

# CHARACTER CREATION

Okay, time for quick and dirty character creation.

Stat Points = 50

You can place them in the 9 Stats available. The minimum a stat can be is 2, the maximum a stat can be is 8. The average stat is 5. There must be a value in every stats.

## Stat Definitions

**INT:** Problem solving ability, smarts, memory

**TECH:** Ability to use and repair technology

**BODY:** Strength, endurance and constitution. Also tell you how many hits you have.

**REF:** Dexterity, reaction speed, coordination

**MOVE:** How many meters you can run in 3 sec.

**EMP:** Your "people" skills. Charisma.

**COOL:** Will, presence, resistance to stress.

**LUCK:** Karma. Apply some LUCK to dice rolls.

**ATT:** How good looking you are.

Now that's done you can start on skills.

Skill Points = 40

There are 12 skills in all, 11 basic skills that everyone has and 1 yogang skill that's unique to your yogang. You have to put at least 1 skill point in every skill. The minimum for a skill is 1, the maximum is 8. The average skill is 3.

## Skill Definitions

**Streetfighting:** Basic combat skill. Throwing a punch, using a knife, or firing a gun.

**JockStuff:** Running, Jumping, Climbing Trees.

**Blend:** Ability to blend in a crowd, or sneak silently through the shadows.

**StreetSmarts:** Street knowledge on the juve level. No big crime lords to know, but you do know who

the big hotshot is on the block, and who to avoid.

**Schoolin':** General knowledge skill. Science, Math, Computers.

**Little Angel:** Your one advantage over adults. You can act innocent, and this is the skill you use. Remember, they don't expect the ten year old to be leading an op.

**ThiefStuff:** Tools of the trade for breaking into things, or pick pocketing "loose" change.

**GetAClue:** Can you notice when things happen or do you need to go to your pals to borrow a clue.

**GenSpeak:** Using slang to make sure the old Corpsicles don't get what's going down on the old slag heap.

**Fearless Leader:** This skill shows how well you can lead a bunch of people. Any method is used to help them understand your way of seeing things.

**GoGo:** Driving ability. Used for everything from cars, to bikes, to trucks.

## Yogangs and their skills

In all the books, including the one you just bought, there are a total of 27 different yogangs. You're going to get 3 in the pamphlet and 1 in the book for a total of 4. If you want the rest of them, buy the books, right?

**BeaverBrat:** Dirty tricksters & infiltration experts. Skill (*Suburban Ninja*): You can sneak into any place. Part Stealth, part track, part survival, part trap making, part break and enter.

**MegaViolents:** Combat maniacs & warrior berserkers. Skill (*Berserk*): Subtract skill from shock stun rolls taken in combat. Also add +2 to hit in this state.

**TinkerTots:** Underground engineers & juvetechs. Skill (*Kitbash*): If you can take it apart, you can make it into something really cool!

Remember, more Yogangs are available in the main source book, as well as the additional supple-

# EVOLVING

Since the Carbon Plague is a main point of the game, here's an evolved type you can turn one of your characters into. Remember, this is a nano-virus that's turning these characters into people with extraordinary powers. Make it painful, descriptive, disturbing, and cool.

Note: All evolved skills start at 1

**Evolved Type: Tinman**

**Evolved Skill: Hexite Shaping**

Feel some sludge coating your arms? That's your old skin and muscle, wipe it off because you've been upgraded. Shape your arms and hands into different shapes including weapons, armor, and anything that comes to mind. You're a tinman, a cybersoldier minus the humanity loss.

# EQUIPMENT

Now that they have their stats and their skills now you can give them their stuff. Give them each 300 EB to buy equipment from the list below.

Light Armoured Clothing (AR 3)	200 EB
Med. Armoured Clothing (AR 5)	300 EB
Strip Tape Binders	20 EB
Skinwatch	25 EB
Techhair	100 EB
Hair Colour changing shampoo	2 EB
Optical Shift Contacts	90 EB
Fashion in Action™ Light Tattoos	25 EB
DataTel Adapta Ring-phone	70 EB
Flash Paint	5 EB / pint
Light Auto Pistol (DC 3)	100 EB
Med. Auto Pistol (DC 4)	300 EB
Switchblade (DC 1 AP)	20 EB
Brass Knuckles (DC 3)	20 EB
Sword (DC 4 AP)	200 EB

Great Cho', you just finished making yourself a character. Now you should go out and change the world for you and your gobbyys, and maybe if you're lucky you'll eventually score come Saturday night.

# COMBAT

Or Saturday Night Skuffle Light

## Initiative

REF + 1d10

## Melee

Attacker REF + Streetfighting + 1d10 > Defender  
REF + Streetfighting + 1d10 = HIT

## Range

Attacker REF + Streetfighting + 1d10 > TN = HIT

## Damage

Now that you hit, you wanna know what damage you do. Every weapon has a Damage Code (DC) next to it. To determine damage, roll 1d10 and look down that column until you get to the DC row.

DC	1	2-3	4-5	6-7	8-9	10
1	0	0	1	1	1	2
2	1	1	1	2	2	2
3	1	1	2	3	4	5
4	2	3	4	5	6	7

To determine the final damage, subtract that Armour Rating (AR) of the armour the character is wearing. AP means that the armour is reduced by 1/2 before you subtract. That's what gets through to damage the character. Subtract that number from your HITS

## Shock/Stun

The body doesn't handle trauma all that well. If you take damage then you have to roll 1d10 under your new HITS. If you succeed, you're awake and function. If not you're out of it, for a while.

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# GAM PLACE

It's not just a building in Vancouver

Here's the spot where I tell you how to run all this stuff. It's really easy, all you need to play this game is 1d10. That's it. No special damage dice, no resistance pools, nothing that requires you to do anything other than addition. This game is about fast paced action and storytelling, not damage pools and weapon stats.

Here's how skills work. Take your d10, roll it. Now add it to the skill you want to use, and then add an appropriate attribute. Trying to punch someone then use your streetfighting with your REF. Want to stare down a group of MegaViolents then that's a Fearless Leader with your COOL. Using those Tinman powers for the first time, then add your REF and your D10 to see how well you do. No matter what you use, just remember this one thing:

D10 + Stat + Attribute >= TN is a success.  
and there's no sex in the Champaign room

## Target Number (TN)

These are easy to assign. Remember to compensate for the things that make even an easy task hard.

Easy	10
Average	15
Difficult	20
V. Difficult	25
In. Difficult	30
N. Impossible	35

Want more yogangs, evolved, setting, equipment and more? Go check out the main sourcebook, available at [cybergenerations.firestorm-ink.com](http://cybergenerations.firestorm-ink.com)

# CYBERGEN

A Quick and Dirty Rule Pamphlet

Thanks for buying a good, new CyberGeneration product. This pamphlet is made for those who bought the new adventure book *Researching Medicine* without the benefit of having a main Sourcebook. Inside is everything you're going to need to run the game, sure it may be bare bones but it will be enough to make your purchase useful.

Inside this pamphlet you'll find a few yogangs, a few evolved types, some weapons and equipment, plus the necessary charts you will need to play the game. The main sourcebook itself has more yogangs, more evolved types, more history, and more setting for you to enjoy. It can be picked up at your local hobby store or online at [cybergenerations.firestorm-ink.com/books.htm](http://cybergenerations.firestorm-ink.com/books.htm).

Not to mention the fact that there are other sourcebooks already in print from R. Talsorian Games. Books like *Bastile Day*, *Eco Front*, *Media Front* and *Virtual Front* which all have extra yogangs, extra evolved types, plenty of source material, and adventures to help explore the world of CyberGeneration.

So, live fast, live hard, and evolve or die.

The Group at,

# Firestorm Ink