

Appendix C: Alternative Character Generation

This appendix is a synthesis of Interlock, Fuzion, as well as some alternative material from a number of websites, including Ocelot's CharGen System and Blackhammer's merits & flaws. It's core is based on Interlock, with some common sense items dragged in from the other components. I'm going to start right off the bat by suggesting that you also download the Cyberpunk Master Skill Guide. It will provide you a vast array of definitions of skills, special abilities, roles, and statistics.

STEP ONE: SET STATS

All the stats from CP2020 remain (INT, REF, TECH, COOL, ATTR, LUCK, MA, BODY, EMP).

All stats start at 5. Now take 21 points and use them to buy that's up or down. You can also lower stats. Use this chart.

Final Stat	Final Cost
1	-6
2	-4
3	-2
4	-1
5	0
6	1
7	2
8	3
9	5
10	7

We're not quite done yet with the Stats. LUCK and ATTR only use half the above chart. You can spend points to make your character more lucky or attractive, but you don't get anything extra for making yourself unlucky or ugly. This fixes the 'free point pool' LUCK and ATTR used to present in the game. And be sure to save some points; you'll need some to buy your skills!

Additionally, 21 points represents 'minor hero' on the cinematics table. The allocated points can be modified as follows for the other cinematic levels:

Character's Story Role	Points Available
Major Hero	35 points
Major Supporting Char.	28 points
Minor Hero	21 points
Minor Supporting Char.	15 points
Average	10 points

Obviously, the flaw with this table is having to tell one player that his character is a major character, while another player's character is a minor

supporting character. So, as an alternative, I've also included a campaign style table adapted from the Bubblegum Crisis RPG:

Campaign Style	Points Available
Competent/Realistic	18 points
Exceptional/Semi-realistic/Elite	24 points
Heroic/TV Action Show	32 points
Legendary/Action Movie	40 points
Superheroic/Mythic/Comic Book	48 points
Cosmic/Godlike	55 points

Okay, all done? Good. Now let's take care of aging. Pick an age of 16 or older, or roll 2d6 and add 16. Then consult the following chart, if your referee allows you to do so:

Age	Total Points	Bonus	Other (Cumulative)	Effects
16	0			
17	1			
18	2			
19	4			
20	6			
21	8			
22	10			
23	13			
24	16			
25	19		-1 REF	
26	21			
27	25			
28	30			
29	35			
30	40		-1 REF, -1 BOD	

To further expand, +5 points per year past 30, -1 REF for every 5 years past 30, -1 BOD for every 8 years past 30, at most, REF and BOD will reduce to a minimum of 3.

STEP TWO: ADVANTAGES & DISADVANTAGES

Okay. Now that that's done, how many points do you have left? None? Oh, well. I guess you won't be buying any skills, since you needed some of those points for that. But don't worry. I'm going to cut you a break. Now we move on to the advantages and disadvantages, where you can get some points back by buying some disadvantages. If you think you've got more points than you'll use for skills, then buy some

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advantages!

For the list below, advantages are listed as a negative cost and disadvantages are positive. This is for convenience. Just add the listed number to your current point total. If you have 10 points and buy Limited Paranoia, this would be $10 + -1 = 9$.

Advantages

Acute Hearing (-1, -2, or -4): For each level of this advantage, the character gets an added +1 bonus to Awareness rolls that involve auditory stimulus. Note that this advantage will be nullified by implantation of cyberaudio.

Acute Sense Of Smell (-2): The character gets an added +1 bonus to Awareness rolls that involve olfactory stimulus. Note that this advantage may be nullified (50% chance) by any cybernetic/bio-organic additions to the olfactory senses, ie, Nasal Filters, Chemical Sniffers, etc.

Acute Sense Of Taste (+2): The character gets an added +1 bonus to Awareness rolls that involve taste.

Acute Sense Of Touch (+2): The character gets an added +1 bonus to Awareness rolls that involve touch. Note that this advantage will be nullified in limbs that have been replaced with cybernetics. There is also a 25% chance that grafted organic limbs will not retain this advantage.

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. Note that this advantage will be nullified by implantation of cyberoptics.

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.

Ambidexterity (-1): You are either naturally ambidextrous or you have trained yourself to use your off hand with more accuity than normal. You reduce your off-hand penalty by 1 point.

Ambidexterity (-3): You are either naturally ambidextrous or you have trained yourself to use your off hand with more accuity than normal. You reduce your off-hand penalty by 2 points.

Ambidexterity (-5): You are either naturally ambidextrous or you have trained yourself to use your off hand with more accuity than normal. You reduce your off-hand penalty by 3 points.

Animal Friendship (-2): You have nurtured what began as a natural affinity for animals. Now it seems that animals instinctively know that you are one of their own. Although quite often you will attract unwanted friendly animal attention (strays have a tendency to flock to you), even the best trained guard animals are unlikely to attack you except under duress.

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 O-Gee Maneuver. Also, +1 to any athletic skill involving extended balance.

Bike Nut (-5): As Car Nut above, but relating to motorcycles. Only difference is, your son is named Harley and so is your daughter.

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.

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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.

Born Healer (-3): The character has natural aptitudes with healing the sick and injured. This grants him a +1 bonus when using skills such as First Aid, MedTech, and Diagnose Illness.

Brotherhood (-5): You are a member or close associate of a cohesive group of people. Such groups include nomad packs, gangs, workgangs, pirate groups, etc. Brotherhood starts at +2, and can be raised like any other skill, but with a x2 IP modifier. It defines rank, clout, and the ability to call on the group's resources.

Car Nut (-4): Your sons are named Ford, Lincoln and Chevy. Your daughters are known as Pontiac, Porsche, and Mercedes. The character is an incurable automobile nut. She gets a bonus on almost all rolls involving automobiles (+1 drive, +1 basic tech, +2 to identify a vehicle). If the character buys the vehicle merit, treat the vehicle as being one class better than the merit calls for. When the character goes car shopping, she knows where to get the best deals, and usually pays 20% less for her vehicles, or at least gets them crammed with optional extras for no extra charge. She also knows all the best garages in town, as well as a few of their mechanics.

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.

Computer Aptitude (-3): This advantage entitles the character to an uncanny ability to operate computers, both in and out of netspace. This grants a bonus of +1 when using Cyberdeck Design, Interface, Library Search (computers only), Programming, and System Knowledge.

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 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 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 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

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hidden or misplaced, get information on current investigations, etc.

Contacts (-1 per level, -6 Maximum): Contacts are people that characters can use as information sources. The number of points spent on a contact reflects the value of that contact's information. While a 2 point contact is a +2 Information Source, a 6 pointer is a +6 Information Source. Contacts are likely to become unhappy if used quite often (particularly when not reimbursed), and may request information from the characters as well. The perfect example of this would be the character Orville "Rick" Wright from the 80's TV series, "Magnum, P.I. " The character even exemplifies the abuse of a contact ☺.

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.

Cyber-Affinity (-16): This rare and extremely valuable advantage grants a character 15 points of Humanity Cost (HC) per Empathy point versus the normal 10. This allows him to graft more cyberware into and onto his body than a normal human being. This is a powerful advantage, and should not be handed out without forethought on the part of the GM.

Danger Awareness (-2, -4, or -6): For each level of Danger Sense bought, the character will gain a +1 on awareness checks when his life is on the line (up to a maximum of +3). This acts as the "Combat Sense" special ability in this respect ONLY. It does not add to Initiative.

Danger Sense (-5): You have an innate danger sense. You get "bad feelings" and "apprehensions" quite often before bad stuff happens. You start with a special INT based skill called Danger Sense at +2. The GM will make all die rolls for it. Danger Sense has an IP multiplier of x2.

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.

Eidetic Memory (-4): You have an eidetic / photographic memory. If you need to remember something that the player has forgotten, roll INT dif 11 to remember it in perfect detail.

Empathy (-4): The character is good at reading emotions and understanding people. This grants an automatic +2 to his Human Perception rolls, and +1 to other empathy-related skills.

Enhanced Reactions (-1 to -3): You have unearthly reaction times. You can cause maximum carnage at most hand-to-eye video games. For every level you gain +1 to initiative rolls.

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

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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 Healing (-2): You have an accelerated healing system. Your healing rate is increased by 1 damage box per day for every two points invested in this benefit.

Fast Healing (-5): You have an accelerated healing system. Your healing rate is increased by 2 damage box per day for every two points invested in this benefit.

Fast Healing (-8): You have an accelerated healing system. Your healing rate is increased by 3 damage box per day for every two points invested in this 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).

Favor Owed to You (-1 to -4): A Corporation owes you a favor. At -1, a minor corporation owes you a minor favor. At -2, a major corporation owes you a minor favor. At -3, a minor corporation owes you a major favor. At -4, a major corp owes you a major favor.

Focused Gun Nut (-2): You've named your son Colt, haven't you? Or perhaps Winchester? Changed your last name to Smith or Wesson (or perhaps even Smith-Wesson)? The character is an incurable gun nut with a special love for a particular type of weapon. The character must choose the firearm model that this affection applies to. With that type of weapon, the character will gain the following bonuses for skill checks involving it; +1 to hit, +1 damage, +3 on all weaponsmith checks. The character also has a small weapons collection totaling no more than 1,000eb, the weapon selection decided by the GM (usually cheap weapons like polymer handguns and wonder nines).

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.

Friends (-3): For each Friend bought, the character has a Friend as per "Make a Friend" on the Lifepath chart. Friends are different from Contacts, in that they (Friends) will (generally) put their life on the line for you, whereas Contacts will only supply information, services, or goods.

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.

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.

Jack of All Trades (-5): You have studied just about everything for at least a little while. You get no penalties when making rolls using skills you don't have.

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.

Liberal Gun Nut (-4): The character is an incurable gun nut. She gets a +1 on almost any

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roll involving firearms. This provides a +1 to hit with any firearm, +1 on weaponsmith (weapons tech) rolls involving firearms (+2 on all rolls involving firearms to which the character personally owns a unit of that model), and a +2 on any roll to identify a firearm. The character also has a collection of firearms totaling not more than 1,500eb in value, determined by the GM. Usually these are a couple of wonder-nines and another handgun or two that the character bought before settling down with her current weapon(s). On the downside, she cannot resist commenting on various weapons when she sees them. Gun nuts will point out the make and model of almost any weapon seen, whether it is on a cop or a movie.

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.

Lightning Calculator (-1): You can perform basic and extended math in mere seconds in your head. This doesn't necessarily increase your math skill, but does allow you to do math without pen and paper or a computer. If you have math skill of less than 2 it becomes 2. In all circumstances your math rolls are at -2 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.

Luck (-3): Your character is exceptionally lucky

and can re-roll any two rolls each game session. This is in addition to the usual consumption of LUCK provided for within the game.

Luck (-6): Your character is exceptionally lucky and can re-roll any four rolls each game session. This is in addition to the usual consumption of LUCK provided for within the game.

Mundane (-2): This is a combination of a physical and psychological benefit. To be "mundane" you must have an Attractiveness between 4 and 7. You know how to blend in in any environment or circumstance. As long as you are dressed to blend and are doing nothing out of the ordinary no one will notice you. Even when you draw a gun and open fire on the CorpSec goons or show up in the lobby of a major corp dressed in full punk regalia, people will only be able to describe you as "average looking, about normal height, no distinguishing features..."

Musical Aptitude (-2): The character is a natural musician, and gets a +1 bonus when using skills such as Play Instrument and Composition (musical, not lyrical). Note that this does not affect singing; you'll want to take the "Voice" advantage for that.

Natural Aptitude (-5): Like Natural Strength, you are naturally better at something. However, you can repeat the special training, increasing the statistic by 1 point each time until it reaches 10.

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.

Natural Strength (-2): 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 10.

Net Reflexes (-2, -4, or -6): For each level of Net Combat Reflexes bought, the character gets a +1 bonus to his initiative in the 'Net (up to the maximum of +3).

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 have served jail time in their lifepath cannot purchase this benefit.

Nomad Friends (-2): As the result on the

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LifePath table, you have made friends with one of the more local Nomad or Pirate packs. Usually this is in the form of a single friend who is a member in good standing with the pack, but it can also be that you have done the pack itself a service or perhaps ran with the pack for a while and they remember you. Regardless you may use this as if you had the Special Ability of Kith at +2, about once a month, when the pack is nearby.

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 it's 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.

Professional License (-1): You have managed to acquire a professional license for something in which you are skilled. Some licenses are obviously more useful than others, but all of them are quite beneficial for getting work anywhere outside of the combat zone. You must have the appropriate skill(s) for this merit, of course. Sample Licenses include Doctor (MedTech 6+), Nurse (MedTech 4+), Mechanic (Basic Tech +5), Lawyer (Interview +5, Law +6), Architect (Architecture +6), Engineer (Engineering +6), Electrician (Electrical Engineering +5 or Electronics +6), etc.

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.

Sanctuary (-2): You know the location and passwords of a local sanctuary. This is a place, much like a covert hotel, where you can lie low for a while when the shit is just too hot. You still have to pay the going rate at the sanctuary.

Scientific Aptitude (-3): The character is a natural scientist, and gains a +1 bonus when using skills such as Anthropology, Biology, Botany, Chemistry, Geology, Mathematics, Physics, and Zoology.

Sharp Shooter (-3): You are a very precise shot. While this does not increase your chance to hit, it does reduce your penalties for aimed shots by 1/2.

Shelter (Variable): You own and/or live in some sort of shelter. This is usually an apartment or home. Some characters live in communal squats or rent a coffin cubicle long term, while others own huge mansions. This is a benefit, so the points can rise no higher than -1.

Type of Shelter	Value	Cost/ month
Bachelor Apartment	-1	200 eb
1-2 Bedroom Apartment	-2	350 eb
2-3 Bedroom Townhouse	-3	500 eb
2-3 Bedroom House	-4	600 eb
Larger House	-5	800 eb
Security of Shelter	Value	Cost
Broken Locks	+2	66%
Locked Windows & Doors	+1	100%
Maglocks	0	100%
Security System	-1	125%
Major Security	-2	200%
Quality of Shelter	Value	Cost
Slumlord Hell/ Disrepair	+1	50%
Fair Quality	0	75%
Good Quality	-1	100%
Expensive Digs	-2	200%
Location of Shelter	Value	Cost

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Combat Zone	+3	100%
Residential Ghetto	+1	150%
Good Residential	0	200%
Downtown	0	300%
Corpzone	-1	400%
Living Arrangements	Value	Cost
Squatting with Friends	+3	0%
Living on Friend's Floor	+2	10%
2-4 roommates	+1	20-33%
1 roomie	0	50%
Alone	-1	100%
Payment	Value	Cost
2 Months Behind	+1	100%
Current	0	100%
2 Months Ahead	-1	100%
Mortgage	-1	85%
Owned	-2	10%

State of the Art Implants (special): Your implants are at least a year or two ahead of modern consumer technologies. What this means depends on your GM. The cost of this benefit is 1 point per 4 HL worth of cyberware affected. Usually this results in cyberware with enhanced abilities, or boosted up an extra level beyond the normal max.

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.

Stylish (-1): You are one of the beautiful people. Not only do you always know what to wear, you can look good wearing just about anything. You gain +2 to wardrobe and style rolls as long as it's within you standard style(s).

Super Cool (-1): You make the Fonzy look like geek-boy central. Not much can rattle you. You are fully aware of what you can cope with and what you cannot. You gain a +2 bonus when resisting horror checks, stress checks and when resisting intimidation. You may not have a cool of ten, but you know what you can handle.

Technical Aptitude (-4): The character is good with fixing things, and therefore gains a +1 bonus when using skills such as Aero Tech, AV Tech, Basic Tech, Cybertech, and Gyro Tech. Note that this is NOT a bonus skill level, and has no effect on medical skills.

Time Sense (-1): You instinctively know approximately what time it is. This requires and 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.

Top Quality Implants (special): Your implants are absolute top of the line, implanted at the best clinics. This benefit costs 1 point for every 5 Humanity Loss worth of implants you have at the beginning of the game. Roll humanity loss at -1 on each die (with a minimum of 1 HL per die).

Tough (-5): The character with this advantage acts as if his Body Type Modifier is one level higher. For example, a man with an Average body type and the Tough advantage acts as if his BTM is -3 instead of -2.

Vehicle (Variable): The character owns a vehicle. This vehicle is insured, registered, and legally belongs to the character. It is registered in his name unless he has a false identity, in which case the player can decide which identity the vehicle is registered to. If the character is a blank, then the vehicle will be considered stolen should the police do a thorough investigation. The type of vehicle, as well as its condition, determines the point value of this benefit. The point value can never rise above -1.

Type of Vehicle	Value
Motorcycle, Typical	-1
Motorcycle, big or fast	-2
Honda Metrocar	-2
Typical Car	-3
Sports Car	-4
GEV Truck	-5
R-T Aerodyne	-6
Family Flyer	-7
AV-7	-9
AV-4	-10
Vehicle Condition	Value
Totally Stoked	-2
Slightly Improved	-1
Brand New	-1
2-3 Years Old	0
Rusty & beat up	+1
Piece of Shit	+2
Sometimes unavailable/ inoperable (LUCK vs 12)	+1
Rarely Available (LUCK vs 16)	+2
Lightly Armed	-2
Heavily Armed	-4

Vehicle Zen (-4): The character has a natural affinity for driving vehicles, and as such, gains a +1 to all piloting and initiative rolls while using said skills.

Voice (+4): The character's voice is naturally

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pleasing to the ear. This allows for a +2 modifier to skills such as Perform, Fast Talk, Oratory, Leadership, Seduction, and Social.

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

Absent Minded (+2): You have real trouble remembering small things... like people's names and so on. To remember stuff like names, the need to buy more ammo, the meeting time or place, roll INT dif 13. Also, you cannot take notes of game events.

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.

Bad Eyesight (+2): You get a -4 on visual awareness rolls. This can be partially

compensated for with cybernetics, but it's more a problem with your visual centres in the brain and your lack of attention to visual clues than it is an actual vision disorder or damage to the eyes.

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.

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

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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 honour 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.*

Code of Honor, Netrunner (+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).

- *Never betray a source (of codez or warez).*
- *Never pay for a server when you can rip of The Man.*
- *Mistrust authority (at all times!).*

Compulsive Liar (+4): The character will lie to hear himself talk. He gets a kick out of spinning tales, and it doesn't even matter if the person he's talking to knows he's lying or not. Invariably, it may be hard for the character to find anyone who will believe him AT ALL (ie, The Little Boy Who Cried Wolf). This may mean as much as a -5 modifier to skills such as Fast Talk, Seduction, and Oratory if the people he is attempting to con know of his disorder. If the player wants his character to tell the truth, he must make a Save against Cool (at -2), or he will automatically lie.

Cowardice (+4): Any time the character tries to accomplish a task which may cause him physical harm, he must make a Save against Cool at -2 in order to show some guts and stick around. If he fails, he must run or hide, whichever is more convenient.

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.

Cyber-Rejection (+10): The character with this disadvantage cannot have ANY cyberware grafted onto or into his body or his immune system will violently reject it. If a Save against Body (at -4) is made, the Cybernetics will NOT work, and the character will take 2 points of damage DAILY until they are removed. This damage is cumulative, and will not heal. If the roll is failed, the character must make a Death Save once per hour until the cyberware is either removed or the character dies, in addition to taking the 2 points of damage per day.

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 disad 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.

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Also all Awareness rolls against Stealthing oponents while asleep are at +20 difficulty instead of +10.

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.

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.

Fearful (+1 to +4): You are not a coward but are easily frightened. Threatening people are bad enough, while firefights terrify you. You suffer a penalty to resisting intimidation attempts and horror checks equal to the value of this penalty.

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!

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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.

Greedy (+3): The character is selfish, miserly, and obsessed with money. When offered a bribe, a Save against Cool must be made at a -2 modifier in order not to accept it. In addition, people of this sort are known to betray friends for a few lousy bucks, and this may affect reputation as well.

Hard of Hearing (+2): You get a -4 on auditory awareness rolls. This can be partially compensated for with cybernetics, but it's more a problem with your auditory centres in the brain and your lack of attention to auditory clues than it is an actual hearing disorder or damage to the eardrums.

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.

Honesty (+2 or +4): At +2 points, the character won't lie, cheat, steal, or break the law unless it is a life-or-death situation. At +4 points, the character will never behave dishonestly in any way at all, although he may be evasive.

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 point*
- *Hunted by a medium local firm - 2 points*
- *Hunted by a corporation with interests statewide - 3 points*
- *Hunted by a national corporation - 4 points*
- *Hunted by an Orbital - 5 points*

- *Hunted by one of the BIG CORPORATE Multinationals - 6 points*

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 for whatever, personal, reason - 1 point*
- *Hunted by the local police force - 3 points*
- *Hunted by the State police force - 4 points*
- *Hunted by a national police organization - 5 points*

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

Impotence / Frigid (+1): Hard as you try, you just can't get it on, you poster child for Viagra.

Intolerant (+3): You are a bigot and strongly dislike certain "types" of people; a particular group (a religion, ethnic group, gang or company); or everyday occurrence (drugs, traffic). Anyone from the above groups are completely beyond redemption in your eyes. When you encounter your target of hatred, you must make a make a difficult [20] cool roll to maintain your manners (if you have any). No matter what the roll, your social skill totals are halved. The subject of your hostility will pick up on your attitude, so they may act less friendly to your associates.

Kleptomania (+5): The character is a compulsive thief who will steal anything he thinks that he can get away with. What's more, he may not even realize that he's stealing anything until he is caught. When faced with an opportunity for thievery, the player (or the GM, secretly) must make a Save vs. Cool at -2. If the save is failed, the character must make an attempt to swipe the desired object (be it a string of faux pearls or a diamond ring). Failure of the theft roll could lead to incarceration or violent death.

Lecherous (+2): You have to make a seduction check against eligible persons of your preferred sex. In addition you must make a Cool roll at -2 to even consider putting up a resistance to seduction attempts from your preferred sex. If your character is openly bisexual in preference (or omnisexual), then this is a 3 point penalty.

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

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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.

Natural Weakness (+2): You just aren't intrinsically good at something. One of your stats (chosen by you) is reduced by 1 point.

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 restful night's sleep.

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

No Pain Tolerance (+5): When the character takes damage, his stun/shock save must be made with a -2 modifier. If the roll is failed, the character is knocked unconscious or incapacitated due to pain (ie, rolling around on the ground screaming). If such a character is the subject of torture, he is likely to snap like a twig (-4 to resist torture).

Overconfidence (+2): You feel that nothing is beyond your abilities. This is a role-played penalty where the character will have more faith in his abilities than the player might (for example, a base rifle skill of 11 and still believe that the extreme range shot is easily within his grasp). This can cause the character to take excessive risks which might get him into more trouble than he's actually worth.

Pacifism (+4 or +6): At +4, the character will under no circumstances kill anyone intentionally. Unintentional killing will cause feelings of guilt. The character may still harm opponents, either knocking them unconscious or crippling them. At +6, the character will not intentionally hurt anyone. Hurting anyone will cause the character grief, and killing anyone may cause total mental breakdown.

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. 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.

Partial Blindness (+4 or +6): The character is blind in one eye. At -4, it can be treated by replacing the eye when the character can afford to do so and wishes it so. At -6, the blindness cannot be taken care of, due to nerve degeneration, brain damage, or some other untreatable cause. The character has a -3 penalty on any skill requiring the use of depth perception. The character cannot start with the cyberware to counter this disadvantage.

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Eugh! (1/3)

Partial Deafness (+3 or +5): At +3, the character has partial deafness in one or both ears, resulting in a -3 penalty to all hearing related rolls. At +5, the character is totally deaf on one ear, leading to a -5 penalty to all awareness check on that side of the body. The deafness can be countered by cyberaudio implantation. The character cannot start with the cyberware to counter this disadvantage.

Phobia (variable): This something scares you. Perhaps it is the dark, crowds, death or something completely unfounded. Phobias range from mild to major. Although the fear ratings given here may look odd, there are plenty of modifiers your ref can use to up the values. Phobias are rated as mild or major, and the flaw point cost will vary depending on the severity of the phobia and how common it is.

Mild phobias are not so crippling, they are something you fear and would dislike being near, but mostly you can knuckle down and face them. A mild phobia is a normally a two point flaw and requires an average willpower roll. A mild phobia of heights, means you could go onto the roof, IF you can force yourself to. However, you will have a -2 penalty to all tasks due to fear. Additionally, you must make a willpower test every ten minutes, or you will leave the area that is distressing you.

Major phobias require a difficult willpower roll and are often a four point flaw. Typically, you will not approach an area or person/object that causes you fear. If you are forced to approach, you can make a difficult willpower roll to comply. However, repeated checks every ten minutes are required, or you will leave as above. You also will have a -5 penalty on all actions until you leave.

Common Phobias: Phobias and the costs are listed below. The values in brackets are the costs for a mild and then a major form of the phobia.

- **Crowds:** *If you are in a room or area with more than ten people, you could get freaked out. (2/4)*
- **Cyberware:** *Don't ever risk an implant. You don't know who designed it, what it really does and how IT could control you. As for people who have it, they are under THEIR control.... (3/6).*
- **The Dark:** *The worse thing is, you can't see things coming. Night time is okay, but darkness freaks you out. (2/4)*
- **Enclosed Spaces:** *This is a common fear, getting into lifts isn't easy - there's not going to be enough air!! (2/4)*
- **Filth:** *What? Wade through all that crap? No way, there could be germs, dead things..*

- **Fire:** *Its horrible, fire consumes. The smoke makes you gasp for air and the heat chars you flesh. Bonfires you can deal with, but a house blaze - GET ME OUTTA HERE! (1/3)*
- **Guns:** *I hate guns, they were made for killing. Best not carry out in case of accidental discharge, and better still, keep away from those gun freaks. (3/6)*
- **Heights:** *Hitchcock had it right, being that high up just isn't natural. Who knows if the floor won't give way, or the wind blow you off? (2/4)*
- **Loud Noises:** *Big bangs make you jump, explosions and thunder make you panic. (1/3)*
- **The Net:** *This place is full of data pirates and The Men in Black who electronically plot the digital ragnarok. Don't mess with computers or deckers. (2/4)*
- **Open Spaces:** *If you are out in the open, there is no cover, no shelter, no place to hide.... (2/4)*
- **Scientists:** *They toy with nature like a child plays with matches. We're gonna get burned again... it's enough that they know. They know things we we're meant to know.. (1/3)*
- **Sea:** *The sea is bottomless, you could fall in and NEVER be found. (2/4)*
- **Sharp Objects:** *Okay so bullet kill, but they do it quickly. Knives or swords make you bleed, so you get to watch you life dribble away onto the pavement. (2/4)*
- **Technophobia:** *The modern world is a crazy place. It's made more so by the machines we use (Or do they use us?). Don't play with electronics or mechanical things - its not natural (3/6).*

Promise (+1 to +4): You have vowed to yourself that you will, or will not, perform a certain deed. It could be trival, like never take drugs, or it could be something dangerous, like swearing revenge on a corporation! Whatever it is, you must complete this compulsion at all times. Nothing stops you, and you must make a Cool roll, dif 17 to force yourself otherwise.

Trival promises are worth one point and include: Never smoke; always wear a certain colour or uniform; don't speed.

Minor promises are worth two points and include: Always tell the truth; follow a special diet (veggie, vegan or just special synthetic nutrient diet); uphold your religious beliefs; never have sex; never take recreational drugs; take revenge on the person who wronged you.

Major promises are worth four points and include:

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Never take any kind of drug; never have cybernetic or bioware implants; always carry a firearm; remove on all foes. Some strict religious beliefs fit here instead of in the minor penalties.

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.

Saver (+2): Unlike the carefree shopaholic, you like to keep big reserves kept back just in case a major bill comes up. You always save you money, you are not a scrooge, just not a throwaway. You must make an average [15] willpower roll to splash out on anything that is not absolutely necessary. Vital purchases are rent, food and new clothes (occasionally).

Shopaholic (+2): You are always spending money. Clothes, food, drink, drugs or the latest music video chip gobble up your money. You must make an average [15] willpower roll to save money. If you roll a 1 you spend D6 x 10% of your money and if you fumble you go on a massive spending spree and blow everything. Your overdraft charges could keep the Bank of Borneo afloat alone.

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).

Shy (+1): You hate being the centre of attention. Because of this you get -2 on all social interactions as you must draw at least one person's attention to yourself, and -5 on any actions when you are the centre of attention for a group who are not all your friends.

Speech Impediment (+2): Something that makes you difficult to understand, like slurred speech, mumbling, Turet's Syndrome, etc. When in social situations or when communicating, you suffer a -5 penalty on skill checks.

Total Blindness (+8 or +12): Both eyes are blind. At -8, it can be treated by surgical replacement of the eyes. At -12, the blindness is permanent and untreatable. The character cannot start with the cyberware to counter this disadvantage.

Total Deafness (+8 or +10): At -8 the character is deaf in both ears, but it can be corrected. At +10, the deafness cannot be treated. The character cannot start with the cyberware to counter this disadvantage.

Uncouth (+3): The character is at a loss in any

social situation, whether it is meeting a new person or having dinner with the director of your local Arasaka branch. This reflects in a -2 modifier to skills such as Oratory, Interview, Leadership, Seduction, Social, and Fast Talk.

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.

STEP THREE: LIFE PATH

Now that we've got that done, I think it is time to take care of the life path to see what extra free benefits you might have coming to you, or disadvantages you might be able to buy off. For this, you can either use the Cyberpunk Contraband Life Chart (available as a separate download), or just use the one in the rulebook.

STEP FOUR: SKILLS & SPECIAL ABILITIES

Okay. All done? Good. Now take those few piddly points you've got left and multiply them by 20. Now they are IP points. Go buy your I33t skillz, 10 IP per level of the skill, multipliers apply. But before you run off to buy those precious skills, let me give you a bonus of some free skills! Woo hoo! This little bit comes from some of the common sense that can be found in Fuzion. There are some skills everyone will have. This

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free package of skills is called "Everyman Skills".

The next important thing to consider is whether or not you want to pick up a career skill package. This is a set of ten skills that can be purchased at a reduced cost, representing the focus placed upon those skills while you were training. These skill packages are synonymous to the 10 skills provided for roles previously. This career package is purchased with all skills at +2. Normally, this would cost 200 IP. But since it is assumed you went through specific, focused training, the skills were a bit easier to learn because you didn't have time to learn anything else. So these ten skills are obtained at +2 for a total of 150 IP, a savings of 25%.

Next, you need to choose your moneymaker skill. This will be the skill your monthly salary will be based upon. It need not be a special ability. For instance, while a sniper may be a solo, Combat Sense isn't going to be what makes the sniper a commodity. His skill with Sniper or Rifle will be. Of course, some other careers may be influenced by other factors instead. A Corporate will be affected by his title within the company and the size of the company he works for. A Corp with +10 resources may only make the 12,000 eb/month working with Malorian Arms as a CEO, but at Arasaka, he'd easily be pulling in 2 million eb per month in the same position. Similarly, A Rocker, Solo, or Media might make more money if they have a decent rep.

Lastly, we have special abilities. This has been a tough one to figure out. I don't want to eliminate them, but I also don't want to convert them into skills that would munchkinize the game worse than it already is. My solution is to turn them into skills with a GM discretionary IP multiplier, based upon how importantly the special ability relates to the character's career. Let's say a netrunner picks up both Interface and Combat Sense. Interface would have an IP multiplier of x1, while Combat Sense might have an IP multiplier as high as x5, depending upon the manner in which the character is played (one like Rache Bartmoss, who lives in a bunker and never leaves, would have Combat Sense at IPx5, while one who goes onsite to hack into a mainframe might have x3). Another example would be a forensic computer security specialist. The character would have reasonable excuse to pick up both Interface and Authority. Since he'd do more computer work than field investigations, his

Interface would be at x1, and Authority might be at x2 or x3. The referee needs to simply watch how the character is played and adjust the IP multiplier accordingly.

Additionally, the Referee has the option to adjust some Special Abilities at his discretion as well, since the level of ability is partially beyond the character's control. The best example is the Corporate's Resources Special Ability. Even if a character has spent the IP to bring Resources all the way up to 10, the special ability being that high is worthless if he finds himself in a lower but better paying position with a new company. Obviously, the character will never again see an entry level position (Resources 1), but it will not be uncommon to see a 2-5 point drop in the Resource score depending upon how the new company is run. Quite a few other Special Abilities are similarly restricted. A cop's Authority will drop for a while when he moves to another police precinct or department, even if he is in the same position (gotta earn the respect of your comrades). Administrator Resources is similarly affected. A Fixer's Streetdeal, a Reaper's Trace and a Cabbie's Fix Rate will drop when he's in unfamiliar territory. A media's Credibility will drop when he moves to a station in another market (unless he's a part of the national nightly or morning news team). Family, Kith, Gang Rank, Brotherhood and the like will all drop severely if you switch to another group. Nomads might avoid that drop by marrying into another pack, but that's about the limit of that. A Rocker's Charismatic Leadership can take a huge hit if he switches to a new genre of music.

STEP FIVE: LEFTOVERS

What? You still have IP points left over? Okay. Not a problem. There are a few options. First, you can use them to set you on your way to the next level in a skill. When you need 30 IP to bump a skill from 2 to 3, 20 points goes a long way to reaching that goal!. The other option is to let us buy them back. 10 eb per IP point. Everyone can always use a little extra cash! Go buy some toys!!

And that concludes my current batch of character generation modifications.