

Features
New Artwork

Cyberpunk

THE ROLEPLAYING GAME OF THE DARK FUTURE

"Got the
chips and
enhance-
ments—

"Got the
Attitude
right—

"Got the
Metal
beneath my
skin—

"I'm chippin'
in..."

—Johnny
Silverhand



2.0.
THE SECOND EDITION

R. TALSORIAN
GAMES
INC.

CP 3002

Cyberpunk

THE ROLEPLAYING GAME OF THE DARK FUTURE



2.0
THE SECOND EDITION
VERSION 2.01

**R.TALSORIAN
GAMES
INC.**

Contains corrections and clarifications to CYBERPUNK 2.0.2.0., Version 2.0, including bound-in version of SCREAMSHEETS adventures and new artwork. For a free CP 2.0.2.0. update to bring your Version 1.0 online with the new data in this version, as well as a free DATA SCREEN correction overlay, just send an SASE to R. Talsorian Games, Inc. P.O. Box 7356, Dept H, Berkeley, CA. 94707.

Cyberpunk



2 - 0 - 2 - 0 - 2 - 0 -

Cast & Crew

Writers

Mike Pondsmith
Colin Fisk
Will Moss
Scott Ruggels
Dave Friedland
Mike Blum (Screamsheets)

Cover

Doug Anderson

Illustration

Justin Chin
Paolo Parente
Chris Hockabout
Sam Liu
Riccardo Crosa
Angelo Montanini
Scott Ruggels

Matteo Resinanti
Mike Hernandez

Layout & Design

Matt Anacleto
Mike Pondsmith
Diana "Fritz" Goldman
Screamsheets: Janet Piercy
& Ted Talsorian
Art Recovery: Mike MacDonald

Typography

Diana "Fritz" Goldman
Ted Talsorian

Editing

Will Moss
Derek Quintanar
Mike Pondsmith

Lisa Pondsmith

Janet Piercy
Fiddly Bits: Ed Bolme

Playtesters

Anders Swenson
Mike Blum
Chris Hockabout
Kevin DeAntonio
Thaddeus Howze
Barton Bolmen
Sean Fitzpatrick
Steve Isom
Lucien Stalls
Ian Studebaker
Magnus Seder
Rob Pruden
Brian Perry
Jesse VanValkenburg
Charlie Moore
Steven Lorenz
Eric Huber
Randy Roosa

**R.TALSORIAN
GAMES
INC.**

P.O.Box 7356, Berkeley, CA USA 94706

Copyright © 1990, 1991, 1993 by R.Talsorian Games, Inc. All Rights Reserved. Cyberpunk® is R.Talsorian's Trademark name for its adventure game of the dark future. The terms Netrunner, Chromebase and Night City are trademarks of R.Talsorian Games, Inc. All Rights Reserved under Universal Copyright Convention. All incidents, situations, and persons portrayed within are fictional, and any similarity, without satiric intent, of characters living or dead is strictly coincidental.

To Lisa.
What a long, strange trip it's been!

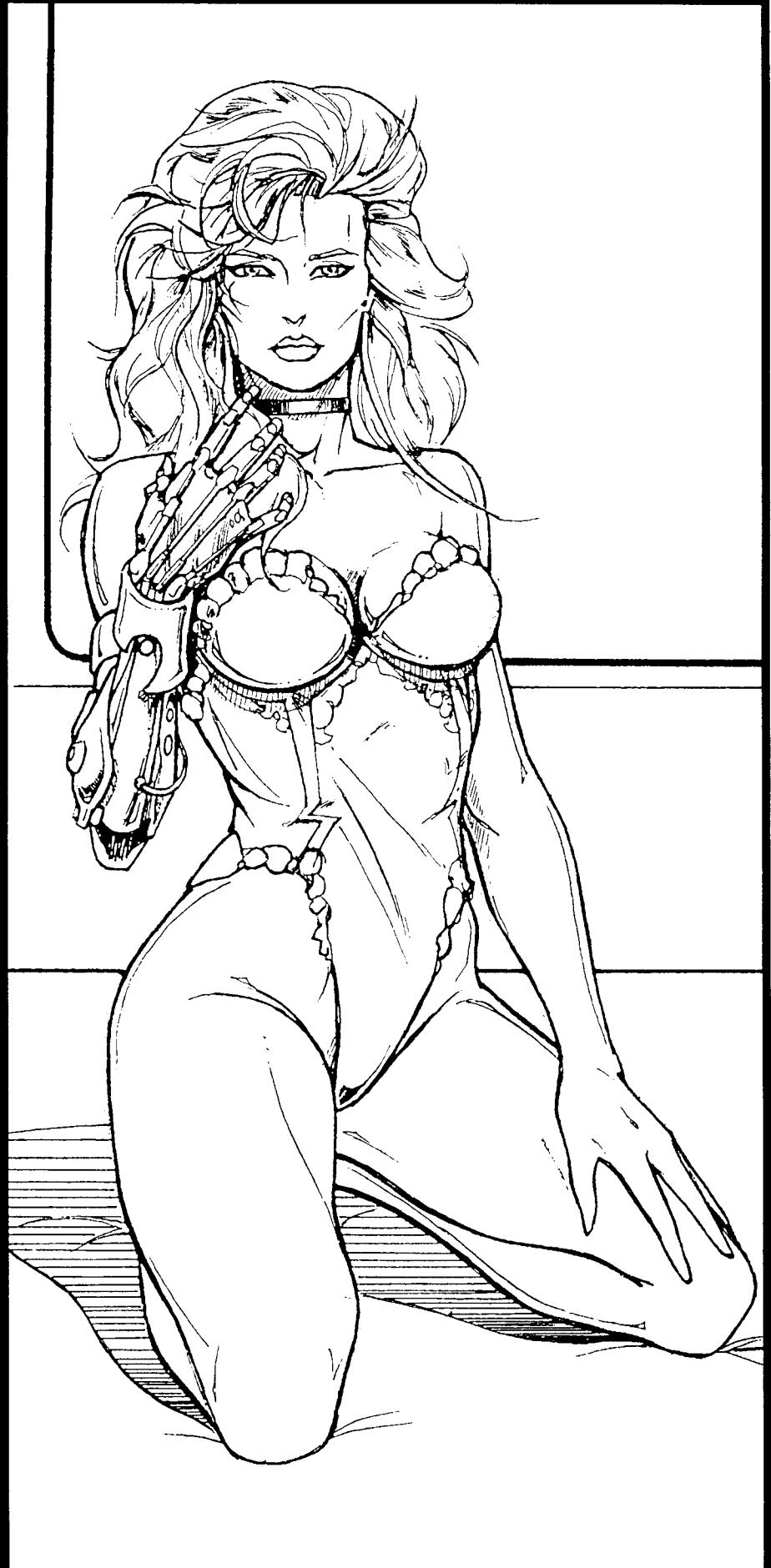
CP 3002 ISBN 0-937-279-13-7

CONTENTS

Soul & The New Machine	3	Cyberoptics	86	Exotic Fashion	121	
Roles	4	Cyberaudio	87			
Special Abilities	4	Cyberlimbs	88	Drugs	122	
Rockerboys	6	Cyberlimb Cyberweapons	91	Building Your Own	123	
Solos	8	Linear Frames	91			
Netrunners	10	Body Plating	92	Netrunner	127	
Techies12		Running Out of Cash	93	Geography	128	
Medias	14			Islands of the Net	129	
Cops	16			Regions	129	
Corporates	18			Long Distance Links	131	
Fixers	20			Wilderspace	131	
Nomads	24			NetWatch	131	
Getting Cyberpunk	25			Bulletin Boards (BBS)	131	
Character Points	25			Net Gear	132	
Statistics	26			Interfaces	132	
Fast & Dirty Expendables	30			ICONS	132	
Tales From the Street (Lifepath) ...	33			Interface Plugs	132	
Origins & Style	34			Cyberdecks	132	
Family Background	35			Improving Your Deck	134	
Motivations & Life Events	36			Deck Options	134	
Big Problems, Big Wins	37			Programs	137	
Friends & Enemies	38			Live Link Up	141	
Romantic Life	39			Program List	142-143	
Working	41			Running the Net	144	
Skill Checks	41			Security Levels	144	
Starting Skills	43			Tracing	145	
Career Skill List	44			Subgrids	149	
Master Skill List	45			The Menu	149	
Pickup Skills	46			Combat	149	
Skill Descriptions	46-53			Initiative	151	
Learning New Skills	53			Turns & Actions	151	
IP Multipliers	53			Range	152	
Getting More IP	54			Movement	152	
Inventing New Skills	54			Stealth & Evasion	152	
Reputation	54			Attacks Against Systems/Decks ..	152	
Getting Fitted For the Future	57			Anti-personnel Attacks	153	
Starting Funds	57			Anti-IC Attacks	153	
Encumbrance	59			Controllers & Utilities	153	
Weapons	60			Designing Data Fortresses	154	
Weapons List	61-62			Playing Artificial Intelligences ..	155	
Weapons Descriptions	62-63			Fast Fortress Construction	164	
Old Guns	66			Programming 101	167	
Armor	67			Virtually There	170-174	
Special Equipment	67					
2020 Gear List	68			All Things Dark & Cyberpunk	175	
Gear Descriptions	69-71			Future Shock	176-185	
Putting the Cyber Into the Punk ...	72					
Cyberfashion	72			Running Cyberpunk	186-189	
Cyberpsychosis	73					
Humanity Costs	74			Never Fade Away: A Cyberpunk	Story/Adventure	190-203
Cybertechnology	75					
Cyberware List	76-79			Megacorps 2020	204-208	
Surgery Codes	75			Corporate Profiles	209-214	
Fashionware	80					
Neuralware	80			Night City	215-219	
Implants	83			Encounters	220-221	
Bioware	85			Personalities	222-223	
Cyberweapons	85					

**ROLES
CHARACTERS
LIFEPATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING**

VIEW FROM THE EDGE



THE VIEW FROM
THE EDGE

"I'm not a man /or a machine.
I'm just something in between.
I'm all love / a dynamo
So push the button and let me go."
Loving' Every Minute of It
1984 Zomba Enterprises Inc. (ASCAP)

So you wanna be a Cyberpunk? Or maybe just look like one?

Before you pitch off your sleepmat and jump in, there's a few things we need to tell you. First of all, the name. Cyberpunk comes from two words. Cyber—from the term cybernetic, or a fusion of flesh and machine technology. Punk—from an early 1980's rock music style that epitomized violence, rebellion and social action in a nihilistic way. The term was popularized in the Pre-Collapse days by a group of writers who specialized in writing science fiction with this kind of techno-melange. Their works featured a streamlined blend of rock, pop, sex, drugs and the highest, hippest technology—usually grafted onto your body somewhere. The archetypical cyberpunk heroes of the 80's ranged from technobarbarians roaming a Postholocaust world, to cyberchipped jet setters with designer bodies.

Of course, from our enlightened viewpoint here in 2020, this all looks pretty dated. After all, you probably accessed this article from your personal database 'comp'. You used a Kiyoshiru 1300A interface cable with a direct link from your wristplugs. You're used to hard-wiring into the appliances to make coffee, "studding" into the 'Benz to drive down to the corner store. But understand—in 1987, this was all considered pretty visionary stuff. No one had plugs. You couldn't dial Luna on the cellular. Designer drugs were illegal. You could walk down most city streets without an armor jacket. There wasn't even a Net.

Now we know better. History books can tell you in detail about the Crash of 1994, when the Euro-Combines established the World Stock Exchange and the economies of the United States and Old Sov Russia collapsed.

In those days, both were ranked as superpowers, instead of a couple of overarmed second-raters waving nuclear weapons around under the watchful eye of the EuroSpace Defense Agency. As long as the Tycho massdrivers are ready to throw rocks at Moscow and Washington, we'll probably avoid having the nuclear war everyone's been expecting since 1944. After all, rocks are cheap.

Now, of course, everything's more or

As a Cyberpunk, you grab technology by the throat and hang on. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes. biochip programs in your brain. You become the car you drive, the gun you shoot...With cyborged fingers you pick computer locks; with enhanced senses, you see into the Future.

SECTION

1 SOUL & THE NEW MACHINE

The world of Cyberpunk is a violent, dangerous place, filled with people who'd love to rip your arm off and eat it. The traditional concepts of good and evil are replaced by the values of expedience—you do what you have to do to survive. If you can do some good along the way, great.

But don't count on it.

Cyberpunk characters are survivors in a tough, grim world, faced with life and death choices. How they make these choices will have a lot to do with whether they end up as vicious animals roaming a ruined world, or retain something of their basic humanity. Cyberpunk characters are the heroes of a bad situation, working to make it better (or at least survivable) whenever

they can. Whether it takes committing crimes, defying authority or even outright revolution, the quintessential Cyberpunk character is a rebel with a cause. As a Cyberpunk role-player, it's up to you to find that cause and go to the wall with it.

**"Always take
it to the
Edge. It's the
Cyberpunk
way."**

—Johnny
Silverhand

proper disaffected, cynical-yet-idealistic style. Whether you're a biker with leathered skin and metal claws, or a debutante in satin sporting the latest in designer cyberoptics, you're going to need a certain panache—a certain flair, in portraying yourself. To achieve the essence of the 2000's, you need to master three concepts:

less run by the Corporations, which are pretty much governments in themselves. You can go anywhere on one passport—one worldism at its best. The currencies of most nations are stabilized to each other, and the Eurodollar is a world currency. Hardly anyone complains anymore about Corporate Lifetime Contracts or the abolition of unions. It's the price of living in a stable, safe society, right?

After all, you could be living in the Projects. Sixteen people to an apartment, sharing ration chips every week to buy food, with eight thousand apartments per city block? Sure, it isn't the best life, what with the booster-gangs roaming the Malls and the major-league crime problems, but it beats actually being on the Street. At least the mega-arcologies have cops (okay, rented Corporate cops, but it's easier than fronting the euro for your own personal Solo!). Besides, the mediatramps make sure that every apartment has direct cable access to TV, radio and sensory feed, so there's always something to do on a Saturday night.

Where were we? Oh yeah—you want to be a Cyberpunk.

Here's more background for you to think over. When the grand old Masters of the Movement first started writing the cyberpunk genre, they assumed that most of the things they wrote about would either never happen or would happen in the far future. No one knew that the West Germans were already developing "organic" circuitry in the late 1980's, or that the United States Air Force was developing mentally controlled weapons systems. Synthetic myomar muscle fibres were just starting to be used to control prosthetics, and very few people could project ahead into the 1990's when organic chipped arms and legs would be possible. There were a few primitive experiments with bioengineering—things like Frostban™ and a few new types of corn—nothing like the bio-engineered animals that we'll use to terraform the Martian colonies.

It took about fifteen years for the newtech to catch up with the vision. First, the military started using cybertechnology to create "perfect soldiers" and pilots. Some of the spin-off led to prosthetic limbs, eyes and other body parts. Organic circuitry led to direct hookups between men and computers. Combined with advanced telecommunications technology and satellite downlinks, the basis for the now planetwide Net, was established. As each new technological advancement slammed into place, a sort of cultural technoshock set in.

1) Style over Substance

It doesn't matter how well you do something, as long as you look good doing it. If you're going to blow it, make sure you look like you planned it that way. Normally, clothes and looks don't matter in an adventure—in this world, having a leather armor jacket and mirrorshades is a serious consideration.

2) Attitude is Everything

It's truth. Think dangerous; be dangerous. Think weak; be weak. Remember, everyone in the 2000's is carrying lots of lethal hardware and high-tech enhancements. They won't be impressed by your new H&K smartgun unless you swagger into the club looking like you know how to use it—and are just itching for an excuse.

Never walk into a room when you can stride in. Never look at someone unless you can make it your best "killer" look. Use your best "I'm bad and you aren't." smile. Don't sit around the flat or cube waiting for the next job. Get on out and hit the clubs and hangouts. Make sure you're where the party starts.

3) Live on the Edge

The Edge is that nebulous zone where risk takers and highriders go. On the Edge, you'll risk your cash, your rep, even your life on something as vague as a principle or a big score. As a cyberpunk, you want to be the action, start the rebellion, light the fire. Join great causes and fight for big issues. Never drive slow when you can drive fast. Throw yourself up against danger and take it head on. Never play it too safe. Stay committed to the Edge.

ROLES: The Core of CYBERPUNK Role-playing

The world of Cyberpunk is a combination of savage, sophisticated, modern and retrograde. Fashion-model beautiful Techies rub shoulders with battle armored road warriors, all of them making the scene in the hottest danceclubs, sleaziest bars and meanest streets

this side of the Postholocaust. Each character in this world is playing a Role—a face that person projects to the outside world as the real thing. There are 9 Roles in Cyberpunk: Rockerboys, Solos, Netrunners, Corporates, Techies, Cops, Fixers, Medias, and Nomads. As a Cyberpunk player, you must select one role for your character.

SPECIAL ABILITIES

Special Abilities are skills usable only by specific character Roles; for example, Rockerboys have the Special Ability of *Charismatic Leadership*, which represents the vast amount of power they have over their legions of fans. When using a Special Ability, you will add it's value to the specific stat as if it were a skill.

- THE RULES:**
- "1) Style Over Substance.**
- 2) Attitude is Everything.**
- 3) Always take it to the Edge.**
- 4) Break the Rules."**

—RipperJack

Rockerboy Special Ability: Charismatic Leadership. This skill allows the Rocker to sway crowds equal to his ability level squared, times 200.

Solo Special Ability: Combat Sense. Added to all Initiative and Awareness checks, this makes the Solo the fastest reacting person in a situation.

Netrunner Special Ability: Interface. This Skill reflects the Netrunner's ability to manipulate Interface programs, and is the skill used when operating Menu functions such as *Locate Remote*, *Run Software*, *Control Remote*, *LDL Link*, *Load*, *Create* and *Delete*. Other players can enter the Net, but can't use the Menu.

Techie Special Ability: Jury Rig. This general repair skill allows the Techie to temporarily repair or alter anything for 1D6 turns per level of skill.

Medtech Special Ability: Medical Tech. This is the skill used to perform major surgery and medical repairs.

Media Special Ability: Credibility. The ability to have people believe what you are saying while in your on-air persona.



Cop Special Ability: Authority. The ability to intimidate or control others through your position as a lawman.

Corporate Special Ability: Resources. This represents the Corporate's ability to command corporation resources. It is used as a persuasion skill, based on the scale of resources requested.

Fixer Special Ability: Streetdeal. The ability to locate people, information, etc. This is a higher form of *making a connection* (LifePath, pg. 27); instead of knowing only one person, you have connections everywhere. In game play, a successful use of Streetdeal allows you to locate and acquire a desired person, place or thing.

Nomad Special Ability: Family. This allows the Nomad to call in as many Family members to aid him as his current *Family Ability* level $\times 2$.

A SPECIAL NOTE ABOUT THIS PRINTING

Ahem! It's NOT a Third Edition. In this reprint, we've taken extra time to fix all the corrections and typos we could find, plus squared away a few of the problems and inconsistencies. But these rules are the same rules you've been using since the 2020 edition of the game was printed.

But there is **one big change**—the art. One of the great joys of publishing international editions is that sometimes your licensors come up with cool stuff you really wish you'd put into your game. The new art in this printing is from the great guys at *Stratelibri*, who publish the Italian *Cyberpunk* (many thanks to Paolo, Matteo, Riccardo, Angelo, Silvio and of course, Giovanni). We hope all of you out there like it as much as we did!

—Maximum Mike

Technoshock: When technology outstrips people's ability to comprehend or fit it into their lives. Suddenly, people freak out. They get irrational; violent. Families shatter; relationships tear apart. People feel helpless in the face of the Universe. Eventually, the whole society grinds to a halt, the victim of a mass psychosis. That's what we now call the Collapse.

There were three major responses to technoshock. The vast majority of people, their lives uprooted and changed by the advancements, sat passively waiting for their leaders to tell them what to do next. One smaller group tried to turn back the clock, founding the basis for what we call the Neo-Luddite movement. The remaining group—they decided to hit the future head on. With the old 1980's visionary writings as their guide, they established the movement we now call Cyberpunk.

Okay, so now you're ready.

As a cyberpunk, you grab technology by the throat and hang on. You're not afraid to check out the newest in "enhancements", cybertech and bioengineering. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, biochip programs in your brain. You become the car you drive, the gyro you fly, the guns you shoot. You dive headfirst into the Net, using your mind to hurtle at lightspeed all over a vast network of Data Fortresses and Artificial Intelligences. With cyborged fingers you pick computer locks; with enhanced senses, you see into the Future.

Cyberpunk is also an attitude. You wear the most "in" clothes, know the right people, and follow the right crowds. You plan your crimes in the most select clubs and bars; your enemies are Corporate armies, cyborg bike gangs, power-armored assassins and computer-wired Netheads. Your weapons are nerve, streetsmarts, bravado and the Minami 10 smartgun on your hip.

Are you ready now? Of course you are. You can't wait.

Now you're Cyberpunk.

ROCKERBOYS

ROCKERBOYS

**REBEL ROCKERS WHO USE MUSIC AND REVOLT
TO FIGHT AUTHORITY**

If you live to rock, this is where you belong. Rockerboys are the street poets, social consciences and rebels of the 2000's. With the advent of digital porta-studios and garage laser disk mastering, every Rocker with a message can take it to the street; put it in the record stores, bounce it off the comsats.

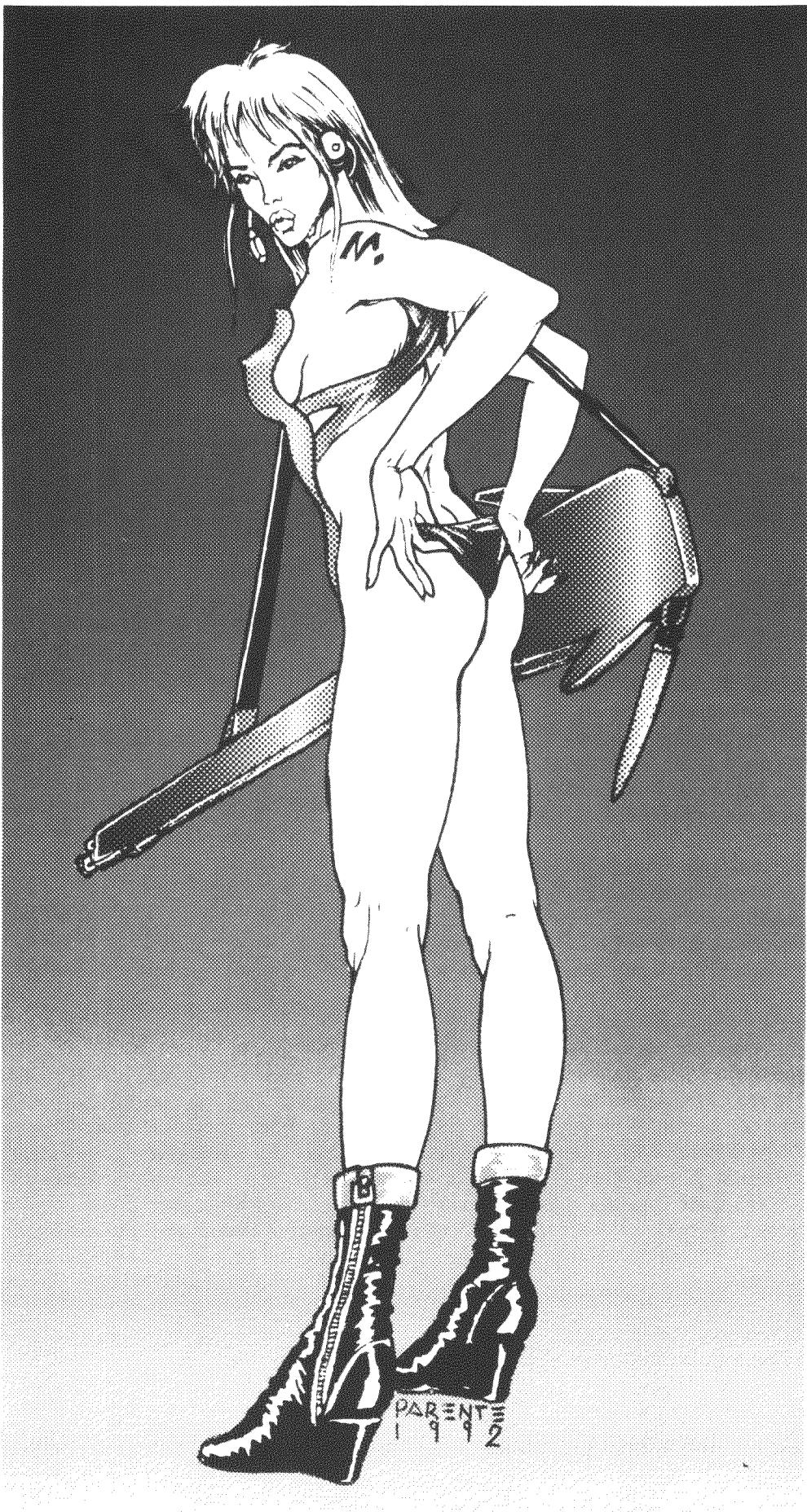
Sometimes, this message isn't something the Corporations or the Government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really run this world. But you don't care, because as a Rockerboy, you know it's your

place to challenge authority, whether in straight-out protest songs that tell it like it is, or just by playing kick-ass rock n' roll to get the people away from the TV sets and into the Streets. You have a proud history as a Rockerboy—Dylan, Springsteen, Who, Elvis, the Stones—the legions of hardrock heroes who told the truth with screaming guitars and gut-honest lyrics.

As a Rockerboy, you have the power to get the people up—to lead, inspire and inform. A song from you can give the timid courage, the weak stren-gth, and the blind vision.

Rockerboy legends have led armies against Corporations and Governments. Rockerboy songs have exposed corruption, brought down dictators. It's a lot of power for a guy doing gigs every night in another city. But you can handle it. After all—you came to play!





"I always knew what I had to do. It was really obvious. There were these scum out there who were messing with the world. They were killing people, raping the land, and lying in our faces when we caught 'em.

"So I decided I had to put the heat on 'em and make 'em sweat. That's why I became a Rockerboy.

"Music always gets hammered down to the Three A's. Axe, Attitude and Audience. Me, I had an Axe and an Attitude. All I had to do was get the third one..."

—Kerry Eurodyne,
Rockerboy.

S O L O S
H I R E D A S S A S S I N S , B O D Y G U A R D S , K I L L E R S ,
S O L D I E R S

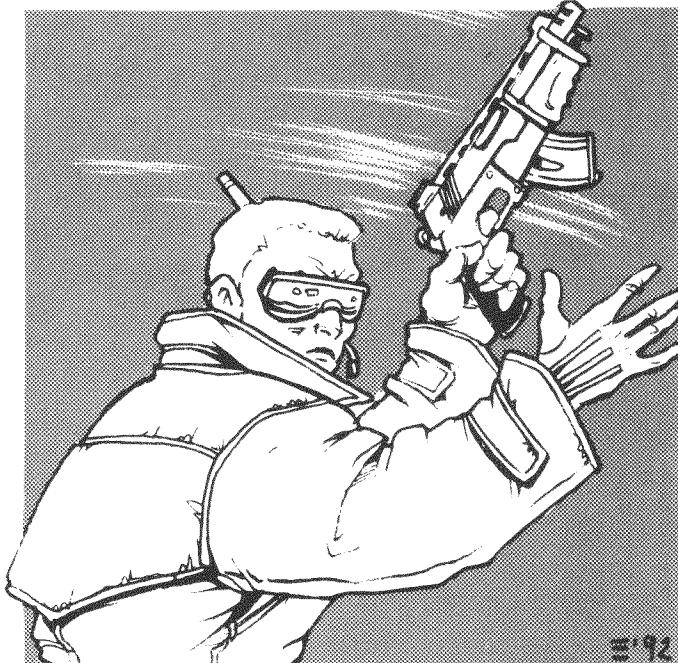
SOLOS

**HIRED ASSASSINS, BODYGUARDS, KILLERS,
SOLDIERS**

You were re-born with a gun in your hand—the flesh and blood hand, not the metallic weapons factory that covers most of your other arm. Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers that enforce business deals and the Company's "black operations", you're one of the elite fighting machines of the Cyberpunk world.

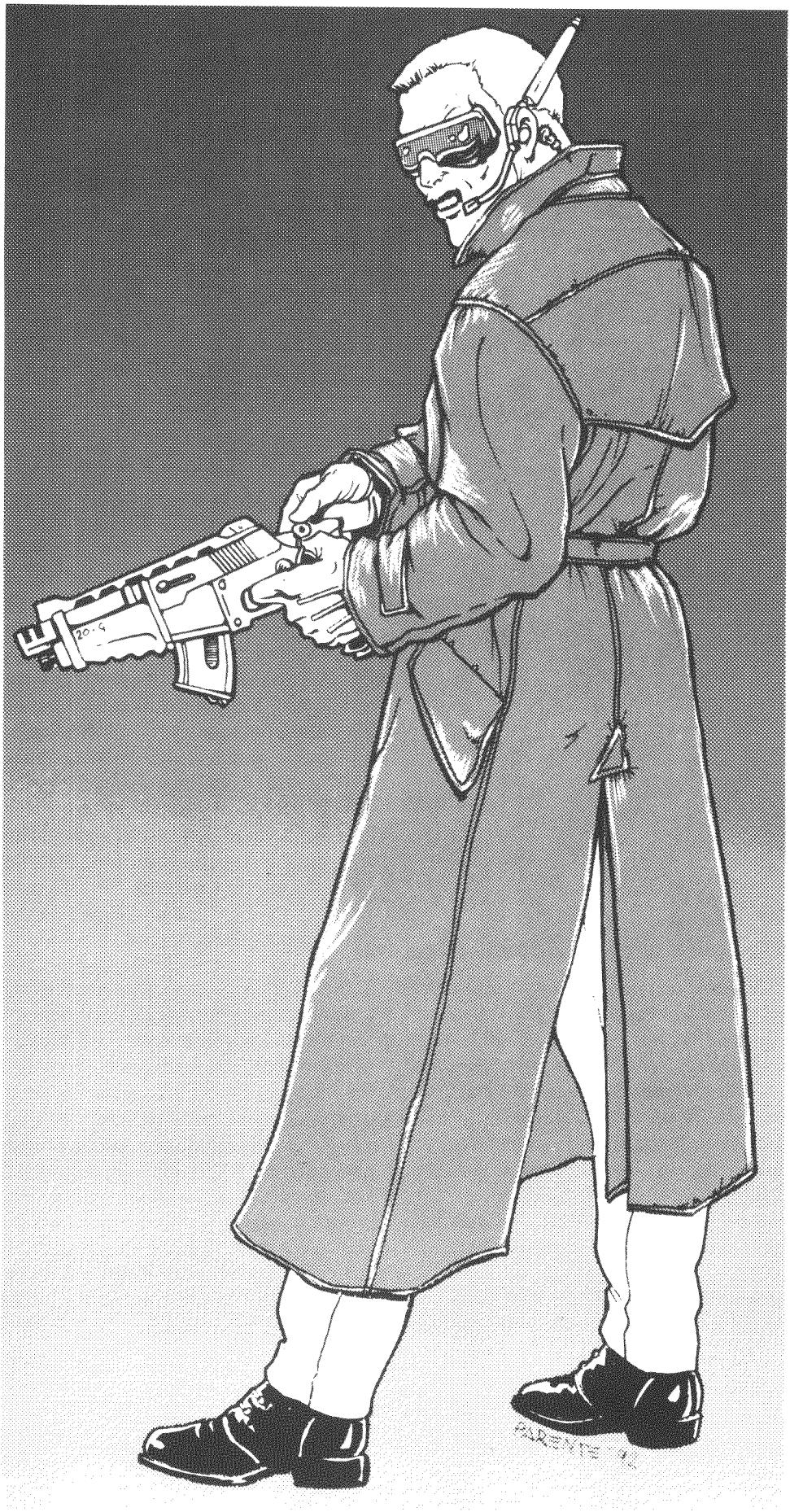
Most Solos have put in military time, either in a Corporate army or in one of the Government's continual "police actions" around the world. As the battle damage piles up, you start to rely more and more upon hardware—cyber-limbs for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponents. When you're the best of the best, you might even leave the ranks of Corporate samurai and go *ronin*—freelancing your lethal talents as killer, bodyguard or enforcer to whoever can pay your very high fees.

Sounds good? There's a price—a heavy one. You've lost so much of your original meat



body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the edge have given you terrifying addictions. You can't trust anyone—your mother, your friends, your lovers—no one. One night you sleep in a penthouse condo in the City—the next in a filthy alley on the Street. But that's the price of being the best.

And you're willing to pay it. Because you're a Solo.



"After I got out of the Army, I had this problem. I was good at what I did, but no one was hiring. I mean, what do you do when you're a highly trained killer with a background in demolitions? Read the want ads?

"After a few months on the Street, I got into a dustdown with a local Booster lord. I flatlined him and went back to my drink. Within ten minutes, the recruiter from Milltech came up to me and dropped a business card...

"Now I'm a Company man. The pay's good, the Work steady, and they pay for my spare parts. So far, I'm still alive.

So far, so good."

—Morgan Blackhand

NETRUNNER

NETRUNNERS

CYBERNETIC COMPUTER HACKERS

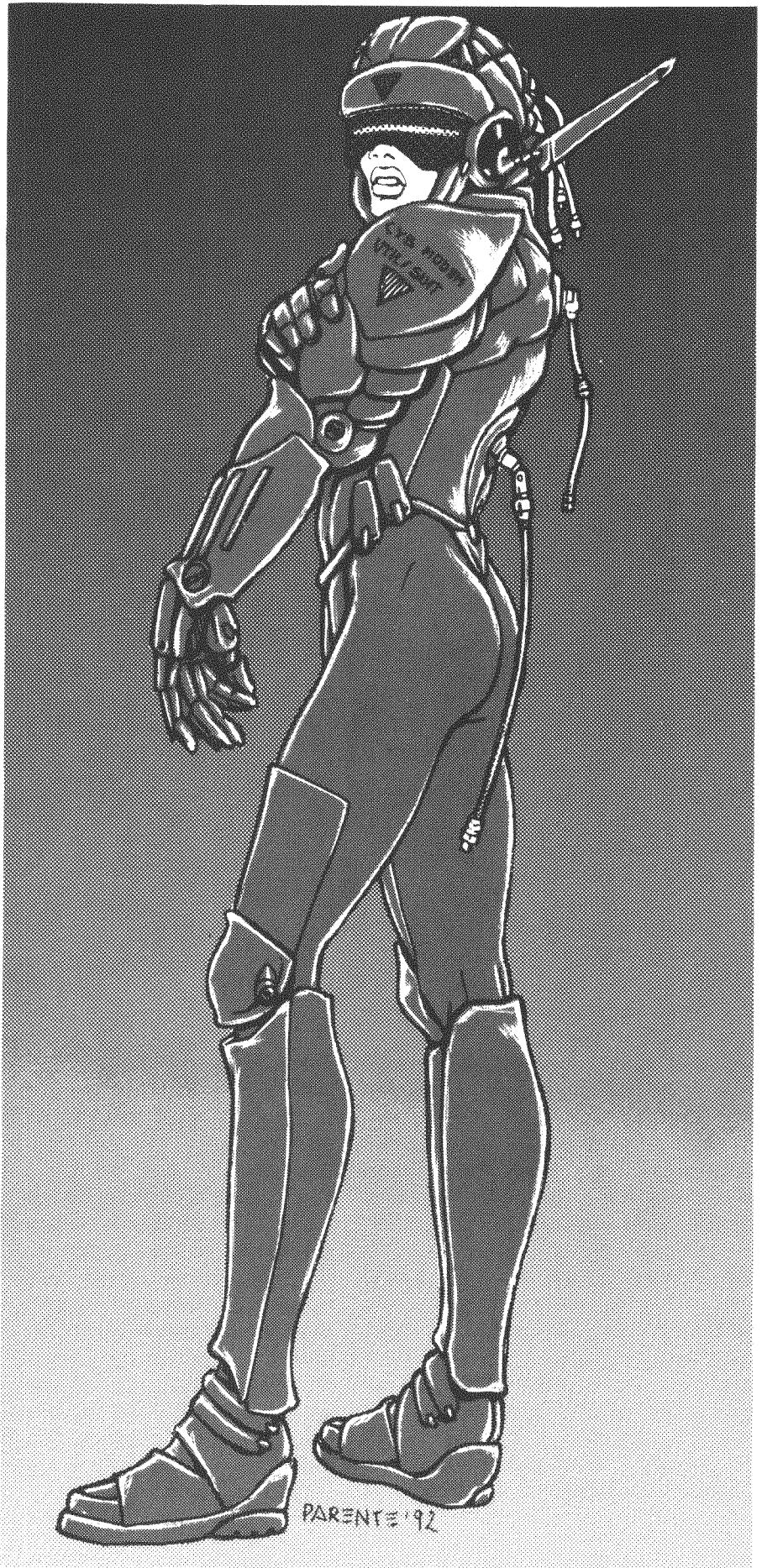


At three, your parents bought you an old Apple IV GS with a Radius 241 wall screen, and your life was changed. By fifth grade, you'd already mastered everything the school computer literacy lab could throw at you—you were already using C and META-LINGUA to crack into the district's mainframe and change your grades. When you were thirteen, you shifted enough funds out of unprotected TransAmerican Bank accounts to finance your first neural interface plugs.

Now, nothing can stop you. With your direct mental link to the computer, you can plunge

headfirst into the dizzying data-winds of the Net; the worldwide telecommunications system that joins humanity together. As an electronic wraith, you are the ultimate "hacker", your brain wired into special modems and computer links. You slip into the "hardest" mainframe systems with ease. Your defense and offense programs are arrayed at a touch of your mental fingertips—a quick jolt of Demon or Vampire and the data fortresses fall. EBM. ITT. Sony-Matsushita-Ford. You've tackled them all, buying, trading and selling their deepest secrets at will.

Sometimes you uncover important things—Corporate treachery or deadly secrets. But that's not why you Netrun. You live for the new program, the next satellite downlink—the next piece of hot data that comes your way. It's only a matter of time, you think—every year, the counter intrusion programs get better, the Artificial Intelligences smarter. Sooner or later, a faster program or programmer's going to catch up; reach out with electronic fingers through your interface plugs, and stop your heart. But time's on your side, and until the ride runs out, you'll be there, barebrained and headfirst in the Net.



"You guys who live in Realspace; you move so slow. Me, I like Netspace. It moves fast. You don't get old, you don't get slow and sloppy. You just leave the meat behind and go screamin'.

"First system I ever hit, I think they had some weeflerunner playin' Sysop for them. I burned in, jolted the guy with a borrowed Hellbolt, and did the major plunder action all over the Data Fortress.

"Somewhere out there is a guy with half his forebrain burned out. I wonder if they ever found the body. I wonder if they'll find mine the same way..."

—Spider Murphy

S
O
U
L
&
T
H
E
M
A
CH
I

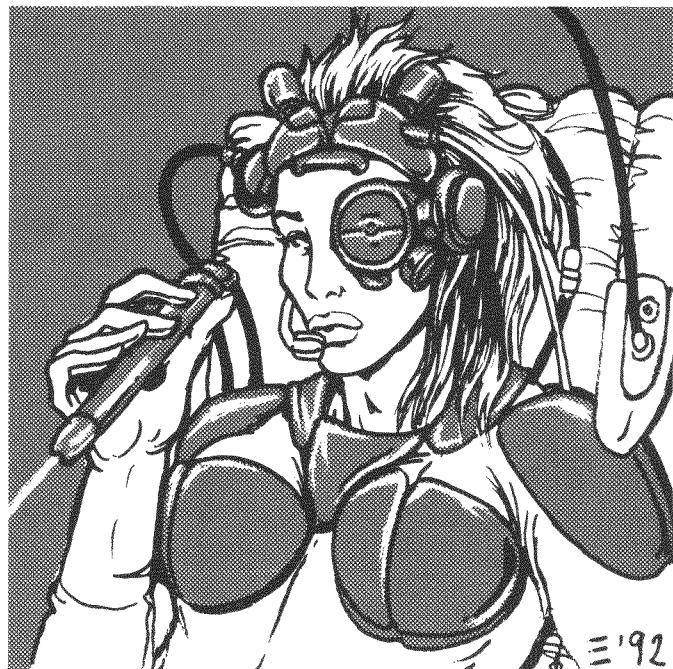
TECHIES

RENEGADE MECHANICS AND DOCTORS

You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface plugs feedbacking? No problem.

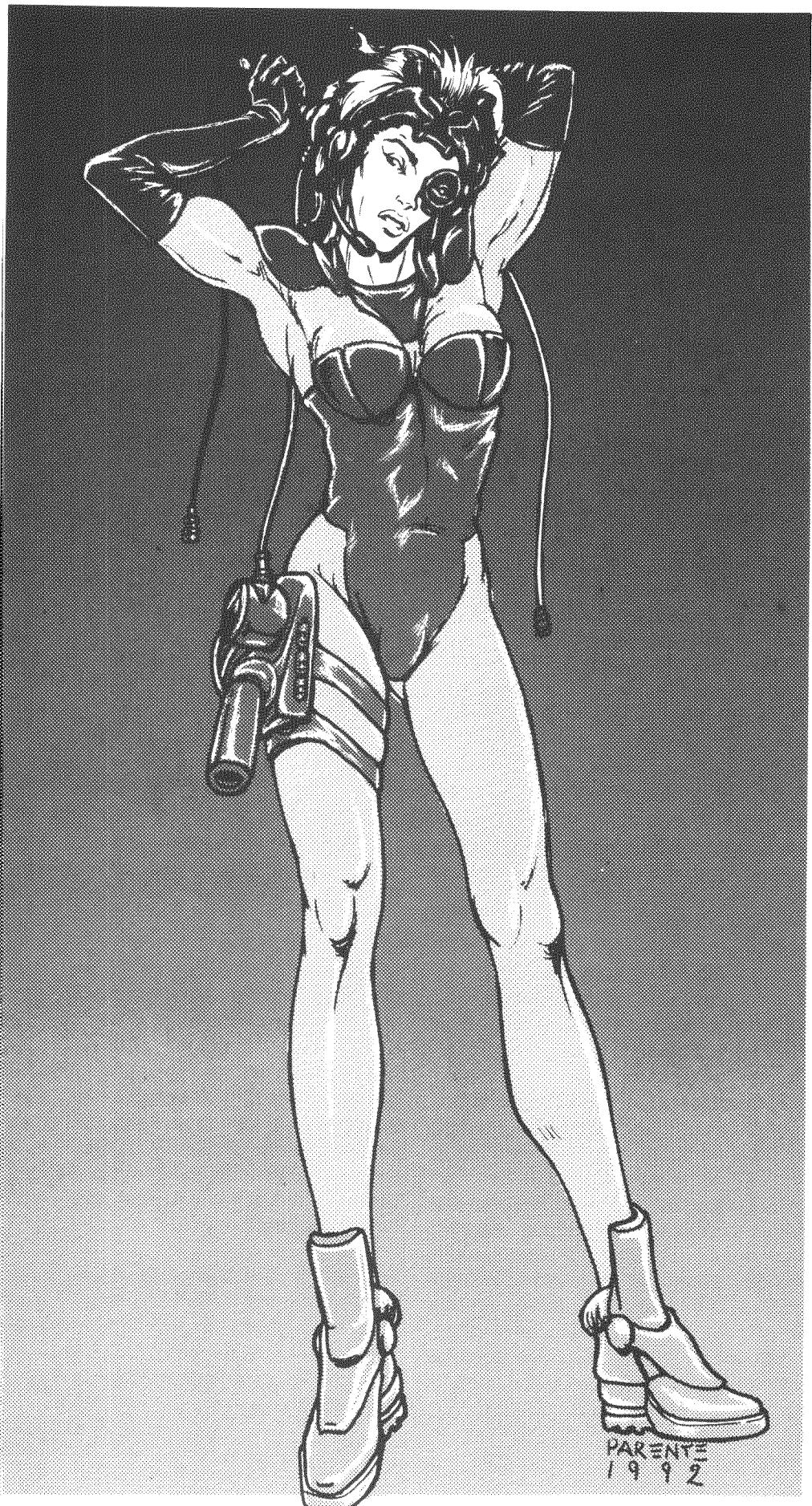
You make your living building, fixing and modifying—a crucial occupation in a technological world where no one person really knows how half the stuff works. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counterespionage gear for the big boys' "black operations". Neat little gadgets like thermite bombs and hunter-killer robots for the occasional "termination."

If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware and information. You'll buy almost any new thing—because it might have a dozen side applications you can use. Of course, your black market work isn't just making you friends—it's also racking you up an impressive number of enemies as well; people who've run into



your handiwork and resented it. So you'll invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two.

Your cousin down the street is just like you, but he's a **Medtechie**. In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new illegal cybernetics. He's got a lot of the same problems you have, but he's hoping his new job with Trauma Team Inc.TM will loosen things up. You hope he's right. You may be needing his services sooner than you think.



PARENTE
1992

"So you want me to build a delay switch into the thing? And you don't care about the explosion radius?"

"No problem. At least you got a simple job. Last guy in here, he wanted me to build him a cyberhand that had a built-in ...aw, frack, you don't wanna know. People want the weirdest stuff these days..."

"I hear with the new cyberwear they're coming up with in Chiba, you're gonna be able to cram your body with more options than a frackin' Mercedes aerodyne...No problem. If you can get parts, I can fix it. Count on it, chombatta."

—Mister Ice
Head of Design
Technix , Inc.

S
O
U
L
&
T
H
E
M
A
CH
I

MEDIAS

NEWSMEN AND REPORTERS WHO GO TO THE WALL FOR THE TRUTH

They're bending the truth out there. And you're going to stop them. Someone has to do it. The Corporations rule the world. They dump toxics, destabilize economies and commit murder with equal impunity. The Government won't stop them—they own the Government. The only thing between the Corporations and world domination is the Media. And that's you.

You've got a videocam and a press pass—and you're not afraid to use them. You're a national figure, seen nightly on a million TV sets worldwide. You've got fans, contracts and your own Corporation backing you. They can't make you disappear. When you dig down for the dirt and slime the corrupt officials and Corporate lapdogs try to cover up, you can dig deep. The next morning, you can put the details of their crimes all over the screamsheets and vidscreens. Then the Government has to act.

A week ago, you followed a hot lead and discovered a medical corporation dumping illegal drugs on the Street. This week, you're uncovering a secret Corporate war in South America—a war with jets, bombs, and cyber-troops that's killed almost seven thousand innocent people. Each new story you get to the air is one more blow for freedom and justice. Not to mention ratings.

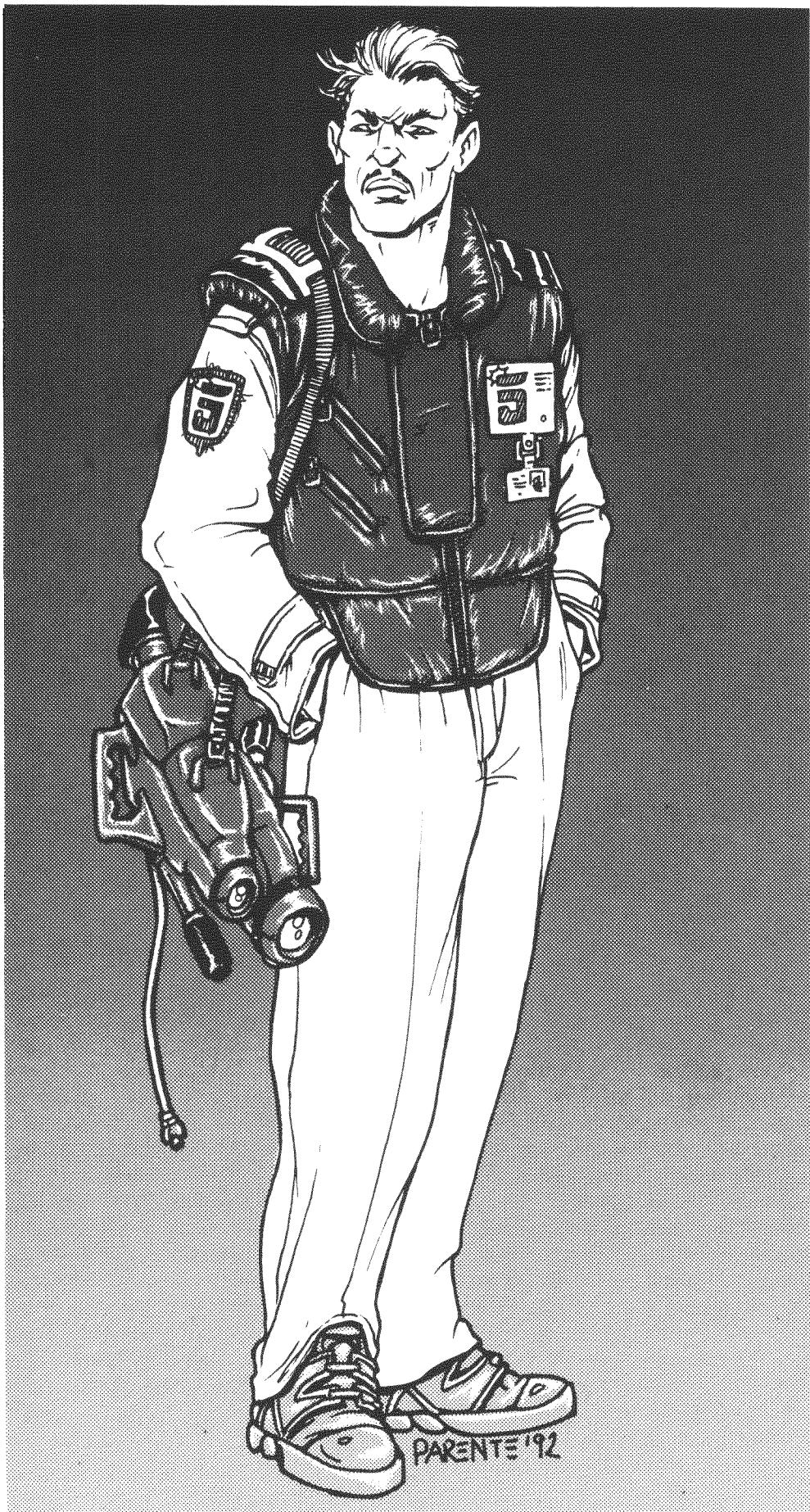
It isn't easy. They've tried to pressure your



Mediacorp dozens of times. You've had stories suppressed—once, Corporate pressure forced them to cancel your news show. Each time, you went to the top, backed by your news director and your crew, and fought to get the story out. Three or four times, they tried to kill you—that's why your backup's a crack Solo bodyguard and you've got one of the top 'Runners in the business digging through the Net to back your stories. You have to be good, or else.

Your 'Runner's just phoned in with a hot lead. He's found a line on twenty tons of illegal weapons being shifted to a port in Bolivia—possibly nuclear. You grab your gear and flag your backup. You're going to break those bastards.

This time, for sure.



"Okay, so it's dangerous. Look, I'll tell you something. When I was a kid, I used to watch those reporters on the TV news. They wore those chill trenchcoats and were always broadcasting from some exotic place like Mozambique or Saigon. They went right into the Central American warzones with the cybergrunts, and they got the story even when the shooting was maximally fierce.

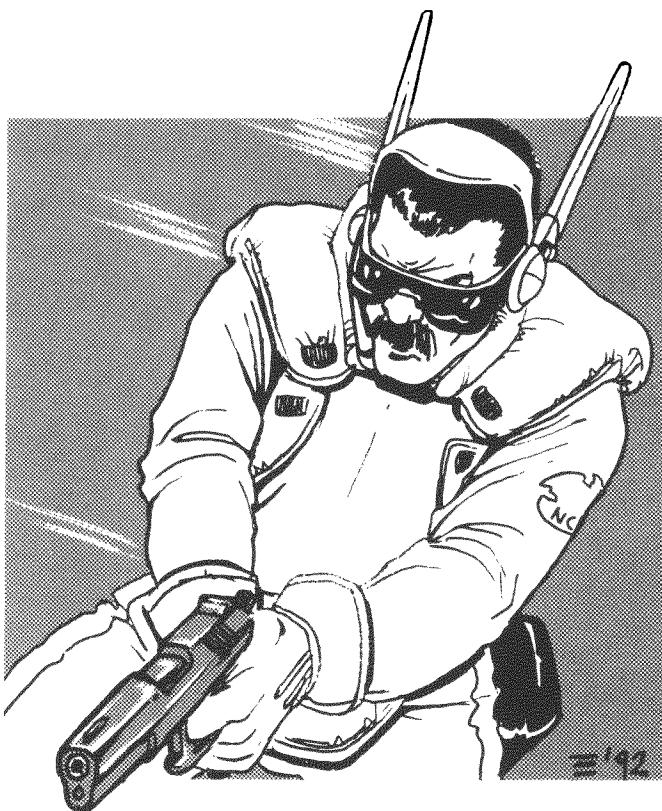
"That's the part I like; the danger."

—Lyle McClellan,
Network 54

S
O
U
L
&
T
H
E
M
A
CH
I

COPS

MAXIMUM LAWMEN ON MEAN 21ST CENTURY STREETS



E-12

In the old days, they only used to shoot at cops. Now you're lucky if you just take a slug. The Street is mean these days, filled with new drugs, new gangs, and new weapons that make an M-16 look like a kid's toy. If you're on a City Force, you know how bad it is. You're carrying at least four high caliber weapons, most of them full-auto types, wearing a Kevlar vest that'll stop 850 ft/lbs per square inch—and you're still outgunned and outflanked. Half the gangs are cyber to begin with—super speed, super reflexes, can see in the dark, carry weapons in their arms...The other half are freelance Corporate mercs—gangs hired by the Corps to enforce their policies on the Street. And there you are—a beat cop or detective in an

armored squadcar, patrolling this jungle with the heavy predators.

The Corporate Cops—now that's the life. Heavy weapons, full combat armor, Trauma Team™ backup, AV-4 assault vehicles and gyrocopters with miniguns. But they only patrol the sectors of the City that the Government's licensed them for. The nice, clean sectors full of new office buildings and fancy restaurants—where no jacked up psychopunk is going to ever go on a killing spree with an AK-47. You get the bad sections. Burned out buildings and abandoned cars, where every night is a new firefight and another great opportunity for a messy death.

If you're really unlucky, you might draw PsychoSquad detail. PsychoSquad guys get the job of hunting down heavily armed and armored cyborgs who've flipped out. Sure, the PS guys have access to railguns, gyros and AVs. But a cyberpsycho can walk through machine gun fire and not feel it. A lot of the Psycho Squad detectives are crazy themselves. They load up with boosted reflexes, get some monstrously huge guns, and go hunt the cyborgs solo. But you're not that crazy.

Yet.



PARENTE '72

"Drop it, punk. I don't wanna hear your life story, and I don't care what Society did to you. I just wanna see that gun hit the floor. Now..."

—Before I give you an extra nostril.."

**—Sgt. Max Hammerman
NCPD**

CORPORATES

SLICK BUSINESS RAIDERS AND MULTI-MILLIONAIRES

In the old days, they would have called you a yuppie—a hard driven, fast-track MBA on his way up the Corporate ladder. Sure, it's selling your soul to the Company, but face it; the Corporations rule the Cyberpunk world. They control governments, markets, nations, armies—you name it. And you know that whoever controls the Corporations controls everything else.

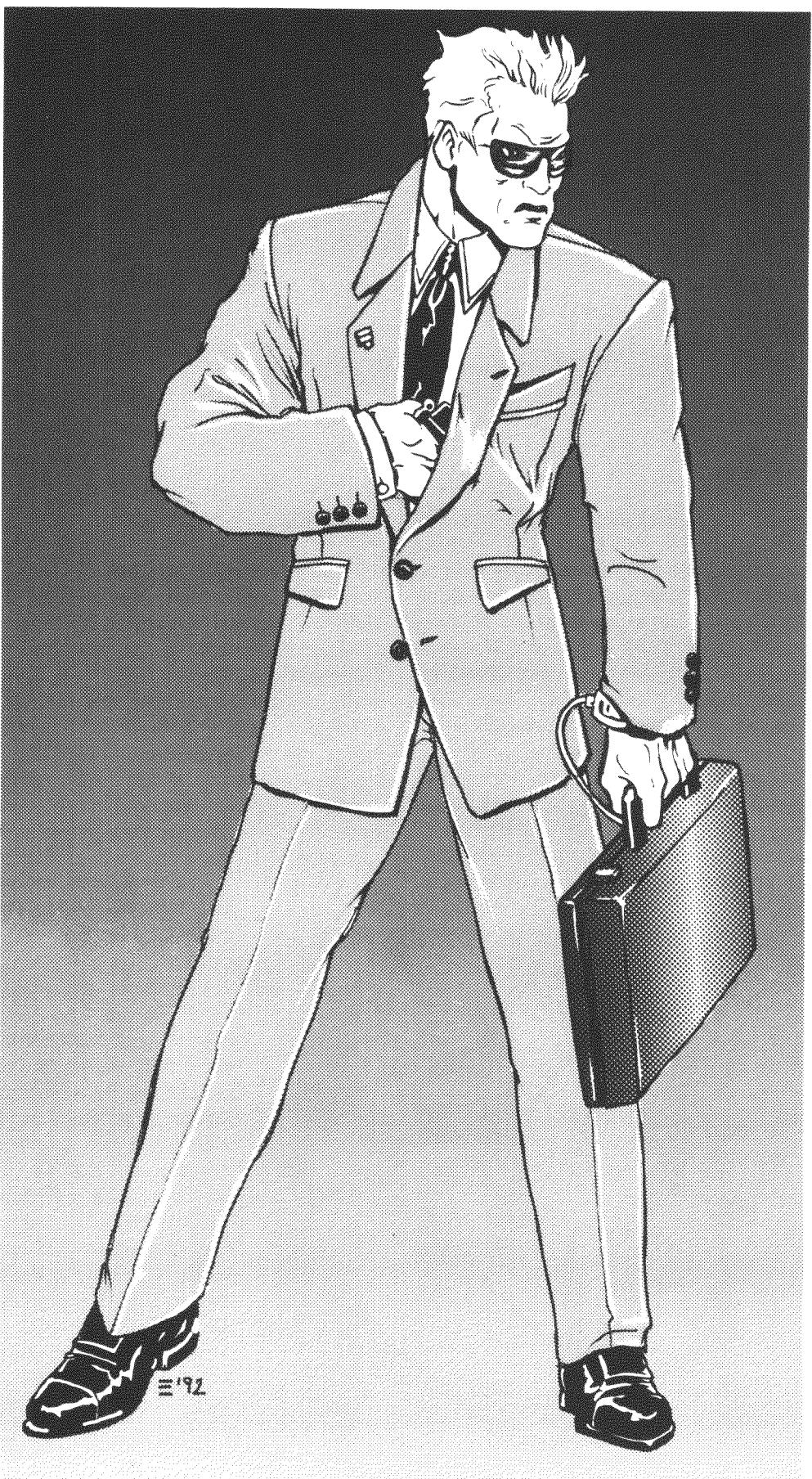
Right now, your life as a junior executive is anything but easy. There are guys underneath you who'd kill for a shot at your job. There are guys over you who'd kill to keep you out of their jobs. And they're not kidding about the killing—every up and comer in the Corporation has his own crew of Solos and Netrunners to cover his pet projects. Sabotage? Constantly. Bribery? Routine. Blackmail? Common. Promotion by assassination? Always a possibility. The stakes are that high—one slip and you could be out on the Street with the rest of the trash. Or dead.

And the projects your supervisors give you! Some are pretty straightforward; design a new productivity schedule for the Corporation's medical subsidiary. Some are pretty raw—send a "black operations" team into the City to spread a designer plague so the Marketing team can clean up selling the vaccine. Last week, you led a mixed team of



Solos, 'Runners and Techies on a headhunting run to kidnap a researcher from a rival company. The week before, your project was to steal plans for a new suborbital shuttle from the EuroSpace Agency (so that the Aerospace Division could copy the design and sell it to the Soviets).

You told yourself you joined the Corporation to make it a better place—work from the inside, you said. But now you're not so sure. Your ideals are a little tarnished and things are getting pretty bleak. But you can't worry about ethics now. You've got a report due in an hour, and it looks like that guy in Sales is planning to ice your database for good. You're gonna ice him first.



—192

"Money. Yeah, I got money: a new BMW aerodyne, and a penthouse flat in the Corporate Zone. All the money ain't worth frack. You play this game for power. The power to get things done; to make the big decisions; to affect things. You make a phone call, and the next thing you know, you're telling the president of some bushleague Euronation that he'd better play it your way, or he's history."

"That's why you play. That's why I'm with the Company."

—An Unidentified Corporate

S
O
U
L
&
T
H
E
M
A
C
H

FIXERS

**DEAL MAKERS, SMUGGLERS, ORGANIZERS
AND INFORMATION BROKERS**

You realized fast that you weren't ever going to get into a Corporate job. And you didn't think you were tough enough or crazy enough to be a Solo either. But as a small time punk, you knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course.

Now your deals have moved past the nickle-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies from the Corporations. Perhaps you're a skill broker—

acting as an agent for high priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals and political groups. You don't do this directly, of course—no, you use your contacts and allies as part of a vast web of intrigue and coercion. If there's a hot night-club in the City, you've bought into it. If there are new military-class weapons on the Street, you smuggled 'em in. If there's a Corporate war going down, you're negotiating between sides with an eye on the main chance.



But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the neighborhoods are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. Back in the 90's, they would have called you a *crimelord*. But this is the fragmented, nasty, deadly 2020s. Now they call you a Fixer.

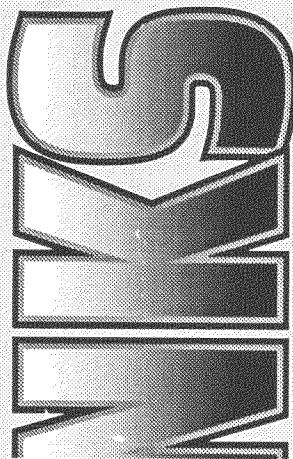


"Don't give me this "Robin Hood" stuff. I'm doin' a job, no more. I give people what they want, an' they pay me out."

"Okay, so maybe I even a few scores here and there, but that's good for business. You make a friend—they'll take you in when the Street's too hot, and they'll pass you a few bits of data when you call in the markers. But that's business."

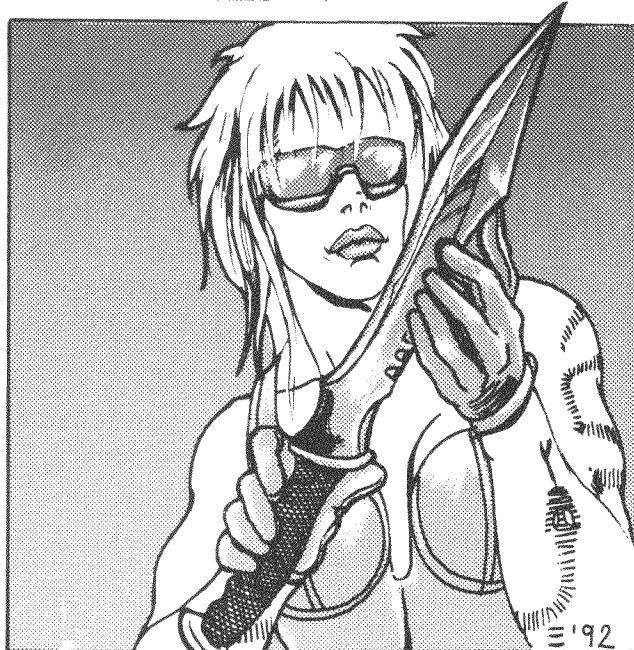
**"I got a slogan...
"How much you pay me?"**

—Phil "Nacho"
Hernandez
Fixer



NOMADS

ROAD WARRIORS AND GYPSIES WHO ROAM THE HIGHWAYS

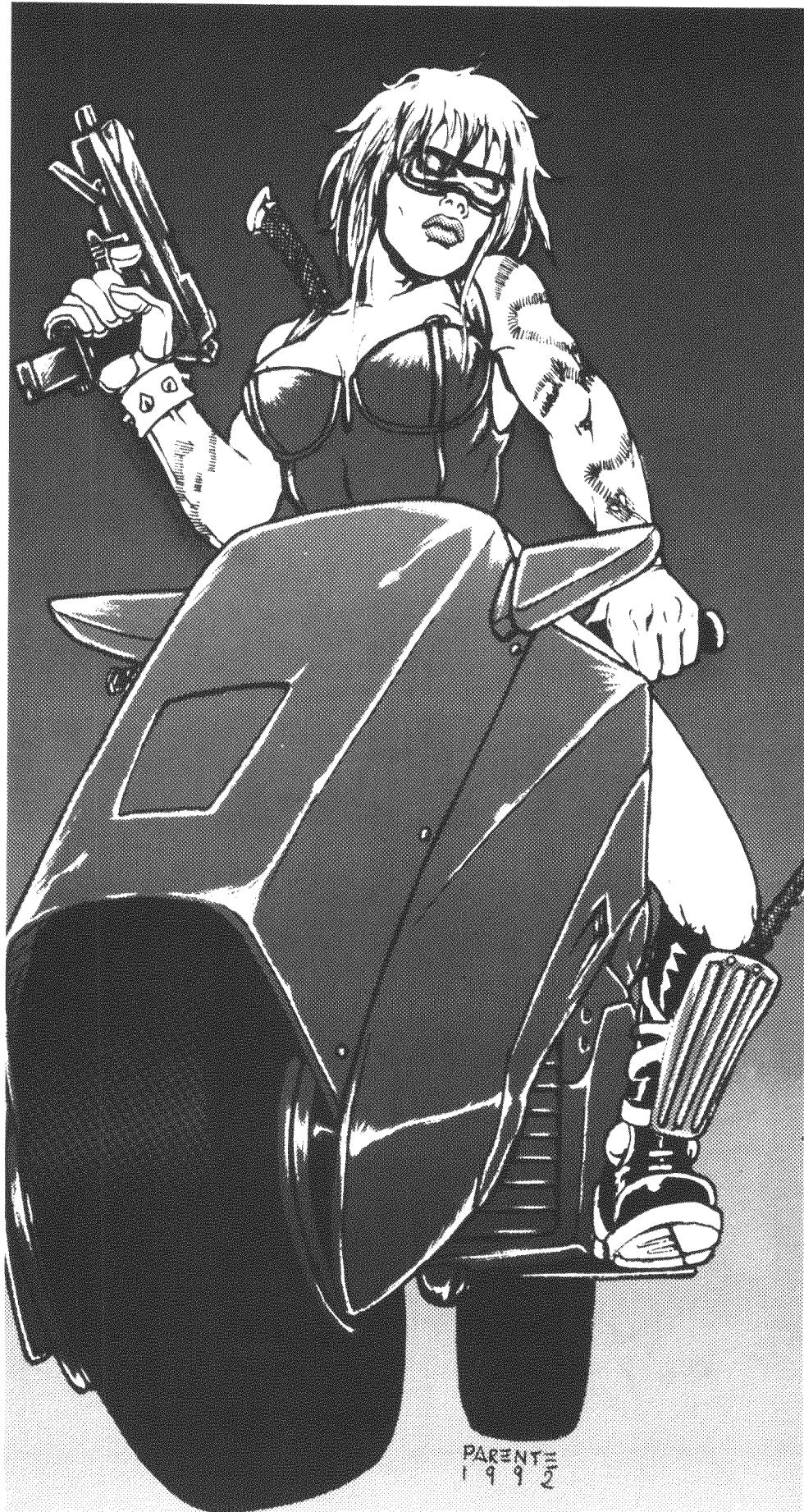


the last. Gradually, your family fell in with a bunch of other homeless families, and they met another group...until you'd created a Nomad pack of nearly two hundred members.

Now, crammed into a huge, ragtag fleet of cars, vans, buses and RV's, your Nomad pack roams the freeways. You look for supplies, odd jobs and spare parts in a world where society has fragmented. The pack is your home—it has teachers, Med Techs, leaders,

and mechanics—it's virtually a town on wheels in which everyone is related by marriage or kinship. Sometimes the Pack pulls into a town just to fuel up or get grub. Other times, it swings south to follow the harvest; you pick crops in trade for cash or food. Less law abiding Packs are like mobile armies, terrorizing cities and hiring out as muscle in Corporate wars. For obvious reasons, the cops don't like Nomads. But it doesn't matter—your vehicles are usually well armored and bristling with stolen weapons; miniguns, rocket launchers and the like. Every kid knows how to use a rifle, and everyone packs a knife. Being homeless in the 2000's isn't easy.

The most visible members of the Pack are the Scouts—leather armored riders on bikes or in fast muscle cars, who protect the convoy from attacks and hunt up safe campsites. As a Scout, you're on the lookout for trouble, and you usually can find enough of it, with rival Nomad Packs, the Law, and the Corporates all after you. Like a modern day cowboy, you ride the hard trail. You've got a gun, a bike and that's all you need. You're a Nomad.



"Guns. Guns and cyberbikes. That's how we hold the line. We don't have any home except the Caravan. We don't have any rights except what we take. We get run out of town by the cops; we get raided by the roadwarrior packs, and we survive because we've got guns and bikes..."

"There's kids, old men and women—families here. This ain't no boostergang. These people are my family."

—Nomad Santiago

VIEW FROM THE EDGE

**ROLES
CHARACTERS
LIFE PATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING**



"They were roaring in at top speed when they hit us. There must have been a hundred of them. We were pinned down and about to be turned into Ground Food Concentrate Number Fifteen. Then Razorjack popped the BigRipps, screamed like a banshee on steroids, and went right over the top of the lead cyberbike."

—Savage Doc

SECTION

2 GETTING CYBERPUNK

Headware is the hardware—the frame which allows the character to interface with the rules. Remember, the disk is not the software, and dice rolls are not your character. Don't get too caught up in the statistics.

Character Points

Character points are the cash of character creation—you use them to "buy" the various "mechanics" aspects of the character, like good looks, a strong, hard body, unshakable cool and street smarts (but not Skills). We've given you three ways to generate Character Points:

Headware: The stuff you need to make a Cyberpunk persona interface with the Rules of the Game.

1) Random:

Roll 9 D10 and total them. You have this many Character Points.

2) Fast: Roll 1D10 for each stat (9 in all), re-rolling any scores of 2 or less. Place rolls in each stat as desired.

3) Cinematic: This option is for Referees only. As the designer of the adventure, the Referee has the option of choosing the number of points for each character based on its position in his or her game.

Major Hero	80pts
Major Supporting Char.	70pts
Minor Hero	75pts
Minor Supporting Char.	60pts
Average	50pts

Note: We could, at this point, warn prospective Referees about the various dodges their players will have for creating "supercharacters." But face it; if they want to create a mondo character, who are we to stop them? You're all big boys and girls now, and if you, as Referee, think your players are getting way outa line, why not just go ahead and waste 'em?

That's the Cyberpunk way.

Dice

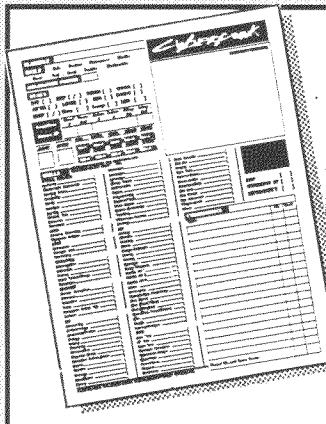
All systems in Cyberpunk use two types of dice; the common, garden variety six sided die (found in most popular games and in Las Vegas), and the more esoteric ten sided die (used exclusively by the Japanese Imperial Navy and in many roleplaying games). Dice are usually referred to in Cyberpunk as a "D", followed by the number of sides of the dice. For example, a normal 6 sided die would be referred to as a "D6". There are a number of ways in which dice can be used, such as:

- Rolling a group of dice together and adding the results (roll 3D6 would mean roll 3 six sided dice to get a value from 3 to 18).
- Rolling one or more dice together and adding another value called a modifier to get a final value, expressed as 1D6+1, or 1D10 -2.
- Rolling two ten sided dice together, designating one to mark the tens place and the other to mark the ones place (called rolling a percentage).

Rounding and Modifying:

In Cyberpunk, if you are asked to divide something and you come up with a decimal value, you will automatically round the result down to the nearest whole number (such as 2.65352 becoming 2). If a modified value (such as 1D6-4) comes out equal to, or below zero, it is automatically equal to 1 unless otherwise specified.

THE HARDCOPY FORM



First thing you're going to need is a place to record all of your information. Photocopy (or draw) your own Hardcopy Form to work on. Make sure you keep a backup of this form, just in case the original gets fragged in the middle of a run.

REMEMBER: THE FUTURE IS DISPOSABLE.

Okay, get out your Hardcopy, roll your dice, and let's start plugging in your character.

Statistics

Each *Cyberpunk* character has nine Statistics—values representing the level of native ability of the character in specific areas of activity. These Stats are rated from two to ten, with two being the worst possible, ten being the best possible, and the average falling at about five or six. Divide your total number of Character Points between each of your nine Stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No Statistic may be less than two or greater than ten.

Intelligence (INT):

This is a measure of your problem solving ability; figuring out problems, noticing things, remembering information. Almost every character type will need a high Intelligence, with Netrunners and Corporates requiring the highest of all.

Reflexes (REF):

This is a combined index, covering not only your basic dexterity, but also how your level of physical coordination will affect feats of driving, piloting, fighting and athletics. Characters who intend to engage in a great deal of combat (such as Solos, Nomads or Rockerboys) should always invest in the highest possible Reflex.

Cool (CL):

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

Technical Ability (TECH):

This is an index of how well you relate to hardware and other technically oriented things. In *Cyberpunk*, the ability to use and repair technology is of paramount importance—TECH will be the Stat used when fixing, repairing and attempting to use unfamiliar tech. While all characters should

have a decent Tech Stat, potential Techies should always opt for the highest possible score in this area.

Luck (LK):

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

Attractiveness (ATT):

This is how good-looking you are. In *Cyberpunk*, it's not enough to be good—you have to look good while you're doing it (Attitude is Everything). Attractiveness is especially important to Medias and Rockerboys, as being good-looking is part of their jobs.

Movement Allowance (MA):

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

RUN: To determine how far your character can run in a single combat round (@3.2 seconds) in meters, multiply your MA by 3. The character can run three times this distance in a full 10 second turn. Write this in the RUN section of your Hardcopy Form.

LEAP: To determine how far your character can leap (from a running start), divide your RUN by 4. Write this in the LEAP section of your Hardcopy Form.

Empathy:

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

LIFE PATH, GEAR & WEAPONS

LIFEPATH

Style

Clothes

Hair

Affectations

Ethnicity

Language

Family Background



Siblings

Motivations

Traits

Valued Person

Value Most

Feel About People

Valued Possession

Life Events

One event for each year after age 16

YEAR

GEAR

WEAPONS

when leading, convincing, seducing or perceiving emotional undercurrents. Empathy is also a measure of how close he/she is to the line between feeling human being and cold blooded cyber-monster (see pg. 73 for details).

Humanity : This is a measure of the toll cybernetics takes on your ability to relate to other living things. Multiply your EMP by 10 to determine how many humanity points you have. Write the result in the box on your Hardcopy Form. Remember: for every 10 points of Humanity lost, you will automatically lose 1 point of EMP. This can have a serious effect on any Empathy-related Skills, as well as forcing you to the edge of cybernetic-induced psychosis.

Body Type (BT)

Strength, Endurance and Constitution are all based on the character's Body Type. Body Type determines how much damage you can take in wounds, how much you can lift or carry, how far you can throw (pg. 99), how well you recover from shock, and how much additional damage you cause with physical attacks. Body Type is important to all character types, but to Solos, Rockerboys and Nomads most of all.

BODY TYPES & POINTS

2 pts	Very Weak
3-4 pts	Weak
5-7 pts	Average
8-9 pts	Strong
10 pts	Very Strong

You may carry up to 10x your Body Type in kg. You may also dead lift 40 times your Body Type in kg.

Save Number

Your character's **Save Number** is a value equal to your Body Type. To make saves, you must roll a value on 1D10 equal to or lower than this number. There are two types of saves in Cyberpunk:

Stun Saves: When you take damage in Cyberpunk, or have been exposed to

knockout drugs, you will be required to make a **Stun Save**. If you fail a Stun Save, you will automatically be knocked out of combat and be unable to recover until you can make a *successful* Stun Save in a following combat turn. You may make one Save roll every turn until you succeed.

**"Dead is Dead.
Parts is Parts. Dead
guys is Parts."**
—Ripperjack

Death Saves: When you have been Mortally Wounded (see *Friday Night Firefight*, pg. 104), or when you have encountered certain types of poisons, you

will need to make a Save against **Death**. On a failed roll, you're Body Bank fodder.

Take a moment to find the Save box on your Hardcopy Form and fill it in.

Body Type Modifier (BTM)

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

BODY TYPE MODIFIER TABLE

Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman*	-5

*Possible only with cybernetics

For example, say you took ten points of damage. If you were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

Find the Body Type Modifier (BTM) box on your Hardcopy Form and fill it in. Remember; no matter how cybered up you get, make sure you're solid meat underneath.

**"Attention,
Bodybankers!
We've got a
Blue Light
Special going
on right now in
Cryo chamber
Number
Fifteen! We've
got eyes in all
colors and
conditions,
going for half
price! Hurry on
down to
Chamber
Fifteen for best
selection, and
get 'em before
they spoil..."**

—Medicross
Preservation

MASTER SKILL LIST**SPECIAL ABILITIES**

Authority (Cop)
Combat Sense (Solo)
Charis. Leaderh p (Rocker)
Credibility (Media)
Family (Nomad)
Interface (Netrunner)
Jury Rg (Techie)
Medical Tech (Medtechie)
Resources (Corp)
Streetdeal (Fixer)

ATTR

Personal Grooming
Wardrobe & Style

BODY

Endurance
Strength Feat
Swimming

COOL/WILL

Interrogation
Intimidate
Oratory
Resist Torture Drugs
Streetwise

EMPATHY

Human Perception
Interview
Leadership
Seduction
Social
Persuasion & Fast Talk
Perform

INT

Accounting
Anthropology
Awareness/Notice
Biology
Botany
Chemistry
Composition
Diagnose Illness
Education & Gen. Know
Expert
Gamble
Geology
Hide/Evade
History

Know Language (choose)
Library Search
Mathematics
Physics
Programming
Shadow/Pack
Stock Market
System Knowledge
Teaching
Wilderness Survival
Zoology

REF

Archery
Athletics
Brawling
Dance

Dodge & Escape
Driving
Fencing
Handgun

Heavy Weapons
Martial Art (choose type)
Melee

Motorcycle
Operate Hvy. Machinery

Pilot (Gyro)
Pilot (Fixed Wing)

Pilot (Drivable)
Pilot (Vect.Thrust Vehicle)

Rifle
Stealth

Submachinegun

TECH

Aero Tech
AV Tech

Basic Tech
Cryotank Operation

Cyberdeck Design
CyberTech

Demolitions
Disguise

Electronics
First Aid

Forgery
Gyro Tech

Paint or Draw
Photo & Film

Pharmaceuticals
Pick Lock

Pick Pocket

Play Instrument
Weaponsmith

Fast and Dirty Expendables

As you'll soon realize, the *Cyberpunk* character generation system is designed to give you a lot of flexibility. You can tailor the character the way you want it, with lots of personal touches all through the process.

But when you need to generate a horde of faceless boostergangers, you're not going to want to invest this kind of time and energy. Instead, you'll need something fast and easy to help you create endless supplies of baddies to be mowed down like chaff by your player characters.

The five step **FAST CHARACTER SYSTEM** below allows you to generate a large supply of faceless guards, killers, corps and bad guys on demand. A quick run through Lifepath can create a fast and dirty background to match your fast and dirty NPCs. So go ahead and waste 'em! *We'll make more!*

Step One: Generate Stats

1) Roll 2D6 nine times, writing down each roll. If a roll is 11 or greater, reroll that value. Place each number in one Stat until all Stats are filled.

Step 2: Pick a Role & Skills

1) Select a role for the character. Write its Career Skill Package (pg.44) in the appropriate space, dividing 40 points between these skills.

2) If the character is an advanced NPC, roll an additional 2D10 and distribute these points among 5 pickup skills.

Step 3: Pick Cyberware (see pg. 76-79)

Roll 1D10. Solos roll 6 times. All others roll 3 times. If duplicate rolls, re-roll.

1) Cyberoptics (Roll 1D6 for type)

- 1 Infrared
- 2 Lowlight
- 3 Camera
- 4 Dartgun
- 5 Antidazzle
- 6 Targeting scope

2) Cyberarm with gun (Roll 1D6 for type)

- 1 Med. Pistol
- 2 Light Pistol

- 3 Med. Pistol
- 4 Light Submachinegun
- 5 Very Heavy Pistol
- 6 Heavy Pistol

3) Cyberaudio (Roll 1D6 for type)

- 1 Wearmant™
- 2 Radio Splice
- 3 Phone link
- 4 Amplified Hearing
- 5 Sound Editing
- 6 Digital Recording Link

4) Big Knucks

- 5) Rippers
- 6) Vampires
- 7) Slice n'dice
- 8) Reflex Boost (Kerenzikov)
- 9) Reflex Boost (Sandevistan)
- 10) Nothing

Step 4: Armor & Weapons

Roll 1D10, adding modifier below:

Roll	Armor	Weapon
1	Heavy Leather	Knife
2	Armor Vest	Light Pistol
3	Light Armor Jacket	Medium Pistol
4	Light Armor Jacket	Heavy Pistol
5	Med. Armor Jacket	Heavy Pistol
6	Med. Armor Jacket	Light SMG
7	Med. Armor Jacket	Lt. Assault Rifle
8	Hvy. Armor Jacket	Med. Assault Rifle
9	Hvy. Armor Jacket	Hvy. Assault Rifle
+10	MetalGear™	Hvy. Assault Rifle

• Rockers, Corps, Netrunners, Fixers, Techies: add 0 to roll.

• Nomads, Cops: add +2 to roll.

• Solos: add +3 to roll.

Step 5: Write it down.

Fill out an NPC (Non-player Character) sheet, as shown below:

NAME	ROLE						
STATS							
INT []	REF [/]	TECH []	COOL []				
ATTR []	LUCK []	MA []	BODY []				
EMP [/]	Run []	Leap []	Lif []				
Location		Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP							
SAVE	BTM	LIGHT Stun=0	SERIOUS Stun=1	Critical Stun=2	MORTAL Stun=3	MORTAL Stun=4	MORTAL Stun=5
		MORTAL Stun=2	MORTAL Stun=3	MORTAL Stun=4	MORTAL Stun=5	MORTAL Stun=6	MORTAL Stun=7
		Stun=5	Stun=6	Stun=7	Stun=8	Stun=9	
Cybernetics							
Special Ability							
Skills							
Possessions							

© R.TalSORIAN Games, 1990. Permission granted for personal photocopying only.

NAME		ROLE	
-------------	--	-------------	--

STATS

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

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

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTALO	MORTAL1
		<input type="checkbox"/>				
		<i>Stun=0</i>	<i>Stun=-1</i>	<i>Stun=-2</i>	<i>Stun=-3</i>	<i>Stun=-4</i>
		<input type="checkbox"/>				
		<i>MORTAL 2</i>	<i>MORTAL3</i>	<i>MORTAL4</i>	<i>MORTAL5</i>	<i>MORTAL6</i>
		<input type="checkbox"/>				
		<i>Stun=-5</i>	<i>Stun=-6</i>	<i>Stun=-7</i>	<i>Stun=-8</i>	<i>Stun=-9</i>

Cybernetics
Special Ability
Skills
Possessions

© R.Talsorian Games, 1991. Permission granted for personal photocopying only.

NAME		ROLE	
-------------	--	-------------	--

STATS

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

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

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTALO	MORTAL1
		<input type="checkbox"/>				
		<i>Stun=0</i>	<i>Stun=-1</i>	<i>Stun=-2</i>	<i>Stun=-3</i>	<i>Stun=-4</i>
		<input type="checkbox"/>				
		<i>MORTAL 2</i>	<i>MORTAL3</i>	<i>MORTAL4</i>	<i>MORTAL5</i>	<i>MORTAL6</i>
		<input type="checkbox"/>				
		<i>Stun=-5</i>	<i>Stun=-6</i>	<i>Stun=-7</i>	<i>Stun=-8</i>	<i>Stun=-9</i>

Cybernetics
Special Ability
Skills
Possessions

© R.Talsorian Games, 1991. Permission granted for personal photocopying only.

NAME		ROLE	
-------------	--	-------------	--

STATS

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

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

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTALO	MORTAL1
		<input type="checkbox"/>				
		<i>Stun=0</i>	<i>Stun=-1</i>	<i>Stun=-2</i>	<i>Stun=-3</i>	<i>Stun=-4</i>
		<input type="checkbox"/>				
		<i>MORTAL 2</i>	<i>MORTAL3</i>	<i>MORTAL4</i>	<i>MORTAL5</i>	<i>MORTAL6</i>
		<input type="checkbox"/>				
		<i>Stun=-5</i>	<i>Stun=-6</i>	<i>Stun=-7</i>	<i>Stun=-8</i>	<i>Stun=-9</i>

Cybernetics
Special Ability
Skills
Possessions

© R.Talsorian Games, 1991. Permission granted for personal photocopying only.

NAME		ROLE	
-------------	--	-------------	--

STATS

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

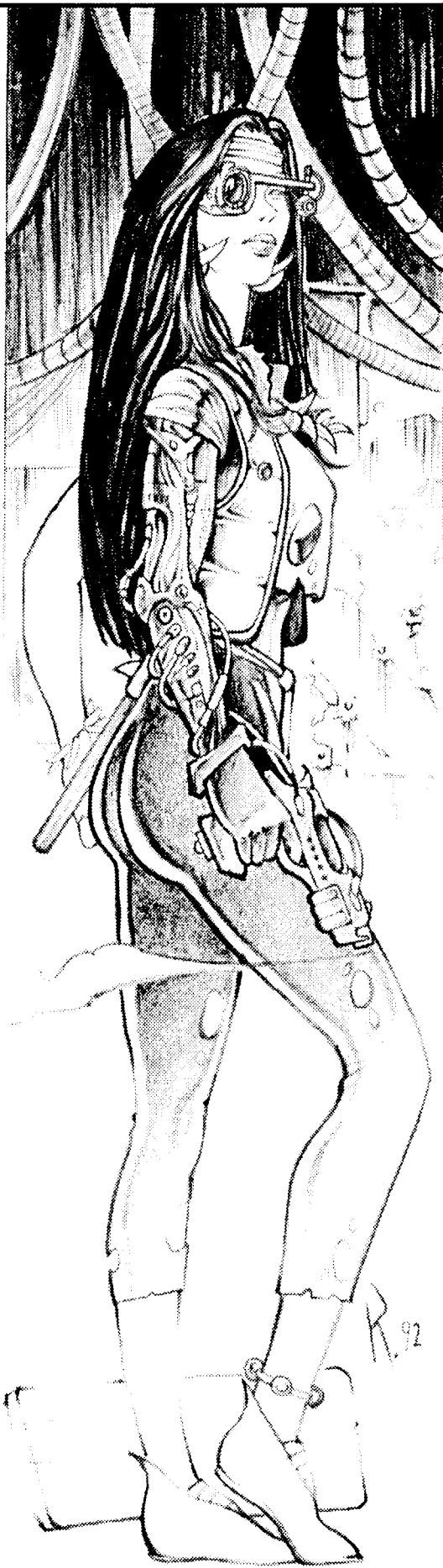
Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE	BTM	LIGHT	SERIOUS	CRITICAL	MORTALO	MORTAL1
		<input type="checkbox"/>				
		<i>Stun=0</i>	<i>Stun=-1</i>	<i>Stun=-2</i>	<i>Stun=-3</i>	<i>Stun=-4</i>
		<input type="checkbox"/>				
		<i>MORTAL 2</i>	<i>MORTAL3</i>	<i>MORTAL4</i>	<i>MORTAL5</i>	<i>MORTAL6</i>
		<input type="checkbox"/>				
		<i>Stun=-5</i>	<i>Stun=-6</i>	<i>Stun=-7</i>	<i>Stun=-8</i>	<i>Stun=-9</i>

Cybernetics
Special Ability
Skills
Possessions

© R.Talsorian Games, 1991. Permission granted for personal photocopying only.

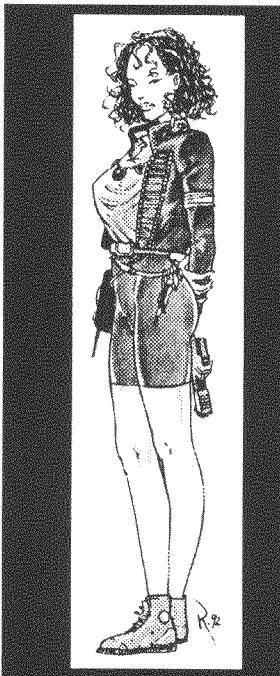
**ROLES
CHARACTERS
LIFEPATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING**



"I remember she told me she was born in Miami, about 2004 or so...She was pretty sure, because she could still remember what it'd been like when the Euros rocked Washington and the near miss took out Tampa..."

"She had these incredible blue eyes; clear through and through, like crystals of lace, and a smile from a magazine dream. 'Course, the eyes were Teknics 2350's, and the smile really was from a magazine—nice biosculpt job. It didn't matter how much was real in the end. I still fell hard for her. I'm that type."

—Johnny Silverhand



EVERYONE ON THE STREET HAS A STORY. WHAT'S YOURS?

The way to find out is by using this Lifepath.

From its pages, you'll discover your past; enemies, friends, lovers and liars. The Lifepath will give you the clues you need to make this person work for you. It'll also give your Referee some idea of how to put an adventure around a bunch of numbers.

SECTION

3 TALES FROM THE STREET

It's like climbing out of the clone vat.

You got this half-formed person standing there, dripping with slime. You got some stats, maybe an vague idea of where you're going with the character, but nothing else.

So how do you take this Blank and make him really *Cyberpunk*?

You start with the Lifepath. Lifepath is a flowchart of "plot complications", designed to help you give your *Cyberpunk* character an authentically dark future background.

Its seven sections cover your national and ethnic origins, your family, friends, enemies, personal habits and even key events on a yearly basis. It's intended primarily as a guide; if you encounter something you don't think fits the character you've envisioned, feel free to change the path as you see fit. Use the back of your *Hardcopy* sheet to record your Lifepath. Remember; *Cyberpunk* hinges on roleplaying, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

STREETSLANG

SOME COMMON TERMS OF THE 21ST CENTURY

AI: Artificial Intelligence; a computer with full self awareness.

Booster: any member of a gang that affects cyberwear, leather clothing and random violence.

Combat drugs: any one of a series of designer drugs created to increase speed, stamina and reflexes. **Chilled:** to be cool; to be together. **Chippin' In:** To buy cyberwear for the first time. To cast your lot with a group. To connect with a machine.

Chombatta (Choomba): Neo-Afro American slang for friend, family member.

CHOOH² ("choo") Streetslang for alcohol, as used in vehicle power plants. The vast majority of vehicles in the 2000's are fueled by an advanced form of alcohol with a higher burning temperature than normal methanol.

Chromer: 21st century heavy metal rock fan. See also *Chromatic rocker*, *Chromatic rock*.

Chromatic rock: a type of heavy metal characterized by heavy electronics, simple rhythms and violent lyrics.

Cybered Up: to get as much cyberwear implanted as possible before you go over the Edge.

Data Term: a streetcorner information machine, with a screen, Net inputs, and keyboard.

Disk: record, recording; a laser disk. **'Dorphs:** Streetslang for synthetic endorphins, a designer drug that increases healing powers, limits fatigue, and produces a "rush" similar to a second wind.

Exotic: a human biosculpted with non-human elements; fur, long ears, fangs, etc.

The Face: The Interface. Jacking into the Net.

Flatline: to kill. A dead person or thing.

Go LEO: to make the trip into Low Earth Orbit; i.e., to visit one of the inner space stations.

Gyro: small one or two man helicopters, used mostly in police work and Corporate strike operations.

Handle: a nickname; a working name you are known by on the Street.

Hydro: Streetslang for hydrogen fuel, used to power a sizable number of vehicles in the 2000's.

Input: girlfriend.

Keyboard: Streetslang for a computer interface deck with manual keys. Also a terminal.

Netrun: to interface with the Net and use it to hack into Data Fortresses.

START HERE

1) Origins and Personal Style

What do you look like and where do you come from?

DRESS & PERSONAL STYLE

In *Cyberpunk*, what you look like is what you are. Fashion is action, and style is everything. Roll 1D10 three times (once per column) to decide what your style is.

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

ETHNIC ORIGINS

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

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

Output: boyfriend.

Polymer one shot: any cheap plastic pistol, usually in the 5 to 6mm range.

Posergang: any group whose members all affect a specific look, style or bodysculpt job.

Ripperdoc: surgeon specializing in implanting illegal cyberwear.

Ronin: a freelance assassin or mercenary. Usually considered to be untrustworthy.

Rockerboy/girl: a musician or performer who uses his or her art to make political or social state-

ments. Rockerboys are not the same as rockstars, who are usually "owned" by recording mediacorps and are apolitical.

Samurai: a corporate assassin or mercenary, hired to protect Corporation property or make strikes against other Corporate holdings.

Slammit On: to get violent; to attack someone without reason.

The Street: wherever you live, late at night. The Subculture; the Underground.

Stuffit: to have sex. Also; to forget about something.

2) Family Background

Who are you, and where did you come from? Everybody on the Street has a story and a past they're trying to live with. What's yours?

FAMILY RANKING

Choose or roll one:

- 1 Corporate Executive
 - 2 Corporate Manager
 - 3 Corporate Technician
 - 4 Nomad Pack
 - 5 Pirate Fleet
 - 6 Gang Family
 - 7 Crime Lord
 - 8 Combat Zone Poor
 - 9 Urban homeless
 - 10 Arcology family
- Go to **PARENTS**

PARENTS

Choose or roll one:

- 1-6 Both parents are living. Go to **FAMILY STATUS**
- 7-10 Something has happened to one or both parents. Go to **SOMETHING HAPPENED TO YOUR PARENTS.**

SOMETHING HAPPENED TO YOUR PARENTS

Choose or roll one:

- 1 Your parent(s) died in warfare
 - 2 Your parent(s) died in an accident
 - 3 Your parent(s) were murdered
 - 4 Your parent(s) have amnesia and don't remember you
 - 5 You never knew your parent(s)
 - 6 Your parent(s) are in hiding to protect you
 - 7 You were left with relatives for safekeeping
 - 8 You grew up on the Street and never had parents
 - 9 Your parent(s) gave you up for adoption
 - 10 Your parent(s) sold you for money
- Go to **FAMILY STATUS**

FAMILY STATUS

Choose or roll one:

- 1-6 Family status in danger, and you risk losing everything (if you haven't already) Go to **FAMILY TRAGEDY**
- 7-10 Family status is OK, even if parents are missing or dead. Go to **CHILDHOOD ENVIRONMENT**

CHILDHOOD ENVIRONMENT

Your Childhood was (choose or roll one):

- 1 Spent on the Street, with no adult supervision
 - 2 Spent in a safe Corporate Suburbia
 - 3 In a Nomad Pack moving from town to town
 - 4 In a decaying, once upscale neighborhood
 - 5 In a defended Corporate Zone in the central City
 - 6 In the heart of the Combat Zone
 - 7 In a small village or town far from the City
 - 8 In a large arcology city
 - 9 In an aquatic Pirate Pack
 - 10 On a Corporate controlled Farm or Research Facility
- Go to **SIBLINGS**

FAMILY TRAGEDY

Choose or roll one:

- 1 Family lost everything through betrayal
 - 2 Family lost everything through bad management
 - 3 Family exiled or otherwise driven from their original home/nation/corporation
 - 4 Family is imprisoned and you alone escaped.
 - 5 Family vanished. You are the only remaining member
 - 6 Family was murdered /killed and you were the only survivor
 - 7 Family is involved in a longterm conspiracy, organization or association, such as a crime family or revolutionary group
 - 8 Your family was scattered to the winds due to misfortune
 - 9 Your family is cursed with a hereditary feud that has lasted for generations
 - 10 You are the inheritor of a family debt; you must honor this debt before moving on with your life
- Go to **CHILDHOOD ENV.**

SIBLINGS

You may have up to 7 brothers/sisters.

Roll 1D10. 1-7 is equal to the number of siblings you have. On 8-10, you are an only child. For each brother or sister:

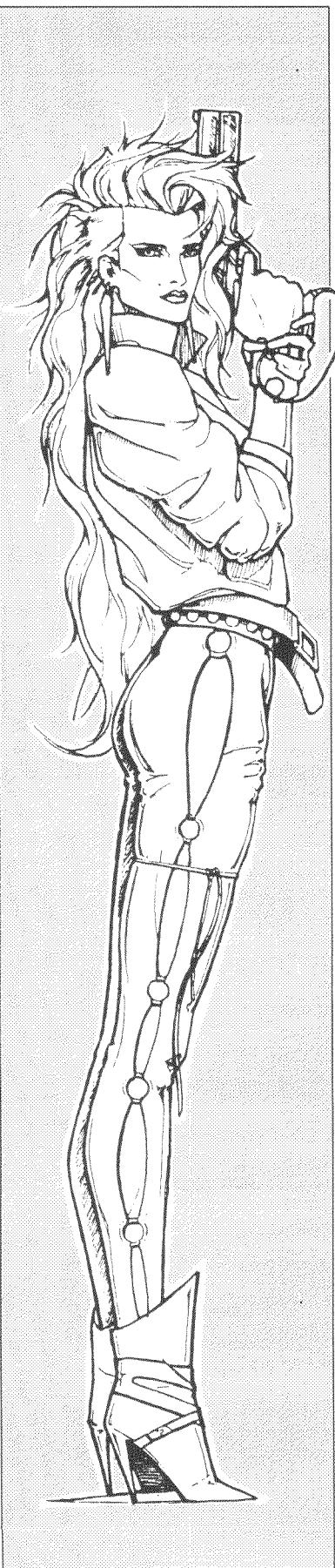
1) Roll 1D10. Even: the sibling is male. Odd: the sibling is female.

2) Roll age, relative to yourself

- 1-5 =older
6-9=younger
10=twin

3) For each sibling, choose or roll their feelings about you:

- 1-2 Sibling dislikes you
3-4 Sibling likes you
5-6 Sibling neutral
7-8 They hero worship you
9-10 They hate you
- Go to **MOTIVATIONS**



3) Motivations

What makes you tick? Will you back up your friends or go for the main chance? What's important to you?

PERSONALITY TRAITS

Choose or roll one:

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

PERSON YOU VALUE MOST

Choose or roll one:

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

WHAT DO YOU VALUE MOST?

Choose or roll one:

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

YOUR MOST VALUED POSSESSION

Choose or roll one:

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

HOW DO YOU FEEL ABOUT MOST PEOPLE?

Choose or roll one:

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

GO TO LIFE EVENTS

4) Life Events

You know where you came from and what you look like. Now let's take a look at the major events that made you what you are. Roll 2D6 + 16 to determine your character's age, or pick any age 16 or greater. For each year of your character's life past age 16, roll 1D10, check the chart below, and go to that section of the Lifepath. What happens there is the major event that shaped your character's life for that year. When you're done, come on back here and roll the next year's main event.

- | | |
|-------------|-----------------------------------|
| 1-3 | Big Problems, Big Wins |
| 4-6 | Friends & Enemies |
| 7-8 | Romantic Involvement |
| 9-10 | Nothing Happened That Year |

4(a) Big Problems, Big Wins

Living on the Edge means taking big risks. This year, you took some serious chances. Did it pay off or did you go down in the street? Roll 1D10. On an even roll, you scored big. On an odd roll, you took a hit.

DISASTER STRIKES!

Roll 1D10:

- 1 **Financial Loss or Debt:** Roll 1D10x100. You have lost this much in Eurodollars. If you can't pay this now, you have a debt to pay, in cash—or blood.
- 2 **Imprisonment:** You have been in prison, or possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.
- 3 **Illness or addiction:** You have contracted either an illness or drug habit in this time. Lost 1 pt of REF permanently as a result.
- 4 **Betrayal:** you have been backstabbed in some manner. Roll another D10. 1-3, you are being blackmailed. 4-7, a secret was exposed. 8-10, you were betrayed by a close friend in either romance or career (you choose).
- 5 **Accident:** You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 from your ATT. 5-6, you were hospitalized for 1D10 months that year. 7-8, you have lost 1D10 months of memory of that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
- 6 **Lover, friend or relative killed:** You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10, they were murdered and you know who did it. You just need the proof.
- 7 **False Accusation:** You were set up. Roll 1D10. 1-3, the accusation is theft. 4-5 it's cowardice. 6-8 it's murder. 9 it's rape. 10, it's lying or betrayal.
- 8 **Hunted by the Law:** You are hunted by the law for crimes you may or may not have committed (your choice). Roll 1D10. 1-3, only a couple local cops want you. 4-6, it's the entire local force. 7-8 it's the State Police or Militia. 9-10, it's the FBI or equivalent national police force.
- 9 **Hunted by a Corporation:** You have angered some corporate honcho. Roll 1D10. 1-3, it's a small, local firm. 4-6, it's a larger corp with offices statewide. 7-8; it's a big, national corp with agents in major cities nationwide. 9-10; it's a huge multinational with armies, ninja and spies everywhere.
- 10 **Mental or physical incapacitation:** You have experienced some type of mental or physical breakdown. Roll 1D10. 1-3, it's some type of nervous disorder, probably from a bioplague—lose 1 pt. REF. On 4-7, it's some kind of mental problem; you suffer anxiety attacks and phobias. Lose 1 pt from your CL stat. 8-10, it's a major psychosis. You hear voices, are violent, irrational, depressive. Lose 1 pt from your CL, 1 from REF.

Go To **WHAT ARE YOU GONNA DO ABOUT IT?**

YOU GET LUCKY

Roll 1D10:

- 1 **Make a Powerful Connection in City Government:** Roll 1D10. 1-4, it's in the Police Dept. 5-7, it's in the District Attorney's Office. 8-10, it's in the Mayor's Office.
- 2 **Financial Windfall:** Roll 1D10x100 for amount in Eurodollars.
- 3 **Big Score** on job or deal! Roll 1D10x100 for amount in Eurodollars.
- 4 **Find a Sensei (teacher)** Begin at +2 or add +1 to a Martial Arts Skill of your choice.
- 5 **Find a Teacher:** Add +1 to any INT based skill, or begin a new INT based skill at +2.
- 6 **Powerful Corporate Exec** owes you one favor.
- 7 **Local Nomad Pack** befriends you. You can call upon them for one favor a month, equivalent to a Family Special Ability of +2.
- 8 **Make a Friend on the Police Force.** You may use him for inside information at a level of +2 Streetwise on any police related situation.
- 9 **Local Boostergang likes you** (Who knows why. These are Boosters, right?) You can call upon them for 1 favor a month, equivalent to a Family Special Ability of +2. But don't push it.
- 10 **Find a Combat Teacher.** Add +1 to any weapon skill with the exception of Martial Arts or Brawling, or begin a new combat skill at +2.

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

WHAT ARE YOU GONNA DO ABOUT IT?

Choose or roll one:

- 1-2 Clear your name
- 3-4 Live it down and try to forget it.
- 5-6 Hunt down those responsible and *make them pay!*
- 7-8 Get what's rightfully yours
- 9-10 Save, if possible, anyone else involved in the situation.

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

VIEW FROM THE EDGE

LIFEPATH

4b) Friends & Enemies

Living on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year. Roll 1D10. On a 1-5, you made a friend. On a 6-10, you made an enemy.

MAKE AN ENEMY

You've gotten in someone's face. Enemies are a way of life in *Cyberpunk*, so don't skip this step. For each enemy, choose or roll sex on 1D10.
EVEN=Male
ODD=Female

This enemy is (choose or roll one):

- 1 Ex friend
 - 2 Ex lover
 - 3 Relative
 - 4 Childhood enemy
 - 5 Person working for you.
 - 6 Person you work for
 - 7 Partner or co-worker
 - 8 Booster gang member
 - 9 Corporate Exec
 - 10 Government Official
- Go to **THE CAUSE**

THE CAUSE

This emnity started when one of you (choose or roll one):

- 1 Caused the other to lose face or status
 - 2 Caused the loss of a lover, friend or relative
 - 3 Caused a major humiliation
 - 4 Accused the other of cowardice or some other personal flaw
 - 5 Caused a physical disability: (Roll 1D6. 1-2= lose eye. 3-4=lose arm. 5-6=badly scarred)
 - 6 Deserted or betrayed the other
 - 7 Turned down other's offer of job or romantic involvement
 - 8 You just didn't like each other
 - 9 Was a romantic rival
 - 10 Foiled a plan of the other's
- Go to **WHO'S FRACKED**

WHO'S

FRACKED OFF?

Choose or roll one:

- 1-4 They hate you
 - 5-7 You hate them
 - 8-10 The feeling's mutual
- Go to **WHATCHA GONNA...**

WHAT CAN HE

THROW AGAINST YOU?

What kind of forces can your enemy put on the table to stop you? (Choose or roll one):

- 1-3 Just himself
- 4-5 Himself and a few friends
- 6-7 An entire Gang
- 8 A small Corporation
- 9 A large Corporation
- 10 An entire Government Agency

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

WHATCHA' GONNA DO ABOUT IT?

If the two of you met face to face, the injured party would most likely (Choose or roll one):

- 1-2 Go into a murderous, killing rage and rip his face off!
- 3-4 Avoid the scum
- 5-6 Backstab him indirectly
- 7-8 Ignore the scum
- 9-10 Rip into him verbally

Go to **WHAT CAN HE ..**

MAKE A FRIEND

You lucked out and made a new friend (a rare occurence in the *Cyberpunk* world). For each new friend, choose or roll sex on 1D10:
EVEN=Male
ODD=Female

Choose or roll your relationship to this friend:

- 1 Like a big brother/sister to you
- 2 Like a kid sister/brother to you
- 3 A teacher or mentor
- 4 A partner or co-worker
- 5 An old lover (choose which one)
- 6 An old enemy (choose which one)
- 7 Like a foster parent to you
- 8 A relative
- 9 Reconnect with an old childhood friend
- 10 Met through a common interest.

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

Who is this person?

Move over to Personal Style (pg. 34) and Motivations (pg. 34) and make a few rolls to find out what your friend or enemy is like.

4c) Romantic Life

There's more to life than just combat and bad breaks. Romance is also part of living on the Edge. If you're here, you had some romantic action as your major event this year. Start by finding out HOW IT WORKED OUT, below:

HOW IT WORKED OUT

Roll one, then go to that section:

- 1-4 Happy love affair (go back to **LIFE EVENTS**)
- 5 **TRAGIC LOVE AFFAIR**
- 6-7 **LOVE AFFAIR WITH PROBLEMS**
- 8-10 Fast Affairs and Hot Dates (go back to **LIFE EVENTS**)

TRAGIC LOVE AFFAIR

Choose or roll one:

- 1 Lover died in accident
- 2 Lover mysteriously vanished
- 3 It didn't work out
- 4 A personal goal or vendetta came between you
- 5 Lover kidnapped
- 6 Lover went insane
- 7 Lover committed suicide
- 8 Lover killed in a fight
- 9 Rival cut you out of the action
- 10 Lover imprisoned or exiled

Go To **MUTUAL FEELINGS**

LOVE AFFAIR WITH PROBLEMS

Choose or roll one:

- 1 Your lover's friends/family hate you
- 2 Your lover's friends/family would use any means to get rid of you
- 3 Your friends/family hate your lover
- 4 One of you has a romantic rival
- 5 You are separated in some way
- 6 You fight constantly
- 7 You're professional rivals
- 8 One of you is insanely jealous
- 9 One of you is "messing around"
- 10 You have conflicting backgrounds and families

Go back to **LIFE EVENTS AND ROLL FOR NEXT YEAR.**

MUTUAL FEELINGS

Choose or roll one:

- 1 They still love you
- 2 You still love them
- 3 You still love each other
- 4 You hate them
- 5 They hate you
- 6 You hate each other
- 7 You're friends
- 8 No feeling's either way; it's over
- 9 You like them, they hate you
- 10 They like you, you hate them

Go back to **LIFE EVENTS AND ROLL FOR NEXT YEAR**

Was it worth the pain? Move over to the Personal Style (pg.34) and the Motivations Sections (pg.36) and make a few rolls to find out what your lover was like and whether you'd do it all over again if he/she walked back into your life. Because with your luck, it might just happen.



VIEW FROM THE EDGE

**ROLES
CHARACTERS
LIFE PATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING**



"You say you've done this kinda thing before?"

Silence. Then, "Yep."

A long pause. Click. Rattle. Click.

"You're sure?"

"Yep."

Long pause...Click. Whir. Click. "Uh...Ice?"

"Ripper, shut up before I cross a wire and wipe out half the City in a thermonuclear accident."

"Uh...right." Click. Whir. Rattle.

HOW LONG WILL IT TAKE?

Some Sample Times:
Fixing a simple electronic device 5 min.

Fixing a complex electronic device 20min.

Fixing a gun 5 min.

Fixing a laser, taser or maser 10 min.

Fixing a tire 5-6 min.

Fixing an engine 10-20 min.

Rebuilding an engine 2 days

Looking for a hidden object 2-5 min.

Opening a simple mechanical lock 1-2 min.

Opening a complex mechanical lock 5-10 min.

Opening a simple electronic lock 3-4 min.

Opening a complex electronic lock 5-10 min.

Searching a database 5-20 min.

Designing a cyberdeck 1-3 days

Putting on a disguise 3 min.

FEELIN' LUCKY, PUNK?

Remember; you can use points from your Luck Stat to "boost" a roll. You can use any or all of your LUCK to do this, up to the full amount per game session, by announcing your intention to use LUCK points before making the roll.

SECTION

4 WORKING

Skill Checks

Most of the time, your character will be able to do most ordinary things without difficulty; walk, talk, open a can of *Protein Food Complex 35* without gagging. But certain things will require that the character make a **Skill Check** to see if he can actually do what he wanted to.

Ref-Set Difficulties

Each task is rated by the Referee from **Easy** to **Nearly Impossible**. Each rating has a corresponding numerical value, called a **Difficulty**.

TASK DIFFICULTIES

Easy	10+
Average	15+
Difficult	20+
Very Difficult	25+
Nearly Impossible	30+

Giving It Your Best Shot

When making a Skill Check, first, determine which of your stats is the most appropriate to use to perform the action. For example, if you were trying to stand on your head, REF would be best. If you were deciphering a code, INT would be the most appropriate.

Next, if you have any one Skill directly relating to the task at hand, add that skill to the stat. You may apply only one Skill to a task at any time. The subject of Skills (and how you get them) is covered on pages 42 through 54, but right now, we're just interfacing you with the concept of tasks.

Finally, roll 1D10 and add the combined total of your die roll, your Stat, and your selected Skill. Compare your total with the Task's Difficulty (as determined by the Referee). **If your total is equal or higher, you have succeeded; on a lower roll, you have failed.**

Here's an example: Johnny Silverhand needs to break into a locked room, a task the Referee considers to require some training. As such, it has a Difficulty of 15. Johnny's most applicable stat is Technical, because this is a Task that requires manipulating a mechanical object. Johnny isn't much of a techie (his Tech stat is only +3, enough to fix his guitar strings and plug in his amp). But Johnny also picked up Pick Lock +3 as one of his early Pickup skills. This gives him a Base Ability of 6. Johnny will need to roll at least a 9 to pick this lock.

TASKS & SKILLS

Difficulty Modifiers

Complex Repair	+2
Very Complex Repair	+4
"It's Never Been Done Before"	+6
Don't have the right parts	+2
Don't have the right tools	+3
Unfamiliar tools, weapon or vehicle	+4
Under stress	+3
Under attack	+3 to +4
Wounded	+2 to +6
Drunk, drugged or tired	+4
Hostile Environment	+4
Very Hostile Environment	+6
Lack of instructions for task ..	+2
All the other characters are "kibbitzing" while you're trying to do the task	+3
Has never performed this task before	+1
Difficult Acrobatics involved ..	+3
Very Difficult Acrobatics involved	+4
Impossible Acrobatics involved	+5
Information hidden, secret or obscure	+3
Well-hidden clue, secret door, panel, etc.	+3
Complex program	+3
Very complex program	+5
Complex lock	+3
Very complex lock	+5
Target on guard or alerted ...	+3
Brightly lit area	+3
Insufficient light	+3
Pitch Blackness	+4
Trying to perform secretive task while under observation	+4



Opposed Tasks

If you are making an attempt against another player character, the opposing player will combine his most applicable stat, skill and 1D10 roll. On an equal or higher roll, the defending player wins.

Difficulty Modifiers

Difficulty Modifiers are values which are added to the difficulty of a task, reflecting adverse conditions or extra problems. Modifiers work best when you are dealing with very ticklish or picky situations; things where life and death tasks must be performed. At these times, players will want every advantage they can get, and a simple decision like "The task is Very Difficult." will create more friction than its worth. At these times, you will probably want to make the steps of the task clear by creating a Difficulty through stacking modifiers. In addition, modifiers allow you, as the Referee, to determine the relative difficulty of doing something and the effect of prevailing conditions.

Automatic Failure, Critical Success

On a natural die roll of 1, you have failed. Roll an additional 1D10 and check the result

on the Fumble Table (pg. 43) to see what (if anything) happens.

On a natural roll of 10, you have had a **critical success**. Roll an additional 1D10 and add it to your original roll. This is when you get lucky and manage to pull off something you have no chance in Hades of doing normally.

**Even the best of us blows it sometimes.
Even you.**
— The Management

Skills

Skills are used to enhance your ability to perform certain tasks. They represent things you've specifically taken the time to learn and possibly master, (as opposed to your stats, which only indicate a basic, natural ability at doing something).

For example, if you had very good REF, you would probably pick up driving a car very easily. But you would not know how to drive a car until you had learned the skill of *Driving*. Each skill is related in some way to one of your basic stats. For example, the skill of *Handgun* is always related to the character's REF stat. Skills are always rated from 0 to 10, with 1 being a novice level of knowledge, and 10 being a master's level of ability. Skills are described on pgs. 46 to 53, along with all pertinent notes and

FUMBLE TABLE

AREA	RESULT OF ROLL
REFLEX (Combat)	1-4 No fumble. You just screw up. 5 You drop your weapon. 6 Weapon discharges (make reliability roll for non-autoweap.) or strikes something harmless. 7 Weapon jams (make reliability roll for non-autoweap.) or imbeds itself in the ground for one turn. 8 You manage to wound yourself. Roll for location. 9-10 You manage to wound a member of your own party.
REFLEX (Athletics)	1-4 No fumble. You just mess up and make an idiot of yourself. 5-7 You fail miserably. Take 1 point in minor damage (sprain, fall, stumble), plus make a Save vs. Stun. 8-10 You fail abysmally. If a physical action, take 1D6 in damage from falling or strained muscles. Also make a roll vs Stun at -1.
TECH (Repair or create)	1-4 No fumble. You just can't get it together. 5-7 You not only fail, you make it worse! You drop the tools you're working with, or you lose your grip and damage the thing you're working with even more. Raise the Difficulty by 5 points and try again. 8-10 Wow. Did you ever blow it! You damaged the device or creation beyond repair. Buy a new one.
EMP (Convince, Fast talk, Seduce)	1-4 No fumble. They just won't buy it. 5-6 So much for <i>your</i> people skills. You not only don't convince them; you leave them totally cold (-4 to your next EMP die roll) to any other suggestion you might have. 7-10 Wow! You blew it royally. You not only didn't convince them, but now they're actually violently opposed to anything you want to do. Roll 1D10. On a 1-4, they actually attempt to do you physical harm.
INT (Figure out, Notice, catch a clue)	1-4 No fumble: You just don't know how to do it. You don't know what's going on. You carry on, oblivious to higher concerns. 5-7 You don't know anything about what's going on, and you haven't a clue about how to do anything about it. Make a Convince check at -2 to see if anyone else notices how dumb you are. 8-10 Wow, are you oblivious. You not only don't know what's going on or anything about the subject, but <i>everyone</i> knows how ignorant you are.

explanations. In addition, players may opt to invent their own Skills (see Inventing New Skills, pg. 54).

Starting Skills

There are two types of starting Skills: **Career Skill Packages** and **Pickup Skills**:

The **Career Skill Package** is a group of skills that are known by your character as part of his or her Career. They're basics—Rockers know how to play instruments, Solos know how to shoot guns, etc. **A starting character receives 40 points to distribute among his 10 Career Skills. He may not use these points on his Pickup Skills, although he can choose to use future Improvement Points (pg 44) to improve a Career Skill at any later time. He does not have to put points into all of his Career Skills (but it's a good idea—you never know).**

it's going to be pretty tempting to make yourself a wealthy Superstar, but remember a Rocker with lots of *Charismatic Leadership* and no performance skills will find that things can get ugly fast. They may love you but they paid 60 eb for those tickets so you'd better be smokin'.

Example: As a Rockerboy, Johnny Silverhand began with the following package:

Charismatic Leadership	+6
Notice	+3
Perform	+5
Style	+4
Composition	+4
Brawling	+2
Play Instrument	+5
Streetwise	+3
Persuasion	+5
Seduction	+3
TOTAL	40

Important: It is required that one of your character's Career Skills be the Special Ability for his or her class (pg. 46). These Skills are unique to the class and reflect abilities and resources only that particular class possesses. Examples are the *Authority of Cops* which allows them to use the weight and powers of the Law or the *Charismatic Leadership* which allows a Rockerboy to convince a crowd to get down and party — or get out and riot. The number of points you put into your Special Ability (up to, but not greater than 10) reflects your position in your chosen field and the development of your unique career skill. Because of this, your Special Ability also determines how much money you have to start with (page 58).

"I used to think I could get by with a razor smile and a fist fulla chips. But If you're gonna rock and roll, you have to know how to squeeze every last drop of pain out of your instrument. And that takes skill, choomba. Not chips..."

—Johnny Silverhand

TASKS & SKILLS

CREATING NEW CHARACTER ROLES

Pick any nine skills (not Special Ability Skills) to be your Career skills. These should be skills that directly relate to what the character does for a living; a Rockerboy, for example, wouldn't have Brain Surgery as a Career Skill. Now pick or create a Special Ability with your Ref's help. Divide 40 points between these ten skills.

MODEL/ACTRESS

Pose
Notice
Personal Grooming
Wardrobe & Style
Education
Photo & Film
Seduction
Persuasion
Perform
Social

POLITICIAN

Charismatic Leadership
Notice
Education
Wardrobe & Style
Composition
Persuasion
Oratory
Social
History
Library Search

CAREER SKILLS

SOLO

Combat Sense
Awareness/Notice
Handgun
Brawling or Martial Arts
Melee
Weapons Tech
Rifle
Athletics
Submachinegun
Stealth

NOMAD

Family
Awareness/Notice
Endurance
Melee
Rifle
Drive
Basic Tech
Wilderness Survival
Brawling
Athletics

ROCKERBOY

Charismatic Leadership
Awareness/Notice
Perform
Wardrobe & Style
Composition
Brawling
Play Instrument
Streetwise
Persuasion
Seduction

NETRUNNER

Interface
Awareness/Notice
Basic Tech
Education
System Knowledge
CyberTech
Cyberdeck Design
Composition
Electronics
Programming

CORPORATE

Resources
Awareness/Notice
Human Perception
Education
Library Search
Social
Persuasion
Stock Market
Wardrobe & Style
Personal Grooming

TECHIE

Jury Rig
Awareness/Notice
Basic Tech
CyberTech
Teaching
Education
Electronics
Any three other
Tech Skills (Gyro, Aero,
Weapons, Elect. Security)

MED TECH

Medical Tech
Awareness/Notice
Basic Tech
Diagnose
Education
Cryotank Operation
Library Search
Pharmaceuticals
Zoology
Human Perception

MEDIA

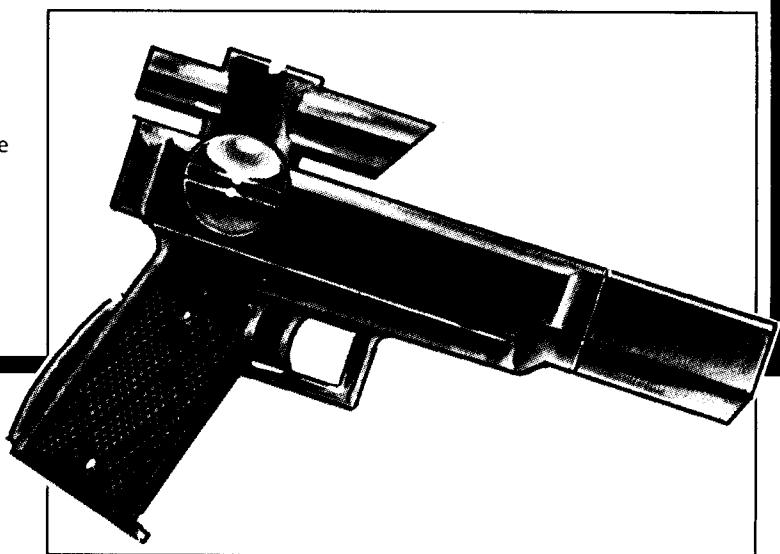
Credibility
Awareness/Notice
Composition
Education
Persuasion
Human Perception
Social
Streetwise
Photo & Film
Interview

COP

Authority
Awareness/Notice
Handgun
Human Perception
Athletics
Education
Brawling
Melee
Interrogation
Streetwise

FIXER

Streetdeal
Awareness/Notice
Forgery
Handgun
Brawling
Melee
Pick Lock
Pick Pocket
Intimidate
Persuasion



MASTER SKILL LIST**SPECIAL ABILITIES**

Authority (Cop)	[]	Mathematics	[]
Charis. Leadership (Rocker)	[]	Physics	[]
Combat Sense (Solo)	[]	Programming	[]
Credibility (Media)	[]	Shadow/Track	[]
Family (Nomad)	[]	Stock Market	[]
Interface (Netrunner)	[]	System Knowledge	[]
Jury Rig (Techie)	[]	Teaching	[]
Medical Tech (Medtechie)	[]	Wilderness Survival	[]
Resources (Corp)	[]	Zoology	[]
Streetdeal (Fixer)	[]		

ATTR

Personal Grooming	[]	Archery	[]
Wardrobe & Style	[]	Athletics	[]

BODY

Endurance	[]	Brawling	[]
Strength Feat	[]	Dance	[]
Swimming	[]	Dodge & Escape	[]

COOL/WILL

Interrogation	[]	Driving	[]
Intimidate	[]	Fencing	[]
Oratory	[]	Handgun	[]
Resist Torture/Drugs	[]	Heavy Weapons	[]
Streetwise	[]	Martial Art (choose types)	[]

EMPATHY

Human Perception	[]	Melee	[]
Interview	[]	Motorcycle	[]
Leadership	[]	Operate Hvy. Machinery	[]
Seduction	[]	Pilot (Gyro)	[]
Social	[]	Pilot (Fixed Wing)	[]
Persuasion & Fast Talk	[]	Pilot (Dirigible)	[]
Perform	[]	Pilot (Vect.Thrust Vehicle)	[]

INT

Accounting	[]	Rifle	[]
Anthropology	[]	Stealth	[]
Awareness/Notice	[]	Submachinegun	[]
Biology	[]		
Botany	[]	TECH	
Chemistry	[]	Aero Tech	[]
Composition	[]	AV Tech	[]
Diagnose Illness	[]	Basic Tech	[]
Education & Gen.Know	[]	Cryotank Operation	[]
Expert	[]	Cyberdeck Design	[]
Gamble	[]	CyberTech	[]
Geology	[]	Demolitions	[]
Hide/Evade	[]	Disguise	[]
History	[]	Electronics	[]
Know Language (choose one)	[]	Elect. Security	[]
Library Search	[]	First Aid	[]
		Forgery	[]
		Gyro Tech	[]
		Paint or Draw	[]
		Photo & Film	[]
		Pharmaceuticals	[]
		Pick Lock	[]
		Pick Pocket	[]
		Play Instrument	[]
		Weaponsmith	[]

A HOT TIP

Photocopy this page (it's okay, we said so, as long as it's for personal use). It makes a great worksheet for keeping track of skills

Pickup Skills

Pickup Skills are skills the character has learned in the course of knocking around, living his or her life. Characters determine their starting points for these skills by adding their REF and INT Stats.

For example: Johnny's REF is 9 and his INT is 7. Johnny has 16 points to spend on Pickup Skills.

Pickup Skill points may not be used to increase your character's Career Skills!

Skill Descriptions

Following are descriptions of all Cyberpunk Skills. Numbers in parentheses next to skill names are Difficulty Modifiers. To reflect complex and difficult-to-learn skills, the number of improvement points necessary to go up one level must be multiplied by the Difficulty Modifier. See pg. 43 for details.

Special Abilities

These are skills useable only by specific character roles; for example, Charismatic Leadership can only be used by Rockers.

Authority (Cops): The ability to intimidate or control others through your position as a lawman. This attribute represents the Cop's ability to call on the forces of the Law and Government to get what he wants. Cops can use Authority to question suspects, arrest wrongdoers, and defend innocents. Backed by the power of Authority, a cop can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper arrest or search warrants to back his play. However, authority is only as good as the guy holding the badge—if the cop appears uncertain of his Authority, there's a good chance he'll get nailed by the people he's trying to confront. The higher your Authority, the more able you are to face down criminals, particularly high level mobsters and officials. Authority is applied to your Cool stat.

Charismatic Leadership (Rockers): This skill allows the Rocker to sway crowds equal to his level squared times 200. This ability

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

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

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

Family (Nomad): This is the ability to call upon the resources and help of any of the members of the Nomad's large, extended tribal family. This can be in the form of

weapons, cash, information, or a small army of relatives. The threat of a Nomad family's vengeance may in itself stop harm to the Nomad. The higher your Family ability, the more important you are to the Family and the more help you can call upon. With a Family status of +2, you might be able to get several of the Pack to help you wreck a town, for example. With a status of +7 or +8, you are able to make major Pack decisions and lead troops. At +10, you may be the Leader of your Pack. Family is applied to your Intelligence stat.

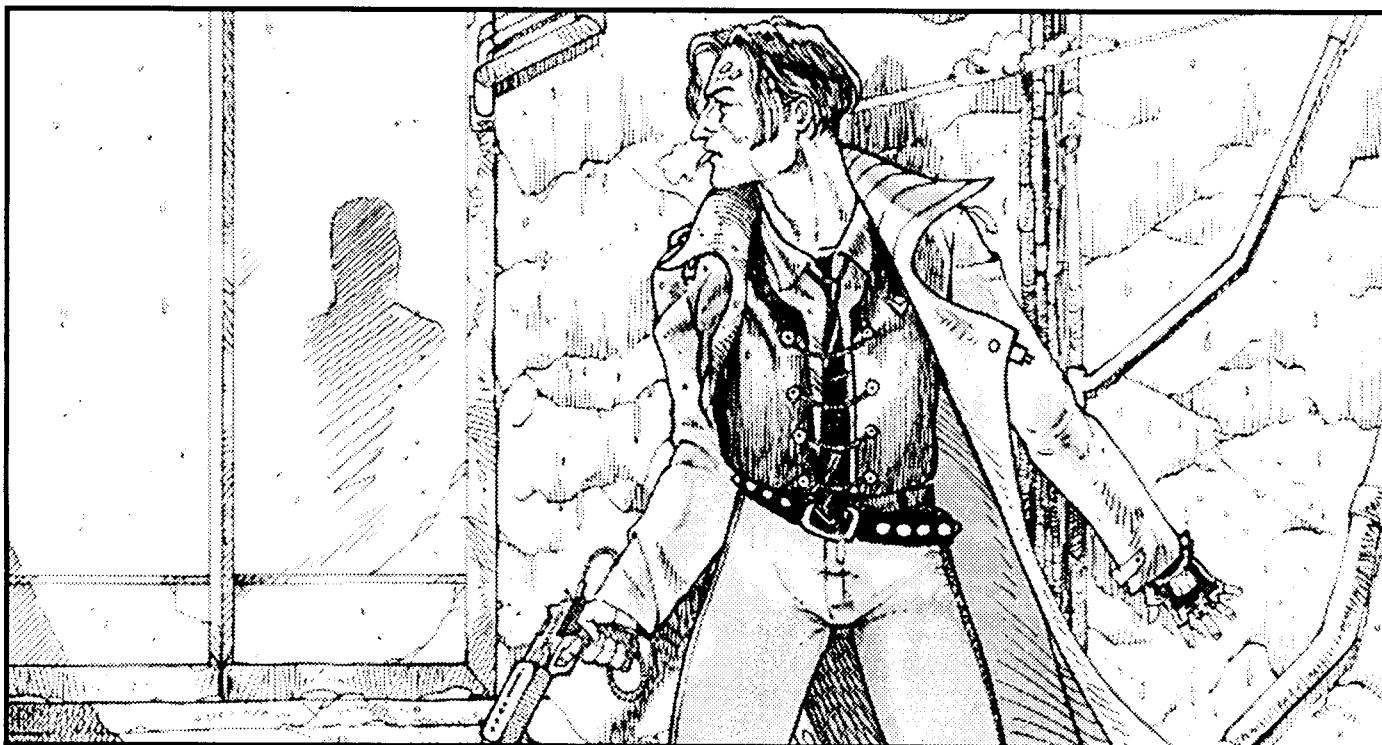
Interface (Netrunner): This skill reflects the Netrunner's ability to manipulate Interface programs, and is the Skill used when operating Menu functions such as Locate Remote, Run Software, Control Remote, Downlink, Load, Create and Delete. Other players can enter the Net, but cannot use the Menu. Interface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

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

Medical Tech (Medtech): This is the skill used to perform major surgery and medical repairs. For more descriptions of this skill in action, see *Trauma Team*, pg. 116.

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

Streetdeal (Fixer): This is the ability to



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

Attractiveness Skills

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

Wardrobe & Style: The skill of knowing

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

Body Type Skills

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

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

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

Cool/Willpower Skills

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

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

Oratory: The skill of public speaking. At +2, you can wing high school speech contests. At +6, you can be paid to speak in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ich Bin Ein Berliner" or Lincoln's Gettysburg Address. Rockers with an *Oratory* Skill of +6 or better can add +1 when using their *Charismatic Leadership* ability.

Resist Torture/Drugs: Characters with this skill are especially toughened against in-

terrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any *interrogation* attempt made by another party by one level.

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

Empathy Skills

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

Interview: The skill of eliciting interesting anecdotes from an interview subject. This information will be of a more non-specific and personal nature rather than specific knowledge (distinguishing this skill from the skill of *Interrogation*, where the user is trying to extract exact information. Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything—including personal information about their illegitimate son, the time they stole a cookie at age 4, and the fact that no one ever loved them.

Leadership: The skill of leading and convincing people to follow you. A leader with a skill of +2 can manage a small office successfully and be respected for it. A leader with a skill of +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it. James

Kirk of *Star Trek* has a Leadership of +11, but you never will.

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

Social: The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the travelling cyberware salesman. A *Social* Skill of +2 or better will allow you to get by at any fine restaurant or social function. At +5, you can lunch with the President with aplomb. No social situation will faze you, no matter what. At +8 or above, you can lecture Emily Post on what's proper.

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

Perform: The skill of trained acting, singing, etc. A trained performer of +4 or greater can successfully sing for payment at weddings or small clubs. Performers +6 or greater will be considered to be of professional caliber, and may have lucrative contracts and fans. Performers of +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Intelligence Skills

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

Anthropology: The knowledge of human cultures, habits and customs. Unlike *Streetwise* (which covers only the cultures and customs of the Street), or *Social* (which covers only what you should do in a given situation), *Anthropology* covers general customs and background of a culture. For

example, with *Streetwise*, you know what alleys to avoid and what gangs are dangerous. With *Social*, you know the proper forms of address for a high ranking Japanese zaibatsu head. With *Anthropology*, you know that the customs of a N'Tanga tribesman require that a young man kill a lion in order to be accepted as an adult male.

Awareness/Notice: This is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadowers and other events. With an *Awareness* of +2 you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions of lying or dislike. An *Awareness* of +5 or better allows you to spot fairly well hidden clues, notice small changes in expression, and fairly sophisticated attempts to "shadow" you. With an *Awareness* of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show ("The murderer was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 *Awareness*. Players without this skill may only use their Intelligence Stat.

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

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

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

Composition: The required skill for writing songs, articles, or stories. A *Composing* Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8

or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim.

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

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

Expert: You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to.

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

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

Hide/Evade: The skill of losing pursuers, covering tracks and otherwise evading people on your trail. At +3, you can lose most booster-

gangers on the rampage. At +6, you can ditch cops and private eyes. At +8, you can ditch most Solos.

History: The knowledge of facts and figures of past events. In game play, this might be used to determine if a character is familiar with a particular clue related to a past event. At +2, you have the equivalent of a grade school history education. At +6, you would have the equivalent of a college grasp on the subject. At +8, you could teach history in high school. At +9, you may have written a few of the most oft-used texts on a particular historical personage or epoch.

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

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

Library Search: The skill of using databases, DataTerms™, libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can easily access the Library Congress. At +9, you can comprehend almost any public database and find very obscure facts.

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

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

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

LINGUISTIC FAMILIES

Languages group together into “families” sharing many common root words and sentence structures. Once you’ve learned one language in a linguistic family, you may learn any other language in a related linguistic family at -1 to the normal IP cost. The values in parentheses are the IP multipliers for learning the languages in that family.

AFRICAN (2)

Bantu, Fante, Ashanti, Kongo, Zulu, Swahili, Blackfolk

BALTIC (2)

Lithuanian, Estonian, Latvian, Finnish

CELTIC (2)

Gaelic, Welsh, Breton

FARSI (2)

GERMANIC (1)

Danish, Dutch, English, German, Norwegian, Swedish, Yiddish

GREEK (2)

JAPANESE (2)

KOREAN (2)

PACIFIC ISLAND GROUP (2)

Micronesian, Tagalog, Polynesian, Javanese, Malayan, Sudanese, Indonesian, Hawaiian

ROMANTIC (1)

French, Italian, Spanish, Portuguese, Latin

SEMETIC (1)

Arabic, Hebrew

SINO-TIBETAN and S.E. ASIAN (3)

Burmese, Cantonese, Mandarin, Thai, Tibetan, Vietnamese

SLAVIC (3)

Bulgarian, Russian, Czech, Polish, Ukrainian, Slovak

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

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

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

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

Teaching: The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometime). Players may not teach any skill unless they have a higher skill level than the student. The referee is the final arbiter of how long it takes to teach a skill. At a *Teaching* Skill of +3 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you wanted). At +9 or greater, you

are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as the major references, and you might have a TV show on the equivalent of the PBS channel.

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

Blackhand popped the submachinegun hidden in his left arm, while bringing the monoblade up in the other hand. There was a spray of blood as the tech katana connected with the ninja's throat...

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

Reflex Skills

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

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

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

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

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

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

Fencing: The mastery of swords, rapiers and monoblades. A *Fencing* Skill of +3 allows you to be competent with a blade. A Skill of +5 makes you fairly skilled. A *Fencing* Skill of +6 might win you the National Fencing Competitions. A Skill of +8 will get you a reputation for being a true swordsman of duellist caliber. People like D'Artagnan or Miyamoto Musashi have Skills of +10. They are legendary masters of the blade; the mention of whom will cause all but the stupidest young bravo to run for cover.

Handgun: You must have this skill to effectively use handguns of any type, including cyberwear types. At +2, you can use a handgun effectively on a target range, though combat will still rattle you. At +5, you are as skilled as most military officers or policemen. At +7, you can do the sort of fancy shooting you see on TV, and have begun to get a reputation of being "good with a gun". At +8, you are a recognized

gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

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

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

The primary advantage to martial arts styles is that each one has what are called key attacks; attacks that reflect particular strengths of the style. When a key attack is used, there is a to-hit bonus based on the attack type and martial arts style. A full table of key attacks is listed in *Friday Night Firefight*, pg.100.

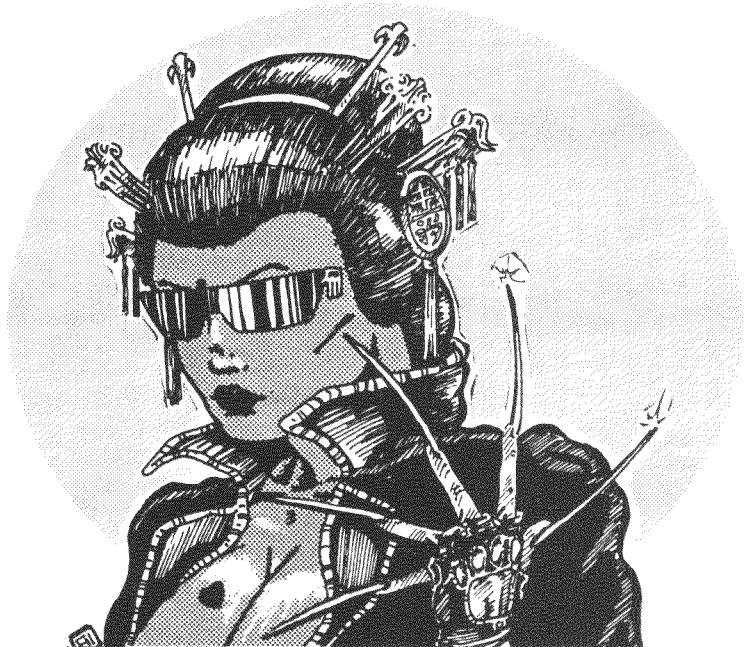
The second advantage to martial arts styles is that there is a damage bonus on attacks equal to the level of the *Martial Arts* skill; for example, a master with a +10 *Kung Fu* Skill would add 10 points to his damage. This can be a formidable advantage, particularly in head strikes (which double damage).

Martial Arts forms include:

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

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

Boxing (1): The manly art of fisticuffs, this form delivers lightning punches and a tight



blocking defense. Key attacks are: punches, blocks & parries.

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

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

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

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

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

Thai Kick Boxing (4): One of the deadliest forms in existence, this style is known for blinding kicks delivered with incredible

power. Key moves include: strikes, punches, kicks, blocks & parries, and grapples.

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

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

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

Operate Heavy Machinery: The required skill to operate tractors, tanks, very large trucks and construction equipment.

Piloting: In general, this is the skill of controlling aircraft. Aircraft are broken into categories: **Gyro and Rotorcraft**, **Fixed Wing Aircraft**, **Dirigibles** and **Vectorized Thrust Aerodynamics (AV-s)**. A Piloting Skill of +1 allows you to take off and land safely in good weather conditions. A Piloting Skill of +3 or more makes you a trained pilot, able to engage in most combat situations or bad weather. Pilots with a Skill of +6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic man-

"A lot of solos think you don't need any Tech skills. They think that when they need to get a fast fix-up, they'll just put the lean on the nearest Techie and that'll do it."

Yeah, sure. The guy who doesn't know how his hardware works is gonna find himself groveling at his Techie's feet when the chips are down. Because you can't intimidate nothin' when your spinal column locks up..."

**Morgan Blackhand
The Enforcer's Handbook**

uevers. Pilots with a Skill of +9 or greater are so good, they have a rep as pilots, and are widely known among the piloting fraternity for having the "right stuff".

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

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

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

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

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

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

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

Technical Skills

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

AV Tech (3): The required skill for repairing all ducted fan aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can

tear down engines and modify an AV. At +10, you can design your own AVs on common airframes.

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

"Panzers, AV's, gyro's, dirigibles...I've jacked them all. Gimme a couple of skillchips and a bottle of tequila, and I could steer the frackin' Hindenberg through an outside loop."

—Razorjack

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

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

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

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

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

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

Electronic Security (2): The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security areas with impunity.

First Aid: This skill allows the user to bind wounds, stop bleeding, and revive a stunned patient (see *Trauma Team*, pg. 116 for details).

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

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

Paint or Draw: The skill of producing professional drawings. A Skill of +3 allows you to produce salable "modern" art. A Skill of +6 will produce artwork that is recognizable and extremely pleasant to the eye—as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibits in galleries, and have other lesser artists studying his style in art school.

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

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

Pick Lock: The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6 you can

crack most safes. At +9 or better, you have a rep as a master craftsman, and are known to all the major players in the *Cyberpunk* world.

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

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

Weaponsmith (2): The required skill for repairing and maintaining weapons of all types. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8, you can design your own weapons to order.

Learning New Skills and Improving Old Ones

Players can improve their skills or begin new ones by accumulating *Improvement Points* (IP). As you gain more IP, you'll record these points in the area next to the skills listing on your Hardcopy Form. When you have collected enough Improvement Points in a skill, the skill's level increases by one.

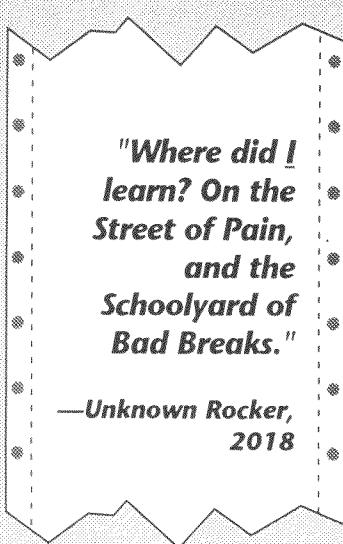
The first level of a skill will always cost 10 IP. To determine how many points are required to raise a skill *higher* than this, multiply the current level of skill by 10. This is how many points are required to raise a simple (IP multiplier=1) skill to the next level.

Example: My Brawling skill is +4. To move from +4 to +5 will require 40 IP. To move from +5 to +6 will require 50 IP.

IP Multipliers

Not all skills are equally easy to learn. These skills have an additional **IP multiplier** which multiplies the number of points required to learn the next level of skill. This extra cost will be noted in the skill descriptions.

"When I was downtime—
between jobs—
I made a fair
livin' fixin'
aerodynes and
choppers. Glad
to see my
military
training paid
off somewhere
besides behind
a gunsight."
—Ripperjack



"Where did I learn? On the Street of Pain, and the Schoolyard of Bad Breaks."

—Unknown Rocker, 2018

Example: Choi Li Fut has a multiplier of 3. To raise my Choi Li Fut skill from +4 to +5 would require 120 IP, not 40.

Getting More IP

There are three ways to accumulate Improvement Points: *Study & Practice*, *Being Taught*, and *Direct Experience*. In all three cases, the amount of improvement is determined by the Referee of your game.

Study & Practice: In its simplest form, you get a how-to book and begin practicing. Study is pretty tough—you have no idea of where to begin, and no one to correct your mistakes. The biggest limit to this type of learning is that you can only improve your skill from a level of +0 to a level of +2. In general, it takes about 1 day of book learning to gain 1 IP.

Being Taught: Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher level of skill than the student, and must have the time to teach you (how long this takes, of course, is determined by the Referee). But even the most knowledgeable of teachers may not be able to transfer that knowledge. That's where the skill of *Teaching* comes into play. The teacher must average his skill in the subject to be taught with his teaching skill. He may then teach the student up to that level of skill. How long this takes is, of course, up to the Referee, who awards IP over the passage of time (usually 1-5 IP per lesson).

Experience: Still the best teacher. Whenever you do something well, the Referee rewards you with *Improvement Points* right on the spot. The problem is that these points will be applied to the skill you were using when you got the reward. Therefore, if you want to get better in a particular skill, it's important to use that skill every chance you get. Referees should use an even hand when rewarding *Improvement Points*, not only rewarding players for doing things well, but also for demonstrating both role-playing ability and teamwork. In general, we suggest not awarding more than six points per skill per game session.

IP AWARD GUIDELINE TABLE

Award	Based on:
1	Used Skills in this area often, even if not effectively.
2	Used Skills effectively.
3	Frequent and effective use of Skill.
4	Did something out of the ordinary with this Skill.
5	Very clever or effective use of this Skill.
6	Extremely clever or effective use of Skill.
7	Skill was critical to player in this adventure session.
8	Skill use was critical to entire group this adventure session.
9	Did something really incredible with this Skill.

Inventing New Skills

You can also invent new skills to cover new needs, should you want to do so. To do so, you must first convince the Referee of your game to let you have that skill. You and the Referee should work together to determine:

- 1) Exactly **what** does this skill allow you to do?
- 2) **How** (according to your character conception) did you acquire this skill?
- 3) What are the specific **limits** of this skill (what can't I do with it?).
- 4) What **stat** is this skill connected to and why?

Referees should be careful to make sure that player skills are neither too specific ("Shoot .45 Caliber Handgun With Laser Sight"), or too general ("Shoot Anything Well"). You should insist on a middle ground which covers a general ability to use the skill, yet does not give the player an unreasonable advantage in all possible situations ("Shoot Handguns"). The Referee is always the final arbiter of decisions on skills.

Another Kind of Experience: Reputation

Reputation is a measure of things your character may do so well (or badly) that he has actually become well known for them. A reputation for something is always es-

tablished by a character's actions, and is then awarded by the Referee. Whenever a character encounters new people in new situations, his reputation may actually influence how they react to him. Sometimes this can be very good. Other times, it can be very bad:

Example: Jake the Hammer is known far and wide as a streetfighter; he is feared throughout Night City for his trademark killer punch. Over time, the Referee has awarded Jake a Reputation of 6 points. Anyone who meets Jake for the first time must roll higher than 6 on 1D10 in order to have not heard of Jake's name. On this particular night, Jake swaggered into the Totentanz and orders a drink. Down the bar, Ripperjack hears the bartender address Jake by name. Ripperjack puts two and two together (a 3 on 1D10). This "Jake" must be the sonovagun who caught The Jack's kid brother in an alley and beat him to death with his metalshod fists. Ripperjack's eyes flare, and his teeth grind down. He pulls out his Minami 10 and blows a hole through Jake's back.

REPUTATION TABLE

Level	Who Knows About You
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Your name is recognized by others beyond your local area.
6	You are known on sight by others beyond your local area.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and screamsheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

Reputation can also be a disadvantage. Whenever you do something extremely uncool (show cowardice, desert or betray someone, etc.), the Referee can still award you Reputation Points for these actions. The more points you score, the more likely people are to have heard about your infa-

mous deeds (once again, roll 1D10). However, this time they won't be impressed. If your rep is for cowardice, it can even work against you.

Reputation in Cyberpunk has one other big effect—facedowns. Remember; a lot of combat in this genre comes down to a duel of wills; who's tougher, meaner, and looks more ready to prove it. This often leads to what are called facedowns; when two heavies on the Street square off just before a fight, or to see who'll back down from a confrontation.

When making a facedown, both participants will roll:

1D10+COOL+ REPUTATION

Note: If one of the opponents has a reputation for cowardice, his value will be treated as a negative number.

In a facedown, the loser has the option of backing down or making any subsequent attacks against this particular opponent at a -3 (due to fear) until he has successfully defeated that opponent once. On a tied roll, both parties are unsure and no penalties will apply.

Example: The Ironmaster is a feared boasterganger known throughout Night City. In the middle of the Slammer, he runs across an attractive young woman and her male companion. The Ironmaster says "Take a clue and vanish, Kid-trash; the input's with me now." The Kid stands up and says, "Vanish yourself, burnbrain." A faceoff begins.

The Ironmaster is known all over the City, giving him a Rep of 6. What he doesn't know is that the Kid is a 5th Dan black belt in Kenpo Karate. Although he's new in the Zone and hasn't much of a Rep (3), he is totally self-possessed and aware of his skills (COOL=10). The Ironmaster may be tough, but he's mostly a bully. His COOL is only 4, bolstered by a Reputation made on a few lucky fights. His total roll is 4+4+(roll of 6)=14. The Kid's total is 3+10+(roll of 3)=16. The Ironmaster feels a strange unease as he stares at the calm, ready-to-rock Kid. His eyes shift away and he backs down with a grunt.

"A lot of battles get won before the first shot is fired. When your eyes meet his, and he knows that you're willing to pay the price in blood. His blood, your blood—it doesn't matter to you. You're committed."

—Morgan Blackhand
The Enforcer's Handbook

**ROLES
CHARACTERS
LIFEPATH
TASK & SKILLS
WEAPONS
ARMOR
GEAR
CYBERWEAR
COMBAT
MEDICAL
NETRUNNING**

"Start with the hardware. In my case, it's an Arasaka. Always use 'em. Dependable. I like to stack a little Kevlar on my back to cover my bets, with a good helmet on top. Then I get down to the basics. Extra ammo—usually armor piercing.

A couple knives, including a good monoblade. Some grenades, just in case...you never know what parking problems you'll encounter..."

**—Lt. "Red" Napalm
NCPD Psycho Squad**



SECTION

5 GETTING FITTED FOR THE FUTURE

The Outfit

The *Cyberpunk* future is mobile. Like the cowboys of the Old West, most people carry their lives on their backs—miniaturized sleeping, eating and entertainment components crammed into carryalls and the back seats of cars. The stuff you carry around is known in streetslang as your *outfit*. A typical outfit might include:

- Inflatable bed (folds to a 6"x6" package for easy storage).
- Compressable down sleep-bag (wads to the size of a paperback book).
- Micro-stereo compo (a micro-sized boom box with stereo speakers or headphones, possibly CD, chip/tape player, TV and certainly radio).
- Handful of tapes or datachips.
- Laptop or pocket computer (for notes, writing, business, links to computer networks).
- Cybermodem, cables (for Netrunners).
- Pocket Cellular phone (the phone is bought, the service is rented by the month).
- Handgun, knife or both. Possibly an assault rifle or SMG, and a couple backups as well. Always extra ammo.
- Body armor (usually an armor jacket or bullet-proof T-shirt).
- Personal things, like clothes, toothbrushes, etc.

Most of this is crammed into a shoulderbag or duffle sack. Most *Cyberpunk* characters aren't much for settling down. Rockerboys always have the next gig. Solos have to keep moving—the next job requires it, and you keep moving anyway before your enemies figure out where you're sleeping these days. Cops, Netrunners, Medias and Techies are always on the move—on stake-outs, hard stories, or running from the various people you've brought down on yourself with your netrunning. Nomads—well, they don't have homes to start with, and what good is it if you can't cram it on the back of your bike anyway? Even a Corporate may find himself living out of a "coffin" in the Tokyo airport if times get rough.

The point is, a computer society makes it easy for people to live like campers all the time. Why should you have to go home to listen to your favorite music when you can

MONEY IN 2020

For years, everyone in the late 20th century thought the currency of the future would be the Japanese *yen*. But only one country uses the yen on a regular basis, whereas a lot of countries use the dollar interchangeably with their own.

The modern Eurodollar is based in part on the U.S. Dollar's universal appeal. At the start of the 1992 Treaty that established the European Economic Community, the EEC created the EURO-DOLLAR (eb), based on an average of U.S., French, German, British and Japanese currencies. At first this sounded great; the Eurodollar was pegged to a strong currency and everyone assumed the U.S. would remain relatively stable.

They wuz wrong.

Eurodollars are pretty much the standard of currency in the 2020 world; accepted in the U.S., Japan, the Far East and what's left of the Middle East.

**Your
OUTFIT—
your worldly
possessions
stuffed in a
2x4
carry bag**

The catch is that, thanks to the Collapse and the Deficit, the *current* U.S. dollar is usually worth less than its relatives. So on a one-to-one currency exchange rate, this means you get about one Eurodollar for every two American dollars.

VIEW FROM THE EDGE

FITTED FOR THE FUTURE

carry your CD player with you? Missing phone calls and hate answering machines? You carry your phone with you and plug into the cellular network; making your business calls on the run from your favorite restaurant or while driving your car. Why bother with cooking when you can grab something quick from a hundred fast food stores? Why keep clothes when you can use them till they wear out, then buy new ones? You'll rent a sleeping cube for the night, put up your personal stuff, and blow out in the morning. Remember:

THE FUTURE IS DISPOSABLE

The key to any *Cyberpunk* game is thinking *Cyberpunk*. Think rootless and mobile. You don't know where you're sleeping tonight, and you don't care. You've got a bed in

your bag, some tunes in your pocket, some cash for food. And a gun to make sure no one takes anything away from you.

Starting Funds

So how much do you start with? Well, that depends on your job.

A job? Yeah, even in the Dark Future, ya gotta pay the bills, chombatta. And you want a job, because it's a real short slip between being able to eat Realpack and fresh veggies, and being reduced to eating kibble and living in a filthy flop-cube.

"Yeah, the future is disposable. So are you, homeboy"

—Razorjack

How good a job you currently have is based on the level of your Special Ability. For example, a Rocker with a *Charismatic Leadership* of 2 isn't gonna draw crowds like Kerry Eurodyne (a hot megarocker). This means he'll be reduced to playing gigs wherever

OCCUPATION TABLE

ROLE	Special Ability Level					
	1-5	6	7	8	9	10
Rocker	Desperate for gigs 1,000 month	Regular Club Jobs 1,500 month	Play the Big Clubs 2,000 month	You've got a Contract 5,000 month	Concert Band 8,000 month	Major Act 12,000 month
Solo	Street Ronin 2,000 month	Private Enforcer 3,000 month	Corporate Muscle 4,500 month	Professional Operative 7,000 month	Major League Hitter 9,000 month	Solo Elite 12,000 month
Cop	Private Guard 1,000 month	City Cop 1,200 month	Corporate Guard/Detective 3,000 month	Corp. Security/Psycho Squad 5,000 month	Enforcement Team Leader 7,000 month	Security Head/Police Chief 9,000 month
Corporate	Assistant 1,500 month	Manager 3,000 month	Junior Executive 5,000 month	Executive 7,000 month	Department Head 9,000 month	Division Head 12,000 month
Media	Stringer Reporter 1,000 month	Staff Reporter 1,200 month	Section Editor 3,000 month	Producer/Managing Editor 5,000 month	Local Media Personality 7,000 month	National Media Personality 10,000 month
Fixer	Street Punk 1,500 month	Gang Leader 3,000 month	Enforcer 5,000 month	Sub-Lieutenant 7,000 month	Lieutenant 8,000 month	Crime Boss 10,000 month
Techie	Local Fixit Man 1,000 month	Private Operator 2,000 month	Corporate Tech 3,000 month	Jr. Engineer 4,000 month	Engineer 5,000 month	Senior Engineer 8,000 month
Netrunner	Weefle Runner 1,000 month	Hacker 2,000 month	Bit Jockey 3,000 month	Net Cowboy 5,000 month	Deckslinger 7,000 month	Sysop 10,000 month
Medtechie	Patchman 1,600 month	Medical Technician 3,000 month	RipperDoc 5,000 month	Trauma Team Medic 7,000 month	General Practitioner 10,000 month	Specialist Physician 15,000 month
Nomad	Clanmember 1,000 month	Warrior 1,500 month	Head of Household 2,000 month	Scout 3,000 month	Clan Senior 4,000 month	Family Head 5,000 month



he can get them; sleazoid dives, bar-mitzvahs, weddings, bar fights; you name it.

Take a quick jump to the *Occupation Table* on page 58. Find your Role (or the role closest to it), cross reference it to your current *Special Ability* level, and that'll give you a monthly salary. **Multiply this amount by a 1D6/3 to determine the number of months you've currently been employed, and that gives you the total amount of cash your character starts with.**

Exactly how you earn your euro is up to you; the categories are deliberately vague to give you plenty of roleplaying room. Maybe as "Level 7" Solo, you don't want to work for a Corporation; no problem. It's only a general description of where you fit on the Solo hierarchy. For all we know, you work on an extraction team for *Amnesty International*.

One last thing. Roll one more D6. If you roll higher than a four, you just got unemployed.

Congratulations. Betcha can taste that kibble already.

Encumbrance

In most cases, encumbrance isn't a big problem for a *Cyberpunk* character—he's going to keep the majority of his gear in his apartment or his car. A *Cyberpunk* character can carry around as much in kilograms as the number of points invested in his *Body Type* stat, multiplied by 10. He can deadlift 40 times his *Body Type* stat.

Example: I have spent 6 points to get an Average Body Type. I can carry up to 60 kilograms; roughly 132 lbs. I can deadlift 240 kg—about 528 lbs.

Rather than list exact weights of everything you could possibly want to carry, we have arranged a simpler system of classification. The following weight groups are more useful to the Referee who must make a general determination of how much a player can carry.

0.5 kilos or less

- 1 box of ammo • cellular phone • personal stereo • pocket computer • cybermodem • interface cables • pocket TV • Digital camera • Small recorder • flashlight • binoculars • Swiss Army knife • article of clothing • fighting knife • switchblade • mirror-shades • Light pistol • nylon carrybag • Kevlar helmet.

1 Kilo or less

- Medium to Heavy handgun • sleeping bag • radio/chip player • video camera • toolkit • medical kit • laptop computer • armor vest/T-shirt.

3 Kilos

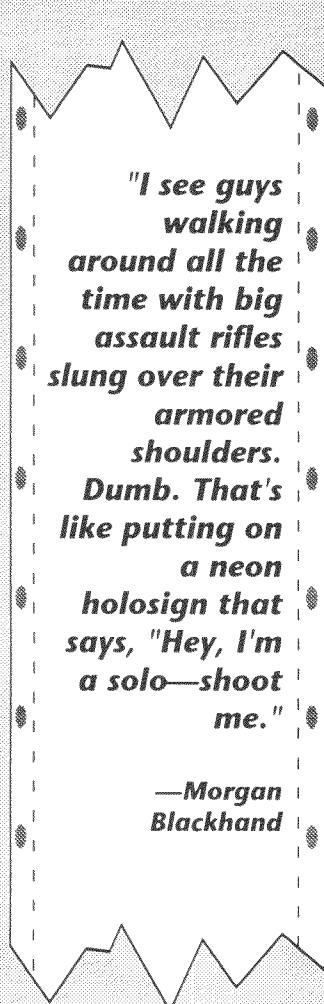
- Submachine gun • Very Heavy Pistol • electric guitar • drum synthesizer • inflatable bed • Light to Medium assault rifle • Shotgun • Armor jacket • Kevlar flack pants or vest.

4 Kilos

- Electric keyboard • amplifier • Heavy assault rifle.

"The only difference between most people and us Nomads is that Nomads have better cars..."

—Nomad Santiago



WEAPONS

The first thing your cyberpunk is gonna want is some weapons (weapons can get you out of a bad situation a lot faster than a great stereo). *Cyberpunk* weapons break into seven types:

Pistols (P) are any type of single shot (or semiautomatic) weapon which may be accurately fired with one hand.

Submachineguns (SMG) are any type of weapon which may fire either automatically or semi automatically, using only pistol ammunition.

Shotguns (SHG) are any weapon which fires pellets or other small particles instead of a solid slug.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

Heavy Weapons (HVY) include missiles, grenades, heavy cannon, etc.

Melee Weapons (MELEE) include swords, daggers, knives, martial arts weapons, polearms, etc.

Exotic Weapons (EX); these are bows, lasers, flechette pistols, airguns and microwave weapons—the real "sci-fi" weapons of the *Cyberpunk* universe.

Weapon Codes

Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, concealability, availability and cost. These factors are recorded as a weapon code—a profile of the weapon in order of:

Name • Type • Accuracy •
Concealability
Availability • Damage/Ammunition •
Number of Shots • Rate of Fire •
Reliability

For an example, a weapon with the code:
Minami 10 • SMG • 0 • J • E • 2D6+3/10mm • 40 • 20 • VR would be an Accurate (1) Minami 10 Submachinegun (SMG) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot clip, can fire up to 20

rounds per combat round on full auto, and is very reliable. Descriptions of Weapon Codes follow:

Accuracy: This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

Concealability: How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat—it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve (P)

Jacket, Coat or Shoulder Rig (J)

Long Coat (L)

Can't be Hidden (N)

Availability: This is how difficult the weapon is to find on the open market.

Excellent (E)

Can be found almost anywhere.

Common (C)

Can be found in most sports & gun stores or on the Street.

Poor (P)

Specialty weapons, black market, stolen military.

Rare (R)

Stolen, one of a kind, special military issue, may be highly illegal.

Damage/Ammunition: Each weapon is rated as to the type of ammunition it carries, and the damage of that ammunition (in numbers of dice thrown).

Number of Shots: This is how many shots are held in the standard clip, magazine or quiver for the weapon type.

Rate of Fire: This is how many shots the weapon can fire in a single combat round (3.2 seconds).

Reliability: This is how reliable the weapon is in combat—its chance of jamming while on autofire, etc.

Very Reliable (VR)

Standard (ST)

Unreliable (UR)

WEAPONS LIST

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost
LIGHT AUTOPISTOLS										
BudgetArms C-13	P	-1	P	E	1D6(5mm)	8	2	ST	50m	75.00
Dai Lung Cybermag 15	P	-1	P	C	1D6+1(6mm)	10	2	UR	50m	50.00
Federated Arms X-22	P	0	P	E	1D6+1(6mm)	10	2	ST	50m	150.00
MEDIUM AUTOPISTOLS										
Militech Arms Avenger	P	0	J	E	2D6+1(9mm)	10	2	VR	50m	250.00
Dai Lung Streetmaster	P	0	J	E	2D6+3(10mm)	12	2	UR	50m	250.00
Federated Arms X-9mm	P	0	J	E	2D6+1(9mm)	12	2	ST	50m	300.00
HEAVY AUTOPISTOLS										
BudgetArms Auto 3	P	-1	J	E	3D6(11mm)	8	2	UR	50m	350.00
Sternmeyer Type 35	P	0	J	C	3D6(11mm)	8	2	VR	50m	400.00
VERY HEAVY AUTOPISTOLS										
Armalite 44	P	0	J	E	4D6+1(12mm)	8	1	ST	50m	450.00
Colt AMT Model 2000	P	0	J	C	4D6+1(12mm)	8	1	VR	50m	500.00
LIGHT SUBMACHINEGUNS										
Uzi Miniauto 9	SMG	+1	J	E	2D6+1(9mm)	30	35	VR	150m	475.00
H&K MP-2013	SMG	+1	J	C	2D6+3(10mm)	35	32	ST	150m	450.00
Fed. Arms Tech Assault II	SMG	+1	J	C	1D6+1(6mm)	50	25	ST	150m	400.00
MEDIUM SUBMACHINEGUNS										
Arasaka Minami 10	SMG	0	J	E	2D6+3(10mm)	40	20	VR	200m	500.00
H&K MPK-9	SMG	+1	J	C	2D6+1(9mm)	35	25	ST	200m	520.00
HEAVY SUBMACHINEGUNS										
Sternmeyer SMG 21	SMG	-1	L	E	3D6(11mm)	30	15	VR	200m	500.00
H&K MPK-11	SMG	0	L	C	4D6+1(12mm)	30	20	ST	200m	700.00
Ingram MAC 14	SMG	-2	L	E	4D6+1(12mm)	20	10	ST	200m	650.00
ASSAULT RIFLES										
Militech Ronin Light Assault	RIF	+1	N	C	5D6(5.56)	35	30	VR	400m	450.00
AKR-20 Medium Assault	RIF	0	N	C	5D6(5.56)	30	30	ST	400m	500.00
FN-RAL Heavy Assault Rifle	RIF	-1	N	C	6D6+2(7.62)	30	30	VR	400m	600.00
Kalishnikov A-80 Hvy. Rifle	RIF	-1	N	E	6D6+2(7.62)	35	25	ST	400m	550.00
SHOTGUNS										
Arasaka Rapid Assault 12	SHT	-1	N	C	4D6(00)	20	10	ST	50m	900.00
Sternmeyer Stakeout 10	SHT	-2	N	R	4D6(00)	10	2	ST	50m	450.00
HEAVY WEAPONS										
Barrett-Arasaka Light 20mm	HVY	0	N	R	4D10AP(20/9mm)	10	1	VR	450m	2,000.00
Scorpion 16 Missile Launcher	HVY	-1	N	R	7D10	1	1	VR	1km	3,000.00
Militech Arms RPG-A	HVY	-2	N	R	6D10	1	1	VR	750m	1,500.00
Grenade	HVY	0	P	P	Varies by type	1	1	VR	Throw	30.00
C-6 Plastic Explosive	HVY	0	P	P	8D10 per kg.	1	1	VR	NA	100.00/kg
Mine (all types)	HVY	0	J	P	4D10	1	1	VR	NA	350.00
K-A F-253 Flamethrower	HVY	-2	N	R	2D10+	10	1	ST	50m	1,500.00

KEY

WA=Weapon Accuracy. Concealability: P=Pocket J=Jacket L=Long Coat N=Can't be hidden. Availability: E=Excellent (can be found anywhere) C=Common (sports & gun shops) P=Poor (stolen military, black market) R=Rare (one of a kind, special military issue, highly illegal). Damage/Ammo: most 2000's weapons are rated in millimeters. # Shots (in a standard clip or load) ROF=Rate of Fire per turn. Range=Long range.

VIEW FROM THE EDGE

FITTED FOR THE FUTURE

Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost
EXOTICS										
Techtronica 15 Microwaver	P	0	J	P	1D6†	10	2	VR	20m	400.00
Militech Elect. LaserCannon	RIF	0	N	R	1-5D6	10	2	UR	200m	8,000.00
Avante P-1135 Needlegun	P	0	P	P	Drugs	15	2	ST	40m	200.00
Enertex AKM Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15.00
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200.00
Militech Electronics Taser	P	-1	J	C	Stun	10	1	ST	10m	60.00
EagleTech "Tomcat" C- Bow	EX	0	N	C	4D6	12	1	VR	150m	150.00
EagleTech "Stryker" X-bow	EX	-1	N	C	3D6+3	12	1	VR	50m	220.00

MELEE WEAPONS

Note: Most melee weapons are available on the open market and have a ROF of 1, a WA of 0, and no reloads.

Kendachi Monoknife®	Melee	+1	P	P	2D6	-	-	VR	1m	200.00
Kendachi MonoKatana®	Melee	+1	N	R	4D6	-	-	VR	1m	600.00
SPM-1 Battleglove™	Melee	-2	N	P	3D6/2D6	-	-	VR	1m	900.00

†See pg. 98 for microwave damage.

WEAPON DESCRIPTIONS

Note: All 2020 weapons are caseless ammunition, composite carbon fiber designs.

WEAPON CODE= Type • Weapon Accuracy • Concealability • Availability • Damage/Ammo • #Shots • ROF • Reliability

Light Autopistols

BudgetArms C-13

P -1 P E 1D6(5mm) 8 2 ST
A light duty autopistol used as a hold-out and "lady's gun".

Dai Lung Cybermag 15

P -1 P C 1D6+1(6mm) 10 2 UR
Cheap Hong Kong knockoff, often used by boosters and other street trash.

Federated Arms X-22

P 0 J E 1D6+1(6mm) 10 2 ST
The ubiquitous "Polymer-one-shot" cheap plastic pistol. Available in designer colors.

Medium Autopistols

Militech Arms Avenger

P 0 J E 2D6+1(9mm) 10 2 VR
A well-made autopistol with good range and accuracy. A professional's gun.

Dai Lung Streetmaster

P 0 J E 2D6+3(10mm) 12 2 UR
Another Dai Lung cheapie, built for the Street.

Federated Arms X-9mm

P 0 J E 2D6+1(9mm) 12 2 ST
A sturdy Solo's gun, used as a standard military sidearm in the U.S. and E.C.C.

Heavy Autopistols

BudgetArms Auto 3

P -1 J E 3D6(11mm) 8 2 UR
It's cheap. It's powerful. It blows up sometimes. What else do you want?

Sternmeyer Type 35

P 0 J C 3D6(11mm) 8 2 VR
Rugged, reliable, with excellent stopping power. Another fine E.C.C. product from the United Germanies.

Very Heavy Autopistols

Armalite 44

P 0 J E 4D6+1(12mm) 8 1 ST
Designed as an alternate to the 1998 U.S. Army sidearm trials. A solid contender.

Colt AMT Model 2000

P 0 J C 4D6+1(12mm) 8 1 VR
Now the standard officer's sidearm for the U.S. Army, the M-2000 served well in the Central American Wars.

Light Submachineguns

Uzi Miniauto 9

SMG +1 J E 2D6+1(9mm) 30 35 VR
Uzi's entry into the 21st century, all plastic, with a rotary electric clip and adjustable trigger. The choice for many security Solos.

H&K MP-2013

SMG +1 J C 2D6+3(10mm) 35 32 ST
Heckler & Koch's updating of the MP-5K classic, with compound plastics and built in silencing.

Federated Arms Tech Assault II

SMG +1 J C 1D6+1(6mm) 50 25 ST
An updated version of the venerable Tech Assault I, features larger clip, better autofire, no melting. Honest.

Medium Submachineguns

Arasaka Minami 10

SMG 0 J E 2D6+3(10mm) 40 20 VR
The standard Arasaka Security weapon, found worldwide. A good, allround weapon.

H&K MPK-9

SMG +1 J C 2D6+1(9mm) 35 25 ST
A light composite submachinegun with integral sights. Used by many Euro Solos.

Heavy Submachineguns

Sternmeyer SMG 21

SMG -1 L E 3D6(11mm) 30 15 VR
Sternmeyer's best entry in the anti-terrorist category, with wide use on C-SWAT teams and PsychoSquads.

H&K MPK-11

SMG 0 L C 4D6+1(12mm) 30 20 ST

Possibly the most used Solo's gun in existence, the MPK-11 can be modified into four different designs, including a bullpup configuration, standard SMG, an assault carbine, and a grenade launcher mount.

Ingram MAC 14

SMG -2 L E 4D6+1(12mm) 20 10 ST
Updated MAC-10, with composite body and cylindrical feeding magazine.

Assault Rifles

Militech Ronin Light Assault

RIF +1 N C 5D6(5.56) 35 30 VR
A light, all purpose update, similar to the M-16B.

AKR-20 Medium Assault

RIF 0 N C 5D6(5.56) 30 30 ST
A plastic and carbon fiber update of the AKM, distributed throughout the remains of the Soviet Bloc.

FN-RAL Heavy Assault Rifle

RIF -1 N C 6D6+2(7.62) 30 30 VR
The standard NATO assault weapon for battlefield work. Bullpup design, collapsing stock.

Kalishnikov A-80 Hvy. Assault Rifle

RIF -1 N E 6D6+2(7.62) 35 25 ST
Another Soviet retread, with improved sighting and lightened with composites.

Shotguns

Arasaka Rapid Assault Shot 12

SHT -1 N C 4D6 (00) 20 10 ST
A high powered auto-shotgun with lethal firepower. Used by Arasaka worldwide. Another good reason to avoid the Boys in Black.

Sternmeyer Stakeout 10

SHT -2 N R 4D6 (00) 10 2 ST
Light duty stakeout shotgun, used by city police departments.

Heavy Weapons

Barrett-Arasaka Light 20mm

HVY 0 N R 4D10(20/9mm) 10 1 VR
The cyberpsycho hunter's favorite. Almost 2 meters long, this "cannon" fires a depleted uranium shell at super-

sonic speeds. Heavy AP sub-caliber penetrator damages armor 2pts/hit.

Scorpion 16 Missile Launcher

HVY -1 N R 7D10 1 1 VR
The third generation of the Stinger missile launcher, this shoulder arm fires one missile.

Militech Rocket-Grenade Launcher

HVY -2 N R 6D10 1 1 VR
Shoulder-mounted, rocket-powered grenade launcher. Heavily used in the Central American conflicts under the name *RPG-A*.

Grenade

HVY 0 P P Varies 1 1 VR
Types include Fragmentation (7D6), Incendiary (4D6 for 3 turns), Stun (-5 to Stun), Dazzle (Blind for 4 turns), Sonic (deafened 4 turns), Gas (see FNFF *Gas Table*).

Grenade Launchers

HVY 0 L/N R Varies 1 1 ST
Launcher may be attached (under barrel) to any assault rifle, or handheld. Range 225m, Cost 150eb. Not compatible with Militech RPG-A.

C-6 "Flatfire" Plastic Explosive

HVY 0 P P 8D10 per kg. 1 1 VR
Grey block of plastique, can be detonated by timer, tripwire or signal.

Mine (all types)

HVY 0 J P 4D10 1 1 VR
Can be detonated by timer, tripwire, signal or motion detector.

Kenshiri Adachi F-253 Flamethrower

HVY -2 N R 2D10 10 1 ST
Liquified napalm sprayer. Back mounted and bulky. Does extra damage following initial hit (see FNFF, pg.110).

Exotics

Techtronica 15 Microwaver

P 0 J P 1D6 10 2 VR
Flashlight sized microwave projector. See FNFF, pg. 108 for details.

Militech Electronics LaserCannon

RIF 0 N R 1-5D6 10 2 UR
Milspec laser cannon, rarely seen. See FNFF, pg. 108 for details.

Avante P-1135 Needlegun

P 0 P P Drugs 15 2 ST
Lightweight, plastic, compressed air powered. Can be doped with drugs, poison. See FNFF, pg. 107 for details.

Enertex AKM Power Squirt

P -2 J C Drugs 50 1 VR
A squirtgun. Yes, a powered squirtgun. See FNFF, pg. 108 before you laugh.

Nelspot "Wombat" Airpistol

P -1 J C Drugs 20 2 UR
Paintball gun from hell. Can fire acid, paint, drugs, poison. See FNFF, pg.107.

Militech Electronics Taser

P -1 J C Stun 10 1 ST
Zap. About the size of a small hand flashlight. See FNFF, pg.107 for details.

EagleTech "Tomcat" Compound Bow

EX 0 N C 4D6 12 1 VR
Gyrobalanced, stabilized compound bow. Silent & deadly.

EagleTech "Stryker" Crossbow

EX -1 N C 3D6+3 12 1 VR
Plastic and bimetal crossbow. Silent, deadly, and you usually get your ammo back.

Melee Weapons

Kendachi Monoknife®

MELEE +1 P P 2D6 NA 1 VR
Mono-sectional crystal blade. Incredibly sharp. In the Japanese "tanto" style. Also available in a naginata form for 100⁰⁰ extra.

Kendachi MonoKatana®

MELEE +1 N R 4D6 NA 1 VR
Sword length version of monoblade. Resembles a hightech katana with a milky, nearly transparent blade.

SPM-1 Battleglove

MELEE -2 N P 3D6/2D6 NA 1 VR
This is a large gauntlet covering the hand and forearm. It does 3D6 in crush damage, 2D6 punch damage, and has three spaces which can be used to store any standard cyberarm option.

VIEW FROM THE EDGE

FITTED FOR THE FUTURE

MELEE WEAPONS

Name	Type	WA	Con.	Avail.	Damage	#Shots	ROF	Rel.	Range	Cost
Club	Melee	0	L	C	1D6	NA	NA	NA	1m	Free
Knife	Melee	0	P	C	1D6	NA	NA	NA	1m	1-20.00
Sword	Melee	0	N	C	2D6+2	NA	NA	NA	1m	20-200.00
Axe	Melee	-1	N	C	2D6+3	NA	NA	NA	1m	20.00
Nunchaku/Tonfa	Melee	0	L	C	3D6	NA	NA	NA	1m	15.00
Naginata	Melee	0	N	P	3D6	NA	NA	NA	2m	100.00
Shiriken	Melee	0	P	C	1D6/3	NA	NA	NA	Throw	2-3.00
Switchblade	Melee	0	P	C	1D6/2	NA	NA	NA	1m	15.00
Brass knuckles	Melee	0	P	C	1D6+2	NA	NA	NA	1m	10.00
Sledgehammer	Melee	-1	N	C	4D6	NA	NA	NA	1m	20.00
Chainsaw	Melee	-3	N	C	4D6	NA	NA	NA	2m	80.00

Kendachi

MonoKatana®

MELEE•+1•N•R•4D6•

NA•I•VR



RELOADS & OPTIONS

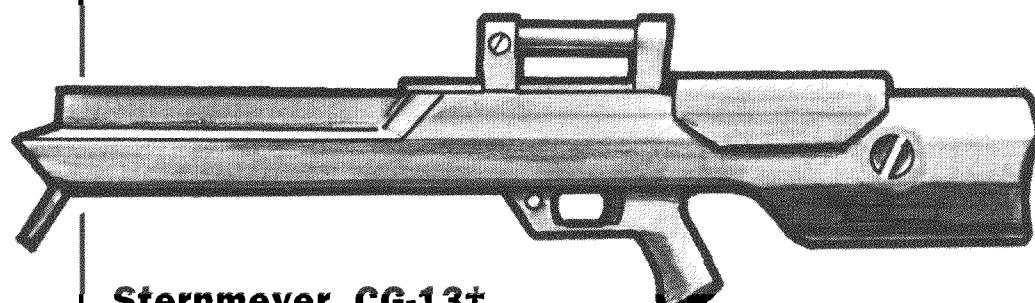
Ammunition†

	Cost
Light Pistol, Lt. SMG (box of 100)†	15.00
Medium Autopistol, SMG (box of 50)	15.00
Heavy Pistol, Hvy. SMG (box of 50)	18.00
Very Heavy Pistol (box of 50)	20.00
Assault Rifle (box 100)	40.00
Shotgun (box of 12)	15.00
20mm Cannon round (1)	25.00
Arrows (12)	24.00
Crossbow Bolts (12)	30.00
Airgun pellets (100)*	6.00
Needlegun rounds (50)	25.00
Flamethrower Reload	50.00
Micro Missile Reload (4ea)	100.00

Options

Silencer	100.00
Holster (all types)	20.00
Shoulder sling	5.00

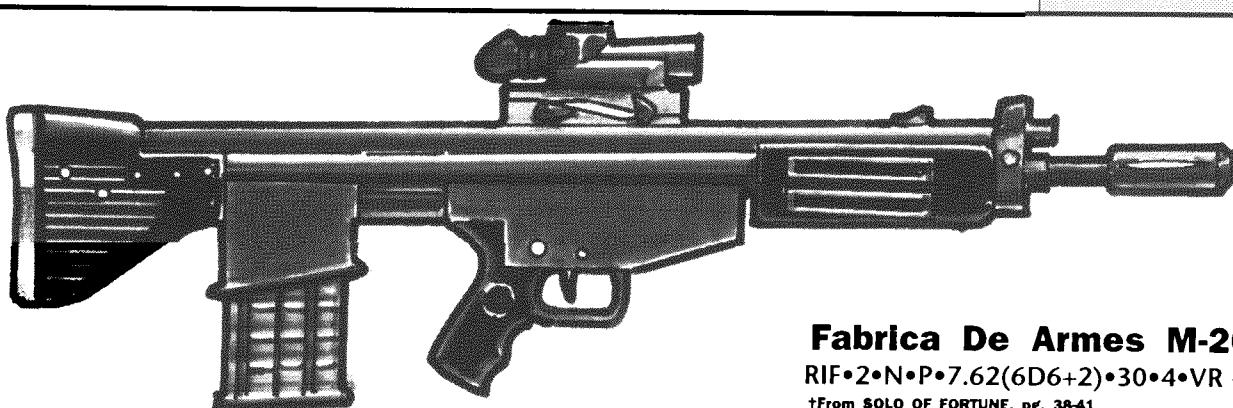
†Armor piercing=3x cost Brass Cased loads for old guns=2xcost *Drugs, Acid =5x cost



Sternmeyer CG-13†

RIF•1•N•P•5.56 (5D6)•90•48•VR (700eb)

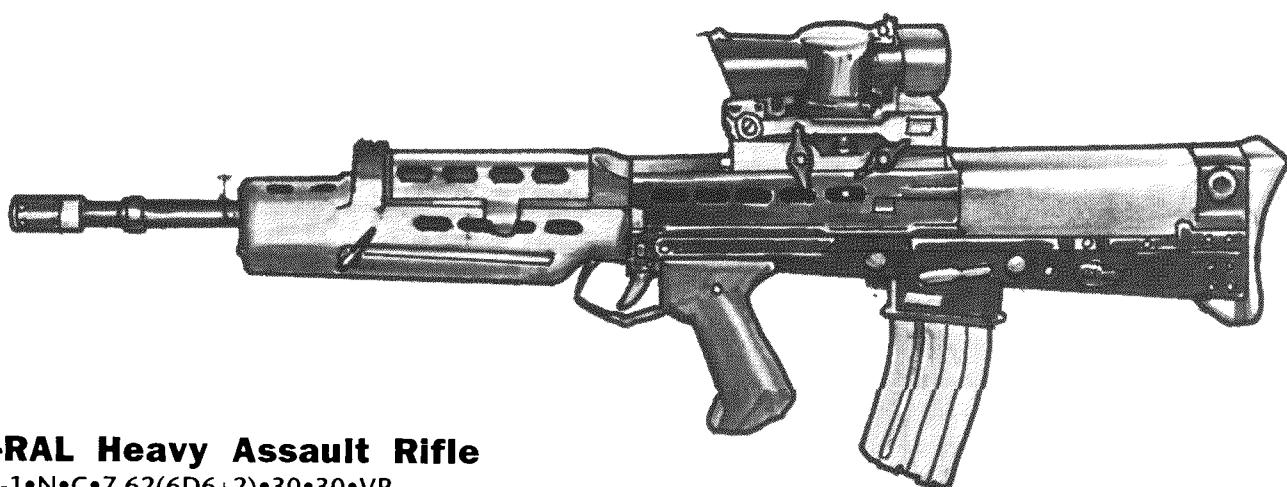
†From SOLO OF FORTUNE, pg. 38-41



Fabrica De Armes M-2012†

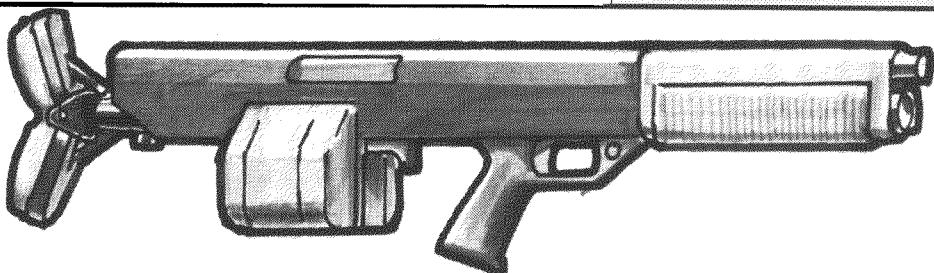
RIF•2•N•P•7.62(6D6+2)•30•4•VR (1400eb)†

†From SOLO OF FORTUNE, pg. 38-41



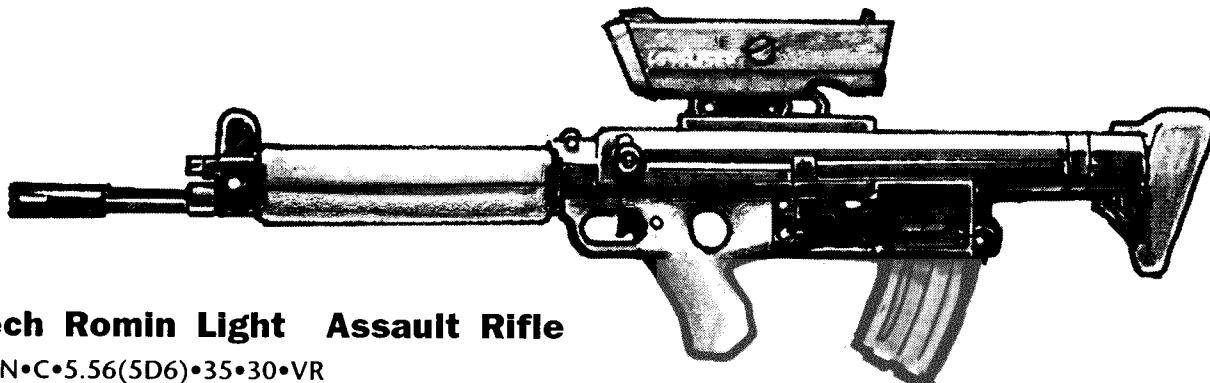
FN-RAL Heavy Assault Rifle

RIF•1•N•C•7.62(6D6+2)•30•30•VR



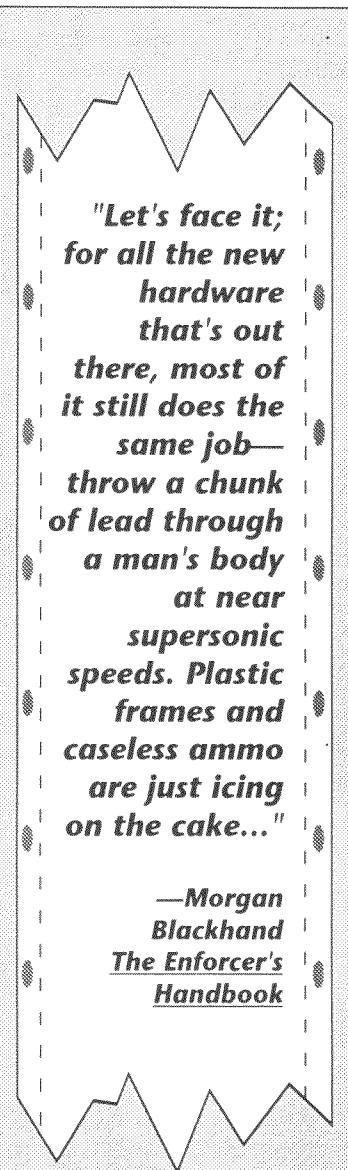
Arasaka Assault Shot 12

SHT•1•N•C•00(4D6)•20•10•ST



Militech Romin Light Assault Rifle

RIF•+1•N•C•5.56(5D6)•35•30•VR



Old Guns Never Die

As late as the 1990's there were still used models of the venerable Beretta and Webley for sale (particularly in pawnshops and on the black market). The same can be assumed for 20th century weapons in 21st century—large numbers of "obsolete" weapons that can be found at reasonable prices in any pawn shop. Prices are usually half that of a comparable new weapon of the type, although final price is up to the Referee.

S&W Combat Magnum

P 1 J C 2D6+3 (.357) 6 2 VR
Designed for US Border Patrol use, the Combat Magnum is a popular choice among police officers. Its "small frame" and reliable action make it a best seller.

Llama Commando

P 0 J C 4D6 (.44) 6 1 ST
An excellent .44 revolver, used in home defense and police work. Its long barrel makes it hard to conceal.

Colt .45 "Peacemaker"

P 0 J R 2D6+2 (.45) 6 1 VR
The gun "that won the West", the .45 was the most common US sidearm throughout the 1800's. A single action weapon, it must be cocked before firing, although later models had a flattened hammer allowing the gun to be fired by "fanning" the hammer.

Colt .38 Detective

P 1 J C 1D6+2 (.38) 6 1 VR
The most commonplace police weapon for many years, the Colt .38 has many variants, including the smaller "Chief's Special". With their high reliability, there are many of these guns still in circulation.

C.O.P. .357 Derringer

P 0 P C 2D6+3 (.357) 4 2 VR
Designed as a "holdout" for law enforcement agents, the COP uses a unique revolving firing pin arrangement. Its small size makes it easily hidden.

UZI

SMG 2 J C 2D6+1 (9mm) 30 20 VR
Developed by the Israelis as a reliable export weapon, the UZI is used worldwide by security forces, the US Secret Service, police and (unfortunately) terrorists and drug dealers.

Vz61 Skorpion

SMG 2 J P 1D6 (.25) 20 25 VR
A standard military sidearm for the Soviet Bloc, the Skorpion is the world's smallest military SMG. Its small ammunition size gives it excellent controllability. It is easily silenced and can be carried in a shoulder holster.

Ingram MAC 10

SMG-1 J C 2D6+2 (.45) 30 5 UR
A very small SMG used by covert units and terrorists. It can be easily silenced. However, its very large ammo size makes it very difficult to control when on full auto.

H&K MPS & MPSK

SMG 1 L C 2D6+1 (9mm) 30 20 ST
Two examples of the H&K family of interchangeable SMGs, both share parts and design similarities. The MPSK is a very small version of the MP5SD3, which has a built in silencer.

Thompson M1

SMG 2 N C 2D6+2 (.45) 30 20 VR
Standard US military SMG during WWII, the Thompson is rugged, reliable and easy to use. The M1928 version, of gangster fame, was less reliable (UR), but could carry a 50 round drum magazine.

Bushmaster

SMG 0 C R 4D6 (5.56) 30 20 ST
A bullpup configured SMG designed to be fired one handed. The Bushmaster uses the M-16A1 clip, making it technically closer to an assault rifle than a submachinegun.

FN-FAL

RIF 0 N E 6D6+2 (7.62) 20 21 VR
Standard NATO rifle. A very deadly assault weapon; durable and handles well.

AK 47, AKM, AKMS

RIF 0 N E 5D6 (7.62) 30 20 VR
Standard Soviet military rifle, exported worldwide, particularly to Soviet client-states. Reliable, rugged, but rather difficult to control, the AK-47 is probably the most well known weapon of its type in the world.

M-16A & M-16A2

RIF 2 N C 4D6 (5.56) 30 25 UR
Standard US military rifle since the 1960's, the M-16 has high accuracy and a staggering ROF. A built in "tumble" effect compensates for the light 5.56 round. Earlier M-16 models were cantankerous and unreliable in the extreme, with an accuracy of 1, not 2. The Ar-15 and the AR-180 are civilian models used by police and home defense.

Styer Aug

RIF 2 N C 4D6 (5.56) 30 20 VR
A bullpup configured rifle using high tech plastics and aluminum, the AUG is the wave of the future. The scope is built in, giving it great accuracy, while its rugged plastic construction gives it reliability and strength.

Winchester M70

RIF 3 N C 5D6+1 (30-06) 5 1 VR
A basic scoped hunting rifle, used to hunt deer.

CAWS

SHG 0 N R 4D6 (00) 10 10 ST
Close in Assault Weapon, designed for house to house work, crowd suppression. Scope is built in, making it very accurate for type.

Armor

This is the next most important purchase for the well-dressed punk. Most armors in the 2000's are made of epoxide laminates, plastic mesh weaves and thin metal or ceramic insert plates. They are light, but often bulky; each one has an **Encumbrance Value (EV)** which is subtracted from your character's REF, and a **Stopping Power (SP)**, which refers to the ability of the armor to stop damage. The Stopping Power is subtracted from the amount of damage done by the hit. Armor includes:

Heavy leather (Jacket or Pants) SP=4

Good for road rash, stopping knives, etc. A good .38 slug will probably rip you to bits, however.

Kevlar T-Shirt/Vest SP=10

Can be worn unnoticed under most street clothes. Will stop most rounds up to a .45 ACP.

Kevlar Armor Jacket SP=14 (Lt), 18 (Med) or 20 (Hvy)

Personal protection for the fashion conscious, these lightweight Kevlar jackets have nylon coverings that resemble normal jackets.

BODY ARMOR

Type of Armor	Covers	SP*	EV†	Cost
Cloth, leather	Arms, Torso, possibly legs	0	+0	Varies
Heavy leather	Arms, Torso, possibly legs	4	+0	50 ⁰⁰
Kevlar T-Shirt, Vest	Torso	10	+0	90 ⁰⁰
Steel helmet	Head	14	+0	20 ⁰⁰
Light Armor jacket	Torso, Arms	14	+0	150 ⁰⁰
Med Armor jacket	Torso, Arms	18	+1	200 ⁰⁰
Flack vest	Torso	20	+1	200 ⁰⁰
Flack pants	Legs	20	+1	200 ⁰⁰
Nylon helmet	Head	20	+0	100 ⁰⁰
Heavy Armor jacket	Torso, Arms	20	+2	250 ⁰⁰
Door Gunner's vest	Torso	25	+3	250 ⁰⁰
MetalGear™	Whole Body	25	+2	600 ⁰⁰

Stopping Power (SP) refers to the ability of the armor to stop damage.

*AP rounds: treat all Armor as 1/2xSP. †Edged weapons treat SP as half.

† (EV) Encumbrance values should be added together and subtracted from character's total REF stat.

Helmet SP=14 (steel) or 20 (nylon)

Heavy duty protection for the head, standard for most military. Some are made of steel, others of kevlar and high impact plastics. Most (90%) have face shields with 1/2 the SP level as the rest of the helmet.

Flack Vest/Pants SP=20

Standard protection for combat soldiers, the flack vest is designed to stop small arms fire, grenade shrapnel, but only slow up assault rifle rounds.

Doorgunner's Vest SP=25

Heavy duty protection for stationary positions, like machinegun nests, helicopter doors, etc.

MetalGear™ SP=25

Laminated expoxide plate armor. Bulky and designed in modular sections, with helmet, arm & leg coverings, torso and back clamshell.

Special Equipment

Okay, so you don't wanna get all metalled up and hard into the face, neh? No problem. We got a couple of slick little gadgets to put you even up with the cybers.

BattleGloves (900⁰⁰)

Heavy gauntlets that cover the entire hand and forearm, articulated with artificial muscle and hydraulics. A Battle glove delivers 3D6 crushing, 2D6 punching damage, and has three spaces for any standard cyberarm weapon or option, except Hydraulic Rams.

Smartgoggles (200⁰⁰)

Want all the advantages of getting cyber-optics, but without the humanity loss? Smartgoggles can be outfitted with chips to simulate the effects of up to 4 cyberoptic options (each option costs the same as a cyberoptic option, less 10%). Smartgoggles come with a smartgun plug and cables, allowing the Targeting scope option to be used (+1 to ranged attacks).

For example, Razorjack decides to buy a set of smartgoggles. He selects Thermograph, Digital camera, Low Lite and Targeting scope as options. His total cost is 200⁰⁰ (base cost) + 990⁰⁰ = 1190⁰⁰

Linear Frames (Price Varies)

A linear frame is a powered exoskeleton, giving the user tremendous strength. There are three levels of linear frames: Sigma, Beta and Omega.

Type	Strength	Cost
Σ (Sigma)	12	5000 ⁰⁰
Β (Beta)	14	7000 ⁰⁰
Ω (Omega)	16	9000 ⁰⁰

Normally, exoskeletons are worn as part of a cybernetics package (see Putting the Cyber Into The Punk, pg.92 for more details). However, you can put on a linear frame without having it interfaced directly to your nervous system. Instead, you can simply chip into the suit as if it were any cyberbike or vehicle, taking a -2 REF penalty to do so.

Not bad, eh? Just make sure they don't take 'em off ya, chombatta.

"So what if
armor makes
you slower?
You still can't
outrun a
bullet. But you
can stop it
dead in its
tracks."

—Nomad
Santiago

2020 GEAR LIST

Following is a list of useful items for the cyberpunk on the move.

FASHION†

Pants	20.00
Top	15.00
Jacket	35.00
Footwear	25.00
Jewelry	10-100.00
Mirrorshades	5-50.00
Contact Lenses	100.00
Glasses	50.00

†Multiply base cost by style:

Generic Chic	1x cost
Leisurewear	2x cost
Businesswear	3x cost
High Fashion	4x cost
Urban Flash	2x cost

TOOLS

Techscanner	600.00
Cutting torch	40.00
Tech Toolkit	100.00
B & E Tools	120.00
Electronics Toolkit	100.00
Protective Goggles	20.00
Flashtube	2.00
Glowstik	1.00
Flash Paint	10.00 per pt.
Flash Tape	10.00 per foot
Rope	2.00 per foot
Breathing Mask	30.00

PERSONAL ELECTRONICS

Holo Generator	500.00
Video Board	100.00 per sq ft
Data Chip	10.00
Logcompass	50.00
Digital Recorder	300.00
Digital Camera	150.00
VideoCam	800.00
Video/Audio Tape Player	40.00
VideoTape	4.00
Pocket TV	80.00
Digital Chip Player	150.00
Digital Music Chip	20.00
Electric Guitar	100-500.00
Electronic Keyboard	200-900.00
Drum Synthesizer	200-800.00
Amplifier	500-1000.00

DATA SYSTEMS

Laptop Computer	900.00
Pocket Computer	100.00
Cybermodem	Varies by design
Cellular Cybermodem	Varies by design
Interface Cables	20-30.00

Low Impedance cables	60.00
'Trode Set	20.00
Keyboard	100.00
Terminal	400.00

COMMUNICATIONS

Mastoid Commo	100.00
Pocket Commo	50.00
Cellular Phone	400.00
Mini Cell Phone	800.00

SURVEILLANCE

Binoglasses	200.00
Binoculars	20.00
Light Booster Goggles	200.00
IR Goggles	250.00
IR Flash	50.00

ENTERTAINMENT

Movie	10.00
VCR/Chip Rental	4.00
Braindance	20.00
Live Concert/Sports Event	50.00
Fast Food Meal	5.00
Well Drink†	3.00
Restaurant Meal†	20.00

†Multiply by level of restaurant or bar:

Fair	1x cost
Good	2x cost
Excellent	3x cost

SECURITY

Keylock	20.00 per level
Cardlock	100.00 per level
Vocolock	200.00 per level
Line Tap	200.00
CodeDecryptor	500.00
VocDecryptor	1,000.00
Security Scanner	1,500.00
Poison Sniffer	1,500.00
Jamming Transmitter	500.00
Scanner Plate	500.00
Movement Sensor	40.00
Passcard	10.00
Tracking Device	1,000.00
Tracer Button	50.00
Remote Sensors	700.00
PlasKuffs	100.00
Stripwire Binders	5.00

MEDICAL

Dermal Stapler	1,000.00
Spray Skin	50.00 per can
Slap Patch	varies by drug type
Cryotank	100,000.00
Medkit	50.00
Surgical Kit	400.00
First Aid Kit	10.00
Medscanner	300.00

Drug Analyser	75.00
Airhypo	100.00
Clinic Visit	200.00
Day in Hospital	300.00
Day in Intensive Care	1,000.00
Clone Limb Replacement	1,500.00

FURNISHINGS

Nylon Carrybag	5.00
Sleeping Bag	25.00
Inflatable Bed	25.00
Futon	90.00
Real Wood Furniture	200.00 per piece
Synthetic Furniture	100.00 per piece
Apartment Cube	5,000.00
Lamp	20.00
Cleaning Bot	1,000.00
Vocal Switcher System	100.00

VEHICLES

Scooter	500.00
Motorcycle	1,500.00
CityCar	2,000.00
Small Subcompact	6,000.00
Medium Sedan	10,000.00
Sportscar	20,000.00
Luxury Sedan	40,000.00

Note: 2x cost for cybercontrols

LIFESTYLE

Cell Phone Service	100.00 month +
Standard Phone Service	30.00 month +
Pay Phone Call	50¢ per minute
Data Term Use	1.00 per minute
CredChip Account	20.00 per month
Health Plan	1,000.00 per month
Trauma Team Acct.	500.00 month
Air	5.00 per minute
Mag Lev Chit	25¢ per station
Taxi	3.00 per mile
AV-Taxi	10.00 per mile
Cable TV	40.00 per month

GROCERIES

Kibble	50.00 per week
Generic Prepak	150.00 per week
Good Prepak	200.00 per week
Fresh Food	300.00 per week

HOUSING†

Coffin	20.00 per night
Hotel Room	100 per night
Apt./Condo	200.00 per room/per month
House	150.00 per room/per month
†Multiply base cost by location:	
Combat Zone	1x cost
Moderate Zone	2x cost
Corporate Zone	4x cost
Executive Zone	6x cost
Utilities	100.00 month

GEAR DESCRIPTIONS

Fashion

The clothing styles of 2020 break into five basic fashion statements:

Generic Chic: This is the standard Streetwear, made up of colorful modular components in many colors. Belts, coats, sashes, boots predominate.

Leisurewear: This is the equivalent of 21st century athletic wear. Padded fleece, corporate and athletic logos.

Businesswear: This is the equivalent of the standard business suit; understated colors, pinstripes, real leather shoes etc.

Wool and other natural fabrics are considered the proper outfitting for the up and coming Corp.

High Fashion: Sophisticated and expensive dressing for the upper class. Designer labels like Miyake, Si-fui Yan, and Anne Calvin.

Urban Flash: Video jackets, colorshift fabrics, cammo, leathers, metal spikes, Logowear, jeans, leather skirts, boots. The wildest and most utterly chilled in cyberfashion.

Tools

Techscanner: a small handheld microcomp with various I/O connectors and probes. Techscanners run diagnostic programs, identify and examine malfunctioning components, and display internal schematics on a small screen.

Cutting Torch: common oxy/acetylene type out of a bottle. Hand held, about a foot long. More powerful models are available, up to thermite lances at 5x-15x cost.

Tech Tool Kit: mixed kit of tools for repair of mechanical items, usually in a 4"x16"x2" case.

Electronics Kit: see above.

Protective Goggles: protective eyewear for welding, metal machining work, chemical mixing, etc.

Flashlight: you all know what this is. Beam range 100'-120'. Can buy smaller pocket lights (1/4 range) for half the normal price.

Glowstik: chemlight in a 6" plastic tube. Shake or break to activate. Soft light lasts up to 6 hours. Comes in green, blue, red.

Flashpaint: fluorescent paint gives off soft light equal to Glowstik, lasts up to 4 hours.

Flashtape: same as Flashpaint. Lasts 6 hours, comes in variety of widths.

Rope: braided synthetics in a variety of thicknesses and weights. Can hold up to 1,000 lbs.

Breathing Mask: a common painter's style mask; nose and mouth coverage, with two replaceable filters (1eb per 10 pack) on the sides. Good for keeping out the smog.

Personal Electronics

HoloGenerator: small box (approx. 4"x2"x6" inches) projects a holographic picture from a replacable chip. Generator is compatible with chips from most digital cameras. Can be linked with a digital Recorder/Player.

Video Board: monitor using flat-LCD technology. No thicker than an inch, most video boards are built into TVs, but all types have input plugs for use as a readout monitor for other electronic products. Large ones (20'x100') are used as advertising signs. Videoboards are bought by the square foot.

Datachip: the storage medium of the future for holding digital information. Usually plastic-cased, chips come in the shape of buttons, flat squares, and triangular slivers. All shapes can be read by all types of recording media by use of adapter plugs.

Logocompass: a form of programmable inertial compass

that keeps track of your changes in direction from a fixed bearing or point.

Digital Recorder: audio recording device using datachip technology, most are the size of two paperback books stacked flat. Some are smaller than a pack of cards.

Digital Camera: still images are "digitized" onto a chip cartridge. About the size of a pack of cigarettes.

VideoCam: can be mounted on a headset, a shoulder clamp, or hand-held depending on size (This affects price, size of recorded image, duration of recording time,etc. The price given is for the most inexpensive shoulder-carried model.) Sound and image are usually recorded on a tape-pak that is the size of a card deck or smaller, but you can direct-feed to a transmission device with a set of cables.

Video/audio Tape Player: this device plays the videocam tape-paks, along with many older-style audio tapes.

Video Tape: see VideoCam. Note: the video tape of 2020 is a high density digital media capable of handling both audio and visual images.

Pocket TV: uses a flat-scan screen in a package 5"x5"x3/4" or smaller. Picks up the majority of VHF, UHF stations.

Digital Chip Player: this plays audio- and video-recorded chips. You must plug into a video board to play the video track of a digital chip.

Digital Music Chip: 1 to 6 pop album favorites (or any other music) slapped into semiconductors and plastic. These chip are also available in a read-write format as well.

Electric Guitar: no longer the classic "axe", it's now lighter, more flexible in its applications, and sometimes not even in a recognizable shape. It may have even replaced the strings and frets with a series of key banks!

Electronic Keyboard: little changed from the present, except in size and power.

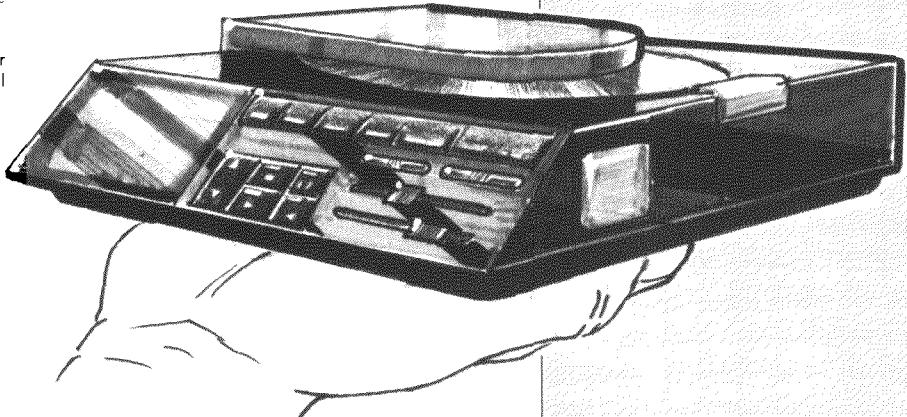
Drum Synthesizers: common "new-wave" music equipment; a series of percussion pads and a sound box. It will fit in a couple of suitcases and can be arranged anyway the drummer pleases.

Amplifier: see electronic keyboard. (For more on the instruments of the 2010s-20s, check out the supplement *Rockerboy*.)

Data Systems

Laptop Computer: the common portable, with internal hard drive, video board (detachable), and slots for data/programming chips. These units do not have the advanced CPUs and memory spaces available in a regular computer system; they cannot be used for Netrunning.

Pocket Computer: the classic 6"x3"x1/2" programmable calculator with keyboard and chip slots, up to 100 pages of alphanumeric memory.

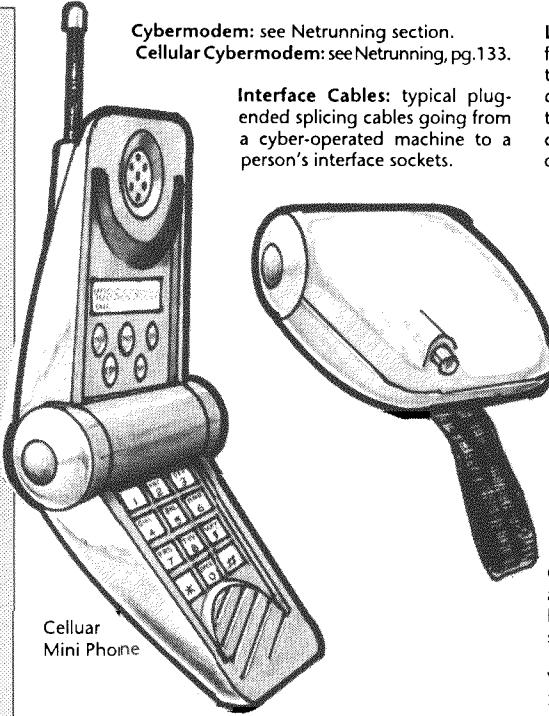
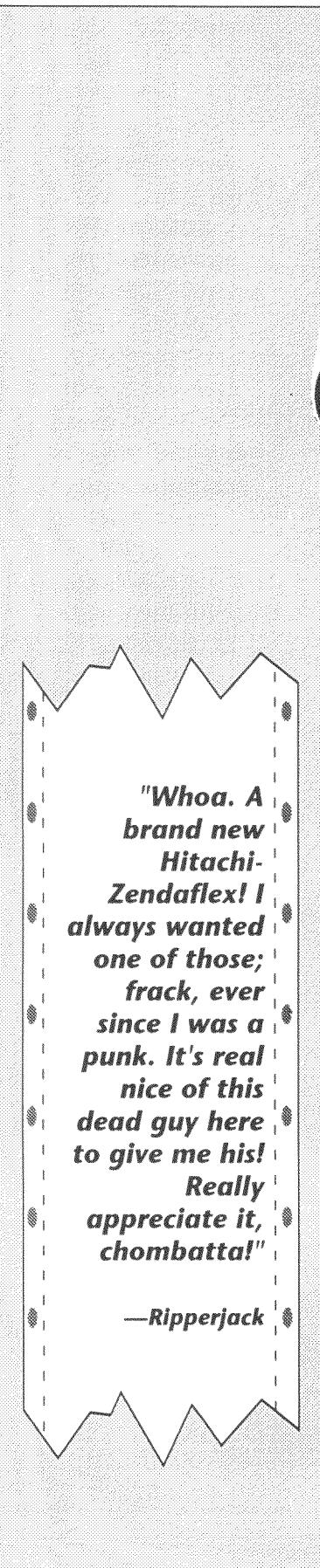


"Sure, you got yer cyberwear.
You got yer guns and yer armor. But you gotta sleep somewhere.
You gotta eat somethin' besides kibble and bits. An' it don't hurt if you catch an occasional braindance or a little video action."

—The Bag Lady

VIEW FROM THE EDGE

FITTED FOR THE FUTURE



Cybermodem: see Netrunning section.
Cellular Cybermodem: see Netrunning, pg.133.

Interface Cables: typical plug-ended splicing cables going from a cyber-operated machine to a person's interface sockets.

Low Impedance Cables: special low-resistance/interference cables for improved data transfer; they confer a +1 bonus on any interfacing tasks, such as controlling cybervehicles or Netrunning.

'Trode Set: a low efficiency headset for 'piggybacking' in the Net. -2 to Interface skill.

Keyboard: can be accessorized to your cybermodem or other electronic equipment.

Terminal: a computer workstation including keyboard, video board, and I/O connectors. A terminal can be used to Netrun (making the runner immune to most Black software), but is very, very slow (-5 to Interface Skills). Terminal operators are commonly known as "net-tortoises"

Communications

Mastoid Commo: all commos are radio transceivers. This one is glued to the jaw and temple; you send via subvocalization and receive with soundless vibrations. Range 10 miles.

Pocket Commo: a typical small walkie-talkie. Range 10 miles.

Cellular Phone: communication on the move, anywhere within reach of a radiotelephone transceiver network. There is a 100eb per month phone service charge.

MiniCell Phone: it fits in a cigarette pack.

Surveillance

Binoculars: nuff said.

Binoglasses: these high-tech vision aids combine binocular effects with a laser rangefinder, and sometimes IR lenses. More expensive versions will have a digital camera built in.

LB Goggles: light intensification goggles boost ambient light for night vision via 'Starlite' technology. Goggles can be overwhelmed by sudden light level increase. With tuning (DIFFICULT task), they can also detect active IR beams.

IR Goggles: these pick up hazy, background Infrared sources. Normally used with an active IR source for invisible illumination.

IR Flashlight: see above. UV flash is similar; also useable with the proper cyberoptic.

Line Tap: a device that can pick up voice or data transmissions from a telecommunications line, then record or transmit them. The more sophisticated models need not be directly connected to the line they're monitoring (they will work up to a foot or so away), and can be remote controlled. Line taps cannot be used on systems installed or updated after 2008 due to the complete switchover to fiber optics.

Security

Keylock/Cardlock/Voclock: increasingly complex methods of portal security. The keylock is a mechanical lock and must be attacked that way. Card- and voclocks are electronic, (cardlocks use a magnetically-coded card, voclocks employ voice-recognition technology). Each type of lock has four increasing levels of complexity, and a single security system may incorporate all 3 types of locks.

Type	Difficulty Level
Low Security	Average (15)
Medium Security	Difficult (20)
High Security	Very Difficult (25)
Maximum Security	Nearly Impossible (30)

Cardlock Decryptor: the probe of this device is inserted into a card lock instead of the normal card. A Decryptor operates by adding +5 to your basic TECH+Electronic Security+1D10 skill check against the lock.

VocDecryptor: a vocal modulator for penetrating voclocks. See above.

Security Scanner: this device searches out electromagnetic fields generated by various alarm systems (75% chance of location). A TECH or INT roll may be needed to identify the style of alarm encountered.

Poison Sniffer: can be set to check air or liquid for a specific poison(s). Otherwise, it will simply alert you to foreign substances. 85% accuracy.

Jamming Transmitter: usually comes in 2 or 3 large cases, but can fill an entire van. Jams electromagnetic transmissions in a 1000 foot area (that includes cellular phones and some cyberware).

Scanner Plate: a reading device for palmprint locks. Can be attached to any type of Card or Voclock to add an extra layer of security.

Movement Sensor: a typical alarm system. Covers seismic, sonar, and fixed IR or visible light networks. Detects movement in a defined area, with a 95% reliability. The sensory processor is about the size of a pack of cigarettes.

Passcard: the most common unlocking device for a cardlock.

Tracking Device: hand held or suitcased equipment for detecting/following tracer buttons. Range is 1 mile.

Tracer Buttons: can be any size from a matchbook to a pin. Uses radioactivity or constant/pulsed radio transmission to pinpoint who or what it's attached to. Some can be turned on/off remotely. Usually bought in sets of 6.

Handcuffs: just what it says. Probably a little stronger (a NEARLY IMPOSSIBLE task to break) due to new alloys. Often (50%) opened with a form of cardlock.

Striptape Binders: great for riot control. One-use-only plastic locking strips for temporary handcuffs and leg ties (VERY DIFFICULT to break). With ceramic fibers to resist cutting, and guaranteed fireproof. Come in boxes of 12.

Medical

Dermal Stapler: this automatically pulls the sides of a wound together and sutures it with staples of a compressed organic material that dissolves after an elapsed time.

Spray Skin: a putty-like spray gel for treatment of severe abrasions. Antiseptic and sterile, it's also air permeable and flakes off in about two weeks.

Cryotank: an advanced refrigeration tank; the cryotank will cool a body down to preservation levels while life-support machines maintain the blood/oxygen flow. Designed to keep a dying body in relative stasis.

Medkit: standard doctor's or military corpsman's bag. It contains antidotes, dressings, drugs, applicators, medicines, and examining instruments (probes, depressors, ocular light, stethoscope).

Surgical Set: a full set of surgeon's tools (scalpel, retractor, probe, clamp, tweezers, etc.), and chemicals or equipment for maintaining a sterile operating field.

First Aid Kit: the common household medic's box. It has bandages, antiseptics, and a simple painkiller.

Slap Patch: a small plastic pad containing a measured amount of medicine. The pad is applied to the skin and the medicine is absorbed in steady doses. See the *Trauma Team* section for drugs and prices.

Airhypo: the "Bones McCoy" uses a quick burst of compressed air to force a liquid drug through the skin. See the *Trauma Team* section for drugs and prices.

Medscanner: Readouts for body temperature, heartrate, blood pressure, respiration, and blood sugar levels. A small chipped database adds a +2 to your *Diagnose Skill*.

Drug Analyser: ranging in size from a book to a briefcase, this gadget operates in a manner similar to the chemical sniffer. It will determine the purity of a drug with a known composition, or identify the molecular makeup and possible effects of an unknown substance that is similar to a drug already programmed into its library.

Furnishings

Nylon Carrybag: the athletic bag/kitbag of the 2000's, with a variety of logos to choose from. Sizes vary.

Sleeping Bag: they're lighter weight, and can now take temperatures down to -100F. Compresses to a 12"x6"x4" wad.

Inflatable Bed: self-inflating, highly-compressed mattress package. About 6"x2"x4" folded.

Real Wood Furniture / Synthetic Furniture: what more can we say?

Futon: portable folding bed and pad; of Japanese origin.

Apartment Cube: 10'x10'x8' living module in which all major furnishings and appliances are hidden in flush wall recesses and are extended only for use. Contains bed, closet, small stove, refrigerator, TV and digital entertainment center, two chairs, fold down desk, removable table. Rolls into place and can be easily transported. Cubes are usually so small that if you had all your furnishings extended at once, there'd be no room for you to stand!

Lamp: it gives light. Comes in an infinity of shapes and colors.

Cleaning Bot: small preprogrammed robotic cleaning device. Usually about the size of a portable cannister vacuum. Not too smart.

Vocal Switching System: voice-activated controls for lights and appliances.

Vehicles

Following are typical vehicles of the early 21st Century. For specific models, see *All Things Dark & Cyberpunk*, pgs. 180 through 182.

Scooter: this is an updated, electrically powered version of the old Riva and Vespa motorscooters of the 1990's. Top speed about 50 mph, scooters can get about 6 hours of travel per fastcharge (about 5 minutes at any service station).

Motorcycle: these are updated versions of standard motorcycles. Most are recumbent designs, with plastic fairings that close over the driver. About half are electrically powered, with top speeds of 65mph and about 8 hours travel per fastcharge. CHOOH² powered versions have a top end of 140mph and a four gallon tank.

CityCar: one man (two in a pinch), three wheelers common in the Corporate Zones. Top speed about 40mph, with 4 hours travel per fastcharge. CityCars can also be rented (2⁹⁹ eb per mile) from convenient kiosks located around most corporate areas; you use your debit card to rent from the vendor, drive where you want, and drop the car off at the nearest vendor.

Small Subcompact: usually methanol or CHOOH² powered, these vehicles have a top speed of around 90mph, a ten gallon tank and seat four in relative comfort.

Medium Sedan: methanol or CHOOH² powered, these vehicles have a top speed of around 90mph, a fifteen gallon tank and seat four.

Sportscar: almost always CHOOH² powered (electrics just don't have the speed). Top speed about 210, with a ten gallon tank. Seats 2.

Luxury Sedan: methanol or CHOOH² powered, these vehicles have a top speed of around 90mph, a twenty gallon tank and seat six.

Fastcharge: rapid (5 minutes) battery-recharge for electric vehicles. Available at most service stations for 20 eb per charge.

CHOOH²: synthetic meta-alcohol fuel. About 1D6/3+1 euro per gallon (the cost fluctuates wildly due to supply, demand and eco-terrorist activities).

Lifestyle

Data TermTM: this is a curbside computer terminal, with access to news, weather, city maps, events schedules and other useful stuff. A DataTerm can also be used as a plug-in point to the Net. Terms are mounted in concrete pillars and are nearly indestructable. Theoretically.

CredChip Account: a "debit card" that you use to carry your cash around instead of a wallet.

Air: just what it says. In the U.S., Britain, and some parts of Eastern Europe, the daily pollution gets so bad that you need to go to a miscellany of 'air bars', vendors, or streetcorner machines to buy a decent breath.

Groceries

Kibble: a mass-produced nutrient that satisfies most requirements for sustenance, but tends to look, smell, and taste like the dry pet food it takes its name from.

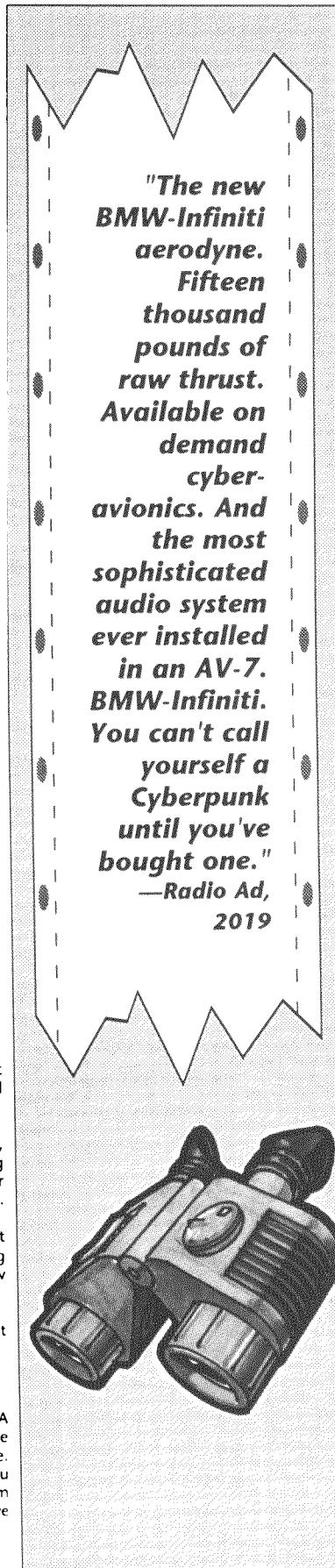
Generic Prepack: a step up from the common TV dinner, these meal packs can be microwaved or refrigerated depending on what's inside. Many come with their own chemtabs for heating or cooling. The cuisine isn't inspired, but it beats kibble.

Good Prepack: good restaurant meals in a package. The best quality pre-made meals you're going to find. For anything better, eat out, or prep it yourself (and who really knows how to do that anymore?).

Fresh: you know what that is. Well, at least you've met someone who's eaten it.

Housing

Coffin: one step up from a sleeping bag on the street. A stacked accomodation which resembles its namesake, these sleeping boxes are found in airports and flophouses worldwide. Usually coin-operated with a time limit, the coffin gives you just enough room to turn around or read in bed; restroom accomodations to be found elsewhere. More expensive models will have a phone or mini-TV inside.



**GEAR
CYBERWEAR
COMBAT****SECTION****6****PUTTING THE
CYBER
INTO THE
PUNK**

Forget everything you ever thought about cyborgs. Everything.

This is the 2000's. Today's cyborg is stylish. His cybernetics are designed for a streamlined, highmover lifestyle. Whether equipped with implanted data chips in his nervous system to enhance his tennis game, or bio-engineered miniweapons for his personal protection, the cyborg of the 2000's is the cutting edge of high tech living.

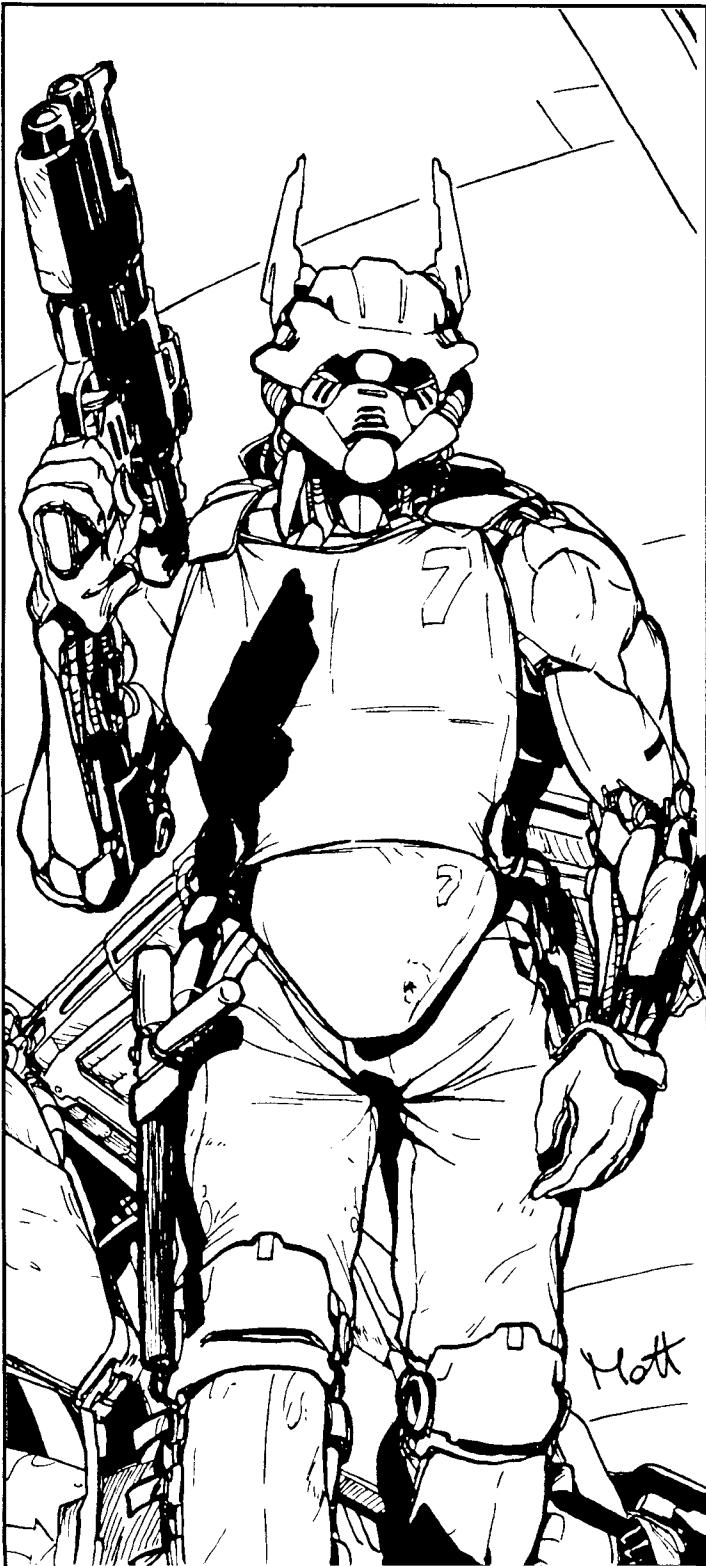
But he isn't necessarily a walking tank either. Cybertech can be smoother than that—less obvious. You have to integrate your newtech gadgets into a slick, seamless whole. You're either predator or prey, and the faster you learn to blur the line between the two categories, the longer you'll survive.

And that's the point. Survival.

Cyberfashion

It's hip and aware to have high tech grafted onto your body somewhere. If you can afford it, you probably have at least a couple of "enhancements"; a few software chips installed in your nervous system to interface with your computer, remember your appointments (the ever popular *Daytimer*™ chip for example), and improve your raquetball reflexes. If you're *cybered up* you probably have interface plugs to operate computers and vehicles mentally. Maybe your eyes are cyberoptics with a recording function and the latest iris tint (polychrome is in this year), or your hearing is boosted to better hear the gossip in the Executive Lounge.

If your job involves some type of security or combat function (and most occupations of the 2000's have at least some type



of combat aspect), you probably have two or three types of combat software, as well as plugs and interfaces for a smartgun. As a Solo, you may have had one or more limbs replaced with cyberware prosthetics, allowing you to hide a variety of tools and weapons in your body, as well as giving you an edge in speed and strength.

As a cyberpunk, you're going to want to get your hands on the best of this exciting and expensive new tech. And expensive is the word. The average enhanced character with, say, one cyberoptic (Targeting scope & IR enhancement), a reflex boost, one superchromed arm with a .25 cal submachine gun, interface plugs and chipware for *Martial Arts*, *Rotorwing Pilot* and *Handgun* is an investment of tens of thousands of euro.

Of course, the ambitious Punk already knows at least twenty-five ways (most of them illegal) to raise that sort of paltry sum.

But before you start loading up, there's a catch.

Cyberpsychosis

Something happens when you start adding metal and plastic to people. They start to change. And it isn't pretty.

In the 2000's, we call this **cyberpsychosis**; a mental disease in which the addition of cybernetics causes an already unstable personality to fragment. At first, the victim begins to relate more to machines than to humans. Soon, he starts to ignore people—parents, friends, lovers. Eating, sleeping all become less important. Finally, human interactions begin to irritate, culminating in a terrifying rage that consumes the victim entirely.

So, how do I get cyberpsychosis?

Every character in Cyberpunk has an Empathy stat (EMP). This stat is a measure of how well the character relates to other

people, and is the basis of such skills as leadership, lying, convincing and romantic relationships.

Likewise, every major cybernetic enhancement has a corresponding **Humanity Cost**, which is added together to get an overall Humanity Cost of all enhancements. Humanity Costs are rated from VERY LOW to VERY HIGH, and correspond to the general effect this enhancement will have on the human psyche. In addition, each option added to an enhancement has an additional point value as well.

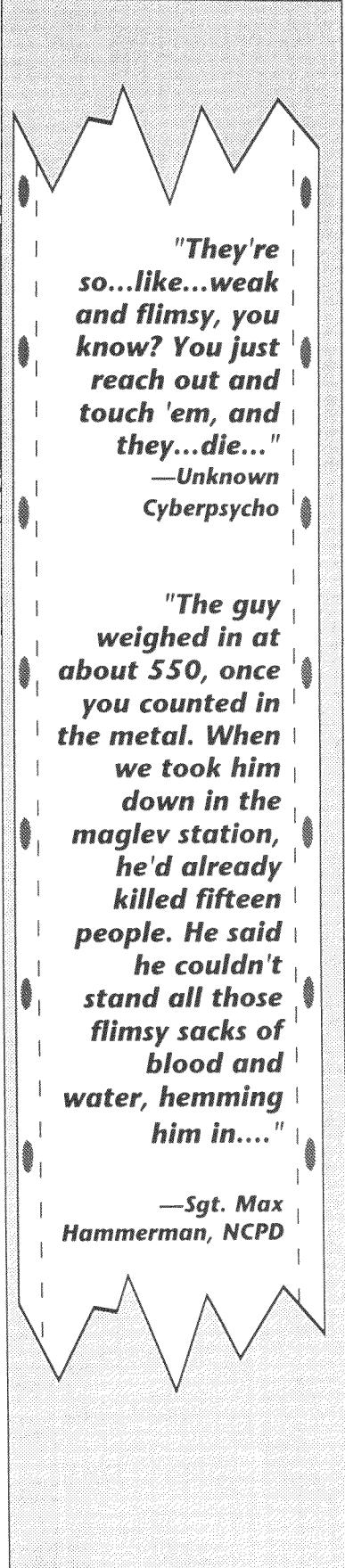
For every ten points of Humanity Cost, the character loses one point of Empathy (unequal values are rounded down).

For example, say I add four new cybernetic devices for a total Humanity Cost of 36. I will lose 3 points of Empathy.

This can start to cost you. With an Empathy of 3 the character is something of a "cold fish"; emotionless and cold. With an Empathy of 2, the character is chilly, forbidding, and distinctly unpleasant to others. With an Empathy of 1, the character is usually violent, sociopathic and vicious. He must constantly fight to keep from going over the edge and committing irrational, violent acts of murder and mayhem.

At an Empathy rating of 0 or less, the character is fully in the grip of cyberpsychosis. He is driven by a maddening hatred of other humans or living things. At this point, there is no turning back—the character is taken over by the Referee, who plays it as a non-player character with all the worst attributes of a murderous, mechanized psychopath, called a **cyberpsycho**.

Not all cyberpsychos are the rampaging type. Many exhibit more subtle symptoms; compulsive lying, kleptomania, sadism, brutality, split personality and extremely violent mood swings.



"They're so...like...weak and flimsy, you know? You just reach out and touch 'em, and they...die..."

—Unknown
Cyberpsycho

"The guy weighed in at about 550, once you counted in the metal. When we took him down in the maglev station, he'd already killed fifteen people. He said he couldn't stand all those flimsy sacks of blood and water, hemming him in...."

—Sgt. Max Hammerman, NCPD



*"What's a nice
little girl like
you doing
working C-
SWAT?"*

*"Hunting down
frack like you
wireheads in
Vice, sweetie..."*

*—Typical
conversation
Night City Precinct*

The Psycho Squad

Cyberpsychosis is a big problem in the 2000's. While state-sponsored therapy is an option, the hardest part is getting the patient into the psychologist's office. What do you do when a metal armored, cyber-boosted maniac starts randomly killing people? If you're the Government, you organize a special squad of professional police with one job—to hunt down and capture or kill murderous cyberpsychos.

Cybersquads are common to most urban police departments, going under names like C-SWAT (Cybernetic Special Weapons & Tactical Squad), PSYCHE-DIV, CYB-Enforcement and MAX-TAC (Maximum Force Tactical Division). They are armed with the best in armor, commo equipment and vehicles. Most carry weapons that start at the light cannon range and up. They are, by nature, not very nice people.

Registered Cybers

Although the Uniform Criminal Justice Code of the United States says you must actually commit a crime before you can be arrested, this doesn't stop most police departments from practicing selective crime prevention (especially those departments run by Corporations). The Psycho Squad

keeps tabs on who buys what and where through informants, monitors and hidden tech detectors scattered all over the city. They usually have a good idea what gangs are loading up on megaware and who's most likely to cross the line into psychohood in the near future. When a potential perp looks like he's getting too close, the Squad picks him up off the Street and offers him a choice. He can go on like he is and risk having an "accident" happen some dark night ("...we're just worried that some public-spirited citizen might, you know, take it upon himself to, well...you know...adjust your attitude..."), or you can get registered.

Registration is sort of like parole; you agree to see a cyberpsychologist for monitoring and analysis (regaining 2 points of HC per week until your original EMP is restored), and the squad implants a small transmitter into your cyberwear, allowing them to know your general whereabouts. Just in case. The police don't hassle you and the Squad doesn't automatically gun you down with 20mm cannon rounds if you boost a pack of *Smash* from the corner vend-mat.

It's rumored that some departments also

implant a small explosive charge and a radio detonator, but we all know that's against the Criminal Code, don't we?

Besides, you don't have to register. But we thought you'd like to know. After all, there are those public-spirited citizens out there...

Humanity Costs

So how does all this apply to me?

Simple. Each time you add on a cybernetic enhancement, there's a corresponding loss of humanity. But it's not simple, linear, or nice. Different people react differently to the cyborging process. Therefore, your Humanity Cost is based on the throw of a random dice value for each enhancement. This is important, because it means that sheer bad luck could put you over the line before you know it.

Very Low	1D6/2
Low	1D6
Medium	2D6
High	3D6
Very High	4D6

Remember: you must keep track of the cumulative number of points lost. Those little .5's and 1's are going to start adding up fast...

Therapy

There's one way to hang out over the Edge and still keep it wired, and that's therapy. The C-SWAT drags you in, screaming and tearing at the walls, and straps you down to a heavy metal psychiatrist's couch. Probes deactivate your cybersystems one by one, while the shrink jacks your rabid psyche into the braindance. Then begins the long, arduous process of disassembling your brain and reconstructing it in a more socially acceptable form. One that doesn't get its kicks out of eating dead bodies, for example.

Cyberpsychologists (Psychoshrinks) use combinations of braindance simulation, drugs, hypnotics, psychosurgery and aversion therapy to reconstruct damaged personalities. Once all cybernetics are removed or deactivated, the character will recover two points of EMP for every week of therapy attended.

For example: Savage is dragged into Dr. Risk's office with a HC total of -3. It will take at least five weeks of therapy before Savage will be back to his original Empathy of 6.

Now you know. Walk carefully. Guard your mind.

Cybertechnology

Cybertechnology can be purchased almost anywhere. Some of the medical procedures are simple, walk-in types of surgery, with minor installations taking place in shopping mall clinics (*Bodyshoppe*, *Fashion/Fusion*, and *Parts N' Programms* are three popular chain stores) or drop in medical centers (*Docs R Us™*). These installations are much like getting your ears pierced, circa 1980. You can even have upgrades and improvements plugged into the old hardware for the cost of the new parts, allowing you to start small (called stripped or economy) and add as you go.

What can't be bought openly are the types of cyberware known as Blackmarket Cybertech. These items can only be purchased through criminal contacts on the Street, and installed by high priced, underground medtechs known as **Ripperdocs**. Blackmarket cybertech is often dangerous, badly installed, and always expensive. But hey, we're all big kids here, and besides, you know what to do to a Ripperdoc who messes around with you, right?

Surgery Codes

Each type of cyberwear has a **Surgery Code**. This code represents the minimum level of medical care required to install the cyberwear, the length of surgical time required, the cost of the surgery, the damage taken in surgery and the Difficulty of the installation procedure.

Negligible

Required: Mall clinic or other drop-in bodyshop.

Surgical Time: 1hr.

Surgical Damage: 1 point

Surgical Costs: Included with installation.

DIFF= Easy (10)

"This isn't going to hurt a bit."

"Well, maybe a little."

"Quit screamin', willya? How'm I supposed to get this thing stuck on if you keep twitching like that?"

—Scenes from Savage Doc's

CYBERWARE LIST

Note: the two letter code following the enhancement is used to identify the enhancement on a character sheet. For example, *Cyberoptic (IE,TA,ME, MV)* would mean a Cyberoptic with Image Enhancement, Targeting Scope, Micro-optics, and Micro-Video recording)

Cyberware	Surg.	ID Code	Description	Cost	H.Loss
FASHIONWARE	—	—	APPEARANCE AND COSMETIC CYBERWARE	—	—
Biomonitor	(N)	(BIO)	+2 to Resist Torture & Drugs	100	1
Skinwatch	(N)	(SWTC)	Subdermal timepiece	50	1
Light Tattoo	(N)	(LT)	Decorative tatoo	1-20	0.5
Shift-tacts	(N)	(SHF)	Color changing contact lenses	1-200	0.5
ChemSkins	(N)	(CSK)	Color/pattern changing skin tints	200	1D6/2
Synthskins	(N)	(SYN)	Color/pattern changing artificial skin	400	1D6
Techhair	(M)	(TEH)	Color/light emitting artificial hair	1-200	2
NEURALWARE (Processor)	(M)	—	BASIC PROCESSOR. MUST HAVE FOR ALL SYSTEMS	1000	1D6
Kerenzikov Boosterware	(N)	(RFB)	Adds +1 to Initiative rolls for every level bought.	500	1D6/2D6
Speedware (Sandevistan)	(N)	(SW)	Adds +3 to Initiative rolls for 5 turns.	1600	1D6/2
Tactile Boost	(N)	(TB)	Increased sensitivity. +2 on any touch Awareness check.	100	2
Olfactory Boost	(N)	(OLF)	Increase Awareness via smell by +2. Allows scent tracking.	100	2
Pain Editor	(N)	(TE)	Tunes out hot, cold, pain.	200	2D6
Cybermoden Link	(N)	(PE)	Allows direct connection to a cybermodem.	100	1pt
Vehicle Link	(N)	(VLNK)	For direct vehicle operation only.	100	3
Smartgun Link	(N)	(WLNK)	For direct smartweapon operation only.	100	2
Machine/Tech Link	(N)	(MLNK)	Allows control of autofactories, large & small machines.	100	2
DataTerm Link	(N)	(DLNK)	Allows downloading from DataTerms to internal memory.	100	2
Interface plugs	(M)	(PLG)	Allows direct connection to smart weapons, vehicles.	200	1D6/pair
Reflex Chips	—	(APTR)	Chips reflex based skills, Tech Skills requiring manipulation.	varies	0
Memory Chips	—	(MRAM)	Chips INT and other cognitive skills, databases.	varies	0
Chipware Socket	(N)	—	Allows up to 10 chips to be loaded.	200	1D6/2
IMPLANTS	—	—	CYBERWEAR PLACED IN THE BODY	—	—
Nasal Filters	(M)	(NF)	Stops toxic gases, fumes. 70% effective.	60	2
Gills	(MA)	(GL)	Water breathing system, good for 4 hours.	400	3D6
Independent Air Supply	(MA)	(IA)	Good for 25 minutes.	300	2D6
Mr Studd™ Sexual Implant	(MA)	(MS)	All night, every night. And she'll never know.	300	2D6
Contraceptive Implant	(N)	(CI)	Good for 5 years. 98% effective.	100	0.5
SubDermal Pocket	(M)	(PKT)	2"x4" space with Realskinn™ zipper.	200	2D6
Adrenal Booster	(M)	(ADB)	Boosts REF by +1 for 1D6+2 turns, 3x per day.	400	2D6
Subdermal Armor	(CR)	(SDA)	Armors torso to SP 18.	1,200	2D6
Motion Detector	(M)	(MD)	Detects motion in a 20sq/m area. 70% effectiveness.	200	2D6
Digital Recorder	(M)	(DGR)	2 hrs storage from any digital source.	200	2pts

Cyberware	Surg.	ID Code	Description	Cost	H.Loss
Audio/Video Tape Recorder	(M)	(AVR)	2 hrs storage from video, audio links.	300	2
Radar Sensor	(M)	(RA)	100m range radar. Must have cyberoptic. 70% effective.	200	2
Sonar Implant	(M)	(SN)	50m range sonar. For water only. 70% effective.	300	2
Radiation Detector	(M)	(RAD)	10m range. 80% detection effectiveness.	200	2
Chemical Analyser	(M)	(CH)	5m range. 70% effectiveness.	200	2
Voice Synthesizer	(M)	(VS)	Can mimic any recorded sound (60%), up to 10 sounds.	600	1D6
AudioVox	(M)	(LS)	Vocal synthesizer for special effects. +2 to Performance.	700	2D6
BIOWARE	—	—	BIOLOGICAL BASED ENHANCEMENTS	—	—
Grafted Muscle	(MA)	(GR)	Up to +2 increase to Body Type	1000/pt	2D6
Muscle and Bone Lace	(N)	(MBL)	Raises Body Type by +2	1,500	1D6/2
Skin Weave	(N)	(SKW)	Armors body to SP 12	2,000	2D6
Enhanced Antibodies	(N)	(EA)	Improve Healing by +1 points per day	3,000	1D6/2
Toxin Binders	(N)	(TBN)	Improve Poison, Drug Saves by +4	3,000	1D6/2
Nanosurgeons	(N)	(NSR)	Doubles healing rate	6,000	1D6/2
CYBERWEAPONS	—	—	IMPLANTED BODY WEAPONS	—	—
Scratchers	(N)	(SCR)	Body Weapon (hands). 1D6/2 damage.	100	2D6
Implanted Fangs (Vampires)	(N)	(VAM)	Body Weapon (mouth). 1D6/3 damage.	200	3D6
Rippers	(M)	(RIP)	Body Weapon (hands). 1D6+3 damage (AP=knife).	400	3D6
Wolvers	(M)	(WLV)	Body Weapon (hands). 3D6 damage (AP=knife).	600	3D6+1
Big Knucks	(M)	(BGN)	Body Weapon (hands). 1D6+2 damage.	500	3D6
Slice N' Dice	(M)	(SND)	Body Weapon (hands). 2D6 damage	700	3D6
Cybersnake	(MA)	(CSN)	Cyberweapon, self controlling. 1D6 damage.	1,200	4D6
CYBEROPTIC	(MA)	—	BASIC EYE MODULE (add up to 4 options per eye)	500ea	2D6each
Color Shift	(N)	(CF)	Allows color changes, special fashion effects.	300	0.5
Image Enhancement	(N)	(IE)	+2 Awareness when using visual search.	300	1
Targeting Scope	(N)	(TA)	+1 on all smartgun attacks.	400	2
Times Square Marquee	(N)	(TS)	LED Screen in vision field for messages.	300	1
Teleoptics	(N)	(TE)	Telescope ability to 20x.	150	0.5
Micro-optics	(N)	(ME)	Microscope.	150	0.5
Anti Dazzle	(N)	(AD)	Immune to flash, laser blinding.	200	0.5
Low Lite™	(N)	(LL)	See in dim light, almost total darkness.	200	0.5
Thermograph sensor	(N)	(TH)	See heat patterns, temperature readings.	200	1
Infrared	(N)	(IR)	See in total darkness, using heat emissions.	200	1
Ultraviolet	(N)	(UV)	See in darkness, using UV flash.	200	1
MicroVideo Optic	(N)	(MV)	Video record up to 20min (takes 2 option spaces).	300	0.5
Digital Camera	(N)	(DC)	Digital Camera, shoots up to 20 images (as 2 options)	300	0.5
Dartgun	(N)	(DE)	Poison weapon (takes 3 option spaces). Holds 1 dart.	200	2

Cyberware	Surg.	ID Code	Description	Cost	H.Loss
CYBERAUDIO	(M)	—	BASIC HEARING MODULE. No option limit.	500	2D6
Amplified Hearing	(N)	(AH)	+1 Awareness when using auditory cues.	200	1
Radio Link	(N)	(RL)	Radio communication up to 1 mile.	100	1
Phone Splice	(N)	(PS)	Full Cellular communication (large city only).	150	1
Scrambler	(N)	(SC)	Cannot overhear communications w/o descrambler.	100	0.5
Bug Detector	(N)	(BD)	Detect taps, bugs up to 3m. 60% effective.	200	0.5
Voice Stress Analyser	(N)	(VSA)	Lie detector. +2 to Human Perception, Interrogation skills.	200	1
Sound Editing	(N)	(SE)	+2 to Awareness to overhear one specific conversation.	150	0.5
Enhanced Hearing Range	(N)	(EH)	Ability to hear supersonic, subsonic ranges.	150	2
Wearman™	(N)	(WM)	Stereo music system.	100	0.5
Radar Detector	(N)	(RD)	Beeps if radar beam is encountered, fixes source (40%).	150	0.5
Homing Tracer	(N)	(HT)	Can follow tracer up to 1km distant.	200	0.5
Tight Beam Radio Link	(N)	(TBR)	Allows untappable radio comm. within line of sight..	200	1
Wide Band Radio Scanner	(N)	(WB)	Will pick up all transmissions on all bands. A scanner.	100	2
Micro-recorder Link	(N)	(MR)	Transmits to recorder in body or via plugs.	100	0.5
Digital Recording Link	(N)	(DR)	Transmits sounds to a digital recorder.	100	0.5
Level Damper	(N)	(LD)	Automatic noise compensation.	300	0.5
CYBERARM	(CR)	—	STANDARD ARM REPLACEMENT (4 options allowed)	3,000	2D6
CYBERLEG	(CR)	—	STANDARD LEG REPLACEMENT (3 options allowed)	2,000	2D6
Quick Change Mount	(N)	(QC)	Allows 1 turn changing of cyberwear.	200	2
Hydraulic Rams	(N)	(HRAM)	Increase limb SDP to 30, 3x normal damages.	200	3
Thickened Myomar	(N)	(THK)	Increase limb SDP to 25, 2x normal damage. +50% on leaps.	250	2
Reinforced Joints	(N)	(RJ)	Increase limb SDP by +5.	200	1
Artificial Shoulder Mount	(CR)	(ASHO)	Mount extra arms (2) below first set. 1 only.	1,500	2D6
Microwave/ EMP Shielding	(N)	(MSR)	Limb is unaffected by Microwave side effects.	300	1
Plastic Covering	(N)	(PSTK)	In colors, transparent, etc.	1-200	1
RealSkinn™	(N)	(REAL)	Limb looks real (DIFFICULT task) Lowers HC by 1D6/2.	200	—
Superchrome®	(N)	(SUPR)	Highgloss metallic covering.	200	3
Armor	(N)	(ARM)	Armors Cyberlimb to SP20.	200	1D6
HANDS & FEET	—	—	ATTACH TO CYBERLIMBS	—	—
Standard Hand	(N)	(STD)	Resembles normal hand	150	0
Ripper Hand	(N)	(RPH)	Standard hand with rippers built in.	600	2D6
HammerHand	(N)	(HAM)	Hydraulic Ram fist does 1D10 damage.	600	2D6
BuzzHand	(N)	(BUZ)	Wire circular saw. 2D6+2 damage, soft armor reduced.	600	2D6
Tool Hand	(N)	(TOL)	Fingers contain screwdriver, wrench, small drill, etc.	200	2
Grapple Hand	(N)	(GRP)	Extends rocket-propelled grapple, 100' line.	350	3
Extension Hand	(N)	(EXT)	Hand extends on collapsable sleeve up to 1m.	350	2

Cyberware	Surg.	ID Code	Description	Cost	H.Loss
Spike Hand	(N)	(SPK)	Palm spike extends thru fingers. 1D6+3 AP damage.	500	2D6
Modular Hand	(N)	(MOD)	Choose any 4 modular tools.	600	2
Standard Foot	(N)	(STDF)	Resembles normal foot.	200	0
Talon Foot	(N)	(TAL)	Extends toe blades. 1D6 damage. (AP=knife)	600	2D6
Tool Foot	(N)	(TOLF)	Toes contain screwdriver, wrench, small drill, etc.	300	2
Web Foot	(N)	(WEB)	Double swimming speed, +3 to swim skill.	500	2
Grip Foot	(N)	(GRPF)	Designed for better gripping strength. +2 to Climb.	500	2
Spike Heel Foot	(N)	(SPKF)	Heel spike for climbing or lethal kicks. 2D6 AP damage.	500	2D6
BUILT INS					
BUILT INTO CYBERLIMBS					
AV Tape Recorder	(N)	(AVR2)	2 hour micro cassette storage , needs ext. pickup	250	1
Cybermodem	(N)	(CMD)	Built in "cyberdeck". 5000. ⁰⁰ for Cellular version.	3000	1
Digital Recorder	(N)	(DGRC)	Digital Chip recorder. Must download or erase chip.	300	1
Storage Space	(N)	(STR)	2"x6" storage space. Can be locked.	50	.5
MiniCam	(N)	(CAM)	Pop up Digital Camera (20 shots).	200	2
MiniVid	(N)	(MVID)	Pop up Mini video (30 minutes).	400	2
Hidden Holster	(N)	(HOL)	Weapon size based on Body Type.	100	1
LCD Screen Readout	(N)	(LCD)	Can be linked to any output device.	200	1
Techscanner	(N)	(TKSN)	Similar to scanner on pg. 59	400	3
CYBERWEAPONS					
BUILT INTO CYBERLIMB					
Grenade Launcher	(N)	(GLN)	Weapon. Carries 1 grenade of any type.	500	2D6
Micro-Missile Launcher	(N)	(MML)	Weapon. Fires 4 mini-missiles, 4D6 damage each.	900	2D6
Popup Gun	(N)	(PUG)	Weapon. Size based on Body Type.	2-800	2D6
Flame Thrower	(N)	(FTH)	Weapon. Damage 2D6 1st turn, 1D6/2 2 turns after.	600	2D6
Weapon Mount & Link	(N)	(WML)	Mounting plate plus neural link for 1 weapon.	100	3
2 shot Capacitor Laser	(N)	(LSR)	Shoulder mounted. As a laser, only smaller. 3D6 damage.	800	2D6
LINEAR FRAMES					
IMPLANTED EXOSKELETON FOR STRENGTH					
Frame Σ	(MA)	SIGMA	Strength =12	6000	2D6
Frame β	(MA)	BETA	Strength =14	8000	2D6
Frame Ω	(MA)	OMEGA	Strength =16	10,000	3D6
BODY PLATING					
EXOARMOR FOR COVERING BODY					
Cowl	(MA)	(SKUL)	Skullcap, covers head in SP 25.	200	1D6
Faceplate	(CR)	(FACE)	Protective facemask. SP 25	400	4D6
Torso Plate	(MA)	(TORS)	Torso protection. SP 25	2000	3D6
Front Optic Mount	(MA)	(FOM)	Allows up to 5 optics to be mounted on face.	1000	4D6
Sense ext. ("Rabbit Ears")	(M)	(RABB)	Head mounted extensors for audio, optics, etc.	500 ea	3D6

"Love your eyes!
Where'd you buy
them?"

"Parts N'
Programms™
on the lower
level. They're
Kiroshis, of
course."
—Conversation in
the New Harbor
Mallplex.

Minor.

Required: Medical center or ripperdoc clinic.
Surgical Time: 2hrs.
Surgical Damage: 1D6+1
Surgical Costs: 500eb
DIFF=Simple (15).

MAjor.

Required: Full hospital with surgery center.
Surgical Time: 4 hrs.
Surgical Damage: 2D6+1
Surgical Costs: 1,500eb
DIFF= Trained (20)

CRitical.

Required: Full hospital with surgery center.
Surgical Time: 6 hrs.
Surgical Damage: 3D6+1
Surgical Costs: 2,500eb
DIFF= Difficult (25)

For more on healing times and surgery and other information, see the *Trauma Team* section, pg. 118.

Fashionware

While a cyborg is usually defined as anyone who has mechanical technology grafted into his body, the line is actually pretty nebulous (is your girlfriend a cyborg because she wears contact lenses? Is your grandmother a cyborg because she has a hearing aid and an artificial hip joint?). In this hazy zone of cybertech is **fashionware**—little hi-tech gadgets common to the Cyberpunk future.

Biomonitor: This is a favorite of Solos, gadget freaks, and harried Corporates worried about their blood pressure. Mounted just below the skin of the forearm, the Biomonitor gives a constant readout of pulse, respiration, brainwaves, blood sugar, temperature, and cholesterol levels. The display is a pattern of word-shaped LEDs, each running a color sequence from red (critical) to green (excellent). As conditions change, the colors change. The user merely shoots back his cuff, looks for the little glowing word display he wants, and checks the color. In game terms, this adds +2 to any Resist Torture/Drugs check.

Skinwatch: The predecessor of the Biomonitor, the Skinwatch is implanted just below the epidermis, and uses tiny LEDs to project glowing numerals through the skin. Skinwatches can be

mounted anywhere, although the hand, wrist and fingers are the most common. Advanced versions can be reset by pressing the display gently until the right number combinations come up; really advanced versions have alarms that beep quietly. Use your imagination.

Light Tattoos: These are light emitting chemical patches inserted under the first couple layers of skin. They store light and emit it in colors or patterns.

Shift-tacts: These are colored contact lenses, designed to mimic certain aspects of more expensive cyberoptics. Mirrored contacts in all tints, temperature or emotion sensitive contacts that change color on demand, logo or patterned contacts. These are available in most fashionable bodyware shops. Check it out.

ChemSkins: These are special dyes and chemicals which are impregnated or rubbed into the skin. Some change the skin color to a new shade as desired. Others are temperature sensitive, and shift colors in vibrant patterns when warmed or cooled. Very expensive chemskins are sensitive to hormonal changes; you could buy a chemskin that would make yellow and black tiger stripes appear on your skin when you became angry or excited.

Synthsksins: A more sophisticated version of light tatoo technology, a synthskin is a layer of color-shifting plastic bonded to the character's outer skin. A synthskin can be adjusted to display colors, patterns, light flares or other special effects, using tuning chips (cost 100eb) which are plugged into a socket in the skin (usually under the hairline).

Techhair: The shafts of this artificial hair are impregnated with various types of reactive chemicals. Some types are temperature sensitive and change color or stand up depending on the weather. Others contain the same pigments used in light tattoos, storing and emitting colored light in patterns. Still others can change color as desired by using special chemical shampoos. Techhair can be implanted in mohawks, hair weaves, full hairpieces, manes, ruffs, whiskers and other less obvious (but interesting) places.

Neuralware

One of the most important aspects of cybertech is invisible to the naked eye. This type of enhancement, known as **neuralware**, is usually in the form of tiny co-

processing chips and nerve amplifiers that increase existing abilities.

The basic neural processor is a "switch-box" implanted into the lower spine, and is used to route signals from external cyberwear to the central nervous system. It is the main system for any type of neural interface, including reflex boosters, interface plugs, weapon, DataTerm and vehicle links, mini-computers and sensory augmentations. The Neural processor has a small inspection space which allows secondary co-processors to be inserted into the basic processor module. This makes upgrading a process of opening the inspection space in a sterile environment and inserting the new co-processors.

Implanting a neural processor is far easier than one would expect, thanks to the science of nanotech. The basic module is surgically affixed to the spine, where it releases a flood of nanosurgical units into the spinal column. These microscopic machines thread tiny linkages through the central nervous system, hooking nerve endings to the neural processor. This process takes some time (1D6+7 days) before the nanosurgeons have worked their way through the entire body and all the connections are hooked up to the neural processor.

Coprocessors

These are specialized "add-ons" which can be plugged into the main neural processor at any time; the whole process takes about an hour and can be performed in any walk-in clinic. Some, like reflex boosters, allow you to improve your reactions and perceptive abilities to inhuman levels; others, like link co-processors, allow you to interface with computers, databases, vehicles and other machines. Once you have the basic neural processor, you can jack in as many options as you like.

Reflex Boosters: These are specialized TRC coprocessors that amplify and speed up signal processing. The biggest advantage to a REFLEX boost is its ability to increase a character's initiative rolls in combat. There are two types of Reflex co-processors (also known as boosterware). Note: this is the only type of boost which can be used with the Boostmasterenhancement

in *Solo of Fortune*. You may only select one type of boosterware (and you may not combine multiples of a single type of boost).

Kerenzиков boosterware is always activated; the character is always reacting with a higher than normal reaction speed. Since Kerenzikov often boosts responses to greater than 10, it has a high humanity cost, as the user must learn to readjust his or her actions to a world that appears to be moving in slow motion. Because of this, Kerenzikov boost can be installed at two levels of augmentation (+1 or +2 to Initiative, HL is 1D6 or 2D6).

Speedware (also known as Sandevistan) kicks in only when desired, eliminating much of the need to adapt one's entire life to an inhumanly fast reaction time. The character must first subvocalize a mental command word before boost is activated, then wait one turn before the boost kicks in. He will remain boosted for five full turns (+3 to Initiative rolls) before the boost cuts out. He must then subvocalize the command again, and wait 2 turns before regaining a boosted state.

Speedware's big advantages are in lower humanity costs and improved performance; because the body isn't "on" all the time, more can be drawn from it during the boost mode.

Tactile Boost: This increases any Awareness roll involving touch by +2. The boost can be turned on or off at will, taking one turn to do so.

Pain Editor: This coprocessor overrides the pain receptors of the brain, making the subject impervious to torture, deprivation or physical hardship. It doesn't mean he isn't getting hurt, just that he won't notice it until he collapses (make Endurance Skill checks, but at two levels of difficulty lower than normal).

Olfactory Boost: This increases any Awareness roll involving smell by +2. In addition, the subject adds +2 to his Shadow/Track skills (he can track by smell), and has a 50% chance of locating a scent to begin tracking with unless the target has taken particular pains to disguise its scent). The boost can be turned on or off at will, taking one turn to do so.

Links: Links are specialized co-processors that allow you to translate signals from the device you want to run into your neural code. There are five major types of link; you must have the proper link in order to run that type of device.

Cybermodem Link: This is the basic proces-

"Let me give you an idea of how fast boosterware is. There was a guy in the 102nd Cybercav back in Panama City. One night, we were all real high on something—must have been 'Lace' and some flathead fired off a round. This guy actually believe it or not—caught the round in his hand—a one in a million chance, sure, but he did it."

Of course, it blew his hand right off. But the way he figured it, he could always buy a new hand, and he'd be gettin' drinks off that story for the next ten years..."

—Morgan Blackhand