser	-1	10d6*	10	1	10m
EagleTech "Tomcat" Compound-Bow	0	4d6	12	1	150m

*Stun only

MELEE WEAPONS	WA	DC	Min STR	Notes
Kendachi Monoknife	+1	2d6	1	1h, AP
Kendachi MonoKatana	+1	4d6	2	1h, AP
SPM-1 Battleglove	-2	3d6 punch	4	1h
		2d6 crush		
Club	0	1d6	1	1h
Knife	0	1d6	1	1h, AP
Sword	0	2d6+2	5	2h, AP
Axe	-1	2d6+3	5	2h,
Nunchaku/Tonfa	0	3d6	1	2h
Naginata	0	3d6	2	2h, AP
Shiriken	0	1d6/3	1	1h,
Switchblade	0	1d6/2	1	1h, AP
Brass Knuckles	0	1d6+2	1	1h
Sledgehammer	-1	4d6	4	2h
Chainsaw	-3	4d6	2	2h, AP