

1) Personal Style

What do you look like?

DRESS AND PERSONAL STYLE			
Roll (d20)	Clothes	Hairstyle	Affectations
1	Leathers	Mohawk	Tattoos
2	Denim/Jean	Long & Ratty	Shades/Glasses
3	Corporate Suits	Spiked	Scaring/Branding
4	Coveralls/Jumpsuits	Wild & All Over	Spiked Gloves
5	Short, Open	Bald/Shaved	Earrings
6	High Fashion	Striped	Long Fingernails
7	Cammos	Tinted/Dyed	Heels
8	Normal Clothes	Short, Neat	Weird Lenses
9	Lingerie/Nude	Short, Curly	Fingerless Gloves
10	Tribal Dress	Long, Straight	Jewellery
11	Generic	Dreads	Piercing
12	Ethnic/Historical	Natural, Long	Hats/Caps
13	Kung-Fu Pj's	Braids, Wraps	Gloves/Boots
14	Utilitarian	Shoulder Length	Make-up/Face Paint
15	Leisure Wear	Crew/Fade Cut	Skin Tints
16	Urban Flash/Yakuza	Slicked Back	Goggles & Gear
17	Big Suits	Perm/Big Hair	Androgynous Make-up
18	Bag Lady Chic	Tied	Bandanna/Hairband
19	Paramilitary	Box Fade	Waist Pouch
20	Mixed (Roll 2)	Tech Cut	Mixed (Roll 2)

2B) ADDITIONAL FAMILY BACKGROUND

CHILDHOOD ENVIRONMENT

- Spent on the street with no adult supervision.
- Spent at home with little adult supervision.
- Grew up working for parents from very young age.
- Grew up hanging out with the local youth gang.
- Grew up hanging out with tight group of close friends.
- Under the supervision of older sibling or relative.
- Grew up in boarding school.
- Grew up under the close supervision of a 'nanny'.
- Under the close supervision of a restrictive family.
- Under the close supervision of a loving family.

FAMILY CONTACT

- 5+ years no contact with any family members.
- 3 Only annual contact with one family member.
- 4-5 Only annual contact with core family.
- 6 Regular contact (monthly) with one family member.
- 7 Regular contact with core family.
- 8 Regular contact with core family & close contact with one family member.
- 9 Close contact with core family.
- 10 Close contact with core and extended family.

CHILDHOOD TRAUMA

- Was in a terrible accident
- Mistreated/abused by parents.
- Parent(s) lost their job.
- Became violently ill with some disease.
- Was horribly humiliated in front of peers.
- Home destroyed in fire/war/riots/disaster.
- Was tormented by gang/police.
- Witnessed as close friend/family member was killed.
- Held hostage for short period of time.
- Hunted by stalker.

PARENTS

- Orphanage/Organisation
- Adopted, roll again
- Friend of parents
- Relative
- 5-6 Mother
- 7-8 Father
- 9-10 Both Parents

3) MOTIVATIONS

PSYCHOLOGICAL PROFILE (GO TO 3B)

PRIME MOTIVATION

- Personal Egotism
- Personal Honor
- Love of Duty
- Pleasure/Excitement
- Knowledge
- Love
- Power
- Wealth
- Social Status
- Vengeance

PERSON YOU VALUE MOST

HOW DO YOU FEEL ABOUT PEOPLE?

YOUR MOST VALUED POSSESSION

3b) Psychological Profile

What you want, how you act, how you think, your beliefs and disorders, and the quirks that make you different.

EXMODE	INMODE	QUIRKS
How the character acts	How the character thinks & acts in private	Choose or roll up to three:
01-03 Antisocial/Solitary	01-03 Optimist	01 Pious
04-06 Aloof/Spacey	04-06 Pessimist	02-04 Absent Minded
07-10 Sober/Secretive	07-09 Hedonist	05 Religious
11-14 Shy/Quiet	10-12 Suspicious	06-07 Eccentric
15-19 Intellectual/Detached	13-15 Egotist	08 Clever
20-25 Intuitive/Spiritual	16-18 Mischievous	09-10 Impatient
26-34 Diplomatic/Courteous	19-21 Curious	11-12 Irreverent
35-40 Silly/Manic	22-24 Moody	13-15 Non-Conformist
41-45 Friendly/Helpful	25-27 Trusting	16-18 Insomniac
46-50 Arrogant/Rude	28-30 Opinionated	19-21 Artist
51-60 Forceful/Aggressive	31-33 Treacherous	22-24 Generous
61-70 Suspicious/Nervous	34-36 Malevolent	25-30 Collector
71-75 Guilty/Depressive	37-39 Forgiving	31-34 Liar
76-82 Antagonistic/Hostile	40-42 Unforgiving	35-37 Intolerant
83-90 Cheerful/Fluff-headed	43-45 Vengeful	38-41 Loquacious
91-95 Angry/Quick-Tempered	46-48 Jealous	42 Altruist
96-00 Assured/Stylish	49-51 Lazy	43-45 Seducer
	52-54 Driven	46-47 Gambler
	55-57 Cowardly	48-50 Passionate
	58-60 Brave	51-52 Brutal
	61-62 Honest	53 Spendthrift
	63-64 Ponderous	54-56 Rebellious
	65-67 Scheming	57-58 Cunning
	68-70 Skeptic	59-60 Phobic (table 3c)
	71-74 Manipulative	61 Careless
	75-77 Greedy	62 Sedate
	78-79 Pious	63-65 Obsessive
	80-82 Lustful	66 Truthful
	83-85 Perverse	67 Pacifist
	86-89 Nihilistic	68-70 Hypochondriac
	90-93 Honorable	71 Precise
	94-96 Compassionate	72-73 Loyal
	97-00 Disorder	74 Musical
		75 Alcoholic
		76 Childish
		77 Conservative
		78 Miserly
		79 Poet
		80-83 Cynical
		84-88 Paranoid
		89-92 Radical
		93-94 Compulsive
		95-96 Honorable
		97-98 Stubborn
		99-00 Disorder

DISORDERS

Serious mental illnesses

01-03 Homicidal

04-06 Suicidal

07-10 Schizophrenic

11-15 Sociopath

16-22 Delusions

23-29 Technophobe

30-40 Addict

41-47 Agoraphobic

48-55 Hallucinations

56-64 Megalomania

65-75 Compulsive Liar

76-86 Pyromaniac

87-94 Martyr

95-97 Multiple Personalities

98-00 Sado-masochist

GO TO LIFE EVENTS

3c) Phobias

by Andrew James - ajames@node16.co.uk

for an even longer list of phobias vist <http://www.phobialist.com> run by Fredd Culbertson.

PHOBIAS

Roll to see which:

- | | |
|--|---|
| 01 Ablutophobia (washing or bathing) | 51 Lunaphobia (the moon) |
| 02 Acousticophobia (noise) | 52 Martiophobia (weapons) |
| 03 Acrophobia (heights) | 53 Mechanophobia (machines) |
| 04 Agoraphobia (open spaces, leaving safe place) | 54 Melanophobia (the colour black) |
| 05 Amathophobia (dust) | 55 Melophobia (music) |
| 06 Androphobia (men) | 56 Methyphobia (alcohol) |
| 07 Anthropophobia (people or society) | 57 Microphobia (small things) |
| 08 Arachnophobia (spiders) | 58 Motorphobia (automobiles) |
| 09 Astraphobia (thunder and lightning) | 59 Musophobia (mice, rodents) |
| 10 Asymmetriphobia (asymmetrical things) | 60 Mysophobia (dirt) |
| 11 Ataxophobia (disorder or untidiness) | 61 Necrophobia (death or dead things) |
| 12 Autophobia (being alone, oneself) | 62 Neophobia (new ideas, ways) |
| 13 Aviophobia (flying) | 63 Nosocomophobia (hospitals) |
| 14 Batrachophobia (amphibians) | 64 Nyctophobia (the dark) |
| 15 Bibliophobia (books) | 65 Ochlophobia (crowds or mobs) |
| 16 Botanophobia (plants) | 66 Octophobia (the figure 8) |
| 17 Catoptrophobia (mirrors) | 67 Ombrophobia (rain or of being rained on) |
| 18 Chaetophobia (hair) | 68 Onomatophobia (hearing a certain word) |
| 19 Cheimaphobia (cold) | 69 Ophidiophobia (snakes) |
| 20 Claustrophobia (confined spaces) | 70 Ornithophobia (birds) |
| 21 Coulrophobia (clowns) | 71 Ostraconophobia (shellfish) |
| 22 Cyberphobia (computers, cybernetics) | 72 Paraskavedekatriaphobia (friday the 13th) |
| 23 Cynophobia (dogs or rabies) | 73 Pathophobia (disease) |
| 24 Cyridophobia (prostitutes or venereal disease) | 74 Patriphobia (authority) |
| 25 Dishabiliophobia (undressing in front of someone) | 75 Pediophobia (dolls) |
| 26 Doraphobia (fur or skins of animals) | 76 Pedophobia (children) |
| 27 Ecclesiophobia (church) | 77 Peladophobia (bald people) |
| 28 Electrophobia (electricity) | 78 Pharmacophobia (drugs) |
| 29 Entomophobia (insects) | 79 Piscophobia (fish) |
| 30 Epistemophobia (knowledge) | 80 Pogonophobia (beards) |
| 31 Felinophobia (cats) | 81 Pyrophobia (fire) |
| 32 Genophobia (sex) | 82 Radiophobia (radiation, x-rays) |
| 33 Gerontophobia (old people or of growing old) | 83 Ranidaphobia (frogs) |
| 34 Gymnophobia (nudity) | 84 Rupaphobia (filth) |
| 35 Gynophobia (women) | 85 Sciophobia (shadows) |
| 36 Haematophobia (blood) | 86 Scoleciphobia (worms) |
| 37 Haptophobia (being touched) | 87 Staurophobia (crosses or the crucifix) |
| 38 Hedonophobia (feeling pleasure) | 88 Symmetrophobia (symmetry) |
| 39 Heliophobia (the sun) | 89 Tachophobia (speed) |
| 40 Hellenologophobia (complex terminology) | 90 Technophobia (technology) |
| 41 Herpetophobia (reptiles or creepy, crawly things) | 91 Telephonophobia (telephones) |
| 42 Hippopotomonstrosesquippedaliophobia (long words) | 92 Textophobia (certain fabrics) |
| 43 Hobophobia (bums or beggars) | 93 Thermophobia (heat) |
| 44 Hodophobia (travel) | 94 Topophobia (certain places/situations, stage fright) |
| 45 Hoplophobia (firearms) | 95 Toxicophobia (being poisoned) |
| 46 Hypengyophobia (responsibility) | 96 Triskaidekaphobia (the number 13) |
| 47 Hydrophobia (water) | 97 Tropophobia (moving or making changes) |
| 48 Kakarophiaphobia (failure) | 98 Xenoglossophobia (foreign languages) |
| 49 Kinetophobia (movement or motion) | 99 Xenophobia (strangers or the unknown) |
| 50 Laliophobia (speaking) | 00 Zoophobia (animals) |

Pacific Rim Characters

JAPAN, KOREA & SINGAPORE

Use the Japanese LifePath charts in the PacRim book.

CHINA & TAIWAN

For Taiwan use the Japanese LifePath charts, but make proper Chinese substitutions.

PERSONAL STYLE

Roll	Clothes	Hairstyle	Affectations
1	Jeans	Mohawk	Tattoos
2	Corp suits	Short + spiky	Shades (Mirrors)
3	Big suits	Long + ratty	Ritual scars
4	Jumpsuits	Bald	Nose rings
5	Miniskirts	Box fade	Earrings
6	High Fashion	Colored	Fingerless gloves
7	Camos	Neat + short	Combat Boots
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgyne
10	SovUtilitaria	Tech cut	Weird lenses

FAMILY RANKING

- 1 Cadre
- 2 Corp Exec
- 3 Shopkeeper
- 4 Artisan
- 5 Triad Family
- 6-7 Peasant-Factory
- 8-9 Peasant-Farm
- 10 Refugee

CHILDHOOD ENVIRONMENT

- 1 On the streets with no supervision
- 2 Cadre compound; the life of luxury
- 3 Refugee pack; life of absolute squalor, desperation
- 4 Revolutionary camp; armed paranoia
- 5 Small village; Chinese beavertown
- 6 Triad family/Pirate pack
- 7 Buddhist temple compound
- 8 Farm work unit
- 9 Factory work unit
- 10 Family small business

GET LUCKY

- 1 Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.
- 2 Windfall! 1D10x100 YY/Eb
- 3 Score a deal! 1D10x100 YY/Eb
- 4-5 Gain a Sensei! Tai Chi Chuan or Animal Kung Fu at +2, or add +1 to an existing Martial Art
- 6 Foreign corp owes you a favor
- 7 Refugee group befriends you. You can call on them for one favour a month, equivalent to Family +2
- 8 Make a Public Security friend. +2 Streetwise PubSec
- 9 Triad/gang likes you. One favor a month, Family +2
- 10 Find a teacher. Pick up any INT skill at +2, or add +1

SIBLINGS (roll 1D6)

You may have up to 2 siblings (due to population control [China] and the expense of education [Taiwan]).

- 1-2 That's the number of siblings
3-6 You're an only child

Sex of siblings (roll 1D6)

- 1-2 It's a girl
4-6 It's a boy

SOUTHEAST ASIA

Cambodia, Laos, Vietnam, Thailand, Brunei, Myanmar, Indonesia, Malaysia, New Philippines

LIFEPATH VARIATIONS

Myanmar/Burma: +3 to Family Status roll.

Laos: Parents: 1-3, Both living; 4-10 Something happened. Something Happened: Roll 1D10, if Even they were murdered by the Khmer Rouge; if Odd roll as normal.

Brunei: -4 from SEA Family Background, -5 from Childhood Environment.

Singapore: Use the Japanese LifePath charts.

ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages used under each country. Choose an ethnic group, or be an expatriate kid. Pick one language as your month tongue (+8), also because of the diversity in the area, you may pick another language to speak a +4.

FAMILY RANKING

- 1 Corporate Managers
- 2 Corporate Technicians
- 3 Military/Police/Government Bureaucrats
- 4 Factory workers (+3 Childhood Environment)
- 5 Farmers/Fishermen (+3 Childhood Environment)
- 6 Store owner/Artisan (+3 Childhood Environment)
- 7 Religious Fanatics/Radicals
- 8 Highland Tribe
- 9 Pirates/Gangs/Smugglers
- 10 Urban Homeless/Street Trash

Go To PARENTS (CP2020 p35)

SOMETHING HAPPENED TO PARENTS

- 1 Parents were murdered
- 2 Parents died in warfare
- 3 Parents died in an accident
- 4 Parents committed suicide
- 5 You never knew your parents
- 6 Parents are in hiding to protect you
- 7 You were left with relatives
- 8 Parents gave you up for adoption
- 9 Parents became fanatics/radicals
- 10 Parents sold you for money

Go To FAMILY STATUS (CP2020 p35)

CHILDHOOD ENVIRONMENT

- 1 Spent in the dorm of a school
- 2 Safe corporate suburb/arcology
- 3 Corporate farm/research facility
- 4 Normal city life
- 5 Street, with no adult supervision
- 6 Small village or town
- 7 Martial arts/religious training
- 8 Gand/Pirates/Smugglers
- 9-10 Worked in factory/store from age 8

European Characters

LIFEPATH MODIFICATIONS

All European characters must take Education and a foreign European Language at +2 or better. Characters from core Europe must also take Programming at +2 or better.

FAMILY RANKING

Change #9 to "Urban Jobless". In core nations also change #8 to "Urban Jobless". For #1, #2, #3 roll 1D6: On a 5-6 change "Corporate" to "Commission".

SIBLINGS

Unless from Nomad or Pirate background roll 1D6. 1-2: you have one sibling; 3: you have two; 4: you have three; 5-6: you are an only child.

BIG PROBLEMS, BIG WINS

Change cash wins and losses to 3D10x100 euro.

Orbital Characters

ZERO-G COMBAT

Orbital-born characters automatically have this skill at +1, and may buy it at higher levels using IP.

ZERO-G MANEUVER

Orbital-born characters automatically have this skill at +3, and may buy it at higher levels using IP.

Expanded Language Groups

Once you've learned one language in a linguistic family, you may learn any other language in that family at -1 to the normal IP cost. The values in parentheses are the IP multipliers for learning languages in that family.

Each language 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.

Albanian (2)

Armenian (3)

Australian Aboriginal (3)

Baltic (2): Latvian (Lettish), Lithuanian

Basque (2)

Celtic (2): Breton, Irish Gaelic, Manx, Scottish Gaelic, Welsh

Creole & Patois (1): French Creole, Rasta-Patois

Dravidian (2): Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu

Esperanto (1)

Finnic (2): Cheremis, Estonian, Finnish, Karelian, Lapp (sami), Livonian, Mordvin, Veps, Votyak, Zyrian

Germanic (1): Afrikaans, Danish, Dutch, English (Australia, Canada, USA, UK), Flemish, Frisian, German (Germany, Austria, Switzerland), Icelandic, Norwegian (Bokmal & Nynorsk), Swedish, Yiddish

Greek (2)

Hamitic (2): Beja, Berber, Galla, Hausa, Somali, Tuareg

Indic (2): Assamese, Bengali, Bhili, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu

Indo-Iranian (2): Baluchi, Kurdish, Farsi (Persian), Pushtu

Japanese (2)

Khoisan (2): Bushman, Hadza, Hottentot, Nama, Sandawe

Korean (2)

Loglan/Logical Language (2)

Malayo-Polynesian/Pacific Island Group (2): Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog (Filipino), Taluga

Mon-Khmer/Annamite (3): Cambodian (Khmer), Mon, Vietnamese (Annamese)

Mongolic (2): Khalkha (Mongolian)

Niger-Kordofanian/African (2): Anyi, Ashanti, Azande, Bantu, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mande, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona, Sotho, Sukuma, Swahili, Temme, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu

Nilotic (2): Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai

Papuan (2): Dayak, Negrito, Papu

PC-Speak (1): Based on corp's native language

Romantic (1): Catalan, French (French, Canada), Galician, Italian, Latin, Portuguese (Portugal, Brazil), Provencal, Romanian, Sardinian, Spanish

Semitic (1): Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya

Sign Language (1): Hand Jive, American SL, English SL, Japanese SL, Russian SL, Danish SL, French SL, German SL, Norwegian SL, Swedish SL

Sino-Tibetan (3): Burmese, Cantonese, Hakka, Hmong, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Siamese, Thai, Tibetan, Wu, Yueh

Slavic (3): Bulgarian, Balarusian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian

Streetslang (1): 1/2 level when used in a foreign country

Turkic (2): Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut

Ugrian (2): Hungarian (Magyar), Ostyak, Vogul

Native American Languages

Algonquian (3): Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Obibwa, Shawnee, Wiyot, Yurok [Subarctic Canada, East, South West, Great Plains]

Athabaskan (3): Apache, Chipewyan, Navaho [Subarctic Canada, SW]

Caddoan (3): Caddo, Pawnee, Wichita [Great Plains]

Haida (4) [NW Coast]

Inuit (Eskimo-Aleut) (3) [Arctic coast & Greenland]

Iroquoian (3): Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora [East]

Macro-Chibchan (3): Guaymi, Paez, Warao [Central]

Mayan (3): Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan [South and Central America]

Muskogean (4): Chickasaw, Choctaw, Creek, Seminole

Otomanguean (3): Mixtec, Otomi, Zapotec [Central America, Mexico]

Salishan (3): Chehalis, Okanagon, Salish [NW Coast]

Siouan (3): Catawba, Crow, Dakota, Hidatsa, Lakota, Omaha, Osage [Great Plains]

South American Indian (3): Arowakan, Aymara, Cariban, Guarani, Mapuche, Quechua, Tupi-Guarani

Tlingit (3) [NW Coast]

Uto-Aztecan/Shoshonean (3): Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago [SW], Pima [SW], Shoshoni, Ute [Great Basin, Mexico, Central America]

Expanded Country List

After choosing a country of origin, choose a relevant language. The languages listed below are only the official languages, others may also be spoken. I have not included Overseas Territories & Dependencies in this list. Information from Dorling Kindersley's World Desk Reference 3rd Edition (revised) 2000.

Country Official Languages (Others)

NORTH AMERICA

Canada	English, French
United States of America	English

EUROPE

Albania	Albanian
Andorra	Catalan
Armenia	Armenian
Austria	German
Belarus	Belorussian, Russian
Belgium	Flemish, French, German
Bosnia & Herzegovina	Serbo-Croat
Bulgaria	Bulgarian
Croatia	Croatian
Cyprus	Greek, Turkish
Czech Republic	Czech
Denmark	Danish
Estonia	Estonian
Finland	Finnish, Swedish
France	French
Georgia	Georgian
Germany	German
Greece	Greek
Hungary	Hungarian
Iceland	Icelandic
Ireland	Irish, English
Italy	Italian
Latvia	Latvian
Liechtenstein	German
Lithuania	Lithuanian
Luxembourg	French, Letzeburgish, German
Macedonia	Macedonian
Malta	Maltese, English
Moldova	Romanian
Monaco	French
Netherlands	Dutch
Norway	Norwegian
Poland	Polish
Portugal	Portuguese
Romania	Romanian
San Marino	Italian
Slovakia	Slovak
Slovenia	Slovene
Spain	Spanish, Galician, Basque, Catalan
Sweden	Swedish
Switzerland	French, German, Italian
Turkey	Turkish
Ukraine	Ukrainian
United Kingdom	English, Welsh (in Wales)
Vatican City	Italian, Latin
Yugoslavia	Serbo-croat

AUSTRALASIA

Australia	English (Greek, Turk, Aborigine, Vietnamese)
New Zealand	Maori, English (Japanese, Chinese)

ASIA

Azerbaijan	Azerbaijani
China	Mandarin (Cantonese, Tibetan, 11 more)
Kazakhstan	Kazakh
Mongolia	Khalkha Mongol
Pakistan	Urdu
Russian Federation	Russian

CENTRAL ASIA

Afghanistan	Persian, Pashtu
Kyrgyzstan	Kyrgyz, Russian
Tajikistan	Tajik
Turkmenistan	Turkmen
Uzbekistan	Uzbek

EAST ASIA

Japan	Japanese (English, Korean, Portuguese)
North Korea	Korean (English)
South Korea	Korean (English)

SOTHEAST ASIA

Brunei	Malay (Arabic, English)
Myanmar (Burma)	Myanmar/Burmese (English)
Cambodia	Khmer (Vietnamese, French, English)
Indonesia	Bahasa, Indonesian (Arabic, Timorese)
Laos	Lao (Khmer)
Malaysia	Malay, Bahasa (English, Chinese, Arabic)
New Philippines	Filipino, English (Spanish, Cebuano, Arabic)
Papua New Guinea	English
Singapore	Malay, Chinese, Tamil, English
Taiwan	Manderin Chinese
Thailand	Thai (English, Malaysian, Chinese)
Vietnam	Vietnamese (French, English)

SOUTH ASIA

Bangladeshi	Bengali
Bhutan	Dzongkha
India	Hindi, English
Nepal	Nepali
Sri Lanka	Sinhalese

CENTRAL AMERICA

Belize	English
Costa Rica	Spanish
El Salvador	Spanish
Guatemala	Spanish
Honduras	Spanish
Mexico	Spanish
Nicaragua	Spanish
Panama	Spanish

SOUTH AMERICA

Argentina	Spanish
Bolivia	Spanish, Quechua, Aymará
Brazil	Portuguese
Chile	Spanish
Colombia	Spanish
Ecuador	Spanish

Guyana	English
Paraguay	Spanish
Peru	Spanish, Quechua
Suriname	Dutch
Uruguay	Spanish
Venezuela	Spanish, Amerindian languages

MIDDLE EAST

Bahrain	Arabic
Iran	Farsi
Iraq	Arabic
Israel	Hebrew, Arabic
Jordan	Arabic
Kuwait	Arabic
Lebanon	Arabic
Oman	Arabic
Qatar	Arabic
Saudi Arabia	Arabic
Syria	Arabic
United Arab Emirates	Arabic
Yemen	Arabic

CENTRAL AFRICA

Burundi	French, Kirundi
Central African Rep.	French
Chad	Arabic, French
Congo, Dem. Rep.	French
Rwanda	Rwandan, French

NORTH AFRICA

Algeria	Arabic
Egypt	Arabic
Libya	Arabic
Mauritania	Arabic, French
Morocco	Arabic
Tunisia	Arabic

SOUTHERN AFRICA

Angola	Portuguese
Botswana	English
Lesotho	Sesotho, English
Malawi	English
Mozambique	Portuguese
Namibia	English
South Africa	Afrikaans, English
Swaziland	Siswati, English
Zambia	English
Zimbabwe	English

WEST AFRICA

Benin	French
Burkina	French
Cameroon	French, English
Cape Verde	Portuguese
Congo	French
Equatorial Guinea	Spanish
Gabon	French
Gambia	English
Ghana	English
Guinea	French
Guinea-Bissau	Portuguese
Ivory Coast	French

Liberia	English
Mali	French
Niger	French
Nigeria	English
Sao Tome & Principe	Portuguese
Senegal	French
Sierra Leone	English
Togo	French

EAST AFRICA

Djibouti	Arabic, French
Eritrea	Tigrinya, Arabic
Ethiopia	Amharic
Kenya	Swahili
Somalia	Somali, Arabic
Sudan	Arabic
Tanzania	Swahili, English
Uganda	English

CARIBBEAN

Antigua & Barbuda	English
Bahamas	English
Barbados	English
Cuba	Spanish
Dominica	English
Dominican Republic	Spanish
Grenada	English
Haiti	French, French Creole
Jamaica	English
St. Kitts & Nevis	English
St. Lucia	English
St. Vincent & Grenadines	English
Trinidad & Tobago	English

INDIAN OCEAN

Comoros	Arabic, French
Madagascar	French, Malagasy
Maldives	Dhivehi
Mauritius	English
Seychelles	French Creole

PACIFIC OCEAN

Fiji	English
Kiribati	English
Marshall Islands	Marshallese, English
Micronesia	English
Nauru	Nauruan
Palau	Palauan, English
Samoa	Samoan, English
Solomon Islands	English
Tonga	Tongan, English
Tuvalu	English
Vanuatu	Bislama, English, French

OTHERS

Antarctic Collective	Spanish (English)
Low Earth Orbit	The Word (French, German, Japanese)

Master Skill List

SPECIAL ABILITIES

Administrator Resources	WGF pg.44
Aircraft Sense (3) (Aerojock)	SW pg.28
Authority (Cop)	CP pg.36
Barter (Ridgerunner)	SA pg.83
Brotherhood (Space Pilot)	DS pg.75
Chameleon (Spy)	WGF pg.47
Charismatic Leadership (Rocker)	CP pg.36
Combat Sense (Solo)	CP pg.36
Combat Sense (Spec.)	HoB pg.74
Con (Con Man)	WS pg.36
Counsel (Shaman)	NEO pg.42
Credibility (Media)	CP pg.36
Family (Nomad)	CP pg.36
Family (Workganger)	DS pg.75
Gang Rank (Streetpunk)	WS pg.37, SOF
Interface (Netrunner)	CP pg.36
Jury Rig (Techie)	CP pg.36
Kith (2)	NEO pg.38
Marine Instinct (Aquatic Nomad)	P3 pg.43
Medical Tech (Medtech)	CP pg.36
PA Combat Sense (3) (Trooper)	MM pg.52, SW pg.29
Reason (Attorney/Judge)	PS pg.70
Recognition (Bounty Hunter)	SA pg.83
Reconnaissance (Outrider, etc)	NEO pg.40
Research (P.I.)	WGF pg.46
Resources (Corp)	CP pg.36
Salvage (Salver)	DS pg.75
Scrounge (Scavenger)	WS pg.37
Sneak (Prowler)	WS pg.35
Space Combat (Space Marine)	DS pg.76
Spy Craft (Spook)	DM pg.57
Streetdeal (Fixer)	CP pg.36
Street Tactics (IPC)	I1.1
Thief (Convict)	I1.1
Titillate (Tabloid Media)	I2.1 pg.7
Trace (Reaper)	DM pg.58
Urban Survival (Vagrant)	WGF CB3
Vamp (Dancer/Prostitute)	WS pg.37
Vehicle Zen (3) (Runner/Panzerboy)	NEO pg.43, SW pg.27
Warpath (Warrior)	NEO pg.40
Workgang (Workganger)	DS pg.75

ATTR

Personal Grooming	CP pg.37
Wardrobe & Style	CP pg.37

BODY

Controlled Hyperventilation	SA pg.82
Endurance	CP pg.37
Strength Feat	CP pg.37
Swimming	CP pg.37

COOL

Cadre Tactics	I1.2 pg.23
Interrogation	CP pg.37
Intimidate	CP pg.37
Meditation	NE pg.56
Oratory	CP pg.37
Resist Torture/Drugs	CP pg.37

Rhetoric
Streetwise

PAC pg.153
CP pg.38

EMP

Animal Handling
Human Perception
Interview
Leadership
Palmistry
Perform
Persuasion & Fast Talk
Seduction
Simper
Social
Trance (3)

NE pg.56
CP pg.38
CP pg.38
CP pg.38
GCT pg.20
CP pg.38
CP pg.38
CP pg.38
WGF pg.48, LD pg.53
CP pg.38
PAC pg.155

INT

Accounting
Anthropology
Appraise
Area knowledge: (Area)
Astral Navigation
Astrogation (2)
Astrology
Awareness/Notice
Body Language
Biogenetics (2)
Biology
Botany
Braindance Use
Bureaucracy
Business Sense
Chemistry
Composition
Corporate Policy
Culture
Diagnose Illness
ECM
Education & General Knowledge
Eidetic Memory
Expert: (Subject)
Expert: Braindance/VR
Expert: High Tech
Expert: Law
Expert: Navigation (2)
Expert: PA Design
Expert: Small Arms
Expert: Software
Expert: Torture
Expert: Wetware
Gamble
Geology
Graphology
Herbalism
Hide/Evade
History
Language: (Choose one)
Language: CitySpeak
Language: Hand Jive
Language: PC-Speak
Language: Streetslang
Library Search

CP pg.38
CP pg.38
I2.2 pg.2
WGF pg.48
P3 pg.43
DS pg.76
GCT pg.20
CP pg.38
NE pg.56
SF pg.26
CP pg.38
CP pg.38
DS pg.74
WGF pg.48
SOF pg.31, LD pg.53
CP pg.38
CP pg.38
SOF pg.31, LD pg.53
WS pg.86, LD pg.53
CP pg.39
I1.2 pg.23
CP pg.39
NE pg.56
CP pg.39
WS pg.21
WS pg.21
P&S pg.70
SW pg.28
MM pg.52
WS pg.21
WS pg.21
WS pg.21
WS pg.21
CP pg.39
CP pg.39
GCT pg.20
GCT pg.20
CP pg.39
CP pg.39
CP pg.39
I1.1 pg.20
WS pg.84
WS pg.86
CP pg.39, WS pg.84
CP pg.39

Magic (Stage Magic)	GCT pg.20	Underwater Combat (2)	SF pg.24
Mathematics	CP pg.39	Underwater Heavy Weapons	SF pg.25
Nuscuba	SF pg.23	Underwater Weapons	SF pg.23
Physics	CP pg.39	Water Vehicles (INT or REF)	ES pg.50
Pilot: Ship (2)	HoB pg.75		
Programming	CP pg.39	TECH	
Psychology	WS pg.21, GCT pg.20	Aero Tech (2)	CP pg.42
Rune Lore	GCT pg.20	AV Tech (3)	CP pg.42
Sailpower	HW pg.21	Basic Tech (2)	CP pg.42
Seamanship	HW pg.21	BioTech (+15)	ES pg.43
Shadow/Track	CP pg.40	Braindance Editing	WS pg.21
Space Survival	DS pg.76	Calligraphy (European/Chinese)	PAC pg.153
Stock Market	CP pg.40	Cryotank Operation	CP pg.42
Street Survival	PAC pg.153	Cyberdeck Design (2)	CP pg.42
Survival: (Environment)	HW pg.21	CyberTech (2)	CP pg.42
System Knowledge	CP pg.40	Demolitions (2)	CP pg.42
Tactics	WGF pg.48, LD pg.53	Disguise	CP pg.42
Teaching	CP pg.40	Electronics	CP pg.43
Theology	GCT pg.20	Electronic Security (2)	CP pg.43
Underwater Survival	SF pg.23	Expert: Electronic Warfare	SF pg.96
Urban Survival	WGF pg.48	First Aid	CP pg.43
Vampire Lore	NE pg.16	Forgery	CP pg.43
Water Vehicles (INT or REF)	ES pg.50	Gyro Tech (3)	CP pg.43
Wilderness Survival	CP pg.40	Marine Tech/Underwater Equip	SA pg.83 / 11.1 pg.40
Zoology	CP pg.40	Municipal Communication	12.1 pg.9
		Origami	PAC pg.153
REF		Paint or Draw	CP pg.43
Action Game	PAC pg.153	PA Tech (3)	MM pg.52, SW pg.29
Archery	CP pg.40	Pharmaceuticals (2)	CP pg.43
Athletics	CP pg.40	Photography & Film	CP pg.43
Brawling	CP pg.40	Pick Lock	CP pg.43
Combat Soccer	P1 pg.41	Pick Pocket	CP pg.43
Dance	CP pg.40	Play Instrument	CP pg.43
Dodge & Escape	CP pg.40	Pressure Suit Tech	SF pg.24
Driving	CP pg.40	Sonar Tech	SF pg.25
EVA	DS pg.76	Spacecraft Tech (4)	11.4 pg.44
Fencing	CP pg.40	Sub Tech (Large/Small)	SF pg.25
Handgun	CP pg.40	Tattooing (Electric/Hand-picked)	PAC pg.153
Heavy Weapons	CP pg.41	Video Manipulation	DM pg.23
Martial Arts: (Style)	CP pg.41	Weaponsmith (2)	CP pg.43
Melee	CP pg.41	Wetware Design	WS pg.21
Motorcycle	CP pg.41		
Operate Heavy Machinery	CP pg.41		
Pilot: Deep Dive Suit (2)	SF pg.23		
Pilot: Dirigible (2)	CP pg.42		
Pilot: EVPA (2)	SF pg.23		
Pilot: Gyro (3)	CP pg.42		
Pilot: Fixed Wing (2)	CP pg.42		
Pilot: Hardshell (2)	SF pg.23		
Pilot: OTV (2)	DS pg.76		
Pilot: PA (2)	MM pg.53, SW pg.29		
Pilot: Remote (3) (INT+REF/2)	Chr 2 pg.30		
Pilot: Space Plane/Shuttle (3)	DS pg.76		
Pilot: Sub (Large/Small)	SF pg.25		
Pilot: Vectored Thrust (3)	CP pg.42		
Rifle	CP pg.42		
Skating/Skateboarding	11.2 pg.23		
Sleight of Hand	GCT pg.20		
Stealth (2)	CP pg.42		
Sub Machinegun	CP pg.42		
Zero-G Combat (2)	DS pg.76		
Zero-G Maneuver	DS pg.76		

New Stats

DEDICATION (DED)

Measures a character's dedication to a particular ideology or belief system. The player chooses a rating between -10 and +10 (a negative rating represents an opposition to a belief system). There can be more than one Dedication in the character's life, however, each Dedication must be of a different level from one another. (Grimms Cybertales, pg.19)

PSYCHE (PSY)

Reflects the character's spiritual strength. LUCK can be used in place of PSY, as it is the only "unexplained" aspect of Cyberpunk. Roll an additional 1D10 during character creation. (Night's Edge, pg.53)

PSY

Psychic NE pg.16

PSY/EMP (USE THE HIGHER OF THE TWO)

Aura Reading	GCT pg.20
Expert: (Blessing)	GCT pg.20
Expert: (Curse)	GCT pg.20
Expert: (Ritual)	GCT pg.20
Expert: (Spell)	GCT pg.20
Tarot Lore	GCT pg.20
Voodoo Divination	GCT, pg.20

EXAMPLES OF EXPERT SKILLS

Expert: Bank Systems	SF pg.52
Expert: Braintdance/VR	WS pg.21
Expert: Communications	l1.3 pg.47
Expert: Computer Design	SF pg.115
Expert: Construction	SF pg.15
Expert: (Corporation) Operations	SF pg.53
Expert: Corp. Procedures	l1.3 pg.45
Expert: Economics	SW pg.20
Expert: Electronic Warfare (TECH)	SF pg.96
Expert: Executive	SW pg.21
Expert: Exotic Weapons	l1.3 pg.47
Expert: High Tech	WS pg.21
Expert: Intelligence Analysis	SW pg.22
Expert: International Business	SW pg.20
Expert: Law	P&S pg.70
Expert: Logistics	SW pg.20
Expert: Marine Biology	SF pg.15
Expert: Marine Technology	SF pg.15
Expert: Military Hardware	SF pg.83
Expert: Military History	SW pg.22
Expert: Military Procedures	l1.3 pg.45
Expert: Military Weapons	SW pg.21
Expert: Naval Operations	SF pg.55
Expert: Naval Warfare Tactics	SF pg.56
Expert: Navigation (2)	SW pg.28
Expert: PA Design	MM pg.52
Expert: Poisons	SF pg.112
Expert: Politics	SF pg.83
Expert: Pop Culture	LD pg.51
Expert: Robotics	SF pg.115
Expert: (Selected Sport)	LD pg.51
Expert: Small Arms	WS pg.21
Expert: Software	WS pg.21
Expert: Soldier	SF pg.83
Expert: Soviet Naval Operations	SF pg.56
Expert: Special Operations	SF pg.83
Expert: Squad Tactics	SW pg.25
Expert: Strategy	SF pg.83
Expert: Structural Architecture	SF pg.96
Expert: (Sub Type) Operations	SF pg.54
Expert: Torture	WS pg.21
Expert: Underwater Materials	SF pg.54
Expert: US Naval Operations	SF pg.54
Expert: Wargames	SW pg.20
Expert: Wetware	WS pg.21

Master Role List

SOLO (Cyberpunk 2020, pg. 7)

Combat Sense: Adds to both Awareness and Initiative in combat situations.

Awareness	Handgun
Brawling or Martial Arts	Melee
Weapons Tech	Rifle
Athletics	SMG
Stealth	

CORP OPERATIVE (Interface 1.3, pg. 47)

Combat Sense	Electronic Security
Interrogation	Pick Lock
Human Perception	Handgun
Expert: Corp. Admin	Martial Arts
Library Search	Resist Torture & Drugs
Awareness	

EX-CYBERSOLDIER (Interface 1.3, pg. 47)

Combat Sense	Operate Hvy Machinery
Drive or Pilot	Heavy Weapons
Basic Tech	Martial Arts
Endurance	Rifle
Weaponsmith	CyberTech
Awareness	

BODYGUARD (Interface 1.3, pg. 47)

Combat Sense	Electronic Security
Handgun or SMG	Grooming or W&S
Social	Pilot or Drive
Intimidate	Martial Arts
Human Perception	Melee
Awareness	

BOUNTY HUNTER (Interface 1.3, pg. 47)

Combat Sense	Streetwise
Wilderness Survival	Melee
Library Search	Pilot or Drive
Shadow/Track	Martial Arts
Disguise or Intimidate	Awareness
Expert: Exotic Weapons	

STREET SAMURAI (Interface 1.3, pg. 47)

Combat Sense	Wardrobe & Style
Streetwise	Handgun
Shadow/Track	Pilot or Drive
Persuasion & Fast Talk	Martial Arts
Intimidate	Melee
Awareness	

EUROSOLO (Solo Of Fortune, pg. 31)

Combat Sense	Awareness
Handgun	Martial Arts
SMG	Wardrobe & Style
Athletics	Weapons Tech
Corporate Policy	Expert (pick one)
+2 in General Knowledge	
+1 non-native European language (-1 pickup point)	

SHINOBI (Pacific Rim, pg. 156)

You a member of one of the ninja assassin clans. You will use almost anything to complete your mission, excluding cyber. Cyber is the easy way out and the cybered are scum.

Combat Sense (Nindo): Adds to Martial Arts, Hide/Evade and Stealth when you are trying to assassinate someone.

Awareness
Stealth
Disguise
Electronic Security
Pick Locks

TATSUJIN (Pacific Rim, pg. 157)

You strive for practice to increase your power. You only release your full power when you need it. You are a "duellist".

Combat Sense (Geonghu): You may not install any cyber, and you may not use guns. You use your full power in one-on-one combat only, when using Strike and Cast (plus bows) Martial Arts weapons.

Diagnose Illness	Strength Feat
Athletics	Human Perception
Martial Arts 1	Social
Martial Arts 2	Awareness
First Aid	

PA TROOPER (Shockwave, pg. 29)

ACPA Combat Sense: Adds to Awareness, initiative, and maneuver rolls while in the suit, but outside ACPA they get only 1/2 (round down) this skill to use as Combat Sense.

Awareness	Heavy Weapons
Rifle	Melee
Brawling or Martial Arts	Athletics
Basic Tech	PA Tech
Stealth	

COVERT SPECIALIST (Stormfront, pg. 93)

You're an expert at getting into places where you shouldn't be, without the expedient of noisy and messy explosions.

Combat Sneak: Adds half level to Stealth, Hide/Evade, Awareness, and Initiative.

Primary: 3+	Secondary:
Awareness	Demolitions
Athletics	Disguise
Handgun	Drive
Hvy Weapons	Electronic Security
Martial Arts	Endurance
Melee	First Aid
Rifle or SMG	Hide/Evade
Stealth	Human Perception
Swimming	Language
Wilderness Survival	Performance
Personal Grooming	Pick Lock
Pilot	Seduction
Persuasion & Fast Talk	Social

ASSASSIN (Stormfront, pg. 94)

You're the ultimate trained killer. This demands a level of specialization that stands out even among the already elite covert mission specialities.

Combat Sneak 3+

Primary:	Secondary:
Athletics 3+	Archery
Awareness 3+	Disguise
Endurance 2+	Electronic Security
Handgun 3+	Perform
Hide/Evade 3+	Rifle
Martial Art 3+	Shadow/Track
Melee 3+	Submachine Gun
Stealth 5+	Weaponsmith

Martial Arts: Ninjutsu
Hide/Evade
Shadow/Track
Athletics

COVERT TECH (Stormfront, pg. 95)

Athletics 2+	Awareness 2+
Endurance 2+	Martial Arts 2+
Handgun or SMG 2+	Basic Tech 3+
Plus Specialist Occupation Skills:	

REMOTE OPS

Jury Rig
Drive
Electronics
Electronic Security
Operate Hvy Machinery

INTRUSION OPS

Combat Sense 3+
Electronic Security 3+
Hide/Evade
Pick Lock 3+
Stealth

NETRUNNER OPS

Interface 3+
Library Search
Programming 3+
System Knowledge
Electronics

ELINT OPERATIONS

Electronics
Electronic Security
Expert: Electronic Warfare
Photo & Film

DEMOLITIONS OPERATIONS

Combat Sense 3+	Electronics 2+
Chemistry 2+	Demolitions 3+
Expert: Structural Architecture 2+	

DIVEMASTER (Stormfront, pg. 24)

You love the sea, or more specifically, being a part of the world under the water.

Aquatic Sense: Adds full level to Awareness/Notice, and half level to Initiative while underwater.

Swimming	Endurance
Human Perception	Leadership
Awareness	Nuscuba
Pilot: Deepp Dive Suit	Pilot: EVA Hardshell
Underwater Weapons	

DIVEMASTER/MINER (Stormfront, pg. 24)

Aquatic Sense	Endurance
Awareness	Pilot: EVPA
Pilot: EVA Hardshell	Pressure Suit Tech
Operate Mining Equipment	Underwater Combat
Underwater Survival	Underwater weapons

U.S. or EDF ARMY (HoB, pg. 74)

Special Ability*	Awareness
Brawling	Stealth
Endurance	First Aid
Heavy Weapons	Rifle
+AIT Skills	

* Soldiers, pilots, drivers are Solos. The Army also has Techs, Medtechs, Cops, Netrunners, and Fixers.

MARINE CORPS (Home of the Brave, pg. 74)

Special Ability*	Awareness
Brawling	Stealth
Endurance	Swimming
First Aid	Wilderness Survival
Heavy Weapons	Melee
Rifle	
+AIT Skills	

* Soldiers, pilots, drivers are Solos. The Marines also has Techs, Medtechs, Cops, Netrunners, and Fixers.

U.S. or EDF NAVY (HoB, pg. 75)

Special Ability*	Awareness
Handgun	Brawling
First Aid	Swimming
Basic Tech	Water Vehicles
+AIT Skills	

* Normal sailors are Techs. The Navy also has Solos, Medtechs, Cops, Netrunners, and Fixers.

USAF / EDF AIR FORCE (HoB, pg. 75)

Special Ability*	Awareness
Handgun	Basic Tech
Athletics	Electronics
First Aid	Zero-G Maneuver
+AIT Skills	

* The USAF also has Techs, Medtechs, Cops, Netrunners, and Fixers.

BRITISH COMBINED FORCES (UK, pg. 30)

Either Army, Navy, Marines, or Air Force.

Special Ability*	Rifle
Martial Arts	First Aid
Endurance	Awareness
Heavy Weapons	Athletics
Swimming	
+AT Skills	

JAPANESE SDF OFFICER (Pac Rim, pg. 14)

Special Ability*	Awareness
Handgun	Martial Arts
Accounting	Bureaucracy
Expert: Tactics	Expert: Law

RUNNER (Neo-Tribes, pg. 43; PAC, pg. 154)

Everyone needs packages securely delivered. You may be carrying for the biggest Corp or the smallest smuggler.

Vehicle Zen: Includes Kith if a nomad.

Awareness	Streetwise
Pilot/Drive (2 or more)	Tech (For vehicles)
Basic Tech	Hide/Evade
Brawling or Athletics	Handgun

PANZERBOY (Shockwave, pg. 27)

Your home is the wide-open spaces and open road, flying low with a cargo in back and an over powered engine out front.

Vehicle Zen: Adds to Awareness/Notice & Initiative, and adds half level to maneuvering rolls while in ground vehicles/hovercraft. Only adds half level to Awareness & Initiative rolls when not driving said craft.

Pilot: Hovercraft	Basic Tech
Brawling	Expert: Navigation
Heavy Weapons	Rifle
Choice of 2 from:	
Operate Hvy Machinery,	Driving or Motorcycle,
Handgun or SMG,	Awareness

SUBJOCK (Stormfront, pg. 25)

An underwater ace, part of a special ring of submariners who are the elite amongst the lesser seadogs.

Sub Tactics: Applied to INT in sub combat, half level added to Initiative rolls while in command of a sub.

Awareness	Navigation
Underwater Survival	Sonar Tech
Underwater Weapons	Swimming
Underwater Hvy Weap	Sub Tech (small/large)
Pilot: Submersible (small/large)	

AEROJOCK (Shockwave, pg. 28)

You took to the skies like a duck to water. There's nothing you can't fly (or at least try). Osprey, jet, prop-job, choppers, AV, even delta.

Aircraft Sense: A variation of Vehicle Zen. Adds to Awareness/Notice & Initiative rolls, and adds half level to maneuvering rolls while in aircraft. Only adds half level to Awareness & Initiative rolls when out of aircraft.

Choice of 2 Pilot Skills	Basic Tech
Awareness	Aero or AV Tech
Handgun	Brawling or Martial Arts
Athletics	Expert: Navigation

NETRUNNER (Cyberpunk 2020, pg. 8)

Interface (INT): Used to operate menu functions in the Net.

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

ROUGE HUNTER (Interface 1.3, pg. 46)

Netrunners who specialise in hunting rogue AIs.

Interface	Basic Tech
Awareness	System Knowledge
Education	Decks or Electronics
CyberTech	Programming
Expert: World Net Sys	Expert: Computer Sys

TECHIE (Cyberpunk 2020, pg. 9)

Streetsmart Inventor, System Hardware Engineer

Jury Rig (TECH): A general repair skill that allows the Techie to alter/repair something for Levelx1D6 turns. Includes Scavenge skill, a tech can notice useful parts in what is considered junk and put together useable gear with it.

Awareness	Basic Tech
CyberTech	Teaching
Education	Electronics
3 other Tech skills	

MED TECH (Cyberpunk 2020, pg. 9)

Pharmacist, Bioware Researcher

Medical Tech (TECH): The skill to perform major surgery and medical repairs.

Awareness	Basic Tech
Diagnose Illness	Education
Cryotank Operation	Library Search
Pharmaceuticals	Zoology
Human Perception	

MARINE BIOTECH /**UNDERWATER GENETICIST (Stormfront, pg. 26)**

You've cataloged new species, scanned thousands of new DNA samples, and learned more about the mechanics of life underwater than in the last twenty years.

Medical Tech	Awareness
Education	Library Search
Pharmaceuticals	Biogenetics
Expert: Deep Sea Zoology	Expert: Psychology
Underwater Survival	Diagnose

NOMAD (Cyberpunk 2020, pg. 14)

Include Agripacks, Native Americans, Gypsies, Carnies, Bikers and others. There are 7 Nations; Snake Nation, The Jodes, Blood Nation, Folk Nation, The Meta, The Aldecaldos, and the Thelas Nation (Pirates).

Family (INT): Ability to call upon your pack for help.

Awareness	Endurance
Melee	Rifle
Drive	Basic Tech
Wilderness Survival	Brawling
Athletics	

WARRIOR (Neo-Tribes, pg.40)

Warpath: Adds to Initiative and Awareness, but is only half as effective when fighting none nomads. Also added to Melee at half Special Ability. Includes Kith

Awareness	Wilderness Survival
Weapon or Basic Tech	Rifle
Handgun or Hvy W	Brawling or MArts
Endurance or First Aid	Dodge & Escape
Melee or Fencing	

OUTRIDER (Neo-Tribes, pg.40)

Reconnaissance: Adds to Awareness and Hide/Evade when the outrider/pathfinder is sneaking and reconnoitring. Also includes Kith.

Awareness	Hide/Evade
Wilderness Survival	SMG or Rifle
Endurance	Athletics
Basic Tech	Brawling or MArts
Motorcycle or Drive	

PATHFINDER (Neo-Tribes, pg.40)

Reconnaissance Shadow/Track

Awareness	Hide/Evade
Wilderness Survival	SMG or Rifle
Endurance	Athletics
Basic Tech	Brawling or MArts

PIRATE (Pacific Rim, pg. 153)

Family	Swimming
Awareness	Navigation
Seamanship	Athletics or Brawling
Rifle	Basic Tech
Sailpower	
Pilot: Ship or Water Vehicles	

AQUATIC NOMAD ('Punk '21 1.3, pg. 43)

Marine Instinct (EMP): Added to Empathy in all marine related situations and leadership. Also includes the Nomad ability to call upon your family for help when on, in, or near water.

Astral Navigation	Marine Tech
Expert: Ocean Lifeforms	Handgun
Pilot: Sub (small/large)	Heavy Weapons
Expert: Vessel ID	Awareness
Pilot: Ship/Water Vehicles	Language

DOCTOR (Neo-Tribes, pg.42)

Counsel: Half strength outside the nomad culture. Includes Kith if a nomad.

Awareness	Education
Diagnose	Field Surgery
Pharmaceuticals	Human Perception
Persuasion or Oratory	Wilderness Survival
Rifle or Other Weapon	

SPIRITUAL LEADER (Neo-Tribes, pg.42)

Counsel	Rifle or Other Weapon
Awareness	Dance or Oratory
Composition	Trance or Perform
Human Perception	Persuasion
Wilderness Survival	Expert: Theology/History

FIXER / MOBSTER (Cyberpunk 2020, pg. 13)**Streetdeal (COOL):**

Awareness	Forgery
Handgun	Brawling
Melee	Pick Lock
Pick Pocket	Intimidate
Persuasion	

BLACK MARKETEER (WildSide, pg. 20)

Streetdeal	Awareness
Persuasion	Intimidate
Brawling	Melee
Handgun	3 Speciality Skills

BRAINDANCE / VR

Expert: Brainsdance/VR
Brainsdance Editing
Electronics

DRUGS

Chemistry
Resist Torture/Drugs
Pharmaceuticals

WEAPONS

Expert: Small Arms
Weaponsmith
Forgery

CYBERNETICS

Forgery
Cybertech
Cryotank Operation

BODY PARTS

Biology
Diagnose Illness
Cryotank Operation

ELECTRONICS

Electronics
Basic Tech
Expert: High Tech

CARS

Drive
Basic Tech
Pick Lock
or Electronic Security

SLAVERY

Cryotank Operation
Pharmaceuticals
Psychology
or Expert: Torture

WETWARE

Expert: Wetware
Wetware Design
or Bio Tech
Human Perception

SOFTWARE

System Knowledge
Cyberdeck Design
or Electronics
Programming
or Expert: Software

INFORMATION BROKER (WildSide, pg. 21)

Streetdeal	Awareness
Persuasion	Interview
Forgery	Library Search
Interrogation	Human Perception
Education & Gen. Know.	Expert: (your choice)

SLEAZE (WildSide, pg. 24)

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

FACTOR (WildSide, pg. 24)

Streetdeal	Awareness
Persuasion	Interview
Accounting	Human Perception
Stock Market	Education & Gen. K.
Social	Business Sense

LOAN SHARK (WildSide, pg. 26)

Streetdeal	Awareness
Intimidate	Shadow/Track
Accounting	Human Perception
Interrogation	Melee
Brawling	Handgun

CREDSHARK (WildSide, pg. 26)

Streetdeal	Awareness
Intimidate	System Knowledge
Accounting	Programming
Handgun	Electronics
Interview	Melee

BOOKIE (WildSide, pg. 27)

Streetdeal	Awareness
Intimidate	Persuasion
Accounting	Human Perception
Gamble	Handgun
Brawling or Melee	Mathematics

TALENT SCOUT (WildSide, pg. 28)

Streetdeal	Awareness
Persuasion	Intimidate
Expert: (field)	Human Perception
Social	Education & Gen. K.
Culture	Interview

TALENT AGENT / MANAGER (WildSide, pg. 28)

Streetdeal	Awareness
Persuasion	Leader or Accounting
Interview	Human Perception
Social	Expert: Entertainment
Intimidate	Education & Gen. K.

NEGOTIATOR (WildSide, pg. 30)

Streetdeal	Awareness
Persuasion	Oratory
Brawling	Human Perception
Social	Expert: (field)
Language	Education & Gen. K.

SMUGGLER (WildSide, pg. 30)

Streetdeal	Awareness
Persuasion	Language
Brawling	Hide/Evade
Handgun	Forgery or Basic Tech
Leadership	Resist Torture/Drugs

TRADER (WildSide, pg. 31)

Streetdeal	Awareness
Human Perception	Language
Persuasion	Education & Gen. K.
Intimidate	Interview
Melee	Handgun

SNIFFER (WildSide, pg. 32)

Streetdeal	Awareness
Persuasion	Social
Shadow/Track	Library Search
Intimidate	Human Perception
Brawling	Handgun

OWNER (WildSide, pg. 32) NPC speciality

Streetdeal	Awareness
Persuasion	Social
Interview	Intimidate
Accounting	Human Perception
Brawling	Wardrobe & Style

SHOEMAKER (WildSide, pg. 22) NPC speciality

Streetdeal	Awareness
Forgery	System Knowledge
Programming	Library Search
Bureaucracy	Accounting
Stock Market	Education & Gen. K.

PUSHER (WildSide, pg. 23) NPC speciality

Streetdeal	Awareness
Persuasion	Intimidate
Brawling	Handgun
Melee	Pharmacology

FENCE (WildSide, pg. 25) NPC speciality

Streetdeal	Awareness
Persuasion	Intimidate
Brawling	Handgun
Melee	Forgery
Accounting	Basic Tech or Expert

PIMP (WildSide, pg. 28) NPC speciality

Streetdeal	Awareness
Persuasion	Handgun
Melee	Brawling
Seduction	Diagnose Illness
Intimidate	Education & Gen. K.

CORPORATE (Cyberpunk 2020, pg. 12)

Financier, In-house Consultant, Entrepreneur
Resources (INT): Ability to command corp resources.
Awareness Human Perception
Education Library Search
Social Persuasion
Stock Market Wardrobe & Style
Personal Grooming

ADMINISTRATOR (Pacific Rim, pg. 153)

A powerful and rich profession. The occupation table on WGF pg.47 shows your income if you're honest. With bribes you could make three times this, or more.

Admin Resources (INT): Same as Resources.

Awareness	Streetwise
Education & Gen. K.	Social
History or Area Know	Library Search
Rhetoric	Persuasion & Fast Talk
Bureaucracy	

MEDIA / FREELANCER**(Cyberpunk 2020, pg. 10. LD, pg. 52)**

Credibility (INT): The ability to be believed.

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

INVESTIGATIVE REPORTER (LD, pg. 50)

Credibility	Composition
Awareness	Human Perception
Education	Library Search
Interview	Persuasion
Streetwise	Photo & Film/Oratory

POLICE BEAT REPORTER (LD, pg. 51)

Credibility	Composition
Awareness	Human Perception
Education	Intimidate
Interview	Persuasion
Streetwise	Photo & Film

WAR CORRESPONDENT (LD, pg. 51)

Credibility	Composition
Awareness	Human Perception**
Education	Electronics/Basic Tech*
Interview	Persuasion**
Tactics*	Photo & Film

** Can be replaced with Endurance

"ACTION" REPORTER (LD, pg. 51)

Credibility	Composition
Awareness	Human Perception**
Education	Expert: (selected sport)
Interview	Persuasion**
Athletics	Photo & Film

** Can be replaced with Endurance

SOCIAL REPORTER /**CELEBRITY HUNTER (LD, pg. 51)**

Credibility	Composition
Awareness	Social
Education	Wardrobe & Style
Interview	Persuasion
Photo & Film/Pop Culture	Streetwise/Simper

ON-AIR STAR (LD, pg. 52)

Credibility	Composition/W&Style
Awareness	Human Perception
Corporate Policy	Culture
Education	Perform
Interview	Social

TABLOID-MONGER (LD, pg. 53)

Credibility**	Composition
Awareness	Perform
Education	Drive/Pilot/Electronics
Interview	Persuasion
Streetwise	Photo & Film

** This is a sort of anti-credibility, the crazier the better

THE SPIN DOCTOR (LD, pg. 53)

Credibility	Composition
Awareness	Culture
Education	Perform
Persuasion	Photo & Film
Social	
Plus one of the following:	Business Sense
Corporate Policy	Expert (chosen politics)

LAWYER (Interface 2.2, pg.9)

Credibility	Awareness/Notice
Education & Gen. Know	Expert: Law
Human Perception	Interrogation or Interview
Library Search	Oratory
Grooming/Wardrobe	Persuasion & Fast Talk

ATTORNEY/JUDGE (Protect & Serve, pg.70)

Reason	Awareness/Notice
Education & Gen. K.	Expert: Law
Human Perception	Persuasion & Fast Talk
Social	Composition
History	Library Search

ROCKERBOY (Cyberpunk 2020, pg. 6)

Braindancer, Underground Revolutionary
Charismatic Leadership (COOL): Can sway crowds equal to his level squared times 200.

Awareness	Perform
Wardrobe & Style	Composition
Brawling	Play Instrument
Streetwise	Persuasion
Seduction	

SHAMAN (Pacific Rim, pg. 155)

Your destiny is to teach others of a higher truth, of the spirits, or God. Your karma is to help people, and many come to hear your wisdom. You needn't worry about the corps or police, since your followers will lay down their lives to protect you. You might be a Priest, Minister, Witch Doctor, TV Evangelist, or a cult leader.

Charismatic Leadership (Shaman): In religious situations they display their full ability and their skills are boosted.

Awareness	Anthropology
Expert: Theology	Perform
Dance or Oratory	Human Perception
Expert: Fortune Telling	Persuasion & Fast Talk
Trance	

CULTIST (Crashpoint, pg. 77)

Part showmen, part preachers, part salesmen. They create a religion and market it as the next Great Way of Life.

Charismatic Leadership (Cultist): Can sway crowds equal to his level squared times 10.

Awareness	Intimidate
Education	Oratory
Leadership	Perform
Persuasion & Fast Talk	Teaching
Theology	

COP (Cyberpunk 2020, pg. 11; P&S, pg. 9)

Beat, Traffic, Vice, Robbery, Homicide, Special Investigations, SWAT, Max-Tac, Riot, Internal Affairs, LEDiv or HiWay.

Authority (COOL): The ability to intimidate and control others through your position.

Awareness	Handgun
Human Perception	Athletics
Education	Brawling
Melee	Interrogation
Streetwise	

PRIVATE INVESTIGATOR (Pac Rim, pg. 153)

Many PIs are ex-cops, ex-gangsters, or both. Your rivals are tough. You must be tougher.

Research	
Awareness	Interview
Handgun or Brawling	Human Perception
Streetwise	Shadow/Track
Intimidate	Persuasion & Fast Talk
Library Search	

PROWLER (WildSide, pg. 35)

A thief. Low level Prowlers pickpocket, mug and shop-lifting, while more accomplished Prowlers become B&E robbers and cat burglars.

Sneak: Full level adds to Stealth and Hide/Evade.

Awareness	Hide/Evade
Stealth	Pick Lock
Handgun	Athletics
Electronic Security	Disguise
Melee	

CON MAN (WildSide, pg. 36)

Hustler, Rip-off Artist, Grifter. The Con Man sets up elaborate schemes which fool his victims.

Con (COOL): The ability to separate a fool from his money. Can be countered by Streetwise.

Awareness	Disguise
Persuasion & Fast Talk	Streetwise
Human Perception	Seduction
Forgery	Gamble
Hide/Evade	

DANCER/PROSTITUTE (WildSide, pg. 37)

Vamp (EMP): Used to separate customers from their money.

Awareness	Streetwise
Personal Grooming	Wardrobe & Style
Human Perception	Seduction
Brawling or Melee	Perform
Endurance	

SCAVENGER (WildSide, pg. 36)

An expert in finding uses for junk. He knows what's thrown away, and what to do with it.

Scrounge (INT): Allows you to find salvageable materials.

Awareness	Streetwise
Basic Tech	Pick Lock
Electronic Security	Drive
Stealth	Handgun
Strength Feat	

STREETPUNK (WildSide, pg. 37)

Includes Posers, Boosters, Chromers, Dorphers, Guardians, Families, Skinheads, Partiers, Culties, Nihilists, Combaters, Primitives, Thrashers, and Bikers.

Gang Rank: Represents level of authority in the gang, works similar to Family. Can also be used as an Expert Knowledge skill about gangs in one's own area.

Awareness	Streetwise
Intimidate	Dodge & Escape
Handgun	Melee
Brawling	Wardrobe & Style
One Gang-Related Skill	

SPY (Pacific Rim, pg. 154; WGF pg. 46)

The Powers-that-be always need info on other corps, and even their own citizens.

Chameleon

Human Perception	Resist Torture & Drugs
Education & Gen. K.	Ranged Weapon Skill
Interrogation	Martial Arts
Shadow/Track	Basic Tech
Disguise	

WORKGANGER (Deep Space, pg.75)

Tought and self-reliant orbital construction crews and operational staff.

Workganger (INT): Variant of Family.

Zero G Maneuver	Strength Feat
Awareness	Pilot OTV
Space Survival	Operate Hvy Machinery
EVA	Basic Tech
Expert: Construction	Electronics

HIGHRIDER/PILOT (Deep Space, pg.75)

The rare breed who "fly" the many commercial, corporate and military vehicles which clutter space, and control much of the transport of equipment and personnel.

Brotherhood (INT): Variant of Family.

Awareness	Mathematics
Pilot Shuttle/Spaceplane	Physics
Pilot OTV	Basic Tech/Electronics
Astrogation	Space Survival
EVA	Programming

SALVER (Deep Space, pg.75)

This new breed of individual scouts around and collects these disused relics, which sometimes contain a wealth of equipment.

Salvage(TECH): The ability to spot a piece of valuable space-junk and to know how to harness it without crippling your own craft. It also functions as Jury Rig at half level.

Space Survival	
EVA	Zero-G Maneuver
Astrogation	Operate Hvy. Machinery
Pilot OTV	Basic Tech or Electronics
Awareness	Melee or Handgun

SPACE MARINE (Deep Space, pg.76)

Elite squads of cybered warriors with armored work-suits and heavily-armed spaceplanes. These squadrons patrol sections of space and are a law in their own right.

Space Combat: Adds to Zero-G Combat, and Zero-G Maneuver when involved in space based combats.

Space Survival	EVA
Zero-G Maneuver	Zero-G Combat
Awareness/Notice	Pilot OTV
Driving or Motorcycle	Handgun or Melee
Rifle or SMG	

SPOOK (Dark Metropolis, pg. 56)

Security and surveillance expert.

Spy Craft (TECH): Includes trashing, bugging, surveillance work and technical knowledge of spy gear.

Awareness	Streetwise
Electronic Security	Electronics
Basic Tech	Pick Lock
Stealth	Photo & Film
Shadow/Track	

REAPERS (Dark Metropolis, pg. 58)

Repossessors, they reposes cars, merchandise, body parts, cybernetics and sometimes whole people.

Trace: Ability to find people or the merchandise they are after, using both human and computer information.

Awareness	Streetwise
Intimidation	Persuasion
Shadow/Track	Pick Lock
Martial Arts	Handgun
Electronic Security	

INQUISITOR PREDATOR (Night's Edge, pg.15)

Predator's seek out CyberVamps, or other humans who use cybernetics to mimic animals or supernatural creatures.

Ranking: Works like Gang Rank.

Awareness/Notice	Martial Arts: TKD
Athletics	Dodge & Escape
Melee	Stealth
Vampire Lore (max 2)	Strength Feat
Endurance	

COMBAT SOCCER STAR ('Punk '21 1.1, pg.41)

Professional comabt soccer player, these guys can earn up to 80,000eb a game, get superstar status and are idolized for most of their adult lives.

Combat Sense	Combat Soccer
Strength Feat	Endurance
Intimidate	Brawling
Athletics	Awareness
Dodge & Escape	Martial Arts

ALTERNATE CHARACTER PACKAGES

All of the alternative character packages (i.e. Tatsujin & Shinobi) get bonuses in their special situations so they are much better than someone who just owns the skill. However, when out of their element, the special ability is only half.

BONUS TABLE

Special Ability	Bonus
1-3	none
4-6	+1
7-8	+2
9	+3
10	+4