



INITIATIVE

ROLE

MOVEMENT

ABILITY SCORES

BOYS AND THEIR TOYS

ARMOR

WOUNDS

BTM***SENSES***

STUN SAVE

DAMA

INJURY

BASE AWARENESS SKILL	
MODIFIERS FOR:	

MODIFIERS FOR:

VISUAL

AUDIBLE

OLFACTORY

TACTILE

OTHER SENSE TYPES AND MODIFIERS

CRITICAL WOUNDS CAUSE COOL, INT, REF, TO BE REDUCED TO 1/2.
MORTAL WOUNDS CAUSE COOL, INT, REF, TO BE REDUCED TO 1/3.
A FAILED MORTAL SAVE KILLS THE CHARACTER.

SKILLS

SKILLS						Stat	Skill	Bonus	Total	IP	Stat	Skill	Bonus	Total	IP	Stat	Skill	Bonus	Total
	Accounting	INT					Geology	INT					Physics	INT					
	Aero Tech x2	TECH					Gyro Tech x3	TECH					Pick Lock	TECH					
	Anthropology	INT					Handgun	REF					Pick Pocket	TECH					
	Archery	REF					Heavy Weapons	REF					Pilot AV x3	REF					
	Athletics	REF					Hide/Evade	INT					Pilot Dirigible x2	REF					
	AV Tech x3	TECH					History	INT					Pilot Fixed Wing x2	REF					
	Awareness/Notice	INT					Human Perception	EMP					Pilot Gyro x3	REF					
	Basic Tech x2	TECH					Interrogation	COOL					Play Instrument	TECH					
	Biology	INT					Interview	EMP					Programming	INT					
	Botany	INT					Intimidate	COOL					Resist Torture/ Drugs	COOL					
	Brawling	REF					Language	INT					Rifle	REF					
	Chemistry	INT					Language	INT					Seduction	EMP					
	Composition	INT					Language	INT					Shadow/Track	INT					
	Cryotank Operations	TECH					Language	INT					Social	EMP					
	Cyber Tech x2	TECH					Language	INT					Stealth x2	REF					
	Cyberdeck Design x2	TECH					Leadership	EMP					Stock Market	INT					
	Dance	REF					Library Search	INT					Streetwise	COOL					
	Demolitions x2	TECH					Martial Art	REF					Strength Feat	BODY					
	Diagnose Illness	INT					Martial Art	REF					Submachinegun	REF					
	Disguise	TECH					Martial Art	REF					Swimming	BODY					
	Dodge & Escape	REF					Martial Art	REF					System Knowledge	INT					
	Driving	REF					Martial Art	REF					Teaching	INT					
	Education & Gen. Knowledge	INT					Mathematics	INT					Wardrobe & Style	ATTR					
	Electronic Security x2	TECH					Melee	REF					Weapon Tech x2	TECH					
	Electronics	TECH					Motorcycle	REF					Widerness Survival	INT					
	Endurance	BODY					Operate Heavy Machinery	REF					Zoology	INT					
	Expert Knowledge	INT					Oratory	COOL											
	Expert Knowledge	INT					Paint or Draw	TECH											
	Expert Knowledge	INT					Perform	EMP											
	Fencing	REF					Personal Grooming	ATTR											
	First Aid	TECH					Persuasion & Fast Talk	EMP											
	Forgery	TECH					Pharmaceuticals x2	TECH											
	Gamble	INT					Photo & Film	TECH											

ARMED COMBAT

WEAPON	TYPE/SKILL	CONC. /		POINT BLANK	Range (m)				SKILL	WA	BONUS TO HIT		DAMAGE	ROF	MAG
		SIZE	REL		CLOSE	MEDIUM	LONG	EXTREME							

UNARMED COMBAT

CAST WEAPON DAMAGE MODIFIER														HAND TO HAND DAMAGE MODIFIER	
MARTIAL ART STYLE	SKILL LEVEL	STRIKE/CAST	PUNCH	KICK	DISARM	SWEEP/TRIP	BLOCK/PARRY	DODGE	GRAPPLE	THROW	HOLD/BREAK	CHOKE/CRUSH	ESCAPE	RAM	

ACTION 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)

MOVE — At your walking speed

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

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

SIMPLE NON COMBAT TASK — Pick something up, open a door, etc.

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

RANGED ATTACK TARGET NUMBERS

Point Blank	10
Close	15
Medium	20
Long	25
Extreme	30

HAND TO HAND COMBAT TESTS

Attacker's REF+Skill+WA+D10
Vs.
Defender's REF+Skill+WA+D10
(Defender wins ties)

HTH RANGE CHANGE TESTS

SPECIAL AUTOMATIC WEAPON RANGED ATTACK TYPES

3 Round Burst, Full Auto, Suppressive Fire

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

KEY ATTACK SUMMARY

	ACTION	ATTACK BONUS	EFFECT	DAMAGE BONUS
HITTING RANGE	STRIKE / CAST	See Above	Attack with muscle powered weapon [melee, thrown, martial arts, bows, fencing]	See Above
	PUNCH		Attack does D3 damage, but may be more with Cyberware	
	KICK		Attack does D6 damage, but may be more with Cyberware (also Jump Kick with movement)	
	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	
	GRAPPLE		Test to enter Grappling Range	
GRABBING RANGE	THROW		Knock opponent to the ground, D6 damage (ignore armor) and Stun Save at -2	
	CHOKE / CRUSH		Opponent takes D6 damage per round	
	HOLD / BREAK		Painful joint or body hold (auto throw/choke), opponent immobilized until Escape is made	
DEFENSE	ESCAPE		Defense against grapple attacks	
	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	



INSTALLED MRAM AND APTR CHIPS

CHIP	SKILL LEVEL	COST	CHIP	SKILL LEVEL	COST

DESCRIPTION

[illegible]

ARMOR

	WEIGHT	COST	TYPE	EV	SP	BLADE	MONO	HEAD	TORSO	ARMS	LEGS	HANDS	FEET

WEAPONS

WEIGHT COST NOTES

AMMO

WEIGHT COST

OUTFIT

ITEM WEIGHT COST

€

ITEM WEIGHT COST

CARRY

BURDENED
+1 EV, 1/2 MA
HEAVILY BURDENED
+2 EV, 1/3 MA

TOTAL
WEIGHT

TOTAL
COST

TOTAL
COST

LIFT

TOTAL
WEIGHT

TOTAL
COST



FAMILY BACKGROUND

[illegible]

RELATION

AGE

RELATIONSHIP

YEAR

EVENT

[illegible][illegible]**DESCRIPTION**[illegible]



STANDARD FEATURES

DECK UPGRADES

COST

DECK MODEL	<input type="text"/>		
CELLULAR	YES <input type="text"/> NO <input type="text"/>		
ARMOR / SDP	<input type="text"/>		
MEMORY UNITS	<input type="text"/>		
DECK SPEED	BASE <input type="text"/> + UPGRADE <input type="text"/> = <input type="text"/>		
DATA WALLS & CODE GATES	<input type="text"/>		
BASE COST	<input type="text"/>		
YOUR ICON	<input type="text"/>		

STR

MU

TYPE

FUNCTION

COST

[illegible]

REF

INT

SPEED

INTERFACE

LIBRARY
SEARCH

SYSTEM KNOWLEDGE

REALSPACE MENU

CONTROL REMOTE —
Attempts to control Remote if appropriate program is in memory.

NET MENU

CREATE/DELETE — Used to create virtual constructs with *Creator* program

CHECKS IN THE NET

LDL Hack: 1D10 vs. Link Security STR

BASICS OF THE NET

Breaching a Data Wall gives +5 to system awareness checks

Decrypt File = Difficulty – Speed (in real minutes)