

DATAFORTRESS 2.0.2.0

Presents:

THE ULTIMATE CHARACTER GENERATION RESOURCE:



Written in part, and compiled By Deric Bernier, other contributors and sources include Jason Parent, Mikael Van Atta, and Andrew James.

This document contains all the official and unofficial rules for character generation. Included is every version of lifepath from all the official sourcebooks as well as all the best of the Fan Generated Rules found on the internet, my own Rules from Datafortress 2020, Hounds lifepath additions from Blackhammers Datafort, the advanced character generation rules from Node 16's Reference book, and the expanded Romance Tables from Mikael Van Atta

Page 1 Cover

Page 2 Datafortress Basic Character Generation rules

Page 4 Basic Roles

Page 14 Complete Master Roles List

Page 18 Additional Rules

Page 19 Statistics

Page 20 Family Background

Page 21 Motivations

Page 22 Phobias

Page 23 Life Events

Page 27 Friends And Enemies

Page 28 Romantic Entanglements

Page 29 Expanded Romance Tables

Page 33 Pacific Rim Characters

Page 34 Japan Lifepath

Page 41 China Lifepath

Page 42 SE Asia Lifepath

Page 43 Central and South American Lifepath

Page 45 Africa Lifepath

Page 47 Nomad Lifepath

Page 51 Cop Lifepath

Page 54 Military Lifepath

Page 58 Prison Lifepath

Page 59 Expanded Languages

Page 60 Expanded Countries

Page 61 New Skills

Page 63 Master Skill List

More Cyberpunk 2020 goodness can be found at Datafortress 2020, the largest and most comprehensive Cyberpunk 2020 site in the world

<http://datafortress2020.110mb.com>

THE DATAFORTRESS 2020 HOUSE RULES ON CHARACTER GENERATION

BASICS

There are those out there who believe generating a background and history for your character is a waste of time. I tend to disagree with this, I believe a character's past is what has caused them to be the person they are today. So in my opinion a character's background is very important, and writing it down is the best way to flesh it out, and make it that tiny bit more real. It also gives GM's a hell of a plot tool. My advice is to always make sure the player has written down at least some kind of background, and when creating this character's background, be sure to include names of the important people and events that shaped his life.

A. The only differences I make to the rules presented in the book, are small additions I make to the character sheet. I add a place for the character's parents names, any mental or physical problems/deficiencies, SIN number, Height, Weight, Birth date, and Marital Status (or current lovers).

B. When generating a character, use the choices given in the lifepath sections merely as examples. GM's should be just as much a part of Character Creation as the player, and should be inventive when it comes to detailing life events. The GM must also ensure that the character's lifepath does not directly challenge the group, and world of the GM's game. While conflict is a good thing, and an excellent role playing tool, especially inter-party discrepancies, if it is too over the top, the group won't be able to accomplish anything. Just make sure that the character will be able to fit into the party somehow.

C. While going through the character creation process, the GM should already be planning a way to introduce this character to the game, in a realistic, and imaginative way. (God, I am so sick of the magical tavern concept in games, where all of a sudden you just bump into a new PC, and your characters are supposed to just blindly accept that this guy is a new member of the group.) The easiest way to do this is to ask yourself, and answer the following:

How does he meet up with the group?
Why would they pay any undue attention to him?
Why would he pay any attention to them?
What can the group offer him?
What can he offer the group?
How will all their personalities mesh?

STATS

My method for figuring Stats may seem a bit beneficial for characters, so try and keep an open mind.

A. Roll 6 strings of 10 sided dice, re-rolling anything 3 (Rolling a 3 is a bit low, in game terms the character is way below average, but not quite disables, Think Forrest Gump, his INT was about a 3. Although the player can choose to keep any roll he desires.) or below, and choose the string that best suits you.

B. Over time, some Stats (BOD, MA, REF, and TECH) may be increased (but only to ten). not by cybernetics, but by exercising them. For example, you can increase your BOD Stat by working out and building more muscle, or your MA Stat by running every morning. There are lots of ways to improve your REF (I personally raised my reflexes and coordination by playing hacky sack). Your TECH Stat merely represents your ability to manipulate things, by using finger exercises and other such things, you can increase your TECH. (You can also decrease these Stats by not exercising them.) Increasing Stats requires you have Physical Fitness as a skill.

C. The BOD Stat does not represent how big your characters are, merely how well developed their muscles are. I think we can all agree that Arnold Schwarzenegger represents a 10. And when we think of a 10 BOD, it's usually that build we associate with it. But Sumo wrestlers are just as strong, and they are great big fat guys. Bruce Lee could lift as much as Arnie, but he was a little bitty skinny guy. So how do you resolve this? It's simple, just allow your players to decide the body style of their characters for themselves.

AGE

A character's age will effect him in a great many ways. A younger Character will not have learned as much as an older character. An elderly character will not be as strong, or fast as he was when he was 20. To compensate for this I have devised the following:

A. For every 2 years before the age of 16, subtract 1 point from the following Stats: BOD, REF, MA, TECH, and COOL (for characters older than 4 years old, these can not drop below a 3). Further more, characters under the age of 16 can add +1 to their EMP (no higher

than ten), (to be dropped again when the character reaches 16). Also, characters under the age of 16 will earn double the IP for their skills, but will have -3 points for their starting skills for every year under the age of 16.

B. For every 10 years over the age of 40, a character will lose one point off their BOD, REF, MA, and ATTR skills. However, as a character becomes older he learns more, and becomes wiser. Starting characters at the age of 20, and every ten years above that receive an extra 10 IP to their startup skills.

(Admittedly this is pretty similar to Ocelots method, I assure you it is merely coincidental.)

ROLES AND SPECIAL ABILITIES

I feel that Roles are a necessary part of Cyberpunk 2020, and a realistic aspect of the game as well. However the Role system in CP is to limited and the Roleless system seems to confront the problem by just throwing it out. Roles are a very realistic aspect of the game, but in real life many people have many roles. I think many of you look at special abilities the wrong way, they aren't some innate super ability granted them from birth, they are simply a skill or knowledge acquired only from years of experience in a particular field. Special abilities can not be taught or learned from a book, the only way to learn a special ability is through trial and error, and experience. Special abilities aren't unrealistic at all. Consider a drug dealer, no one taught him how to read people, know one taught him how to gain buyers and sellers, and he certainly didn't learn how to spot undercover cops from any book. The same goes for combat sense and solos. A combat veteran didn't learn to stay calm at the sound of gunshots from any college course, he learned it from being shot at. To repeat: Special abilities are just that,..... special. They are skills that can't be taught or learned from a class.

Under my system, multiple Roles are available to anyone, and someone can have as many roles as they wish, and the special abilities that go with them. My rules for Multiple Roles are as follows:

A. Characters may have only one primary Role (Solo, Cop, etc...)

B. No special ability can rise higher or equal to that of the characters primary Role/special ability. (A Solo can never have a streetdeal higher than his combat sense.)

C. Characters can only start out with one special ability (their primary) no higher than 5. Or two (their primary and a second) at no higher than 3 and 2. They can gain more special abilities down the road, but none must ever advance higher than their primary.

D. AND THIS IS THE MOST IMPORTANT RULE YET. ONLY, I repeat ONLY, the GM can raise special abilities.

SKILLS

Skills and their levels are truly the measure of a character. I love this principle, as it reflects real life fairly well. However I do have a slight change to the way R.TAL handles the skill a starting character receives.

A. Completely throw out the idea of a set career skills package, and let the players decide for themselves where they want to spend their points. First time players may still want to use the career skills package as a reference, but in no way should they be forced where to allocate their points.

B. If a skill is not applied at least once every year of game time, it will begin to drop in levels by one point for every 6 months of game time. (While I understand that this seems irrelevant to many of you, I have been running the same game in a tight continuity for almost ten years, I know there are others out there like me, so this rule is for them.)

MISCELLANEOUS CHARACTER CREATION RULES

These are optional rules that have surfaced in my game, and are meant to further flesh out and optimize a character.

INNATE ABILITIES

Ambidexterity: to determine Whether a character is ambidextrous or not, roll above an 80% on a percentage roll.

Eidetic Memory: to determine if a character has a photographic memory roll above a 90% on a percentage roll.

Eidetic Reflexes: (the ability to copy any physical act once it has been observed) roll above a 99% on a percentage roll.

Double Jointed: roll above 80% (plus 4% for every point of BOD over 5) on a percentage roll.

CHARACTER HABITS

All of us have our little habits, those quirks in our personality that we feed unconsciously. Habits can be as small as biting your nails, or a severe as spending all your money on a collection at every opportunity. Giving a character a habit is a good way to help round them out, make them that much more believable. Habits can also include the schedule of your day, when you eat, sleep, shit, check your e-mail, whatever. Establish a characters habits early on, and as the game continues, use that habit as a tool for creativity. In some cases you will drop some of your habits, in others you might simply pick up new ones. Habits are part of our personalities, part of who we are. Giving a character a habit, gives him that much more personality, and that's always a good thing in any game.

CYBERNETICS AND THEIR RELATION TO HUMANITY LOSS

I'm not going to mince words here, I think the rules for humanity loss due to cybernetics are ridiculous. According to the rules every implant you receive detracts from your empathy... this is a farce at best. Why would someone lose humanity from an implant that they don't see, don't think about and don't directly control. To my knowledge no one ever went insane because of his or her artificial heart or pacemaker, my uncle's hearing aid never caused him to go on a murderous rampage. (Although he did occasionally boast of being able to pick up radio transmissions.)

I understand the game designers didn't want to unbalance the game so they made all cybernetics dangerous but it can't always work that way. If cybernetics were driving people insane then they wouldn't be so readily available to the public. The Department of Health would set such strict regulations that only those with serious medical insurance or employed by major corporations or military would ever have implants at all. Ripperdocs would be more sought after by law enforcement than crack houses. (If cybernetics are a rarity in your game you probably implement the aforementioned regulations on cybernetics, but in most games cybernetics are commonplace)

People seem to forget that the primary reason for cybernetics is medical, not fashion or weaponry. The most common reason to have major cybernetics implanted is to replace a non-functioning, or missing limb or organ. Take for example the man who loses his legs in an automobile accident. When he gets them replaced with cybernetic legs, he most likely isn't going to feel more (or less) than human and suddenly go on a mad killing spree. More likely he will be extremely grateful that he can walk again, and function as a normal human being. Most cybernetics are meant as prosthesis, replacement for damaged or otherwise not fully functional biological counterparts. And cyber installed in this context costs the least amount of humanity. Especially if it is not something seen or directly controlled such as internal organs, or Realskin covered limbs. People who voluntarily choose to have fully functional meat parts replaced with cyber receive tend to pay full HL cost. Of course then you start getting into the options for the limbs, or advanced organ replacement, and things begin to get a bit dicier in terms of humanity loss. Then at the end stage you have the cyber which is completely alien, or drastically changes the form and function of the human body. At this point you actually begin to take MORE than the listed humanity loss do to the higher stresses placed on both the brain, and the users relation to his body. You don't add an extra arm, or a tail, or cyber tentacles that erupt from your testicles without taking a serious hit to your perceived relationship with the human race. Of course if you are doing this kind of thing, you are probably a little past sane to begin with, so its only adding fuel to the fire.....

In an ideal world all necessary medical care would be free, but we cannot even accomplish this today, the world of 2020 is much worse. The FDA no longer cares about nutritional value of food, they are busier trying to battle food contamination epidemics.

The following is my system for a more realistic view on cybernetics and their corresponding humanity loss:

- 1) If the enhancement is not seen or directly controlled by the implantee then there is no humanity loss whatsoever. (this includes, *LIGHT* skinweave and subdermal armor, artificial organs and the like)
- 2) Cybernetics which replace normal body parts such as, basic cyberlimbs, basic cyber optics, and basic cybervision are reduced by 50% HL. (NEW EXCEPTION: if the implantee voluntarily chooses to have a perfectly functional limb or organ replaced he/she pays full HL as listed. Real or Trueskin covered limbs reduce HL by another 50%, the same principle applies to basic Gemini type Full Conversions.)
- 3) Cybernetics which enhance the bodies normal functions such as muscle bone lace, grafted muscle, reflex boosters etc. are also at one half the listed humanity loss. (NEW EXCEPTION: this only applies to cyber which does not drastically change the bodies appearance)
- 4) Anything which drastically changes the appearance of the implantee add 25% to listed HL.
- 5) Enhancements which are completely foreign to the body and/or are directly controlled by the implantee like cyber weapons, (not including scratchers and vampires) radar, sonar, gills, cyber links, audio visual options and virtually all other cybernetics will cost full humanity loss as listed.

*Authors note: these rules are meant to be fully compatible with all or most of the pre-existing rules associated with cybernetics. You may want to use some or all of these rules, but nothing here should drastically change your game. If you are worried about this happening simply raise the prices for cybernetics.

CYBERPUNKS

ROCKERBOYS

REBEL ROCKERS WHO USE MUSIC AND REVOLT TO FIGHT AUTHORITY

If you live to rock, this is where you belong. Rockerboys are the street poets, social consciences and rebels of the 2000's. With the advent of digital porta-studios and garage laser disk mastering, every Rocker with a message can take it to the street; put it in the record stores, bounce it off the comsats.

Sometimes, this message isn't something the Corporations or the Government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really run this world. But you don't care, because as a Rockerboy, you know it's your

place to challenge authority, whether in straight-out protest songs that tell it like it is, or just by playing kick-ass rock n' roll to get the people away from the TV sets and into the Streets. You have a proud history as a Rockerboy—Dylan, Springsteen, Who, Elvis, the Stones—the legions of hardrock heroes who told the truth with screaming guitars and gut-honest lyrics.

As a Rockerboy, you have the power to get the people up—to lead, inspire and inform. A song from you can give the timid courage, the weak strength, and the blind vision.

Rockerboy legends have led armies against Corporations and Governments. Rockerboy songs have exposed corruption, brought down dictators. It's a lot of power for a guy doing gigs every night in another city. But you can handle it. After all—you came to play!



SOLOS

HIRED ASSASSINS, BODYGUARDS, KILLERS, SOLDIERS

You were re-born with a gun in your hand—the flesh and blood hand, not the metallic weapons factory that covers most of your other arm. Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers that enforce business deals and the Company's "black operations", you're one of the elite fighting machines of the *Cyberpunk* world.

Most Solos have put in military time, either in a Corporate army or in one of the Government's continual "police actions" around the world. As the battle damage piles up, you start to rely more and more upon hardware—cyberlimbs for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponents. When you're the best of the best, you might even leave the ranks of Corporate samurai and go *ronin*—freelancing your lethal talents as killer, bodyguard or enforcer to whoever can pay your very high fees.

Sounds good? There's a price—a heavy one. You've lost so much of your original meat



body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the edge have given you terrifying addictions. You can't trust anyone—your mother, your friends, your lovers—no one. One night you sleep in a penthouse condo in the City—the next in a filthy alley on the Street. But that's the price of being the best.

And you're willing to pay it. Because you're a Solo.

CYBERPUNKS

NETRUNNERS

CYBERNETIC COMPUTER HACKERS



headfirst into the dizzying data-winds of the Net; the worldwide telecommunications system that joins humanity together. As an electronic wraith, you are the ultimate "hacker", your brain wired into special modems and computer links. You slip into the "hardest" mainframe systems with ease. Your defense and offense programs are arrayed at a touch of your mental fingertips—a quick jolt of Demon or Vampire and the data fortresses fall. EBM. ITT. Sony-Matsushita-Ford. You've tackled them all, buying, trading and selling their deepest secrets at will.

At three, your parents bought you an old Apple IV GS with a Radius 241 wall screen, and your life was changed. By fifth grade, you'd already mastered everything the school computer literacy lab could throw at you—you were already using C and META-LINGUA to crack into the district's mainframe and change your grades. When you were thirteen, you shifted enough funds out of unprotected TransAmerican Bank accounts to finance your first neural interface plugs.

Now, nothing can stop you. With your direct mental link to the computer, you can plunge

Sometimes you uncover important things—Corporate treachery or deadly secrets. But that's not why you Netrun. You live for the new program, the next satellite downlink—the next piece of hot data that comes your way. It's only a matter of time, you think—every year, the counter intrusion programs get better, the Artificial Intelligences smarter. Sooner or later, a faster program or programmer's going to catch up; reach out with electronic fingers through your interface plugs, and stop your heart. But time's on your side, and until the ride runs out, you'll be there, barebrained and headfirst in the Net.

CYBERPUNKS

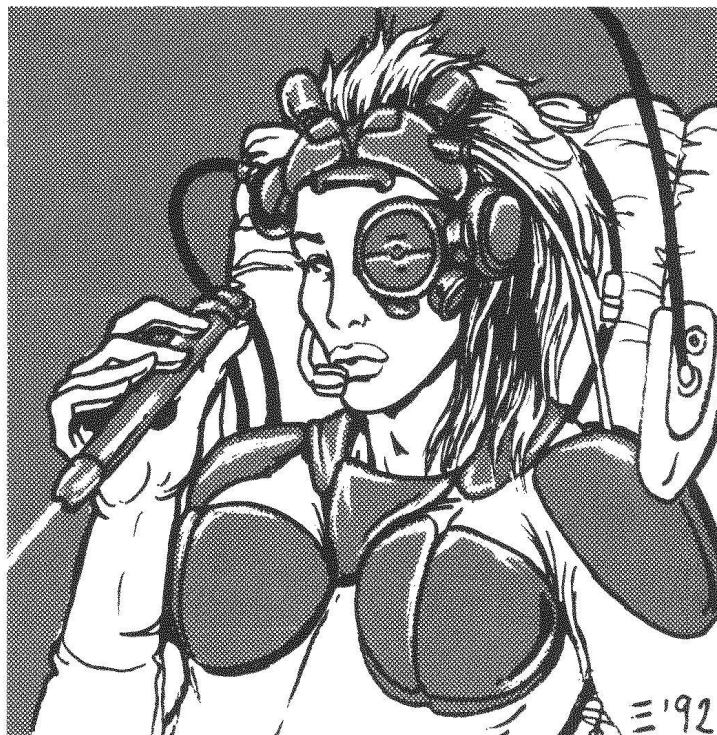
TECHIES

RENEGADE MECHANICS AND DOCTORS

You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface plugs feedbacking? No problem.

You make your living building, fixing and modifying—a crucial occupation in a technological world where no one person really knows how half the stuff works. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counterespionage gear for the big boys' "black operations". Neat little gadgets like thermite bombs and and hunter-killer robots for the occasional "termination."

If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware and information. You'll buy almost any new thing—because it might have a dozen side applications you can use. Of course, your black market work isn't just making you friends—it's also racking you up an impressive number of enemies as well; people who've run into



your handiwork and resented it. So you'll invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two.

Your cousin down the street is just like you, but he's a **Medtechie**. In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new illegal cybernetics. He's got a lot of the same problems you have, but he's hoping his new job with Trauma Team Inc.™ will loosen things up. You hope he's right. You may be needing his services sooner than you think.

CYBERPUNKS

MEDIAS

NEWSMEN AND REPORTERS WHO GO TO THE WALL FOR THE TRUTH

They're bending the truth out there. And you're going to stop them. Someone has to do it. The Corporations rule the world. They dump toxics, destabilize economies and commit murder with equal impunity. The Government won't stop them—they own the Government. The only thing between the Corporations and world domination is the Media. And that's you.

You've got a videocam and a press pass—and you're not afraid to use them. You're a national figure, seen nightly on a million TV sets worldwide. You've got fans, contracts and your own Corporation backing you. They can't make you disappear. When you dig down for the dirt and slime the corrupt officials and Corporate lapdogs try to cover up, you can dig deep. The next morning, you can put the details of their crimes all over the screamsheets and vidscreens. Then the Government has to act.

A week ago, you followed a hot lead and discovered a medical corporation dumping illegal drugs on the Street. This week, you're uncovering a secret Corporate war in South America—a war with jets, bombs, and cybertroops that's killed almost seven thousand innocent people. Each new story you get to the air is one more blow for freedom and justice. Not to mention ratings.

It isn't easy. They've tried to pressure your



Mediacorp dozens of times. You've had stories suppressed—once, Corporate pressure forced them to cancel your news show. Each time, you went to the top, backed by your news director and your crew, and fought to get the story out. Three or four times, they tried to kill you—that's why your backup's a crack Solo bodyguard and you've got one of the top 'Runners in the business digging through the Net to back your stories. You have to be good, or else.

Your 'Runner's just phoned in with a hot lead. He's found a line on twenty tons of illegal weapons being shifted to a port in Bolivia—possibly nuclear. You grab your gear and flag your backup. You're going to break those bastards.

This time, for sure.

CYBERPUNKS

CORPORATES

SLICK BUSINESS RAIDERS AND MULTI-MILLIONAIRES

In the old days, they would have called you a yuppie—a hard driven, fast-track MBA on his way up the Corporate ladder. Sure, it's selling your soul to the Company, but face it; the Corporations rule the Cyberpunk world. They control governments, markets, nations, armies—you name it. And you know that whoever controls the Corporations controls everything else.

Right now, your life as a junior executive is anything but easy. There are guys underneath you who'd kill for a shot at your job. There are guys over you who'd kill to keep you out of their jobs. And they're not kidding about the killing—every up and comer in the Corporation has his own crew of Solos and Netrunners to cover his pet projects. Sabotage? Constantly. Bribery? Routine. Black-mail? Common. Promotion by assassination? Always a possibility. The stakes are that high—one slip and you could be out on the Street with the rest of the trash. Or dead.

And the projects your supervisors give you! Some are pretty straightforward; design a new productivity schedule for the Corporation's medical subsidiary. Some are pretty raw—send a "black operations" team into the City to spread a designer plague so the Marketing team can clean up selling the vaccine. Last week, you led a mixed team of



Solos, 'Runners and Techies on a headhunting run to kidnap a researcher from a rival company. The week before, your project was to steal plans for a new suborbital shuttle from the EuroSpace Agency (so that the Aerospace Division could copy the design and sell it to the Soviets).

You told yourself you joined the Corporation to make it a better place—work from the inside, you said. But now you're not so sure. Your ideals are a little tarnished and things are getting pretty bleak. But you can't worry about ethics now. You've got a report due in an hour, and it looks like that guy in Sales is planning to ice your database for good. You're gonna ice him first.

CYBERPUNKS

COPS

MAXIMUM LAWMEN ON MEAN 21ST CENTURY STREETS



In the old days, they only used to shoot at cops. Now you're lucky if you just take a slug. The Street is mean these days, filled with new drugs, new gangs, and new weapons that make an M-16 look like a kid's toy. If you're on a City Force, you know how bad it is. You're carrying at least four high caliber weapons, most of them full-auto types, wearing a Kevlar vest that'll stop 850 ft/lbs per square inch—and you're still outgunned and outflanked. Half the gangs are cyber to begin with—super speed, super reflexes, can see in the dark, carry weapons in their arms...The other half are freelance Corporate mercs—gangs hired by the Corps to enforce their policies on the Street. And there you are—a beat cop or detective in an

armored squadcar, patrolling this jungle with the heavy predators.

The Corporate Cops—now that's the life. Heavy weapons, full combat armor, Trauma Team™ backup, AV-4 assault vehicles and gyrocopters with miniguns. But they only patrol the sectors of the City that the Government's licensed them for. The nice, clean sectors full of new office buildings and fancy restaurants—where no jacked up psychopunk is going to ever go on a killing spree with an AK-47. You get the bad sections. Burned out buildings and abandoned

cars, where every night is a new firefight and another great opportunity for a messy death.

If you're really unlucky, you might draw PsychoSquad detail. PsychoSquad guys get the job of hunting down heavily armed and armored cyborgs who've flipped out. Sure, the PS guys have access to railguns, gyros and AVs. But a cyberpsycho can walk through machine gun fire and not feel it. A lot of the Psycho Squad detectives are crazy themselves. They load up with boosted reflexes, get some monstrosously huge guns, and go hunt the cyborgs solo. But you're not that crazy.

Yet.

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CYBERPUNKS

FIXERS

**DEAL MAKERS, SMUGGLERS, ORGANIZERS
AND INFORMATION BROKERS**

You realized fast that you weren't ever going to get into a Corporate job. And you didn't think you were tough enough or crazy enough to be a Solo either. But as a small time punk, you knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course.

Now your deals have moved past the nickle-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies from the Corporations. Perhaps you're a skill broker—

acting as an agent for high priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals and political groups. You don't do this directly, of course—no, you use your contacts and allies as part of a vast web of intrigue and coercion. If there's a hot nightclub in the City, you've bought into it. If there are new military-class weapons on the Street, you smuggled 'em in. If there's a Corporate war going down, you're negotiating between sides with an eye on the main chance.

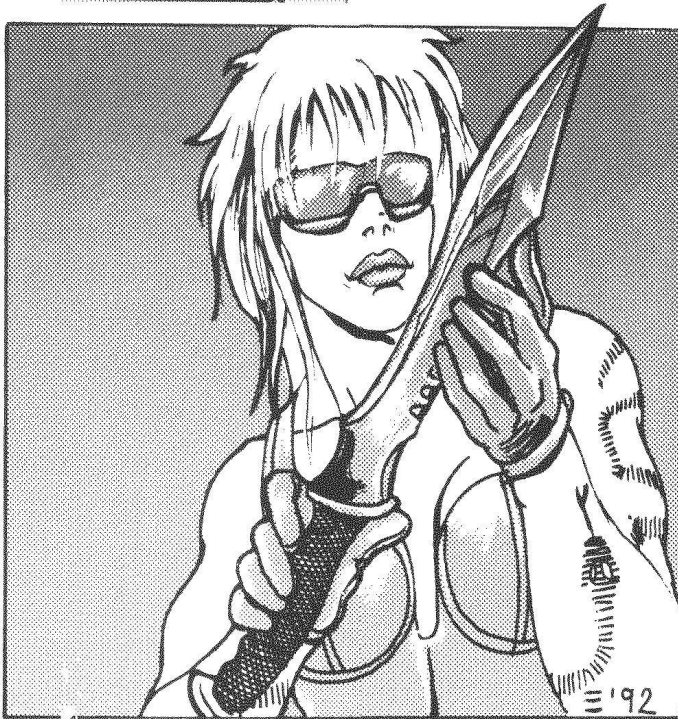


But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the neighborhoods are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. Back in the 90's, they would have called you a *crimelord*. But this is the fragmented, nasty, deadly 2020s. Now they call you a Fixer.

PACK

NOMADS

ROAD WARRIORS AND GYPSIES WHO ROAM THE HIGHWAYS



They drove your family off the Farm tenyearsago. The Corporations rolled in, took over theland, and put rent-a-cops all over the place. It wasn't the first time it'd happened; it wouldn't be

and mechanics—it's virtually a town on wheels in which everyone is related by marriage or kinship. Sometimes the Pack pulls into a town just to fuel up or get grub. Other times, it swings south to follow the harvest; you pick crops in trade for cash or food. Less law abiding Packs are like mobile armies, terrorizing cities and hiring out as muscle in Corporate wars. For obvious reasons, the cops don't like Nomads. But it doesn't matter—your vehicles are usually well armored and bristling with stolen weapons; miniguns, rocket launchers and the like. Every kid knows how to use a rifle, and everyone packs a knife. Being homeless in the 2000's isn't easy.

the last. Gradually, your family fell in with a bunch of other homeless families, and they met another group...until you'd created a Nomad pack of nearly two hundred members.

Now, crammed into a huge, ragtag fleet of cars, vans, buses and RV's, your Nomad pack roams the freeways. You look for supplies, odd jobs and spare parts in a world where society has fragmented. The pack is your home—it has teachers, Med Techs, leaders,

The most visible members of the Pack are the Scouts—leather armored riders on bikes or in fast muscle cars, who protect the convoy from attacks and hunt up safe campsites. As a Scout, you're on the lookout for trouble, and you usually can find enough of it, with rival Nomad Packs, the Law, and the Corporates all after you. Like a modern day cowboy, you ride the hard trail. You've got a gun, a bike and that's all you need. You're a Nomad.

GYPSY

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

Martial Arts: Ninjutsu
Hide/Evade
Shadow/Track
Athletics

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 specialties.

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

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 Specialty 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 combat 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

Additional Rules**CHANGING CHARACTER ROLES**

A character usually changes roles due to a significant event in their life that is roleplayed. After this happens their previous role's Special Ability score is halved, and their new Special Ability is equal to one half of that (one quarter of their original Special Ability score). Even though the character may increase their new Special Ability, they may never increase the old one.

[Listen Up You Primitive Screwheads, pg.59]

AWARENESS TASKS

Players of any Role should get a bonus if the Awareness task directly relates to their Special Ability; if a Medtech gets a fairly good Awareness roll, they may not realize they are walking into an ambush, but they will notice that the "Judas" is sweating profusely.

[Listen Up You Primitive Screwheads, pg.27]

RUNNING & MOVEMENT

Characters can move their MA in meters and perform an action without penalty, or move MA x 3 meters only. MA is reduced by the type of terrain being crossed.

Type	Example	Reduction
Easy	Sidewalk, Grass	None
Rough	Light Brush	MA/2
Very Rough	Mud, Snow	MA/4

CLIMBING

Characters can climb a number of meters equal to their MA in one round. An Average Athletics check should be made for every turn spent climbing. Failure indicates a possible fall. An Average BOD/Strength Feat check should be made for the character to hang on; climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 meters. The Ref should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed. [Chromebook 3, pg.15]

FALLING

A character can safely negotiate REF/1.5 (round down) meters without taking damage. Falls cause 1D6-1 damage per 3m fallen, and is applied to the whole body, modified by BTM and armor. Soft armor (including skinweave and subdermal armor) provides 1SP vs fall damage per 50SP, Hard armor provides 1SP vs fall damage per 25SP.

[Chromebook 3, pg.24]

Headware is the hardware—the frame which allows the character to interface with the rules. Remember, the disk is not the software, and dice rolls are not your character. Don't get too caught up in the statistics.

Character Points

Character points are the cash of character creation—you use them to “buy” the various “mechanics” aspects of the character, like good looks, a strong, hard body, unshakable cool and street smarts (but not Skills). We've given you three ways to generate Character Points:

1) **Random:** Roll 9 D10 and total them. You have this many Character Points.

Headware: The stuff you need to make a Cyberpunk persona interface with the Rules of the Game.

2) **Fast:** Roll 1D10 for each stat (9 in all), re-rolling any scores of 2 or less. Place rolls in each stat as desired.

3) **Cinematic:** This option is for Referees only. As the designer of the adventure, the Referee has the option of choosing the number of points for each character based on its position in his or her game.

Major Hero80pts
Major Supporting Char.70pts
Minor Hero75pts
Minor Supporting Char.60pts
Average50pts

Note: We could, at this point, warn prospective Referees about the various dodges their players will have for creating “supercharacters.” But face it; if they want to create a mondo character, who are we to stop them? You're all big boys and girls now, and if you, as Referee, think your players are getting way outa line, why not just go ahead and waste 'em?

That's the *Cyberpunk* way.

Statistics

Each *Cyberpunk* character has nine Statistics—values representing the level of native ability of the character in specific areas of activity. These Stats are rated from two to ten, with two being the worst possible, ten being the best possible, and the average falling at about five or six. Divide your total number of Character Points between each of your nine Stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No Statistic may be less than two or greater than ten.

Intelligence (INT):

This is a measure of your problem solving ability; figuring out problems, noticing things, remembering information. Almost every character type will need a high Intelligence, with Netrunners and Corporates requiring the highest of all.

Reflexes (REF):

This is a combined index, covering not only your basic dexterity, but also how your level of physical coordination will affect feats of driving, piloting, fighting and athletics. Characters who intend to engage in a great deal of combat (such as Solos, Nomads or Rockerboys) should always invest in the highest possible Reflex.

Cool (CL):

This index measures how well the character stands up to stress, fear, pressure, physical pain and/or torture. In determining your willingness to fight on despite wounds or your fighting ability under fire, Cool (CL) is essential. It is also the measure of how “together” your character is and how tough he appears to others. Rockerboys and Fixers should always have a high Cool, with Solos and Nomads having the highest of all.

Technical Ability (TECH):

This is an index of how well you relate to hardware and other technically oriented things. In *Cyberpunk*, the ability to use and repair technology is of paramount importance—TECH will be the Stat used when fixing, repairing and attempting to use unfamiliar tech. While all characters should

have a decent Tech Stat, potential Techies should always opt for the highest possible score in this area.

Luck (LK):

This is the intangible “something” that throws the balance of events into your favor. Your luck represents how many points you may use each game to influence the outcome of a critical event. To use Luck, you may add any or all of the points of luck a character has to a critical die roll (declaring your intention to use Luck before the roll is made) until all of your Luck stat is used up. Luck is always restored at the end of each game session.

Attractiveness (ATT):

This is how good-looking you are. In *Cyberpunk*, it's not enough to be good—you have to look good while you're doing it (Attitude is Everything). Attractiveness is especially important to Medias and Rockerboys, as being good-looking is part of their jobs.

Movement Allowance (MA):

This is an index of how fast your character can run (important in combat situations). The higher your Movement Allowance (MA), the more distance you can cover in a turn.

RUN: To determine how far your character can run in a single combat round (@3.2 seconds) in meters, multiply your MA by 3. The character can run three times this distance in a full 10 second turn. Write this in the RUN section of your Hardcopy Form.

LEAP: To determine how far your character can leap (from a running start), divide your RUN by 4. Write this in the LEAP section of your Hardcopy Form.

Empathy:

This Stat represents how well you relate to other living things—a measure of charisma and sympathetic emotions. In a world of alienated, future-shocked survivors, the ability to be “human” can no longer be taken for granted. Empathy (EM) is critical

when leading, convincing, seducing or perceiving emotional undercurrents. Empathy is also a measure of how close he/she is to the line between feeling human being and cold blooded cyber-monster (see pg. 73 for details).

Humanity :

This is a measure of the toll cybernetics takes on your ability to relate to other living things. Multiply your EMP by 10 to determine how many humanity points you have. Write the result in the box on your Hardcopy Form. Remember: for every 10 points of Humanity lost, you will automatically lose 1 point of EMP. This can have a serious effect on any Empathy-related Skills, as well as forcing you to the edge of cybernetic-induced psychosis.

Body Type (BT)

Strength, Endurance and Constitution are all based on the character's Body Type. Body Type determines how much damage you can take in wounds, how much you can lift or carry, how far you can throw (pg. 99), how well you recover from shock, and how much additional damage you cause with physical attacks. Body Type is important to all character types, but to Solos, Rockerboys and Nomads most of all.

BODY TYPES & POINTS

2 ptsVery Weak
3-4 ptsWeak
5-7 ptsAverage
8-9 ptsStrong
10 ptsVery Strong

You may carry up to 10x your Body Type in kg. You may also dead lift 40 times your Body Type in kg.

Save Number

Your character's Save Number is a value equal to your Body Type. To make saves, you must roll a value on 1D10 equal to or lower than this number. There are two types of saves in *Cyberpunk*:

Stun Saves: When you take damage in *Cyberpunk*, or have been exposed to

knockout drugs, you will be required to make a Stun Save. If you fail a Stun Save, you will automatically be knocked out of combat and be unable to recover until you can make a successful Stun Save in a following combat turn. You may make one Save roll every turn until you succeed.

Death Saves:

When you have been Mortally Wounded (see *Friday Night Firefight*, pg. 104), or when you have encountered certain types of poisons, you

will need to make a Save against Death. On a failed roll, you're Body Bank fodder.

Take a moment to find the Save box on your Hardcopy Form and fill it in.

Body Type Modifier (BTM)

Not all people take damage the same way. For example, it takes a lot more damage to stop Arnold The Terminator than it does Arnold the Nerd. This is reflected by the **Body Type Modifier**, a special bonus used by your character to reduce the effects of damage. The Body type modifier is subtracted from any damage your character takes in combat.

BODY TYPE MODIFIER TABLE

Very Weak-0
Weak-1
Average-2
Strong-3
Very Strong-4
Superhuman*-5

*Possible only with cybernetics

For example, say you took ten points of damage. If you were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

Find the Body Type Modifier (BTM) box on your Hardcopy Form and fill it in. Remember; no matter how cybered up you get, make sure you're solid meat underneath.

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)

2) Family Background

Who are you, and where did you come from? Everybody on the Street has a story and a past they're trying to live with. What's yours?

FAMILY RANKING (choose or roll one):

- 1 Corporate Executive
 - 2 Corporate Manager
 - 3 Corporate Technician
 - 4 Nomad Pack
 - 5 Pirate Fleet
 - 6 Gang Family
 - 7 Crime Lord
 - 8 Combat Zone Poor
 - 9 Urban homeless
 - 10 Arcology family
- Go to **PARENTS**

PARENTS

Choose or roll one:

- 1-6 Both parents are living. Go to **FAMILY STATUS**
- 7-10 Something has happened to one or both parents. Go to **SOMETHING HAPPENED TO YOUR PARENTS**.

SOMETHING HAPPENED TO YOUR PARENTS

Choose or roll one:

- 1 Your parent(s) died in warfare
 - 2 Your parent(s) died in an accident
 - 3 Your parent(s) were murdered
 - 4 Your parent(s) have amnesia and don't remember you
 - 5 You never knew your parent(s)
 - 6 Your parent(s) are in hiding to protect you
 - 7 You were left with relatives for safekeeping
 - 8 You grew up on the Street and never had parents
 - 9 Your parent(s) gave you up for adoption
 - 10 Your parent(s) sold you for money
- Go to **FAMILY STATUS**

FAMILY STATUS

Choose or roll one:

- 1-6 Family status in danger, and you risk losing everything (if you haven't already) Go to **FAMILY TRAGEDY**
- 7-10 Family status is OK, even if parents are missing or dead. Go to **CHILDHOOD ENVIRONMENT**

FAMILY TRAGEDY

Choose or roll one:

- 1 Family lost everything through betrayal
 - 2 Family lost everything through bad management
 - 3 Family exiled or otherwise driven from their original home/nation/corporation
 - 4 Family is imprisoned and you alone escaped.
 - 5 Family vanished. You are the only remaining member
 - 6 Family was murdered /killed and you were the only survivor
 - 7 Family is involved in a longterm conspiracy, organization or association, such as a crime family or revolutionary group
 - 8 Your family was scattered to the winds due to misfortune
 - 9 Your family is cursed with a hereditary feud that has lasted for generations
 - 10 You are the inheritor of a family debt; you must honor this debt before moving on with your life
- Go to **CHILDHOOD ENV.**

CHILDHOOD ENVIRONMENT Your Childhood was (choose or roll one):

- 1 Spent on the Street, with no adult supervision
 - 2 Spent in a safe Corporate Suburbia
 - 3 In a Nomad Pack moving from town to town
 - 4 In a decaying, once upscale neighborhood
 - 5 In a defended Corporate Zone in the central City
 - 6 In the heart of the Combat Zone
 - 7 In a small village or town far from the City
 - 8 In a large arcology city
 - 9 In an aquatic Pirate Pack
 - 10 On a Corporate controlled Farm or Research Facility
- Go to **SIBLINGS**

SIBLINGS

You may have up to 7 brothers/sisters. Roll 1D10. 1-7 is equal to the number of siblings you have. On 8-10, you are an only child. For each brother or sister:

1) Roll 1D10. Even: the sibling is male. Odd: the sibling is female.

2) Roll age, relative to yourself

- 1-5 =older
6-9=younger
10=twin

3) For each sibling, chose or roll their feelings about you:

- 1-2 Sibling dislikes you
3-4 Sibling likes you
5-6 Sibling neutral
7-8 They hero worship you
9-10 They hate you
- Go to **MOTIVATIONS**

2B) ADDITIONAL FAMILY BACKGROUND

CHILDHOOD ENVIRONMENT

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

FAMILY CONTACT

- 1 5+ years no contact with any family members.
- 2-3 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

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

PARENTS

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

3) Motivations

What makes you tick? Will you back up your friends or go for the main chance? What's important to you?

PERSONALITY TRAITS

Choose or roll one:

- 1 Shy and secretive
- 2 Rebellious, antisocial, violent
- 3 Arrogant, proud and aloof
- 4 Moody, rash and headstrong
- 5 Picky, fussy and nervous
- 6 Stable and serious
- 7 Silly and fluffheaded
- 8 Sneaky and deceptive
- 9 Intellectual and detached
- 10 Friendly and outgoing

PERSON YOU VALUE MOST

Choose or roll one:

- 1 A parent
- 2 Brother or sister
- 3 Lover
- 4 Friend
- 5 Yourself
- 6 A pet
- 7 Teacher or mentor
- 8 Public figure
- 9 A personal hero
- 10 No one

WHAT DO YOU VALUE MOST?

Choose or roll one:

- 1 Money
- 2 Honor
- 3 Your word
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Love
- 8 Power
- 9 Having a good time
- 10 Friendship

YOUR MOST VALUED POSSESSION

Choose or roll one:

- 1 A weapon
- 2 A tool
- 3 A piece of clothing
- 4 A photograph
- 5 A book or diary
- 6 A recording
- 7 A musical instrument
- 8 A piece of jewelry
- 9 A toy
- 10 A letter

HOW DO YOU FEEL ABOUT MOST PEOPLE?

Choose or roll one:

- 1-2 Neutral
- 3 I like almost everyone
- 4 I hate almost everyone
- 5 People are tools. Use them for your own goals and discard them
- 6 Every person is a valuable individual
- 7 People are obstacles to be destroyed if they cross me
- 8 People are untrustworthy. Don't depend on anyone
- 9 Wipe 'em all out and give the place to the cockroaches
- 10 People are wonderful

GO TO LIFE EVENTS

3b) Psychological Profile

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

EXMODE

How the character acts

- | | |
|-------|-----------------------|
| 01-03 | Antisocial/Solitary |
| 04-06 | Aloof/Spacey |
| 07-10 | Sober/Secretive |
| 11-14 | Shy/Quiet |
| 15-19 | Intellectual/Detached |
| 20-25 | Intuitive/Spiritual |
| 26-34 | Diplomatic/Courteous |
| 35-40 | Silly/Manic |
| 41-45 | Friendly/Helpful |
| 46-50 | Arrogant/Rude |
| 51-60 | Forceful/Aggressive |
| 61-70 | Suspicious/Nervous |
| 71-75 | Guilty/Depressive |
| 76-82 | Antagonistic/Hostile |
| 83-90 | Cheerful/Fluff-headed |
| 91-95 | Angry/Quick-Tempered |
| 96-00 | Assured/Stylish |

INMODE

How the character thinks & acts in private

- | | |
|-------|---------------|
| 01-03 | Optimist |
| 04-06 | Pessimist |
| 07-09 | Hedonist |
| 10-12 | Suspicious |
| 13-15 | Egotist |
| 16-18 | Mischievous |
| 19-21 | Curious |
| 22-24 | Moody |
| 25-27 | Trusting |
| 28-30 | Opinionated |
| 31-33 | Treacherous |
| 34-36 | Malevolent |
| 37-39 | Forgiving |
| 40-42 | Unforgiving |
| 43-45 | Vengeful |
| 46-48 | Jealous |
| 49-51 | Lazy |
| 52-54 | Driven |
| 55-57 | Cowardly |
| 58-60 | Brave |
| 61-62 | Honest |
| 63-64 | Ponderous |
| 65-67 | Scheming |
| 68-70 | Skeptic |
| 71-74 | Manipulative |
| 75-77 | Greedy |
| 78-79 | Pious |
| 80-82 | Lustful |
| 83-85 | Perverse |
| 86-89 | Nihilistic |
| 90-93 | Honorable |
| 94-96 | Compassionate |
| 97-00 | Disorder |

QUIRKS

Choose or roll up to three:

- | | |
|-------|-------------------|
| 01 | Pious |
| 02-04 | Absent Minded |
| 05 | Religious |
| 06-07 | Eccentric |
| 08 | Clever |
| 09-10 | Impatient |
| 11-12 | Irreverent |
| 13-15 | Non-Conformist |
| 16-18 | Insomniac |
| 19-21 | Artist |
| 22-24 | Generous |
| 25-30 | Collector |
| 31-34 | Liar |
| 35-37 | Intolerant |
| 38-41 | Loquacious |
| 42 | Altruist |
| 43-45 | Seducer |
| 46-47 | Gambler |
| 48-50 | Passionate |
| 51-52 | Brutal |
| 53 | Spendthrift |
| 54-56 | Rebellious |
| 57-58 | Cunning |
| 59-60 | Phobic (table 3c) |
| 61 | Careless |
| 62 | Sedate |
| 63-65 | Obsessive |
| 66 | Truthful |
| 67 | Pacifist |
| 68-70 | Hypochondriac |
| 71 | Precise |
| 72-73 | Loyal |
| 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 |

PRIME MOTIVATION

- 1 Personal Egotism
- 2 Personal Honor
- 3 Love of Duty
- 4 Pleasure/Excitement
- 5 Knowledge
- 6 Love
- 7 Power
- 8 Wealth
- 9 Social Status
- 10 Vengeance

GO TO LIFE EVENTS

3c) Phobias

by Andrew James - ajames@node16.co.uk

for an even longer list of phobias visit <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 Ostracophobia (shellfish) |
| 22 Cyberphobia (computers, cybernetics) | 72 Paraskavedekatriaphobia (friday the 13th) |
| 23 Cynophobia (dogs or rabies) | 73 Pathophobia (disease) |
| 24 Cypridophobia (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 Pharmocophobia (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 Kakarrophophobia (failure) | 98 Xenoglossophobia (foreign languages) |
| 49 Kinetophobia (movement or motion) | 99 Xenophobia (strangers or the unknown) |
| 50 Laliophobia (speaking) | 00 Zoophobia (animals) |

4) Life Events

You know where you came from and what you look like. Now let's take a look at the major events that made you what you are. Roll 2D6 + 16 to determine your character's age, or pick any age 16 or greater. For each year of your character's life past age 16, roll 1D10, check the chart below, and go to that section of the Lifepath. What happens there is the major event that shaped your character's life for that year. When you're done, come on back here and roll the next year's main event.

- | | |
|-------------|-----------------------------------|
| 1-3 | Big Problems, Big Wins |
| 4-6 | Friends & Enemies |
| 7-8 | Romantic Involvement |
| 9-10 | Nothing Happened That Year |

4(a) Big Problems, Big Wins

Living on the Edge means taking big risks. This year, you took some serious chances. Did it pay off or did you go down in the street? Roll 1D10. On an even roll, you scored big. On an odd roll, you took a hit.

DISASTER STRIKES!

Roll 1D10:

1 **Financial Loss or Debt:** Roll 1D10x100. You have lost this much in Eurodollars. If you can't pay this now, you have a debt to pay, in cash—or blood.

2 **Imprisonment:** You have been in prison, or possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.

3 **Illness or addiction:** You have contracted either an illness or drug habit in this time. Lost 1 pt of REF permanently as a result.

4 **Betrayal:** you have been backstabbed in some manner. Roll another D10. 1-3, you are being blackmailed. 4-7, a secret was exposed. 8-10, you were betrayed by a close friend in either romance or career (you choose).

5 **Accident:** You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 from your ATT. 5-6, you were hospitalized for 1D10 months that year. 7-8, you have lost 1D10 months of memory of that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.

6 **Lover, friend or relative killed:** You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10, they were murdered and you know who did it. You just need the proof.

7 **False Accusation:** You were set up. Roll 1D10. 1-3, the accusation is theft. 4-5 it's cowardice. 6-8 it's murder. 9 it's rape. 10, it's lying or betrayal.

8 **Hunted by the Law:** You are hunted by the law for crimes you may or may not have committed (your choice). Roll 1D10. 1-3, only a couple local cops want you. 4-6, it's the entire local force. 7-8 it's the State Police or Militia. 9-10, it's the FBI or equivalent national police force.

9 **Hunted by a Corporation:** You have angered some corporate honcho. Roll 1D10. 1-3, it's a small, local firm. 4-6, it's a larger corp with offices statewide. 7-8, it's a big, national corp with agents in major cities nationwide. 9-10, it's a huge multinational with armies, ninja and spies everywhere.

10 **Mental or physical incapacitation:** You have experienced some type of mental or physical breakdown. Roll 1D10. 1-3, it's some type of nervous disorder, probably from a bioplague—lose 1 pt. REF. On 4-7, it's some kind of mental problem; you suffer anxiety attacks and phobias. Lose 1 pt from your CL stat. 8-10, it's a major psychosis. You hear voices, are violent, irrational, depressive. Lose 1 pt from your CL, 1 from REF.

Go To **WHAT ARE YOU GONNA DO ABOUT IT?**

YOU GET LUCKY

Roll 1D10:

1 **Make a Powerful Connection** in City Government. Roll 1D10. 1-4, it's in the Police Dept. 5-7, it's in the District Attorney's Office. 8-10, it's in the Mayor's Office.

2 **Financial Windfall:** Roll 1D10x100 for amount in Eurodollars.

3 **Big Score** on job or deal! Roll 1D10x100 for amount in Eurodollars.

4 **Find a Sensei (teacher)** Begin at +2 or add +1 to a Martial Arts Skill of your choice.

5 **Find a Teacher:** Add +1 to any INT based skill, or begin a new INT based skill at +2.

6 **Powerful Corporate Exec** owes you one favor.

7 **Local Nomad Pack befriends you.** You can call upon them for one favor a month, equivalent to a Family Special Ability of +2.

8 **Make a Friend on the Police Force.** You may use him for inside information at a level of +2 Streetwise on any police related situation.

9 **Local Boostergang likes you** (Who knows why. These are Boosters, right?) You can call upon them for 1 favor a month, equivalent to a Family Special Ability of +2. But don't push it.

10 **Find a Combat Teacher.** Add +1 to any weapon skill with the exception of Martial Arts or Brawling, or begin a new combat skill at +2.

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

WHAT ARE YOU GONNA DO ABOUT IT?

Choose or roll one:

1-2 Clear your name

3-4 Live it down and try to forget it.

5-6 Hunt down those responsible and *make them pay!*

7-8 Get what's rightfully yours

9-10 Save, if possible, anyone else involved in the situation.

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

LIFEPATH: More Good Luck



An extension and revision of the "Good Luck" table from the core lifepath system with 20 results. When you get lucky, roll a d20 and consult the table below. Brought to you by Hound at Blackhammers

1. **Make a Powerful Connection in City Government.** Roll a d10 for more information. 1 – 4: It's someone in the police department. 5 – 7: It's someone in the District Attorney's office. 8 – 9: It's someone in the mayor's office. 10: It's someone in the corporate affairs office.

2. **Financial Windfall.** You scored big this year and went on a Tri-State shopping spree. Today you still have (d10 x Primary Skill x 100eb) worth of extra gear left over to show for it.

3. **Big Score.** After all was said and done, you still have a bank account somewhere with (d10 x Primary Skill x 50eb) in it.

4. **Find a Sensei.** (or maybe you just jacked into a Kung Fu fighting simstim way too much). Add +2 to any Martial Arts skill, or start a new one at +2. Figure out your sensei's name and your relation with them, and whether they run a dojo and if you are still in contact.

5. **Find a Teacher.** And +2 to any INT or TECH based skill, or start a new one.

6. **Powerful Corporate Exec Owes You a Favor.**

7. **Local Wildlife Likes You.** Either a local boostergang or nomad pack takes a shine to you. You can call on them for a favor with the equivalent of family +2 once per month. If you get this result again, you have the choice of asking for more favors, or getting them at higher levels.

8. **Make a Friend on the Police Force.** You can use this friend for inside information with a base ability of 15 + 1d10 on any police-related situation. Give her a name, rank and department, and why she's willing to talk to you at all.

9. **Find a Combat Teacher.** Add +2 to any weapon skill (melee, firearms, etc) or begin a new weapon skill.

10. **Clear Your Name.** Either you proved yourself in the right (unlikely) or you skipped town and bought new shoes. Either way, clear your criminal record and severely reduce the chance of anyone hunting you of showing up. Except for enemies that is. They always seem to stick around.

11. **Fixer Connection.** You hook up with a broker who keeps in touch because you have something in common. You can wrangle information, connections and goods out of him as if you had Streetdeal +2 once a month or so. If you get this result again, you have the choice of asking for more favors, or getting them at higher levels.

12. **Pull Off Something Impressive.** You really pulled your ass out of the fire this time, and everyone knows about it. Your name is likely bigger than your skills now. Gain +1 Rep.

13. **Get Off the Street.** You don't have to live week-to-week or day-to-day anymore, because you somehow bought / borrowed / stole / inherited a crib of your own. Roll a d20 and add your primary skill to the roll. 1 – 5: You have your very own coffin. 6 – 10: You have a crappy apartment in the core. 11 – 15: You have a nice apartment near the core. 16-20: You have an apartment in a corporate suburb. 21-25: You have a nice little house in a corporate suburb. 26+: You have some sweet crash-space like a penthouse studio or the equivalent.

14. **Score Some Wheels.** Getting around town is a lot easier with our own personal transportation, so you made it happen. Roll a d10 to find out more about how you get around. 1 – 4: Cheap motorcycle or a city car. 5 – 7: Good motorcycle or 2-seater. 8 – 9: Great motorcycle or a sedan. 10: Something sweet.

15. **The Vices Love Me.** You pick up a new vice. Gain +2 to one of Streetwise, Pharmaceuticals, Pick Locks, Pick Pocket, Gambling, Resist Torture/Drugs or Intimidate.

16. **Jet-Setting.** You traveled a lot this year, and made acquaintances in many ports of call. Any time there is a city you have reason to visit or even have to make contact with someone therein, make a Luck roll, dif 14. If successful you know someone in that city. You get +3 on this roll for major cities in the same country, and -2 for small cities, -6 for towns.

17. **Get Fit.** Gym time, coaching and lots of exercise (and maybe some nano-enhancers and performance drugs) paid off this year. Get +2 to a BODY or STRENGTH skill or to Athletics. You probably still maintain this regimen to keep in shape.

18. **She Sells Sanctuary.** You have a safe bolt-hole where you can hide when the going gets tough. This sanctuary belongs to someone else, but was designed for this exact purpose and is purposefully impossible to link to you, your accounts or your family. It may or may not be very comfortable, and it definitely doesn't have net access.

19. **High Tech.** You scored something way sweeter than the norm. If this occurred 4 or more years ago, you made a connection that you could cash in later for the new toy (like last week), otherwise you got the upgrade on the spot. Either way, you start the game with a piece of your gear upgraded with something atypical, unusual and on the very cutting edge of high tech. Select a piece of gear and sit down with the referee to see how you can trick it out with something no one else has ever seen before.

20. **Best. Year. Ever.** Roll again twice on this table and combine the results into one amazing stroke of good luck. Ignore 20's on these rolls.

LIFEPATH: More Bad Luck



An extension and revision of the "Bad Luck" table from the core lifepath system with 20 results. When your lifepath indicates that you took a hit, grab a d20 and roll on the table below. Brought to you by Hound at Blackhammers.

1. **Debt.** You are in debt up to your eyeballs through a bad deal, poor management, a scam or losing something that belongs to someone else. This could be to a friend, a loanshark, a financial institution, or a corporation or organization – who you owe depends on the source of the debt, your lifestyle and what kind of friends you have. You cannot pay off this debt from your starting funds, you begin the game with it. Perhaps it used to be a much greater debt and you have paid most of it off, or maybe it used to be a lot smaller, and you've been accumulating 'interest'. You owe (1d10 x Primary Skill x 100eb).
2. **Imprisonment.** You got caught (or framed) and spent some time in jail or some other form of legal captivity. Roll 1d20 + INT. On a 14 or less you spent 1d6 years in jail (use the prison lifepath during this time). On a 15 or more you were in for 1d12 months. Welcome to your shiny new criminal record.
3. **Illness or Addiction.** You were exposed to a bio-plague, deficient nanotech, or some nasty street or combat drug, or you picked up a significant drug habit during this time. Either lose 1 REF from the ravages of the event, or choose a street drug that you are still addicted to when the game begins.
4. **Betrayed.** You have been stabbed in the back. Roll 1d10 for the specifics of this incident. 1 – 3: You are being blackmailed. Figure out the specifics by rolling up a new enemy, and then decide what they are blackmailing you over. 4 – 7: A secret of yours was exposed and is still haunting you, anyone who knows your rep also knows your secret. 8 – 10: You were betrayed by a close friend. If you have any friends in your lifepath to date, they become an enemy now.
5. **Accident.** You suffered a serious accident that has left its mark on you to this day. It may have been in a lab, on the streets, or a combat-related event. There is a good chance that you have had reconstructive cybersurgery to fix up lost or damaged body parts (a good excuse for a cyberarm, leg, or optic). Roll a d10 for the specifics of this accident. 1 – 2: You suffered some serious scarring that reduces your ATTR by 1. 3 – 5: You spent d10+2 months hospitalized. 6 – 7: You have lost d10+2 months of memory. 8: You were seriously maimed and lost some motor function resulting in -1 REF, -1 INT, -1 BOD or -1 STR (your choice). 9: You still regularly relive the event in your nightmares. 10: Roll twice until you get two different results.
6. **Lover, Friend or Relative Killed.** You have lost someone very close to you. Roll 1d10 for the specifics. 1 – 4: They died accidentally (in an accident, an overdose, caught in the crossfire). 5 – 6: They were murdered by unknown parties. 7 – 8: They were murdered and you know who did it, but can't prove it. 9: They were murdered and the murderer was caught. 10: They died in a terrorist act.
7. **False Accusation.** You have been framed for something, and the tales of this follow you around. Anyone who knows your rep has also likely heard of this. Roll a d12 for the specifics. 1 – 3: Theft. 4 – 5: Cowardice. 6 – 8: Murder. 9: Rape. 10: Betrayal. 11 – 12: Drug addiction.
8. **Hunted by the Law.** The authorities want you for something, and you aren't willing to turn yourself in just yet. Roll a d10 for the specifics. 1: Just one local cop has it in for you (this sounds personal, not legal). 2 – 4: A few local cops are watching for you (again, this is likely a more personal issue that they want to handle outside of the courtroom). 5 – 7: The local police force has you on their wanted list. 8 – 9: You've made it onto the State's wanted list. 10: A national security or policing organization is out to get you.
9. **Hunted by a Corporation.** You've angered some corporate honcho through your actions (or inaction?). Roll a d10 to determine how big of a deal this is. 1 – 2: It's a small, local firm. 3 – 4: It's a bigger corporation with offices throughout the city. 5 – 6: It's a big name corporation, but only the local office is out to get you. 7: It's a big name corporation, and the whole company has you on the 'list'. 8 – 9: It's a multinational or orbital, but only the local office is actively gunning for you. 10: It's a multinational or orbital, and the whole place is buzzing about you.
10. **Mental Breakdown.** Roll a d20 + EMP. On a 14 or less, you suffer anxiety

attacks and phobias and other mental disorders resulting in -1 COOL or -1 EMP (your choice). On a 15 or better, you had to put yourself away or spend your seven months in Tibet to put your head back together.

11. **Gangwar.** You managed to annoy one of the local gangs, criminal organizations or nomad packs, and they keep an eye out for you. Roll a d10 for more information. 1 – 3: It's one of those gangs you don't have to stay up at night worrying about. They have a presence in one neighborhood and generally don't pack big guns or cyber. 4 – 6: It's a meaner gang, either small-time boosters, or a gang with a lot of turf. 7 – 9: It's one of the big players in town, with lots of turf, lots of members, and lots of guns and gear. They probably have affiliates in a bunch of other urban centres too. 10: It's a major criminal or roller organization – one of the big nomad states, a major yakuza family, or some other group with branches in many other urban centres and even other countries.
12. **Nobody.** Something happened to skunk your reputation. Someone else took the credit for one of your big deals, or maybe the "facts" just don't back up what really happened. Either way, your rep takes a hit because people don't think you are as hot of a deal as you are (or at least as hot as you think you are). Get -2 Rep.
13. **BlackListed.** You screwed something up badly enough to get blacklisted – either you messed up on a job, or just pissed off the wrong person. You cannot find work in your field for some time after this event, and can assume that you remain blacklisted until you score some good luck (and maybe even after that). This drives down your Reputation (-1 Rep) and strains your finances (subtract 1d10 x Primary Skill x 50eb from your starting money & equipment).
14. **Identity Stolen.** Somewhere, a shoemaker has created a copy of your identity for someone else and they are still using it. If you are not in trouble with the law when you get this, then you have documentation that you have an ID-double out there, but it still causes you trouble. If you can't get the trouble documented, it keeps building up as your ID-double goes about getting parking tickets and buying guns and cyberware.
15. **Sold Out.** Your employer sold you out to the competition. If you are a wage-slave, then suddenly you were uprooted and moved to a new company under much heavier security and likely without your family. If you are an operative then your employer told the target about you, and the operation went south. Either way, you hate your old employer and they know they can't trust you.
16. **Weirdness.** You don't remember what happened to you this year, but there were some strange changes in your lifestyle and you have interface plugs and a chipjack to show for it. You also have some black market implants that you don't know about stored away in there too, and someone knows their control codes. 1 – 2: It's a local corporation. 3 – 4: It's a criminal group like the Yaks or the Triads. 5-6: It's the government. 7 – 10: It's a big-name corporation.
17. **Bad Gig.** Something went very wrong, and you haven't told anyone about it. If it is ever discovered, you can kiss your job, rep, family and maybe even your life goodbye. Could be a simple hit where you killed the wrong target, or you were the cause of the lab outbreak that killed the big-wig scientist, or you accidentally helped someone embezzle millions. Whatever it is, your name will be mud if it gets out.
18. **Organ-Jacked.** You got grabbed by organleggers. 1 – 2: The doc you went to for other work arranged for your harvesting. 3 – 7: They salvaged your body after a bad accident or fight. 8 – 9: They organ-mugged you in an alley or the equivalent. 10: It was a classic seduction and kidney theft operation. Although you got patched up later, this cost you. 1 – 3: You need a replacement limb. 4 – 7: You need replacement optics. 8 – 10: You lost 1 BODY from the ordeal.
19. **Mistaken Identity.** You get easily mistaken for someone else in a similar line of work. This causes you headaches when people fail to recognize you. Whenever someone tries to ID you by your Rep, if they roll a 10 they instead mistake you for someone else, and never in a good way. This clown seems to have cheated half the businesses in town, and even has the police after him.
20. **Everything is Going to Hell in a Handbasket.** Roll twice on this table and combine the results into one big bad event. Ignore 20's on the rerolls.

4b) Friends & Enemies

Living on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year. Roll 1D10. On a 1-5, you made a friend. On a 6-10, you made an enemy.

MAKE AN ENEMY

You've gotten in someone's face. Enemies are a way of life in *Cyberpunk*, so don't skip this step. For each enemy, choose or roll sex on 1D10. EVEN=Male ODD=Female

This enemy is (choose or roll one):

- 1 Ex friend
 - 2 Ex lover
 - 3 Relative
 - 4 Childhood enemy
 - 5 Person working for you.
 - 6 Person you work for
 - 7 Partner or co-worker
 - 8 Booster gang member
 - 9 Corporate Exec
 - 10 Government Official
- Go to **THE CAUSE**

THE CAUSE

This enmity started when one of you (choose or roll one):

- 1 Caused the other to lose face or status
- 2 Caused the loss of a lover, friend or relative
- 3 Caused a major humiliation
- 4 Accused the other of cowardice or some other personal flaw
- 5 Caused a physical disability: (Roll 1D6. 1-2= lose eye. 3-4=lose arm. 5-6=badly scarred)
- 6 Deserted or betrayed the other
- 7 Turned down other's offer of job or romantic involvement
- 8 You just didn't like each other
- 9 Was a romantic rival
- 10 Foiled a plan of the other's

Go to **WHO'S FRACKED**

WHO'S FRACKED OFF?

Choose or roll one:

- 1-4 They hate you
 - 5-7 You hate them
 - 8-10 The feeling's mutual
- Go to **WHATCHA GONNA...**

WHATCHA' GONNA DO ABOUT IT?

If the two of you met face to face, the injured party would most likely (Choose or roll one):

- 1-2 Go into a murderous, killing rage and rip his face off!
- 3-4 Avoid the scum
- 5-6 Backstab him indirectly
- 7-8 Ignore the scum
- 9-10 Rip into him verbally

Go to **WHAT CAN HE ..**

WHAT CAN HE THROW AGAINST YOU?

What kind of forces can your enemy put on the table to stop you? (Choose or roll one):

- 1-3 Just himself
- 4-5 Himself and a few friends
- 6-7 An entire Gang
- 8 A small Corporation
- 9 A large Corporation
- 10 An entire Government Agency

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

MAKE A FRIEND
You lucked out and made a new friend (a rare occurrence in the *Cyberpunk* world). For each new friend, choose or roll sex on 1D10: EVEN=Male ODD=Female Choose or roll your relationship to this friend:

- 1 Like a big brother/sister to you
- 2 Like a kid sister/brother to you
- 3 A teacher or mentor
- 4 A partner or co-worker
- 5 An old lover (choose which one)
- 6 An old enemy (choose which one)
- 7 Like a foster parent to you
- 8 A relative
- 9 Reconnect with an old childhood friend
- 10 Met through a common interest.

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR.**

Who is this person?
Move over to **Personal Style** (pg. 34) and **Motivations** (pg. 34) and make a few rolls to find out what your friend or enemy is like.

4c) Romantic Life

There's more to life than just combat and bad breaks. Romance is also part of living on the Edge. If you're here, you had some romantic action as your major event this year. Start by finding out **HOW IT WORKED OUT**, below:

HOW IT WORKED OUT

Roll one, then go to that section:

- 1-4 Happy love affair (go back to **LIFE EVENTS**)
- 5 **TRAGIC LOVE AFFAIR**
- 6-7 **LOVE AFFAIR WITH PROBLEMS**
- 8-10 Fast Affairs and Hot Dates (go back to **LIFE EVENTS**)

TRAGIC LOVE AFFAIR

Choose or roll one:

- 1 Lover died in accident
- 2 Lover mysteriously vanished
- 3 It didn't work out
- 4 A personal goal or vendetta came between you
- 5 Lover kidnapped
- 6 Lover went insane
- 7 Lover committed suicide
- 8 Lover killed in a fight
- 9 Rival cut you out of the action
- 10 Lover imprisoned or exiled

Go To **MUTUAL FEELINGS**

LOVE AFFAIR WITH PROBLEMS

Choose or roll one:

- 1 Your lover's friends/family hate you
- 2 Your lover's friends/family would use any means to get rid of you
- 3 Your friends/family hate your lover
- 4 One of you has a romantic rival
- 5 You are separated in some way
- 6 You fight constantly
- 7 You're professional rivals
- 8 One of you is insanely jealous
- 9 One of you is "messing around"
- 10 You have conflicting backgrounds and families

Go back to **LIFE EVENTS** AND ROLL FOR NEXT YEAR.

MUTUAL FEELINGS

Choose or roll one:

- 1 They still love you
- 2 You still love them
- 3 You still love each other
- 4 You hate them
- 5 They hate you
- 6 You hate each other
- 7 You're friends
- 8 No feeling's either way; it's over
- 9 You like them, they hate you
- 10 They like you, you hate them

Go back to **LIFE EVENTS** AND ROLL FOR NEXT YEAR

Was it worth the pain? Move over to the **Personal Style (pg.34)** and the **Motivations Sections (pg.36)** and make a few rolls to find out what your lover was like and whether you'd do it all over again if he/she walked back into your life. Because with your luck, it might just happen.



Romantic Events

Lifepath expansion by Mikael Van Atta

The GM is, in fact, encouraged to fudge the results and precedence of results to arrange them into a character consistent history.

We assume that a relationship is going on, even if it is not mentioned by this year's lifetime events. Simply, it's on, but there's nothing significant happening. Only if you roll up a romantic event with appropriate information, a relationship ends (most failed romances do end a relationship). A relationship is also terminated if your partner disappears due to a non-romantic event in your history (e.g. is killed as a result of Bad Luck, happens to become your enemy as a result of Enemies, etc). Otherwise, we assume that all the events apply to still the same partner (unless the result describes something completely different).

The player can also declare a relationship over, even if there was no event to force it. Still, effects of that relationship aren't likely to disappear, unless written as such.

Unless the player has declared his character to be homo- or bisexual, we assume that the partner is of opposite sex.

For every Romantic Event rolled up in your lifepath, roll EMP + 1d20:

11 or less: Unsuccessful

Romance
12-16 Moderately

Successful Romance

17 or more: Very Successful
Romance

Why, no ATTR modifier?

Let's say the truth: being physically attractive can win you a date. It can't win you a successful relationship. And the other way – being just plain ugly is going to be a serious disadvantage in dating, but taking more serious relationships into account, it's not going to be such an important factor. As they say, every monster will find its connoisseur. ATTR is reflected in Wildside rules as Seduction test modifier... and that has to do.

Besides, in 2020 AD, when having a beautiful face and a body to match, is only a matter of having e\$ to spend at a local Bodyshoppe, it's your personality that does really count in the end.

Unsuccessful romance, roll 1d10:

- 1-2 We all end up like the remains of that day
- 3-4 A side story
- 5 Devil out of hell
- 6 The only one to tell I'm positive is Dr Wasserman
- 7-8 The Green-Eyed Monster

Romance Random Table:

9 Perverted Daemon

10 A test of feelings

Moderately successful romance, roll 1d10:

- 1 Kama Sutra Master
- 2-3 Far, far away
- 4 The Ugly Duckling
- 5 I love you, but you love me not
- 6-7 You scratch my back and I'll scratch yours
- 8 See, that's easy
- 9-10 Let's be lonesome together

Very successful romance:

- 1-2 It's a boy / girl!
- 3-4 A storybook romance
- 5 You have a friend in the Family
- 6 All you need is love
- 7 A fiancée in every port
- 8 Love is a teacher
- 9-10 We do fit together

Failed Romance

1. We all end up like the remains of that day – Your partner has met an untimely and probably violent end. Determine the cause:

- 1-3 An accident. You can blame somebody, but that was in fact a major force.
- 4-5 A random act of violence (terrorism, psychopath or something the like). You can't unleash your vengeance, because those

responsible are either already dead, or their names cannot be identified.

6 A fatal medical condition (disease, organ failure, poisoning, etc) you might've prevented, should you be more vigilant, careful, or simply more lucky...

7 Murdered. You have no idea by whom and why.

8 Murdered. You have some hints about by whom and / or why.

9 Murdered. And you definitely know by whom and why. Perhaps you need only proof to present to a court, if you care about courts.

10. Murdered. It is known why, or at least by whom, and whoever did it, is on the run, with someone else than only you on their tail (cops, feds, corporation, organized crime etc.).

In any case, relationship ends.

There's a chance you suffered a mental breakdown after that happened. Roll 1d10 vs. your Cool. If Roll ≤ Cool, it was bad but you were able to deal with it. If roll > Cool, you collapsed mentally, went into a depression, accused yourself for what happened, or something similar. You receive a negative modifier of as

many points as you've rolled over your Cool. The modifier is going to be affecting all further rolls on the Events tables (Good & Bad, Friends & Enemies and Romantic Event) in the future, until it disappears, as you're likely to have problems forming successful relationships, using the chances and making friends. Eg. Cool 6, roll 8 means -2 in the first year, and -1 in the second year after the event. In the third year you overcame the trauma.

2. A Side Story - one of you were cheating on the other. Roll a die: even - you were cheating on your partner. Odd: your partner was cheating on you. Either way, relationship ends. If it was you who was cheating, roll on the Romantic Event table once again, with a -2 modifier. If the result is passed, this resulted in a relationship with the new lover (the one you've been cheating with). If not, this romance is lost also.

3. Devil out of Hell - One of you was giving the other hard time - trying to control everything, being obsessively jealous, or something like this. Relationship ends. From now on, you have -1 to all rolls on the Romantic Events table either due to the psychic scars on your personality left by your hellish ex, or because you're a devil in a human form yourself. Either way: you have a difficulty building further successful relationships.

4. The only one to tell I'm positive is Dr Wasserman - you have contracted a Sexually Transmitted Disease. If you are in a stable relationship, this may mean one of you was cheating on the other (but some STDs are transferable in a non-sexual way, so it didn't had to be the case). Or perhaps you took a wrong one-night-stand.

Roll a D10 + luck

13+: **mild case**, pubic lice ("crabs"), genital warts, etc... Easily treated but uncomfortable, and while you have it you remain infectious. Once treated, no lasting effects generally occur.

10+: **medium case**, "the Clap" (Gonorrhea), Syphilis, etc... treatable but nasty, and definitely infectious. If not treated can lead to serious health problems, possibly death.

8+: **serious case**, Herpes, Hepatitis, HIV/AIDS, incurable, fatal if not treated, treatment keeps the disease

from spreading, and may help alleviate symptoms of the disease.

7 or less: **critical case**, AIDS II, death sentence, AIDS II is a rapidly advancing hybrid of the original virus, the disease remains dormant for 6 months, then begins attacking the immune system at an alarming rate, simple scratches become oozing sores, a mild cold becomes pneumonia, hair and nails fall out, extremities and skin becomes necrotic, once the disease begins showing symptoms, the patient has a 1d10 weeks to live. The character has to be on medication for the rest of it's days to keep the virus dormant. Medication cost is 500e\$ a month, otherwise you have about 1 month until the symptoms start showing. Also, character is -2 to all tests regarding illness. Also, no drug is going to stop it from being infectious.

5. The Green-Eyed Monster - the relationship is based on being interested in the other party's activities. However, some people are jealous beyond any acceptable borders. Want to control every move, every phone, every mail. That has also became your story. Sure, there was love, and passion, and stuff - but also control, psychic terror, lack of trust and other bad things. It's what they call a "toxic relationship" - you can't stay, and you aren't allowed to go, either. Some people drop such relationships quickly, others can't free themselves for years.

Roll 2d10 - Cool = number of years it took you to get out of it.

If the result is 0 or less, you were able to shrug it off before you suffered any serious damage. Keep in mind that the roll can result in the relationship being still running when you start the game!

For every friend / contact in the lifepath you've acquired before, roll a Diff 15 persuasion test, once a year while this toxic relationship goes on. If the test is passed, you have persuaded your partner to allow you keeping in contact with your friend. If not, the contact is lost (on a botched roll, becomes an enemy - they find your behaviour to be an insult). There's a cumulative -1 modifier per year of relationship going on (double the modifier, if the friend / contact is perceived by your partner as a possible danger - usually this means contacts of opposite sex).

Also, after the relationship ends, you come out embittered about relationships. The modifier is equal to the number of years you were in the grip of a green-eyed monster, lowering by 1 per year. Every time you encounter a Romantic Event during this time, roll 1d10+modifier for that year vs Empathy. If the result is higher than your EMP, a possibly promising relationship didn't occurred - you were too afraid of running into an another possible green-eyed monster that you ran away.

Note: living with a Green-eyed Monster doesn't mean there cannot be happy moments with it. Moderately successful and even very successful Romantic Events can still happen with this person, which isn't going to stop it from being a Green-Eyed Monster (except for *All You Need Is Love*). A relationship with a Green-Eyed Monster has to either burn out on itself, or be severed by an event that carries the result of Relationship End.

6. Perverted Daemon - whatever was going in your bedroom, it was something ordinary people find to be obviously bizarre, probably disgusting, possibly illegal. The problem is, you get used to it, and can't get no satisfaction without it. While in this relationship it's not a problem, people even in Cyberpunk don't react well to some things (like the things you do for sexual pleasure). If anyone learns about your turn-on, GM may apply a -2 modifier to interaction rolls (tests like Social, Seduction, etc).

The same modifier is going to be applied if you try to find another romance outside of your circle of pervers (your call). However, if you find even a moderately successful romance out of the circle, you may go without your hype (the -2 modifier is ignored... unless the other person learns what you've been doing!).

While there are professionals who cater to (almost) every perverted need, keep in mind that relying on them is risky - finally, someone will learn about it.

The perversion itself is to be agreed upon with GM - you have to find something that suits the game world (i.e. is generally thought to be bizarre, most likely disgusting, not necessarily, but maybe illegal).

7. A test of feelings - your love became seriously ill, incapacitated or in any other way hurt that it now requires your constant care. Whatever it is, this condition is not easily reversible (or maybe you just can't afford the therapy).

Some people in such a situation just leave their partners to their own fate. Others stand by them, supporting them as they can.

Roll 1d10 vs your EMP. If the roll is lower or equal to EMP, you stay and take care. If the roll is >EMP, you leave, and relationship ends.

If you've left, roll 1d10 vs your COOL to avoid a guilty conscience. Effect is like a mental breakdown.

If you stay and take care, add +1 to First Aid, and start counting money spent on medical bills. A prolonged illness and / or disability eats a lot of money: medicine, physicians, special equipment / furniture, or at least the very need to support a person who cannot earn their living. Your debt is rising by 1d10x1000e\$ a year.

Note: "All you need is love" event will mean that your partner has finally recovered, and - among others - can support him/herself. However, the money spent is still gone.

Moderately Successful Romance

1. Kama Sutra Master – whatever your relationship lacks elsewhere, you make up for in the carnal department. Your partner is an enthusiastic, skilled and demanding lover. So, willing or not (sheesh, willing of course!) you learn a lot in bedroom matters. Start Seduction Skill at +2, or Expert: Sexual Performance/Technique at +3, your choice. Alternatively, raise one of those two skills by +1, if you already have it.

2. Far, far away – you have been separated from your partner by a great distance. Maybe one of you had to move out (because of work, education, escaping from trouble, etc), maybe you were a couple but had to be separated to sort out and settle down any issues you had with each other, or maybe you just met by chance somewhere (on holiday, or during a business trip) and never been truly a couple (choose an appropriate version). Relationship ends. Still, you do like each other, you're still friends (perhaps occasional lovers too), and you help each other if you can. Gain a minor

ally / friend / contact (Mike's note: I use Vim van Gruisen's character generation rules, which are completely point-based, and allow to buy out contacts with a table I suspect is based on the one in Wildside) worth 2d10 points.

3. The Ugly Duckling - maybe you weren't told "I can't show in the city with someone looking that awful", maybe you were. Or perhaps only heard a stream of instructions regarding your presence. It wasn't pleasant at all. However, there's one benefit you gained out of this romance: today, you use to look much, much better.

Gain +1 to Wardrobe & Style and Personal Grooming. You may start one of these skills at +2, if you don't have it (but if you don't have any, the other one starts at +1). You take more care about yourself, and tend to choose clothes that befit you.

GM option: in 2020, cosmetic surgery is common, and it's pretty likely that the partner, with constant comments about character's attractiveness, made him/her use the benefits of it. Roll 1d10 vs. character's ATTR. If the roll is less or equal to ATTR, no surgical action was needed. If roll >ATTR, the character undergoes surgery, gaining as many points as he/she was short on the roll (more, if GM allows), or as many as the rules used allow (whatever comes first). Note that this is a normal surgery, just like in the game, with all the side effects applicable. Also, the character has to pay for it with the starting money, or begin the game with a debt for the operation... probably a debt to someone they really don't like.

4. I love you, but you love me not - you become romantically interested in somebody, but without a reciprocity. You gain +1 in a skill of your choice (related to whoever your beloved is, as you try to close to him/her by picking up the same interests). The relationship continues. However, the next time you roll for a romantic event, it will be decided: if the romance went out successful, everything is ok.

If it wasn't successful, check for a mental breakdown as with the "We all end up like the remains of that day", in addition to whatever unsuccessful romance you've rolled up that time. Should this also result in a mental breakdown, the effects are summed

up (usually the time of the effect is longer). If this second event is unsuccessful, relationship ends, even if the event's description hasn't said so.

5. You scratch my back and I'll scratch yours

– there are various reasons making people to be together. One of them is support – and there's a plethora of forms which it can take. It can be a subordinate sleeping with the boss to climb the career ladder (which is the most easily recognizable form). But it is also true that "behind each man who reached success, there's a caring woman", making home-cooked dinners, doing the laundry and ironing the shirts. Or perhaps you just have been in the right time and right place, due to your partner. Choose your story as you see it fits you.

Game effect: due to support, you may re-roll one event in your history that happens after this one, and chose the result you prefer (you can also change "nothing happened this year" into a single event, still being entitled to re-roll it).

6. See, that's easy – your partner is a professional in some field, and in his / her company you involuntarily learn something. Add +1 to a single skill (of your choice, GM's discretion) linked to the partner's specialty, and +1 to an Expert skill matching the discipline.

7. Let's be lonesome together – people aren't made to be solitary beings, so even the drive to not be lonesome any longer can be enough to start a relationship. Hey, arranged marriages did work for centuries in numerous cultures! So, you two decided you don't want to be alone any longer, and that you do like each other enough to try to be together. Gain a minor contact worth 2d10 points.

Very Successful Romance

1. It's a boy / girl! - you've got a baby! Given the state-of-the-art family-planning methods available in most places of the Cyberpunk world (and the fact it is perceived as a successful event!), we assume the baby was wanted, and pretty likely planned as well (if you are a homosexual couple, or one of you is a 'borg, or you can't have children because of one of myriad other

reasons, the kid is a result of genetic recombination, cloning, or simply an adoption - whatever fits the story).

Kids make you learn much things: +1 Human Perception (or start the skill at 2, if you hadn't it at all), +1 Awareness, +1 Medical Diagnosis. Also, you regain 2d10 HL, to be distributed as you wish.

When your kid reaches the age of 5 and you're still around, you also get +1 Teaching, +1 Leadership, and another 1d10 HL restored.

However, those bonuses apply only once (except for the HL restoration - there's 1d10 HL bonus when you get a second child. Third one is absolutely off bonus). Apart from that, you get a +1 to all rolls for Romantic Events as long as with this partner (children tend to bind families closer together).

Should this relationship be terminated, there's 50% chance that the kid is no longer with you (either left with the other parent, or whatever nasty happened to your partner, happened to the kid as well).

2. A Storybook Romance – You are like Romeo & Juliet, Tristan & Iseult, Julius Caesar & Cleopatra... Your relationship is bliss, one about which songs should be sang and poems written... Actually, chance is there are. Gain +1 Seduction, +1 Human Perception, and +1 Persuasion. If you don't have any of these skills, start it at +2. Additionally, start a new artistic skill (Literacy, Paint / Draw, Dancing, Play Musical Instrument etc) of your choice at +1, as you seek new ways to express your feelings.

3. You have a friend in the Family – being a Godfather's favorite child-in-law has its merits. But even if your partner's family isn't Cosa Nostra, being accepted and well-liked by the family and / or friends is an advantage, which can in some cases outlive the relationship itself. Gain a major ally / friend / contact, worth 1d10x10 points (or a number of lesser allies if your points stretch that far), who is rather reliable at least,

and originates from your partners family or friends group.

4. All you need is love - Love can give you wings, wear pink glasses, be optimistic about everything, and let you have the strength to move entire mountains. It is so good that nothing is beyond your reach.

You get the strength to either drop one addiction, restore 3d10 HL (distribute as you wish) or shrug off some negative effect from your prior romantic life (eg. negative modifier from a mental breakdown after your previous love's death, or the adverse effects of living with a Green-Eyed Monster).

5. A fiancée in every port – you have several people who you are in love with. They are scattered around a number of places, probably a number of cities (in different countries or not) of your choice. They probably do know about each other, and aren't jealous. They are independent people, who do not have to rely on your support, and aren't unhappy without you (but much, much happier when you are around).

Note – it's much easier to handle if the "fiancées" are not all in the same area, but nothing stops the player from having all of them in one city.

The number of fiancées in every port is determined by EMP-1d6, minimum 2.

The advantage is that every time a Romantic Even occurs, it is with one of them (your choice, which).

Game effect:

If you wish, you may ignore Side Stories (there's no jealousy), Green Eyed Monster and Devil Out of Hell automatically ends relationship with that partner without any adverse effect, and you may choose to end a relationship with a Perverted Daemon without getting used to that perversion.

We All End Up Like Remains of That Day and A Test of Feelings do affect you, but every fiancée who's still okay allows you one additional roll on COOL tests in those situations (due

to their emotional support) – choose the best result.

The only one to tell I'm positive is Dr Wasserman, unfortunately works as described.

Moderately successful romances are unaffected, except for Far Far Away (which cools down one of the fiancées into a friend), and I love You, But You Love Me Not, which can be ignored (player's choice). Should it be put into effect, the character has a chance of adding a new fiancée to his/her group (if successful), and receive emotional support from the other fiancées on identical terms as described above.

Very successful romance – only It's a Boy/Girl! is affected: To get the bonuses you have to be living with the child and actively raising it. Usually it means you settle down with the partner you have the kid with (although if the character is a woman, she may as well do without a father of her child... or any other male, to be honest).

6. Love is a teacher – under the influence of your partner, or just to make him / her happier, you learn things. The partner is a professional – or maybe just a hobbyist in some field, and you are as willing to learn from him/her, as he/she is willing to teach you. Distribute 3 skill points in the area of your partner's expertise (GM call) as you see fit.

7. We do fit together – being together usually requires both sides to learn the art of compromise and negotiation. Even the couples most in love do quarrel sometimes, and love can be tough when you fight constantly. But you have learned each other, and now you know yourselves as a good old marriage. You know how the other one would think, what he/she will do, and what reaction you should expect.

Game effect: distribute 4 skill points among the following skills: Human Perception, Persuasion, Seduction, Interview, Social, Awareness/Notice, Culture (GM call, if your partner is of different cultural background).

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	Androgyny
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

SOUTH EAST 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)

1 — ORIGINS AND PERSONAL STYLE

DRESS AND PERSONAL STYLE (Roll or choose one)

Die Roll	Clothes	Hairstyle	Affectations
1	Biker leathers/Boso style	Mohawk	Tattoos
2	Jeans	Shaven/Bald	Mirrorshades/Glasses
3	Corporate suits	Crew cut/Fade cut	Ritual scars
4	Leisure wear	Tinted/Dyed	Earrings/Body Pierce
5	High Fashion	Slicked back/Elvis	Fingerless Gloves
6	Urban Flash/Yakuza style	Short & Spiked	Bandanna/Hairband
7	Cammos/Jumpsuits	Perm/Big hair	Cap/Hat
8	Normal Clothes	Long and strait	Long fingernails
9	Lingerie	Short and neat	Waist Pouch
10	Historical Fashion	Tied	Makeup/Face paint
	(ex: Kimono, Ch'ima Chogori)	(ex: braids, topknots, etc.)	(ex: Kabuki, Noh Drama)

ETHNIC ORIGINS AND LANGUAGE

Japan is mostly mono-cultural. If your parents are Japanese (or if you were raised in Japan), your native language is Japanese (+8). If you are half-Japanese (1 in 10 chance), you can speak/write your gaijin parent's language at +5. If your parents are South American Japanese, you get Spanish/Portuguese at +8 and Japanese at +5.

If you are Korean, it's basically the same, except that the language is Korean, and there are very few haifs and SAs.

Of course, you can speak Streetslang, too.

2 — FAMILY BACKGROUND

FAMILY RANKING (Choose or roll one)

- 1 Military/Bureaucrat/Police
- 2 Corporate Manager
- 3 Corporate Employee
- 4 Corporate Technician
- 5 Self-Employed/Artist/Artisan
- 6 Yakuza/Gang/Pirates/Ninja
- 7 Religious Believer (roll again for parent's occupation:
if 7 again, your parent is a religious leader or priest)
- 8 Farmer/Fisherman
- 9 Urban Homeless
- 10 Zaibatsu/Ex-noble/Yangban family

Go to PARENTS (CP2020 p35).

CHILDHOOD ENVIRONMENT (Choose or roll)

- 1 In a large arcology or corporate/Zaibatsu stronghold
- 2 Spent in a safe Corporate Suburbia or City.
- 3 Spent in a school dormitory.
- 4 Spent a usual school life in the city.
- 5 Suffered Exam War preparations at a high-level school.
- 6 Spent school time with Gang or Boso-zoku members.
- 7 In a small village or town away from the city.
- 8 Trained as a successor of a Martial Arts Dojo, Ninja Family, Amhan-Osa or other traditional art. Start your Special Ability at +4. Add 5 to 10 points to your Professional Skills package, and lose those points from your Pick-up Skills.
- 9 In a Pirate fleet, or Yakuza Family.
- 10 In a Corporation Farm or Research Facility.

Go to SIBLINGS (below).

SOMETHING HAPPENED TO PARENTS (Choose or roll)

- 1 Parent(s) extracted by a corporation or killed in warfare.
- 2 Parent(s) died in an accident.
- 3 Parent(s) were murdered.
- 4 Parent(s) divorced/were forced to divorce.
- 5 You never knew your parent(s).
- 6 Parent(s) are in hiding to protect you.
- 7 You were left with relatives.
- 8 Parent(s) gave you up for adoption.
- 9 Parent(s) committed/were forced to commit suicide.
- 10 Parent(s) became religious fanatics

Go To FAMILY STATUS (CP2020 p35).

SIBLINGS—you may have up to four siblings. Roll 1d10: 1-4 = number of siblings. 5-10 = only child. For each:

(1) Roll 1D10; Even=male, Odd=female.

(2) Roll their age, relative to yourself:

1-5 = older 6-9 = younger 10 = twin

(3) For each Sibling, choose or roll their feelings for you:

- 1-2 Sibling dislikes you.
- 3-4 Sibling likes you.
- 5-6 Sibling has neutral feelings about you.
- 7-8 Sibling hero-worships/loves you.
- 9-10 Sibling hates you.

Go to MOTIVATIONS (next page).

3 — MOTIVATIONS

For Motivations, use the CP 2020, pg. 26 rules, and then Go to "4—Compulsory Education," not Life Events.

5 — LIFE EVENTS

The lifestyle in Japan and Korea is different than in America. Certainly they've both had serious wars and political changes, but neither country has collapsed upon itself. The society is almost as solid as orbital crystal. Once you drop out, however, you never recover from the Abyss. One sure way to drop out is to not go to school. Japanese and Koreans (and Taiwanese and Singaporeans for that matter) dance on a vicious edge called Exam War from pre-school. High education is the only way to advance.

Americans and Euros may think that school is uncool and not-Cyberpunk. That's gomi thinking. These guys know how to deal with it; they act polite and studious on the surface, slogging it out in the school trenches, but once they've finished, its headfirst into the Street. Think about it; good student by day, ruthless streetfighter after dark. They must run in the shadows; to be caught means flushing their whole future down the john. This ain't boredom—it's stress close to the snapping point.

You've learned your position in life at 16 on the "Compulsory Education" table. Now it's your own life. Choose or roll a lifestyle from the five below, then go to that section:

1-2: 5A—Student, below. 3-4: 5B—School Ronin, pg36
5-6: 5C—Specialist, pg36 7-8: 5D—Salariman, pg36
9-10: 5E—Pu-Taro, pg37

4 — COMPULSORY EDUCATION

Choose or roll one of the following:

- 1-8 Congratulations! You can enter High School normally; go to "5—Life Events."
- 9-10 Oops. Something happened in your school life; go to "School Tragedy," below.

SCHOOL TRAGEDY (Choose or roll)

- 1 You didn't enter any schools, baka.
- 2 You graduated from Elementary school only, and did something else.
- 3 You graduated from Junior High, and went straight to the street.
- 4 You didn't pass the High School entrance exam, became School Ronin.
- 5 You dropped out of Elementary school for some reason.
- 6 You dropped out of Junior High for some reason.
- 7 You immigrated and entered US schools. Use the CP2020 Lifepath from here on out.
- 8 You studied abroad for a year. You are a year older than all your classmates, and are still a Junior High 3rd year student.
- 9 You were advanced in classes. You are 1d6/2 years younger than all your classmates. You enter High School and may enter University.
- 10 You are taught everything by your guardian. You don't need Compulsory Education, but you have few friends.

Go to LIFE EVENTS.

5A — STUDENT LIFE EVENTS

Read it as it's written. While you're in school, from High School to Doctorate if you so choose, roll your Life Events on the CP2020 tables, modified by the Student Life Events tables on pg.36. There are bennies and slaps for this. You can learn many skills in school, but you are bound in the system, and must spend most of your time there (sometimes from 6 a.m. to 9 p.m. at school or at a private cram school called *juku*). If you screw up, you are easily found by the authorities.

You must pass the Entrance Exams to be a student (see "Entrance Exams," page 38). You can stay in school from two to five years (12 if you become a doctor). You must roll to see if you pass into the next grade each year, in addition to regular Life Events. If you move through your schools curriculum, you can graduate, and choose another style, or try for a higher school (another Entrance Exam). You may become a Ronin if you don't like your Exam results.

SKILL POINTS: You gain 1d6/2 points of skills each year in school. These points have two restrictions. First, you must use them in the correct Skill Pack, such as "High School" or "University: Law". Second, you can only allocate +1 point to a given skill each year.

WHITE AND BLACK MARKS: You are ruled by the System and your actions affect your School Report. This is important for your School Entrance Roll and Employment Roll. White/Black marks are added/subtracted from the next roll. If you get five Black marks, you are suspended for 1d6 months. If you get 10, you are expelled. You can use two White marks to cancel out a Black mark, but once you get over five, you can never cancel them all; you will always have at least one Black mark on your record, forever!

White marks are gained by bringing fame and honor to your school (win a Judo Championship, etc.), or just by being a "Good girl/boy". You can use a school year's points to pick up White marks. (For example, you roll a d6/2 for skills in your senior year of High school. You get lucky and roll a 6; you get 3 points. You got slapped with a black mark last year, so you spend two point on White marks to cancel it out, and add a point to your *Martial Arts: Karate* skill.) Gaining Black marks is incredibly easy. For each week of school you cut (no problem for a punk like you, neh?) you get a Black mark. If you get hit by disasters such as Imprisonment or False Accusation, you pick up 1D10 Black marks. Also, school is dangerous for punks because they are easily identified. If you get a disaster such as Hunted by the Law or a Corporation, you must leave school and escape immediately! You've just picked up 10 Black marks: If you can prove your innocence, you can clear half the marks. (continues next page)

5A — STUDENT LIFE EVENTS (CONTINUED)

YOU GET LUCKY!

- 1, 5 & 9 In addition to the connection, you gain one White mark.
2 You may change it to 1d6/2 White marks.

MAKE AN ENEMY

- 1 Classmate
2 Ex-Boy/Girlfriend
4 Student of a rival school
5 Teacher
7 Senior of your school
8 Bosozoku or Team gang member.

MAKE A FRIEND

- 4 Classmate
5 Ex-Boy/Girlfriend.

If your referee permits, you may make your character a Yo-ganger like in *Cybergeneration*, instead of choosing a Role before graduating/dropping out of school. Of course, you don't get the Cybergen Powers—don't be a do-aho!

5C — SPECIALIST LIFE EVENTS

There are two types of specialists. First are Special Operatives, such as Military Soldiers or Cops. They are associated with a special organization and have separate LifePath rolls (see *Home of the Brave* and *Protect and Serve*, respectively, for details). That's why they're good at what they do; they live that lifestyle.

The other type are Freelancers. These are the Rockerboy/girls, Medias, Fixers, Techies and Medtechies, and Freelance Solos. They live their own lives without depending on a corp. Customers need their professional talents, and pay for them. From time to time they may work for a corp, but are consultants rather than employees.

You may quit Freelancing and try to be an Employee or Corporate. You get +1 to your Employment Roll (see page 40) as long as you don't have Black marks from school, or haven't been dishonored. If you have, then you suffer a -1 penalty to the roll.

If you are a Soldier or Cop, you get a bonus to your roll (based on your rank) if you apply for a Military/Security corp such as Arasaka, Militech, or Lazarus.

EMPLOYMENT MODIFIERS BY RANK

Regular Soldier/Patrol Officer	+1
Noncom/Veteran Officer/Sergeant	+2
Officer 1/Lieutenant	+3
Officer 2/Captain	+4
Officer 3/Deputy Chief	+5
Officer 4/Chief of Police	+6
Officer 5	+7

5B — SCHOOL RONIN LIFE EVENTS

"Ronin" is a popular slang term meaning "a student who failed the Entrance Exams, and is studying for another chance". These are the fallen samurai of the annual Exam Wars. They (usually) study very hard for the next test, a year later. Most parents pay millions of New Yen/Won/Eb for their intensive study (no kidding!).

You still keep your White/Black marks from your last school, but you gain 1d6/2 points of Student Skills. But they must be put into INT skills in your last school's Skill Pack. The Life Events table keeps the Student modifications.

You may add 1d6/2 points to your next Entrance Exam Roll (see pg38) because you've studied the pattern of the Exams, and learned "How to Pass" strategies. Also, you may add an additional 1d6/2 to your Exam Roll for every point of BODY you sacrifice; you studied soooooo hard! Good luck.

Sometimes students can't find employment after graduation. If you failed, or are not satisfied with your Employment Roll (see page 40), you may be an "Employment Ronin". Spend a year finding a job. You get no bonuses, just another chance at the Employment Roll.

5D — SALARIMAN LIFE EVENTS

These are Corporates and other employees; people working for a Corp, or the Self-Employed. Corp Role characters become either Mega-corp executives or own their own small corp. You want to become a power-player.

Employees are those who work for the corps, and are just making a living, not reveling in power. R&D techs, Trauma Teams, Medias, Corporate Solos, and Corp musicians/Rockerboys are considered Employees.

To enter this lifestyle, you must try an Employment Roll (see page 40—yes, there are tests for entering a job). The qualifications differ for different Corps and Character Roles. A Rocker with high Charismatic Leadership will be gladly welcomed by Media corps (but s/he'll probably hate being called an "employee"). Sometimes Trauma Team Japan will hire people because of their good fighting or driving skills, even if their schooling is poor. The Referee may decide if a corp gives you an "exception" because of high skills.

If you take the Employment Exam, and are unsatisfied with the result, you can go back to school (minimum of High School), or be a pu-taro.

There is no bonuses or Life Event modifications for Corps/Employees, but they do get salary and medical benefits.

If you were an SDF officer, disregard the .5 rankings, i.e., Major and Lt. Colonel both get a +5 bonus to the roll.

If you want to quit Freelancing and become a Pu-taro, you can do that, too. There is no roll for this.

5E — PU-TARO LIFE EVENTS

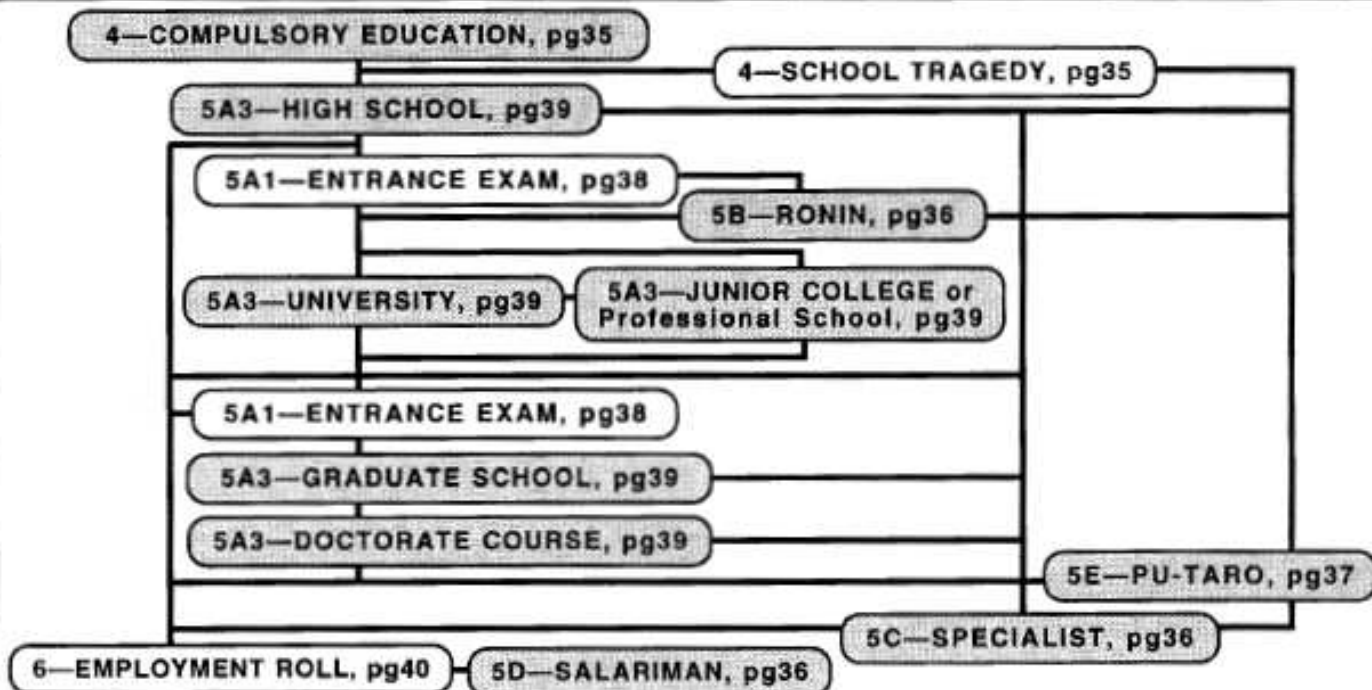
Also just called "Pu", this is the Japanese slang for someone who is unemployed, a freelancer (but non-professional), part-timer, gambler, free-loader, playboy/girl, etc. These are the most common punks in Japan and Korea; they hate the totally supervised society and have dropped out, either voluntarily or not. They have almost total freedom of choice, but their life is pretty uncomfortable. Once you've been Pu-taro, you suffer -1 from Entrance Exam and Employment rolls for the rest of your life. There are no bonuses or Life Events modifications for Pu.

Now use the Life Events charts on CP2020 pg. 37-39, adding in the appropriate modifications if you need to, but use this "You Get Lucky" Table.

YOU GET LUCKY, PU-TARO!

- 1 Make a powerful connection in Government:** Roll 1d10. 1-4, It's a high-ranked SDF (Japan)/Army (Korea) member. 5-7, It's in the Home Affairs Ministry (Japan)/Military Police HQ (Korea). 8-10, It's a high-powered bureaucrat or politician.
- 2 Financial Windfall:** Roll 1d10x100 for amount of Euro.
- 3 Befriended a Black Marketeer:** You can buy illegal weapons, cyberware, media, drugs, etc., at half price. (Choose one kind of Black Market goods.)
- 4 Find a Sensei:** Begin at +2 or add +1 to a Martial Arts skill of your choice.
- 5 Find a Nice Teacher:** Begin at +2 or add +1 to any INT or TECH based skill. If you are a student, you may freely use school facilities, as long as your teacher is working at the school. Also, you may get the latest academic information from him/her.
- 6 Powerful Corp Exec owes you a favor:** You may add +5 to an Employment Roll for his/her Corporation.
- 7 Local Yakuza, Bosozoku, or other gang befriends you:** You can call upon them for one favor a month, equivalent Family Special Ability of +2. Also, you can add +2 to Streetwise in their Nawabari (territory).
- 8 Make a friend in a rival Corporation/School:** You may use him/her for inside information as +2 Streetwise/Business Sense. Pray for his safety.
- 9 Make a friend on the Police Force:** You may use him at a level of +2 Streetwise on any police-related situation. You may hush up one minor crime a month.
- 10 Find a Combat Teacher:** Add +1 or begin any weapon skill at +2 with the exception of Martial Arts or Brawling. Japanese can't learn Heavy Weapons-If you really want to, you must explain how and where you found the Teacher, and where you trained for your skill. And make it good! You may purchase a gun and two clips, or other weapon, at normal price, if you make a Streetwise roll at Difficulty 15+.

JAPANESE/KOREAN LIFEPATH FLOWCHART



SA1—ENTRANCE EXAMINATIONS

To enter the Advanced Education career, you must pass **ENTRANCE EXAMINATIONS**. You must meet the requirements and pass the Entrance Exam Roll (*Education/General Knowledge*) at the proper difficulty rating. If you roll a Fumble, or Critical Failure, roll again and subtract that number from your previous roll! You may have really screwed it over.

ENTRANCE EXAM MODIFIER TABLE

+1	If your parent is Corporate Manager/Ex-noble.
+2	If your parent is Corporate Executive.
+3	If your parent is Zaibatsu/Yangban family.
+3	If you spent your childhood in the Exam Hell of a high level school (if you want this bonus (you went to a private Jr. High prep school, you must sacrifice -1d6/2 from your BODY stat).
+1	For every White mark you picked up at your last school.
-1	If both your parents died.
-1	If you joined Bosozoku, Yakuza, or Gangs.
-1	If you have ever been a "Pu-taro".
-2	If you have had a FAMILY TRAGEDY other than the death of your family.
-2	If you/your family are Pirates, Yakuza, or other Gang type (Triads, Posers, etc.).
-2	If you spent your childhood on the Street.
-3	If you are Urban Homeless
-1	For every Black mark you picked up in your last school.
+1D6/2	For every year you spend as "Ronin."

OPTIONAL: SCHOOL RANKING

Studying at a school with a reputation as a high-academic school is valuable in itself. If your exam results are good enough, you can enter this type of school. Of course, if your scores are low, you can enter one of the many low-ranked "Yakuza Academy" schools. (Cool! This is where most of the Anime/Manga heroes go: see *Akira*, *Be-Bop Highschool*, etc. This is where the action is!) By comparing the result of your Entrance Exam Roll and the Target Number, you can find what school you are eligible for.

SCHOOL RANK TABLE

-11 or less	What a mess! You couldn't enter ANY school!
-10 to -6	Very low-level school (Yakuza Academy)
-5 to -1	Low-level school
0 to +5	Usual school
+6 to +10	High-level school
+11 or more	Very high-level school

SA2—PASSING TO THE NEXT GRADE

OK, you've entered school, but you don't get to rest. You gotta pass the grades and graduate, neh?

Once a year, Students have a Pass Exam. Roll Education & Gen. Knowledge against the listed target numbers. If you succeed, you move up to the next grade and gain your School Skill Pack points. If you failed, you must stay in the current grade, and take only half of your skill points. If you are in High School, you get a Black mark for failing.

If you are in your final year of school (High School 3rd grade, University 4th grade, etc.), your Pass roll is for Graduation. You must choose whether to take the Entrance Exam for the next school, find a Job, or be a Pu. Choose one and make your rolls if you need to.

SCHOOL SKILL PACKAGES

Students choose from skills in the School Packs. You must pass the entrance exams to get into the school.

COMPULSORY EDUCATION SKILL PACKAGE

The basics of education. Roll 1d6 for points, and place them in Electives listed below. You may add up to +2 to a skill.

AUTOMATIC SKILLS: Education & Gen. Know. +1, Language: English +1, Math +2

ELECTIVES: History, Programming, Chemistry, Biology, Geology, Martial Arts (Japan: Aikido, Judo, Karate, Koppo, Sumo. Korea: Tai Kwon Do), Fencing (Japan only), Athletics, Basic Tech, First Aid, Swimming, Library Search.

VERY LOW-LEVEL SCHOOL: Pass to next grade: Add +4 to your roll. (It's easy to pass; that's why it's Yakuza Academy!) Suffer a -3 penalty to your next Entrance Exam or Employment Roll. You get 1d6/3-1 (minimum is 0) points per year for your School Skill Pack.

LOW-LEVEL SCHOOL: Pass to next grade: Add +2 to your roll. Suffer a -1 penalty to your next Entrance Exam or Employment Roll. You get 1d6/3 points per year for your School Skill Pack.

USUAL SCHOOL: No Modifications to rolls. You get your usual 1d6/2 points per year of skills.

HIGH-LEVEL SCHOOL: Pass to next grade: Suffer a -2 penalty (It's getting tougher to pass, neh?) You get +2 bonus to your next Entrance Exam or Employment Roll. You get 1d6/3+1 points per year for your school skills.

VERY HIGH-LEVEL SCHOOL: Pass to next grade: -4 penalty. You get +3 to your next Entrance Exam or Employment Roll. You get 1d6/2+1 points per year for your school skills.

5A3 — ADVANCED EDUCATION

You gain 1d6/2 points of skills each year (Or use the Optional School Ranking for Good and Bad schools). You must use the points in the correct school package, and you may only add +1 to a skill each year. Education and General Knowledge is a Package skill for all school levels.

HIGH SCHOOL

REQUIREMENTS: Education & Gen. Know +1 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 10.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 8.

PERIOD: 3 years.

PACKAGE SKILLS: Language: English, History, Math, Physics, Programming, Chemistry, Biology, Geology, Martial Arts (Japan: Karate or Judo. Korea: Tae Kwon Do), Fencing (Japan only), Athletics, Basic Tech, First Aid, Swimming, Library Search.

UNIVERSITY

REQUIREMENTS: Education & Gen. Know +2 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 15.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 10.

PERIOD: 4 years (6 years for Medical University).

PACKAGE SKILLS: Language: (Choose one), Composition, Library Research, Teaching, and your major's skills.

JUNIOR COLLEGE OR UNIVERSITY

REQUIREMENTS: Education & Gen. Know +2 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 12.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 10.

PERIOD: 2 years

PACKAGE SKILLS: As University.

You have a limited chance of failing the moving-up roll: you may stay in High School, University, Junior College, or Professional School for 2 periods. For example, if you are High School student, you may stay 6 years (you'll get some Black marks, though)—in short, you can fail the advancement roll up to 3 times. After that, you'll be kicked out of school for your incompetence (farewell to your long springtime!).

For every two years you overstay in school, you suffer a -1 penalty to all Entrance Exam/Employment rolls for the rest of your life. Doctorate course student is the only exception. You may stay in the school as long as you wish (and your teacher or circumstances allow it) until you gain the Doctor's degree and may gain full skill point every year. Of course, you also don't suffer penalty from overstaying.

Military/SDF graduates start their military careers from Officer 1 (Lieutenant). There is no Military/SDF Graduate School. Both Korea and Japan only have one Academy; it covers all branches, and has no School Ranking.

GRADUATE SCHOOL

REQUIREMENTS: Education & Gen. Know +4 or better, and at least 1 University White mark.

ENTRANCE EXAM: Education & Gen. Know vs. 20.

Pass to next grade: Education & Gen. Know vs. 15.

Period: 2 years.

PACKAGE SKILLS: Language (Choose one), Composition, Library Research, Teaching, and your major's skills.

GRADUATE SCHOOL: DOCTORATE COURSE

REQUIREMENTS: Graduate from a Graduate School and have two or more University White marks, or have Education & General Know. along with Expert skill of +5 or better.

ENTRANCE EXAMS: Composition skill check vs. 15.

PASS TO NEXT GRADE: None. to graduate, you must acquire Doctor's degree (your major's Expert skill check vs. 25)

PERIOD: 3 years. You may graduate anytime (but you must stay at least 1 year) if you gain Doctorate.

PACKAGE SKILLS: As Graduate School. Plus, you may befriend an NPC with same or related major by spending 1 skill point.

SEE NEXT PAGE FOR A LIST OF MAJORS AND THEIR APPLICABLE SKILLS

Even in 2020, over 90% of Japanese have at least a Junior High Degree. 80% go to High school, 50% of all Japanese go to University. Most University graduates don't bother with Graduate School/Doctorate courses. A University Degree is enough to enter a major corporation, unless you're a Techie or Medtechie.

Of course, if you want to get a Medical License, you must finish a Doctorate course. If you don't mind being an illegal ripperdoc, then don't bother.

United Korea is enforcing the conscription system. Every male with at least INT 4, REF 3, BODY 3, and MA 4 must serve in the military for 3 years between the ages of 18 and 25. (What about the women? They don't have to do it. There has to be some benefit to being female in Korea 2020, neh?) Your School Career will be interrupted, and you must roll your Life Events for those 3 years as a soldier (HoB pg. 72). You can resume your school life with no penalties afterwards. Military Academy students are exempt, of course. Also, no Korean corporation will hire you until you've served your time.

SA3A — MAJORS AND THEIR AVAILABLE SKILLS

LITERATURE: Expert: Lit, Expert: Ancient Japanese/Korean, Composition, Anthropology, History, Rhetoric, Language: (Choose one).

ECONOMICS/INDUSTRIAL ADMIN: Expert: Economics, Expert: Business, Expert: Law, Accounting, Stock Market.

LAW: Expert: Law, Expert: Foreign Law (Choose a country), Oratory, Persuasion & Fast Talk.

TECHNOLOGY: Aero tech, AV Tech, Basic Tech, Cyberdeck Design, Cyber Tech, Electronics, Elect. Security, Gyro Tech, Pick Lock, Weaponsmith, Chemistry, Geology, Biology, Math, Physics, Programming, System Knowledge, Operate Hvy. Machinery, Expert: (Choose a specific Tech).

MEDICAL: Biology, Botany, Chemistry, Diagnose Illness, Zoology, Cryotank Operation, First Aid, Pharmaceuticals, Cyber Tech, Human Perception, Expert: (Choose specific medical field).

PHYSICAL EDUCATION: Endurance, Strength Feat, Swimming, Wilderness Survival, Archery, Athletics, Dance, Dodge & Escape, Fencing, Martial Arts (Choose one), Melee, First Aid, Perform.

POLICE ACADEMY: Awareness/Notice, Handgun, Rifle, SMG, Human Perception, Athletics, Dodge/Escapes, Melee, Martial Arts: (Japan: Aikido, Judo, Karate, Koppo. Korea: Tae Kwon Do.), Interrogation, Intimidate, Interview, Streetwise, Driving, Motorcycle, Pilot (AV or Gyro), Stealth, Shadow/Track, Forgery, Basic Tech, Electronics, Elect. Security, Expert: Law, Expert: Traffic Control, Expert: Narcotics, Expert: Criminology.

SDF/MILITARY: Awareness/Notice, Martial Arts: (Japan: Koppo. Korea: Tae Kwon Do.), Stealth, Endurance, First Aid, Heavy Weapons, Rifle, Handgun, Leadership, Weaponsmith, Melee, Demolition, Driving, Motorcycle, Pilot (Choose one), Wilderness Survival, Basic Tech, Electronics, Aero Tech, AV Tech, PA Tech, Expert: Tactics.

ARTS: Expert: Art (Choose), Personal Grooming, Wardrobe & Style, Social, Human Perception, Programming, Paint or Draw, Photo & Film, Disguise, History, Forgery.

MUSIC: Play Instrument (Choose), Expert: Music (Choose), Dance, Oratory, Perform, Social, Human Perception, Programming, Basic Tech.

6 — EMPLOYMENT

After you graduate from school, you'll enter a corporation. What? You don't want to be a Corporate? Hey, why do you think your 'rents spent millions on your education? Finding a job is the major turning-point for a Japanese or Korean. Roll 1d10, and add the modifiers listed in the Employment Modifiers Table, and compare with the Employment Table. You may spend pick-up skill points to improve your chances on a 1 to 1 point level.

EMPLOYMENT MODIFIERS TABLE

- 1 You only graduated from High School.
- +1 You graduated from Graduate School.
- +3 You graduated with a Doctorate.
- +1 For every White mark you gained in your last school.
- +1 If you are Yangban (for all Korean corps except Sungan).
- +2 If your parents are executives in the corporation.
- +3 If you are a relative of the ruling family of the corporation.
- +5 If you are a member of the ruling family of the Zaibatsu.
- 1 For every Black mark you got in your last school.
- 1 If you were born in a foreign country.
- 2 If you are a woman (for all Korean corps except Sungan).
- 2 If you are Japanese (Korean corps only).
- 2 If you are a non-Japanese Asian (Japanese corps only).
- 2 If you have joined Bosozoku, Yakuza, or other Gang.
- 2 If you had a FAMILY TRAGEDY other than the death of your family.
- 3 If your family are members of Yakuza, Pirates, or other Gangs.
- 3 If your family ranking is Urban Homeless.

EMPLOYMENT TABLE

- 8 **No corp will hire you.** You must be self-employed, a free-lancer, or a part-time worker. (Corp salary -50%)
- 7 to -3 **You are hired by a humble company.** (Corp salary -20%)
- 2 to 2 **You are hired by a small corporation.** (Corp salary -10%)
- 3 to 7 **You are hired by a medium corp.** (Corp salary -5%)
- 8 to 12 **You are hired by a large corp.** (Corp salary as per CP2020)
- 13 to 15 **You are hired by a very large corp.** (Corp salary +10%)
- 16+ **You are hired by the central corp of a Zaibatsu.** (Corp salary +15%)

PC corps who start play with *Resources* ability of +5 or better are considered to be from a corporate family. Otherwise, you must explain to the Ref. how you can start so high with your humble beginnings. These corporates may have an extra 5 to 10 points in their professional packages, at the cost of losing those points from your pick-up skills. (You studied *really hard*, choomba.)

If you really want to get into a good corp, you should graduate from University at least. If you don't satisfy the requirements, and don't have any connections with executives, your maximum level of *Resource* ability at character creation will be restricted: If you only graduated from high school, your maximum starting *Resource* level is +5 (once you begin play, you can raise it above this level, but you will have an IP modifier of (x2) from *Resource* +6). If you only graduated from Junior High, your maximum starting *Resource* level is +3, and your IP modifier will be (x2) from *Resource* +4. If you didn't graduate Junior High, no corporation will hire you.

7 — STARTING FUNDS

STUDENTS/RONIN

A character who starts play as a student or ronin has 1000 Eb, no matter what your Role is. You may gain 1D10x100 Eb for every point of pick-up skill you sacrifice; these count for time at part-time jobs or working on the Street.

CORPORATE/EMPLOYEE

This life is quite comfortable compared to the streets.

Corps and Employees (such as corp-owned Techies, Medtechies, Solos, or Medias) get 1d10+10% of the money he earned during his time spent in service as savings. You think this will give you a lot of money to spend on Cyberware, but, thinking about it, wouldn't Employees and Corps rather buy a car or house, rather than bulking up on cyberware?

Corps and Employees also get Medical Benefits. You only pay 10% of the cost of sicknesses or injuries suffered while employed by a corp, the rest is covered by insurance. Of course, you still get salary while recovering. If you are an Elite Corp or Employee (+7 or better Special Ability), your medical services are completely free. If you are a top Elite (+9 or better Special Ability), you get a free Trauma Team contract on top of it all.

Also, if you put in your 40 years of service, you get retirement pay. This is 5% of your total working salary. Note: if you are fired, you don't get it.

Medical insurance is only good for legitimate doctors and injuries. It doesn't cover "unnecessary" operations, and you can't use it at the ripperdoc's.

SPECIALISTS

If you are a Military Soldier (or SDF member) or Cop, see your respective sections for pay. Soldiers and Cops get medical service at 10% of cost, and injuries in the line of duty are treated for free. Cops also get backup similar to Trauma Team. See HoB and P&S for more info.

If you are a Freelancer, such as a Fixer or Freelance Media, etc., use the standard rules in CP2020 pg. 58-59. If you pay 50 Eb a month into National Insurance, you get medical coverage at 10% of cost. If you don't, then you may just as well be Pu.

PU-TARO

You are the same as most American cyberpunks; see CP2020 pg. 58-59 for pay scales.

If you are a registered citizen of Japan or Korea, you may have insurance service at 30%. (Yes, if you don't have a job, you have to pay more. Life just ain't fair, neh?) Of course, if you aren't registered, then you cannot have National Insurance, and must pay 100% for medical treatment.



PERSONAL STYLE

For mainland, unless in Taiwan. Roll or Choose.

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 (Heels)
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgynous makeup
10	Sov/Utilitarian	Tech cut	Weird lenses (Preppy)

FAMILY RANKING

Mainland only, Taiwan uses Japan's Chart (see pg. 34)

ROLL	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

ROLL	CHILDHOOD
1	On the streets with no supervision; guttersnipe, child prostitute, etc.
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; working for a living at 8AM
9	Factory work unit; ditto
10	Family small business; ditto

GET LUCKY

ROLL	RESULT
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! Pick up Tai Chi Chuan or Animal Kung Fu at +2, or add +1 if you already have the skill.
6	Foreign corp owes you a favor.
7	Refugee group befriends you; maybe you saved their camel. You can call on them for one favor a month, equivalent to Family SA +2.
8	Make a friend on Public Security. Use him for inside info as +2 Streetwise on any PubSec situation.
9	Triad/gang likes you. One favor a month, equivalent to Family SA +2. But don't overdo it.
10	Find a teacher. Pick up any INT skill at +2, or add +1 to an existing skill.

SIBLINGS

You may have up to 2 siblings (due to population control laws [China] and the expense of education [Taiwan]). Roll 1D6; on 1-2, that's the number of siblings; on 3-6, you're an only child.

Sex of siblings—roll 1D6:

On 1-2, it's a girl.

On 4-6, it's a boy.

SLANG AND VOCAB

Amah (HK) — Household servant, such as a maid or babysitter.

Bun/Bun dan — Stupid, stupid guy

Che hui — Fixer dealing in illegal goods

Cherkway — Disadvantaged, such as at a disadvantage in a business deal. "I'm cherkway in deals with Arasaka. They're much stronger than we are."

Chuchi — Fixer dealing with information

Duoshaoquan? — How much is it?

Fan piao — (Lit. "rice ticket") A foreign spouse, which is one of the few ways to get an emigration permit to a (hopefully) richer country.

Godown — Warehouse

Guanxi — Mutual back-scratching and gift-giving.

Gwailo (HK) — (Lit. "ghost man") Foreigner—sometimes an insulting meaning, much like the Japanese "Gaijin."

Hong (HK) — Big company

Hung kwan — Triad enforcers and hit men

Hu tong — Narrow alleyways that make up most of a city.

Joss — Luck, which is not left to chance.

Lushe — Cheap hotel. Warning for the security conscious! In most Lushe around the Rim, the walls stop a foot short of the ceiling, and only have wire mesh, for ventilation. The walls are also only 1cm thick. If you have any "special business," DON'T conduct it in a 3YY-a-night Lushe.

Mei you — (Lit. "not have") may be used as a greeting, ie, "We have nothing, go away." Mei you can have many reasons which are unstated—because nothing's in, because I don't want to get up, because you're gwailo, etc. Opposite is You, or "have."

Mo lei tau (HK) — Nonsense comedy popularized in early 90's. Almost Zen in incomprehension. Standard greeting, "Drink a cup of soup, have a bun, let's chat" which is uproariously funny for Mo lei tau practitioners.

Pak tsz shih — Negotiator

Putonghua — (Lit. "common tongue") Mandarin Chinese, the official dialect.

Qi pao — Traditional "dragon lady" dress with the high collar and slit up the thigh. (In Cantonese, it's called a cheongsam.)

Renao — Festive, exciting or noisy. The loud music that plays everywhere, the traffic noise, and the fireworks at festivals are very renao. The Chinese prefer the cities because they are renao.

Ren qing wei — "Warm feelings," hospitality.

Sze kau — Services broker (sex, chopping, ripperdoc, middleman)

Tai guay luh — Too expensive.

Taipan (HK) — Big boss. Saburo Arasaka is his hong's Taipan.

Wai guaren — White devil, foreigner. The Mandarin version of gwailo.

Way shien — Dangerous.

Wo yao... — I want...

Wo you shahdlow ni! — "I'll kill you!"

Wushu — Martial Arts.

Xiao chi — The everpresent snack stands

Xiuxi — The 1pm-2pm afternoon siesta.

Yang guay dz — White people

Yo mau bing — Broken or screwed up. "This dataterm is always Yo mau bing!"

Techies

Like the Solos, you provide necessary services. You repair weapons, you make desperately needed equipment, and tools to make more equipment. You may be in a joint venture with a fixer, and even have your own small company. The problems are that you can't always get the parts you need. You've improvised before and it's always worked...

Appropriationist Tech (see WS pg.82) and recycling is alive and well in SEA.

Cops

With the exception of the TAT in Thailand, people universally hate you for protecting their lives and property. You are probably an Army soldier assigned to MP duty. Of course, you might be a corporate cop, or even secret police, but those are pretty harsh jobs. How would you know what was the right thing to do?

Rockers

You are a bit in the same boat as the Medias. Rock music is banned in Brunei, and the censors in the islands watch you closely. However, you can rock on in Thailand, Vietnam, and the

Philippines. You might even be playing the local traditional instruments, trying to make them popular again.

Shamans can find many followers, especially in Indochina. How do you look with a shaved head and in orange robes? Monks are rockers, too. Sometimes they die for their message. Would you do the same? Are you a true believer?

Fixers

Thailand is a wonderland for you; you can get everything so cheap, and then sell it for profit back home. They will always be a need something in SEA. Be it guns, drugs, chewing gum, or Chinese books, you will be there. You have as many operating styles as the solos, from the Net-only fixers in Singapore to the boatmen.

Netrunners

You may have one of the most difficult jobs. Many of the countries don't have the communications systems to get a good net going. Also, you are on the edge of the Wilderspace, and are dominated by FACS runners on the net. You can take up Bartmoss's call, and try to fix that, in favor of the Singaporeans and other SEA folk.

1 — ORIGINS AND PERSONAL STYLE

ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages Used under each country. Choose an ethnic group, or be expatriate kids. Pick one language as your mother tongue (+8), also, because of the diversity in the area, you may pick another language to speak at +4 (this is usually English, or in some cases, French).

2 — FAMILY BACKGROUND

FAMILY RANKING (Choose or roll one)

Roll	Result
1	Corporate Managers
2	Corporate Technicians
3	Military/Police/Government Bureaucrats
4	Factory workers (+3 to Childhood Environment)
5	Farmers/Fishermen (+3 to Childhood Environment)
6	Store owner/Artisan (+3 to 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 (Choose or roll)

Roll	Result
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 (Choose or roll)

Roll	Result
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

Roll	Result
6	Small village or town
7	Martial arts/religious training
8	Gang/Pirates/Smugglers
9-10	Worked in factory/store from age 8

CENTRAL AND SOUTH AMERICAN LIFEPAATH GENERATOR

(From Conflict II: The Central and South American Sourcebook at Datafortress 2020)

FAMILY BACKGROUND

1	TRIBAL OR ISOLATED SMALL VILLAGE FAMILY (The simple life, little concept of wealth or formal education)
2	CORPORATE WORK FORCE FAMILY (Working the mines, fields, etc.. of a corporate holding, little more than slave labor)
3	URBAN POOR FAMILY (The largest urban group, not homeless, but almost)
4	CORPORATE FAMILY (Actual employees of a corporation, usually foreign)
5	URBAN HOMELESS FAMILY (Shanty towns and alleyways)
6	FOREIGN NATIONAL FAMILY (Your parents are foreigners, automatically better off than 90% of the country)
7	MIDDLE CLASS FAMILY (Comfortable life, not wealthy, but better off than most)
8	REFUGEE FAMILY (displaced and running from persecution)
9	AGRICULTURAL FAMILY (Farmers, working for landowners or on a corporate farm)
10	POLITICAL RADICAL FAMILY (Family was comprised of Terrorists, Rebels, Political Activists)

PARENTS

1	Single mother, father unknown
2	Widow(er) or divorcee
3	Both parents
4	Child of Communal Parentage
5	Orphan
6	Feral

PARENTS STATUS

1-2	PARENTS ALIVE (Go to Family Status)
3-4	SOMETHING HAS HAPPENED TO ONE OF YOUR PARENTS (Go to Something Happened)
5-6	SOMETHING HAS HAPPENED TO BOTH (OR ALL) OF YOUR PARENTS (Go to Something Happened)

FAMILY STATUS

1-6	FAMILY STATUS IN DANGER RISK LOSING EVERYTHING (Go to Family Tragedy)
7-10	FAMILY STATUS OK, EVEN IF ONE OR ALL PARENTS DEAD (Go to Childhood Environment)

SOMETHING HAPPENED TO YOUR PARENTS

1	PARENT(S) DIED IN CONFLICT
2	PARENT(S) DIED IN ACCIDENT
3	PARENT(S) DIED IN TERRORIST, REBEL, OR MILITARY ATTACK
4	PARENTS IMPRISONED OR ENSLAVED
5	PARENT(S) DIED OF MEDICAL PROBLEM (Including disease and starvation)
6	PARENT(S) INCAPACITATED OR CRIPPLED
7	PARENT(S) DIED IN ETHNIC CLEANSING
8	PARENT(S) MURDERED
9	PARENT(S) EXILED FROM TRIBE OR COMMUNITY
10	PARENT(S) PARENTS VANISHED
	GO TO FAMILY STATUS

FAMILY TRAGEDY

1	FAMILY EXILED FROM TRIBE OR COMMUNITY
2	FAMILY WAS LAST SURVIVORS OF TRIBE OR VILLAGE
3	FAMILY DISPLACED AND SCATTERED DURING EXODUS
4	FAMILY INCURRED WRATH OF CORPORATE EXECUTIVE, REBEL LEADER, POLITICIAN, OR CARTEL LEADER
5	FAMILY HELD RESPONSIBLE FOR VILLAGE OR COMMUNITY MISFORTUNE
6	FAMILY INVOLVED IN TERRITORIAL, RELIGIOUS, OR POLITICAL CONFLICT
	GO TO CHILDHOOD ENVIRONMENT

CHILDHOOD ENVIRONMENT

1	SPENT HAPPILY
2	SPENT UNHAPPILY DUE TO CIRCUMSTANCES BEYOND YOUR CONTROL
3	SPENT AWAY OR SEPERATED FROM FAMILY
4	SPENT IN PRISON
5	SPENT LIVING ON THE STREET
6	SPENT IN CORPORATE WORK PROGRAM (BASICALLY SLAVE LABOR)
	REFER TO CYBERPUNK 2020 TO ROLL FOR SIBLINGS
	REFER TO CYBERPUNK 2020 FOR MOTIVATIONS
	GO TO LIFE EVENTS

LIFE EVENTS

1-3	BIG PROBLEMS BIG WINS (USE CHARTS GIVEN HERE) Roll 1d10, even = Big Wins, odd = Big Problems
4-6	FIENDS AND ENEMIES (USE 2020 CHARTS)
7-8	ROMANTIC INVOLVEMENT (USE 2020 CHARTS)
9-10	NOTHING HAPPENED

BIG WINS

1	EDUCATION (you get extremely lucky and find someone to teach you start with +2 general education)
2	FINANCIAL WINDFALL (1d10x10 extra eb, which in most of Central or South America moves you to straight to upper middle class)
3	MAKE A CONTACT (gain the favor of someone influential = 1 favor a month)
4	ARMS TRAINING (Spend a year with a local police, military, rebel, cartel or mercenary group) add +1 Pistol and +1 rifle to starting skills
5	INHERIT A WEAPON (any Central or South American melee weapon, or any standard (under 200eb value) firearm)
6	MAKE A FRIEND WITH LOCAL AUTHORITY (local police, tribal leader, militia, rebel force, etc... +1 authority)
7	GET A JOB AS A GUIDE (+2 wilderness survival to starting character skills)
8	HONOR OF CORPORATE R&D TESTING (recieve one piece of basic basic cyber or bioware, albiet at twice humanity cost, use DROCS rules to adjust)
9	GAIN INFLUENCE IN A TRIBE or small community (+1 Family)
10	FIND A DRIVING INSTRUCTOR (+2 driving to starting character skills)

BIG PROBLEMS

1	CAUGHT A TROPICAL DISEASE (-1 to BOD)
2	TAKEN BY POLICE OR SOLDIERS FOR "QUESTIONING" (1-5 the authorities in this area know you, 6-8 you are taken into custody whenever ANYTHING happens, 9-10 you are jailed and beaten on sight and recieve -1 ATTR
3	CLOSE ENCOUNTER WITH DANGEROUS ANIMAL (GM's choice of animal, when encountered you: 1-3 flee in terror, 4-6 attack blindly, 7-9 methodically hunt down and kill every one you can find, 10 freeze in horror unable to move)
4	LOVED ONE LOST IN VIOLENT INCIDENT (such as terrorist attack, Military crossfire, etc...)
5	CAUGHT IN THE MIDDLE OF REBEL CONFLICT OR REGIONAL WAR
6	WITNESSED ETHNIC PURGE OR COMMUNITY MASSACRE (1-6 terrible nightmares and often wake up screaming, 7-10 suffer mental breakdown and develop major psychosis and suffer -1 EMP)
7	STEPPED ON A LAND MINE (lost limb 1-5 arm, 6-10 leg, roall again even =left limb, odd = right limb)
8	HOME OR HOMELANDS TAKEN OVER BY FOREIGN CORPORATION (family and friends relocated or shipped off to work for corp. in slave labor like conditions, you are left destitute, character only recieves absolute basics ie. what he can carry on his back, lose 2d10eb starting cash)
9	WANTED BY "DEATH SQUAD (if they catch you, they will torture and kill you)
10	SPEND A YEAR IN PRISON

AFRICAN LIFEPAATH GENERATOR

(From Conflict: The African Sourcebook at Datafortress 2020)

FAMILY BACKGROUND

1	TRIBAL FAMILY (The simple life, little concept of wealth or formal education)
2	CORPORATE WORK FORCE FAMILY (Working the mines, fields, etc.. of a corporate holding, little more than slave labor)
3	URBAN POOR FAMILY (The largest urban group, not homeless, but almost)
4	CORPORATE FAMILY (Actual employees of a corporation, usually foreign)
5	URBAN HOMELESS FAMILY (Shanty towns and alleyways)
6	FOREIGN NATIONAL FAMILY (Your parents are foreigners, automatically better off than 90% of the country)
7	MIDDLE CLASS FAMILY (Comfortable life, not wealthy, but better off than most)
8	REFUGEE FAMILY (displaced and running from persecution)
9	AGRICULTURAL FAMILY (Farmers, working for landowners or on a corporate farm)
10	POLITICAL RADICAL FAMILY (Family was comprised of Terrorists, Rebels, Political Activists)

PARENTS

1	Single mother, father unknown
2	Widow(er) or divorcee
3	Both parents
4	Child of Communal Parentage
5	Orphan
6	Feral

PARENTS STATUS

1-2	PARENTS ALIVE (Go to Family Status)
3-4	SOMETHING HAS HAPPENED TO ONE OF YOUR PARENTS (Go to Something Happened)
5-6	SOMETHING HAS HAPPENED TO BOTH (OR ALL) OF YOUR PARENTS (Go to Something Happened)

FAMILY STATUS

1-6	FAMILY STATUS IN DANGER RISK LOSING EVERYTHING (Go to Family Tragedy)
7-10	FAMILY STATUS OK, EVEN IF ONE OR ALL PARENTS DEAD (Go to Childhood Environment)

SOMETHING HAPPENED TO YOUR PARENTS

1	PARENT(S) DIED IN CONFLICT
2	PARENT(S) DIED IN ACCIDENT
3	PARENT(S) DIED IN TERRORIST OR MILITARY ATTACK
4	PARENTS IMPRISONED OR ENSLAVED
5	PARENT(S) DIED OF MEDICAL PROBLEM (Including disease and starvation)
6	PARENT(S) INCAPACITATED OR CRIPPLED
7	PARENT(S) DIED IN ETHNIC CLEANSING
8	PARENT(S) MURDERED
9	PARENT(S) EXILED FROM TRIBE OR COMMUNITY
10	PARENT(S) PARENTS VANISHED
	GO TO FAMILY STATUS

FAMILY TRAGEDY

1	FAMILY EXILED FROM TRIBE OR COMMUNITY
2	FAMILY WAS LAST SURVIVORS OF TRIBE OR VILLAGE
3	FAMILY DISPLACED AND SCATTERED DURING EXODUS
4	FAMILY INCURRED WRATH OF LOCAL WARLORD, POLITICIAN, OR TRIBAL LEADER
5	FAMILY HELD RESPONSIBLE FOR TRIBAL OR COMMUNITY MISFORTUNE
6	FAMILY INVOLVED IN TRIBAL, RELIGIOUS, OR POLITICAL CONFLICT
	GO TO CHILDHOOD ENVIRONMENT

CHILHOOD ENVIRONMENT

1	SPENT HAPPILY
2	SPENT UNHAPPILY DUE TO CIRCUMSTANCES BEYOND YOUR CONTROL
3	SPENT AWAY OR SEPERATED FROM FAMILY
4	SPENT IN PRISON
5	SPENT LIVING ON THE STREET
6	SPENT IN CORPORATE WORK PROGRAM (BASICALLY SLAVE LABOR)
	REFER TO CYBERPUNK 2020 TO ROLL FOR SIBLINGS
	REFER TO CYBERPUNK 2020 FOR MOTIVATIONS
	GO TO LIFE EVENTS

LIFE EVENTS

1-3	BIG PROBLEMS BIG WINS (USE CHARTS GIVEN HERE) Roll 1d10, even = Big Wins, odd = Big Problems
4-6	FIENDS AND ENEMIES (USE 2020 CHARTS)
7-8	ROMANTIC INVOLVEMENT (USE 2020 CHARTS)
9-10	NOTHING HAPPENED

BIG WINS

1	EDUCATION (you get extremely lucky and find someone to teach you start with +2 general education)
2	FINANCIAL WINDFALL (1d10x10 extra eb, which in africa moves you to straight to upper middle class)
3	MAKE A CONTACT (gain the favor of someone influential = 1 favor a month)
4	ARMS TRAINING (Spend a year with a local police, military, rebel, terrorist or mercenary group add +1 Pistol and +1 rifle to starting skills)
5	INHERIT A WEAPON (any african melee weapon, or any standard (under 200eb value) firearm)
6	MAKE A FRIEND WITH LOCAL AUTHORITY (local police, tribal leader, militia, rebel force, etc... +1 authority)
7	GET A JOB AS A GUIDE (+2 wilderness survival to starting character skills)
8	HONOR OF CORPORATE R&D TESTING (recieve one piece of basic basic cyber or bioware, albiet at twice humanity cost, use DROCS rules to adjust)
9	GAIN INFLUENCE IN A TRIBE (+1 Family)
10	FIND A DRIVING INSTRUCTOR (+2 driving to starting character skills)

BIG PROBLEMS

1	CAUGHT A TROPICAL DISEASE (-1 to BOD)
2	TAKEN BY POLICE OR SOLDIERS FOR "QUESTIONING" (1-5 the authorities in this area know you, 6-8 you are taken into custody whenever ANYTHING happens, 9-10 you are jailed and beaten on sight and recieve -1 ATTR)
3	CLOSE ENCOUNTER WITH DANGEROUS ANIMAL (GM's choice of animal, when encountered you: 1-3 flee in terror, 4-6 attack blindly, 7-9 methodically hunt down and kill every one you can find, 10 freeze in horror unable to move)
4	LOVED ONE LOST IN VIOLENT INCIDENT (such as terrorist attack, Military crossfire, etc...)
5	CAUGHT IN THE MIDDLE OF REBEL CONFLICT OR TRIBAL WAR
6	WITNESSED ETHNIC PURGE OR TRIBAL MASSACRE (1-6 terrible nightmares and often wake up screaming, 7-10 suffer mental breakdown and develop major psychosis and suffer -1 EMP)
7	STEPPED ON A LAND MINE (lost limb 1-5 arm, 6-10 leg, roall again even =left limb, odd = right limb)
8	HOME OR HOMELANDS TAKEN OVER BY FOREIGN CORPORATION (family and friends relocated or shipped off to work for corp. in slave labor like conditions, or for ESA if in Kenya, you are left destitute, character only recieves absolute basics ie. what he can carry on his back, lose 2d10eb starting cash)
9	WANTED BY "DEATH SQUAD (if they catch you, they will torture and kill you)
10	SPEND A YEAR IN PRISON

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.

OCCUPATIONAL LIFEPATH CHARTS

Nomad, Cop, Military, Prison

NOMAD LIFEPATH CHARTS

1 — FAMILY BACKGROUND

Family of origin is defined by two separate parameters: how well-off the family is, and what type of work the family does. To generate the socio-economic rank for a nomad character's family, simply roll two ten-sided dice, add the two numbers together, and divide by two. This average is the status (equivalent to the nomad *Family Special Attribute*) of your parents. This status does not really mean much outside nomad culture, but may be important to the character's story.

What is important to nomads is the type of work the character was raised doing (which should therefore influence the background skills the player chooses). Families could be affiliated with any of the seven major nations, or be an independent group affiliated with none of them, depending on the ideas of the player and referee. If the character was raised outside of the nomads, use Family Ranking from CP2020.

FAMILY OF ORIGIN (Choose or Roll One)

- | | |
|----|----------------------------|
| 1 | Construction Family |
| 2 | Salvage Family |
| 3 | Transportation Family |
| 4 | Outrider Family |
| 5 | Warrior Family |
| 6 | Shaman/Doctor Family |
| 7 | Technical Family |
| 8 | Entertainment/Carny Family |
| 9 | Agricultural Family |
| 10 | Raffen Shiv Family |

Go to **Parents**.

PARENTS (Choose or Roll One)

- | | |
|---|--|
| 1 | Child of Single Mother, Father Unknown |
| 2 | Child of Widow/er or Divorcee |
| 3 | Child of Two Parents |
| 4 | Child of Group Marriage |
| 5 | Orphan, Refugee, or Runaway |
| 6 | Feral Child* |

* Feral children are rare but not unheard-of in *Cyberpunk*. These children were lost or abandoned while very young and lived as animals. This usually happened before the base socialization skills were learned (about age five). In some cases the children were older, but all previous development had been blocked out by some traumatic incident. Feral children are always taken in by nomads; even though they are not prepared for social life, they can be taught socialization and be made better, if not well.

Go to **Parents' Current Status**

PARENTS' CURRENT STATUS (Choose or Roll)

- | | |
|---|--|
| 1 | Parents Alive (Go to Family Status) |
| 2 | Parents Alive (Go to Family Status) |
| 3 | Something has happened to one of your parents (Go To Something Happened to Your Parent(s)) |
| 4 | Something has happened to one of your parents (Go To Something Happened to Your Parent(s)) |
| 5 | Something has happened to both (or all of) your parents (Go To Something Happened to Your Parent(s)) |
| 6 | Something has happened to both (or all of) your parents (Go To Something Happened to Your Parent(s)) |

SOMETHING HAPPENED TO PARENTS (Choose or Roll)

- | | |
|----|---|
| 1 | Parent(s) died in warfare |
| 2 | Parent(s) died in a road accident |
| 3 | Parent(s) were murdered |
| 4 | Parent(s) imprisoned |
| 5 | Parent(s) died of heart attack or other premature cause |
| 6 | Parent(s) incapacitated by illness or injury |
| 7 | Parent(s) got lost or vanished |
| 8 | Parent(s) died committing a crime |
| 9 | Parent(s) left the pack |
| 10 | Parent(s) abandoned you |

Go To **Family Status**

FAMILY STATUS (Choose or Roll One)

- | | |
|------|---|
| 1-8 | Family standing among your clan is good, even if your parents are missing and/or dead. (Go to Childhood Environment .) |
| 9-10 | Your family is not in good standing with pack. (Go to Family Tragedy .) |

FAMILY TRAGEDY (Choose or Roll One)

- | | |
|---|--|
| 1 | Family was expelled from pack for breaking the Code. |
| 2 | Family was last survivors of a pack. |
| 3 | Family was unable to travel with the pack. |
| 4 | Family was separated from the pack. |
| 5 | Family was held responsible for pack misfortune. |
| 6 | Family was involved in an intra-pack feud. |

1 — FAMILY BACKGROUND (CONTINUED)

CHILDHOOD ENVIRONMENT (Choose or Roll One)

- 1 Spent happily, with normal nomad pastimes.
- 2 Spent unhappily, due to circumstances beyond your control.
- 3 Spent away from your family (use **Childhood Environment** from the main rulebook if this option is chosen).
- 4 Spent separately from the main body of the pack.
- 5 Spent in juvenile institutions (Go to *CP2020 Lifepath* section).
- 6 Spent on the Street (Go to *CP2020 Lifepath* section).

Go To **Siblings**

SIBLINGS (Choose or Roll One)

You may have up to seven brothers and/or sisters. These do not necessarily have to be blood relations, simply children you grew up with and with whom you share a special bond of one sort or another. In fact, if you were a feral child or an orphan you have no known blood relatives. Roll 1d10. 1-7 is the number of brothers and/or sisters you have. On 8-10, you are an only child.

For Each Brother or Sister:

1) Roll 1d10. Even, the sibling is male, odd, the sibling is female.

2) Roll age, relative to yourself. Even is older, odd is younger.

3) For each sibling, choose or roll their feelings about you.

- | | |
|-------|------------------|
| 1-2: | Hatred |
| 3-4: | Dislike |
| 5-6: | Neutral Feelings |
| 7-8: | Like |
| 9-10: | Very Close Ties |

Go To **Motivations**.

2 — MOTIVATIONS

PERSONALITY TRAITS: (Choose or Roll One)

- 1 Outgoing
- 2 Neutral
- 3 Aloof
- 4 Indifferent to Outsiders
- 5 Cautious
- 6 Perfectionist
- 7 Altruistic
- 8 Defensive
- 9 Compulsive
- 10 Manic

All nomads see the group's survival as a goal at least as important as saving their own lives. Teamwork is an absolute necessity in nomad society. People who will not work with others, are rebellious to the culture, or who place themselves above the whole, usually leave the society (if they are not forced out).

PERSON YOU VALUE MOST: (Choose or Roll One)

- 1 Your Family (in particular)
- 2 A Sibling
- 3 A Friend
- 4 A Lover or Ex-Lover
- 5 The Pack (in general)
- 6 Yourself or No One
- 7 A Pet
- 8 A Personal Icon or Hero (you may or may not have met)
- 9 A Religious Leader
- 10 A Teacher or Mentor

WHAT DO YOU VALUE MOST? (Choose or Roll One)

- 1 The Pack
- 2 Money
- 3 Personal Integrity or Honor
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Good Times
- 8 Power or Influence
- 9 Skill
- 10 Friendship

HOW DO YOU FEEL ABOUT MOST PEOPLE? (Choose or Roll One)

- | | | | |
|---|--------------------------------------|---|---------------------------|
| 1 | Indifferent | 5 | They Are Useful Tools |
| 2 | Neutral & Negative | 6 | People Are Basically Good |
| 3 | Neutral & Positive | | |
| 4 | Refuse to Make Judgments Until Known | | |

Go To **Life Events**.

3 — LIFE EVENTS

You may either use the system in the main rulebook or the one presented here for determining events in your character's life up to the beginning of play.

LIFE EVENTS

1-3	Big Problems, Big Wins (use the charts given here)
4-6	Friend & Enemies (use 2020 charts)
7-8	Romantic Involvement (use 2020 charts)
9-10	Nothing Much Happened That Year

3A — BIG PROBLEMS, BIG WINS

Nomad life is very risky indeed. Even with a pack of tight brothers and sisters backing your play, there are times that things just won't go right. But, for every time that things turn up terrible, there's a time when life just fits into place like a well-made engine. Roll 1d10. On an even roll, you scored big. On an odd roll, you got yourself hit.

DISASTER STRIKES! ROLL 1D10:

- 1 Expelled from the Pack: You screwed up something awful and have been banished for a period of 1d10 months. You may choose not to go back (use regular CP2020 Lifepath from here on out if you so choose). Even if you return, subtract one from your Reputation.
- 2 Imprisonment: You have been in jail or prison, or were held by a gang, corporation, or personal enemy. Maybe you were even held as a hostage by a rival nomad group. Roll 1d10 for the length of your captivity, in months.
- 3 Illness or addiction: You became sick or addicted to something. Lose one point of a random stat as a result.
- 4 Betrayal: You have been back-stabbed. Roll 1d10. 1-3, it is by a fellow pack member; 4-10, it is by an outsider. Roll another 1d10. 1-3, you are being blackmailed; 4-6, a secret was exposed to the pack or the outside world; 7-10, a close friend or lover turned against you.
- 5 Accident!: You were in some sort of accident. Roll 1d10. 1-3, you were disfigured and must subtract one point of ATT (Referee & player's discretion); 4-6, you were hospitalized, either in a static hospital or in the pack, for 1d10 months; 7-9, you lose 1d10 months of memory; and on a 10, you constantly relive nightmares of the event (1-5 on a d10 each night), and sometimes wake the camp with your screaming.
- 6 Lover, friend or relative killed: You lost someone you really cared about. 1-3, they died of natural causes; 4-8, they were murdered by unknown parties, or fell in battle; 9-10, they were foully murdered, and you know who did it!
- 7 Economic disaster: Roll 1d10: On 1-7, the pack is behind you, so you only lose your ready cash; but on an 8-10, the whole pack was caught in the same trouble, and you're all up against the wall pretty badly for a while.
- 8 Hunted: You're being pursued by enemies (for something you did or didn't actually do). Roll 1d10: 1-3, it is by a rival nomad pack (or other large group); with a 4-6, it's a corporate arm, a police force, or even a church (a medium group); on a 7-10, it is a few local cops or a gang (a small group);
- 9 Pack Tragedy: Roll 1d10. 1-3, your pack was destroyed in hostilities with enemies when you were elsewhere; 4-6, it was broken up by "the Law" for crimes (real or otherwise); 7-10, it got stomped by a corporation. Roll a die for every year after this event; on an even roll in any year, you find a new pack.
- 10 Mental Breakdown: Roll 1d10. On a 1-4, it's a nervous disorder with a physical cause—schizophrenia, heavy fever-induced hallucinations, or something of the sort. Otherwise, you just couldn't hack things for a while, and needed help getting your head put back together.

Go To **What Are You Going To Do About It?**

3A — BIG PROBLEMS, BIG WINS (CONTINUED)

WHAT ARE YOU GOING TO DO ABOUT IT?

Choose or roll one for every disaster:

- | | |
|-------|---|
| 1-2: | Clear your name |
| 2-3: | Put distance between you and the problem. |
| 4-5: | Hunt down and kill those responsible. |
| 6-7: | Get an appropriate pay-back out of the situation. |
| 8-10: | Blow it off — life's too short to waste with grudges. |

Go Back To **Life Events** And Roll The Next Year

YOU GET LUCKY (Roll 1d10):

- 1 A powerful nomad from another pack owes you a favor! This counts as *Family* skill 6 with their pack, but only once.
- 2 You got some equipment, either by scrounging or some aggressive bargaining. Roll 1d10x400 for value in eurodollars (and don't forget to pay extra for black market or illegal goods).
- 3 You got a chance to learn something useful. Add 2 to any INT or TECH skill.
- 4 You score big on a job or deal you're doing on your own. Roll 1d10x50xSpecial Ability for amount in eurodollars.
- 5 Powerful corporate exec owes you a favor. Counts as a *Resources* roll at the exec's resources skill once.
- 6 You did something really good for the pack. Add 1 to Rep or *Kith* (referee's discretion).
- 7 You made a friend in the police. You may ask for inside information at the cop's *Authority* when dealing with that person.
- 8 Powerful rocker takes a shine to you. You may ask him or her for one favor a month.
- 9 You did something heroic, and now everybody knows about it. Add 1 to your Rep or *Family*.
- 10 Find a Combat Teacher. Add +2 to any weapon skill, or any martial art.

Go Back to **Life Events** and Roll the Next Year.

4 — PERSONAL APPEARANCE

DRESS AND PERSONAL STYLE

Roll	Clothes	Hairstyle	Affectations
1	Tribal Dress	Dreads	Scarring, Branding
2	Paramilitary	Shaved	Tattoos
3	Leathers	Natural, Long	Jewelry
4	Denim	Short, Neat	Piercing
5	Generic	Colored	Hats/Caps
6	Coveralls	Braids, Wraps	Gloves/Boots
7	Ethnic Dress	Wild & All Over	Makeup
8	Short, Open	Spiked	Skin Tints
9	Normal Clothes	Shoulder Length	Goggles & Gear
10	Mixed (Roll 2)	Mohawk	Mixed (Roll 2)

CULTURAL / ETHNIC BACKGROUND

Roll		Roll	
1	Hispanic	6	Native American
2	Romany	7	Caribbean
3	African American	8	Asian
4	European	9	Other
5	Cultural American (of any ethnic group)	10	Polyglot (choose or roll any two or more)

COP

- ⑤ **Move to the Cop Lifepath section (pgs. 10-13 of this book).** Work through your Lifepath with the Referee and sort out some history on your cop.

LIFE EVENTS

Now you know who you are and you've got a grip on where you are going. Either roll 2D6+16 for your character's age, or pick any age you like between 18 and 45. For each year of your character's life past age 16, roll 1D10, reference that section of the Lifepath charts on pgs. 27-29 of the *CP 2020* book, and apply the results. After your character has joined the police, use the charts below. Each roll corresponds to an event during each year of your character's life. Keep rolling each year until you reach your starting age.

1-3 BIG PROBLEMS, BIG WINS

4-6 FRIENDS AND ENEMIES

7-8 ROMANTIC INVOLVEMENT

9-10 NOTHING HAPPENED THAT YEAR

BIG PROBLEMS, BIG WINS

Life with the badge can be good and it can be hell. This year you cut it good or you got cut up. Roll 1D10: if it's even you got lucky, if it's odd you didn't.

Disaster Strikes!

Roll 1D10

- 1 Financial loss or debt: Roll 1D10x100. You've lost this much Eb. If you can't pay it now, you have a debt to pay in cash—or blood.
- 2 You caught a slug! It was a bad one: Roll 1D10. 1-3= -1 to BOD Stat. 4-7= -1 to MA. 8-10= -1 to both. Either way, you've got a nasty scar.
- 3 Suspended and investigated by IAD: Pick up a Black Mark, and they're probably keeping a watchful eye on you now.
- 4 Betrayal: You have been backstabbed in some manner. Roll 1D10. 1-3, you're being blackmailed. 4-7, a secret was exposed. 8-10, you were betrayed by a close friend in either romance or career.
- 5 Lover, friend or relative killed: You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10,



Deputy Chief James Teal hands gun and badge to cadet J. Davis at graduation ceremony.

they were murdered and you know who did it. You just need the proof.

- 6 You shot an innocent: They didn't make it. Pick up a Black Mark. Suspended for six months.
- 7 Accident: You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 from your ATT. 5-6, you were hospitalized for 1D10 months that year. 7-8, you've lost 1D10 months of memory that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
- 8 Lose an Informant: He disappeared/got wasted/moved on.
- 9 Someone wanted you dead: Roll 1D10. 1-3, a criminal went after you personally. 4-6, an organised crime syndicate wanted you

out of the picture. 7-8, a Corp tried to take you down. 9-10, you don't know who they were or why they wanted you on a slab.

- 10 Lover, friend, relative busted! Roll 1D10. 1-4, it's only a misdemeanor. 5-7, it's a felony. 8-10, it's a federal crime.

What Are You Gonna Do About It?

Choose or roll one:

- 1-2 Clear your name.
- 3-4 Live it down and try to forget about it.
- 5-6 Hunt down those responsible and make them pay!
- 7-8 Attempt to cover it up.
- 9-10 Save, if possible, anyone else involved in the situation

You Get Lucky

Roll 1D10

- 1 Financial windfall. You got a work bonus, or a perp had a reward on him: Roll 1D10x100 for amount in Eurodollars.
- 2 Big collar, you're on the news! +1 Rep and gain a commendation.
- 3 Martial Arts training: Begin a Martial Art at +2 or add +1 to an existing Martial Arts skill.
- 4 Served overseas: Pick up a foreign enforcement contact at +2.
- 5 Undercover Op: Totally successful, well done. Gain a commendation.
- 6 Gain an Informant: Choose or roll one.
- 7 Promotion: About time, too! Lose a black mark and shoot up one rank.

- 8 Selected for a special Task Force: +1 Rep.
- 9 Sent on firearms course: +2 to one weapon (Firearm) skill.
- 10 Beneficial transfer. You choose.

FRIENDS AND ENEMIES

Life with the badge means two things. You make solid buddies, but your enemies are for life, and they're gonna be gunning for you. This year you met someone who isn't going to forget you fast. Good or bad? Let's see...

Roll 1D10. On a 1-5, it's a buddy; on a 6-10, it isn't.

Make A Friend

Roll 1D10 Even = Male, Odd = Female

Roll 1D10

- 1 Media
- 2 Corporate Exec
- 3 Gang Member
- 4 Nomad
- 5 LEDiv
- 6 Private Investigator
- 7 Criminal
- 8 Co-worker or boss
- 9 Government official
- 10 Military

Make An Enemy

Not too much of a surprise, really. Nobody loves the badge.

Roll 1D10

Even = Male, Odd = Female

Roll 1D10

- 1 Fellow Cop
- 2 Government Official
- 3 Organised Crime (GM chooses group)
- 4 Corporate Exec
- 5 Gang member
- 6 LEDiv

“Why did I become a cop? Well, when push comes to shove, I like to be the one doing the pushing...you can push real hard with a Hurricane Assault Shotgun.”

- 7 Informant or Friend
- 8 Independant Criminal
- 9 Lover/ex-lover
- 10 Media

The Cause

The enmity started when one of you (choose or roll one):

- 1 Caused the other to lose face or status.
- 2 Caused the loss of a lover, friend or relative.
- 3 Caused a physical disability: Roll 1D10. 1-2=lose eye, 3-4=lose arm, 5-6= badly scarred, 7-8=lose a leg, 9-10=lose 2 limbs.
- 4 Turned down other's offer of job or romantic involvement.
- 5 You just didn't like each other.
- 6 Was a romantic rival.
- 7 Foiled a plan of other's.
- 8 Busted him.
- 9 One of you was framed.
- 10 Rival at work.

Who's Fracked Off?

- 1-4 They hate you.

- 5-8 You hate them.

- 9-10 The feeling's mutual.

Whatcha' Gonna Do About It?

- 1-2 Concoct a murderous scheme to deal with him.
- 3-4 Avoid the scum.
- 5-6 Backstab him indirectly/Use your position to harass him.
- 7-8 Ignore the scum.
- 9-10 Rip into him verbally.

What Can He Throw Against You?

- 1-3 Just himself.
- 4-5 Him and a few friends.
- 6-8 His whole organization.
- 9-10 The whole organization, and he's got contacts everywhere!

ROMANTIC INVOLVEMENT

How you met:

- 1-6 Off-duty romance
- 7 Other cop
- 8 Your partner(!)
- 9 A superior officer
- 10 A criminal gone good

How it Worked Out:

- 1-4 Happy love affair
- 5 Tragic love affair
- 6-7 Love affair with problems
- 8-10 Some small dates, nothing serious

Tragic Love Affair:

- 1 Lover killed in accident
- 2 Lover vanished
- 3 Lover a wanted criminal
- 4 Lover worked for Crime Syndicate (you never quit the Mob).

5 Lover kidnapped by vengeful criminal/gang.

6 Lover left you for another cop.

7 Lover committed suicide.

8 Lover killed in police action.

9 Rival cut you out of the action.

10 Lover serving jail time for some crime (possibly framed).

Love Affair with Problems

1 Lover's friends/family hate cops.

2 Lover has criminal ex who wants you dead.

3 Your friends/co-workers don't approve of your lover.

4 One of you has a romantic rival.

5 You are currently separated.

6 You think lover may be involved with criminal activities, but need proof.

7 If lover is a Cop—you are rivals for an upcoming promotion.
If lover is not a Cop—lover thinks you should quit and find a "safe" job.

8 Lover is jealous, and often "follows" while you do your job.

9 One of you is "messaging around."

10 You have different beliefs on law enforcement, and bicker constantly.

Mutual feelings

1 They still love you

2 You still love them

3 You still love each other

4 You hate them

5 They hate you

6 You hate each other

7 You're friends

8 No feeling's either way; it's over

9 You like them; they hate you

10 They like you; you hate them



Upon graduation from the police academy characters will possess the following skills (these do not count towards starting skill)

Authority +2

Handgun +1

Rifle +1

SMG +1

Awareness Notice +1

Athletics +1

Expert: Law and procedure +2

First Aid +1

Melee +1

Martial Art: Thamoc +1

Drive +1

Motorcycle +1

Further more, if you are a member of a tactical group, training will provide you with the following:

SWAT

Combat sense +2

Handgun +2

Rifle +2

SMG +2

Heavy Weapons +1

demolitions +1

Stealth +2

Awareness Notice +1

Pick Lock +1

Expert: Tactics: +1

Martial Art: Thamoc +1

C-SWAT

Combat sense +2

Handgun +2

Rifle +2

SMG +2

Heavy Weapons +1

demolitions +1

Stealth +2

Awareness Notice +1

Pick Lock +1

Expert: Tactics: +1

Martial Art: Thamoc +1

Pilot ACPA +

BOMB SQUAD

Demolitions +2

Basic tech +1

Electronics +1

Electronics Security +1

Awareness Notice +1

PROMOTION / TRANSFER REQUIREMENTS

To become a detective or a member of anything higher than uniformed patrol, you must earn it, and your skills must reflect it. Minimum skill requirements for each section are as follows:

DETECTIVE

Expert: Law and procedure +3

Awareness Notice +3

(in addition, to get into one of the specialized investigative divisions, you must HAVE at least a +2 in an Expert skill relating to crimes of that nature and the laws pertaining to them)

Passing the detectives exam requires at least a 15 on an Expert: Law roll, passing and becoming a detective gives a character an immediate authority of 4

SWAT

Combat Sense +1

Expert: Tactics +1

Athletics +3

Handgun +4

Rifle +4

SMG +3

(Getting into SWAT grants a +5 Authority automatically, but the pay scale is equal to a +6)

C-SWAT

Combat Sense +1

Expert: Tactics +1

Athletics +3

Handgun +4

Rifle +4

SMG +3

Expert: Law and procedure +3

(Getting into SWAT grants a +5 Authority automatically, but the pay scale is equal to a +7)

BOMB SQUAD

Demolitions +4

Electronics +3

Basic Tech +3

(Getting into Bomb Squad grants a +5 Authority automatically, but the pay scale is equal to a +8)

Internal Affairs

Expert: Law and procedure +5

(Getting into IAD automatically grants the

Character a +6 Authority)

MILITARY SOLDIERS

The military life can be a hard life. A soldier is constantly reminded of the fact that he is required to lay down his life on another person's orders, without regard for the soldier's own desires. Furthermore, a soldier's time is usually taken up doing things that the soldier would rather not be doing, but that he has to do anyway. This concept is called discipline, and it features heavily in a soldier's life.

Why do people volunteer to become soldiers? For some, the military is a way to escape a

poor economic future. For others, the military represents a way of life where the person will be accepted, be part of a team, and perhaps even better his station in life. As for others, they want to go to new places, meet new people, and kill them with new toys of mass destruction. The fact that other people will tell them when, where and who they can kill is compensated for by allowing them to use expensive gear they could never afford otherwise.

Getting into the military isn't very hard. Normally, if you get into the recruitment office and prove that you're healthy, at least marginally intelligent, and sign the forms, you're in. Of course, forces with special missions have special requirements—the USAF's special mission demands above-average intelligence and adaptability, and they recruit for this, while the USMC just plain won't take weaklings. State militaries are even easier to get into. By and large, it's easier to get into the military than it is to get into Corporate armies. The rewards may not be as much, but the military isn't as nasty as Corporate armies, either.

POINTS OF INTEREST:

- ✓ A New Character Role
- ✓ Special Forces: Best of the Best
- ✓ The Military as Career
- ✓ Supporting NPCs
- ✓ Toys for the Troops

GENERATING MILITARY CHARACTERS

As with any Cyberpunk 2.0.2.0 character, you start out with determining the statistics. Once that is done, Parts 1-3 of the Lifepath can be dealt with. Stop there; now the military takes over!

The next step is to enter the desired branch of the military. After that is accomplished, the character goes through Basic and Advanced Individual Training (AIT) in the service.

Following Basic & AIT, the player decides how many years he wants the character to be in the military, then generates annual events, one year at a time. Each year, the player rolls for the year's Life Event, then, if eligible, tests for promotion and Special Forces training.

LIFE EVENTS

Roll each year of Life Events separately. This is important, because things can happen in a soldier's life to cut his career short, or change it dramatically. Life Event tables and rolls are handled normally, except that the Big Problems, Big Wins, and Make An Enemy tables are changed. Replace them with the tables below.

DISASTER STRIKES!

- 1 Financial Loss or Debt: Roll 1D10 x 100 eb. That's how much you've lost. Who knows how? Poker, a bad loan, a swindle.
- 2 In the Brig: You got tossed in the slammer for 1D10 months. Plus punishment duty, yum yum. There are many ways to get into the clink—insubordination, dereliction of duty, being framed for an infraction, etc. You can't test for Promotion or Special Forces this year.
- 3 Illness: The world of 2020 still has a lot of odd diseases and bioplagues run-

ning around, and most of them run around on battlefields where you're working. Lose 1 point of REF permanently as a result. You can't test for Promotion or Special Forces this year.

- 4 Betrayal: You've been backstabbed. Roll 1D10: 1-3, you're being blackmailed; 4-7, a secret was exposed; 8-10, you were betrayed by a close friend in either romance or career (you choose)
- 5 Injury: An occupational hazard. You can't test for Promotion or Special Forces this year. Roll 1D10: 1-4, you were disfigured and lose -2 from your ATT (the military tries to fix you up); 5-6, you were hospitalized for 1D10 months; 7-8, you lost 1D10 months of memory; 9-10, you have flashbacks of your injury—any time you're under stress, you have to pass a Difficulty 10 Cool test or go into a flashback (usually a combat experience!).
- 6 Lover, friend or relative killed: You lost someone you really cared about. Roll 1D10: 1-5, they died accidentally/naturally; 6-8, they were killed by unknown parties; 9-10, they were murdered and you know who did it. You just need proof.
- 7 False Accusation: You were set up. Roll 1D10: 1-3, accused of theft; 4-6, cowardice under fire; 7-9, black marketeering; 10, murder. You were innocent (hopefully), but you can't test for Promotion or Special Forces this year.
- 8 Dishonorable Discharge: You did something beyond the pale. You went too far, and they gave you the boot. Lose all privileges of rank, and you're out of the military with only 1,000 eb. Period. Merc units might not hire you, either, with a black mark like

that. You can't test for Promotion or Special Forces this year.

- 9 Honorable Discharge: Someone wanted you out, and maneuvered you out of the service. Who knows, maybe the budget got cut again. You're out, with all privileges of rank and long-service pay, if applicable.
- 10 Mental or Physical Incapacitation: Breakdown. Who knows how it happened? Stress, bioplague, poison? Roll 1D10: 1-3, it's some sort of nervous disorder, some bioplague perhaps—lose 1 point of REF; 4-7, it's a mental problem—anxiety attacks and phobias cause loss of 1 point of COOL; 8-10, major psychosis—you hear voices, shake, etc., so you lose 1 point of REF and 1 point of COOL. You are honorably discharged from the military, and can't test for Promotion or Special Forces this year.

YOU GET LUCKY

- 1 Make a Powerful Connection: It's not what you know, it's who you know. Roll 1D10: 1-4, you connected with a fixer/black marketer—you can buy military equipment for half price! Just don't get caught with it; 5-7, you make a friend in the brass—+5 to Promotion rolls; 8-10, you befriend a Special Forces officer—+5 to get into Special Forces.
- 2 Hit It Big: Heart Royal Flush. Make 1D10 x 100 euro.
- 3 Cyber Windfall: You have a chance to get some cyber-parts. Roll 1D10 x 100 eb.; you can either have this in cash as a bonus, or twice that amount in cyberware.
- 4 Find a Sensei: The military martial arts teachers are sometimes willing to spend time tutoring an eager pupil. Start a new Martial

Art at +2, or add +1 to an existing Martial Art.

- 5 Find a teacher: Likewise, military instructors look for motivated pupils. Start a new INT skill at +2, or add +1 to any existing INT-based skill.
- 6 Ranker Owes a Favor: You did a ranking officer a favor. This Major/Colonel/General owes you back.
- 7 Befriended by Mercenary Outfit: You did them a favor, or maybe you just hit them right. You may hit them up for information (and vice versa) on mercenary affairs, and may request a mercenary favor at a reduced price once and once only. They're also more willing to work with you (at the regular prices).
- 8 Friend in MillIntel: You befriend a "spook." You can get information from Military Intelligence at a level of +2 Streetwise.
- 9 Heroism Is Its Own Reward: You did something stupid, er, heroic. Advance one level of rank automatically, and receive a 1D10 x 100 eb. bonus.
- 10 Find a Combat Teacher: Armorers are willing to pass on their secrets, too. Add +1 to Weapon-smith skill, and add +1 to any weapons or combat skill (except Martial Arts or Brawling), or begin a new combat skill at +2.

MAKE AN ENEMY

Replace the "This enemy is (choose or roll one) 1-10" with those below:

- 1 Ex-friend
- 2 Ex-lover
- 3 Relative
- 4 Childhood enemy
- 5-7 Squad ex-friend
- 8 Your commanding officer
- 9 Officer, not your commander
- 10 Your squad sergeant

■ COMBAT SENSE SPECIALIZATION (OPTIONAL RULE) ■

All Combat Senses are equal; some are just more equal than others. A combat pilot has a wonderful grasp of 3-D maneuvering and tactics; a power-armor pilot has lightning reflexes and the ability to read his suit sensors' data, interpret and integrate it in a combat situation without effort; a tank crewman can maneuver, lay the gun and fire on the move without thinking about it; an astronaut EVAT is more like a pilot than a soldier. Take any grunt and place him in one of these positions—while he might have the training to handle routine operations, he's nowhere near the equal of a specialist. Likewise, take a specialist and slap him into a different specialty, or in a fire-fight, and he lags. After all, how many "Top Guns" are good shots and ground soldiers? This variant on the normal Combat Sense makes the special ability much more deadly than normal, but also puts restrictions on specializations.

Such specialization has the following effects: The player/GM states the specialization, restricted to a category of combat expertise (aircraft, PA suits, land vehicles, but not ground combat!). What this does is make the character's Combat Sense act at full value when in his element, but at half value when out of it (take a jet pilot and put him on foot in a fire-fight. What you have is an effective greenie that probably won't survive the fight). The benefits of specialization are adds to all relevant skills when in the specialized element. Combat Sense 1-3 = No bonus, 4-6 = +1, 7-8 = +2, 9 = +3, 10 = +4. With this specialization, a pilot with Combat Sense (Aircraft) 7, Pilot (Fixed Wing) 5 and Heavy Weapons 3 is the equal of another pilot with Combat Sense 9, Pilot (Fixed Wing) 7 and Heavy Weapons 5. The +2 for specialization adds in to ALL skills used in conjunction with the specialization—for a pilot, that's all piloting skills, heavy weapons (when used for aircraft weapons), awareness/notice, and electronics when used for aircraft electronic warfare.

■ THIS IS THE ARMY, MR. PUNK ■

Joining the U.S. Army requires that the character have minimum stats of INT 3, REF 3, BODY 3, and MA 4. Once accepted into the Army, the character undergoes Basic and Advanced Individual Training (B&AIT). This training uses the standard 40 Career skill points. Basic Training (all soldiers get it) gives all soldiers:

Special Ability* +2
Awareness/Notice +1
Brawling +1
Stealth +1
Endurance +1
First Aid +1
Heavy Weapons +1
Rifle +2

***S**pecial Ability as per the soldier's specialty. Soldiers, pilots, tank drivers, etc., are Solos. The Army also has Techs, Medtechs, Cops (Military Police), Netrunners, and Fixers. (Any supply sergeant. Trust me.)

Army Basic Training uses up 10 of the soldier's Career skill points. 30 are left.

In Advanced Individual Training, the soldier must spend at least 20 of the remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Aero Tech
Handgun
Programming
Athletics
Interrogation
Op. Heavy Machinery
AV Tech
Leadership
System Knowledge
Basic Tech
Martial Arts (choose)
Weaponsmith
Demolitions
Melee
Wilderness Survival
Driving

Motorcycle
Electronics
Pilot (choose)
Expert: Tactics

The character should try to choose skills that make sense, considering branch of the service. For instance, a Techie has very little business acquiring Interrogation skill, while a Cop wouldn't normally find much use for AV Tech.

Medtechs have a special AIT. They are limited to the following skills for AIT: Biology, Botany, Chemistry, Cryotank Operation, Cybertech, Diagnose Illness, Pharmaceuticals.

Final training uses the remaining Career skills (40 - [Basic + AIT skills used]). These skills can be spent on any skills from the Basic and AIT lists.

■ WE'RE LOOKING FOR A FEW GOOD PUNKS ■

Joining the United States Marine Corps is tougher than getting into the Army. The minimum requirements are REF 5, COOL 5, and BODY 5. Once accepted into the Marines, the character undergoes BIT & AIT. This training also uses the standard 40 Career skill points.

Basic Training gives all Marines:

Special Ability* +2
Awareness/Notice +2
Brawling +1
Stealth +1
Endurance +1
Swimming +1
First Aid +1
Wilderness Survival +1
Heavy Weapons +1
Melee +1
Rifle +2

***S**pecial Ability as per the Marine's specialty. Soldiers, pilots, tank drivers, etc. are Solos. The Marines also have Techs, Medtechs, Cops (Military Police), Netrunners, and Fixers.

Marine Basic Training uses up 14 of the soldier's Career skill points. 26 are left.

In Advanced Individual Training, the Marine must spend at least 20 of the

remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Aero Tech
Handgun
Programming
Athletics
Interrogation
System Knowledge
AV Tech
Leadership
Weaponsmith
Basic Tech
Martial Arts (choose)
Demolitions
Water vehicles
Driving
Pilot (choose)
Electronics
Expert: Tactics

Again, the character should try to choose skills that make sense, considering his branch of the service.

Medtechs have a special AIT list: Biology, Botany, Chemistry, Cryotank Operation, Cybertech, Diagnose Illness, Pharmaceuticals. Marine Medtechs can also choose any skill in normal Marine AIT.

Final training uses the remaining Career skills (40 - [Basic + AIT skills used]). These skills can be spent on any skills from the Basic and AIT lists.

■ SEE THE WORLD (WHAT'S LEFT OF IT)! ■

The Navy has the same requirements as the Army: Minimum INT 3, REF 3, and BODY 3. Once accepted into the Navy, the character undergoes BIT & AIT. This training uses the standard 40 Career skill points.

Basic Training gives all sailors:

Special Ability* +2
Awareness/Notice +2
Handgun +1
Brawling +1
First Aid +1

Swimming +1
Basic Tech +1
Water Vehicles +1

***S**pecial Ability as per the sailor's specialty. Normal sailors are Techs. The Navy also has Solos (pilots), Medtechs, Cops (Military Police), Netrunners, and Fixers.

Water Vehicles skill gives the ability to crew and pilot most forms of water vessels up to medium motor craft. To direct large seagoing ships requires *Pilot (ship)*.

Navy Basic Training uses up 10 of the soldier's Career skill points. 30 are left.

In Advanced Individual Training, the sailor must spend at least 20 of the remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Aero Tech
SMG
System Knowledge
Athletics
Interrogation
Weaponsmith
AV Tech
Leadership
Heavy Weapons
Martial Arts (choose)
Demolitions
Pilot (choose)
Driving
Programming
Electronics
Expert: Naval Tactics

The character should try to choose skills that make sense, considering his branch of the service.

Medtechs have the standard special AIT list: Biology, Botany, Chemistry, Cryotank Operation, Cybertech, Diagnose Illness, Pharmaceuticals. Navy Medtechs can also choose any skill in normal Navy AIT.

Final training uses the remaining Career skills (40 - [Basic + AIT skills used]). These skills can be spent on any skills from the Basic and AIT lists.

■ SPACE: THE FINAL FRONTIER ■

Joining the USAF is fairly easy. Minimum stats are INT 5, REF 4. Once accepted into the Aerospace Force, the character undergoes BIT & AIT. This training uses the standard 40 Career skill points. Basic Training gives all soldiers:

Special Ability* +2
Awareness/Notice +2
Handgun +1
Basic Tech +1
Athletics +1
Electronics +1
First Aid +1
Zero-G Maneuver +1

***S**pecial Ability as per the soldier's specialty. Soldiers and pilots are Solos. The USAF also has Techs, Medtechs, Cops (Military Police), Netrunners, and Fixers.

USAF Basic Training uses up 10 of the soldier's Career skill points. 30 are left.

In Advanced Individual Training, the soldier must spend at least 20 of the remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Leadership
Interrogation
Astrogation
Space Survival
Programming
System Knowledge
Basic Tech
AV Tech
Aero Tech
Electronics
Weaponsmith
Handgun
Martial Arts (choose)
Demolitions
Driving
Pilot (choose)
Expert: Zero-G Tactics

The character should try to choose skills that make sense.

SKILLS RECEIVED IN SPECIAL FORCES

Stealth +1
Hide/Evade +1
Handgun +2
Rifle +2
Submachinegun +1
Heavy Weapons +1
Demolitions +1
Driving +1
Operate Heavy Machinery +1
Awareness Notice +1
Melee +1
Endurance +1
First Aid +1
Wilderness Survival +2
Desert Survival +1
Arctic Survival +1
Swimming +2
Resist Torture/Drugs +1
Karate +1
Specified Pilot and related Tech Skill +1
Navigation +1
Military Tactics +1

Specialist Roles

(additional training (+1 to applicable special ability and +2 to specified skill) in area of expertise)

DEMOLITIONS (secondary role must be Tech)(Jury Rig/Demolitions)

COMMUNICATIONS (Secondary role must be Netrunner)
(Interface/Decipher Code)

MEDIC (Secondary role must be Medtech)(Medical Tech/First Aid)

WEAPON SPECIALIST (secondary role can be anything, or can be straight solo)(Combat sense, Melee)

SNIPER (Can be straight Solo, or have any secondary role)(Combat Sense/Rifle)

HEAVY WEAPONS (Can be straight Solo, or have any secondary role)(Combat Sense/Heavy Weapons)

Team Leader (Can be straight Solo, or have any secondary role, Rockerboy a plus)(Charismatic Leadership/Leadership)



(From Hound at Blackhammers Datafort)

These tables were adapted for our character generation system from the original article on spending time in prison and the IPC from Interface 1.1 - the actual final result bears little resemblance to the article in question, but does include a bunch of the possible side-effects of prison as they described it.

Each year in prison a character rolls 1d10 on the following table.

1-3	Nothing Happens This Year
4-7	Luck, Good or Bad
8-0	Make A Friend or Enemy

LUCK

Roll D20 + Luck. If the result is 19+ then you had good luck, otherwise you took a hit.

Good Luck (d8)

- 1 You undergo Braindance Training. Get +2 to an INT or TECH based skill so you have a usefull skill in time for your release.
- 2 Go back to school. Gain +2 to Education / General Knowledge or a Specific Knowledge skill.
- 3 Hard Physical Training. Gain +2 to one of Endurance, Strength Feat, Athletics, Swimming, etc.
- 4 One Year's Hard Labour. You work your ass off for a year breaking rock or working in one of the nasty physical jobs they shaft bad prisoners with. Gain +1 BOD or STR.
- 5 You pick up a new vice. Gain +2 to one of Streetwise, Pharmaceuticals, Pick Locks, Pick Pocket, Gambling, Resist Torture/Drugs or Intimidate.
- 6 Someone owes you a favor. He's on the outside now too.
- 7 You learned of a weapons or equipment cache from someone else on the inside (probably left-overs from a heist). You collected it as soon as you were let out. D10x200eb value.
- 8 Early Release, return to the normal Lifepath Table and roll again for this year.

Bad Luck (d8)

- 1 Horribly Scarred either while being interrogated, punished, or in a fight or brawl inside the prison. -1 ATTR
- 2 BrainBurned. You have been brainburned into not performing whatever it was that sent you to jail. Make a cool roll at -2 whenever you attempt to break this BrainBurn. If you fail you cannot break the conditioning.
- 3 Ingrained Hatred of Authority Figures. (Make a cool roll at -2 to not freak when authority comes down on you or to attempt to deal with any authority figures in day to day activities such as security checks, etc)
- 4 Hospitalized (for an injury or for some mental problems) for 1d10 months.
- 5 Drug Addiction. You got hooked on something they've been smuggling inside and you addiction has followed you to the outside world.
- 6 You were the subject of a tailored disease or chemical experiments without your knowledge or consent. (-1 REF or BOD)
- 7 Serious Injury - you lost a limb. If you can pay for it from your starting funds you can replace it with a cyberlimb, otherwise you had one grafted to replace it - not necessarily of the right skin-tone, etc.
- 8 Collect a Debt. You managed to pick up a sizeable debt this year (getting cigarettes, for bribing guards, maintaining your habbit, etc). You still owe D10x300eb to someone who can collect even on the outside.

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.

<i>Country</i>	<i>Official Languages (Others)</i>
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
Malwai	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 & Barruda	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

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

NEW SKILLS

(I am sure some of these can be found elsewhere, some can probably even be found in supplements, but I am just writing these down off the list my group has come up with over the years.)

SPECIAL ABILITIES

Charismatic Leadership- (This is now an EMP based skill. A little more believable that way.)

BODY

Fitness/Body Building - with this skill a character can increase one aspect of their BOD, REF, TECH, or MA skill by 1 point (max of 10) for every 2 points of this skill earned. (Only one Stat may be raised at a time, if the skill diminishes, the Stat will be reduced to fit, although it will not drop below the original rolled Stat.)

Sports - whereas athletics merely covers general athletic ability, this skill covers a specific sport, or athletic ability such as football, basketball, etc. (choose a sport). This skill is not only a measure of how well the character can play the particular sport, but also of how well he understands the rules involved.

Vertical Climbing/Rappelling - this skill covers the ability to ascend and descend vertical structures, such as mountains and walls. It also covers the use of the necessary equipment needed for the task.

COOL WILL

Haggle - self explanatory.

Meditation - the ability to empty your mind, and mentally isolate yourself from your surroundings. This skill will not replace sleep, but it will allow a character to go longer periods without it.

Skydiving - the skill of remaining calm enough to pull your ripcord, while plummeting towards the earth at maximum velocity.

Sleeping - (ok ok I admit, its a weird one) The ability to will yourself to sleep. Someone with a 10 is able to fall asleep, and get a full nights sleep, while remaining standing.

EMPATHY

Design - the ability to visualize the proper placement of things for maximum aesthetic and function.

Hypnotism/Brainwashing - the ability to put another person into a trance, and cause them to be under your control.

Message - The ability through physical manipulation, to relax another. (While some would place this skill under TECH, I feel that more than anything else it has to do with the level of trust, and comfort between 2 people. Someone who is not comfortable around people, will not be able to perform a very good massage. The art of massage is all about radiating trust and comfort, and therefore is an EMP based skill in my eyes.)

Parenting - the ability to successfully raise and nurture.

Storytelling - the skill of telling a compelling story.

Voodoo - the ability to make another person feel as though you have direct control of their life through mystical unseen forces.

INTELLIGENCE

Appraisal - the skill of determining the worth of an item.

Archeology - study of ancient civilizations.

Astronomy - Study of the stars and other celestial bodies.

Culture - knowledge of the correct customs and beliefs of a group of people. (with a three you can manage not to offend to many people, with a 10 you will have become so in tune with the people that you are viewed as a native.)

Forensic science - the ability of forensic scientists to determine cause, time and other details of death in a body.

Gardening/Farming - the ability to successfully grow plants and crops.

Holistic Medicine - The knowledge of natural pharmaceuticals and medical techniques. Homeopathic physicians fall under this category, as do most shamans, witch doctors, and medicine men.

Hunting - the ability to find, and track an animal.

Navigation - the ability to determine your location, and course of travel.

Production - the skill involved in the backstage/off camera production of a play, movie, television show, or concert.

Psychology - the study of the mind and its health.

Religion - the skill of interpreting, and understanding theological beliefs.

S.C.U.B.A. - the skill of using and maintaining SCUBA gear. (It is not necessary to have swimming to use this skill, but it is highly recommended.)

Sign Language 1 - the ability to understand sign language. (This is a tricky skill as it involves both manipulation of the fingers, and visual recognition, therefore I have broken it up in two sections.)

Urban Survival - the ability to survive on the streets, knowing where to find food and shelter, and the areas to avoid.

Veterinary Medicine - the medical knowledge of animals health, medicine, and anatomy. (In a pinch, a veterinarian can treat humans, at half their skill.)

REFLEXES

Acrobatics - this skill is a bit more specialized than athletics, and provides knowledge of how to best use your own bodies momentum and power to perform visually impressive feats, as well as how to fall gracefully and with the minimum amount of damage.

Animal riding - the ability to control and ride animals.

Blind Fighting - the ability to defend and attack without the use of your eyes.

Hang gliding - the ability to pilot a hang glider.

Juggle - the ability to toss multiple objects into the air and prevent them from hitting the ground by catching and re-tossing them in succession.

Quick draw (+3 IP MOD) - ok, this is a skill that's going to cause a lot of complaints, but listen up. Quick draw artists practice day and night to be able to clear their weapon of its holster, and hit the target in as fast a time as possible. This skill will increase your Initiative roll by one point for every two levels of skill.

TECHNICAL ABILITY

Carpentry - self explanatory.

Cooking - self explanatory.

Escape Artist - the ability to free yourself from captivity.

Fishing - the skill of catching and preparing fish.

Glass blowing - the ability to sculpt with glass as your medium.

Jeweler - the ability to create jewelry from precious metals and stones.

Makeup/Special effects - the art of creating a desired effect through the use of make-up, people with this skill can add it to their disguise.

Origami - the art of folding paper.

Rope use - the ability to use a rope effectively as a lasso, to tie knots, etc.....

Sign language 2 - the ability to converse without speaking by using your hands to form words and sentences. (This is a tricky skill as it involves both manipulation of the fingers, and visual recognition, therefore I have broken it up in two sections.)

Sewing - self explanatory

Stage magic/Sleight of hand - the art of misdirection.

Traps and snares - the ability to create a hidden trap using what is available to you.

TV/Video - the skill of using video and audio equipment professionally.

Typing - self explanatory

Master Skill List

SPECIAL ABILITIES

Administrator Resources WGF pg.44
Aircraft Sense (3) (Aerjock) 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
Fitness/Body Building
Sports
Strength Feat CP pg.37
Swimming CP pg.37
Vertical Climbing/Rappelling

COOL

Cadre Tactics I1.2 pg.23
Haggle
Interrogation CP pg.37
Intimidate CP pg.37
Meditation NE pg.56
Oratory CP pg.37
Resist Torture/Drugs CP pg.37
Rhetoric PAC pg.153
Skydiving
Sleeping
Streetwise CP pg.38

EMP

Animal Handling NE pg.56
Design
Human Perception CP pg.38

Hypnotism/Brainwashing
Interview CP pg.38
Leadership CP pg.38
Massage
Palmistry GCT pg.20
Parenting
Perform CP pg.38
Persuasion & Fast Talk CP pg.38
Seduction CP pg.38
Simper WGF pg.48, LD pg.53
Social CP pg.38
Storytelling
Trance (3) PAC pg.155
Voodoo

INT

Accounting CP pg.38
Anthropology CP pg.38
Appraise I2.2 pg.2
Archeology
Area knowledge: (Area) WGF pg.48
Astral Navigation P3 pg.43
Astrogation (2) DS pg.76
Astrology GCT pg.20
Astronomy
Awareness/Notice CP pg.38
Body Language NE pg.56
Biogenetics (2) SF pg.26
Biology CP pg.38
Botany CP pg.38
Braintance Use DS pg.74
Bureaucracy WGF pg.48
Business Sense SOF pg.31, LD pg.53
Chemistry CP pg.38
Composition CP pg.38
Corporate Policy SOF pg.31, LD pg.53
Culture WS pg.86, LD pg.53
Diagnose Illness CP pg.39
ECM I1.2 pg.23
Education & General Knowledge CP pg.39
Eidetic Memory NE pg.56
Expert: (Subject) CP pg.39
Expert: Braintance/VR WS pg.21
Expert: High Tech WS pg.21
Expert: Law P&S pg.70
Expert: Navigation (2) SW pg.28
Expert: PA Design MM pg.52
Expert: Small Arms WS pg.21
Expert: Software WS pg.21
Expert: Torture WS pg.21
Expert: Wetware WS pg.21
Forensic science
Gamble CP pg.39
Gardening/Farming
Geology CP pg.39
Graphology GCT pg.20
Herbalism GCT pg.20
Hide/Evade CP pg.39
History CP pg.39
Holistic Medicine
Hunting
Language: (Choose one) CP pg.39
Language: CitySpeak I1.1 pg.20
Language: Hand Jive WS pg.84
Language: PC-Speak WS pg.86
Language: Streetslang CP pg.39, WS pg.84
Library Search CP pg.39
Magic (Stage Magic) GCT pg.20
Mathematics CP pg.39
Navigation
Nuscuba SF pg.23
Physics CP pg.39
Pilot: Ship (2) HoB pg.75
Production
Programming CP pg.39
Psychology WS pg.21, GCT pg.20
Religion
Rune Lore GCT pg.20
Sailpower HW pg.21
Seamanship HW pg.21
S.C.U.B.A.

Shadow/Track CP pg.40
Sign Language 1
Space Survival DS pg.76
Stock Market CP pg.40
Street Survival PAC pg.153
Survival: (Environment) HW pg.21
System Knowledge CP pg.40
Tactics WGF pg.48, LD pg.53
Teaching CP pg.40
Theology GCT pg.20
Underwater Survival SF pg.23
Urban Survival WGF pg.48
Vampire Lore NE pg.16
Veterinary Medicine
Water Vehicles (INT or REF) ES pg.50
Wilderness Survival CP pg.40
Zoology CP pg.40

REF

Acrobatics
Action Game PAC pg.153
Animal riding
Archery CP pg.40
Athletics CP pg.40
Blind Fighting
Brawling CP pg.40
Combat Soccer P1 pg.41
Dance CP pg.40
Dodge & Escape CP pg.40
Driving CP pg.40
EVA DS pg.76
Fencing CP pg.40
Handgun CP pg.40
Heavy Weapons CP pg.41
Juggle
Martial Arts: (Style) CP pg.41
Melee CP pg.41
Motorcycle CP pg.41
Operate Heavy Machinery CP pg.41
Quick draw (+3 IP MOD)
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: Hang Glider
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 I1.2 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
Underwater Combat (2) SF pg.24
Underwater Heavy Weapons SF pg.25
Underwater Weapons SF pg.23
Water Vehicles (INT or REF) ES pg.50

TECH

Aero Tech (2) CP pg.42
AV Tech (3) CP pg.42
Basic Tech (2) CP pg.42
BioTech (+15) ES pg.43
Braintance Editing WS pg.21
Calligraphy (European/Chinese) PAC pg.153
Carpentry
Cooking
Cryotank Operation CP pg.42
Cyberdeck Design (2) CP pg.42
CyberTech (2) CP pg.42
Demolitions (2) CP pg.42
Disguise CP pg.42
Electronics CP pg.43

Electronic Security (2) CP pg.43
 Escape Artist
 Expert: Electronic Warfare SF pg.96
 First Aid CP pg.43
 Fishing
 Forgery CP pg.43
 Glass blowing
 Gyro Tech (3) CP pg.43
 Jeweler
 Makeup/Special effects
 Marine Tech/Underwater Equip SA pg.83 / I1.1
 pg.40

Municipal Communication I2.1 pg.9
 Origami PAC pg.153
 Paint or Draw CP pg.43
 PA Tech (3) MM pg.52, SW pg.29
 Pharmaceuticals (2) CP pg.43
 Photography & Film CP pg.43
 Pick Lock CP pg.43
 Pick Pocket CP pg.43
 Play Instrument CP pg.43
 Pressure Suit Tech SF pg.24
 Rope Use
 Sewing

Sign Language 2
 Sonar Tech SF pg.25
 Spacecraft Tech (4) I1.4 pg.44
 Stage magic/Sleight of hand
 Sub Tech (Large/Small) SF pg.25
 Tattooing (Electric/Hand-picked) PAC pg.153
 Traps and snares
 Typing
 Video Manipulation DM pg.23
 Weaponsmith (2) CP pg.43
 Wetware

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: Braindance/VR WS pg.21
 Expert: Communications I1.3 pg.47
 Expert: Computer Design SF pg.115
 Expert: Construction SF pg.15
 Expert: (Corporation) Operations SF pg.53
 Expert: Corp. Procedures I1.3 pg.45
 Expert: Economics SW pg.20
 Expert: Electronic Warfare (TECH) SF pg.96
 Expert: Executive SW pg.21
 Expert: Exotic Weapons I1.3 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 I1.3 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

(Compiled By Deric Bernier, Authors include Deric Bernier, Jason Parent (Hound of Blackhammers Datafort <http://www.dreadgazebo.com>), Andrew James, Mike Van Atta, and the writers of R. Talsorian Games. Art By Deric Bernier, Squidhead, and R.Talsorian Games.

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To e-mail the author:

droc@mc2k.com

