



DYSTOPIA: HOSTILE TAKEOVER

A PREQUEL TO R TALSORIAN'S CYBERPUNK 2020 RPG



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Introduction

Dystopia: Hostile Takeover a Cyberpunk Prequel



Overview

D:HT is very much a Cyberpunk prequel. These house rules describe a world very different from the grim and gritty technocratic future-shock of Cyberpunk 2012 or 2020, which owe their environments to Neuromancer, Hardwired, Schizmatrix and Bladerunner. The D:HT environment looks and feels much more like contemporary urban culture, if every modern conspiracy were true. In this game, the corporations have won, and the global national structure is on the verge of breaking down. The themes of corruption, power, and status of Cyberpunk 2020 are still present in D:HT, but unlike Cyberpunk, the counterculture underground has not yet developed. The rebellion has not yet begun. Order in the streets is maintained by law, corporate influence, and a good degree of anxious civic denial: you really are being watched.

The D:HT campaign is different from the normal Cyberpunk rules in several areas, described below. It is a prequel to the full Cyberpunk environment both in terms of the level of technology and the degree of anarchy in the streets. As a result, the game has been considerably powered-down. While Cyberpunk is all about being seen, looking good, acting rebellious, and sticking it to the powers that be and getting away with it, D:HT is the opposite: a world where corporations exist outside the law, corruption is rampant but well-hidden, and order is maintained at all costs.

D:HT doesn't follow the timeline established by Cyberpunk 2020. In some ways, it's been stretched out considerably, and in other, compressed. Part of this is just a function of logic, but also, laziness on my part. I wanted to run a near-future realistic game environment, but at the same time, I had a lot of trouble rationalizing some of the Cyberpunk elements I wanted to retain. These campaign guidelines are not always particularly consistent or logical: there's some dabbling with the growing orbital menace that belies the fact such a civilization in orbit would be infeasible to develop or maintain in such a contemporary timeline, and there's plenty of fantasy tech, without a realistic reason for its development or use. D:HT owes far more to the techno-spy thriller than reality. But the ultimate goal is telling a good story and getting a kick out of the process.



Guidelines

1. Nation-states are dying, but not yet dead: In D:HT, corporations certainly are top dog, and governments have outlived their usefulness. However, it hasn't yet devolved into anarchy in the streets and private corporate compounds. The status quo remains recognizable. People live in the country, the suburbs, or the city, working career jobs and trying to do right for their families and enjoy a measure of security and culture. The difference lies mainly in the reality that law enforcement, local and national government, the very fabric of law and order in the world is deeply undermined by the closed-door political power the corporations wield. Everyone is paid off, everyone looks the other way, while the corporations grow stronger and become autonomous. Sprawling acres of land are restricted from access, and unquestioned by local authorities, a corporate logo emblazoned across the trespassing signs. Urban centers have grown denser and taller, with high culture equated with corporate affluence, in turn equated with altitude and isolation. Corporations rule downtown, and the average joe knows very little about what goes on in the towers, but assumes it's enviable, satisfied to speculate and keep his distance, lest he attract the attention of plain-clothed corporate security agents. Corporate security vehicles can be seen maneuvering through traffic much like police, barrier-free and seemingly a part of the law enforcement community. In fact, in most senses, advances in corporate law and governmental concessions have legitimized the notion of corporate culture being above the law. Now, governments are funded by corporations, executives attending closed-door sessions with lawmakers and members of government, and corporate analysts acting as military advisors for what remains of national intelligence agencies.

2. Corruption is rampant: the authorities still exist, and the streets are clean and orderly. However, civic authority is far less than the organization of law enforcement agencies of today. Authority rests, in one form or another, in the hands of government spooks, organized crime, corporate security, even legitimate law enforcement. But government agencies are less powerful, less informed, and far less funded than corporate intelligence, and as a result, are rivals of each other and private corporations. Government agencies are beginning to prey on each other, refusing to share information and greedily absorbing surveillance infrastructure for themselves, while keeping a suspicious eye on the corporate towers where even they cannot freely interact. Law enforcement at street level maintains the peace, but taking corporate personnel into custody is becoming a form of career suicide, and cases against corporate muscle are either settled quietly or frequently thrown out on technicalities. More often than not, law enforcement officers offer wary but subservient assistance to corporate investigations. Jurisdiction is a gray area. So, justice is rarely done if you are on the wrong side of the desk. In addition, organized crime has a stranglehold on the streets, not as ignorant muscle extorting protection money from local businesses, but as an elaborate, multinational business: commodities, import/export luxury goods, entertainment, politics, all handled with savvy and organization. Linked, though not exclusively, to organized crime are the labor unions, which are compulsory, well-funded, and powerful. The docks, warehouses, and construction industry, all organized under labor leadership. If a conspiracy theory is floated about corruption among labor officials, mob bosses, and corporate executives working to undermine corrupt lawmakers, it's probably true, and only the tip of the iceberg.

3. Corporate culture is culture: In a world where corporations enjoy the rights of individuals, corporate security is above the law, and access to corporate urban centers is frequently restricted, corporate culture has become the new elite status group. Everyone is scared of them, yet most people would jump at the chance of being one of them, and enjoying the perks and security of the overclass. Corporate fashion is mimicked on the runway and on the streets: close-cropped hair, dark suits, and shades for the corporate thugs and company men, expensive suits, exotic fabrics, pompadours and jewelry for the executives. Once the gradual migration of earth corporations to orbit began, pale skin was in, and tanning, rough skin, signs of environmental exposure was very much out. In other words, the farther from the dirt, the better. Restaurants, clubs, resorts, entire business districts, all have become segregated at the pleasure of corporate spenders.

4. Separation of infrastructure: Corporations not only hold massive amounts of real estate, but together with other corporations, maintain and operate infrastructure nodes like power facilities, airports, shipyards, and blocks of downtown business district buildings. More often than not, a corporate executive could easily spend weeks or months at home, work, and travel, all without having to interact with regular citizens. This brought about the beginning of the privatization of the space industry as well.

5. Biotech is king: Biotech is a multi-billion dollar industry. The future is bio-engineered. What D:HT lacks in cyber-technology, it more than makes for in biotech. The corporate-funded biotechnology research and development industry has led to remarkable advances in nanotechnology. Very little of this technology has trickled down to the popular consciousness. High-tech, medical, and agricultural applications of biotech and nanotech discoveries have fueled untold revenues for earthside corporations, and largely funded the orbital space program. In fact, this technology has occasionally influenced espionage and military technology as well, rumors of which are the only application of this science that has become part of the public perception of corporate sophistication. Some believe that corporate biotech firms are developing weapons, but very few truly understand the ramifications of this technology. [Most cyberware has been eliminated from use in the game. Some traditionally cybernetic technology has been redesigned as biotech or nanotech applications, and what was formerly cyberware has been replaced as physiological implants and modifications. This plays into the idea that internal, or disguised, adaptations are in favor over overt physiological changes, avoiding attention or discovery]

6. Space Race: This is probably the biggest gap in logic in the D:HT timeline. The orbital civilization exists to some degree in D:HT, though the extent of which is not generally known to the earthside public. It is common knowledge, that global conflict gave way to a space race, which in turn bankrupted many governments, which were forced to turn to private corporations for funding and assistance, which in turn was the catalyst in giving those corporations access to the stations that earth governments had been building. Now a growing divide is appearing in the corporate intelligence community, between earthside and orbital corporations. This is a feud that most people are not aware of, let alone aware that the space experiment has led to permanent colonies in space, mining and power generation, and the creation of a spacer culture. Once the corporations took control of the spaceports, a steady stream of propaganda and misinformation has been leaked into the public consciousness, that the frequent launches are scientific in nature, and that the space program is of little more than experimental nature. Conspiracy theories of alien colonization, battle satellites, global conquest, cloning, robotics, artificial intelligence, all have been encouraged by corporate misinformation agencies in order to discredit legitimate queries into what's really going on in corporate space culture. Now, it's kind of silly that a orbital population could in any way exist without people knowing about it, and at this point in time and technological (and financial) ability. But frankly, it plays into the idea that people are living head-down in a sea of denial about the unpleasant possibilities of corporate world their paranoia, and common sense, teach them to avoid. Most of the material on the Orbital system does not yet appear on this site, as players in my current game are exploring this environment for the first time, and are untrustworthy, cheating, cheeky bastards.

7. Keep yours hidden: In the interest of public security, weapons laws have taken on a double standard: more personal weapons permits are green-lighted, as the influence of corporate security and organized crime on public legislators has made it easier to carry concealed weapons, yet no easier to carry public weapons, and infractions are dealt with even more severely than today (unless you carry corporate ID, in which case you'll likely get a slap on the wrist). The same goes with personal armor and non-ballistic weaponry. Keep to yourself, don't make it obvious you are carrying, and you may avoid the attention of the police; draw attention to yourself, and expect an aggressive and immediate response. Again, the enforcement of firearm laws falls apart around corporate interests, as it has become a more common, and nerve-wracking sight, to see people calmly dining while a lone patron is dragged out of a restaurant by goons in dark suits, no one lifting a finger or questioning them.

8. Career choices: As a measure the lower-tech, less flamboyant, more subtle D:HT environment, career skill packages are different than Cyberpunk 2020. Nomads are more about being intimidating loners than they are packs of roaming families in the badlands. The Rockerboy class is gone; in it's place, Celeb, which includes many types of cultural idols. The Netrunner has been hamstrung; in it's place, the Hacker, which includes most computer crime, ciphering, codebreaking, and so on, but without the elaborate role-playing mechanism of virtual environment experiences in Cyberspace. In D:HT, hacking is just a skill role. Many more career packages have been added, weighted towards the Solo, Corporate, Criminal, and Authority careers.

9. No witnesses: Combat is very much a part of the D:HT campaign. However, it is less about high-caliber firefights in the streets, and more about tinted-window sedans, tense armed confrontations in the backs of nightclubs, covert operations, and industrial terrorism. Modifications have been made to the Friday-Night-Firefight combat system to provide a more dramatic, cinematic mentality. Players actively participate in both attacking and defending actions, and more than a little leeway is given for cinematic slow-mo athleticism. However, despite the exaggerated combat mechanics, the world of D:HT is just as deadly as straight Cyberpunk. Bullets still make people dead, fast. Just not as many flying around, and not as much protection. More effort is put into the discreet action: coercion, ambush, kidnapping, poison, 'accident engineering', black ops in the dead of night, these are the name of the game. No one wants to be a witness, and no one wants to know what's going on in the alley down the street.

10. Streamlined game mechanics: The D:HT house rules and character sheet emphasize fast gameplay. The use of pre-calculated PRIME (attack) and CUF (defense) rolls allows for speedy play as a minimum of calculation is required at the table. Additionally, the de-emphasis of full-scale armed warfare is paramount. The emphasis is instead on preparation, contingency planning, and ambushes. Focusing on small-arms and melee combat has another advantage: when something heavy does make an appearance, it's more impressive. This isn't Red Faction, so count your bullets.



References

The cultural references for Cyberpunk are pretty well known: *Bladerunner* and the Phillip K. Dick source material, Gibson's *Cyberspace* trilogy, Sterling's early work, Stephenson's *Snow Crash*, *Mad Max*, and so on. *D:HT*, as a prequel, references other material. Here is a partial list of some of the imagery referenced in our *D:HT* campaigns:

a. **Neal Stephenson's *Cryptonomicon*:** for the codebreaking, misinformation, data havens, and the effects of technology and conflict on real people.

b. **Bruce Sterling's various works:** planting the seed, figuratively, about mold engineering.

c. **Joe Clifford Faust's *Company Man*:** so influential, it inspired the corporate muscle career package used more frequently than any other in *D:HT*.

d. **Laura Mixon's *Glass Houses*:** provides an interesting and somewhat realistic take on Powered Armor, and ambiguous Solo career packages.

e. **Alfred Bester's *Demolished Man*:** Beyond the ESPer Police concepts elaborated on in *Minority Report*, Bester's work captures the anxiety of living in a totalitarian police state which is designed to be beneficial to the public, sometimes at the expense of the public.

f. **CJ Cherryh's complete sci-fi bibliography:** specifically, *Cyteen* for introducing a believable cloning industry, *Downbelow Station* for images of Station politics and vulnerabilities, and several other books that describe in vivid detail the complex gray areas of power plays and politics.

g. **Effinger's *When Gravity Fails*:** Nice introduction to the effectiveness of flachette weapons.

h. **Walter John William's *Days of Atonement*:** the bible for anti-sci-fi; great primer for both the uneasy interaction between local law enforcement and corporate security, and the introduction of futuristic technology into a contemporary setting. Plus, brown Broncos with Uzis bolted into the cab consoles...

i. **William Gibson's later work:** *Idoru* for more plausible virtual reality technology, *Virtual Light* for street-level exposure to high-tech cyberware, and a look at couriers and private security. Also, his early work's use of Jamaican and African spacers.

j. **Masamune Shirow's *Appleseed* and *Ghost in the Shell*:** *Appleseed* helped define the plausible near-future organized society in the manga, and Powered Armor (*Landmate*) use in both military and domestic civilian applications, and *Ghost in the Shell* for influential imagery of weapons, technology, hacking, and elite police operations. Plus, the *D:HTn* automated version of the *Fuchikoma* is one of the scariest things around.

k. ***Matrix*:** the virtual world interaction between Agent Smith and his goons and the architecture-decimating crew they hunt are visual candy.

l. ***Spy Game* and *Bourne Identity*:** each film offered a modern twist on the Covert Operative career package. *Spygame* hammers home the importance of those Empathy and Cool skills, and *Bourne Identity* put Krav Maga on the map.

m. ***Enemy of the State*:** good conspiracy-theory imagery. Fun with satellites.

n. **Alias:** despite the somewhat simplistic and contrived missions, a nice primer for the intelligence agency operative's theater of operations variety and the various personal and physical skills to be used. Plus, scissor kicks. Lots of those. In tunnels and corridors.

o. **X-Files:** take the shadow government stuff and lose the nutty aliens and bugaboos.

p. **Michael Mann's HEAT and Robbery Homicide:** Mann's vision for organized professional crews and the law enforcement specialists who hunt them down have been a benchmark for D:HT. A recent D:HT campaign was based on a crew taking scores. Until they were taken out. Mann wrote the book on mapping music to scenes for thematic effect.

q. **Mission Impossible II:** on the list for two reasons- why the black dress is an effective undercover tool, and motorcycle jousting.

r. **Wild Palms:** despite Jim Belushi's perplexing involvement, Wild Palms, both as a comic and the mini-series, had a lock on the

civilized society in denial: drinking tea while corporate thugs drag someone out of their car, while everyone looks the other way. Also, techie flea markets, VR goggles, the GO chip, and one of the best uses, outside of Michael Mann's stuff, for soundtrack: Robert Loggia and his bodyguards jogging in front of armored sedans while people are being assassinated in split screen, all with the Stones' Gimme Shelter instrumental intro playing in the background.

s. **24:** CTU (Counter-Terrorist Unit) politics are the cornerstone of every D:HTn adventure: your people are always working for you and against you simultaneously. Trust no one. Carry extra cell-phone batteries.

t. **To Live and Die in LA and Ronin:** helped define the Driver career package (though BMW online movies add a nice touch of cool to the Wheelman class. The movie Transporter, however, which we coincidentally have previously made a Driver career package of the same name, was disappointingly underwhelming. How Jason Statham in a BMW with a body in the trunk could be underwhelming is the mystery.



Free Exchange: Origins and Use of D:HT Source Material

Feel free to explore the site and download anything you want to use for your own campaigns. The D:HT house rules themselves incorporate a considerable amount of previously-published material, woven together with original rules and designs. I have culled from many other gamers' sites over the years, incorporating bits and pieces of their house rules into D:HT, while weeding out the more future-shock Cyberpunk elements that do not yet exist in the D:HT timeline. These house rules owe much of their material to a couple of reference projects in particular, Blackhammer's Cyberpunk 2020 Project and Dana Jorgensen's Alternate Character Generation System, the former having compiled material from many published sources, and the latter for compiling a system of advantages and disadvantages that was far more interesting than my own. New material will be added periodically as the D:HT campaign continues.

The D:HT site is broken up into two areas: Reference Material and Campaigns. The Reference Material is actually several sub-sections which include the D:HT house rules, blank character sheets, and GM resources like weapons, bioware, equipment, vehicles, etc. The Campaigns section is a chron log for the two most recent D:HT campaigns, the former leading into the latter as the original group met a messy end. The Campaigns section also includes character images from the campaigns, which are links to their downloadable character sheets, again in PDF format. Maps and other game materials are included periodically.

The online Cyberpunk community has flourished thanks to a free exchange of original and compiled reference material, gathered and distributed from all over the world. In the interest of continuing this exchange, you are free to use any material on this site for your own non-commercial needs. My only requests are that you, like I have attempted to do, credit the source of that which you adopt as your own, and that if you choose to download any artwork or text material developed by Third Rail Design Lab, you credit the source and provide a link to thirdraildesignlab.com. To do so, use the Comments button on the Gateway page, and request a TRDL banner for your site. Please review the References section below. TRDL has attempted to locate as many sources of CP 2020 web resources as possible, culled over several years. In many cases, original concepts have been reproduced, modified, and duplicated on multiple sites, and original author information has been lost. Where no known weblink is known for material referenced in the creation of D:HT, TRDL requests any contact information be sent via the Comments button on the Gateway page, so that these authors may be properly credited.

Character Generation

CLICK [HERE](#) FOR A COPY OF THE D:HT CHARACTER SHEET [Note: this link will allow you to download a PDF version of the document, to be filled out by hand. For a field-editable InDesign version, make a request using the Comments button on the Gateway page]

Roll for Attributes points: 9d10; Assign between 1-10 points to each Attribute:

Intelligence

Reflex

Cool

Technical Ability

Luck

Attractiveness

Movement Allowance

Empathy

Body Type [Save, Body Type Modifier, Physical Damage Modifier]

Choose or roll:

Gender: 1d10: even- male, odd- female [or gender non-specific if you choose]

Ethnic origin: 1d10 [1d12 for Spacers]

Hair color: 1d10

Hairstyle: 1d10 [facial hair for men 1d10]

Wardrobe: 1d10 [this may change as a career is fleshed out...]

Affectations: 1d10

Personality Descriptors: 1d8, 1d6

Select one or more Advantages, Disadvantages, or Phobias:

Advantages: these attributes or affectations may benefit your character in the game or help flesh out their personality. You pay for the advantage in skill or attribute points, as noted.

Disadvantages: these attributes or affectations may hamper your character in the game, but will certainly help flesh out their personality. Disadvantages earn skill or attribute points (though no attribute may naturally exceed 10)

Select one or more Phobias if desired:

Phobias earn the character additional skill points to be used on career package and pick-up skills as desired; skills with Improvement Point (IP) values greater than 1 cost that value in Phobia points (ie. 2 phobias are required to gain 1 additional Aikido skill point)



When faced with a phobic trigger, the character must save vs. rout or become overwhelmed with anxiety for 1d6 turns before saving vs. rout again, for as long as the trigger is present

Choose Country or Corporate State of origin [needs not be related to ethnic origin]

Select or roll Family Background: [given your ethnic or regional origin]

Roll for age and incidents in Lifepath Events:

Choose or roll for Age: 2d6 for the number of years beyond ‘coming of age’; some characters may have developed at an extremely young age, and others may have found their calling late in life

For each year, roll 1d10.

Choose Primary Career Path:

Solo [or Military]
Corporate
Authority
Driver
Fixer
Techie
Spacer [if appropriate]
Criminal
Miscellaneous

Select Career Skill Package: distribute 40 points to these skills as desired

Select Pick-Up Skills: Add Reflex + Intelligence: this total you may use to purchase any number of additional skills. Each skill must be between 1-10 in value, and higher IP values cost that value in points per point of that skill. You may add points to any Career Skill Package or Lifepath-derived skills.

Get equipped: verify with the GM the appropriate equipment and weaponry selections, driven by the theme of the game. In general, less is more.

Appearance and Affectations

Affectation Tables [White indicates Spacer]

Ethnic Origin [1d10,]:

(Core ethnic stock, though 80% likely mulatto)

1. Anglo-American
2. African or African Islander
3. Japanese or Korean
4. Chinese or Southeast Asian
5. Central European or Soviet
6. Pacific Islander
7. Black American
8. European
9. Central or South American
10. Native American

Hair Color [1d10]:

1. Black
2. Black
3. Black
4. Brown
5. Sandy Blonde
6. Platinum Blonde
7. White or Gray
8. Red
9. Dyed
10. Hairless

Hairstyle [1d10]:

1. Short, neat
2. Short, curly
3. Short, military
4. Fashion
5. Long, straight
6. Long, curly
7. Long, Wild and all over
8. Dreadlocks or Cornrows
9. Shaved
10. Tribal, shaved

Facial Hair [1d10]:

1. Clean Shaven
2. Clean Shaven
3. Clean Shaven
4. Clean Shaven
5. Stubble
6. Goatee or chinbeard
7. Sideburns
8. Mustache or Full beard
9. Line beard
10. Mean braided beard

Wardrobe [1d10]:

1. Career-specific Attire or Uniform
2. Career-specific Attire or Uniform
3. Career-specific Attire or Uniform
4. Corp Suit
5. Jumpsuit
6. High Fashion
7. Leathers
8. Bodysuit
9. Costume or uniform
10. Tribal

Affectations [1d10]:

1. Shades or mirrorshades
2. Tattoos
3. Ritual scars
4. Piercings
5. Weird contacts
6. Deep tan
7. Phosphors
8. Gothic
9. Ethnic Trend
10. Makeup or Tribal markings



Optional Personality Descriptors

[1d8 then 1d6]

1. Group 1

1.1. Racist / Xenophobic
1.2. Greedy / Covetous
1.3. Haunted / Cursed
1.4. Arcane Background
1.5. Absent Minded / ADD
1.6. Delusional / Mentally Ill

2. Group 2

2.1. Eccentric
2.2. Depressed / Melancholy /
2.3. Pessimistic / Insomniac / Ragged
2.4. Nihilistic
2.5. Narcissistic
2.6. Mumbler / Stutterer / Long Pauser

3. Group 3

3.1. Cursed / Unlucky / Clumsy
3.2. Curious / Inquisitive
3.3. Speculative / Paranoid
3.4. Addictive Personality
3.5. Magnificent Seven
3.6. Loyal / Altruistic / Dedicated

4. Group 4

4.1. Cold / Indifferent / Cynical
4.2. Superstitious / Phobic
4.3. Lucky Bastard / Blessed
4.4. Fundamentalist / Extremist
4.5. Tinkerer / Inventor / Creator
4.6. Excessively Accented

5. Group 5

5.1. Amused
5.2. Aggressive
5.3. Obsessive / Compulsive
5.4. Player / Cassanova
5.5. Chaste / Virginal
5.6. Composed / Strategic

6. Group 6

6.1. Observer
6.2. Flamboyant
6.3. Flippant / Sarcastic / Mischievous
6.4. Lazy / Unmotivated
6.5. Opportunist
6.6. Short Tempered / Offended / Prickly

7. Group 7

7.1. Fidgety / Wanderlust / Nervous habit
7.2. Cunning / Wily
7.3. Animal Lover
7.4. Fetishist / Fetish item
7.5. Facial tic
7.6. Predatorial

8. Group 8

8.1. Secretive / Mysterious
8.2. Rebellious / Antisocial
8.3. Arrogant / Aloof
8.4. Rash / Headstrong
8.5. Deceptive / Machiavellian
8.6. Perpetually Aroused



Advantages / Disadvantages / Phobias

Advantages:

Acute Vision (-1, -2, or -4): For each level of this advantage, the character gets an added +1 bonus to Awareness rolls that involve visual stimulus.

Adrenaline Surge (-2): You can rely on a surge of pure adrenaline to increase your reaction times in combat. Whenever you trigger this benefit in combat, you must use it for the entire combat. While the adrenaline surge is in effect you get to roll your initiative twice and keep the best result, then add 2 to it. On the downside, this adrenaline overload affects your aim and clouds your thinking. You make all rolls in combat at -2, and if a friendly target gets in your way you must make a dif 12 Cool roll to not attack it. Also, if the combat drags on too long, your companions may have to drag you off the field after you collapse from exhaustion.

Animal Magnetism (-1): You have a certain "animal magnetism" that makes you ruggedly attractive to those of the opposite sex, but which immediately prompts a competitive reaction from persons of the same sex. You get -4 difficulty on seduction attempts, but +2 difficulty on all interpersonal rolls against people of the same sex (yes, this equals a -2 difficulty on rolls to seduce persons of the same sex).

Balance (-4): The character will not suffer from dizziness due to changes in orientation. +2 on space sickness rolls. Automatic +1 skill in 0-Gee Maneuver. Also, +1 to any athletic skill involving extended balance.

Beneficial Enemy (Varies): This is the Enemy Advantage. Somebody is out to get you, but they are predestined to fail. Whenever they try, it's an opportunity for you to look good for the camera. What a way to boost your reputation. This works exactly like the Enemy disadvantage, except you always win without exception. Beneficial Enemies use any villainous tactics appropriate to the genre (kidnapping dependents, holding cities hostage, and so on). They aren't humorous unless the genre is; they're dead serious, and have no idea the deck has stacked against them by Fate itself. They will typically show up at opportune moments to make you look good in front of potential employers, friends, or romantic interests. The Referee gets to create the villain, the villain starting out with 10 points for every point you put into this advantageous disadvantage. A 50 point Beneficial Enemy would cost the character -5 points, for example. The villain is treated as a normal enemy. The Referee checks for an appearance each session, and if indicated, the villain will attack at the time most appropriate in the adventure for making the character look good. Another bright idea would be for an employer to force the character and beneficial enemy to work together. Just because the beneficial enemy will never succeed in destroying the character, there isn't a damned thing to keep the enemy from getting in the way.

Bilingual Background (-4): The character grew up speaking two languages. This grants him an additional language at +10.

Biosculpt Job (-1): You have recently had major Biosculpting. You may not even resemble your original ethnicity or gender now. Unless you are SINless or have a second SIN, your records have all been updated to your new look / gender. You have had simple facial alterations and you may select new hair and/or eye colour. It would require a Dif 12 INT check to recognize you now.

Biosculpt Job (-2): You have recently had major Biosculpting. You may not even resemble your original ethnicity or gender now. Unless you are SINless or have a second SIN, your records have all been updated to your new look / gender. You have had a full body job, from head to toe. Skin tone might have changed, in addition to cheekbones, ears, eyes and hair. It would require a Dif 16 INT check to recognize you now.

Biosculpt Job (-4): You have recently had major Biosculpting. You may not even resemble your original ethnicity or gender now. Unless you are SINless or have a second SIN, your records have all been updated to your new look / gender. You could have changed your ethnicity (including ethnic-based characteristics like facial features), your sex (including all obvious sexual organs), your height, weight, etc. It would require a Dif 20 INT check to recognize you now - even for your closest friends.

Bolt Hole (-8): The character has a safe place set aside to hide out inside the city and only the character knows about it. The place is secured under an alias, the character very rarely visits and then only in disguise or by proxy, it is paid up in full for the next year, the bills do a direct debit on an account set up just for the purpose, a clean cellular phone is ready and waiting, there are plenty of cameras set up to watch the doors and windows, and even the walls are armored and/or shielded from surveillance intrusions. It also has a decent storehouse of supplies and spare weapons (some cheap but reliable pistols, SMGs or shotguns plus plenty of ammo) as well. The character, if need be, could hide out in the bolt hole alone for up to 7 days without needing to leave. Usually a small loft or 2-3 room apartment in a rundown tenement, the character can usually bring a few companions along as well.

Boomer Bullets (-3): Once per session, you can declare that any bullet you've successfully fired at a vehicle hits a vital fuel line, sparks a fume, cracks a capacitor bank, or otherwise triggers a devastating explosion. The vehicle is destroyed, and any nameless NPCs inside (generic thugs, faceless drivers, and so on), are automatically killed. Significant NPCs will somehow survive unless the referee rules otherwise. Any characters near or in the blast must fend for themselves!

Car-Crawler (-2): Any time you are required to make a skill or stat check to safely leap onto or off of a moving vehicle, or simply to hang on to one, you will fail only on a Critical Failure, and may always roll, regardless of how ludicrously high the penalties are. This advantage doesn't protect you from the effects of failure in any way, and some effects of success can be dangerous, especially at high speeds.

Cat Footed (-1): The character is exceptionally light on her feet. +1 bonus on athletics and stealth checks.

Code Breaker (-2): You love puzzles. You will happily sit for hours working away at the best puzzle magazines. You get a +2 bonus on any Code Cracking, decryption or cypher-based rolls.

Combat Reflexes (-2, -4, or -6): For each level of Combat Reflexes bought, the character will gain a +1 to his initiative (up to the maximum of +3). This acts as the "Combat Sense" special ability in that respect ONLY. It does not add to awareness checks.

Common Sense (-2): You have an unusually precise sense of practicality. Any time you are about to do something the Game Master considers foolish, he will most likely give you a warning such as "You may wish to think about that first".

Common Sense (-3): An extreme form of this benefit in which the Game Master actually explain why he thinks you are being stupid.

Concentration (-1): You easily shut out anything that might distract you from what you are doing. While this means you are a hard person to get the attention of (-5 awareness rolls when concentrating on stuff, including reading a book, etc), you also get to ignore penalties for other players "kibitzing", firefights, etc, and can halve penalties due to damage sustained when it affects what you are concentrating on.

Connection in the District Attorney's Office (-3): As with the result on the LifePath table, you have made a strong connection inside the D.A.'s office. This could be a family member working in records, or perhaps a friend who is an assistant D.A.. Regardless, you can influence events in the D.A.'s office, perhaps changing bail amounts, or how much evidence it will require before they issue a warrant for someone (such as yourself).

Connection in the Mayor's Office (-3): As with the result on the LifePath table, you have made a strong connection inside the Mayor's office. You now have the ear (directly or indirectly) of the city's policy makers. The mayor can put pressure on the various utilities, emergency services, police force or even the D.A.'s office.

Connection in the Police Department (-2): As with the result on the LifePath table, you have made a strong connection in the Police Dept. Through this connection you

may be able to get evidence hidden or misplaced, get information on current investigations, etc.

Corporate Ties (-3): You are a freelance corporate, the kind of guy the corporations hire on temporarily to fix their operational problems. You have both influence over and contacts in the business community. In times of need you can cause all sorts of financial mayhem, and can raise considerable amounts of money in the form of loans in a very short period of time. This requires a Resources of at least 5 to purchase.

Cunning Linguist (-4): You have a knack for languages. After a few days submerged in any new culture you have learned the basics of their language and language structure, and can make your way around being able to ask for food and shelter. You require 20% less IP to learn or increase your skill in any and all languages.

Deadly Karma (-8): Once per game session, you can change any die roll made by your character, or against your character (such as an enemy attack) into a Critical Success or Critical Failure. For every time you invoke this power, the GM will turn a future successful die roll against you in the same fashion (it need not be the same type of roll). The Referee may not kill your character outright with this (it's more deadly to your foes than to you!), but should otherwise reserve the "karmic backlash" as maliciously as possible to do harm to your character. The Referee may reserve backlash criticals between sessions, if he wishes. Beware the day that five or six uses of this advantage come back to bite you in the ass at the same time.

DeathWalk (-3): Some guys may be Super Cool, but compared to them, you are the ice man cometh. When Cthulu pops up to suck on human brains, you break out the popcorn and enjoy the show while everyone else runs around in terror. And while everyone is screaming on the top of their lungs, ducking behind cover and wasting rounds like they're a dime a dozen, you're the one that can stand in the open, carefully placing your shots with no fear of the consequences. You gain +5 when resisting horror, stress and combat situations, though that neighbor's vicious Chihuahua may still terrify you.

Direction Sense (-1): You instinctively know which way is north, or which way it is to get to the Gibson Memorial Freeway, etc. An easy awareness/notice roll is all it takes for you, landmarks and compasses be damned!

Double Jointed (-1): You are double jointed in many parts of your body. While you may not be the Armenian Rubber Man, you are able to bend in strange ways, and can probably escape from a straight jacket with a little work. You get +4 on all rolls to escape grapples and bondage.

Drug Resistance (-2): 20% of all drugs have no effect on your character, and you gain a +2 to your resist torture / drugs skill when used against drugs only.

Extreme Drug Resistance (-5): All drugs have only 1/2 the normal effect on your system, and with a BOD roll of 15 or greater, the drug has no effect whatsoever.

Fake Weapon Registration (-2): You have a fake Weapon Registration. The weapon appears to be registered to you according to the paper work, but in reality the weapon's serial numbers don't match up to any REAL numbers or ballistics in the NSA computer system (but it is linked to one of the false sets planted by some dirty cops in the past). This false registration will hold up to routine inspection, and may (1-6 on a D10) hold up to a full security check. Once a month a roll should be made to see if the false set has been flushed out of the NSA systems (2 in 10 chance), in which case the first time you use this registration thereafter will result in a notice that the weapon was using a stolen ID sequence. For a 2 point benefit, the chance of the files being flushed drops to 1 in 10 and the chance of it holding up to a detailed security check becomes 8 in 10.

Falsified Net Access Code (-2): You have a Net Access Code that was registered to someone else. You do not have the legal right to use this account, and it will be shut down if you are traced to it. This Access Code will hold up to routine logins and LDLs, and will hold up to even Netwatch inspection 6 times out of 10. Otherwise treat it as the Fake Weapon Registration above. The enhanced version is a 4 point benefit.

Fast Learner (-3): You catch on quicker than many. Your IP costs are reduced when increasing a skill level. Instead of paying the current level x10 (or whatever constant you use in your games) you pay the level x 9 (or one less if the constant is lower or higher in your games).

Fistfighter (-3): Whenever you are one-on-one with a foe (nameless thug or Feature Villain – it doesn't matter), you can eliminate the possibility of a gunfight or blade-fight by simply putting up your fists in invitation (or taking a stylized stance, depending on how you fight). You don't have to say anything; just the gesture is enough. Your foe must make a COOL check vs your character's COOL x 2. If he fails, he sheathes or holsters his weapon and raises his own fists, and the scene becomes a punch-and- kick match. If he critically fails (not uncommon for nameless thugs), he sets his weapon down on a nearby table, bartop, etc., rather than holstering or sheathing it. You, of course, can maneuver to grab it during the fight. This only works mano a mano; if you face a group of armed soldiers, you can't coax them all into fighting you with their hands unless the Referee rules that they are truly insipid. However, an entire group of PCs with this advantage could have that affect on an NPC group of equal or lesser size! If any NPC tries the "fistfight invitation" on you, you must make a COOL check in the same fashion (vs. the opponent's COOL x 2) in order to resist! The same one-on-one conditions apply.

Freak of Nature (-4): You are naturally better at something. With a few months special training, one of your statistics can be increased by 1 point to a maximum value of 11.

Freakish Aptitude (-8): Like Freak of Nature, you are naturally better at something. However, you can repeat the special training, increasing the statistic by 1 point each time until it reaches 11.

Genetic Aptitude (-10): Like Genetically Engineered, you have been altered to produce a superior quality. However, you can repeat the special training. The first time around, your statistic rises by 1 point, but successive time only raise it by 1 point. You can continue repeating the training until the statistic reaches 12.

Genetically Engineered (-6): Ma, Pa, thanks. You have been engineered to produce on superior quality. With a few months of special training, one of your statistics can be increased by 2 points to a maximum value of 12.

Government License (Varies): This license is issued by a government agency, allowing the character to engage in certain restricted or otherwise illegal activities. A gun dealer's license costs -2, allowing the character to buy/sell/trade and/or repair firearms. For -3, the character can get a private investigator's license, allowing the character to investigate situations under private employment. This level also allows for security guard or body guard licensing. At -4, you can get a bounty hunter's license or join law enforcement at the local or state level. -5 would entitle you to work for federal law enforcement agencies, like the US Marshal's Service, the Treasury Department's Secret Service, or the FBI. At -7, you're entitles to work for secret agencies, like the CIA or NSA.

Guardian Angel (-6): Someone or something watches over you, protecting you from harm. You have no idea who or what it is, but you have an idea that someone is there looking out for you. In great need you may be protected from harm. A Guardian Angel cannot be counted upon. The Referee must decide why you are being watched over, and by what.

Hard-Headed (-1 to -3): You've got a thick skull and it helps keep you conscious in battle. You gain a stun save bonus equal to the number of points spent on this benefit.

Hidden Bank Account (-1): You have a bank account under a false name and address. It cannot be traced to you unless you are caught using it. This could also be a blind account through a face bank.

High Pain Threshold (+4): The character can tolerate pain better than most people. After taking damage, he gains a +1 to his stun/shock save, as well as a +2 bonus to Resist Torture/Drugs when PAIN is involved (ie, this won't help if truth serums are used, only TORTURE).

Illicit Bank Account (-2): You have a "bank" account with one of the illegal banking operations. This could be with one of the larger organized crime syndicates (especially the Yakuza since they went legit a few years ago), or a private "bank" operated by one of the more liquid megacorporate entities. Wherever this account is, it is incredibly unlikely

that you will have this account shut down, unless you do something to piss off the organization in question.

Immune to a Poison (-3): There is a single drug or poison which you have deliberately built up an immunity to. The poison can be anything, but the choice is subject to Referee approval. the specific reduction in effect for the drug is detailed in the table below. Adding another poison to this advantage costs another -2 points.

Doses 1 2 3

Hallucinogen, Fail -2 INT -4 INT Confusion

Hallucinogen, Save No effect -2 INT -4 INT

Nausea, Fail -2 REF -4 REF Illness

Nausea, Save No Effect -2 REF -4 REF

Teargas, Fail -1 REF -2 REF Tearing

Teargas, Save No Effect -1 REF -2 REF

Sleep Drugs, Fail -1 All Stats -2 All Stats Sleep

Sleep Drugs, Save No Effect -1 All Stats -2 All Stats

Biotoxin I, Fail 2D6 4D6 Death

Biotoxin I, Save No Effect 2D6 4D6

Biotoxin II, Fail 4D6 8D6 Death

Biotoxin II, Save 2D6 4D6 8D6

Nerve Gas, Fail 4D10 8D10 Death

Nerve Gas, Save 2D10 4D10 8D10

Intuitive (-2): The character has exceptional skill at reading others. +5 to all checks involving psychiatry, persuasion, and human perception.

Lady Killer / Man Killer (+2): This a specialized form of the Empathy advantage which reflects the character's uncanny ability to seduce members of the opposite sex (or the same sex, depending on orientation). Don't let the name fool you...this advantage can be taken by both sexes. It entitles the character to a +3 bonus to all Seduction rolls.

The Leap (-4): You cannot be killed in an explosion unless you are trapped with it (in a sealed bank vault, for example, or literally surrounded by multiple large explosions), or you deliberately caused it. As long as there is a window, balcony, cliffside, or something else to leap over or through, you can throw up your arms and "ride" an explosive shockwave to

safety (usually against a background of expensive pyrotechnics - you're "thrown clear of the blast"). You'll fall either a short distance, or a long distance ending in something soft. You take 1D6/2 falling damage whenever you use this advantage (ignore BTM modifier), but are otherwise immune to injury for the duration of the explosion.

Light Sleeper (-1): You sleep very lightly, and are often disturbed in your sleep by your neighbours, local wildlife, etc. Luckily you've learned to live with it and can get by with less sleep than most. You awaken from sleep with an Easy notice roll, or get +0 difficulty on notice rolls against people making stealth rolls while you sleep, as opposed to the normal +10 difficulty.

Limited Paranoia (-1): You exhibit abnormal paranoid tendencies, but you manage to keep them from running your life. Although others may find this to be an irritating personality quirk, you always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to your action. You keep this paranoia from ruining your life, and understand that it is unlikely that someone is poisoning your coffee and paying off your friends to kill you (your acquaintances, on the other hand...). Due to this, you get a +5 on awareness checks to notice ambushes and the like.

Local Wildlife Likes You (-3): As the result on the LifePath table, you have made friends with one of the local Booster (or other) Gangs in town. This could be anything from a few old droogs of yours having joined the Steel Slaughter Slammers, to having saved the life of a member of the Silver Slash or having fought beside the Black Queens. Regardless you may use this as if you had the Special Ability of Rank at +2, but don't overdo it or you'll piss off your erstwhile allies.

Media Ties (-2): You have both influence over and contacts in the media. You can suppress and create news stories (though not always with 100% efficiency; journalists are a unruly bunch and you have access to the files and gossip of the staffs of newspapers and TV stations.

Natural Linguist (-8) : The character learns languages quickly, and can do so at half their IP multiplier. One could raise his Japanese (IP x2) from +3 to +4 for only 40 points, versus the 80 points required from a character without the advantage.

No Police Record (-1): By some miracle, you have never been arrested nor even picked up by the police. This means that your fingerprints are not on file (except with the FBI if you legally own a firearm), and the police have no records of your primary genetic markers and don't have a mugshot of you in their computers. Obviously characters who haves served jail time in their lifepath cannot purchase this benefit.

Pain Tolerance (-1 to -8): You have developed an incredible resistance to the sensation(s) of pain. For some this is a nervous disorder, for others its the result of many years of body modification or self-denial. Either way, for every point

you have in this benefit, you treat all wounds as being 1 box less damaging for its effects on your stats and stun saves. (For example with 6 points of this merit, a 13 damage hit still brings you to mortal 0, requiring a death save every turn, but you treat this as a Serious wound (13 points - 6 = 7 points), which only reduces your REF by 2 and gives you -1 on stun saves).

Piercing Gaze (-1): You have the natural ability to seemingly look right through people. You can do this to put people on edge, make them nervous or even to get people to back down from you. You get +2 on Interview, Intimidate and Interrogate when the game master indicates that it would be appropriate.

Police Ties (-3): You have both influence over and contacts in the law enforcement field. If your Chronicle is in a limited area it is with the local police, otherwise it with the FBI or even Interpol. You can, with a single phone call, cause an APB to be issued. Must have a police contact.

Political Ties (-4): You have both influence over and contacts with the politicians and bureaucrats in the area. In times of need, you can shut off the power and water to a building, and unleash many different means of harassment against your enemies. Requires Connection to Mayor's Office or DA.

Recognition (-4): The character is good at remembering names, and the faces and/or voices that go with them. Whenever meeting someone he knows (or thinks he knows), an Awareness roll can be made at +5 to remember who they are. Difficulty numbers may vary, depending on the extent of disguise, etc.

Registered Restricted Weapon (-3): You legally own a restricted weapon such as a SubMachineGun, flamethrower, etc. You also have the proper paperwork to carry it and use it (in self-defense thank you very much) inside city limits. Again this does not guarantee that the local constabulary knows of this permit.

Registered Rifle (-1): A rifle you own is registered to you and you also have the proper paperwork to carry it and use it inside city limits (normally rifles are restricted to hunting and home defense). This doesn't mean the police know this though, and you may find yourself being periodically harassed for carrying this weapon around.

Rush of Pain (-10): You may not have either High or Low Pain Threshold. You feel pain, but it gives you an intense rush of adrenaline! You are immune to Stun from injury. You gain no special bonus to resist torture. Wound effects are reversed for you and then some! If you are hit and injured, you go through the usual process of stun checks. But the pain focuses you like no drug ever could. When you fail a stun save, you're not only up and on your feet, you actually do everything a little bit better (+1 on all skill checks). In addition, wound effects are as follows:

Light Wounds: No effect

Serious Wounds: The pain is good. +2 to

REF for all skill checks.

Critical Wounds: This is the best pain of all. +3 to REF, INT and COOL.

Mortal Wounds: This pain would be best if not for the fact that the physical damage would be hindering your performance even if it didn't hurt. REF, INT, and COOL at 1/2. In addition, at this point, once you reach Mortal 4, failed stun checks will result in you lapsing into unconsciousness.

Strong Stomach (-3): The character can deal with blood, guts, and gore, as well as other sick and disgusting things, without risk of tossing his cookies. In addition, he gains a +2 to save against chemicals such as vomit gas.

Time Sense (-1): You instinctively know approximately what time it is. This requires an INT roll, dif 4 during the day, dif 6 at night, dif 8 indoors or underground. If you make the roll by 3 or more points you know the time within 10 minutes, otherwise it's within a half-hour. You probably didn't wear a watch for much of your life to develop this ability.

Well Travelled (-2): You have travelled far and wide, and have met people with crash pads, contacts, or in similar lines of work. 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, and -2 for small cities, -6 for towns.

Will to Live (-2 to -6): You are strangely unwilling to "give up the ghost". For each level of this benefit, you succeed your first death save automatically without rolling the dice. This benefit cannot be used more than once per week. Each level costs 2 points.

Disadvantages:

AIDS II Carrier (+3): You carry the AIDS II virus. While AIDS was cured, AIDS II has only been arrested. With a proper drug therapy you are able to keep yourself fully healthy, but if you were to stop taking these drugs the ravaging effects of AIDS II would sweep through your system once again. You can also transmit the AIDS II virus and are legally required to have lovers sign a waiver before entering in intimacies.

Allergies (+2, +4, or +8): The character is allergic to some substance or another. At -2, the character must make a Body save at -2, or he will experience unpleasant symptoms, such as sneezing, itching, etc. This might modify skill rolls (ie, -2 to REF for stinging, watering eyes, etc). At -4, the character will experience more severe symptoms, including high fever and respiratory distress. The character must make a Body save at -4. If the roll is failed, all skills will be lowered by half until the substance causing the attack is removed. At -8, the character may have more severe reactions (ie, coma, vomiting, and death). A save must be made as per the -4 allergic disadvantage, but at a -6 modifier. The results are the same, but a failed result will ALSO cause 1 point of damage and the character must make a stun/shock save or fall into a coma. The damage will occur every hour until the substance causing the attack is removed.

Amnesia (+5): You are unable to remember your past, or anything of yourself or your family. Your life is a blank slate. However, your past may someday come back to haunt you. However, you still have full access to your skills, which may prove to be a very scary thing indeed (You can, if you wish, take up to five points of other Flaws without specifying them, and leave it to the Referee to detail them. Over the course of the campaign, you and your character will discover them.)

Bad Reputation (+2): You have a street reputation that does nothing to improve your standing with anyone. This could be earned or not, but it's always something nasty like being a betrayer, liar, psychopath or rapist.

Bad Temper (+3): The character must make a save against his Cool stat under certain conditions to avoid losing his temper (with proper modifiers that reflect the situation, ie, a minor traffic collision may cause a -3 to his Cool, while someone telling him to "Buzz off," will cause a +1 modifier to be made...it all depends). A failed roll indicates a temper tantrum, which may include yelling, screaming, profanity, and acts of violence. The penalty is GM adjudicated.

Bipolar Personality (+1 to +4): You are a classic manic/depressive. One moment you're on top of the world, the next you're wondering where you can find the nearest ledge to jump from. You are:

Merely Moody (+1)

Tend to hyperactivity and moping in your highs and lows. (+2)

Your highs are dangerous to your person due to a sense of invincibility (+3)

Your lows have put the suicide crisis hotline on your speed dial. (+4)

Brain Lock (+2): You have been caught and convicted of a minor offence. Typical offenses include car theft, tax fraud or a mugging. You have had personality correction and are now uneasy when reoffending. Indeed, you almost suffer a phobia about being caught. When reoffending you must make a difficult [20] willpower roll. It gets easier as time goes, each time you succeed lowers the difficulty by a point. Common brain locks prevent drug use, firearms, computer hacking, speeding or sexual activities.

Close Personal Tie (+3): The character has a close friend or relative that he cares about. If the friend/relative is any amount of danger, the character is OBLIGATED to do anything in his power to help his Personal Tie. Should the Personal Tie die, or become an enemy, severe emotional distress may occur at the GM's discretion.

Clumsy (+3 or +5): The character is a klutz. At +3, this only affects either manual dexterity (fine tuned work with the hands, shooting, etc.), or whole body agility (dancing, martial arts, running, etc.). At +5, it affects both (the character is a total clod). Consequently, the character automatically fumbles on a natural roll of 1 (ie, he does not get to roll the second d10 for a 1-5 result before fumbling after rolling a 1). In addition, during times of stress (ie, disarming a bomb, or walking through an antique shop), the character must make a Save against Cool, or break something (he's nervous because he knows he's an oaf.)

Code of Honor, Cop (+4): You have a personal code of ethics and live up to them to the letter. Breaking your code requires an average willpower roll. If under coercion (drugs or otherwise), you gain +4 to resist orders (if applicable).

Never kill unless it is absolutely necessary.

Uphold the law. Remember that suspects are innocent until proven guilty.

Do not turn a blind eye or accept a bribe.

Code of Honor, Corporate (+4): You have a personal code of ethics and live up to them to the letter. Breaking your code requires an average willpower roll. If under coercion (drugs or otherwise), you gain +4 to resist orders (if applicable).

A business promise must be kept.

Always remain true and loyal to your patron corporation.

Always try to treat other business persons with respect.

Remember those who welch on a deal.

Code of Honor, Dealer (+2): You have a personal code of ethics and live up to them to the letter. Breaking your code requires an average willpower roll. If under coercion (drugs or otherwise), you gain +4 to resist orders (if applicable).

If you are paid for a job, you will do your utmost to finish it.

A dealer's word is binding and you will honor it (even if others don't - to a point).

Code of Honor, Ganger (+2): You have a personal code of ethics and live up to them to the letter. Breaking your code requires an average willpower roll. If under coercion (drugs or otherwise), you gain +4 to resist orders (if applicable).

Avenge an insult.

Protect fellow gangers.

Your gang's enemy is your enemy;

Defend the gang's honour and it's turf.

Code of Honor, Gunslinger (+3): You have a personal code of ethics and live up to them to the letter. Breaking your code requires an average willpower roll. If under coercion (drugs or otherwise), you gain +4 to resist orders (if applicable).

Never shoot an unarmed man.

Never shoot someone from behind.

Never take advantage of an ambush situation.

Never set a trap except to defend your home.

Compulsion (+1): You have a psychological compulsion of some sort, which can cause you a number of different problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gaming, exaggeration, or just talking. A Compulsion can be controlled when absolutely necessary with a successful COOL check, but is in effect at all other times.

Criminal Record (+1): You have a criminal record, and your SIN, FingerPrints and identifying DNA tag appear in the police and FBI records, along with your "rap-sheet" detailing what criminal activities you have been convicted, accused or suspected of.

Debauched (+5): character is obsessed with the opposite sex, and will do whatever he can to get them into bed. The character also gets a -4 penalty to all Empathy skills when dealing with the opposite sex due to roving eyes and attitude. (Note : If characters are homo- or bisexual, this disadvantage can relate to feelings of the same sex as well.)

Deep Sleeper (+2): You are prone to sleeping in until the early afternoon. You are often late for meetings and dates, and must make a Difficult Awareness roll to awaken in times of trouble. Also all Awareness rolls against Stealthing oponents while asleep are at +20 difficulty instead of +10.

Delusions (+3): The voices talk to you and only you. The walls don't just have eyes, but lips and ears too! Or perhaps you think someone is after you, like aliens or the CIA, or you believe you are the next coming of God. The character does not control this problem, it controls him. If you choose this flaw for your character, I pray you do not have an overly cruel referee.

Detachment (+3): You are seen to be devoid of emotion. You don't react normally, treat everything objectively etc. Your EMP cannot be higher than 4, but COOL can start at 11.

Drug Addiction (+2, +5, or +10): At +2 points, the character utilizes tobacco in one form or another. This may cause the character to make Stamina checks when running due to bad lungs. Also, the character must smoke at least once every four hours or suffer a -1 penalty to Reflex. At +5 points, the character is an alcoholic. Being drunk can cause disorientation, lack of reasoning ability, and loss of inhibitions. When drunk, a character will be at a -2 modifier to ALL skills (the modifier can be worse, depending on how much he's had). The character must have a drink once a day, or a bender/binge once a week, or he will suffer a -1 penalty to all skills. At +10 points, the character is addicted to an illicit narcotic or euphoric and must have it daily. Anything will be done to get the drug. If a character doesn't fix within one day, he will become irritable and temperamental (as per the "Bad Temper" disadvantage). If he doesn't fix in two days, he will begin to "climb the walls", crying, yelling, and being verbally abusive. Three days will result in full withdrawal symptoms and (maybe) violence. Exact symptoms are up to the GM and Player. Note : Some drugs are worse than others, so the -10 SP rating can be changed depending on the drug cost, availability, or effects. The +10 rating is reserved for drugs such as heroin, et al.

Ego Signature (+1 to +5): You have a need to take credit for everything you do. You leave a mark behind wherever you do something. Some people drop a business card, others a piece of origami or a shuriken. Whenever you do something you must make a cool roll - flaw or leave your ego signature behind.

You hand out your business card constantly (+1)

You leave a marker at the scene, like an ace of spades or shuriken (+2)

You leave a hand-made marker at the scene, like origami (+3, +4)

You announce your plans to interested parties beforehand, just for the challenge of proving you are superior (+5)

Enemies (+2): For each 2 points spent on enemies, the player gets to roll up an enemy on the Friends and Enemies portion of the Lifepath.

Enemy Magnet (+6): You have an uncanny knack for earning the lethal enmity of villains. Any Bad Guy (Referee's discretion) that is ever harmed or inconvenienced by you (even indirectly) will hate you for it, developing a savagely paranoid view of you and an obsessive desire to pay you back, even if it means being distracted to their own defeat... Thus, the rest of the party can use you as valuable bait. A dangerous, double-edged advantage, best suited to the very lucky, the very cocky, or the willingly-martyred.

Extreme Paranoia (+4): You suffer from Paranoia just as above, but you also hallucinate on a failed perception test (1 in 10 chance). You might see snipers; black shadow 'copters, or agents reporting on you whereabouts.

Favor Owed To a Corporation (+1 to +5): At +1, you owe a minor favor to a minor corp. At +2, you owe a minor favor to a major corp. At +3, you owe a major favor to a minor corp. At +4, you owe a major favor to a major corp. At +5, you practically owe your life to a corporation.

Fetish (+2): You have a sexual fetish that differs from the rest of the normal population. Being gay is not a fetish! You could be a rubber maid; a TV who likes being out en femme or a slave mistress. You have chosen to keep your secret to yourself or told a trusted friend. If you are and someone finds out you will be very embarrassed. Modern people are fairly open minded, but there are still plenty of bigots. You are likely to suffer penalties to social rolls in some circumstances.

Fetish (+4): You have a sexual fetish that differs from the rest of the normal population. Being gay is not a fetish! You could be a rubber maid; a TV who likes being out en femme or a slave mistress. You are well and truly out. You think nothing of rubbering up for a trip down town! Modern people are fairly open minded, but there are still plenty of bigots. You are likely to suffer penalties to social rolls in some circumstances.

Few Criticals (+2): You don't count the re-roll on a natural 10 unless the result of the re-roll is an even number.

Flashbacks (+2, +4, or +6): The character suffers flashbacks from a traumatic experience he had earlier in life. Similar circumstances or stressful situations may trigger these flashbacks. At +2, the character must make a Save vs. COOL at -1, or be stunned for a round. At +4, he must make the save at -3, or be stunned for 1D5 rounds. At +6, the character must make the save at -3, or he will begin to hallucinate, thinking the current situation is, in fact, the old one. He must make a save every 1D10 minutes to "come out of it", with a +1 modifier every subsequent roll until he recovers. This disad can be "bought off" with IPs if psychological counselling is sought by the character.

Fugitive (+5): Worse than being a parolee, you've an escapee. You broke out of jail and are now on the lam. If you have a run in with the police, it will be a case of shoot first and ask questions later. And if you do get caught, you can expect your prison stay to be a few years longer than what you had been sentenced. Better start doing the legwork on setting up a false identity!

Glass Jaw (+2): A character with this disadvantage is easily knocked out by blows to the head, and therefore suffers a -2 to Stun saves after taking such injuries.

Hatred (+2): You have an unreasoning hatred of a certain thing. This hate is total and is largely uncontrollable. You may hate an animal, a class of person, a color, a situation -- anything. You constantly pursue opportunities to do harm to the object of your hatred or to gain power over it; so much so that your reason is clouded. When one's hatred is triggered, COOL is reduced by half.

Hemophilia (+6): A character with this disadvantage has blood that doesn't clot very well. When injured, the character will continue to take one point of damage a round until the bleeding is stopped, or until he dies. This will continue while the character is unconscious, as well.

Honor (+2 or +4): The character takes pride in finishing the job, to the extent that it has become a point of honor. At +2 points, the character will do anything to accomplish his duty, including placing his life in danger. If it appears as though his acts will bring certain death, he can back out. At +4 points, the character is willing to die if it will accomplish his mission.

Hunted by a Corporation (variable): You are being hunted by one of the "corporate citizens" of your area. This can be for something you have done against them, or maybe they are looking to extract you.

Hunted by a small local firm (+1)
Hunted by a medium local firm (+2)
Hunted by a corporation with interests statewide (+3)
Hunted by a national corporation (+4)
Hunted by an Orbital Corporation (+5)
Hunted by one of the big international conglomerates (+6)

Hunted by Law Enforcement (variable): You are hunted by the police - usually for a crime you committed or are suspected of, but sometimes it's just a vendetta.

Hunted by a few local cops, usually for personal reasons (+1)
Hunted by the entire local police force (+3)
Hunted by state law enforcement agencies (+4)
Hunted by a national law enforcement agency (+5)

Illiteracy (+2): The character cannot read or write, and has trouble with simple math.

Life Saver (+2): The character does all within his power not to kill.

Major Criminal Record (+2): You have a "rap-sheet" that's "as long as my arm!". Your vital stats are kept near the top of the search engines for Modus Operandi with local police forces and the FBI, and the cops start talking to you or monitoring your activities whenever something happens that could be your doing.

Masochism (+3): The character is a masochist, and derives pleasure from his own suffering. He will receive +2 to Resist Torture rolls, but may actually go out of his way in order to get hurt. Such methods may include self-mutilation, kinky sex, etc.

Missing Limbs (+5): The character, through mishap or violence, is missing a limb (the extent of the deformation/injury is subject to discussion, and may grant more or less points). Normal cybernetic and vat-grown tissues can be grafted onto the character only after he/she has "bought off" the disadvantage, though non-cybernetic prosthetics can be used. The character may not start the game with the necessary prosthetics to counter this disadvantage.

Missing Limbs (+10): The character is missing a limb due to birth defect. The extent of the deformation is subject to discussion and may grant more or less points. This is a birth defect and therefore cannot be corrected with surgery or prosthetics. You can't repair what wasn't there to begin with.

Mute (+3 or +5): The character cannot talk, due to defect, injury, or otherwise. At +3, this disadvantage can be "bought off" using IPs (therapy and/or surgery will be necessary, as well). At +5, the defect is permanent.

Nightmares (+1): Most nights (5 in 6) you have a difficult time sleeping because of recurring nightmares (usually of some past trauma). If you are using the rules for Stress from Grimm's CyberTales, then roll a D6. On a 1-4 you gain that many stress points, on a 5 you not only gain 5 stress, but do not sleep enough to get rid of your old stress points. If not using the Stress rules, roll a D6, on a 1 you are at -2 on all rolls for the day, on a 2 you are at -1, on a 3-5 you just tossed and turned and woke up screaming, and on a 6 you had a restless night's sleep.

One-Hander (+2): You get -4 on rolls using your bad hand (instead of the normal -3), and also get -1 on rolls requiring the strong use of both hands (firing rifles, intricate surgery, etc).

Obsessed (Varies): You just can't get that something or someone special out of your mind.

You talk about it constantly, and will risk embarrassment or serious financial damage over it. (+2)
You know the ins and outs of the world of restraining orders, have gone broke due to it, and have been beaten to a pulp

because of it. (+4)

The law isn't going to stand between you and the object of your desires. Only death has the strength to intervene.

Parolee (+3): Not only do you have a criminal record, but you've recently been released from prison and paroled for the remainder of your prison sentence. For the next 3d10 months, you must report monthly to your parole officer, take a drug test and lie detector test, and hold down a steady job. An on top of that, you also have to deal with the fact that you're at the head of the list of "usual suspects" (treat as Major Criminal Record). Once your parole ends, this disadvantage converts to either Criminal Record or Major Criminal record depending upon the length of the character's rap sheet.

Paranoid (+2): You suffer from mild paranoia and believe that someone is out to get you. You can spin conspiracy theories from just getting a parking ticket. You are very careful not to leave any possible edges for your enemies - or friends - to find out. This Penalty cannot be combined with the Extreme Paranoia penalty or the Limited Paranoia benefit.

Rage (+5): This may not be taken with Detachment. You have trouble controlling your temper - you tend to lash out in blind, uncontrollable anger without regard for what harm it may cause you or others. A COOL check vs 17 is necessary to keep the anger under control. Once failed, the check must be made vs. 20 in order to regain control. Otherwise the only other option is to be knocked unconscious. Better install that remote control drug dispenser cyberware in order to let your compatriots keep you under control...

Sadism (+4): The character gets a kick out of inflicting pain. This sort of character is capable of extreme violence, and must make a Save vs. Cool to keep from hurting anyone (emotionally or physically) that he has direct power over.

Short Fuse (+1 to +5): You get a -1 to -5 penalty on all cool rolls to avoid violent confrontation (such as aggression checks during combat-drug highs, heat waves, and facedowns).

Split Personality (+10): You're two characters in one! The referee gets to create the other character and control it when the player's dominant character personality fails a COOL check.

Technophobe (+6): The character is afraid of technology. There's no hatred of technology, but an apathy for it due to a lack of skill in using it, making the character rather clumsy when using tech. If the technology is less than 50 years old, the character will have a -5 penalty when attempting to use the technology. And you still can't figure out how to program the VCR. Thank God cars and guns have been around for over a century.

Unmistakable Feature (+2): The character has a birthmark, scar, tattoo, or other unusual feature that makes him easily identifiable to others. Note that this can include having an

identical twin, or looking just like Marlon Brando. This can be "bought off", but should be accompanied by cosmetic surgery.

Vendetta (+2, +4, or +6): The character has a score to settle with someone. The way he settles the score isn't important, but he must seek vengeance if the opportunity presents itself unless he makes a save against his COOL -2. At +2, the target of the character's hostility is a single individual, or a small group of people (ie, a rival ops team, a small gang, etc.). At +4, it's a moderate-sized gang, nomad pack, company, or organization. At +6, he's after only the largest and/or most powerful group (ie, Arasaka, the IRA, or LEDiv).

Ward (+3): You have a "Ward". Someone you have to watch out for (a child or other dependent). Did anyone say "plot hook"?

Weak Stomach (+2): Anytime the character sees anything disgusting or gross, he must make a Save vs. Cool. If he fails, he will become nauseous, suffering -4 to all skills until he is away from the offending sight. Just seeing blood itself gives him a +2 to his Cool, but stuff like severed heads and mutilated corpses can create a -4 (or worse) modifier.



Phobias

Roll 1d100 (2d10 = 2 digit integer between 01 and (1)00:

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



Origin and Languages

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

AUSTRALIA

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)

SOUTHEAST 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 Mandarin 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)

Background / Lifepath

Background [Western World]:

Family Ranking: 1d10 [Option: For Asian Cultures background, **Family Tragedy:** 1d10, then see Childhood Environment see below]

- 1 Corporate Executive
- 2 Corporate Management
- 3 Corporate Technician
- 4 Arcology Family
- 5 Suburban Middle Class
- 6 Urban Middle Class
- 7 Nomadic Isolation
- 8 Gang of Organized Crime Family
- 9 Trying to get by
- 0 Other

Parents: 1d10

Parents are Living (1-5) see Family Status

Something went wrong (6-10) see What Went Wrong

Family Status: 1d10

Danger: see Family Tragedy

Not at risk: see Childhood Environment

What went Wrong: 1d10, then see Childhood Environment [Option: For Asian Cultures Backgrounds, see below]

- 1 Died in warfare
- 2 Died in Accident
- 3 Murdered
- 4 Amnesia
- 5 Parentage unknown
- 6 Parents in hiding
- 7 Raised by extended family
- 8 Raised on the street
- 9 Adopted or sold
- 0 Parents were disappeared

LifePath Events: 2d6 for the number of years beyond 'coming of age':

1d10 per year : Highs/Lows [1-4] ; Friends/ Enemies [5-6] ; Romantic Entanglements [7-9] ; Big Nothing (be thankful) [10]

- 1 Lost everything: Betrayal
- 2 Lost everything: self-destruction
- 3 Exile
- 4 Imprisonment / Slavery: you alone escaped
- 5 Vanished
- 6 Murdered / Killed
- 7 Longterm conspiracy
- 8 Scattered, lost contact through misfortune
- 9 Hereditary Feud
- 0 Family debt, which you have inherited

Childhood Environment: 1d10 [Option: For Asian Cultures background, see below]

- 1 Nomadic travel
- 2 Suburban safety
- 3 Unsupervised
- 4 Decaying neighborhood
- 5 Urban density
- 6 Corporate suburb
- 7 Corporate Tower
- 8 Small, rural village
- 9 Arcology City or colony
- 0 Corporate farm or research facility

Siblings: see CP2020, if desired

Motivations: Interpersonal outlook – how your background has shaped you. 1d10

- 1-4 No specific influence
- 5 Hate everyone, and show it
- 6 People are tools or cattle: use them or consume them, then move on.
- 7 People are valuable, if misunderstood, individuals.
- 8 Neutral, but cross me and suffer for it
- 9 Crave their presence, validation and support
- 0 Suspicious of their motives, mistrusting of their intentions

Highs and Lows 1d10: even result is a high, see Highs, otherwise a low, see Lows

Highs: 1d10

1 Make a powerful connection in City Government: Police (1-4), DA's office (5-7), Mayor's office (8-10)

2 Financial windfall: 1d10x 1000: life is fleeting, spend it.

3 Big score on a job or deal: 1d10x 10,000: be smart, walk away.

4 Find a Sensei or teacher: begin a Martial Art at +2, or add +1 to a Martial Art of your choice.

5 Find a mentor: begin a new INT or TECH skill at +2, or add +1 to a skill of your choice.

6 Corporate figure owes you a favor: Corporate Exec (1-4), Corporate mid-level manager (5-7), one of the little people with access to everything (8-10)

7 Personal friend on the Force: may be convinced to help once a month, +2 Streetwise or Expert: Division Specific Organization.

8 Gangsters like you: the boss owes you a favor, or you've been adopted. One favor a month, but be careful what you wish for. They may like what they see.

9 Find a Combat Teacher: Begin a new combat skill at +2, or add +1 to an existing skill.

0 Contraband: you either found, stole, or were smuggled a secret, highly illicit object or weapon: GM's call, could be a prototype gun, a special vehicle, a mystery vial, a passcode for back-door access to a databank, something you shouldn't have but are secretly glad you do.

Lows: 1d10

1 Financial Loss or debt: 1d10 x 1000: debt is overdue, and may be taken out in blood.

2 Imprisonment: roll 1d10; this is the number of years you have gone to the house. Subtract these from remaining years of Lifepath, and consult Jail Lifepath (see 3.0)

3 Betrayal: you were backstabbed, and in a bad way. Roll 1d10: you are currently being blackmailed (1-4), a secret of yours was exposed (5-7), betrayed to the cops or Corporate security by friend, or worse, loved one (8-10)

4 Accident: it could have happened to anyone, but they would have to have been you. Roll 1d10: terrible disfigurement, -5 ATT (1-4), loss of long term memory, leaving you clueless as

to your past, including the Lifepath you determine in totality (5-7), psychologically disturbed as a result of the accident: violent nightmares every night, and you just earned a Neurosis (8-10).

5 Lover, friend, or relative killed: the horror of it all: they died, but you survived, and it torments you in your daily life. Roll 1d10: it was an accident (1-4), they were murdered by an unknown party, after them or you, you'll never know (5-7), they were murdered, you know who did it, and they will pay as soon as you can prove it.

6 False Accusation: They set you up, and you are now wanted for questioning. Roll 1d10: accused of theft or robbery (1-3), rape or assault (4-6), betrayal of someone dangerous (7-8), murder (9), or conspiracy (10). Watch your back, and follow the 30-second rule...

7 Hunted by the Law: one step up from False Accusation. It doesn't matter now whether you're innocent or guilty: they made a case and are after you. Roll 1d10: local cops or jurisdiction only (1-4), state police or municipality (5-7), government agency or military (8-10).

8 You are on the run from the men with dark glasses and black suits in Brown Broncos: you pissed off a Corporation. Good job. Roll 1d10: it's a small company, regionally isolated (1-4), it's a large, national corporation with offices in most major cities (5-7), it's a global Corporate Giant, with international immunity and police powers (8-9), it's a dummy corp which sends a status report every 15 minutes to the real boss, via satellite. You're screwed from 5 miles straight up.

9 Illness or Addiction: You suffer from a debilitating illness or a bad habit: -1 REF permanently, and bad news: you're still hooked, either on the medication, or the drugs.

0 Vendetta: Someone's after you. You may or may not know why, and the reasons don't even matter anymore: this person is your nemesis, and they will not stop until they are satisfied, and that means you are pushing up daisies. Watch your back!

Friends and Enemies: roll 1d10; even, it's a friend, and odd, it's a ruthless evil bastard, who might also be your friend.

Romantic Entanglements: how did it work out? roll 1d10: It was peachy or cheap sex: either way, go back to Lifepath (1-3), it was/is a love affair, but flawed, see Flawed (4-7), or it ended badly, see Tragic (8-10).

Friend: 1d10 decides the sex, another 1d10 determines your relationship:

- 1 They are like an older sibling to you
- 2 They are like a younger sibling to you
- 3 A partner or co-worker
- 4 An old lover (it's not too late to go back)
- 5 An old enemy (likewise, keep one eye open)
- 6 A relative or friend of a relative, like family to you
- 7 A childhood friend or accomplice
- 8 Mutual interests or deviant behavior brought you together
- 9 You fight the same causes, or run from the same pursuers
- 0 You were in the big house or the hospital together

Flawed Relationship: roll 1d10, then see Mutual Feelings to see how it stands now.

- 1 Lover's friends or family hate you
- 2 Lover's friends or family actively work against you
- 3 Your people hate your Lover
- 4 One of you is complicating things with a rival
- 5 You are separated in some way
- 6 You fight furiously
- 7 You're professional rivals
- 8 One of you is jealous
- 9 One or both of you is cheating
- 0 You have conflicting backgrounds, roles, or motivations

Tragic Affair: roll 1d10, then see Mutual Feelings to see how you both feel about it.

- 1 Lover died in an accident
- 2 Lover was disappeared, exiled or imprisoned
- 3 It didn't work out, and it's your fault
- 4 Personal goals or a vendetta tore you apart
- 5 Lover was kidnapped
- 6 Lover went insane
- 7 Lover committed suicide
- 8 Lover was killed in a fight, war, resisting arrest, or in custody
- 9 Lover asked to many questions at work
- 0 A rival came between you, or one of you cheated

Mutual Feelings: roll 1d10

- 1 they still love you
- 2 You still love them
- 3 You are mutually attracted
- 4 You hate them
- 5 They hate you
- 6 You are mutually loathsome
- 7 Amicable, if platonic

- 8 You've both moved on
- 9 One of you is positive, they other the opposite
- 0 Bitterness, jealousy, rage. It's a dance-off!

Enemy: 1d10 decides the sex, another 1d10 determines your relationship, then see Who Are They.

Who are they:

- 1 Ex-friend
- 2 Ex-lover
- 3 Embittered relative
- 4 Childhood rival
- 5 Person working for you, undermining you constantly
- 6 Employer out to get you
- 7 Partner or co-worker
- 8 Ganger
- 9 Corporate
- 0 Government official

What started it: roll 1d10, then see 2.2.4. One of you:

- 1 Caused the other to lose face or status
- 2 Caused the loss of a friend, lover, or relative
- 3 Caused a major humiliation
- 4 Accused the other of a crime
- 5 Caused a physical or mental disability
- 6 Deserted or betrayed the other
- 7 Turned down the other's advances or job offer
- 8 Was a romantic rival
- 9 Foiled a plot, heist, or score
- 0 Framed the other

Who's pissed? they hate you (1-4), you hate them (5-7), or it's mutual (8-10).

The confrontation: roll 1d10; the injured party will likely:

- 1-2 Go into a murderous rage and rip their spines off
- 3-4 Avoid them, watch for an angle
- 5-6 Backstab or thwart them in some way
- 7-8 Ignore them: they are dead to you
- 9-0 Verbally assault them, hand in your jacket

What can they throw at you? Roll 1d10 to determine the scale of your problem:

- 1-3 Just themselves (1-3)
- 4-5 A few friends (4-5)
- 5-6 Their crew or gang (5-6)

7-8 Small Corp
9 Large Corp

0 Government Agency

Optional Tables:

Asian Cultures- 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 Gang/Pirates/Smugglers
- 9 Worked in factory/store from age 8
- 0 Urban Megacenter

Asian Cultures- 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
- 0 Urban Homeless/Street Trash

Asian Cultures- What Went Wrong

- 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
- 0 Parents sold you for money



Now the good part: Pick a Career Package.

Career Skill Packages:



Solo Packages:

Note: All Solo packages include Awareness / Notice and Athletics.

Solo	Bodyguard	Yakuza Hand	Ronin (Ex-Military Operative)
Combat Sense Handgun Martial Arts Melee Weapons Tech Rifle or Bullpup Shadow/Track or Hide/Evade Stealth	Rampart Pistol Human Perception Social Martial Arts Electronic Security Streetwise or Urb. Survival Visual Search Note: Click here for an excellent overview of the profession.	Combat Sense Stealth Martial Arts Resist Torture Shadow / Track Streetwise Pistol Social	Combat Sense Pistol Drive or Pilot X Heavy Weapons Specialist Tactics X Brawling or Melee Bullpup or Rifle Stealth
Bounty Hunter	TSA Ninja [Assassin]	Chameleon Operative	Assassin
Combat Sense Pistol Library Search Shadow / Track Drive or Pilot Martial Arts Streetwise or Urb. Survival Torture or Intimidate	Combat Sense Shadow / Track Dodge / Evade Disguise Pistol Martial Arts Thrown Weapons or Melee Stealth or Hide / Evade	Combat Sense Chameleon Disguise Pistol Martial Arts Persuasion Human Perception Entrance Streetwise or Urb. Survival	Combat Sneak Disguise Electronic Security Handgun 3+ Hide/Evade 3+ Rifle or Bullpup Martial Art 3+ Shadow/Track Melee 3+ Stealth 5+ Torture
Eurosolo	Shinobi [ninja assassin clans]	Tatsujin [duelist- Pure Martial Artist]	
Combat Sense Handgun Martial Arts Rifle or Bullpup Wardrobe & Style Entrance Weapons Tech Corporate Policy Expert (pick one) +2 in General Knowledge +1 non-native European language (-1 pickup point)	Combat Sense (Nindo) Martial Arts: Ninjutsu Stealth Hide/Evade Disguise Shadow/Track Electronic Security Pick Locks Melee or Handgun or Ranged Weapons	Combat Sense (Geonghu) Diagnose Illness Strength Feat Human Perception Martial Arts 1 Martial Arts 2 Social Melee or thrown / ranged weapons	



Military Packages:

Note: All military packages include take First Aid and Brawling.

PA Trooper

ACPA Combat Sense

Notice
Athletics
Heavy Weapons
Rifle
Melee
Martial Arts
Basic Tech
PA Tech
Stealth

Covert Operative

Combat Sense

Notice
Athletics
Pistol
Martial Arts
Exp: pick 1
Electronic Security
Bullpup or Melee
Dodge/ Evade or Shadow/ Track

Covert Operative: Sniper

Combat Sneak

Snipe
Notice
Athletics
Stealth
Pistol
Rifle
Surveillance
Wilderness Survival or Urban
Survival
Hide / Evade
Shadow / Track
Ambush

Covert Operative: Entry Specialist

Combat Sneak

Demolitions
Notice
Athletics
Handgun
Drive
Electronic Security
Martial Arts
Endurance
Melee
Rifle or Bullpup
Hide/Evade
Stealth
Wilderness Survival or Urb.
Survival
Pick Lock

Covert Operative: Cleaner

Combat Sense

Demolitions
Notice
Athletics
Handgun
Drive
Electronic Security
Martial Arts
Endurance
Melee
Rifle or Bullpup
Basic Tech
Chemistry
Wilderness Survival or Urb.
Survival
Exposure Reduction

Covert Operative: Specialist Technician

Combat Sense

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

Specialist: Remote Ops

Jury Rig
Drive
Electronics
Hide/Evade
Operate Hvy Machinery

Covert Operative: Specialist Technician

Combat Sense

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

Specialist: Intrusion Ops

Combat Sense 3+
Electronic Security 3+
Electronic Security
Stealth
Pick Lock 3+

Covert Operative: Specialist Technician

Combat Sense

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

Specialist: Systems Ops

Hack
Library Search
Programming 3+
Expert: Electronic Warfare
System Knowledge
Electronics

Covert Operative: Specialist Technician

Combat Sense

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

Specialist: ElInt Ops

Jury Rig
Surveillance
Electronics
Electronic Security
Expert: Electronic Warfare
Photo & Film
Comm Technology, Advanced

Covert Operative: Specialist Technician

Combat Sense

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

Specialist: Demolitions

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

Military Soldier, General

Tactics

Notice
Athletics
Pistol
Rifle
First Aid
Brawling
Wilderness Survival
Operate Heavy Machinery or Vehicular Weapons

Military Officer, General

Tactics

Notice
Athletics
Pistol
Leadership
Interrogation
Martial Arts
Intimidation
Exp. Principles of War



Organization-Specific Military Packages:

U.S. or EDF Army

Special Ability*

Notice
Athletics
Brawling
Stealth
Endurance
Heavy Weapons
Rifle

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

Marine Corps

Special Ability*

Notice
Athletics
Brawling
Stealth
Endurance
Swimming
Wilderness Survival
Heavy Weapons
Melee
Rifle

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

U.S. or EDF Navy

Special Ability*

Notice
Athletics
Handgun
Brawling
Swimming
Basic Tech
Water Vehicles

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

USAF / EDF Air Force

Special Ability*

Notice
Athletics
Handgun
Basic Tech
Electronics
Zero-G Maneuver

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

British Combined Forces
[Either Army, Navy, Marines,
or Air Force]

Special Ability*

Notice
Athletics
Rifle
Martial Arts
Endurance
Heavy Weapons
Swimming

SDF Officer [Japanese]

Special Ability*

Notice
Athletics
Handgun
Martial Arts
Accounting
Bureaucracy
Expert: Tactics
Expert: Law

Paramilitary Operative [GIGN
(France), Sayeret Matkal
(Israel), SAS (UK), Spetznaz
(Russia), Special Forces (US),
Navy Seals (US), CGI (Spain)
just to name a few...]

Combat Sense
Athletics
Pistol
Rifle
Martial Arts
Climbing
Bullpup
Shadow/track
Specialist Tactics
Stealth
2 special concentration skills (ie.
Demolitions, Electronics, etc)



Organized Crime

Note: Organized Crime structure mirrors Corporate packages (in some cases, the two are synonymous)

Corporate Packages:

Note: All Corporate packages include Expert: Corporate Policy and Wardrobe & Style.

Corporate Executive

Resources

Notice
Human Perception
Education
Library Search
Social
Persuasion
Stock Market
Wardrobe & Style
Personal Grooming
Expert: pick 2

Administrator

Admin Resources

Notice
Streetwise
Education & Gen. K. Social
History or Area Know Library
Search
Rhetoric Persuasion & Fast Talk
Bureaucracy
Expert: pick 2
Rhetoric

Corporate Security

Combat Sense

Notice
Athletics
Visual Search
Exp: Corporate Systems
Human Perception
Security
Martial Arts or Brawling
Intimidate
Pistol
Melee
Interrogation
Surveillance or Electronic
Security

Company Man

Combat Sense

Notice
Athletics
Interrogate
Human Perception
Electronic Security
Pistol
Martial Arts
Resist Torture
Torture

Corporate Operative	Corporate Military Soldier	Corporate Military Officer	Spook [Intelligence Analyst]
Combat Sense	Tactics	Tactics	Spy Craft
Notice	Notice	Notice	Notice
Athletics	Athletics	Athletics	Athletics
Pistol	Pistol	Pistol	Surveillance
Martial Arts	Rifle	Leadership	Streetwise
Exp: Corporate Policy	First Aid	Interrogation	Urban Survival
Electronic Security	Brawling	Martial Arts	Electronic Security or Comm
Bullpup, Rifle or Melee	Wilderness Survival	Intimidation	Technology
Dodge/ Evade or Shadow/ Track	Operate Heavy Machinery or	Exp. Corp Systems	Electronics
	Vehicular Weapons		Basic Tech
			Pick Lock
			Stealth
			Photo & Film
			Shadow/Track
			Expert: pick 3

Click [here](#) for a fairly comprehensive list of World Intelligence Communities, including UK's MI-5, Israel's Mossad, and more:



Authority Packages:

Note: all Authority packages include Municipal Communications, Exp: Org. Policy, and Exp: Law

Cop [Beat, Traffic, Vice, Robbery, Homicide, Special Investigations, SWAT, Max-Tac, Riot, Internal Affairs, LEDiv or HiWay]	Police Detective	Profiler
Authority	Authority	Trace
Notice	Notice	Notice
Athletics	Athletics	Athletics
Handgun	Exp: Investigative Proc.	Profiling
Human Perception	Interrogate	Martial Arts:
Visual Search	Pistol	Shadow / Track
Brawling or MA	Athletics	Melee
Melee	Human Perception	Stealth
Interrogation	Drive	Handgun
Streetwise or Street Tactics	Melee or Brawling	Endurance or Brawling
Rifle	Streetwise or Urb. Survival	
Area Knowledge	Surveillance	
	Area Knowledge	

Note: Specialists omit 2 skills, add 3 specialist skills



Driver Packages:

Note: All Driver packages include basic Drive and Auto Tech in addition to other vehicular skills.

Wheelman [or Cabbie]

Vehicle Stunt

Notice
Athletics
Drive
Exp: Area Knowledge
Streetwise or Roadwise
Human Perception
Dodge and Escape
Pistol or Brawling
Basic Tech

Courier

Vehicle Stunt

Notice
Athletics
Pilot (2 or more)
Tech (For vehicles)
Basic Tech
Hide/Evade
Brawling or MA
Handgun or Melee
Wilderness Survival or Urb. Survival
Streetwise or Roadwise
Exp: Area Knowledge

Transporter [Cargo Courier]

Vehicle Stunt:

Notice
Athletics
Pilot (2 or more)
Basic Tech
Brawling Expert: Navigation
Heavy Weapons or Vehicular Weapons
Rifle

Choice of 2 from:
Operate Hvy Machinery
Handgun or Bullpup
Exp: Area Knowledge
Roadwise

Fixer Packages:

Note: All Fixer packages include Streetwise.

Fixer

Streetdeal

Forgery
Handgun
Brawling
Melee
Pick Lock
Pick Pocket
Intimidate
Persuasion
Specialty Package:

Black Marketeer

Streetdeal

Persuasion
Intimidate
Brawling
Melee
Handgun
Option: Select one Specialty Package:

Specialty Package:

Drugs/ Pharmaceuticals

Chemistry
Resist Torture/Drugs
Pharmaceuticals
Specialty Package:

Weapons

Expert: Small Arms
Weaponsmith
Forgery
Specialty Package:

Organ Farms

Biology
Diagnose Illness
Cryotank Operation

Electronics

Electronics
Basic Tech
Expert: High Tech

Specialty Package:

Braindance / VR

Expert: Braindance/VR
Braindance Editing
Electronics

Specialty Package:

Limited Cybernetic Mods

Forgery
Cybertech
Cryotank Operation
Specialty Package:

Vehicles

Drive
Basic Tech
Pick Lock or Electronic Security

Specialty Package:

Slavery

Cryotank Operation
Pharmaceuticals
Psychology or Expert: Torture

Specialty Package:

Wetware

Expert: Wetware
System Knowledge
Bio Tech or Electronics
Human Perception
Programming or Expert: nonoware

Information Broker

Streetdeal

Notice
Persuasion
Interview
Forgery
Library Search
Interrogation
Human Perception
Trashing
Education & Gen. Know. Expert: (pick 4)

Techie Packages:

Note: All Techie packages include Notice, Basic Tech and Education

Techie

Jury Rig

Basic Tech
CyberTech
Teaching
Electronics
3 other Tech skills

Med Tech [Pharmacist, Bioware Researcher]

Medical Tech

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

Biotech

Medical Tech

Library Search
Pharmaceuticals
Biogenetics
Expert: pick 4

Vehicle Tech

Jury Rig

3 tech skills
Library Search
3 Drive/ Pilot skills
Expert: pick 2

Weapontech

Jury Rig

Weaponsmith
3 tech skills
3 weapon skills
Expert: pick 2

Nanotech

Medtech

3 tech skills
Expert: Pick 4
Library Research



Spacer Packages:

All Spacer packages include Zero Gee Maneuvering and Spacewise.

All Corporate, Techie, and most Misc. Packages have Spacer counterparts.

Unique Spacer Packages:

Workganger	Orbital Security [Station, Platform or Vessel Security]	Station Support / Technical Staff	Highrider / Pilot [Shuttle, OTV, Spaceplane pilot]
Tribe	Authority	Tribe	Vehicle Stunt
Notice	Notice	Zero G Maneuver	Notice
Athletics	Athletics	Pilot OTV	Athletics
Exp: Space	Visual Search	Space Survival	Zero-Gee Combat
Construction	Exp: Corporate Systems	EVA	Pilot Shuttle/Spaceplane
Space Survival	Human Perception	Basic Tech + 2 others	Physics
EVA	Security	Expert: Construction	Pilot OTV
Pistol	Zero Gee Combat	Electronics	Basic Tech
Zero Gee Combat	Astrogation or EVA	Expert: Orbital Policy	Electronics
Electronics or basic tech	Pistol		Astrogation
Operate Heavy Machinery	Melee		Space Survival
Powerloader	Interrogation		EVA
	Surveillance or Electronic Security		
Salver	Space Marine		
Salvage	Space Combat		
Notice	Notice		
Athletics	Athletics		
Space Survival	Space Survival		
EVA	EVA		
Zero-G Combat	Zero-G Combat		
Astrogation	Pilot OTV or Spaceplane		
Operate Hvy.	Driving or Motorcycle		
Machinery	Handgun or Melee		
Pilot OTV	Rifle or Bullpup		
Basic Tech or Electronics			
Melee or Handgun			



Criminal Packages:

Note: All Criminal packages include Streetwise (or sim).

Boosterganger**Rumble**

Notice
 Athletics
 Melee
 Brawling or MA X
 Intimidate
 Streetwise
 Shadow / Track
 Pistol or Bullpup

Champion [Pit Fighter, Gladiator]**Berzerker**

Notice
 Athletics
 Brawling or MA
 Melee
 Intimidate
 Handgun
 Thrown Weapons
 Endurance
 Strength Feat
 Climbing

Grifter**Intuition**

Notice
 Athletics
 Social
 Persuasion
 Disguise
 Seduction or oratory
 Pick Pocket or Pick Lock
 Human Perception
 Athletics

Catburglar**Ingenuity**

Notice
 Athletics
 Sneak
 Electronic Security or Pick Lock
 Stealth
 Disguise
 Ex: Commodities
 Pistol or Melee
 Martial Arts or Brawling
 Surveillance

**Miscellaneous Packages:****Nomad****Presence**

Notice
 Athletics
 Endurance
 Melee
 Rifle
 Drive
 Basic Tech
 Wilderness Survival or Urb.
 Survival
 Brawling

Hacker**Hack**

Notice
 Cryptography
 Basic Tech
 Electronics
 Electronic Security
 Exp. System
 Knowledge
 Library Search
 Trashing

Media [journalist, investigative reporter, tabloid]**Credibility**

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

Celeb

[Braindancer, Meat Puppet, Star, Politician, Playboy,

Underground Revolutionary, or Society Figure]

Celebrity

Perform or Orate or similar
 Wardrobe & Style
 Composition
 Brawling
 Expert: pick 1
 Streetwise
 Persuasion
 Seduction

Professional Athlete	Private Investigator	Scavenger	Repo
Combat Sense : Sport Specific	Trace	Scrounge	Trace
Notice	Notice	Streetwise	Notice
Athletics	Athletics	Basic Tech	Athletics
Combat Soccer	Interview	Pick Lock	Streetwise
Strength Feat	Handgun or Brawling	Electronic Security	Intimidation
Endurance	Human Perception	Drive	Persuasion
Intimidate	Streetwise	Stealth	Shadow/Track
Brawling	Shadow/Track	Handgun	Pick Lock
Seduction	Intimidate	Strength Feat	Martial Arts
Dodge & Escape	Persuasion		Handgun
Martial Arts	Library Search		Electronic Security
	Surveillance		

So you know what they taught you. What else have you learned on the way...

Master Skill List Skills per Primary Attribute Association

Special Abilities [per Primary Career Package Association]

ACPA Combat Sense (PA Trooper)

Administrator Resources (Corporate Administrator)

Authority (Cop)

Bezerker (Champion)

Celebrity (Celeb)

Combat Sense (Solo)

Combat Sense - Nindo (Shinobi)

Combat Sense - Geonghu (Tatsujin)

Combat Sneak (Assassin, Entry Specialist)

Credibility (Media)

Hack (Cypher)

Inguinity (Catburglar)

Intuition (Grifter)

Jury Rig (Techie)

Medical Tech (Medtech)

Presence (Nomad)

Rampart (Bodyguard)

Recognition (Bounty Hunter)

Resources (Corp)

Rumble (Ganger)

Salvage (Salver)

Scrounge (Scavenger)

Sneak (Prowler)

Space Combat (Space Marine)

Spy Craft (Spook)

Streetdeal (Fixer)

Tactics (Soldier)

Trace (Profiler)

Tribe (Spacer)

Vehicle Stunt (Driver)



INT

- Accounting
- Ambush
- Anthropology
- Appraise
- Area knowledge: (Area)
- Artillery Operation
- Astrogation (2)
- Awareness/Notice
- Biogenetics
- Biology
- Botany
- Braindance Use
- Bureaucracy
- Business Sense
- Chameleon
- Chemistry
- Combat Engineering
- Composition
- Cryptology
- Culture
- Diagnose Illness
- ECM
- Education & General Knowledge
- Eidetic Memory
- Expert: (Subject)
- Forensics
- Gamble
- Geology
- Graphology
- Herbalism

Hide/Evade

- History
- Know Language
- Library Search
- Linguistics
- Mathematics
- Meat Puppetry (Braindance)
- Photo Analysis
- Physics
- Programming
- Psychology
- Security
- Shadow/Track
- Space Survival
- Specialist Tactics
- Stock Market
- Surveillance
- System Knowledge
- Teaching
- Trashing
- Urban Survival
- Vehicle Weaponry
- Visual Search
- Wilderness Survival
- Xenobiology
- Zoology

REF

- Acrobatics
- Archery
- Athletics
- Brawling
- Bullpup
- Combat Soccer
- Dance
- Dodge & Escape
- Driving
- EVA
- Fencing
- Handgun
- Heavy Weapons
- Martial Arts: (Style)
- Melee
- Motorcycle
- Operate Heavy Machinery
- Parachute
- Pilot: (Vehicle)
- Powerloader (2)
- Rifle (Shotgun)
- Sleight of Hand
- Smartgun
- Sport
- Stealth (2)
- Thrown Weapons
- Zero-G Combat (2)
- Zero-G Maneuver

TECH

- Aero Tech (2)
- Auto Tech (2)
- AV Tech (3)
- Basic Tech (2)
- BioTech
- Body Art
- Braindance Tech (3)
- Chameleon (2)
- Communications Tech, Advanced
- Communications Tech, Basic
- Cryotank Operation
- CyberTech (2)
- Demolitions (2)
- Disguise
- Electronics
- Electronic Security (2)
- Expert: Electronic Warfare
- Exposure Reduction
- First Aid
- Forgery
- Genetics
- Gyro Tech
- VR (Meat Puppet / Braindance) Tech
- Municipal Communication
- Nanotech

- PA Tech (3)
- Pharmaceuticals (2)
- Photography & Film
- Pick Lock
- Pick Pocket
- Pressure Suit Tech
- Robotics Engineering
- Spacecraft Tech (4)
- Space Tech
- Tattooing (Electric/Hand-picked)
- Torture
- Video Manipulation
- Weaponsmith (2)
- Wetware Tech

ATTR

- Entrance
- Personal Grooming
- Wardrobe & Style

BODY

- Climbing
- Endurance
- Labor
- Strength Feat
- Swimming

Joint Skills

- Field Surgery
- Remote/ WAD Weaponry
- Sniper
- Operate Weapon of Mass Destruction

COOL

- Interrogation
- Intimidate
- Oratory
- Resist Torture/Drugs
- Rhetoric
- Roadwise
- Spacewise
- Streetwise

EMP

- Animal Handling
- Human Perception
- Interview
- Leadership
- Perform
- Persuasion
- Seduction
- Simper
- Social



Primary Attributes:

Intelligence (INT): This is a measure of your problem solving ability; figuring out problems, noticing things, remembering information. Almost every character type needs a high intelligence, with hackers 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, and cops) should always invest in the highest possible reflexes.

Cool (COOL): This index measures how well a character stands up under stress, fear, pressure, pain and torture. In determining your willingness to fight on despite wounds or your fighting ability under fire, Cool is essential. It is also a measure of how "together" your character is and how tough he appears to others. celebs and fixers should always have high cool, with solos and nomads having the highest cool of all.

Technical Ability (TECH): This is an index of how well you relate to hardware and other technically oriented things. Tech will be the stat used when fixing repairing, or 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 (LUCK): 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 your luck stat is used up. Luck is always restored at the end of each game session.

Attractiveness (ATTR): 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 Celebs, as being good-looking is also part of the job.

Movement Allowance (MA): This is an index of how fast your character can run (important in combat situations). The higher your Movement Allowance, 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), multiply your MA by 3. The character can run three times this distance (a total of 9 times your MA) in a full 10 second turn.

Leap: To determine how far your character can leap (from a running start) Leap is 3/4 of your MA

Empathy (EMP): This stat represents how well you relate to other living things - a measure of charisma and sympathetic emotions. In an alienated, future-shocked denial culture, the ability to be "human" can no longer be taken for granted. Empathy 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 psychotic monster.

Humanity: This is a measure of the toll that bioware and nanotech enhancements take on your ability to relate to other living things. Multiply your EMP by 10 to determine how many humanity points you have. Remember, for every 10 humanity points you lose, you will automatically lose 1 point of EMP. This can have a serious effect on any empathy based skills, as well as forcing you to the edge of bioware-induced psychosis.

Body Type (BOD): Strength, endurance, and constitution are all based upon the character's body type. Body type determines how much damage you can soak up in wounds, how much you can lift or carry, how well you recover from shock, and how much extra damage you cause with physical attacks. Body type is important to all character types, but to solos, nomads, and cops most of all.

Lift & Carry: You may carry 10 times your body type in kilograms. You may also dead lift 40 times your body type in kilograms.



Special Abilities

ACPA Combat Sense (Power Armor Trooper)(3): This skill is similar to both Combat Sense and Vehicle Stunt. While in Powered Armor, a PA trooper uses ACPA Sense as a modifier for Awareness/Notice and Initiative rolls, as well as using it like a normal REF skill for maneuvering and moving in the armor. It also counts as Dodge & Escape for PA troopers in their armor! Outside of the armor, a PA trooper only gets ½ of this skill's value to use as Combat Sense.

[Initiative, replaces Reflex]

Administrator Resources (Government Administrator): Like Corporates, the Administrator special ability is Resources, only in this case, the skill represents the resources made available to you by the government for which you work. Even a small country has access to materials and funds far beyond most private groups. Admin resources is also your ability to call in government help as long as national interests are at stake. Abuse it and lose it. [Intelligence]

Authority (Cops): The ability to intimidate or control others through your position as a lawman. This attribute represents the Cop's ability to call on the forces of the Law and Government to get what he wants. Cops can use Authority to question suspects, arrest wrongdoers, and defend innocents. Backed by the power of Authority, a cop can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper arrestor search warrants to back his play. However, authority is only as good as the guy holding the badge-if the cop appears uncertain of his Authority, there's a good chance he'll get nailed by the people he's trying to confront. The higher your Authority, the more able you are to face down criminals, particularly high level mobsters and officials. [Cool]

Berserker (Champion)(2): This is a special ability that is taken by some rare members of various booster gangs and some nomad warriors. It is the raw ability to go unhinged in combat, ignoring damage and fear and rushing in for the kill. To go berserk requires a roll HIGHER than (COOL +2 - Berserk) which can be made every round in combat, or even when insulted or highly irritated. Characters who are berserk gain half their berserker level on all stun saves, and one third on all death saves. They also gain +2 to hit and damage in hand-to-hand combat. Berserkers must make an average (15+) awareness check to notice when the fight is over or they may well turn on their friends or nearby innocents (something which is encouraged by many gangs). [Reflex]

Celebrity (Celeb): This skill represents the aura of a well-known figure in popular culture, and the phenomenon of celebrity-awe. Media figures, entertainment personalities, supermodels, well-known meat puppets, political leaders, royalty, sports figures, famous prodigies, and other cultural figures are treated to mind-numbing attention, depending on their reputation. The response from the

general population when encountering such figures may range from intimidated distance, to riotous crowds of worshipers at their heels. The Celebrity skill represents the disadvantage other people frequently have to their free will and common sense when in the presence of a celebrity. It is added to Cool or Empathy based skill rolls. In addition, at first encounter with a celeb, others must make a Cool save (-1 for every 2 pts. of opposing celebrity's Celebrity skill) or be automatically at -3 to resisting all Cool or Empathy based actions the celebrity chooses to make, representing their deification of the celebrity from being overloaded by media culture. This penalty is in addition to the advantage celebrities have when making Cool or Empathy actions. Another advantage of the Celebrity skill is the ability to play on the stunned emotional vulnerability of the crowd. It thereby allows the celebrity to sway crowds equal to their level squared times 200. This ability (added to your Cool stat) allows the celebrity to control, incite and charm large number of people through his or her performance skills. When under the celebrity's control, this group can easily be persuaded to act on their suggestion; for example, a celebrity could convince a concert crowd to riot in the streets or attack a heavily fortified police line. Used in this way, Celebrity will only work with groups of ten or more people as it is primarily a mob leadership ability. The higher your Celebrity, the larger a crowd you can control and the more direct and complex the instructions you can get them to follow without questioning them. For example, a Level +3 Celebrity could incite a nightclub crowd to get rowdy. A Level +5 or +6 could provoke a concert crowd of thousands to trash a neighborhood, if the area wasn't too far from the hall. At Level +9, and higher, you have the same sort of mesmeric ability as an Adolph Hitler-you can raise armies, start movements, and destroy nations. Note: The Celebrity skill is tied closely to the reputation the Celebrity has in media culture. Therefore, the celebrity must be identified as a Cool-based or Empathy-based figure. In addition, celebs may not use their Celebrity skill on other celebs, and do not suffer penalties when interacting with them: they may be infatuated by the other celeb, but cannot afford to show it. If a celeb fails a Celebrity-based skill roll or attempt to sway a crowd, the result is indifference or unfamiliarity on the part of the opposing target(s). However, if the celeb suffers a critical fumble in the same skill roll, the opposing target(s) pan the celeb and penalties may apply towards future actions with them by the GM. [Cool or Empathy]

Combat Sense (Solos): This ability is based on the Solo's constant training and professionalism. Combat Sense allows the Solo to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. Your Combat Sense gives you a bonus on both your Awareness skill and your Initiative equal to your level in the Combat Sense skill.

Combat Sense Specialization: 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's sensor data, interpret and integrate it in a combat situation without effort; a tank crewman can maneuver, identify and select valid targets, lay the gun, and fire on the move without thinking about it; an astronaut EVAT is more like a pilot than a grunt. Take any grunt and drop him in one of those 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 speciality, or the firefights grunts excel at, and he lags. This variant on the normal combat sense makes the special ability much more deadly than normal, but also puts restrictions on specializations. This specialization is illustrated by the Special Abilities of packages like Combat Soccer Star, PA Trooper, Drivers, etc. While they gain Combat Sense-like advantages while in their specialization scenario, they suffer reduced penalties or no advantages whatsoever outside of that environment. [Reflexes]

Combat Sense: Nindo (Shinobi): This is the Combat Sense variant for the Shinobi class of assassins. It allows, in addition to the normal Combat Sense bonuses, the value of the Nindo Ability to be added to Stealth, Hide / Evade, and Martial Arts when conducting an assassination.

Combat Sense: Geonghu (Tatsujin): This is the Combat Sense variant on the Tatsujin, or Pure Martial Artist. It allows, in addition to the normal Combat Sense bonuses, the value of the Geonghu Ability to be added to Martial Arts, Melee, and Thrown Weapons skills, when following the strict rules of the school, including no guns, soft armor maximum, and no ambushes.

Combat Sneak (Assassin, Covert Ops: Entry Specialist): Covert Operative version of Sneak. This skill, like Sneak, is added to Stealth, Hide/ Evade, and Shadow / Track rolls. In addition, ½ of the value of this skill can be used as traditional Combat Sense in Notice and Initiative applications.

Credibility (Medias): This is the ability to be believed: by your viewers, by the police, by important and powerful people. This is critical to getting your story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story is really happening. The higher your Credibility, the more people you can convince, and the easier it is to convince high level authorities of the truth of your information. With a level +3 Credibility, you can convince most people of minor scandals. With a level +5 or +6, you can convince local officials of military atrocities, undercover dealings and other front page stuff. At level +9, you can successfully expose a scandal of Watergate proportions, or convince the President of the EuroMarket Finance Board that aliens are secretly influencing world leaders. [Intelligence]

Hack (Cypher): This skill reflects the hacker's ability to manipulate computer systems through a combination of education, experience, specialized training, and innovative thinking. It encompasses not only true hacking, but also more legitimate navigation of networks and data mines, as well as touching on an enlightened understanding of the underlying data systems that allow many

conveniences of modern technology to operate, like data terminals, ATMs, closed networks, satellite systems, etc. The skill may be added to any Intelligence or Tech based skill check when the Cypher is attempting to manipulate, penetrate, or reprogram a code-based system. [Intelligence, Tech]

Ingenuity (Catburglar): A measure of a trained thief's ability to study approach and escape routes, case the target's structural environment, and determine the method of infiltration undetected. This special ability is used when querying heist-specific knowledge, searching for security devices or traps, and improvising solutions when confronted or trapped.

Advantage: When searching for visual surveillance equipment, electronic security devices, physical traps, or important details in a visual inspection of a location or individual, the Ingenuity skill may be added to the Notice check. [Intelligence]

Intuition (Grifter): This special ability represents the grifter's ability to pick up on the non-verbal cues, pantomimes, and personal quirks of others, all tools allowing the grifter to manipulate people and events in his or her favor. It also involves the gut feeling on which a grifter relies to improvise tense confrontations. Intuition is added to Human Perception, Persuasion, Seduction and other Empathy-based skills, when the grifter's abilities are an advantage. [Empathy]

Jury Rig (Techie): This general repair skill allows the Techie to temporarily repair or alter equipment and technology for 1d6 turns per level of skill. This is not a permanent repair; after the elapsed time, the jury rig will break down. However, in non-time-sensitive conditions where a Techie's resources are available, the same skill can be applied to innovating new technology or modifications to equipment that, based on the success of the effort, remain permanent. [Tech]

Medical Tech (Medtech): This is the skill used to perform major surgery and medical repairs. This is a specialized Tech ability, and extends beyond surgery to include biotech and nanotech engineering. [Tech]

Presence (Nomad): This special ability represents the intimidating physical presence of a nomad or wanderer when in interpersonal environments. It reflects the nomad's alien presence, the mannerisms, attitude, affectations and general demeanor of the outsider. It is added to Cool-based skill checks. Additionally, it provides to an opponent's Cool saves a penalty of -1 for every 2 Presence skill levels when involved in showdowns or verbal confrontations. [Cool]

Rampart (Bodyguard): This special ability is a measure of a trained bodyguard's ability to identify threats to their Primary, and physically intervene on physical attacks to that individual. It is added to Notice rolls and Initiative when actively protecting their Primary in High Exposure areas (crowds, public spaces, etc.). Most importantly, Rampart allows the Bodyguard to always take a free action in order to block or redirect incoming attacks on their Primary. This means that the Bodyguard rolls the defense roll in place of the Primary. If successful, the Bodyguard takes the attack themselves. If failed, then the attack continues onto the Primary, who also makes a defense roll against the same attack roll.

Recognition (Bounty Hunter): This specialty skill is similar to Authority used by Cops. This skill indicates how well known the character is and the level of cooperation afforded when he/she comes to visit a complex. Because Bounty Hunters are regarded as a necessity in hunting down perps and because the installations may have need to hire them, Bounty Hunters are sometimes given a wide berth when they come to visit. Recognition is almost a mark of their 'fame', similar in this way to celeb. At Level +3, the Bounty Hunter is beginning to make a name for himself. Contracts at this level are few and usually dealt with one at a time. At +6, the character has multiple contracts to fulfill and is usually welcomed in several facilities due to work and reputation. He has become one of the established hunters. At Level +9, the character is listed as one of the top 10 Bounty Hunters on all the Corp lists - the player better have a damn good reason for having his skill at this level. This skill can also work as a curse. With Recognition, people may challenge the hunter to build up their own rep, members of private Security forces may not like his presence in their territory, or the perp he's hunting happens to work for the facility that has eagerly welcomed him for a "special dinner".[Cool]

Resources (Corporate): This represents the Corporate's ability to command corporation resources. It is used as a persuasion skill, based on the scale of resources requested. This could include bodyguards, weapons, vehicles, buildings, money, etc. Obviously, the more powerful the Corporate, the more they can call upon at any one time. The level of Resources determines exactly how much can be requested from the Corporation without overreaching. A Resource ability of +2 might get you access to a Company car. An ability of +6 might allow you to use a Company jet or hire a Solo team from the Corporate Security Division. A Resource of +9 would allow you access to almost all levels of the Corporation, as well as the ability to requisition almost any Company resource. In addition, as a measure of the elevated above-the-law status afforded to the Corporate world, Corporates with this ability above 2 may apply ½ of it's value as a bonus to Intimidation, Persuasion, and Entrance skills, when in a context of a non-Corporate environment. This represents the wide berth afforded to Corporates in non-Corporate culture, for fear of retaliation. [Intelligence, Cool]

Rumble (Ganger): This special ability represents the ganger's natural advantage when fighting in groups, either against multiple or single targets. It includes the surrounding, probing, intimidation, and concerted sneak attacks that occur when the gang (2 or more) are working off each other's strengths in order to harass their opponents. Gangers working in concert enjoy certain advantages, given that they are not separated by more than 4m (or reasonable melee range) and are engaged in close quarters combat. Once separated, they may only use Rumble if rejoined. The ganger with the highest Rumble skill must make a save in order to organize the other gangers.

General Advantages: Add Rumble stats of all gangers in the group, and add total to each ganger's initiative roll. When any ganger is either subdued, killed, or routed, this advantage is negative, as their collective confidence is shaken.

Multiple Targets: when 2 or more gangers are fighting 2 or more targets simultaneously, each ganger may make one hand-to-hand attack on each opponent with no multiple-attack penalty. This represents the ganger method of frequent exchange of targets, feinting and weaving.

Single Target: Once initiative is established, any grouped ganger hand-to-hand attacks (in other words, initiative rolls determine that 2 or more gangers are acting consecutively) are resolved individually, but damage to target is pooled and assigned at the end of the round, representing the use of rabbit punches and kicks simultaneously on the target. This can be tricky. Roll damage and locations for each attack, but do not assign the damage until all attack have been made. The advantage is that multiple strikes to a given location are combined, and as such may defeat armor. This advantage is used within reason; if a ganger scores a critical head hit, resolve it immediately.

Disadvantage: when any member of the gang is incapacitated or routed, each ganger in the melee must make a Cool save or be themselves routed, and immediately attempt to flee combat. [Cool]

Salvage (Salver): This encompasses the ability to spot a piece of valuable space-junk in the first place and to know how to harness it without crippling your own craft. It can be added to Notice checks when a Salver is searching for salvageable materials. It also functions as the Techie's ability of Jury Rig at half level. Note: this is the Spacer equivalent of Scrounge. [Intelligence]

Scrounge (Scavengers): This skill represents the knowledge of where to find salvageable materials. The higher the scrounge, the easier it is to locate unusual and valuable parts. At +2, you can locate such common junk as hubcaps, sheet metal, shell casings, and recyclable garbage. At +5, you can turn up old computer parts, scrapped appliances, and other handy stuff. At +9, you can find experimental bioware components, half full containers of chemicals, and used military equipment. The trick with this skill is that it only gives you knowledge of where to find these things; it doesn't tell you how you can get your grubby mitts on them. [Intelligence]

Sneak (Prowler): This acts as a counter-balance to the solo's Combat Sense. Since solos have their combat sense added to their awareness skills, it seems nearly impossible to escape a solo's notice. Prowlers live to confound the observant, including solos, since their special ability adds to their Stealth and Hide/Evade. This reflects the Prowler's talent for moving silently, blending into the shadows, and generally avoiding the notice of security personnel. It is similar to, but not the same as Ingenuity or Combat Sneak. [Reflex]

Space Combat (Space Marine): This skill is added to both Zero Gee Combat and Zero Gee Maneuver when involved in space-based combats and reflects the highly specialized training these individuals have undergone to become adept at combat in space. Note that this only applies to reduced-gravity environments. [Reflex]

Spy Craft (Spook): This special ability represents the Spook's skill at trashing (gaining information on a person by going through their garbage), bugging (planting bugs, tracers, phone taps, cameras, etc), surveillance work (observing a person without their knowledge), and technical knowledge of spy gear, including micro-cameras, bugs, and such equipment. It is added to surveillance-based skill checks. In addition, at +4 or better, the Spook or Intelligence Analyst is able to competently navigate and manage live satellite feeds. [Intelligence]

Streetdeal (Fixer): This is the ability to deal with the underground information network. With Streetdeal, a Fixer can uncover rumors and information, locate missing persons or things, put gossip out on the street, pickup clues and score big deals. The higher your Streetdeal ability, the more information you can gather about things happening around you, the more informants you have, and the more secretive the information you can dig up. A level +3 Streetdeal can get you contacts for weapons, tools, or minor illegal operations. At level +5, you can penetrate the secrets of all but the most powerful crime families. At level +9, you are the equivalent of a Mafia crimelord yourself, privy to every secret that's on the Street. [Cool]

Tactics (Military): This skill is the special ability of most military career characters, and is the ability to coordinate and take part in group actions to form functional cover fire, spotting, evasion and coordinating fire zones, entrapment maneuvers, etc. In game terms, a group that has some means of communication can pool all their (Tactics-2) levels together, and characters can take points out of this pool as bonuses on their rolls for this turn (a maximum of their tactics level +2 can be used from the pool each turn, and the character must have tactics at +2 or better to access the pool at all) until the pool is empty. The pool refills at the beginning of each combat round. Once this skill reaches level 6 or higher, it also functions as a reduced version of Authority, usually at half level (when the character is in uniform), but at full level in appropriate emergency situations (military-aided relief efforts, war zones, etc). [Intelligence]

Trace (Profiler): This skill represents the education and training, experience, and often the preternatural ability to visualize and empathize with an unknown target based on clues, background information, patterns of behavior, and instinct, a Profiler relies on when attempting to build a profile for an individual being studied. This may be in the context of a manhunt, as is often the case with Law Enforcement or Corporate Security Profilers, or may relate to missing persons cases. The amount of information resources the private investigator has access to, and his or her ability to use it, is also measured by the Trace ability. Be it snitches, friends, or computer files, the higher the level, the more the profiler has at their fingertips. Trace can be added to research, streetwise, urban survival, surveillance, notice, and in some cases, person-to-person skills like Human Perception, when the use of these skills directly relates to the profile. A variant of this Special Ability is used for Private Investigators and Repo Men. [Empathy, Intelligence as applicable]

Tribe (Spacers): This represents the role each Spacer plays in the close-knit community of workers that cooperate in order to survive in the claustrophobic and lethal environment of Orbital stations and vessels. It is a measure of the Spacer's reputation and importance within this intimate and reasonably flat organization of technicians and staff from different trades. To a large degree, Spacers keep to themselves warily when in a non-Spacer-exclusive environment. To a more specific degree, Spacers, when in the Orbital environment, are tribal, without being particularly territorial. The Tribe ability allows a Spacer to call upon the resources of the Station or vessel on which they reside, work, or maintain. This is especially true when dealing with non-Spacers. the skill is added to any person-to-person skill roll when dealing with non-Spacers, acting similar to the Presence ability. It is also a measure of the Spacer's general familiarity and comfort-level with their environment, and as such, may be added to Cool saves when in a hazardous Orbital scenario. Note that these rules regarding Spacer / non-Spacer relations are subject to change, as trends may shift toward improved relations between the two camps. [Cool]

Vehicle Stunt (Driver) : Drivers and pilots, by profession, are deeply in tune with their vehicles: their operating parameters, the general physics of the vehicle class, and the interesting little tweaks that enable them to seemingly perform impossible feats behind the wheel. Related is the necessary Area Knowledge to make spontaneous hairpin turns and the skill to Evade pursuers or Shadow the pursued, as well as Vehicle Identification knowledge, all separate skills. However, the special ability Vehicle Stunt represents that combination of reflexes, judgment, and guile that allows them to do spectacular maneuvers in the heat of vehicular combat.

Advantage: In vehicular combat, when attempting extreme maneuvers or stunts, Vehicle Stunt is added to the vehicle maneuvering roll. It does not apply to normal driving or piloting conditions. In addition, ½ of the Vehicle Stunt value may be added to Notice and Initiative rolls when under extreme operating conditions only. [Reflex]

Attractiveness Skills

Entrance: This is the ability to captivate an audience with ones appearance, through dance, seduction, or simple allure; this is the characters sensual quality, a sort of specialized ability to combine Personal Grooming, Wardrobe & Style, Perfom, and Charismatic Leadership into a single mesmerizing skill.

Personal Grooming: This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasions. A basically good looking person would be at +2. A fashion model might have a Personal Grooming of +5 or +6. At +8 or better, you could be a major fashion model, film star, or trendsetter. You are always "together". And you know it.

Wardrobe & Style: The skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit. With a Wardrobe of +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy anything off the rack. At +8 or better, you are one of those rare people whose personal style influences major fashion trends.

Body Type Skills

Climbing: There are generally two types of climbing; trees and walls and stuff use the Athletics skill, while mountains, buildings and bridges use this skill... a good thing to remember. This skill includes climbing walls, rope climbing, rappelling, and using climbing gear. Modifiers are cumulative: -3 for slick or wet surfaces, -3 for very sheer surfaces, -3 trying to climb in a place that would need climbing gear without it, +3 for lots of handholds or knots in the rope, and +3 for being helped up by somebody. You don't have to have this skill to try climbing a wall; it just makes it easier.

Endurance: This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active after a long period without food, sleep or water.

Labor: Select a type of labor, from road works to mining to dockyard lifting or whatever; this is a profession skill used to carry out one's job.

Strength Feat: The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlor tricks. At +2 you can crush cans, rip thin books in half, and bend thin rods. At +8, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dent car fenders with one blow.

Swimming: This skill is required to know how to swim (see Athletics for details).

Cool Skills

Interrogation: The skill of drawing information from a subject and forcing his secrets into the open. An Interrogation of +2 or better will allow you to infallibly find out if your boyfriend is lying to you. At +5, you are a professional level interrogator equivalent to a skilled detective grilling a suspect. Mike Wallace of 60 Minutes has an Interrogation of +9, allowing him to make even the most powerful people squirm.

Intimidate: The skill of getting people to do what you want by force of personality or physical coercion.

Oratory: The skill of public speaking. At +2, you can win high school speech contests. At +6, you can be paid to speak in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ich Bin Ein Berliner" or Lincoln's Gettysburg Address. Celebs or Medias with an Oratory Skill of +6 or better can add +1 when using their Special Ability.

Resist Torture/Drugs: Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any interrogation attempt made by another party by one level.

Rhetoric: Speaking in circles without revealing anything, at the same time keeping listeners convinced of hearing what they want; good for distractions, good for conmen, good for resisting interviews and interrogation; quite a skill to master. This is how to take one sentence and expand it to five minutes of monologue with no increase of meaning. It is the essence of bureaucracy. The Chinese are considered true masters of it. At +2, you can confuse a worried student. At +6, you can baffle an angry mob. At +10, you can run for President on "the issues" and win.

Roadwise: This is the counter-urban equivalent to Streetwise. It involves the experience and knowledge of how to keep a low and/or untouchable profile when traveling in remote areas, particularly in less-judiciously enforced environments. It also involves knowledge of bribery and protocol for dealing with law enforcement, private interest, and nomad gang elements.

Spacewise: This is the Station and vessel equivalent of Streetwise, which is used in Orbital environments.

Streetwise: The knowledge of the "seamy" side of life - where to get illegal and contraband things, how to talk to the criminal element, and avoid bad situations in bad neighborhoods. With a Streetwise of +2 or better, you can get "hot" items, score drugs, etc. A Streetwise of +5 would allow you to arrange a murder contract, know a few mobsters who might owe you favors, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself and skip the middleman.

Empathy Skills

Animal Handling: The individual with this skill is experienced in dealing with and controlling animals. He or she can direct and train animals in guard or hunting duties and can control and ride beasts of burden and riding animals. All skill difficulties are reduced by the animal's intelligence.

- to make a trained animal follow a simple command (10)
- to ride a trained animal at a gallop (15)
- to shepherd a flock of sheep (12)
- to train a hunting/guard animal (20)
- to break a wild horse (25)

Human Perception: The skill of detecting lies, evasions, moods and other emotional clues from others. At +2, you can usually tell when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Interview: The skill of eliciting interesting anecdotes from an interview subject. This information will be of a more nonspecific and personal nature rather than specific knowledge (distinguishing this skill from the skill of Interrogation, where the user is trying to extract exact information. Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything—including personal information about their illegitimate son, the time they stole a cookie at age 4, and the fact that no one ever loved them.

Leadership: The skill of leading and convincing people to follow you. A leader with a skill of +2 can manage a small office successfully and be respected for it. A leader with a skill of +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it. James Kirk of Star Trek has a Leadership of +11, but you never will.

Perform: The skill of trained acting, singing, etc. Like Expert or other similar skills, one field should be selected.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend that the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan has a Persuasion of +7. Hitler had a Persuasion of +9.

Seduction: The skill of forming and maintaining romantic relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with characters and the intensity of these relationships. Seduction, though Cool-based, suffer bonuses or penalties based on the Attractiveness of the seducer:

Attractiveness Value Seduction Modifier

- 1 -2
- 2-4 -1
- 5-7 +0
- 8-9 +1
- 10 +2

Simper: Fuad can stop you dead in your tracks and make you listen to the most inane stories for minutes at a time. Then you feel sorry for him. Why? Because he can Simper. This allows a character to elicit sympathy with stories, postures or just plain pathos. In game play it may be used to woo others to your point of view, similar to Oratory, but with a focus on pity and manipulation. Also good for NPCs. Good examples of this skill are Alan Rickman's main villain from the original Die Hard when he posed as a Texan, or the redneck mercenary in Drive.

Social: The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the traveling cyberware salesman. A Social Skill of +2 or better will allow you to get by at any fine restaurant or social

function. At +S, you can lunch With the President with aplomb. No social situation will faze you, no matter what At +8 or above, you can lecture Emily Post on what's proper.

Intelligence Skills

Accounting: The ability to balance books (or create false books), juggle numbers, create budgets and handle day to day business operations.

Ambush: The Ambush skill is utilized for both detecting as well as performing ambushes, though it is not required. Effectively a specialized form of Tactics, Ambush allows the player to evaluate the area as a potential ambush site. In selecting an ambush location, the Ambush skill is rolled. The result, plus/minus any applicable cover modifiers or other GM modifiers (good idea/role playing, bad idea/role playing, etc) is the threshold for any Notice checks to detect the ambush. Additionally, this knowledge can be reversed, allowing the PC to determine if an ambush is likely to occur. If a character succeeds in an Ambush check (threshold is GMs discretion, 20 is typical), they would be allowed a chance to avoid the ambush by running for cover, negating the attacker's ambush bonuses.

Anthropology: The knowledge of human cultures, habits and customs. Unlike Streetwise (which covers only the cultures and customs of the Street), or Social(which covers only what you should do in a given situation), Anthropology covers general customs and background of a culture. For example, with Streetwise, you know what alleys to avoid and what gangs are dangerous. With Social, you know the proper forms of address for a high ranking zaibatsu head. With Anthropology, you know that the customs of a N'Tanga tribesman require that a young man kill a lion in order to be accepted as an adult male.

Appraise: This skill allows one to judge the value and authenticity of gems, jewels, art, sculpture, furniture, even architecture, by looking closely and inspecting it. A successful roll will also tell the appraiser a general history of the object being studied, like where it was made and by whom, and the rarity of the object. The difficulty of the roll depends upon the relative obscurity of the object and how well the appraiser gets to inspect it.

Area Knowledge: With this skill you have the low-down on a given area no bigger than a small nation or large city or citystate. You'll know the politics and recent history well enough to recognize things that the average person is blind to. At +2, you have a basic background on the area. At +4, you have a fairly deep knowledge of the people and the history. At +7, you have studied or lived in the area and know it intimately. Patterns or disturbances in the area become apparent quickly. At +9, you are so tuned into the pulse of the place that any change is immediately noticeable. That's the kind of thing that can keep you alive, effendi.

Artillery Operation: Artillery Operation covers all indirect fire 'big guns' and support weapons, and covers both the radio procedures, tactics and mathematics involved in firing the suckers.

Astrogration (2): Navigation through space in three dimensions, covers the art of mapping courses, calculating distance, fuel needs and time when plotting courses for space flights.

Awareness/Notice: This is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadows and other events. With an Awareness of +2 you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions lying or dislike. An Awareness of +5 or better you to spot fairly well hidden clues, notice small changes in expression, and sophisticated attempts to "shadow" you. With an Awareness of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show("The murderer was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players without this skill may only use their Intelligence Stat.

Biogenetics (2): The science of gene manipulation, therapy and engineering; a biological science that deals with identifying and working with DNA.

Biology: General knowledge of animals, plants, and other biological systems. At level +3,you know most types of common animals and plants. At +6, you have a general understanding of genetics, cellular biology, etc. At +10, you can perform bio-lab procedures, including gene mapping and splicing.

Botany: The general knowledge of plants and plant identification. At level +3, you know most common plants and can identify which ones are dangerous and why. At +6, you can identify most important plants found worldwide and have a working knowledge of their uses. At +8, you have the equivalent of a doctorate in Botany and know all about rare poisons, exotic orchids and other useful plants.

Bureaucracy: Modern government makes a tradition out of red tape. This skill lets you maneuver through it as painlessly as possible. At +3, you know how to jink minor clerks. At +5, you can sweet talk councilmen and some judges. At +7, you can slice through the worst red tape and bureaucracy and even senators may give you an ear. A necessary skill in an age of petty governments and petty people.

Business Sense: A general eye for competitors, markets and movements within the business world, and how to survive in the cut-throat corporate environment; those without this skill will find themselves outmoded, outmaneuvered and second guessed by those who have it.

Chemistry: The required skill for mixing chemicals and creating various compounds. A level +2 Chemistry is equal to high school chemistry. A level +4 is equal to a trained pharmacist or college level chemist. A +8 is a trained laboratory chemist.

Combat Engineering: The individual with this skill has had a degree of practical training in combat engineering. This involves the rapid construction of field fortifications, fortification camouflage, and the assessment of a fortification's ability to withstand enemy fire or explosives. Combat engineering also involves mine placement and clearance and placement of untended ground sensors and defensive arrays. Combat Engineering does NOT include the use and placement of explosives (as covered by Demolitions) but can be used instead of demolitions to determine the optimal placement of explosive devices to collapse a structure at one difficulty level easier.

Composition: The required skill for writing songs, articles, or stories. A Composing Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8 or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim.

Cryptography: The skill of code making and breaking, the higher the skill the more codes the character is familiar with (this does not include breaking key-codes on doors or passwords on computer systems, rather it deals with hidden messages and coded transmissions).

Culture: By Nationality/People; select an area for this skill, eg. American Tribal, American Street, African Tribal, Japanese Street, Traditional Chinese etc., any area where there is a cultural level to be accepted on; this skill enables a character to blend, socially, with those of an otherwise foreign or perhaps hostile alternate culture.

Diagnose Illness: The skill of clinically diagnosing symptoms and medical problems. A +3 is the equivalent of a high school nurse- you can recognize most common injuries and complaints. At +6, you would be equivalent to a trained intern; you can recognize many uncommon illnesses and know how to treat most common ones. A +9 is the equivalent of a skilled Diagnostician; other physicians com to you to get a diagnosis.

ECM: Electronic Countermeasure is the ability to recognize vehicles, machines and devices by their electromagnetic signature. Recognizing the signature is done by using a magnetic field detector or a portable HF jammer. More elaborate devices are found in the hands of the military. This is also the skill of interrupting, disrupting, or foiling the gathering of electromagnetic information. In English, the skill is used to break radar lock-ons from missiles or other types of targeting weapons. ECM techs know the best ways to defeat electronic spying and information gathering. This skill was primarily used by the military but since radar and other sensing equipment has grown more compact, it is now easier to use it on a more personal basis. This entails the use of smoke, chaff, counter electromagnetic fields, and other anti-bugging devices. This skill will add to the difficulty to lock on targeting weapons, like missiles, and add to the difficulty to hit when using personal weapons, like smartguns. Example: The Whisper is an INT 9 Techie with ECM +6 out with the crew in their AV-4. Whisper hears with the AV-4's ECM gear that a lock on has been acquired. He attempts to break the lock on. His opponent's gunner has to roll against a difficulty of 10 (easy, unmoving target) with the gunner's INT of 6 and Heavy Weapons +6. He rolls a 7 and gets a total of 19, easily acquiring the lock on and launching his mini missile. Whisper attempts to break the lock on and rolls vs. a difficulty of 19 (what the lock on roll resulted with, basically making it a skill vs. skill challenge). He needs to roll a 5 or better to succeed. Rolling a 6, he makes it. The lock on is broken and since the missile has been fired, it will now miss its target. Against smaller weapons, an HF jammer is used. The HF jammer is configured against a particular targeting system on a successful difficulty of 25. If successful, the person using the HF Jammer will subtract his skill rating from the targeting of his opponent. Example: Whisper later gets caught in a firefight with Redeye. Redeye always uses his targeting weapons and smartgun in a fight. Whisper attempts to set his HF Jammer to interrupt the targeting info Redeye is getting. With his stats, Whisper will only need to roll a 10 to find a signal that will interfere with the personal electronics of Redeye. Whisper figures he should have paid more attention in class, and uses up 4 points of luck as he rolls a 9. Luck was with him and Redeye's targeting system and smartgun will be confused for 1D6 turns of combat. Redeye will suffer a -6 chance to hit during this period of time.

Education & General Knowledge: This skill is the equivalent of a basic public school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill. A level of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who knows a lot about everything (and hopefully has the good sense to keep his mouth shut).

Eidetic Memory: This is photographic memory, either learned or genetically-enhanced. Any information provided to the player representing written data shall be provided as a hardcopy record for the player's use. In addition, all education and study specialization skills are at (1) IP modifiers for users of this skill, representing the omission of time-consuming rote memorization and cumulative study.

Expert: You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk show circuit if you wanted to. IP multipliers may be applied at the Referee's discretion for more advanced, technical, or difficult levels of expertise.

Forensics (2): The individual is skilled at gathering and interpreting evidence at the scene of a crime or accident. Special forensics equipment is sometimes needed. The character learns to look for fresh blood splatters and footprints (+2), fingerprinting techniques (+4), fibre and hair sampling (+5) and DNA sampling techniques (+7).

Gamble: The skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At +2, you are the local card shark in the Saturday night poker game. At +6, you can make a living at the tables in Vegas and Monte Carlo. At +9 or better, you can take on James Bond at roulette and stand a good chance of breaking the bank.

Geology: A functional knowledge of rocks, minerals and geologic structures. At +3, you can identify most common rocks and minerals. At -6, you have the equivalent of a college degree in Geology and can identify minerals and geological structures with ease. At +8, you can teach geology in high school.

Graphology: The skill of handwriting analysis. Information can be gained about people through their writing.

Herbalism: The skill of manufacturing drugs and concoctions from herbs and other natural ingredients.

Hide/Evade: The skill of losing pursuers, covering tracks and otherwise evading people on your trail. At +3, you can lose most boostergangers on the rampage. At +6, you can ditch cops and private eyes. At +8, you can ditch most Solos.

History: The knowledge of facts and figures of past events in game play, this might be used to determine if a character is familiar with a particular clue related to a past event. At +2, you have the equivalent of a grade school history education. At +6, you would have the equivalent of a college grasp on the subject. At +8, you could teach history in high school. At +9, you may have written a few of the most oft used texts on a particular historical personage or epoch.

Know Language: The knowledge of a foreign tongue. At +2, you can "get by" with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are fairly fluent, although no native will be fooled by your ability. At +8 and above, you speak and read the language like a native. Each language known requires a separate Know Language Skill, however, one may use the knowledge of a particular Language with up to ½ (round down) proficiency with any language in the same linguistic family (example: knowing Cantonese at +4 will give you the ability to understand and speak Mandarin at +2).

Language Groups:

Albanian (2)
Armenian (3)
Australian Aboriginal (3)
Baltic (2): Estonian, 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, 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]
 Athabascan (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]
 Cityspeak: This is a simply pseudo-language that developed in the cultural and racial amalgams of megacities and arcologies. Experience in this skill is either picked up from the region that it is spoken, and indeed it has regional variations (-1 to -3 penalties for dialects of other regions, determined by the Referee), or taught by the lower classes that speak it. Skill in this 'language' is found primarily among poorer city dwellers and people who have to interact with them (i.e. cops, social workers). Place it as an option for the streetkid and nomad lifepaths. It may also be placed in the pickup skills list at +2.

Library Search: The skill of using databases, Data Term libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can easily access the Library of Congress. At +9, you can comprehend almost any public database and find very obscure facts.

Linguistics (2): This skill denotes the understanding of languages and language families, not the actual comprehension of other languages. Characters with Linguistics can:

- Understand something spoken in a dialect of a language they know (average)
- Understand something explained slowly in a language in the same family as one they know (difficult)
- Identify the family of a language being spoken (routine)
- Identify the exact language being spoken (average)
- Manufacture a new language (very difficult)
- Make themselves understood using simple communication skills (average)
- Communicate detailed information as above (difficult)

Lip Reading: This is the ability to understand speech without hearing it, just by watching mouth movements. Though you will not pick up on every word, you can usually figure out the gist of a sentence without too much trouble. You can lip read:

- Person talking slowly and clearly or in a very loud environment (dif 7)
- Person talking fairly slowly, or in ideal circumstances (routine)
- Most circumstances with full concentration (average)
- Bad conditions (bad light, long distance, pretending not to be watching) (difficult)

Mathematics: The skill of understanding calculations and mathematical formulas. At +3 you have the ability to add, subtract, divide and multiply. At +4, you can do algebra and geometry. At +6, you can perform calculus. At +9 you can deduce your own mathematical formulas.

Meat Puppetry: The skill of properly utilizing Braindance technology, not as a consumer, but as a Meat Puppet. When used successfully, the effects of Light and Serious Wounds are deflected. While physical damage will occur, no saves are required until Critical Wounds are inflicted. In addition, the skill allows the successful deep immersion of the Puppet's consciousness behind protective psychological barriers that allow the Puppet to block out pain and short term memory.

Photo Analysis: This skill reflects training in reading and interpreting reconnaissance photographs, particularly aerial and satellite imagery. A good analyst can learn camp layouts, ground features, approximation of troop concentration, weapons and equipment present, and possible identification of rank or identity. Difficulty of the skill check is based on the relative size of the target to be identified. Note, this skill does not encompass live satellite feed analysis, which is the purvey of Spy Craft.

Physics: The ability to calculate physical principles, such as gas pressures, mechanical energies, etc. This skill requires a basic Mathematics Skill of +4.

Programming: The required skill to write programs and to reprogram computer systems. This skill does not allow players to actually do repairs on a computer (this requires Electronics). With a Programming Skill of +1, you can do simple EBASIC programs. A Programming Skill of +3 or better allows you to know some higher level languages and be able to write reasonably complex programs (including Video games). Players with a Programming Skill +6 or better are considered to be professionals, who can build operating software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. With a Programming Skill of +9 or better, other programmers speak your name with reverence ("You invented Q? Wow!"), young hackers set out to crack your systems, and any computer software you design instantly gets used by every business application in the world.

Psychology: The knowledge of the human mind and its workings. A character with psychology can attempt to perform therapy.

Security: This skill gives the character a basic understanding of security practices and protocols. Additionally this skill grants some understanding of security devices and their capabilities. However, it is important to note that this skill does NOT convey any

knowledge of how to bypass such devices (Computers, Electronic Warfare, Electronics and/or Stealth is required). Additionally the Security skill also encompasses some very basic legal training, specialized towards security procedures and related offenses.

Shadow/Track: The skill of shadowing and following people. This skill is primarily used in urban or inhabited areas rather than in wilderness (where the skill of Survival incorporates tracking game in the wilds).

Space Survival: When an emergency occurs in space you have little time to respond and you can't afford to get it wrong, otherwise you might find yourself breathing vac or glowing in the dark. This skill allows you to know the proper procedures during emergencies. It includes how to use a goop ball; how to cycle an airlock; how to read a personal rad meter, what to do and where to go in a solar flare. Referees may use this skill to determine whether a character knows a given piece of important information about day-to-day survival in space.

Specialist Tactics: The Tactics skill represents specific training or experience that the character has related to all knowledge tactical. Specializations may include: antiterrorist, small group, squad, battalion, or large scale. It could also include tactics for operating in specific environments, such as a chemical warfare environment (eg. A battlefield contaminated with chemical weapons). At the beginning of any combat situation, a Specialist Tactics roll can be made vs 25. If successful, the character and each member of his "team" at any point in the operation can reroll a single die roll, symbolizing a mistake that using such tactics would eliminate. This skill is much like the Craft, Expert, Language, and Area Knowledge skills in that you select a single limited area of expertise to which it applies; Specialist Tactic: Chemical Warfare doesn't provide any benefit in an anti-terrorism operation when you really need Specialist Tactics: Counterterrorism.

Stock Market: The ability to play the stock market, engage in routine stock transactions and manipulate stocks profitably. At +2, you know enough to invest in junk bonds and lose your shirt. At +6, your investments payoff 75% of the time. At +9, you are a major heavy on the Market, routinely dabble in international stocks, and can write learned articles on the subject of investment.

Street Tactics: This skill covers the knowledge and use of ambushes, SWAT tactics, gang warfare, urban combat, etc. Use like Combat Sense, but only in an urban environment.

Surveillance: A broad skill involving intensive training and mental focus. It includes not only visual surveillance, but working with wiretaps, laser mics, studying behavior patterns, a certain degree of profiling, and the ability to 'run parallels', a method of tailing a target in motion without being discovered. The value of this skill is added to awareness / notice skill checks when a target is under organized surveillance, and Shadow / Track when performing a tail.

System Knowledge: Basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and their weaknesses. At +2, you can generally navigate around the Net and know where all the local places are. At +6, you know the locations of most places in the Net, and have a working understanding of its largest and most well known systems. At +9, you know the entire Net like the back of your hand, know the general layouts of the important systems cold, and are aware of the layouts for the rest of them.

Teaching: The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometime). Players may not teach any skill unless they have a higher skill level than the student. The referee is the final arbiter of how long it takes to teach a skill. At a Teaching Skill of +3 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you wanted). At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as the major references, and you might have a TV show on the equivalent of the PBS channel.

Trashing: The ability to gain information on someone by sorting through their garbage. It involves studying buying patterns, personal data, restoring shredded documents, and some general surveillance techniques.

Urban Survival: The ability to survive on the city streets. It involves knowing where to find free food, how to make a cargo container into sleeping quarters, and what gutters are safe to drink from. Knowing which vermin are okay to eat can be important when your apartment is the sidewalk and you don't have the kiam to buy dirt. A good safety-net skill. A lot of people see this skill as being able to scrounge food out of dumpsters and live in the gutter; however it covers so much more, including where to go to get a free meal, where to hide in a fight, where all the best sleepy holes and food stops are, what holes to disappear down when required, what bridge to sleep under... even who is sympathetic to a street urchin. This skill is not trained, it is learned the hard way.

Vehicular Weaponry: Use of computer controlled weapons, such as rockets mounted on a chopper or the nose gun or a fighter. Any time a trigger pull has an indirect link to the weapon itself, which is in turn bracket mounted elsewhere. This would also include the operation of a tank's main gun, or operating a ship's weapons from central fire control stations.

This is a skill which is used by tank drivers, air force pilots and so forth to fire the weapons mounted on their vehicles. This skill applies to chain guns and nose guns and missile pods and rocket pods and other heavy weapons which are, of course, fired from the cockpit or operations center of a vehicle. This can be anything from a fighter pilot using his guns to a navy officer firing the missile silo on his frigate. For pintle mounted machineguns, Heavy Weapons is used. Likewise for powered armor weapons Heavy Weapons are used, because in both cases the weapons in question are still used in a conventional manner.

Visual Search: The training and experience necessary to effectively perform visual searches for weapons and contraband under various conditions, including crowd control, inadequate lighting, degrees of subject mobility and resistance, and concealability factors. The value of this skill is added to awareness / notice checks when performing visual searches.

Wilderness Survival: The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for wood, track game, build shelters, make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have a +9 or +10 Survival Skill.

Xenobiology: This is similar to biology in that it includes knowledge of organisms and their 'inner workings', but it is similar to Alien Worlds in that, from observation, it allows a xenobiologist to examine and understand extraterrestrial life forms (the skill Bishop used when examining the dead facehugger and the effects of the acid blood). Also, similar to Alien Worlds, a xenobiologist is aware of standard quarantine procedures when procuring a xenomorph specimen. See Biology for limitations and modifiers.

Zoology: Knowledge of life forms, biological processes and their relation to the environment. At +2, you know most common animals. At +5, you know not only well known animals, but also about many exotics and endangered species. At +8, you are knowledgeable on almost all animals, know their habits well, and have a +1 advantage to any Wilderness Survival Skills (you know where to find the game).

Reflex Skills

Acrobatics: Tumbling, leaping, rolling, jumping, swinging from catwalks, etc. Can be used to avoid taking damage from falldowns and knockdowns. Subtract 1d6+skill level from such damage. Can be used at 1/2 value (GM's discretion) as Dodge & Escape skill. Useful for leaping from rooftop to rooftop. Jackie Chan has this skill at +10.

Archery: The skill required to use bows, crossbows and other arrow based ranged weapons. See Handgun for details.

Athletics: This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber. This skill is required for all able-bodied, combat-trained individuals, as it is a component of the defensive base, Cool Under Fire (CUF).

Brawling: The skill of fighting man to man with fist, feet and other parts of the body. Brawling is not a trained skill- it is learned on the Street by getting into a lot of fights. Unlike Martial Arts, there are no specialized attacks and no damage bonuses based on level of mastery.

Bullpup: This is the skill for using weapons with automatic fire. It is less about aimed precision (though aiming is still allowed) and more about managing an autofire weapon in an active combat situation. It is used with assault rifles, carbines, submachine guns, heavy autopistols, and auto-shotguns. It allows no-penalty one-handed operation in 'bullpup' mode, meaning braced at the hip, when used in suppressive fire, or similar defensive capability. These weapons may be fired without the Bullpup skill, but no skill bonus applies. Medium or lower autopistols, and all three-round burst weapons are exempt from this skill.

Combat Soccer (Example of Extreme Sport Variant): Differs from traditional soccer in that it is played in a 3-d field in zero gravity, at high velocity, and is extremely violent.

Dance: The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to be of professional caliber, and regularly give performances and have fans. Dancers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Dodge & Escape: This skill is required to dodge attacks and escape grapples and holds. If an attack is made without your knowledge, you may not apply this skill to your Defense roll.

Driving: This skill allows you to pilot all ground vehicles like cars, trucks, tanks and hovercraft. This skill is not useable for piloting aircraft. A skill of +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. An driver with a skill of +8 or greater will be nationally known as a racer, regularly win championship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

EVA: This is the skill required to know how to use EVA packs, hand-held thruster units, etc. In use, the Referee will determine the difficulty of the maneuver, and have the player roll against this rating.

Fencing: The mastery of swords, rapiers and monoblades. A Fencing Skill of +3 allows you to be competent with a blade. A Skill of +5 makes you fairly skilled. A Fencing Skill of +6 might win you the National Fencing Competitions. A Skill of +8 will get you a reputation for being a true swordsman of duelist caliber. People like D'Artagnan or Miyamoto Musashi have Skills of +10. They are legendary masters of the blade; the mention of whom will cause all but the stupidest young bravo to run for cover.

Handgun: You must have this skill to effectively use handguns of any type, including cyberwear types. At +2, you can use a handgun effectively on a target range, though combat will still rattle you. At +5, you are as skilled as most military officers or policemen. At +7, you can do the sort of fancy shooting you see on TV, and have begun to get a reputation of being "good with a gun". At +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Heavy Weapons: The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers. A Level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

Martial Arts: This skill covers any type of trained fighting style using hands, feet, or specialized "martial arts" weapons. You must elect a style of martial art and take a separate skill for each style (for example, you would have to take Karate and Judo separately, spending points for each one. Difficulty modifiers are listed in next to each skill listed below. The primary advantage to martial arts is that each one has what are called hey attacks; attacks that reflect particular strengths of the style. When a key attack is used, there is a to-hit bonus based on the attack type and martial arts style. The second advantage to martial arts styles is that there is a damage bonus on attacks equal to the level of the Martial Arts skill; for example, a master with a +10 Kung Fu Skill would add 10 points to his damage. This can be a formidable advantage, particularly in head strikes (which double damage).

Melee: The ability to use knives, axes, clubs and other hand to hand weapons in combat. This skill also allows you to use anything as a weapon at half your skill level: broken bottles, pool cues, tables, cats, clubs, knives, swords, axes, sledgehammers, spears, etc. You only get half your skill level because this skill can be used with anything. It covers the basics of picking up and striking with weapons and improvised weapons, but is not the skill for an expert fencer or knife fighter. Melee is the skill for the barroom brawler who likes to use more than their fists.

Motorcycle: The required skill to operate motorcycles, cyberbikes and other two and three-wheeled vehicles.

Operate Heavy Machinery: The required skill to operate tractors, tanks (all made prior to the 1960's require this skill), very large trucks and construction equipment.

Parachutes: Not how to open them (any shmoe can do that) so much as when to open them, how to prep and pack them, and how to use the related equipment.

Piloting: In general, this is the skill of controlling aircraft. Aircraft are broken into categories: Gyro and Rotorcraft, Fixed Wing Aircraft, Dirigibles and Vectored Thrust Aerodynes (AV-s). A Piloting Skill of +1 allows you to take off and land safely in good weather conditions. A Piloting Skill of +3 or more makes you a trained pilot, able to engage in most combat situations or bad weather. Pilots with a Skill of +6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of +9 or greater are so good, they have a rep as pilots, and are widely known among the piloting fraternity for being "the shit".

Pilot Cargo Aircraft (3): This is the skill of launching, landing, and managing the flight of a large cargo aircraft or commercial airliner. It covers the piloting of any large, fixed wing aircraft with three or more engines, be it jet or prop driven.

Pilot Dirigible (2): The ability to pilot all lighter than air vehicles, including cargo dirigibles, blimps and powered balloons.

Pilot: EVPA/Hardshell: Environmental hardshells differ from powered armor in that their control interface is usually a little less intuitive and they are rarely as powered. Hardshells are used in undersea exploration and external space work.

Pilot: Fighter/Interceptor (3): This covers fighters, fighter bombers and military jet aircraft; in order to have this skill the character must have Pilot: Fixed Wing to at least +2.

Pilot Fixed Wing(2): The ability to pilot fixed wing jets and light or small aircraft. Ospreys may be flown with this skill, but only in the straight ahead (non-hover) mode.

Pilot Gyro (3): The ability to pilot all types of rotory wing aircraft, including gyros, copters and Ospreys.

Pilot OTV (2): The skill of piloting OTV's and other small cargo-type spacecraft. This skill allows the character to make soft lunar landings (Very Difficult task), dock with space modules (Difficult) and maneuver an OTV through space.

Pilot Power Armor/Pilot ACPA (2): PA Pilot is for other characters who do not specialize in ACPAs, much like someone can learn Streetwise, but not Streedead. It is used when maneuvering rolls are called for, but does not add to Initiative or Awareness rolls.

Pilot RPV (3): The ability to pilot remote vehicles such as hoverdrones and attack remotes. The operator knows how to use a remote board and interpret its signals. This skill is absolutely necessary for using RPVs in combat. Directory-link systems are available, adding +2 to the skill.

Pilot Ship: This skill enables the character to pilot large, ocean-going vessels. The particular focus is on the dangerous practice of harbor navigation, where the pilot is required to have the utmost skill and attention. Frequently ships employ local pilots for their not only their piloting experience in a harbor, but also for their local knowledge of the harbor's regular dangers. The skill covers the operations of any water bourne vessel over 65 feet in length (about 20 meters).

Pilot Spaceplane/shuttle (3): How to pilot a spaceplane or shuttle. Knowledge of scramjet engines, how to dock with stations (Difficult task) and how to make a proper orbital reentry (Very Difficult) without burning up in the atmosphere.

Pilot Submarine: This skill is broken down into either Surface Water and Submersible Vehicles category. With this skill, the player can pilot and steer either a surface orsubmersible vehicle. This cannot be used to pilot any air or ground vehicle. At +3, the player knows the basics and can travel around with some confidence. At +6 level of skill, the pilot can handle bad situations like violent storms, running an underwater canyon.

Pilot Vectored Thrust Vehicle (3): The skill of piloting all types of vectored thrust vehicles, including hovercars, hover rafts and AV-4, 6 and 7 vehicles.

Pilot: Watercraft: From small launches and speed-boats to tugs and patrol boats, so long as the craft is motor powered. Basically, it covers anything the military classifies as a "boat", which happens to be anything under 65 feet in length.

Powerloader: Powerloader covers the operation and use of the powered work loader series of cargo manipulation vehicles. It replaces Athletics and Dodge when making sophisticated manoeuvres in the exoskeleton. Brawling and Martial Arts can only be used at up to half the level of the Powerloader skill.

Rifle: You must have this skill to use long-barrel, non-automatic ballistic weapons (see Handguns for limitations and modifiers). This skill applies to single-action rifles, precision rifles, shotguns, assault rifles on single- or three-round burst, etc. Note: the same weapons, when used on automatic, require Bullpup skill to be used effectively.

Sleight Of Hand: The skill of making small objects appear and disappear. This skill covers diverting attention to allow the user to palm a small item, switch it from hand to hand, or slip it into a pocket or another person's hand or drop it without being seen. A useful skill for thieves and con artists.

Smart Gun: Although a heavy weapon in terms of firepower and basic operation, a smart gun needs special training to use. Using the servo arm for smart-targeting, moving with the gyro-harness and firing with one eye covered by a readout all need practice. This skill covers the use and firing of the M56 smart gun weapon system. The skill has two uses. First, targeting and shooting of the gun itself. See Handgun for limitations and modifiers. Secondly, moving with the gun whilst maintaining a stable firing platform. Despite the sophistication of the system; the smart gunner must ensure that their movements do not overtax the system. Whenever a

smartgunner is moving rapidly or attempting to perform a complex physical manoeuvre, make a Smart Gun roll. If the roll succeeds, the character may proceed as normally. If the roll fails, some modifier is imposed; for example, if the character is attempting to sprint, their MA is reduced by two or three points; or the gun's WA is reduced to zero or less for the next turn before the targeting system can re-align.

Sport: Skill in a single sport. You must select a type of sport, eg. tennis, soccer, golf, squash and so on.

Stealth (2): The skill of hiding in shadows, moving silently, evading guards, etc. A Stealth Skill of +1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow to shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants.

Thrown Weapons: This skill covers everything thrown, including knives, rocks, grenades, darts, small children. Range is generally based on the weapon, though a basic throwing range for knives and grenades is worked out on double ones BODY attribute (ie. short range would be half BODY, medium would equal BODY, long range is double BODY and extreme range is four times BODY... in meters). Yes, this is a light variation on printed rules, because the printed rules allow you to throw things ridiculous distances. Erroneously, many consider this to be a BOD skill, which is incorrect. BOD just determines distance, the function of accuracy comes out of the REF skill.

Zero-G Combat (2): Also known as rei-ju-ryoku-ryu, this is a specific fighting style developed for use in zero gravity. This skill replaces Martial Arts or Brawling when you fight in a no-gravity situation (if you were to use those other combat styles in O-G you would end up a helpless spinning tangle of arms and legs). The training also teaches the character how to use recoil weapons in zero gravity. When firing a recoil weapon, he may add this Skill to the required Recoil Save Roll (pg. 25). You must have at least three points in Zero Gee Maneuver Skill before you can acquire this skill. Your Zero Gee Combat Skill can never be higher than your skill in Zero Gee Maneuver.

Zero-G Maneuver: This skill is the ability to maneuver in low or zero gravity conditions. It allows a character to kick off surfaces and catch himself on the rebound, make turns or flips in mid-air by body movements, and to hold position if needed. Orbital-born characters automatically have this skill at +3, and may buy it at higher levels using IP. In order to acquire ZeroGee Maneuvering, you must first get used to the conditions of weightlessness. This isn't easy for everyone.

Technical Skills

Aero Tech (2): The required skill for repairing fixed wing aircraft, including Ospreys, jets, and light aircraft. With a Skill of +3, you can perform most routine maintenance tasks. With a Skill of +6, you can do engine tear downs and major structural repairs. With a Skill of +9 or better, you are capable of designing and building your own aircraft. When it comes to engine repair and fuel systems, and ONLY these systems, aero tech, AV tech, and Gyro Tech can be used interchangeably with no penalty, as all three vehicle types will use turbine engines. Turbines, a form of jet engine, are increasingly widespread in use. Virtually all military aircraft use them, as do most civilian helicopters. Even the M-1 Abrams MBT is driven by a turbine engine, on which an Air Force repair tech could facilitate basic repairs.

AutoTech (2): Vehicles are complicated machines that increase in complexity as they increase in price. In addition, they also include a wide range of unique components that would not be covered under the general mechanical knowledge of Basic Tech (while a lawn mower and a car may have similarities that let you cross apply engine knowledge, a lawn mower isn't going to do a damn thing for teaching you how a car's brakes work. There is vast amount of difficult and specialized knowledge of both electronics and mechanical components in a vehicle control system. While basic tech would let you do a tune up or change the brake pads, auto tech lets you rebuild or upgrade the engine, install ABS, resurface brake rotors, repair crash damage, etc.

AV Tech (3): The required skill for repairing all ducted fan aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can tear down engines and modify an AV. At +10, you can design your own AVs on common airframes. When it comes to engine repair and fuel systems, and ONLY these systems, aero tech, AV tech, and Gyro Tech can be used interchangeably with no penalty, as all three vehicle types will use turbine engines.

Basic Tech (2): The required skills for building or repairing simple mechanical and electrical devices, such as car engines, television sets, etc. With a Basic Tech Skill of +3 or better, you can fix minor car problems, repair basic wiring, etc. A Basic Tech Skill of +6 or better can repair stereos and TVs, rebuild a lawnmower engine, etc. A Basic Tech Skill of +9 or better can build a simple computer from scratch, put together a motorcycle engine, do general automotive maintenance like changing brake pads or a

tune up and maintain any kind of industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft.

Bio-Technology (2): The science of genetic engineering as it relates to biological implants and modifications, from skin grafts and plastic surgery/body sculpting to DNA maps, bioware, replacement organs and clone tissues; essentially a skill that deals with all biological modifications which can be made to the body.

BodyArt: This skill covers several forms of non-cybernetic body-modification as well as being useable for the implanting of a very select collection of fashionware (light tattoos, fashion nails). This is a catch-all ability covering body piercing (placing metal rings through the flesh), tattooing (pushing pigments below the skin of the recipient to provide permanent designs), body painting (using paints and pigments to change the appearance of the skin), minor implants (fashion implants, or other implant cyberware at the GMs approval, requiring a very difficult roll since this skill does not specifically include that training), branding (burning the skin / flesh to provide a permanent marking) and scarification (cutting the skin to provide scars in a pre-designed pattern).

Chameleon: This skill is slightly different than most skills in that it's effective use is dependent largely on technology. The Chameleon uses a combination of microcomputer processors, prosthetic cybernetics, remote guidance equipment, and intensive training to physically mimic a subject when properly prepared. When using the Chameleon system, add the value of this skill (reflecting the user's training, experience and willpower) and the modified Chameleon System value (+8 to Disguise +/- modifiers per chart) to Disguise checks (A Chameleon with the skill at 4, extensive background material and prep time, and fully-functioning prosthetic equipment with offsite support, may achieve a maximum of +8 Chameleon System value base +9 bonus for a total of +17 to Disguise rolls). When performing these skill rolls in the absence of the Chameleon system, the subject may still rely on the target profile and mimicry preparation done for the assignment, as well as a base level of muscular control of the prosthetic material, and so excludes the Chameleon System value, though preparation and skill bonus modifiers do apply, as per the chart. In this scenario, the Chameleon is attempting to use willpower to simulate the shapechange without the processor, remote guidance equipment (and technical personnel support) and more sophisticated physiological controls the full system employ (same Chameleon, cut off from technical support, may still receive up the +9 maximum bonus to add to the Disguise roll, based on skill level of 4, and every modifier applied).

Communications Technology, Advanced: This is the skill for using, implementing, setting up and patching into advanced communications equipment and systems. At its basics (+2) it gives an understanding of telephone and computer networking, (+4) closed radio (land line and laser based) systems, and at high levels (+6) it allows for patching into and even (+8) pirating satellite transmitted feeds. This skill also includes understanding why a communications device is not working properly as well as being aware of the details and limitations on the device's possible use.

Communications Technology, Basic: Covers the maintenance, installation, repair and modification of short wave, HAM, microwave, laser, relay and cable based communication systems; deals specifically with the devices used to power and progress communications, from telephones to radios, as well as aeri-als and cables and junctions involved.

Cryotank Operation: The required skill for operating, repairing and maintaining life suspension and body chilling devices. A minimum skill of +4 is required to chill down a healthy person. A minimum skill of +6 for chilling a wounded person.

CyberTech (2): The required skill for developing, repairing, and maintaining cyberware, a relatively new field involving micro-robotics.

Demolitions (2): This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set timers and detonators, and how much explosive to use to accomplish a desired result.

Disguise: The skill of disguising your character to resemble someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it is not the same as the ability to actually be an actor.

Electronics: The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.

Electronic Security (2): The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security areas with impunity.

Exposure Reduction: A very specific espionage skill involving the quick and efficient purging of an incident scene once covert operatives have performed an operation. A cleaner uses this skill when destroying physical evidence, corpses, and signs of struggle,

with specialized acids and flammable materials designed to destroy material in an enclosed environment with minimal containment issues.

First Aid: This skill allows the user to bind wounds, stop bleeding, administer CPR and revive a stunned patient.

Forgery: The skill of copying and creating false documents and identifications. This skill may also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.

Genetics: The individual is trained in the science of organisms. Genetics is a combination of biology and chemistry, and training in Biochem or Biotech (a double cost skill) is considered to include basic Genetics training in addition. Genetecists can determine the species and physical details of a tissue sample (the latter only if it's a well-catalogued species) as well as being able to modify and splice genes. All of these abilities are dependant on access to an advanced lab.

Gyro Tech (3): The skill of repairing and maintaining rotorwing aircraft such as helicopters and gyrocopters. When it comes to engine repair and fuel systems, and ONLY these systems, aero tech, AV tech, and Gyro Tech can be used interchangeably with no penalty, as all three vehicle types will use turbine engines. Turbines, a form of jet engine, are increasingly widespread in use. Virtually all military aircraft use them, as do most civilian helicopters.

V/R (Meat Puppet / Braindance) Technology: The science of braindance; this skill covers everything from manipulation of the braindance environment (ie.gaming) to actual wiring and setting up of braindance equipment. Two types of Meat Puppetry currently exist: sensory mimicry of Puppets by a remote user, and the ability to allow your physical form to be co-opted as a Puppet without sacrificing permanently your own consciousness.

Municipal Communications: This skill is used to be able to interpret the communications of police, fire, ambulance, C SWAT, trauma teams and biochem or hazmat response teams when listening to a radio scanner tuned to a municipal frequency. A successful skill roll indicates an understanding of the codes and slang used in the communications. A failed roll will indicate some misunderstanding that could potentially endanger the listener.

Nanotechnology (2): The final of the four 'cyber' skills (the other three being Cybertech, Wetware-tech and Bio-Tech), this deals with nano-machines, their design and maintenance issues, what they are capable of, how they are built and programmed and how to install them safely.

PA Tech (3): This is the skill needed for maintaining and repairing Assisted Combat Personal Armors (ACPA). The repair, maintenance and modification of powered armor systems, exoskeletons and linear frames; this skill deals specifically with the 'guts' of the machinery, from myomer to powerplant, but does not touch so much on computer or electrical systems built into the suit (though you'll know how to exchange damaged major components of this type).

Pharmaceuticals (2): The skill of designing and manufacturing drugs and medicines. A minimum Chemistry skill of +4 is required. At +4, you can make aspirin. At +6, you can make hallucinogenics or antibiotics. At level +9 you can build designer drugs tailored to individual body chemistries.

Photography & Film: The skill of producing professional-caliber photographs or motion pictures. A Skill of +2 allows you to make decent home movies. A Skill of +4 or better creates work capable of winning an amateur contests. A Skill of +6 or better will produce work of the level of the average Playboy cover or rock video. A photographer or cinematographer with a Skill of +8 or better will be nationally known and probably famous.

Pick Lock: The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6, you can crack most safes. At +9 or better, you have a rep as a master cracksman, and are known to all the major players in the Cyberpunk world.

Pick Pocket: The required skill for picking pockets without being noticed, as well as "shoplifting" small items. For ideas on levels of ability, see Pick Lock, above.

Pressure Suit Tech: A variation on the PA Tech skill which deals with nonpowered hardshells, hardsuits and pressurised environmental suits.

Robotics Engineering (2): The repair, maintenance and modification of robotic systems; like PATech the skill deals with the mechanics of the robot, not the computer systems; this skill applies to factory robots, drones, powered armour limbs, physical cyberlimb systems and droids.

Space Craft Engineering (2): Technical expertise in the repair and design of space fairing vessels, from OTVs to space cruisers and transports, as well as design and construction of space habitats.

Space Tech (3): This skill covers the special aspects of modern space technology; air seals, radiation shielding, anti-gravity and life support. Space Tech allows the repair and maintenance of spacecraft and space-borne facilities (workshacks, stations etc.).

Tattooing: This may not seem like a particularly valuable skill, but you're the popular one in prison, space, and backstage. An unpleasant recent phenomenon among the criminal underworld is on-site Tattooing of gang symbols injected with a dye-enhanced sample of the fresh blood of a defeated opponent.

Torture: the messy art of forcibly extracting information, often in elaborate and creative ways. Includes gradual resistance methods, physical pain, mental anguish, and several methods of keeping the subject alive through extended periods of torture. Allows subject to make Save vs. Stuns in stead of Save vs. Death when mortal from torture wounds.

Video Manipulation: This skill gives the character knowledge of altering video footage. While video cassettes can be altered, only the alteration of digital video (mostly on digital video chips) is normally known by characters with this skill.. This doesn't mean that faked video cassettes don't turn up, just that it is more rare. Cassettes will be more difficult to manipulate (+5 difficulty) unless the character specifically trained in forging video cassettes, in which case the character will have a +10 added to difficulty for working with digital media. When forging, one hour per 5 points of difficulty is required. For every hour less than that, add 5 to the difficulty. The minimum time used to forge is one hour. Subtract 5 from the difficulty per 2 extra hours that the forger works on the footage, to a minimum difficulty of 15. If there is audio on the video recording, which there rarely is (Netbook Ed. Note - this is due to the fact that there is no law prohibiting the filming of video footage without audio), add +5 to the difficulty if there is little or no talking, add +10 if there is (Netbook Ed. Note - And add +15 if there is both talking and a great deal of background noise). This is because it is an entirely new dimension that must be dealt with. The forger must make each change individually. Note that skill checks are made secretly by the Referee. Even if the check fails, the forger will believe success was achieved (after all, the video was successfully altered, it just wasn't successfully altered well). Record the amount by which the check was succeeded or failed, for future reference. With this skill, a forger can:

--Switch one person's face with another (20)

--Change appearance of an item (20)

--Add the presence of another person (25)

--Switch an entire person for another (25)

--Erase a person's presence entirely (30)

The difficulty in detecting a forgery is 20 for minor alterations, 30 for major alterations, and 35 for critical alterations, plus or minus the amount the forgery was succeeded or failed by. This skill is used not only for forgery, but also for detection. If a detection check fails, the checking character thinks it is legitimate footage and has no reason to further question its validity. It takes 4 hours to check footage for forgery or alterations. A court trial uses a panel of 6 experts with Video Manipulation +6. Each expert checks the footage individually and checks it twice.

Weaponsmith (2): A working knowledge on how to modify, repair and maintain firearms of all kinds; used to clear a jam and used to extend barrels and alter fire modes; no soldier or solo is without this skill; also gives a working knowledge of the types of firearms available, and what their strengths and weaknesses are . The required skill for repairing and maintaining weapons of all types. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8, you can design your own weapons to order.

Wetware Tech (3): Specific cybernetic science dealing with the brain and neural and nervous system wares (note the difference between Wetware and Cyber); includes knowledge of the bodies systems and how they can be re-wired, knowledge of the safe cavities in the brain and general repair, installation and design issues dealing with interface plugs, neural processors, internal memory, internal cyberdecks and computers, wired reflexes, braindance implants and chip-sockets. Like the broader Cybertech, this skill involves a relatively new field of biological / cybernetic implementation.

Joint Skills

These are skills that apply an average of two attributes or stats, or can be applied to either of two or more stats as circumstances dictate. Assume them to operate on an average of the two stats unless otherwise indicated in the description.

Field Surgery (COOL/TECH): A paramedic style skill one step up from First Aid; if a character takes Field Surgery he does need to take First Aid as a pre-requisite, as this skill is the same except geared more towards stress based situations and working under duress to get a casualty stabilized as quickly as possible.

Remote/WAD Weaponry (REF/INT) : Just as the piloting of remotes and WADs requires extra thought that being on scene wouldn't require, so too does the operation of weapons mounted on such devices. This is not a weapon skill by itself, however it is used to fire the weapons mounted on a drone, or any remote operated weapon such as a sentry gun.

Sniper (INT/REF): The firing and operation of high caliber sniping weapons. The Rifle skill can also be used to operate sniper weapons (yes, this is a change in the rules) at half it's normal level (round up). The other advantage of the Sniper skill is it's superior aiming ability through the ability to determine range, adjust for wind speed and direction, and read target movement and activities to properly pick the shot. A character can Aim (thereby gaining a +1 to strike) as many times as he has levels in this skill (as many as ten!, not limited to three, as usual) so long as each Aiming period is at least 3 combat rounds (10 seconds) in duration (eg. a character with Sniper +6 could aim for 18 combat rounds, 3 minutes, to gain a +6 bonus to strike for aiming); the Sniper skill requires the character to have Rifle to at least +4, and may in turn be used to operate normal rifles at half its level, round up.

Operate Weapon of Mass Destruction (WMD) (INT/TECH) (5): The one and only skill for hacking into and firing Orbital Weapons Systems at your friends, neighbors and countrymen. Example: So, Joe has just managed to link-up with a corporate funded Suborbital laser platform and rather than destroy it by reprogramming the telemetry for a "slightly" closer orbital path, he'd rather use it on Fred's house.

-Getting In: Most satellites have non-standard interfaces to prevent the average hacker from just stepping in and taking over. Understanding even the basic language structure of their command protocols is a major step in the right direction.

(Int + SuperWeapons vs. DIF 16 or (Int + System Knowledge vs. DIF 22) to come to terms with the system. If the roll fails another can be made in D6+1 minutes... if you are willing to stay on-line that long, waiting for Netwatch. Some foreign military satellites use even more bizarre encryption and interface schemes, often increasing the difficulty by up to 5 points, if you actually understand the language they are using (Language: Czech at +5 anyone?).

-Activating : Next you have to activate the weapon systems on board. For military systems this is a straightforward arming and power-up sequence. For Civilian systems being "adopted" to this purpose it involves activating servos that are normally only used during critical course correction and bypassing all the safety interlocks.

(Tech + SuperWeapons vs DIF 15 for Military units, Dif 20-35 for civilian satellites. Or you can roll Electronic Security at +10 difficulty if you don't have the right training. Joe, stat (+9) + skill (+3) = 12, the Ref assigns a Dif 15, Joe needs a 3. He rolls a 6, no problem.

Targeting: Now Joe now needs to target the satellite weapon, pinpointing the location to within a 1/2 mile radius, this takes an Int roll: Joe, stat (+8) + skill (+3) = 11, the Ref decides this will be quite difficult and assigns a Dif 25. Fortunately, the weapon has a small vid-screen, allowing Joe to look for Fred's house visually, because of this Fred can add his Awareness (+6) and Geography (+3). So, stat (+8) + skill (+3) + skill (+6) + skill (+3) = 20. Rolls a 6. Sorted. In a flash of light everything with 1/2 square mile radius is vaporized with Fred's house at the epicenter (sorry Fred). Joe is quite pleased, unaware that a fully-armed security team are on their way...

Note: Accessing Orbital Weapons Systems is virtually impossible without inside knowledge about the systems used: alarms, access codes, time lags during operation, remote location uplink data, even knowing where the sat is at any given time, all factor into the process of hijacking a WMD.

Also, this skill may be used for hijacking conventional ballistic missile technology.



You've got the goods...now return to the [Dystopia: Hostile Takeover](#) main page and get the gear.

D:HTFighting Styles and Martial Arts

The following are some, but not all, fighting styles available in D:HT, several of them modified from versions found in other sources. Remember that action bonuses do not indicate the ability to perform that action, but rather the ability to perform it better as a result of specific training. Anyone can attempt a particular fighting action without penalty. In addition, the IP modification level for each style is shown in parenthesis, which increases the difficulty of increasing the skill level over time, as a measure of training and access to a sensei or trainer. Note that not all fighting styles are Martial Arts, and you are not limited to one style. While you cannot combine skill levels of different Martial Arts skills together in one attack, you may combine attack bonuses, using any Martial Arts skill available. IP points will only apply to the skill used, but knowing multiple styles may offer a significant advantage in action bonuses. Characters with multiple fighting styles may announce the style to be used at the beginning of each turn. The level of fighting skill (1-10) not only improves the likelihood of success in combat, but is added to damage calculation as well. So, for an ugly example, a Choi Li Fut student of skill level 5 and Body of 10, placing a successful kick strike, may conceivably do considerable damage of 1d6 (kick strike) + 5 (skill level: Choi Li Fut) + 2 (Body strength bonus) for a total of 13 points, a pre-BTM of Critical damage. A strike like this to an opponent's unprotected limb will shatter it. Made to the face, the damage doubles to 26, and the matter becomes a question of cleaning up the mess. It goes without saying that this system grants incredible ability to cause harm in the hands of trained fighters. As a result, the defensive moves available to most fighting styles are critically important. Block it, dodge it, but don't stand there and take it like in the movies, because here, you will quickly become a footnote, gory special effect notwithstanding.

The design of this section is intended to allow insertion into the D:HT Character Sheet.



Aikido (3) – Commonly-taught martial art focusing on defensive actions and retaliatory strikes on the opponent’s striking limbs.

Disarm +3
Sweep +3
Block +4
Dodge +3
Grapple +2
Throw +3
Hold +3
Choke +1
Escape +3

Capeoria (3) – Rooted In Caribbean slave dance styles, which hid the art’s effective and deadly fighting technique.

Strike +1
Kick +2
Sweep +3
Block +2
Dodge +2

Cha Hsiun Men (5) – Rare art involving mastery of the iron fan weapon. This art involves sudden, unpredictable attack with a concealed weapon in a surprise attack fashion. Primarily useful, and deadly, against single, unsuspecting opponents.

Weapon Strike +4
Strike +2
Kick +1
Disarm +4
Block +2
Dodge +1

Choi Li Fut (3) – Shaolin kung fu style based on lightning-fast offensive strikes.

Weapon Strike +2
Strike +2
Kick +2
Disarm +1
Sweep +2
Block +2
Dodge +1
Grapple +1
Throw +1

Fu Chiao Pai (4) – Tiger Claw kung fu involves ferociously violent attacks, maximizing physical force and without the teachings of inner peace and balance common in most martial arts.

Weapon Strike +3
Strike +3
Kick +2
Sweep +1
Block +1
Dodge +1
Choke +2

Hwarang Do (3) – Extremely diverse Korean karate style based on countering any attack with it’s opposite action, such as countering a kick strike by grabbing the striking leg and throwing the opponent.

Weapon Strike +3
Strike +2
Kick +2
Sweep +1
Block +1
Dodge +1
Throw +1
Hold +1
Choke +2

Jeet Kun Do (3) – Kung fu style popularized by practitioner Bruce Lee, who developed it as a response to what he believed were overly-predictable moves in common kung fu forms. Jeet Kun Do, “No Form”, is based on sudden, fast and ferocious strikes in an unpredictable manner.

Weapon Strike +3
Strike +2
Kick +2
Disarm +1
Sweep +1
Block +2

Jui Jitsu (2) – Common, diverse Japanese art involving an effective blend of attacks and defenses. Considered less honorable than some, but comprehensive.

Strike +1
Kick +1
Disarm +1
Sweep +1
Block +3
Dodge +1
Grapple +1
Throw +1
Hold +1
Choke +1
Escape +1

Kenpo (2) – Another common form of karate, with a focus on grappling moves.

Strike +2
Kick +2
Disarm +1
Sweep +1
Block +1
Grapple +1
Throw +1
Hold +1

Krav Maga (3) – Israeli martial art used prominently in the Bourne Identity, it focuses on close quarters dirty tricks attacks and offensive form.

Weapon Strike +2
Strike +3
Kick +1
Disarm +2
Block +2
Grapple +3
Choke +2
Escape +4

Lee Kwan Choo (5) – Hailing from the most remote Chinese monasteries, this art is entirely defensive, developed through meditation and spiritual enlightenment. All emphasis is on defensive moves, and offensive moves always stop short of serious impact, and thus do Stun damage only.

Strike +4
Kick +1
Disarm +3
Block +3
Dodge +4
Grapple +2
Throw +4
Hold +3

Mien Ch’uan (3) – Cotton Fist kung-fu is taught only by a master selecting the student, not vice versa, and involves defensive parries and dodges until an opening is presented in the opponent’s defenses, in which the artist strikes with full force at their weak spots.

Strike +3
Kick +1
Disarm +3
Block +3
Dodge +2
Hold +2

Ninjutsu (5) – Unlike popular ninjutsu, taught in corporate survival camps, this art has been taught in secrecy by the supposedly mythical ninja clans in Japan for hundreds of years, and very little information exists about the specifics of it's teachings, other than that it is dirty, usually used on unaware opponents, and extremely lethal.

Weapon Strike +3
Strike +3
Kick +1
Disarm +2
Sweep +2
Block +1
Dodge +2
Grapple +1
Throw +1
Hold +1
Choke +1
Escape +2

Sankukai (3) – Only Buddhist monks are taught this style of karate, which focuses on subduing an opponent until their anger has subsided, or they have been forced into unconsciousness.

Strike +1
Kick +3
Sweep +1
Block +2
Dodge +1
Grapple +2
Throw +2
Hold +3

Savate (3) – Often described as convention boxing, but with kick strikes, this style has flourished in Western Europe, but due to it's ungraceful flow and French origin, has not gained popularity elsewhere.

Kick +4
Block +1
Dodge +1

Snake Style Kung Fu (4) – Taught in rural China, this style emulates the strike of a snake, and is characterized by open hand fighting, where the artist's fingers are used in a sharp jabbing action at vital areas of the opponent's body, rendering them helpless.

Strike +4
Block +3
Dodge +3
Hold +3

Tai Chi Chuan (2) – Because of it's immense international popularity as a meditative and exercise regimen, this style remains a legitimate martial art when accelerated.

Weapon Strike +2
Strike +2
Kick +1
Sweep +2
Block +2
Dodge +1

Taido (6) – One of the rarest publicized arts in the world, and taught from a single studio in Korea, this spectacular style involves elaborate aerial maneuvers and swooping strikes. Highly graceful and cinematic.

Weapon Strike +2
Strike +3
Kick +3
Disarm +3
Sweep +3
Block +3
Dodge +2
Grapple +3
Throw +1

Tai Sing Pek Kwar (3) – A peculiar style of kung fu designed to distract an opponent and cause them to underestimate the artist, in involves rolling and leaping and exaggerated simian motion, but remains effective when used offensively.

Strike +3
Kick +2
Disarm +1
Sweep +1
Block +2
Dodge +3
Grapple +1
Throw +1

T'ang Su (4) – The oldest martial art in Korea and the origin of karate. Extremely difficult, it offers no defensive positions at all.

Strike +2
Kick +2
Disarm +2
Sweep +3
Block +4
Dodge +3
Grapple +1
Choke +2

Wui Wing Chun (4) – Taught only to women in mainland China, this technique involves defensive moves with severe offensive strikes, and is designed as a self-preservation style.

Weapon Strike +2
Strike +2
Kick +2
Sweep +1
Dodge +2
Block +2
Grapple +1
Hold +2
Escape +3

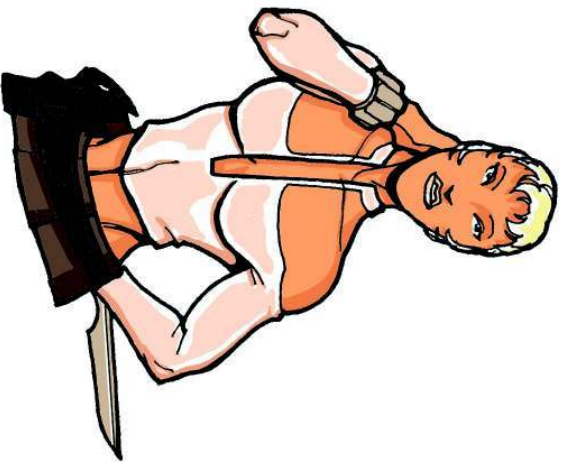
Wu Shu T'sung (2) – Adopted by Communist China, this extremely rigorous style kung-fu is still taught as part of basic training for Chinese troops.

Weapon Strike +2
Strike +2
Kick +2
Disarm +1
Block +1
Dodge +1
Hold +1

Zero-Gee Combat (2) – Based on an intrinsic knowledge of momentum and inertia, this null-gravity fighting style is essential for combat in the absence of atmosphere.

Strike +1
Kick +1
Block +1
Dodge +2
Grapple +2
Throw +2
Hold +1
Escape +2

HWAIDE						VOCAL							
						CORSA	n/a						
						BROOD	BRITISH		SEX		F		
LOCES						RONIN - CHAMELEON	COLL	15/12	LOCH				
						BOLD	7	BLW	-2	PAVE	7		
						ECHO	8/0	IMPERIAL	14	WIND	14	ICE	14
												ICE	14
												ICE	14
												ICE	14
												ICE	14
												ICE	14

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HANDLE		CORP		ANUBIS		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0	
AGENT BLANK		BLOOD		HATTIAN		4/0		16		16		16		16		16	
SEX		M															
ROLE		COVERT		OPERATIVE		CUF		14/15		ZCUF		10/9		BODY		STR	
		BTM		-3		SAVE		9									

[illegible]

WOUNDS									
LIGHT	0								
SERIOUS	1								
CRITICAL	2								
MORTAL	0	3							
MORTAL	1	4							
MORTAL	2	5							
MORTAL	3	6							
ARMOR TYPE (LEV TOTAL)									
GASJUM K-3 SP-16									
ENVIRONMENT HELMET									
SP4									
STATS									
REFLEX		8							
INTELLIGENCE		8							
COOL		7							
EMPATHY		8							
IMAGE		7							
TECH		8							
LUCK		6							
MOVE		7							
LEAP		2							
RUN		35							
NOTES: PERSONALITY DETAILS									
RESERVED									
UNCOMFORTABLE									
SKILLS									
COMBAT SENSE		6						18	
PISTOL		6						20	
NOTICE		5						16	
WARDROBE		3							
EXP CORP SYSTEMS		3							
E. SECURITY		3							
SMG		4							
STREETWISE		2						7	
AIKIDO		4							
DODGE/EVADE		4							
STRENGTH FEAT		5							
MELÉE		7							
DRIVE		4							
INTIMIDATE		3							
WARE									
SUBDERMAL IMPLANTS SP 4									
BIOMONITOR									
ZERO GEE MANEUVER 4									
ZERO GEE COMBAT 3									
COMBAT BONUSES (MARTIAL ARTS OR EQUIPMENT)									
AIKIDO BONUSES:									
BLOCK +4									
DODGE +3									
HOLD +3									
ESCAPE +3									
THROW +3									
CHOKE +1									
SWEEP +3									
GRAPPLE +2									
GEAR									
GASJUM K-3 STEALTH SUIT									
SP 12 1/2 EDGED DAM.									
SUBTRACT BOOTS / GLOVES + 3 GRIP									
WIMWEAR GOGGLES									
-LOWLIGHT ENHANCEMENT (1 TURN)									
-I2 MARQUEE LINK TO VOCALIZER									
-MANDIBULAR VOCALIZER LINK									
-ANTI-DAZZLE									
3 PLAS. CUFFS									
PIN LIGHT									
1 THUMPER DECOY MINE									
2 FLASH GRENADES									
R-LINE, RETRACTING (LEFT WRIST)									
THERM-OPTIC CLOAK									
CLIMBING MAG PADS (2 KNEE + 2 GRIPS)									
STASH 0									

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HWID/ITE	DIVER SOL	
WCTE	TSA ASSASSIN	COL
		WCTE

TSA						TEST 1	TEST 2	TEST 3	TEST 4	TEST 5
CODS										
IPCCON	UKRAINE				SEX	M				
SCOL	8	RW	-3	PAGE	8	12/0	12	12	12	12

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COMBAT SENSE	5	
NOTICE	5	
PISTOL	4	
AIKIDO	3	
RIFLE	6	
SHADOW	5	
E. SECURITY	4	
ATHLETICS	5	
STREETWISE	5	
DODGE / EVADE	3	
PILOT OTV	5	
MELEE	4	
ZERO GEE MAN	3	
ZERO GEE COMBAT	5	

AMYLOID NICOTINATING MEMBRANES (AD, LOWLIGHT) BIOMONITOR

GASUIM K-5 SKINSUIT
SP 12 1/2 EDGED DAM.
SURETRACT BOOTS / GLOVES +3 GRIP
REMOTE DETONATOR
1 INCINDIARY REMOTE MINE
2 FLASH GRENADES
R-LINE, RETRACTING (LEFT WRIST)

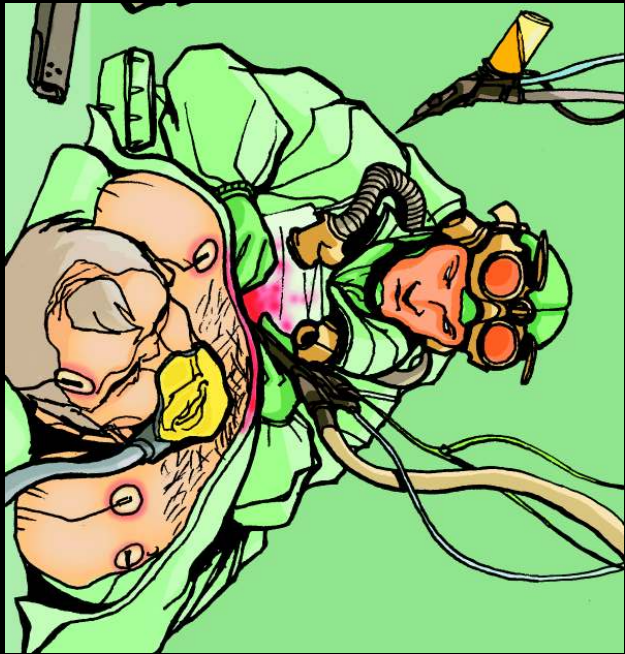
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HANDLE		CORP		OA	[MAGELAN]		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0								
DR. HEWITT		BLOOD		SOUTH AFRICAN		SEX		M		0		12		0		0		0							
ROLE		TORTURE TECHNICIAN		[MEDIC]		CU F		13/12		ZCU F		14/11		BODY		AVE		BTM		-2		SAVE		6	

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WOUNDS						
LIGHT	0					
SERIOUS	1					
CRITICAL	2					
MORTAL 0	3					
MORTAL 1	4					
MORTAL 2	5					
MORTAL 3	6					
ARMOR TYPE [LEV TOTAL]						
KEYLVAR VEST SP 12						
STATS						
REFLEX		7				
INTELLIGENCE		9				
COOL		6				
EMPATHY		3				
IMAGE		6				
TECH		7				
LUCK		5				
MOVE		7				
LEAP		1.5				
RUN		35				
NOTES: PERSONALITY DETAILS						
ADDICTIVE PREDICTION						
SKILLS						
MEDICAL TECH		5				
NOTICE		6				
BASIC TECH		4				
DIAGNOSE ILLNESS		5				
CRYPTANK OPS		6				
LIBRARY SEARCH		3				
PHARMACEUTICALS		5				
ANATOMY/ PHYS.		5				
TORTURE		8				
H. PERCEPTION		5				
INTERROGATE		5				
PERSUASION		4				
ZERO G MANEUVER		7				
ZERO G COMBAT		4				
WARE						
BIOMONITOR (LEFT FORARM)						
GEAR						
SMARTGOOGLES (T2M TO STATION SECURITY FEED) MEDICAL TRIAGE KIT W/ HIDDEN TORTURE GEAR BIOTOXIN INJECTOR (STREC TYPE A- S-AVE 3- OR PA- RALYSIS, HALLUCINATION, SUBMISSION, -2 BODY PERM) LAPTOP [OA] CORP TAG [OA] STATION CELL PHONE						
STASH 0						

HANDITE		MAGELLAN		BTD 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
DR. MORROW		INDIAN		INDIAN 58 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
CODE		BROOD		BROOD 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
AGE		AGE		AGE 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
FIELD SURGEON		FIELD SURGEON		FIELD SURGEON 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
COL		COL		COL 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
KCH		KCH		KCH 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
BOD		BOD		BOD 1 10/24/58 10/24/58 10/24/58 10/24/58 10/24/58					
6		-2		6 0 0 0 0 0					
M		6		M 0 0 0 0 0 0					

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HANDLE

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PLM	-2	7
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ADDRESS					
CPN	0				
STREET	1				
CITY	X				
STATE	0				
ZIP	0				
PHONE	0				
TELETYPE	0				

KEVLAR T SP8
SKINSUIT SP4

21113	7		
LEFEX	8		
INTELLIGENCE			
COAT	6		
EWALIA	6		
WAGE	5		
LECH	6		
LOCK	5		
WOLF	6		
LECH	2		
WIN	30		

2011/2		2011/3	
GENERAL	7	COMBAT SENSE	2
INTELLIGENCE	8	NOTICE	4
COOL	6	PISTOL	3
GRIMACE	6	DODGE/ EVADE	3
WINE	5	SHADOW/ TRACK	4
LECH	6	CAPOREIRA	3
LOCK	5	RIFLE	4
WOLF	6	MELEE	3
LEAD	2	E. SECURITY	4
GRIN	30	PERSUASION	2
		INTIMIDATION	4
		RESIST TORTURE	2
		OG MANEUVER	4
		OG COMBAT	3

**LIFELINE
BIOMONITOR**

CORP TAG

SHURIKEN: IF ATTACK ROLL EXCEEDS DEFENSE ROLL BY 2 POINTS, SHURIKEN EXPANDS BY 50% CAUSING ADDITIONAL DAMAGE AS SHOWN

HANDLE	CORP		ANUBIS		HEAD 1				TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0			
	AGENT GRAY GOHRING				BLOOD		NORWEGIAN		SEX		M		4/0		16		16		16	
	BODY		STR		BTM		-3		SAVE		8									
ROLE	COVERT OPERATIVE		CU F		16/16		ZCUF		15/14											

[illegible]

WOUNDS									
	0								
LIGHT	0								
SERIOUS	1								
CRITICAL	2								
MORTAL 0	3								
MORTAL 1	4								
MORTAL 2	5								
MORTAL 3	6								
ARMOR TYPE EV TOTAL									
GASUM K-3 SP-16 ENVIRONMENT HELMET SP4									
STATS									
REFLEX		9							
INTELLIGENCE		9							
COOL		7							
EMPATHY		5							
IMAGE		5							
TECH		5							
LUCK		7							
MOVE		7							
LEAP		2							
RUN		35							
NOTES: PERSONALITY DETAILS									
INQUISITIVE									
SUSPICIOUS									
SKILLS									
COMBAT SENSE		8						40	
PISTOL		7						6	
NOTICE		8						54	
WARDROBE		2							
EXP CORP SYSTEMS		3							
E. SECURITY		2							
SMG		3						21	
STREETWISE		2						17	
TAE KWON DO		7						4	
DODGE/ EVADE		3							
SHADOW/ TRACK		3							
RESIST TORTURE		4							
DRIVE		2							
PERSUASION		3						23	
WARE									
SUBDERMAL IMPLANTS SP 4 BIOMONITOR									
DEMOLITION 1 DISGUISE 2 PILOT HELO 2 7 INTERROGATE 1 ZERO GEE MANEUVER 6 7 ZERO GEE COMBAT 5									
COMBAT BONUSES (MARTIAL ARTS OR EQUIPMENT)									
TAE KWON DO BONUSES: Strike +3 Kick +3 Sweep +2 Block +2 Dodge +1									
GEAR									
GASUM K-3 STEALTH SUIT SP 12 1/2 EDGED DAM. SURETRACT BOOTS / GLOVES +3 GRIP WIMWEAR GOGGLES LOWLIGHT ENHANCEMENT (1 TURN) -T2 MARQUEE LINK TO VOCALIZER -MANDIBULAR VOCALIZER LINK -ANTI-DAZZLE 3 PLAS. CUFFS PIN LIGHT 1 THUMPER DECOY MINE 2 FLASH GRENADES R-LINE, RETRACTING (LEFT WRIST) THERM-OPTIC CLOAK 1 EMP-1 MINE SPACER KIT									
STASH									
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BIOMONITOR

***NOTE: AMBIDEXTROUS ATTACKS:**

2 G-30S, SINGLE TARGET: 16/16, 15/15, 12/12

2 G-30S, SEP. TARGETS: 14/14, 12/12, 10/10

GAS IUM K-2 BALLISTIC MESH
 SP 14 1/2 EDGED DAM.
 1/2 ENERGY DAM.
 SURETRACT BOOTS / GLOVES +3 GRIP
 NIGHT VISION GOGGLES (LOWLIGHT)
 3 INCINDIARY GRENADES
 NASAL FILTERS
 R-LINE, RETRACTING (LEFT WRIST)
 ENDORPHINE INHALANT +2 REF 1d6 RNDS

HANDLE		CORP		N/A [BONETHUGS CREW]		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0	
KILLBOMB		BLOOD		TRINIDAD		SEX		M		0		21		6		6	
		BODY		STR		BTM		-2		SAVE		8					
ROLE HITMAN		C U F		14/13		ZCUF		8+									

[illegible]

WOUNDS						
LIGHT	0					
SERIOUS	1					
CRITICAL	2					
MORTAL	0	3				
MORTAL	1	4				
MORTAL	2	5				
MORTAL	3	6				
ARMOR TYPE (EIV TOTAL)						
LIGHT BALLISTIC WEAVE - CHEST, LEGS SP 6 FLAK VEST SP 15						
STATS			SKILLS			
REFLEX		8		COMBAT SENSE		6
INTELLIGENCE		7		PISTOL		5
COOL		9		NOTICE		5
EMPATHY		5		HVY WEAPONS		3
IMAGE		7		SP TACTICS: URBAN		3
TECH		5		MELEE		4
LUCK		4		BULLPUP		2
MOVE		7		STEALTH		4
LEAP		1.5		AIKIDO		4
RUN		35		INTIMIDATE		5
NOTES: PERSONALITY DETAILS						
Lucky Bastard				Climbing		4
Confident				Drive		6
				Athletics		5
				Human Perception		5
WARE		GEAR				
IRIS REACTION BOOSTER		CLOSED-CIRCUIT RF PROXIMITY SENSOR/RADIO				
LOWLIGHT		-TRACKS LOCATION OF CREWMEMBERS				
ANTIFLASH/GLARE (NO DELAY PENALTY)		-PROVIDES MODULAR BAND RADIO LINK				
		3 FLASH-BANG CONCUSSIVE GRENADES				
		1 BCGARDIN HI-EX CALTROP PACK (6 LOADS)				
		-DIFF 15 TO SPOT				
		-1d6 x 2d6+4 DAMAGE EDGED EXPL.				
		LIMITED-ACCESS CP SECURITY PASS (DURATION 24 HRS)				
		PEN LIGHT				
		FALSE CONTACT INFO: MATCHBOOK (ASRA)				

HANDLE		CORP		CRYSTAL PALACE		HEAD 1		TORSD 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0	
CONSTABLE-DETECTIVE KULINANE		BLOOD		NORTH AMERICAN		SEX		M		0		14		4		4	
ROLE		STATION		SECURITY CHIEF [COP]		C U F		14/11		ZCUF		16/12		BODY		AVE	
		BTM		-2		SAVE		7									

[illegible]

WOUNDS									
LIGHT	0								
SERIOUS	1								
CRITICAL	2								
MORTAL	0	3							
MORTAL	1	4							
MORTAL	2	5							
MORTAL	3	6							
ARMOR TYPE (LEV TOTAL)									
LIGHT WEAVE SP 4									
KEVLAR VEST SP 10									
STATS						SKILLS			
REFLEX			8			AUTHORITY			7
INTELLIGENCE			6			NOTICE			5
COOL			7			RESEARCH			4
EMPATHY			7			CORP. SECURITY			7
IMAGE			9			PISTOL			3
TECH			4			BRAWLING			4
LUCK			7			E: BUREAUCRACY			7
MOVE			7			SOCIAL			5
LEAP			15			ATHLETICS			3
RUN			35			E: STATION OPS			4
NOTES: PERSONALITY DETAILS						INTIMIDATE			3
						PERSUASION			6
						ZERO G MANEUVER			8
						ZERO G COMBAT			4
ARROGANT									
ALOOF									
WARE									
BIOMONITOR (LEFT FORARM)									
GEAR									
AUDITORY LINK (CP CENTRAL OPS)									
1 PLAS CUFFS									
PALMTOP									
STATION SECURITY TAG									
STATION CELLULAR W/ SAT LINK									
STASH 0									

[illegible]

WOUNDS						
LIGHT	0	☐	☐	☐	☐	☐
SERIOUS	1	☐	☐	☐	☐	☐
CRITICAL	2	☐	☐	☐	☐	☐
MORTAL 0	3	☐	☐	☐	☐	☐
MORTAL 1	4	☐	☐	☐	☐	☐
MORTAL 2	5	☐	☐	☐	☐	☐
MORTAL 3	6	☐	☐	☐	☐	☐
ARMOR TYPE (LEV TOTAL)						
MICROMESH WEAVE SP 8						
STATS		SKILLS				
REFLEX	8		RUMBLE	4		
INTELLIGENCE	0		NOTICE	5		
COOL	8		PISTOL	5		
EMPATHY	7		RIFLE	6		
IMAGE	5		INTIMIDATION	7		
TECH	3		BULLPUP	5		
LUCK	4		ATHLETICS	4		
MOVE	5		DODGE/EVADE	3		
LEAP	1		INTERROGATION	6		
RUN	25		MELEE	5		
NOTES: PERSONALITY DETAILS			H. PERCEPTION	3		
RASH			MOTORCYCLE	3		
HEADSTRONG			ZERO G MANEUVER	4		
			ZERO G COMBAT	5		
WARE		GEAR				
		GLOBAL CELL PHONE STATION CELL PHONE LINE JUMPER				
		STASH 0				

HANDLE	MADELINE X				CORP -										
	BLOOD SCOTTISH				SEX F										
	C U F 15/13	ZCUF 15/14	BODY AVE	BTM -2	SAVE 6	0	8	0	16	16					
	ROLE BOUNTY HUNTER									HEAD 1	TORSO 2-4	ARM-R 5	ARM-L 6	LEG-R 7-8	LEG-L 9-0

[illegible]

WOUNDS								
LIGHT	0	☐	☐	☐	☐			
SERIOUS	1	☐	☐	☐	☐			
CRITICAL	2	☐	☐	☐	☐			
MORTAL	0	3	☐	☐	☐	☐	☐	☐
MORTAL	1	4	☐	☐	☐	☐	☐	☐
MORTAL	2	5	☐	☐	☐	☐	☐	☐
MORTAL	3	6	☐	☐	☐	☐	☐	☐
ARMOR TYPE LEV TOTAL								
SMARTWEAVE DRESS SP8								
STATS								
REFLEX			9					
INTELLIGENCE			9					
COOL			6					
EMPATHY			7					
IMAGE			9					
TECH			5					
LUCK			7					
MOVE			7					
LEAP			1					
RUN			35					
NOTES: PERSONALITY DETAILS								
PERPETUALLY AROUSED								
SKILLS								
COMBAT SENSE			7					
NOTICE			6					
PISTOL			5					
LIBRARY SEARCH			4					
SHADOW/ TRACK			6					
EXP. ORBITAL SYSTEM			3					
STREETWISE			3					
PILOT OTV			5					
SEDUCTION			5					
INTERROGATION			4					
ATHLETICS			6					
MELEE			4					
ZERO G MANEUVER			6					
ZERO G COMBAT			5					
WARE								
BIOMONITOR PHEROMONE IMPLANT INECK +4 SEDUCTION BIOMA! NEURAL BRIDGE: AMBIDEXTERITY 1d6 TURNS; THEN -2 REF FOR 2 TURNS								
GEAR								
CORP ID EMULATOR STATION CELL PHONE 4 PLAS-CUFFS 2 VIALS NERVE TOXIN (INGESTION): SAVE -3 OR PARALYSIS FOR 1d10 HOURS 2 HI-V SILENCERS								
STASH 0								

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HANDLE		CORP	N/A [BONETHUGS CREW]	HEAD 1 TORSO 2-4 ARM-R 5 ARM-L 6 LEG-R 7-8 LEG-L 9-0												
		BLOOD	TRINIDAD	SEX	M											
ROLE	HITMAN	CUF	14/15	ZCUF	9*	BODY	VSTR	BTM	-3	SAVE	0	0	12	12	12	12
		MEXICAN														

[illegible]

WOUNDS									
Light	0								
Serious	1								
Critical	2								
Mortal	0	3							
Mortal	1	4							
Mortal	2	5							
Mortal	3	6							
ARMOR TYPE [LEV TOTAL]									
Ballistic C-Mesh SP 12									
STATS									
REFLEX			9						
INTELLIGENCE			6						
COOL			7						
EMPATHY			8						
IMAGE			6						
TECH			6						
LUCK			4						
MOVE			5						
LEAP			1						
RUN			25						
NOTES: PERSONALITY DETAILS									
OBSERVER									
PLANNER									
SKILLS									
COMBAT SENSE			6						
PISTOL			6						
NOTICE			5						
HVY WEAPONS			1						
SP. TACTICS: URBAN			4						
MELEE			6						
BULLPUP			5						
STEALTH			4						
THE KWON DO			5						
PERSUASION			3						
PILOT AIRCRAFT			3						
DRIVE			4						
ATHLETICS			6						
ELEC. SECURITY			3						
WARE									
GEAR									
CLOSED-CIRCUIT RF PROXIMITY SENSOR/RADIO -TRACKS LOCATION OF CREWMEMBERS -PROVIDES MODULAR BAND RADIO LINK 2 FLASH-BANG CONCUSSIVE GRENADES LIMITED-ACCESS CP SECURITY PASS (DURATION 24 HRS) PEN LIGHT 2 PAIRS, PLAS-CUFFS ELECTRONIC LOCK KIT PALMTOP COMPUTER WORLDBAND CELLULAR PHONE									

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HYMDTE		KIROSHI (TSA)		0		18		8		8		8	
MILE		TRINIDAD		M		0		18		8		8	
COVERT OPERATIVE		CUF 13/12		ZCUF 11/11		7		-2		7		0	
KJCE		RDN		RDN		7		7		7		7	

[illegible]

JANUARY 2012					FEBRUARY 2012					MARCH 2012					APRIL 2012				
LEVEL 1	0				LEVEL 1	0				LEVEL 1	0				LEVEL 1	0			
LEVEL 2	1				LEVEL 2	1				LEVEL 2	1				LEVEL 2	1			
LEVEL 3	2				LEVEL 3	2				LEVEL 3	2				LEVEL 3	2			
LEVEL 4	3				LEVEL 4	3				LEVEL 4	3				LEVEL 4	3			
LEVEL 5	4				LEVEL 5	4				LEVEL 5	4				LEVEL 5	4			
LEVEL 6	5				LEVEL 6	5				LEVEL 6	5				LEVEL 6	5			
LEVEL 7	6				LEVEL 7	6				LEVEL 7	6				LEVEL 7	6			
LEVEL 8	7				LEVEL 8	7				LEVEL 8	7				LEVEL 8	7			
LEVEL 9	8				LEVEL 9	8				LEVEL 9	8				LEVEL 9	8			
LEVEL 10	9				LEVEL 10	9				LEVEL 10	9				LEVEL 10	9			
LEVEL 11	10				LEVEL 11	10				LEVEL 11	10				LEVEL 11	10			
LEVEL 12	11				LEVEL 12	11				LEVEL 12	11				LEVEL 12	11			
LEVEL 13	12				LEVEL 13	12				LEVEL 13	12				LEVEL 13	12			
LEVEL 14	13				LEVEL 14	13				LEVEL 14	13				LEVEL 14	13			
LEVEL 15	14				LEVEL 15	14				LEVEL 15	14				LEVEL 15	14			
LEVEL 16	15				LEVEL 16	15				LEVEL 16	15				LEVEL 16	15			
LEVEL 17	16				LEVEL 17	16				LEVEL 17	16				LEVEL 17	16			
LEVEL 18	17				LEVEL 18	17				LEVEL 18	17				LEVEL 18	17			
LEVEL 19	18				LEVEL 19	18				LEVEL 19	18				LEVEL 19	18			
LEVEL 20	19				LEVEL 20	19				LEVEL 20	19				LEVEL 20	19			
LEVEL 21	20				LEVEL 21	20				LEVEL 21	20				LEVEL 21	20			
LEVEL 22	21				LEVEL 22	21				LEVEL 22	21				LEVEL 22	21			
LEVEL 23	22				LEVEL 23	22				LEVEL 23	22				LEVEL 23	22			
LEVEL 24	23				LEVEL 24	23				LEVEL 24	23				LEVEL 24	23			
LEVEL 25	24				LEVEL 25	24				LEVEL 25	24				LEVEL 25	24			
LEVEL 26	25				LEVEL 26	25				LEVEL 26	25				LEVEL 26	25			
LEVEL 27	26				LEVEL 27	26				LEVEL 27	26				LEVEL 27	26			
LEVEL 28	27				LEVEL 28	27				LEVEL 28	27				LEVEL 28	27			
LEVEL 29	28				LEVEL 29	28				LEVEL 29	28				LEVEL 29	28			
LEVEL 30	29																		

HANDLE	MINA CHANCE					
	CORP	TSA				
	BLOOD	NORTH AMERICAN	SEX	F		
	BODY	WEAK	BTM	-1	SAVE	3
ROLE	MINDER [CORPORATE EXECUTIVE]	C U F	19/13	ZCUF	17/13	
		HEAD 1	TORSO 2-4	ARM-R 5	ARM-L 6	LEG-R 7-8 LEG-L 9-0
		6	6	6	6	6

[illegible]

WOUNDS									
Light	0								
Serious	1								
Critical	2								
Mortal 0	3								
Mortal 1	4								
Mortal 2	5								
Mortal 3	6								
ARMOR TYPE (EV TOTAL)									
SKINNWEAVE SP 6									
STATS					SKILLS				
REFLEX		0			RESOURCES		4		
INTELLIGENCE		9			NOTICE		0		
COOL		8			HUMAN PERCEPTION		2		
EMPATHY		3			RESEARCH		3		
IMAGE		8			SOCIAL		3		
TECH		8			PERSUASION		4		
LUCK		6			PISTOL		6		
MOVE		9			JUI JITSU		3		
LEAP		2			DRIVE		8		
RUN		45			INTIMIDATE		0		
NOTES: PERSONALITY DETAILS									
OBSERVER					PILOT AV		8		
					INTERROGATE		9		
					CORP OPS		6		
					ATHLETICS		3		
WARE									
BIOMONITOR (LEFT FORARM)- LIVE LINK									
SKILLS, CONTINUED: CORP POLICY 5 SEDUCTION 7 STREETWISE 4 ZERO G MAN. 7 ZERO G COM. 3									
GEAR									
STASH 0									
ESPI CORPS NAIL CAPS (10)									
ESPI CORPS SCREAMER (BELT BUCKLE)									
XEREX WHIPCORD (POUCH) : GRAPPLE +3									
BOLA SPARKPOINTS (RIGHT HAND)									
LAPTOP									
CORP TAG									
STATION CELLULAR w/ SAT LINK									

[illegible]

HANDITE		ORFINE		CODICE		n/a		EVAL		10000000		10000000		10000000		10000000		10000000	
				DANISH		F													
ROVIN - CHAMELEON		16/12		7		-2		7		8/0		14		14		14		14	
ROVIN - CHAMELEON		16/12		7		-2		7		8/0		14		14		14		14	

[illegible][illegible]

[illegible]

HANDLE		CORP		ORBITAL ALLIANCE		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0																	
CHAPLAIN RIAN		BLOOD		QUEBECAN		SEX		M																									
ROLE		SPECIAL INQUIRISTOR [COP]		CU F		14/12		ZCUF		14/11		BODY		AVE		BTM		-2		SAVE		6		10		10		10		10		10	

[illegible]

WOUNDS										
Light	0									
Serious	1									
Critical	2									
Mortal	0	3								
Mortal	1	4								
Mortal	2	5								
Mortal	3	6								
Armor Type [Lev Total]										
GEAS Silkweave SP 10										
Stats		Skills								
Reflex		8							Authority	6
Intelligence		7							Notice	6
Coil		0							Research	5
Empathy		4							Corp. Security	4
Image		6							Pistol	7
Tech		5							THAMOC	6
Luck		6							Drive	5
Move		7							Social	5
Leap		1.5							Athletics	4
Run		35							H. Perception	8
Notes: Personality Details										
Composed									Interrogate	5
Strategic									Persuasion	5
									Zero G Maneuver	6
									Zero G Combat	3
Ware										
Biomonitor (Left Forarm) ESPI Corps Tongue Packet -Live Feed OA										
Gear										
Smartglasses (TZM To Sat Link: OA Central DB) 2 Plas Cuffs Laptop Corp Tag Station Cellular w/ Sat Link Gang Jazzier (Right Hand) Stun -1										
Stash										
0										

[illegible]



HANDLE		CORP		ANUBIS		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0	
AGENT BRIOR TERRIBLE		BLOOD		PAKISTANI		SEX		M		4/0		16		16		16	
ROLE		COVERT OPERATIVE: DEMO SPEC		C U F		14/13		ZCUF		10/14		BODY		AVE		BTM	
				-2		SAVE		7									

[illegible]

WOUNDS									
Light	0								
Serious	1								
Critical	2								
Mortal	0	3							
Mortal	1	4							
Mortal	2	5							
Mortal	3	6							
ARMOR TYPE (EV TOTAL)									
GASUM K-3 SP16									
ENVIRONMENT HELMET									
SP4									
STATS									
REFLEX		8							
INTELLIGENCE		0							
COOL		6							
EMPATHY		4							
IMAGE		4							
TECH		9							
LUCK		7							
MOVE		8							
LEAP		2							
RUN		40							
NOTES: PERSONALITY DETAILS									
IRONIC									
SARCASTIC									
SKILLS									
COMBAT SENSE		9							
PISTOL		4							
NOTICE		3							
CHOI LI FUT		5							
INTIMIDATE		4							
ELECTRONICS		5							
E. SECURITY		6							
BULLPUP		4							
SHADOW/ TRACK		4							
HIDE/ EVADE		4							
DRIVE		4							
DISGUISE		8							
DEMOLITIONS		3							
EXPOSURE MGMT		6							
WARE									
SUBDERMAL IMPLANTS SP 4									
BIOMONITOR									
MOTORCYCLE									
EVADE									
STEALTH									
MELEE									
ZERO GEE COMBAT									
COMBAT BONUSES (MARTIAL ARTS OR EQUIPMENT)									
CHOI LI FUT BONUSES:									
Weapon Strike +2									
Strike +2									
Kick +2									
Disarm +1									
Sweep +2									
Block +2									
Dodge +1									
Grapple +1									
Throw +1									
GEAR									
GASUM K-3 STEALTH SUIT									
SP 12 1/2 EDGED DAM.									
SURETRACT BOOTS / GLOVES +3 GRIP									
WIMWEAR GOGGLES									
-LOWLIGHT ENHANCEMENT (1 TURN)									
-T2 MARQUEE LINK TO VOCALIZER									
-MANDIBULAR VOCALIZER LINK									
-ANTI-DAZZLE									
3 PLAS. CUFFS									
PIN LIGHT									
1 THUMPER DECOY MINE									
2 FLASH GRENADES									
R-LINE, RETRACTING (LEFT WRIST)									
THERM-OPTIC CLOAK									
POLYMTACYLENE RESERVOIR / DELIVERY SYSTEM									
2 PHOSPHOR CART. / 1 Kg C-6 / 2 INC. GRENADE									
STASH									
0									

HANDLE		TOKAWA TAKASHI		CORP		KIROSHI		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0	
				BLOOD		JAPANESE		SEX											
ROLE		CORPORATE EXECUTIVE		C U F		10/12		ZCUF		14/12		BODY		AVE		BTM		-2	
				SAVE		6													

WOUNDS									
LIGHT	0								
SERIOUS	1								
CRITICAL	2								
MORTAL 0	3								
MORTAL 1	4								
MORTAL 2	5								
MORTAL 3	6								
ARMOR TYPE [EV TOTAL]									
SKINSUIT SP4									
STATS						SKILLS			
REFLEX		6				RESOURCES		7	
INTELLIGENCE		8				NOTICE		4	
COOL		8				HUMAN PERCEPTION		6	
EMPATHY		3				EDUCATION		6	
IMAGE		4				RESEARCH		5	
TECH		4				PERSUASION		2	
LUCK		5				WARDROBE + STYLE		6	
MOVE		5				ATHLETICS		6	
LEAP		1				KARATE		2	
RUN		25				MELEE		4	
NOTES: PERSONALITY DETAILS						PILOT AV		3	
ALOOOF HEADSTRONG						PILOT SHUTTLE		2	
						ZERO G MANEUVER		8	
						ZERO G COMBAT		6	
WARE									
BIOMONITOR (LEFT FORARM) -SUMMONS STATION SECURITY IF UNCONSCIOUS OR KILLED									
COMBAT BONUSES (MARTIAL ARTS OR EQUIPMENT)									
GEAR									
PERSONAL DATA MESSENGER LAPTOP CORP TAG									
STASH 0									

[illegible]