

BY SEBASTIAN SZMYD



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V1.0

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CYBERWARE

Name

Category

NOTES

Name

Category

NOTES

Name

Category

NOTES

Name

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Category

NOTES

ADDITIONAL NOTES

CYBERWARE

Name	Category
NOTES	

Name	Category
NOTES	

Name	Category
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NOTES	

ADDITIONAL NOTES	

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 damage based on BODY. 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.

Name

Type	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Hands	Concealable?

NOTES

DV based on range from target (in m/yds)

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

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ADDITIONAL NOTES

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ADDITIONAL NOTES

GEAR

[illegible]

AMMUNITION

[illegible]

HOUSING & LIFESTYLE

Type	Notes

IMPROVEMENT POINTS

VEHICLE SHEET

NAME		SEATS
TYPE		
CONTROL SKILL	REPAIR SKILL	

STATS

SDP	OUT OF	SP	OUT OF	SPEED (COMBAT)	SPEED (NARRATIVE)
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ATTACKS

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INSTALLED UPGRADES

Armored Chassis	<input type="checkbox"/>	Onboard Flamethrower	<input type="checkbox"/>
AV-4 Engine Upgrade	<input type="checkbox"/>	Onboard Machine Gun	<input type="checkbox"/>
Bulletproof Glass	<input type="checkbox"/>	Onboard Melee Weapon	<input type="checkbox"/>
Combat Plow	<input type="checkbox"/>	Onboard Rocket Pod	<input type="checkbox"/>
Communications Center	<input type="checkbox"/>	Seating Upgrade	<input type="checkbox"/>
Deployable Spike Strip	<input type="checkbox"/>	Security Upgrade	<input type="checkbox"/>
Enhanced Interface Plug Integration	<input type="checkbox"/>	Smuggling Upgrade	<input type="checkbox"/>
Heavy Chassis	<input type="checkbox"/>	Vehicle Heavy Weapon Mount	<input type="checkbox"/>
Housing Capacity	<input type="checkbox"/>		<input type="checkbox"/>
Hover Upgrade	<input type="checkbox"/>		<input type="checkbox"/>
NOS	<input type="checkbox"/>		<input type="checkbox"/>

CYBERDECK SHEET

NAME

TYPE

STATS

UNIVERSAL SLOTS

OUT OF

PROGRAM SLOTS

OUT OF

HARDWARE SLOTS

OUT OF

PROGRAMS LOADED

Armor

☐

Banhammer

☐

DeckKRASH

☐

Eraser

☐

Flak

☐

Hellbolt

☐

Nervescrub

☐

Poison Flatline

☐

SeeYa

☐

NUMBER LOADED

Shield

☐

Speedy Gonzalvez

☐

Superglue

☐

Sword

☐

Vrizzbolt

☐

Worm

☐

NUMBER LOADED

☐

☐

☐

BLACK ICE LOADED

Asp

☐

Dragon

☐

Giant

☐

Hellhound

☐

Killer

☐

Kraken

☐

Liche

☐

NUMBER LOADED

Raven

☐

Sabertooth

☐

Scorpion

☐

Skunk

☐

Wisp

☐

NUMBER LOADED

☐

☐

HARDWARE INSTALLED

Aerie

Backup Drive

Bushido Accelerator

Combat Recorder

Defense Sequencer

DNA Lock

Feline Instinct

Hangry Hangry Dragon

Hardened Circuitry

Insulated Wiring

LOCATION

KRASH Barrier

Perfume Shoppe

Range Upgrade

Smithy

Snaketrap

Swamp Mist

Swiftly Clean

LOCATION

LIFEPATH

CULTURAL ORIGINS			
PERSONALITY		CLOTHING STYLE	
HAIR STYLE		AFFECTATION	
WHAT DO YOU VALUE MOST?		FEELINGS ABOUT PEOPLE?	
MOST VALUED PERSON		MOST VALUED POSSESSION	
FAMILY BACKGROUND		CHILDHOOD ENVIRONMENT	
FAMILY CRISIS		LIFE GOALS	
FRIENDS		TRAGIC LOVE AFFAIRS	
→		→	
→		→	
→		→	
ENEMIES	<i>Who?</i>	<i>What Caused It?</i>	<i>What Can They Throw at You?</i>
→			
→			
→			
ADDITIONAL NOTES			

ROLE SPECIFIC LIFEPATH

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, held item, or leg. ROF 1.

Can aim Melee and Ranged Attacks.