

<b>HARDPOINT</b>		<b>HANDLE</b>
<b>SOLO</b>		<b>ROLE</b>
<b>LUCK</b> OUT OF 6	<b>DEATH SAVE</b> 6	
<b>HP</b> OUT OF 40	<b>S WOUNDED</b> 20	
-2 TO ALL CHECKS WHEN HP < ABOVE		

<b>ARMOR</b> IF DAMAGE PENETRATES ARMOR, THE SP GOES DOWN BY 1			
<b>BODY</b> L Armorjack		<b>HEAD</b> L Armorjack	
VS MOST ATTACKS	VS MELEE/CHARGED TECH WEAPONS	VS MOST ATTACKS	VS MELEE/CHARGED TECH WEAPONS
<b>11</b>	<b>6</b>	<b>11</b>	<b>6</b>

<b>INT</b>	<b>6</b>
<b>REF</b>	<b>7</b>
<b>DEX</b>	<b>7</b>
<b>TECH</b>	<b>5</b>
<b>COOL</b>	<b>7</b>
<b>WILL</b>	<b>6</b>
<b>MOVE</b>	<b>7</b>
<b>BODY</b>	<b>6</b>
<b>EMP</b>	<b>5</b>



### 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
Acting	7	-	7
Athletics	7	6	13
Autofire	7	6	13
Brawling (2d6 DMG)	7	6	13
Bribery	7	-	7
Business	6	-	6
Composition	6	-	6
Conceal/Reveal	6	-	6
Concentration	6	4	10
Conversation	5	2	7
Cybertech	5	-	5
Dance	7	-	7
Deduction	6	-	6
Drive Land Vehicle	7	4	11
Education	6	5	11
Electronics/Security	5	-	5
Evasion	7	6	13
First Aid	5	6	11

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	7	6	13
Heavy Weapons	7	-	7
Human Perception	5	5	10
Interrogation	7	4	11
Library Search	6	-	6
Melee Weapon	7	6	13
Paramedic	5	-	5
Perception	6	5	11
Persuasion	7	4	11
Pick Lock	5	-	5
Pick Pocket	5	-	5
Play Instrument	5	-	5
Resist Torture/Drugs	6	-	6
Shoulder Arms	7	6	13
Stealth	7	6	13
Streetwise	7	-	7
Trading	7	-	7
Wardrobe & Style	7	-	7

## 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

## 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 &amp; 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.**

WRENCH

HANDLE

NOMAD

ROLE

OUT OF 6 LUCK

8 DEATH SAVE

OUT OF 50 HP

25 S WOUNDED

-2 TO ALL CHECKS WHEN HP < ABOVE

ARMOR

IF DAMAGE PENETRATES ARMOR, THE SP GOES DOWN BY 1

BODY

L Armorjack

VS MOST ATTACKS

VS MELEE/CHARGED TECH WEAPONS

11

6

HEAD

L Armorjack

VS MOST ATTACKS

VS MELEE/CHARGED TECH WEAPONS

11

6

INT 5

REF 6

DEX 8

TECH 4

COOL 7

WILL 7

MOVE 6

BODY 8

EMP 5



### ROLE ABILITY

For a Nomad, mobility is life. You spend as much time in the driver's seat of your vehicle as you do outside of it.  
**+4 to Drive Land Vehicle Skill Checks (already included below).**

### ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes
Gorilla Arm x2	Melee Weapon	8 + 6 + 1 = 15	3d6	–	2	Excellent Quality Melee Weapon
Kang Tao L-69 Zhuo	Shoulder Arms	6 + 6 + 1 = 13	4d6	32	1	Smart Weapon • Shells

### SKILLS

Name	STAT	LVL	BASE
Acting	7	–	7
Athletics	8	6	14
Autofire	6	–	6
Brawling (3d6 DMG)	8	6	14
Bribery	7	5	12
Business	5	–	5
Composition	5	–	5
Conceal/Reveal	5	5	10
Concentration	7	4	11
Conversation	5	4	9
Cybertech	4	–	4
Dance	8	5	13
Deduction	5	–	5
Drive Land Vehicle	6	6 + 4	16
Education	5	6	11
Electronics/Security	4	6	10
Evasion	8	6	14
First Aid	4	4	8

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	6	4	10
Heavy Weapons	6	–	6
Human Perception	5	2	7
Interrogation	7	3	10
Library Search	5	–	5
Melee Weapon	8	6	14
Paramedic	4	–	4
Perception	5	3	8
Persuasion	7	4	11
Pick Lock	4	–	4
Pick Pocket	4	–	4
Play Instrument	4	–	4
Resist Torture/Drugs	7	6	13
Shoulder Arms	6	6	12
Stealth	8	4	12
Streetwise	7	2	9
Trading	7	–	7
Wardrobe & Style	7	3	10

## 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.

### Militech Subdermal Grip

An interface point built into your palm, connecting Smart Weapons like the Kang Tao L-69 Zhuo to your Neuroport.

### Gorilla Cyberarm x2

The fists of both your cyberarms are enhanced and considered Melee Weapons. +1 to Attack Checks made w/ this weapon (already included in the Attacks Section). You can wield two-handed weapons in one hand. ROF rules still apply. You can perform Checks to move objects/pry open doors, Choke, and Slam as if you have BODY 11.

## 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 3d6 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.

## Kang Tao L-69 Zhuo (starts fully with loaded Improved Smart Shotgun Shells)

Shotgun • 3d6 Damage • 32 Ammo • ROF1 • Two-Handed • Not Concealable

- **Smart Weapon:** +1 to Attack Check (included). Must be loaded w/ Improved Smart Ammunition.
- **Slug:** Cannot fire slugs.
- **Shell:** Use Shoulder Arms Skill vs DV13. Deals 4d6 damage to all targets in 6m/yd (3 square) area directly in front of you. Fires 8 shells per Attack Check. Will not fire if there aren't at least 8 shells loaded.

## Improved Smart Shotgun Shells

When using this ammo you ignore all penalties due to darkness, smoke, fog, or other types of visual obscurement. If you fail a Ranged Attack Check by 5 or less, you can immediately try to hit the target again. The second attempt is made w/ 14 + 1d10 against the DV of the original Check. No bonuses are applied but any penalties from the original Attack Check carry over.

## Gorilla Arm x2

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

## OTHER GEAR

Techtool	An all-in-one tool you carry in your pocket.
Improved Smart Shotgun Shells	Extra Improved Smart Shotgun Shells x32.
Villefort Columbus V340-F Freight	Your van.
CASH	€\$50

## NOTES

## 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 &amp; 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.**



CONNECT

HANDLE

FIXER

ROLE

OUT OF 5 LUCK

4 DEATH SAVE

OUT OF 40 HP

20 S WOUNDED

-2 TO ALL CHECKS WHEN HP < ABOVE

ARMOR

IF DAMAGE PENETRATES ARMOR, THE SP GOES DOWN BY 1

BODY

L Armorjack

VS MOST ATTACKS

VS MELEE/CHARGED TECH WEAPONS

11

6

HEAD

L Armorjack

VS MOST ATTACKS

VS MELEE/CHARGED TECH WEAPONS

11

6

- INT 8
- REF 6
- DEX 6
- TECH 5
- COOL 8
- WILL 7
- MOVE 6
- BODY 4
- EMP 7



### ROLE ABILITY

You're always ready to make a deal.  
+4 to Trading (already included below).

### ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes
Large Knife	Melee Weapon	6 + 5 = 11	2d6	-	2	Melee Weapon
Militech M-76e Omaha x2	Handgun	6 + 6 = 12	3d6	9	2	Tech Weapon

### SKILLS

Name	STAT	LVL	BASE
Acting	8	6	14
Athletics	6	4	10
Autofire	6	-	6
Brawling (1d6 DMG)	6	2	8
Bribery	8	6	14
Business	8	-	8
Composition	8	-	8
Conceal/Reveal	8	-	8
Concentration	7	6	13
Conversation	7	6	13
Cybertech	5	5	10
Dance	6	5	11
Deduction	8	-	8
Drive Land Vehicle	6	-	6
Education	8	7	15
Electronics/Security	5	-	5
Evasion	6	5	11
First Aid	5	6	11

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	6	6	12
Heavy Weapons	6	-	6
Human Perception	7	6 + 2	15
Interrogation	8	-	8
Library Search	8	-	8
Melee Weapon	6	5	11
Paramedic	5	-	5
Perception	8	6	14
Persuasion	8	5	13
Pick Lock	5	-	5
Pick Pocket	5	-	5
Play Instrument	5	-	5
Resist Torture/Drugs	7	4	11
Shoulder Arms	6	-	6
Stealth	6	5	11
Streetwise	8	7	15
Trading	8	6 + 4	18
Wardrobe & Style	8	6 + 2	16

## 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.

### Fashion Upgrades

You use light tattoos and EMP threading to emphasize your power, style, and grace. +2 to Wardrobe & Style Checks (already included in the Skills Section).

### Dynalar Voice Stress Analyzer

With the addition of a voice stress analyzer to your Neuroport, you've become a human lie detector. +2 to Human Perception Checks (already included in the Skills Section).

### Kiroshi Starlight Eyes

You've replaced your 'ganic eyes with the latest in Kiroshi technology, allowing you to see in near dark conditions. You can ignore penalties to Checks due to low light.

## 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 1d6 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.

## Militech M-76e Omaha x2 (both start fully loaded with Basic Heavy Pistol Ammunition)

Heavy Pistol • 3d6 Damage • 9 Ammo • ROF2 • One-Handed • Concealable

- **Tech Weapon:** Equipped w/ a scope that can see simple target outlines through Thin Cover. By sacrificing your Move Action you can charge the weapon until end of a Turn in which it is fired.
- **Charged Shot:** While charged the weapon remains ROF2 and expels 3 rounds instead of 1 per Attack Check. If less than 3 rounds remain it empties the clip. It can fire through Thin Cover, and ignores 1/2 target's SP (round up).

DV for Militech M-76e Omaha based on range from target (in m/yds).

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	—	—

## Large Knife

Medium Melee Weapon • 2d6 Damage • ROF2 • Concealable

## OTHER GEAR

Burner Phone	An external holophone you can easily dump if it becomes compromised.
Heavy Pistol Ammunition	Extra Basic Heavy Pistol Ammunition x18 (9 for each gun).
CASH	€\$250

## NOTES

## 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 &amp; 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.**

BLUESCREEN

HANDLE

NETRUNNER

ROLE

OUT OF

8

LUCK

4

DEATH SAVE

OUT OF

35

HP

18

S WOUNDED

-2 TO ALL CHECKS WHEN HP < ABOVE

ARMOR

IF DAMAGE PENETRATES ARMOR, THE SP GOES DOWN BY 1

BODY

L Armorjack

VS MOST ATTACKS

11

VS MELEE/CHARGED TECH WEAPONS

6

HEAD

L Armorjack

VS MOST ATTACKS

11

VS MELEE/CHARGED TECH WEAPONS

6

- INT 6
- REF 6
- DEX 6
- TECH 8
- COOL 7
- WILL 6
- MOVE 7
- BODY 4
- EMP 4



### ROLE ABILITY

Forget keyboards and touchscreens. You can use your brain to hack people!  
You have Interface 4 and 3 Net Actions on your Turn for the purposes of Quickhacking.

### ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes
Small Knife	Melee Weapon	6 + 0 = 6	1d6	–	2	Melee Weapon
Militech M-10AF Lexington	Handgun	6 + 5 = 11	3d6	21	2	Power Weapon

### SKILLS

Name	STAT	LVL	BASE
Acting	7	6	13
Athletics	6	4	10
Autofire	6	–	6
Brawling (1d6 DMG)	6	4	10
Bribery	7	–	7
Business	6	–	6
Composition	6	–	6
Conceal/Reveal	6	–	6
Concentration	6	2	8
Conversation	4	6	10
Cybertech	8	6	14
Dance	6	5	11
Deduction	6	–	6
Drive Land Vehicle	6	–	6
Education	6	6	12
Electronics/Security	8	6	14
Evasion	6	4	10
First Aid	8	2	10

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	6	5	11
Heavy Weapons	6	–	6
Human Perception	4	5	9
Interrogation	7	–	7
Library Search	6	6	12
Melee Weapon	6	–	6
Paramedic	8	2	10
Perception	6	6	12
Persuasion	7	4	11
Pick Lock	8	3	11
Pick Pocket	8	3	11
Play Instrument	8	–	8
Resist Torture/Drugs	6	–	6
Shoulder Arms	6	–	6
Stealth	6	5	11
Streetwise	7	4	11
Trading	7	–	7
Wardrobe & Style	7	4 + 2	13

## 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.

### Fashion Upgrades

You use light tattoos and EMP threading to make a scene. +2 to Wardrobe & Style Checks (already included in the Skills Section).

### Paraline Mk.1-5 Cyberdeck

Your Neuroport is upgraded with a Cyberdeck Port and you've installed a Paraline Mk.1-5 Cyberdeck, allowing you to Quickhack enemies and some local devices.

### Paraline Self-ICE

You've installed an extra level of security in your Neuroport's NET Architecture. Anyone trying to Quickhack you must first spend a Net Action to bypass your DV6 Passwall.

## 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 1d6 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.

### Militech M-10AF Lexington (starts fully loaded with Basic Heavy Pistol Ammunition)

Heavy Pistol • 3d6 Damage • 21 Ammo • ROF2 • One-Handed • Concealable

- **Power Weapon:** Increase Critical Injury bonus damage by 5. You can ricochet shots at a -4 penalty.
- **Single Shot:** Use Handgun Skill. Deals 3d6 damage.

DV for Militech M-10AF Lexington based on range from target (in m/yds).

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	—	—

### Small Knife

Light Melee Weapon • 1d6 Damage • ROF2 • Concealable

## OTHER GEAR

Memory Shard	Blank memory shard x2.
Lock Picking Set	The tools you need for picking mechanical locks.
Techtool	An all-in-one tool you carry in your pocket.
Heavy Pistol Ammunition	Extra Basic Heavy Pistol Ammunition x21.
CASH	€\$100

## NOTES

## 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 &amp; 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.**



INSURANCE

HANDLE

MEDTECH

ROLE

OUT OF 6 LUCK

7 DEATH SAVE

OUT OF 40 HP

20 S WOUNDED

-2 TO ALL CHECKS WHEN HP < ABOVE

ARMOR

IF DAMAGE PENETRATES ARMOR, THE SP GOES DOWN BY 1

BODY

L Armorjack

VS MOST ATTACKS

VS MELEE/CHARGED TECH WEAPONS

11

6

HEAD

L Armorjack

VS MOST ATTACKS

VS MELEE/CHARGED TECH WEAPONS

11

6

INT 7  
 REF 6  
 DEX 5  
 TECH 8  
 COOL 5  
 WILL 5  
 MOVE 6  
 BODY 7  
 EMP 7



## ROLE ABILITY

Even in the Dark Future, someone has to heal people. That's you. You can use the Surgery Skill with a Base of 12. Once per Beat you can use a Speedheal to restore HP to a patient (an amount equal to their BODY + WILL).

## ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes
Scalpel	Melee Weapon	5 + 0 + 1 = 6	1d6	-	2	Excellent Quality
Arasaka TKI-20 Shingen	Handgun Autofire	6 + 6 + 1 = 13 6 + 6 + 1 = 13	3d6	30	1	Smart Weapon • Autofire (x4)

## SKILLS

Name	STAT	LVL	BASE
Acting	5	-	5
Athletics	5	3	8
Autofire	6	6	12
Brawling (3d6 DMG)	5	3	8
Bribery	5	-	5
Business	7	-	7
Composition	7	-	7
Conceal/Reveal	7	-	7
Concentration	5	6	11
Conversation	7	6	13
Cybertech	8	-	8
Dance	5	-	5
Deduction	7	-	7
Drive Land Vehicle	6	-	6
Education	7	6	13
Electronics/Security	8	-	8
Evasion	5	5	10
First Aid	8	2	10

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	6	6	12
Heavy Weapons	6	-	6
Human Perception	7	6	13
Interrogation	5	5	10
Library Search	7	2	9
Melee Weapon	5	-	5
Paramedic	8	6	14
Perception	7	4	11
Persuasion	5	6	11
Pick Lock	8	-	8
Pick Pocket	8	-	8
Play Instrument	8	-	8
Resist Torture/Drugs	5	6	11
Shoulder Arms	6	-	6
Stealth	5	5	10
Streetwise	5	6	11
Trading	5	-	5
Wardrobe & Style	5	-	5

## 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.

### 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.

### Paraline Self-ICE

You've installed an extra level of security in your Neuroport's NET Architecture. Anyone trying to Quickhack you must first spend a Net Action to bypass your DV6 Passwall.

## 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 3d6 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 TKI-20 Shingen (starts fully loaded with Basic Heavy Pistol Ammunition)

Heavy SMG • 3d6 Damage • 30 Ammo • ROF1 • Two-Handed • Not Concealable

- **Smart Weapon:** +1 to Attack Check (included). Can load w/ Improved Smart Ammunition.
- **Single Shot:** Use Handgun Skill. Deals 3d6 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 2d6 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 TKI-20 Shingen 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
15/20	13/17	15/20	20/25	25/30	25/-	30/-	-

### Scalpel

Light Melee Weapon • 1d6 Damage • ROF2 • Concealable • +1 to Attack Checks (included)

## OTHER GEAR

Medtech Bag	A bag containing all the tools you need for field surgery.
Heavy Pistol Ammunition	Extra Heavy Pistol Ammunition x30.
CASH	€\$100

## NOTES

## 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 &amp; 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.**

THORN

HANDLE

ROCKER

ROLE

OUT OF

4

LUCK

10

DEATH SAVE

OUT OF

55

HP

28

S WOUNDED

-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

11

VS MELEE/CHARGED TECH WEAPONS

6

VS MOST ATTACKS

11

VS MELEE/CHARGED TECH WEAPONS

6

INT

REF

DEX

TECH

COOL

WILL

MOVE

BODY

EMP

4

6

7

5

7

8

7

10

6



## ROLE ABILITY

You aren't world famous yet, but you're working on it. If the GM determines an NPC is a fan, you gain a +4 to all Social Skill Checks (Acting, Bribery, Conversation, Interrogation, and Persuasion) made against them.

## ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes
Brawling Attack	Brawling	7 + 6 = 13	3d6	-	2	-
Budget Arms Carnage	Shoulder Arms	6 + 6 = 12	5d6	5	1	Power Weapon • Shell Poor Quality

## SKILLS

Name	STAT	LVL	BASE
Acting	7	6 + 2	15
Athletics	7	5	12
Autofire	6	-	6
Brawling (3d6 DMG)	7	6	13
Bribery	7	-	7
Business	4	-	4
Composition	4	6	10
Conceal/Reveal	4	-	4
Concentration	8	5	13
Conversation	6	6	12
Cybertech	5	-	5
Dance	7	4	11
Deduction	4	-	4
Drive Land Vehicle	6	4	10
Education	4	4	8
Electronics/Security	5	-	5
Evasion	7	6	13
First Aid	5	6	11

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	6	2	8
Heavy Weapons	6	-	6
Human Perception	6	6	12
Interrogation	7	-	7
Library Search	4	4	8
Melee Weapon	7	-	7
Paramedic	5	-	5
Perception	4	4	8
Persuasion	7	6	13
Pick Lock	5	-	5
Pick Pocket	5	-	5
Play Instrument	5	6 + 2	13
Resist Torture/Drugs	8	-	8
Shoulder Arms	6	6	12
Stealth	7	6	13
Streetwise	7	6	13
Trading	7	-	7
Wardrobe & Style	7	6 + 2	15

THORN

## 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.

### Fashion Upgrades

You use light tattoos and tech hair to make a scene. +2 to Wardrobe & Style Checks (already included in the Skills Section).

### Grafted Muscle and Bone Lace

Working out is for gonks. You paid for your muscles and a reinforced skeleton, too. Your BODY has been upgraded to 10, which makes you stronger and more durable than anyone short of a full borg.

### Dynalar AudioVox

Your vocal chords and voice box have been enhanced with the latest in cybernetic technology, allowing you to perfectly modulate your voice. +2 to Acting and Play Instrument Checks when singing (already included in the Skills Section).

## 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 3d6 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.

### Budget Arms Carnage (starts fully loaded with Basic Shotgun Slugs)

Shotgun • 5d6 Damage • 5 Ammo • ROF1 • Two-Handed • Not Concealable

- **Poor Quality:** Jams on a roll of 1. The gun fires but must then be unjammed, which takes an Action.
- **Power Weapon:** Increase Critical Injury Bonus Damage by 5. You can ricochet shots at a -4 penalty.
- **Slug:** Use Shoulder Arms Skill. Deals 5d6 damage.
- **Shell:** Use Shoulder Arms Skill vs DV13. If loaded w/ Shells, deals 3d6 damage to all targets in 6m/yd (3 square) area directly in front of you.

DV for Budget Arms Carnage based on range from target (in m/yds).

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	35	—	—

## OTHER GEAR

Electric Guitar	The classic. Complete with a pocket amplifier.
Audio Recorder	An external recording device, allowing you to record to a memory shard.
Memory Shards	Blank memory shard x2.
Shotgun Slugs	Extra Basic Shotgun Slugs x10.
CASH	€\$100

## NOTES

## 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 &amp; 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.



MAVEN		HANDLE
TECH		ROLE
OUT OF <b>6</b>	LUCK	DEATH SAVE <b>6</b>
OUT OF <b>40</b>	HP	<b>20</b> S WOUNDED
-2 TO ALL CHECKS WHEN HP < ABOVE		

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

<b>BODY</b>	L Armorjack	<b>HEAD</b>	L Armorjack
VS MOST ATTACKS	VS MELEE/CHARGED TECH WEAPONS	VS MOST ATTACKS	VS MELEE/CHARGED TECH WEAPONS
<b>11</b>	<b>6</b>	<b>11</b>	<b>6</b>

INT	<b>8</b>
REF	<b>7</b>
DEX	<b>5</b>
TECH	<b>8</b>
COOL	<b>5</b>
WILL	<b>5</b>
MOVE	<b>7</b>
BODY	<b>6</b>
EMP	<b>5</b>



## ROLE ABILITY

If it is technology, you can build it, break it, or fix it.

You gain a +4 to Cybertech and Electronics/Security Tech Checks (already included below).

## ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes
Rostović DB-2 Satara	Shoulder Arms	7 + 6 = 13	5d6	2	1	Tech Weapon • Shell
Techtronika SPT32 Grad	Shoulder Arms	7 + 6 + 1 = 14	5d6	4	1	Power Weapon Excellent Quality

## SKILLS

Name	STAT	LVL	BASE
Acting	5	-	5
Athletics	5	3	8
Autofire	7	-	7
Brawling (2d6 DMG)	5	3	8
Bribery	5	-	5
Business	8	-	8
Composition	8	3	11
Conceal/Reveal	8	3	11
Concentration	5	6	11
Conversation	5	2	7
Cybertech	8	5 + 4	17
Dance	5	3	8
Deduction	8	6	14
Drive Land Vehicle	7	3	10
Education	8	2	10
Electronics/Security	8	6 + 4	18
Evasion	5	5	10
First Aid	8	2	10

A Skill Check = 1d10 + BASE + ANY BONUSES NOT ALREADY INCLUDED IN THE BASE

Name	STAT	LVL	BASE
Handgun	7	6	13
Heavy Weapons	7	-	7
Human Perception	5	4	9
Interrogation	5	-	5
Library Search	8	5	13
Melee Weapon	5	-	5
Paramedic	8	3	11
Perception	8	6	14
Persuasion	5	2	7
Pick Lock	8	2	10
Pick Pocket	8	-	8
Play Instrument	8	-	8
Resist Torture/Drugs	5	-	5
Shoulder Arms	7	6	13
Stealth	5	6	11
Streetwise	5	4	9
Trading	5	5	10
Wardrobe & Style	5	3 + 2	10

## 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.

### Fashion Upgrades

You use light tattoos and tech hair to show off. +2 to Wardrobe & Style Checks (already included in the Skills Section).

### Maven Custom Built Cyberoptic

A Cybereye you built and upgraded yourself. +2 to Conceal/Reveal and Perception Checks involving vision.

### Paraline Self-ICE

You've installed an extra level of security in your Neuroport's NET Architecture. Anyone trying to Quickhack you must first spend a Net Action to bypass your DV6 Passwall.

## 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.

## Rostović DB-2 Satara (starts fully loaded with Basic Shotgun Slugs)

Shotgun • 5d6 Damage • 2 Ammo • ROF1 • Two-Handed • Not Concealable

- **Tech Weapon:** Equipped w/ a scope that can see simple target outlines through Thin Cover. By sacrificing Move Action user can charge the weapon for 60 sec (20 Rounds) or until it is fired.
- **Charged Shot:** While charged the next Attack is ROF1, can fire through Thin Cover, and ignores 1/2 target's SP (round up).
- **Slug:** Use Shoulder Arms Skill. Deals 5d6 damage.
- **Shell:** Use Shoulder Arms Skill vs DV13. Deals 3d6 damage to all targets in 6m/yd (3 square) area directly in front of user.

DV for Rostović DB-2 Satara based on range from target (in m/yds).

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	35	—	—

## Techtronika SPT32 Grad (starts fully loaded with Basic Rifle Ammunition)

Sniper Rifle • 5d6 Damage • 4 Ammo • ROF1 • Two-Handed • Not Concealable

- **Excellent Quality:** +1 to Attack Checks made w/ this weapon (included).
- **Power Weapon:** Increase Critical Injury bonus damage by 5. User can ricochet shots at a -4 penalty.
- Requires an Action to work its bolt action before it can be fired again.

DV for Techtronika SPT32 Grad based on range from target (in m/yds).

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
30	25	25	20	15	16	17	20

## OTHER GEAR

Tech Bag	A bag containing all the tools you need for field repairs.
Shotgun Slugs	Extra Basic Shotgun Slugs x10.
CASH	€\$100

## 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 &amp; 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.