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CHARACTER NAME							-	+	+	+	+	7=	
CHARACTER HANDLE			PL	AYER			REFLEX	COMBAT SENS	SE CYBER MOI	GEAR M	IOD MISC MOI	, то	OTAL
NATIONALITY			R	ACE									
ROLE			SDEC	IAL ABILIT	Y LEVEL	IP	REPUT MOV	EMEN'		WALK	RUN	TABILITY	۸D
			J SPEC	IAL ABILIT		IP	CLIMB SPEED		CLEAR	WALK	RON	1	AF
SPECIAL ABIL	ITY DESC	CRIPTION				<u> </u>	CLIMB				_	J	
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							SAFE FALL		IMPAIRED			┚	
ABILI	TY .	Scores	CURR	RENT	BASE C	YBER	BIO NA	ANO GI	EAR MEI	OS CH	IP MISC	IP	•
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BOD	SS	STRENGTH & DURABILITY		<b>—</b>	+	<u> </u>	+		+	+	+		
COOL		KEEP IT TOGETHER, MAN		<b>─</b> ∫_[		<del></del>				<b>-</b>	+		
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INTELLIGENCE	<i>r</i>	SOMETIMES IT'S		═				=				)	
	•	JUST BETTER  GREASED	<b>—</b>	═┤ <sub>╼</sub> ├			<del> </del>			$\dashv \vdash$		]	
MA MOVEMENT ALL	OWANCE.	LIGHTNING	<b>—</b>	<del></del>	+		+		+				
REF	_	THEY DIE HARD  BOYS AND	<b>_</b>	<b></b>  =	+			+	+	_ *	+	<u> </u>	
TECH TECHNICAL KNA		THEIR TOYS				+_	]+	+	+	+	+	╵└─	
ARMO	OR .	EFFECTIVE	ENCUMB	RANCE VAL	.UE	Wo	UNDS	SAVE	втм	- 3	SENSES		
LOCATION	ROLL	PROJECTILE	CTIVE SP V	S MONO	PENETRATION	STUN	I SAVE	DAMAGE	INJU		BASE AWARENESS		
HEAD	1						0 1	2 3	4 Ligi		MODIFIER VISUAL	s FOR:	
TORSO	2-4					-	1 5	6 7	8 SERIO	ous	AUDIBLE		
L. ARM	5						.2 9	10 11	12 CRITI				
R. ARM	6						·3 13	14 15	MORTA	AL U	TACTILE		
L. LEG	7-8						5 21	22 23	24 MORTA		THER SENSE TYPE	5 AND MOD	IFIERS
R. LEG	9-10						6 25	26 27	28 MORTA				
SPECIAL		These location	ns can only l	be hit on a	Vs. Explosion		.7 <sub>29</sub>	30 31	MORTA 36 MORTA				
LOCATION		'called shot' and	are targete	d at –4 to hit			9 33	34 35 38 39 <b>3</b>	MORTA				
L. HAND						A FAILE KNOCKS OUT.	D STUN SAVE THE CHARACTE	R COOI	CAL WOUNDS O				
R. HAND						LIGHT	WOUNDS CAUSE LL EFFECT.	NO MOR	CED TO ½. TAL WOUNDS CA L, INT, REF, TO				
L. FOOT						SERIOI	US WOUNDS CAU	REDUG JSE <b>A</b> FAII	CED TO 1/3. LED MORTAL S	AVE			
R. FOOT						A -2 PE	MALIT IU KEF.	KILLS	THE CHARACTER	R			



SKI	ILLS	Stat	Skill	Bonus	Total	IP		Stat	Skill Bonu	s Total	IP		Stat	Skill	Bonus	Total
Acc	ounting	INT					Geology	INT				Physics	INT			
Aero	o Tech x2	TECH					Gyro Tech x3	TECH				Pick Lock	TECH			
Anti	hropology	INT					Handgun	REF				Pick Pocket	TECH			
Arci	hery	REF					Heavy Weapons	REF				Pilot AV x3	REF			
Athl	letics	REF					Hide/Evade	INT				Pilot Dirigible x2	REF			
AV 1	Tech x3	TECH					History	INT				Pilot Fixed Wing x2	REF			
Awa	areness/Notice	INT					Human Perception	EMP				Pilot Gyro x3	REF			
Bas	ic Tech x2	TECH					Interrogation	COOL				Play Instrument	TECH			
Biol	logy	INT					Interview	EMP				Programming	INT			
Bota	any	INT					Intimidate	COOL				Resist Torture/ Drugs	COOL			
Brav	wling	REF					Language	INT				Rifle	REF			
Che	emistry	INT					Language	INT				Seduction	EMP			
Com	nposition	INT					Language	INT				Shadow/Track	INT			
	otank erations	TECH					Language	INT				Social	EMP			
Cyb	er Tech x2	TECH					Language	INT				Stealth x2	REF			
	erdeck ign x2	TECH					Leadership	EMP				Stock Market	INT			
Dan	ice	REF					Library Search	INT				Streetwise	COOL			
Dem	nolitions x2	TECH					Martial Art	REF				Strength Feat	BODY			
Diag	gnose Iliness	INT					Martial Art	REF				Submachinegun	REF			
Disg	guise	TECH					Martial Art	REF				Swimming	BODY			
Dod	lge & Escape	REF					Martial Art	REF				System Knowledge	INT			
Driv	ring	REF					Martial Art	REF				Teaching	INT			
Edu Gen	cation & n. Knowledge	INT					Mathematics	INT				Wardrobe & Style	ATTR			
Elec Sec	ctronic urity x2	TECH					Melee	REF				Weapon Tech x2	TECH			
Elec	ctronics	TECH					Motorcycle	REF				Widerness Survival	INT			
End	urance	BODY					Operate Heavy Machinery	REF				Zoology	INT			
Ехр	ert Knowledge	INT					Oratory	COOL								
Ехр	ert Knowledge	INT					Paint or Draw	TECH								
Ехр	ert Knowledge	INT					Perform	ЕМР								
Fen	cing	REF					Personal Grooming	ATTR								
Firs	t Aid	TECH					Persuasion & Fast Talk	ЕМР								
Forg	gery	TECH					Pharmaceuticals x2	TECH								
Gan	nble	INT					Photo & Film	TECH								



	BAT															
		CONC./		POINT		Range (m)	,									
WEAPON	TYPE/SKILL	SIZE	REL	BLANK		MEDIUM		EXTREME	SKILL	WA	BONUS	то ніт	D/	MAGE	ROF	MA
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UNARMED C		SKILL LEVE	STR CA	IKE/ BUN		APON DAI	CWEED	P/ BLOCK	PODGE		AND T		D DAMA HOLD/ BREAK	CHOKE/	DIFIER ESCAPE	RAI
		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA
		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA
		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA
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		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA
		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA
		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA
		SKILL LEVE		IKE/ BUN			SWEEP	P/ BLOCK	PODGE				HOLD/	CHOKE/		RA

## ACTION SUMMARY

### KEY ATTACK SUMMARY

Multiple actions may be attempted but each additional one is at additional -3 penalty

FAST DRAW — +3 Initiative, -3 to hit with attacks (does not count as an action)

 $\mathbf{MOVE} - \mathbf{At} \ \mathbf{your} \ \mathbf{walking} \ \mathbf{speed}$ 

 ${f RUN}$  — At your running speed, but may perform no other actions ATTACK — At your weapon's max rate of fire, or make a melee attack ALL OUT DODGE\* — All attacks are -2 to hit you, no roll required ALL OUT PARRY\* — All hand to hand attacks against you have damage reduced

 $\operatorname{AIM}$  — +1 to hit, cumulative, for up to 3 consecutive rounds RELOAD — Eject a magazine and slam a new one home SWITCH or DRAW A WEAPON — Drop and draw on the fly **MOUNT** or **DISMOUNT** — From a vehicle

REPAIR or MEDICAL AID — Quick use of Tech skills

 ${\bf SIMPLE\ NON\ COMBAT\ TASK-Pick\ something\ up,\ open\ a\ door,\ etc.}$ 

\* can't perform both of these in the same round

TARGET NUM	BERS	COMBAT TESTS
Point Blank	10	Attacker's REF+Skill+WA+D10
Close	15	Vs.
Medium	20	Defender's REF+Skill+WA+D10
Long	25	(Defender wins ties)
Extreme	30	
		HTH RANGE CHANGE TESTS

#### SPECIAL AUTOMATIC WEAPON RANGED ATTACK TYPES

RANGED ATTACK

3 Round Burst, Full Auto, **Suppressive Fire** 

HAND TO HAND **COMBAT TESTS** 

HTH RANGE CHANGE TESTS

Casting to Hitting — MA Hitting to Grabbing — Grapple Grabbing to Hitting — Parry/Dodge Hitting to Casting — MA

	ACTION	ATTACK BONUS	EFFECT	DAMAGE BONUS
	STRIKE / CAST	See Above	Attack with muscle powered weapon [melee, thrown, martial arts, bows, fencing]	See Above
l	PUNCH		Attack does D3 damage, but may be more with Cyberware	
RANGE	KICK		Attack does D6 damage, but may be more with Cyberware (also Jump Kick with movement)	
HITTING RANGE	RAM		Move & Attack action; bonuses to damage and defense based on distance moved	
🗄	DISARM		On Success, knock or remove opponents weapon from hand	
	SWEEP / TRIP		Knock enemy prone (-2 to hit, +2 to be hit), combine with Key kick at +3 Dmg & Stun -2	
<u> </u>	GRAPPLE		Test to enter Grappling Range	
RANGE	THROW		Knock opponent to the ground, D6 damage (ignore armor) and Stun Save at –2	
BING	CHOKE / CRUSH		Opponent takes D6 damage per round	
GRABBING	HOLD / BREAK		Painful joint or body hold (auto throw/choke), opponent immobilized until Escape is made	
H	ESCAPE		Defense against grapple attacks	
DEFENSE	BLOCK / PARRY		Martial Arts/Brawling, unless weapon used; then Fencing/Melee. May break weapon.	
	DODGE		Oppose attacker's test to avoid blow, may still reduce damage on fail	



## PUTTING THE CYBER INTO THE PUNK

CHIPWARE	INST	ALLED MRAN	AND APTR CHIPS				
СНІР	SKILL LEVEL			СНІР		SKILL LEVEL	соѕт
CYBERWARE DESCR	IPTION			ТҮРЕ	CHRCHRY	HUMANITY	COST
DESCR	IPTION			ITPE	SURGURT	HUMANIII	C031
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					TOTALS		



# GETTING FITTED FOR THE FUTURE

ARMOR	WEIGHT	COST	TYPE	EV	SP	BLADE	MONO	HEAD	TORSO	AR	MS	LEC	GS	HAN	IDS	FE	ET
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WEAPONS						_		ІМО І									
WLAPONS	WEIGHT	COST	1	N	OTES			iiviC					WE	IGH		COS	T
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OUTFIT ITEM		W	/EIGHT	COST	€			ITEM					WE	IGHT		cos	Т
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					CARR	RY		BURDE +1 EV, 1	/2 MA					TAL IGH1		COS	
					LIFT	- L		AVILY BU +2 EV, 1	JRDENED /3 MA	<u> </u>		$\rfloor [$		-			



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SIBLINGS	RELATION	AGE	RELA	TIONSHIP	LIFE L	EVENTS	
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CONTACTS			DESCRIPTION				
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HARDWARE			STANDARD FEATURES		DECK UPGRADES	COST
DECK MODEL						
CELLULAR	YES	NO	<u> </u>			
ARMOR / SDP						
MEMORY UNITS						
DECK SPEED	BASE + UP	GRADE =				
DATA WALLS & CODE GATES						
BASE COST						
YOUR ICON						
SOFTWARE						'
COTTIANE	STR	MU MU	TYPE		FUNCTION	COST
DECK MENU		•	REF	NT	SPEED INTERFACE LIBRARY SYST SEARCH KNOWL	
REALSPACE MENU		•	CHECKS IN THE NET		BASICS OF THE NET	
LOCATE REMOTE — Scans immediate area an		ery	General Offense: INT+Interface+Program STR+1L	010	Net Rounds are 1 second not 3 seconds Net Scale:	40v:III-
Remote system connecte CONTROL REMOTE — Attempts to control Remo program is in memory.			General Defense: INT+Interface+Program STR+1L	010	Local System < City Grid < Regional < World Map < Orbi Travel in the net is 5 squares per round, no diagonals! Trace Values are sum of all Long Distance Links used Long Distance Charges apply for levels above City Grid	
NET MENU			Roaming Defense: System Level of Defense+1D10		Long Distance Charge = (€.20)x(net rounds)x(spaces of	n maps)
LOG ON/LOG OFF — 8 or I RUN PROGRAM — Activat memory			Copy Protection: Level of Protection +1D10		Systems get additional actions for every 2 additional C Roaming awareness check made for each action taken in enemy system Breaching a Data Wall gives +5 to system awareness c	
LONG DISTANCE LINK — to avoid Long Distance Cl COPY — Copies a file in t	harges	· ·	Initiative: REF+SPEED+1D10 vs. REF+SPEED+1D10 or CPU speed		Task durations Delete file = 1 round	Jona
space allowing EREASE — Deletes a file i Deck	in the Net or	your	Code Gates or Data Walls: Program STR+1D10 vs. Def. STI		Interface check/Combat action = 1 round Start program = 1 round Take over process = 1 round	
READ — Access a file's ta pages within the file EDIT — Change, re-write, CREATE/DELETE — Used constructs with <i>Creator</i> p	or alter a file to create vir	e .	Control Remote: 1D10 vs. Contr LDL Hack: 1D10 vs. Link Securi		Copy File = 1 round / MU Edit File = 1 round / MU (but min. 2 rds) Library Search = 3 rounds Decrypt File = Difficulty – Speed (in real minutes)	