SKILL CHECKS

Attacker's STAT + Skill + 1d10 vs. **Defender's STAT + Skill + 1d10** or **Task Difficulty Value (DV)**
You must beat the DV (surpass the DV by 1 or higher) and not just meet the DV.

TASK DVs: 9 (*Simple*) • 13 (*Everyday*) • 15 (*Difficult*) • 17 (*Professional*)
21 (*Heroic*) • 24 (*Incredible*) • 29 (*Legendary*)

▶ Check Explosion ◀

If you roll a 10 on a 1d10 for a Check, roll again and add the second roll to the first. Do not roll again if you roll another 10.

▶ Check Implosion ◀

If you roll a 1 on a 1d10 for a Check, roll again and subtract the second roll from
your STAT + Skill + 1st roll . Do not roll again if you roll another 1.

▶ Trying Again ◀

If you fail a Check, you can't try again unless your chances of success have improved for some reason.

▶ Complimentary Skills ◀

With GM approval, a Character can make a single complimentary Skill Check to give a +1 bonus to the main Skill Check.

▶ Taking Extra Time ◀

Get a single +1 bonus to a Skill Check by spending 4x the required time on it.

▶ Using LUCK ◀

Each point of LUCK spent gives +1 to a Skill Check.

INITIATIVE & MOVEMENT

When a combat starts,
everyone rolls Initiative.

REF + 1d10

▶ On Your Turn ◀

Your Turn = 1 Move Action + 1 other Action

▶ Move Actions ◀

On your Turn you can move a number
of m/yds = to your MOVE x2 or a
number of squares = your MOVE.

You can split your Move Action to
perform Check between movements
(move, shoot, move).

Special movement (climbing, jumping,
swimming, etc) is done at 1/2 MOVE.

RANGED ATTACKS

Attacker's REF + Relevant Weapon Skill + 1d10

vs. DV Determined by Range & Weapon

MELEE ATTACKS

Attacker's DEX + Relevant Melee Attack Skill + 1d10

vs. Defender's DEX + Evasion Skill + 1d10

RATE OF FIRE (ROF)

As part of an Attack Action, you can make
a number of Checks = to the ROF.

This can be split across two weapons as
long as both weapons are ROF 2.

AIMED SHOTS

-8 to the Attack Check in exchange for specifically aiming for the head. ROF 1.

Can aim Melee and Ranged Attacks.

On a hit, you deal x2 damage after Armor is subtracted.

HARDPOINT
Handle

SOLO
Role

LUCK OUT OF **6**	**DEATH SAVE** **6**
HP OUT OF **40**	**S WOUNDED** **20**

-2 TO ALL CHECKS WHEN HP < ABOVE

ARMOR — IF DAMAGE PENETRATES ARMOR, THE SP GOES DOWN BY 1

BODY	L Armorjack	**HEAD**	L Armorjack
VS MOST ATTACKS	VS MELEE/CHARGED TECH WEAPONS	VS MOST ATTACKS	VS MELEE/CHARGED TECH WEAPONS
11	**6**	**11**	**6**

INT	6
REF	7
DEX	7
TECH	5
COOL	7
WILL	6
MOVE	7
BODY	6
EMP	5

ROLE ABILITY

You're always scoping the scene. Your reflexes are fine tuned.
Add +4 to any Initiative roll you make.

ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Notes
Mantis Blade	Melee Weapon	7 + 6 + 1 = **14**	3d6	–	2	Excellent Quality Melee Weapon
Arasaka HJSH-18 Masamune	Shoulder Arms / Autofire	7 + 6 = **13** / 7 + 6 = **13**	5d6	24	1	Power Weapon • Autofire (x4)

SKILLS

Name	STAT	LVL	BASE		Name	STAT	LVL	BASE
Acting	7	–	7		Handgun	7	6	13
Athletics	7	6	13		Heavy Weapons	7	–	7
Autofire	7	6	13		Human Perception	5	5	10
Brawling (2d6 DMG)	7	6	13		Interrogation	7	4	11
Bribery	7	–	7		Library Search	6	–	6
Business	6	–	6		Melee Weapon	7	6	13
Composition	6	–	6		Paramedic	5	–	5
Conceal/Reveal	6	–	6		Perception	6	5	11
Concentration	6	4	10		Persuasion	7	4	11
Conversation	5	2	7		Pick Lock	5	–	5
Cybertech	5	–	5		Pick Pocket	5	–	5
Dance	7	–	7		Play Instrument	5	–	5
Deduction	6	–	6		Resist Torture/Drugs	6	–	6
Drive Land Vehicle	7	4	11		Shoulder Arms	7	6	13
Education	6	5	11		Stealth	7	6	13
Electronics/Security	5	–	5		Streetwise	7	–	7
Evasion	7	6	13		Trading	7	–	7
First Aid	5	6	11		Wardrobe & Style	7	–	7

A SKILL CHECK = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

LIFEPATH

CULTURAL ORIGINS

PERSONALITY

WARDROBE STYLE

HAIR STYLE

VALUE MOST?

FEEL ABOUT PEOPLE?

FAMILY BACKGROUND

ENVIRONMENT

CRISIS

LIFE GOALS

FRIEND 1

FRIEND 2

ENEMY 1

ENEMY 2

TRAGIC LOVE AFFAIR

IMPORTANT CYBERWARE

Neuroport

The central control system for all your cyberware, loaded with extras. As ubiquitous in Cyberpunk as smartphones are in the real world. Neuroports give you the following benefits.

- **Holophone**: A fully functional phone, capable of limited CitiNet access, talk, text, and scheduling, all of which is notably brain-controlled and requires no vocal commands.

- **Biomonitor**: Implant monitors pulse, temperature, respiration, blood sugar, and other indicators, and constantly broadcasts this information to the your HUD.

- **Virtu (aka Virtuality)**: Allows you to experience virtual presentations, performances, and even simulations. It also allows Netrunners to fully experience the Net when they're deep diving. It does not allow you to experience Braindances.

- **HUD (aka Chyron)**: Information from your Holophone, Biomonitor, and other cyberware is projected into your field of vision via direct connection to your optic nerve. Programs installed in the HUD even react to your thoughts or additional installed databases to label important objects and people, provide transcripts for conversations and media, and even visually translate foreign languages.

- **Two Shard Slots (aka Chipware Sockets)**: Two sockets behind the ear or in the neck allow for quick installation of up to two pieces of chipware and the reading of data shards (memory chips).

- **Personal Link (Interface Plug)**: A pull-out cord, usually embedded in the wrist, letting you to link directly to computers.

Arasaka Mantis Blade Cyberarm

You have a cyberarm with an integrated Mantis Blade. +1 to Attack Checks made w/ this weapon (already included in the Attacks Section). While a Mantis Blade is deployed you can't hold anything in your corresponding hand.

Moore Tech Berserk

A classic implant, capable of pushing your body to the edge in combat. Must be activated as an Action. When the Berserk Implant is activated, you ignore the effects of the Seriously and Mortally Wounded Wound States for 60 seconds (20 Rounds) with one exception: If Mortally Wounded you must still make Death Saves. After the activation period expires, the implant cannot be activated again for 1 hour.

ATTACKS

Brawling

Hand-to-hand (or foot or headbutt or elbow... you get the idea) combat. You can do the following Actions with it.

- **Attack**: A straight up punch/kick/bodyblow. Does 2d6 damage. ROF2.
- **Grab**: Initiate a grapple. Your Brawling Base vs your opponent's Brawling Base. If you win, you now have them in a grapple. Anyone involved in the grapple takes a -2 to all Checks. You can drop the grapple at any time without an Action. ROF1.
- **Choke**: If you have a target in a grapple, you can automatically do damage to them equal to your BODY without a Check. This is done directly to their HP and not affected by armor. If you choke them for 3 Rounds in a row, they pass out regardless of how much HP they have left. ROF1.
- **Slam**: If you have a target in a grapple, you can automatically slam them into the ground without a Check. When you slam an opponent, you leave them in an adjacent square of your choice and damage to them equal to your BODY. This is done directly to their HP and not affected by armor. ROF1.

Arasaka HJSH-18 Masamune (starts fully loaded with Basic Rifle Ammunition)

Assault Rifle • 5d6 Damage • 24 Ammo • ROF1 • Two-Handed • Not Concealable

- **Power Weapon**: Increase Critical Injury bonus damage by 5. You can ricochet shots at a -4 penalty.
- **Single Shot**: Use Shoulder Arms Skill. Deals 5d6 damage, expending 3 rounds w/ each Attack Check. If not enough rounds are available to fire 3, the weapon fires all remaining rounds and deals 4d6 damage instead.
- **Autofire**: Use Autofire Skill. On a hit, roll 2d6 damage and multiply by the amount you beat the DV by (up to x4). 10 bullets per Attack Check.

DV for Arasaka HJSH-18 Masamune based on range from target (in m/yds). Second # is for Autofire.							
0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
17/22	16/20	15/17	13/20	15/25	20/–	25/–	30/–

Mantis Blade

Heavy Melee Weapon • 3d6 Damage • ROF2 • Cyberware • Concealable • +1 to Attack Checks (included)

OTHER GEAR

Binoculars	Allows you to see over a distance.
Rifle Ammunition	Extra Basic Rifle Ammunition x24.
CASH	€$100

NOTES