

CYBERDECK WORKSHEET

Type--



MPCP

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST--

BASE TIME: (Rating*2)x8	Limits--
COOK TIME: (Rating)x3	Max Rating = designer's
Appropriate Skills [Target]	Computer Skill x 1.5 (rd)
Design-- Computer [Rating]	Upgrade--
Cooking-- Computer (B/R) [Rating]	Design-- (New - Old)
Cost: (Rating*3) x50¥	Cook-- (New)

SIMSENSE HARDWARE

Installed?--

BASE TIME: 5	Limits--
COOK TIME: None Required	None
Appropriate Skills [Target]	Upgrade--
Computer (B/R) [4]	None
Cost: 500¥	

HARDENING

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST--

BASE TIME: MPCP x (Rating*2) x2.5	Limits--
COOK TIME: (MPCP x Rating)/2 (rd)	Max Rating = 1/2 MPCP
Appropriate Skills [Target]	(round down)
Design-- Computer [Rating + MPCP]	Upgrade--
Cooking-- Comp (B/R) [Rating + MPCP]	Design-- (New - Old)
Cost: (MPCP*2) x (Rating*4)¥	

VIDSCREEN

Installed?--

BASE TIME: 1	Limits--
COOK TIME: None Required	None
Appropriate Skill [Target]	Upgrade--
Computer (B/R) [4]	Install New Unit
Cost: 100¥	

ACTIVE MEMORY

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST-

BASE TIME: MP/100 (round up)	Max Mps:
COOK TIME: None Required	MPCP x 50Mps
Appropriate Skill [Target]	Upgrade-- Full value
Computer (B/R) Target # 3]	
Cost: (MPCP x5¥) per MP	

HITCHER JACK

Number Installed-

BASE TIME: 2 days per jack	Limits--
COOK TIME: None Required	MPCP rating
Appropriate Skill [Target]	Upgrade--
Computer (B/R) [4]	Install new jacks
Cost: MPCP x # of jacks x 100¥	

STORAGE MEMORY

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST-

BASE TIME: MP/100 (round up)	Max Mps:
COOK TIME: None Required	MPCP x 100Mps
Appropriate Skill [Target]	Upgrade-- Full value
Computer (B/R) Target # 3]	
Cost: 2.5¥ per MP	

OFF-LINE STORAGE

Amount--

BASE TIME: 1 day	Limits--
COOK TIME: None Required	None
Appropriate Skill [Target]	Upgrade--
Computer (B/R) [3]	Add new memory
Cost:	
Interface: MPCP x 50¥	
Off-Line Memory: MP's x .5¥	

LOAD SPEED

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST-

BASE TIME: (MPCP x (Rate)/25 (ru)
COOK TIME: (MPCP x Rating)/100(ru)
Appropriate Skills [Target]
Computer (B/R) [MPCP x Rate]/100 (ru)]
Cost: (MPCP x Rate) x 5¥ (ru)

CASE

Impact--
Ballistic--

Cost--

I/O SPEED

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST-

BASE TIME: (MPCP x Rate)/10 (ru)	Max I/O Speed:
COOK TIME: (MPCP x Rate)/25 (ru)	MPCP x5
Appropriate Skills [Target]	Upgrade--
Computer (B/R) [MPCP x Rate]/50 (ru)	Design-- (New-Old)
Cost: (MPCP x Rate) x25¥ (ru)	Cook-- (New)

CYBERDECK STATISTICS

MPCP	[]
Hardenig	[]
Active Memory	[]
Storage Memory	[]
Load Speed	[]
I/O Speed	[]
Response	[]

RESPONSE

Desired Rating--

	Required	Elapsed
Base Time	[]	[]
Cook Time	[]	[]

Current Rating--

COST-

BASE TIME: (MPCP x Rating ^2) x5	Max Response:
COOK TIME: (MPCP x Rating ^2)/10 (ru)	MPCP /4 (rd)
Appropriate Skills [Target]	Upgrade--
Design: Computer [MPCP x Rating]	Design-- (New)
Cook: Computer (B/R) [MPCP x Rating]	Cook-- (New)
Cost: (MPCP^2 x Rating^2) x 100¥	

Off-Line Storage []



Cook Time | 1 | 1 | 1 | 1

Cook Time | 1 | 1 | 1 |

Cook Time [] []

Cook Time [] []

Current Rating	Desried Rating	Size	Base Time	Cost
----------------	----------------	------	-----------	------

[illegible]

Size: See Below
Base Time: Size x2 days
Cook Time: ?
Appropriate Skill [Target]:
Computer [Rating]
Upgrade: Difference in Bas Time
Limits: Max Rating equal to designers
Computer Theory rating

Type	Size (MPs)
PERSONA	
Bod	(Rating ²)x3
Evasion	(Rating ²)x3
Masking	(Rating ²)x2
Sensors	(Rating ²)x2

Analyze	(Rating=2)×3
Armor	(Rating=2)×3
Attack	(Rating=2)×2
Auto Exec	(Rating=2)
Blind	(Rating=2)×3
Browse	(Rating=2)
Cloak	(Rating=2)×3
Compressor	(Rating=2)×2
Controller	(Rating=2)×2
Deception	(Rating=2)×2
Decrypt	(Rating=2)
Evaluate	(Rating=2)×2
Hog	(Rating=3)×3
Medic	(Rating=2)×4
Mirrors	(Rating=3)×3
Poison	(Rating=2)×3
Relocate	(Rating=2)×2
Restore	(Rating=3)×3
Restrict	(Rating=3)×3
Reveal	(Rating=2)×3
Scanner	(Rating=3)×3
Shield	(Rating=2)×4
Sift	(Rating=2)
Sleaze	(Rating=3)×3
Slow	(Rating=4)×4
Smoke	(Rating=2)×2

SYSTEM DATASHEET

[illegible]

Nodes and IC

Load Rating

Load Rating

Load Rating

[illegible]