Cyberpunk® Character Cribsheet

FOLLOW THESE SIX EASY STEPS FOR ROLLING UP NEW CHARACTERS

1) STATS (2-10)
ROLL 13D10 OR 1D10 EACH STAT

INT	REF	TECH	DEX
COOL	WILL	STR	CON
MOVE	BODY		

THEN roll 3D10 for Perks, Talents & Skills

2) DERIVED STATS
CALCULATE AS BELOW

LUCK (Luck) ....[INT+REF/2]
HUM (Humanity) ....[WILL x10]
REC (Recovery) ....[STR+CON/2]
END (Endurance) ....[CONx2]
RUN ....[MOVE x 2m]
   SPR (Sprint) ....MOVE x 3m]
   SWIM ....[MOVE x 1m]
   LEAP ....[MOVE x 1m]
HITS ....[BODY x 2]
STUN ....[BODYx5]
Stun Defense (SD) ....[CON]
Resistance (RES) ....[WILLx3]

3) PERKS & TALENTS

Perks
Membership: [1 per level]
License: [1 per level]
Contact: [1 per level]
Favor: [0.5 per level]
Renown: [1 per level]
Wealth: [5 per level]
Authority: [1 per level]
Credibility: [1 per level]
Family: [1 per level]
Streetdeal: [1 per level]

Talents (3 CP per level)
Acute Senses [X]
Ambidexterity
Animal Empathy
Beautiful or Handsome [X]
Blind Reaction
Combat Sense [X]
Common Sense
Direction Sense
Double Jointed
Eidetic Memory
High Pain Threshold
Immunity
Intuition
Lightning Calculator
Light Sleeper
Longevity
Night Vision
Perfect Pitch
Rapid Healing
Schtick
Simulate Death
Speed Reader
Time Sense
Charismatic Leadership [X]

4) SKILLS COST= 1 CP OR IP PER EACH LEVEL

FIGHTING SKILLS
DEX
Brawling/Hand to Hand. [ ]
♦ Fencing ....[ ]
♦ Martial Art ....[ ]
♦ Melee ....[ ]

RANGED WEAPON SKILLS
REF
♦ Archery.........................[ ]
♦ Gunnery........................[ ]
♦ Handgun.......................[ ]
♦ Heavy Weapons...........[ ]
♦ Rifle ....[ ]
♦ Submachinegun ....[ ]

AWARENESS SKILLS
INT
Awareness/Notice ....[ ]
Deduction ....[ ]
Hide/Evade ....[ ]
Lipreading ....[ ]
Shadow/Track ....[ ]
Surveillance ....[ ]

CONTROL SKILLS
REF
♦ Driving ....[ ]
♦ Motorcycle ....[ ]
♦ Hvy. Machinery ....[ ]
♦ Pilot (Gyro)..................[ ]
♦ Pilot (Fixed Wing) ....[ ]
♦ Pilot (Dirigible) ....[ ]
♦ Pilot (Vect.Thrust) ......[ ]
♦ Power Armor................[ ]
♦ Subjock ....[ ]
WILL
Link (mecha)...................[ ]

BODY SKILLS
CON
Endurance ....[ ]
STR
Strength Feat ....[ ]
DEX
♦ Athletics ....[ ]
♦ Dance ....[ ]
Dodge & Escape............[ ]
♦ Swimming ....[ ]
Stealth ....[ ]
WILL
Resistance ....[ ]

INTERACTION SKILLS
COOL
Animal Handling ....[ ]
Bribery ....[ ]
Interrogation ....[ ]
Intimidate.....................[ ]
Oratory ....[ ]
Streetwise ....[ ]
Human Perception ......[ ]
Interview ....[ ]
Leadership ....[ ]
Seduction ....[ ]

Social Etiquette ....[ ]
Personal Grooming ......[ ]
Persuasion & Fast Talk. [ ]
Trading..........................[ ]
Wardrobe & Style ....[ ]

TECHNIQUE SKILLS
TECH
♦ Aero Tech ....[ ]
♦ AV Tech ....[ ]
♦ Basic Tech ....[ ]
♦ Cryotank Operation...[ ]
♦ CyberTech ....[ ]
♦ Demolitions ....[ ]
♦ Disguise ....[ ]
♦ Electronics ....[ ]
♦ Elect. Security ....[ ]
♦ First Aid ....[ ]
♦ Forgery ....[ ]
♦ Gyro Tech ....[ ]
Jury Rig ....[ ]
♦ Mecha Tech ....[ ]
♦ Medical Tech ....[ ]
♦ Paint or Draw ....[ ]
♦ Photo & Film ....[ ]
♦ Pharmaceuticals...........[ ]
♦ Pick Lock ....[ ]
♦ Pick Pocket ....[ ]
♦ Weaponsmith ....[ ]

PERFORMANCE SKILLS
INT
Interface.........................[ ]
Perform ....[ ]
♦ Play Instrument ....[ ]
Ventriloquist ....[ ]

EDUCATION SKILLS
INT
Accounting.....................[ ]
Anthropology ....[ ]
Biology ....[ ]
Botany ....[ ]
♦ Chemistry......................[ ]
♦ Coding ....[ ]
Composition ....[ ]
♦ Diagnose Illness ....[ ]
♦ Education & Gen.Know.[ ]
Expert ....[ ]
♦ Gamble ....[ ]
♦ Geology ....[ ]
♦ History ....[ ]
♦ Language ....[ ]
Library Search ....[ ]
♦ Mathematics ....[ ]
♦ Market Trading ....[ ]
♦ Physics ....[ ]
Teaching ....[ ]
♦ Wilderness Survival ......[ ]
♦ Zoology ....[ ]

Skills with a ♦ symbol can be chipped up to level + 3 at a cost of $300 per level.

5) OUTFIT
Pick any six items:
• **Agent** (basic)
• **Ammo** (50 rounds)
• **Armored Trenchcoat** (SP10)
• **Bivvybag** (for nights on the Street/road)
• **Datachips** (3 tota)
• **Deckchip** (Edgerunners only)
• **Fibremesh Fashionware** (SP8)
• **Fighting Knife**
• **Full Range Commo**
• **Hand Taser**
• **Kibblepacks** (3 total, choose type)
• **Light Assault Rifle** (choose type)
• **Light Handgun** (choose type)
• **Light Submachinegun** (choose type)
• **Lightstix**
• **Link cables or Wireless Link**
• **Medtool**
• **Microtool**
• **Monoblade** (choose type)
• **100 STR** of nanodust/polymer; 2 mindcores
• **Smartboard** (for netrunning)
• **Techscanner**

6) CYBERTECH

EDGERUNNER
Neural Net	Giri=25
Hand to Hand Package	Giri=20
Techie Package	Giri=17
Ranged Combat Package	Giri=25
Spy Package	Giri=22
Media Package	Giri=18
Tracker Package	Giri=20
Muscle T Bracer	Giri=25
Combat Gauntlet	Giri=17
HTH Gauntlet 1	Giri=17
HTH Gauntlet 2	Giri=18
Media Bracer	Giri=12
Hvy Weapon Bracer 1	Giri=18
Hvy Weapon Bracer 2	Giri=17
Missile Bracer	Giri=22
Tech Bracer	Giri=12
Smart Bracer	Giri=13
Anti Cee Bracer	Giri=25
Assassin Bracer	Giri=11
Non-lethal Bracer	Giri=9
Bounty Bracer	Giri=13
Spy Bracer	Giri=8
TrackStarr® Bracers	Giri=16
Mr Studd Bracer	Giri=7
Ringa-Ding-Ding	Giri=7

REEFER
T-Net	Giri=40
Whaleboy	Giri=50
Shark God	Giri=68
Speed Runner	Giri=31
Succubous	Giri=31
Minotaur	Giri=78
Manster	Giri=46
Acrobat (Agility Form)	Giri=36
Cosmetic Alteration	Giri=17
Sex Change	Giri=15

DESNAI
Link Tap	Giri=5
Hopper	Giri=44
Camerabot	Giri=43
Petbot	Giri=75
Light Lifter PA	Giri=135
Heavy Lifter PA	Giri=183
Dactyl	Giri=113
Striders	Giri=107
Coelos	Giri=112
Holobot	Giri=41
Toolbot	Giri=55
Bodyguard	Giri=153
Secretary	Giri=52
Spybot	Giri=64
Assassinbot Flier	Giri=84
Assassinbot Crawler	Giri=92
Roverbot	Giri=75

ROLLING STATE
Adaptive Healing	Giri=40
Urban Warrior	Giri=27
Road Warrior	Giri=21
Scout	Giri=23
Combat Master	Giri=32
Bounty Hunter	Giri=22
Shaman's Skills	Giri=22
Silent Warrior	Giri=22
ACS Agent	Giri=40
ACS poncho	Giri=25
ACS Techscanner	Giri=40
ACS B&E tools	Giri=36
ACS repair tools	Giri=25
ACS Bowie Knife	Giri=36
ACS Sword	Giri=40
ACS Tomahawk	Giri=30
ACS X bow	Giri=35
ACS Longbow	Giri=44
ACS Derringer	Giri=55
ACS Handgun	Giri=64
ACS Rifle	Giri=61
ACS Long Rifle	Giri=44

RIPTIDE
Enzyme Bonding	Giri=5
Skyray	Giri=77
Hopper	Giri=5
Streaker	Giri=105
P'Terry	Giri=65
Raptile	Giri=105
HellKatt	Giri=84
Seawolf	Giri=113
Gold Bug	Giri=65
Skymanta	Giri=94
Houseminder	Giri=59
Plesiodragon	Giri=128
GroovyKat	Giri=71
Gardener	Giri=58
Medicine Maker	Giri=99
EatMe	Giri=55
Tasman Demon	Giri=92
Octokiller	Giri=71
Orcan	Giri=138

CEE-METAL
Biopod	Giri=45
NeoAlpha	Giri=30
NeoBeta	Giri=39
NuKildare	Giri=36
Wiseman 2	Giri=36
Aquarius	Giri=59
NeoGemini	Giri=40
Operative	Giri=83
NeoGamma	Giri=74
Neo-Enforcer	Giri=108
Wingman II	Giri=70
CyClone	Giri=40

LIFEPATH:

MOTIVATIONS Traits: _____ Feel About People: _____

You Value Most: _____ Valued Person: _____ Valued Possession: _____

STYLE Clothes: _____ Hair: _____ Affectations: _____

Origins _____ Languages: _____

BACKGROUND: _____

CHARACTER: SEX AGE **PERKS & TALENTS**

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

TOTAL PERK/TALENTCOST:

SKILLS	LEVEL	SOFT?	COST

TOTAL SKILLS COST

OUTFIT & CORE CYBERTECH	LOCATION	COST

TOTAL OUTFIT COST

WEAPONS OR ATTACKS	WA	CON	AV	DAMAGE	SHTS	ROF	REL	RNG	COST

Cyberpunk® Template Character

LIFEPATH:

Motivations
- Traits: _____
- You Value Mos:t _____

Style
- Clothes: _____
- Origins _____

Background: _____

- Feel About People: _____
- Valued Person: _____
- Hair: _____

- Valued Possession: _____
- Affectations: _____
- Languages: _____

CHARACTER:

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

SEX **AGE**

PERKS & TALENTS

TOTAL PERK/TALENTCOST:

SKILLS		LEVEL	SOFT?	COST

OUTFIT & CYBER TECH	LOCATION	COST

✂ ---

Cyberpunk® Template Character

CHARACTER:

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

SEX **AGE**

PERKS & TALENTS

TOTAL PERK/TALENTCOST:

SKILLS		LEVEL	SOFT?	COST

OUTFIT & CYBER TECH	LOCATION	COST

BIOFORMS OWNED

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

BIOFORM:						GIRI:				Abilities:
Stats	INT	REF	DEX	COOL	WILL	STR	CON	MOVE	SP	BODY
Stat Value										

TRANSFORMS LOADED

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

BODY SHELL   GIRI: Abilities:

Stats	REF	DEX	STR	CON	MOVE	SP	BODY
Stat Alteration							

NU CYBE WORN

SPLICE , LINK[S] OR AMP[S]	GIRI
S L A S L A S L A S L A S L A S L A S L A S L A S L A S L A	
TOTAL PACKAGE COST	

SPLICE , LINK[S] OR AMP[S]	GIRI
S L A S L A S L A S L A S L A S L A S L A S L A S L A S L A	
TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
	TOTAL PACKAGE COST	

SPLICE , LINK[S] OR AMP[S]	GIRI
S L A S L A S L A S L A S L A S L A S L A S L A S L A S L A	
TOTAL PACKAGE COST	

SPLICE , LINK[S] OR AMP[S]	GIRI
S L A S L A S L A S L A S L A S L A S L A S L A S L A S L A	
TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
	TOTAL PACKAGE COST	

SPLICE , LINK[S] OR AMP[S]	GIRI
S L A S L A S L A S L A S L A S L A S L A S L A S L A S L A	
TOTAL PACKAGE COST	

SPLICE , LINK[S] OR AMP[S]	GIRI
S L A S L A S L A S L A S L A S L A S L A S L A S L A S L A	
TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
	TOTAL PACKAGE COST	

ADAPTIVE NANO LOADED

Current GIRI with ROLLING STATE

NANODOPE	GIRI
TOTAL PACKAGE COST	

NANODOPE	GIRI
TOTAL PACKAGE COST	

NANODOPE	GIRI
TOTAL PACKAGE COST	

ADAPTIVE TOOL/WEAPON	OPTIONS	BONUS	GIRI

CYBERPUNK® META CHARACTER SHEET

Name

Meta Character History

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Brain

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

KEY SKILLS			LVL	KEY PERKS/TALENTS		LVL

LIFEPATH _____

GOALS _____

Right Hand

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

KEY SKILLS			LVL	KEY PERKS/TALENTS		LVL

LIFEPATH _____

GOALS _____

Body

TROOPS: Leaders _____

Soldiers _____

Grunts _____

ASSETS: _____
_____
_____

VEHICLES: _____
_____
_____

Left Hand

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

KEY SKILLS			LVL	KEY PERKS/TALENTS		LVL

LIFEPATH _____

GOALS _____

CYBERPUNK® META CHRACTER BODY RECORD SHEET

PAGE	OF	PAGES	DATE

Game Notes: _____

LEADER

DESCRIPTION: Leaders are any type of team leader or other commonly encountered front line commander.

AWARENESS 10	COMBAT 12

MOVE 9	SPR 27	SP 18

STUN 30	HITS 12	REC 7

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

SOLDIER

DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...

AWARENESS 8	COMBAT 10

MOVE 9	SPR 27	SP 14

STUN 30	HITS 12	REC 6

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

SOLDIER

DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...

AWARENESS 8	COMBAT 10

MOVE 9	SPR 27	SP 14

STUN 30	HITS 12	REC 6

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

GRUNT

DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.

AWARENESS 6	COMBAT 8

MOVE 9	SPR 27	SP 10

STUN 30	HITS 12	REC 3

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

GRUNT

DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.

AWARENESS 6	COMBAT 8

MOVE 9	SPR 27	SP 10

STUN 30	HITS 12	REC 3

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

ASSET

DESCRIPTION & LOCATION

SP

SDP

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

ASSET

DESCRIPTION & LOCATION

SP

SDP

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

ASSET

DESCRIPTION & LOCATION

SP

SDP

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

VEHICLES

TYPE	
TOP SPEED	
MANEUVER	
ACC/DEC	
ATTACK DAMAGE	
SP	
SDP	

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

VEHICLES

TYPE	
TOP SPEED	
MANEUVER	
ACC/DEC	
ATTACK DAMAGE	
SP	
SDP	

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

DIFFICULTY TABLE

Description	Difficulty Value
Easy	10
Everyday	14
Challenging	18
Hard	22
Very Hard	26
Extreme	30

ACTION MODIFIER TABLE

Situation	Modifier to Roll
Unfamiliar tools, weapon or vehicle	-4
Lack of instructions for task	-2
Don't have right tools or parts	-2
Hostile environment	-5
Complex Task	-3 to -4
Have never done this before	-1
Under stress or attack	-3
Drunk, drugged, or tired	-4
Trying to perform task secretly	-4

COMBAT MODIFIER TABLE

Situation	Modifier to Roll
Point Blank: Weapon almost touching target	+5
Close: Target at 1/4 listed weapon range	-2
Medium: Target at 1/2 listed weapon range	-4
Long: Target at listed weapon range	-6
Target is using an Action for Dodging	-3
Target Moving -1 per 10m/yd target moves (~6 mph)	
Target silhouetted	+2
Target partially in Hard cover:	
Half Body	-1
Head and Shoulders Only	-1
Head only	-2
Behind someone else	-2
Target Obscured (Blinded by light, smoke, darkness, dust)	-4
Targeted Attack	
limb, body	-1
head, groin	-4
bullseye, eye, heart	-6
Improvised weapon (rock, bottle, small girder)	-2
Aiming +1 per phase, up to +3 max	
Braced	+2
Ambush	+5
Target Prone	-2
Firing Vehicle mounted weapon, no turret	-4
Firing shoulder arm from hip	-2

AREA EFFECT TABLE

Roll 1 D6 for m/yd distance, 1D6 for location

Roll	Result
1-2	landed short of target
3-4	landed behind target
5	landed to right of target
6	landed to left of target

WEAPON DAMAGE

Weapon by Ammunition Size	Damage
Assault Rifles	5D6(5.56) to 6D6+2(7.62)
Ballistic Flechette Guns	7D6/8D8/12D6
Pistols (Light)	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium)	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy)	3D6(11mm)
Pistols (V.Heavy)	4D6(.357) to 6D16(.44)
SMGs (Light)	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium)	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy)	3D6(11mm) to 4D6+1(12mm)
Shotguns	4D6 (00)

Weapon by Type	Damage
Arc Thrower	4D6
Big Knucks	1D6+2†
Bladebuster	4D6 gun/7D6 blade†
Buzzsaw	2D6+2
Bow/Compound Bow	4D6
Crossbow	3D6+3 to 4D6
Dartgun	Poison
Duo Katana	6D6†
EMP Pulse	Stun Save
Fighting Knife	1D6†
Fission Blade	3D6† plus 1D6/per turn
Flamethrower	5D6
Flamer	2D6
4mm Railgun	8D6
14mm antitank rifle	10D6
Grenade (Fragmentation)	7D6
Grenade (Incendiary)	(4D6 for 3 turns)
Grenade Launcher	10D6
Hammerhand	3D6
Howler	Stun Save
Hazer	Stun Save
Laser (capgun)	1-5D6
Microflamer	1D6
Micromissiles	4D6 ea
Minigun	2D6 per hit
Mines (all types)	7D6
Missilegun	6D6
Microwaver	1D6
Missiles, Missile Launcher	12 D6
Monofists	2D6 per hand†
Monoknife®	2D6†
MonoKatana®	4D6†
Mecha Monosword	7D6
Photon Cannon	1-7D6
Powersword	8D6†
Rippers	2D6 per hand†
Rocket(LAW4)	12D6
RPG	10D6
Scrambler	4D6/Stun Save
Shock Knucks/Tonfas/Staves	4/6/8D6 or Stun Save
Slice n' Dice	2D6
Splintergun	2D6
Sonic	4D6
Sword	3D6†
Talons	1D6+3†
Taser	Stun Save
Torpedo (MK9)	13D6
Torpedo Spear	6D6†
12.7mm Gatling	10D6 (burst)
20mm Rifle	7D6
Wolvers	3D6 per hand†

BIO ATTACK DAMAGE

BioAttack	Damage
Acid bite	2D6
Acid Spray	1D6 for 3 turns
Claws	2D6† each
Constriction	3D6† turn
Disemboweling Kick	5D6† each
Drill	1D6†
Fangs	1D6†
Feet	2D6† each
Fists/hands	1D6† each
Flail	2D6†
Gas Cloud	1D6
Head Butt	2D6†
Horn Gore	4D6†
Hypnotize	Stun
Limb Mace	3D6†
Organic Flamer	3D6†
Organic Taser	Stun Save
Poison Dust	2D6/1D6 turn till cured
Poison Bite	3D6/2D6 turn till cured
Quills (1D6 total each attack)	1D6† each
Razor Cut	1D6+2†each
Rip Claws	3D6+3†each
Sharkbite	6D6†
Shock Field	2D6†/Stun Save
Sleep Dust	Stun Save
Spikes (1D6 total each attack)	2D6† each
Swordfist	4D6† each
Talons	2D6† each
Whip	1D6†
Sloth Claw	3D6† each
Supersonic Scream	1D6/Incapacitate
Wing/Fluke Blow	2D6† each

† Check BODY/STR Effect table below

BODY/STR	Effect on BioAttack
1-4	Divide total Base damage in half (round up)
5-7	No change
8-9	Add 1D6
10-12	Add 2D6
13-15	Add 3D6
16-18	Add 4D6
19-21	Add 5D6
22>	Add 6D6

MICROWAVER EFFECTS TABLE

Roll	Effect
1	**Cyberoptics short** out for 1D6 turns
2	**Neural pulse!** If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
3	**Cyberaudio shorts** out for 1D6 turns
4	**Cyberlimb malfunction:** Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present:
	1-2 Right Arm
	3 Left Leg
	4 Right Leg
	5-6 Left Arm
5	**Total Neural breakdown!** Target reduced to twitching, epileptic fit for 1D6/3 turns.
6	**No Effect.**

AREA EFFECTS TABLE

Typical Area Effects	Effect Radius
Grenade (per die of damage)	1m/yd
Gas Grenade	3m/yds
Explosive (per die of damage)	1m/yd
Shotgun	See shotgun table
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (per Kill of damage)	4m/yds

Roll	Result
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target

Roll 1D6 for number of m/yds away from target

STUN DAMAGE

Weapon or Attack	Stun damage
Scrambler	5D6
Hazer	Save•
Howler	Save•
Taser	Save•
Shok-Knuckles	4D6
Stun Stave	8D6
Stun Tonfa	6D6
Fists, hands	1D6†
Kick, headbutt	1D6† +1 extra D6

† per pt. of STR • Save =Lower than CON on 1D10

DRUG & POISON TABLE

Type/Strength	Effect	Damage
Hallucinogen	Confusion†	-4 INT, REF, DEX
Nausea Drugs	Illness†	-4 REF, DEX
Sleep Drugs	Sleep†	No Damage
Mild Toxin	Killing Damage	1-4D6
Strong Toxin	Killing Damage	5-8D6
Deadly Toxin	Killing Damage	5-8D10

†Half effect is drowsiness or incapacitation: -2 to specified stats

ARMOR SPS

Heavy Leather (edged weapons treat SP as half)

Jacket	Arms, Torso	SP=4	EV=+0
Pants	Legs	SP=4	EV=+0

Digital Fabric Ballistic Cloth (edged weapons treat SP as half)

Shirt/Top	Arms, Torso	SP=8	EV=+0
Pants/skirt	Legs	SP=8	EV=+0
Miniskirt	Groin	SP=8	EV=+0
Pantyhose	Legs	SP=8	EV=+0
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1

Kevlar (edged weapons treat SP as half)

Vest	Torso	SP=10	EV=+0
Light Jacket	Torso, Arms	SP=12	EV=+0
Med Jacket	Torso, Arms	SP=16	EV=+1

Helmet (hard shell)

Steel	Head	SP=14	EV=+0
Nylon	Head	SP=20	EV=+0

Flack (Kevlar with internal plates)

Vest	Torso	SP=20	EV=+1
Pants	Legs	SP=20	EV=+1

Doorgunner's Vest (Kevlar with internal plates)

Vest	Torso	SP=25	EV=+3

Body Armor (armor plates)

Body	Whole Body	SP=25	EV=+2

COMMON COVER SPS

Cover Example	SP
Sheetrock wall, wood door	5
Concrete wall, vehicle door/body	10
Heavy wood door	15
Steel door	20
Brick wall, mailbox, curb, DataTerm	25
Stone wall, tree, phone pole	30
Concrete utility pole, engine block, hydrant	35
Armored vehicle door/body	40

INANIMATE TARGET DV'S

| Range	DV	Description
Tiny	22	Squirrel sized or smaller
Small	18	Smaller than human, larger than a squirrel
Man-sized	14	Size of the average human
Large	10	Up to 2 times larger than a human; bear or car sized.
Huge	8	Up to 3 times larger than a human ad up. A bus. An elephant.

EXPLOSIVES TABLE

Explosive	Unit	Area	Damage
Plastique	1kg	4m	7D6
C6	1kg	5m	13D6
TNT	1 stick	3m	7D6

RANDOM HIT TABLE

Roll	Result
1	Deadly Location (eye, heart--attacker's choice. Damage tripled.
2-3	Critical Location (head, groin, Attacker's choice. Damage doubled.
4-6	General Body. Normal damage
7-10	Limb (includes tail— Attacker's choice. Normal Damage.

LINE OF SIGHT DIAGRAM
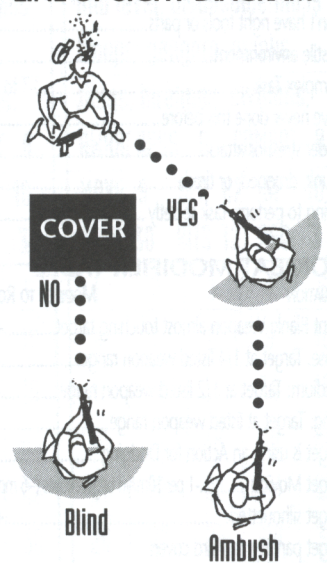
SHOTGUN TABLE (for 00 shot)

Range	Size of Pattern	Damage
Close,PB	1m/yds	4D6
Medium	2m/yds	3D6
Long	3m/yds	2D6

Solid Rounds	Damage
10ga. slugs	5D6+3
12ga. slugs	4D6+2
20ga. slugs	3D6+1

VEHICLE WEAPONS TABLE

Weapon Type	Area Effect	Damage
LAW 4 Rocket	4m/yds	12D6
12.7mm Gatling	2m/yds	10D6 *
14mm antitank	3m.yds	10D6
4mm railgun	3m/yds	8D6
Photon Cannon	1m/yd	1-7D6
20mm Rifle	6/myds	13D6
Missile (all)	4m/yds	12D6
MK9 Torpedo	10m/yds	13D6

*burst