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Subject: Building BladeRunner Replicants f/CP
Date: 8 Oct 1994 18:43:10 GMT

Replicant:

Character Points:

All Replicants have a maximum Empathy of 6, many have as low as a 1....

Replicants were desined for specific perposes, and so they are rated on a scale. Which is simply A (The Best), B (Average - for a replacant), and C (I suck at this). Replicants are either a Physical Replacant or a Mental Replacant. Very Special Replicants are enabled with the best of both worlds...

Physical A:
40-35 points to destribute among:
REF, MA, and BT.
Max: Ref: 15 MA: 20 BT: 15

Physical B:
30-25 points to destribute among:
REF, MA, and BT.
Max: Ref: 12 MA: 17 BT: 12

Physical C:
20-15 points to destribute among:
REF, MA, and BT.
Max: Ref: 8 MA: 12 BT: 10

Mental A:
30-25 points to destribute among:
INT, TECH.
Max: Int: 17 TECH: 17

Mental B:
18-15 points to destribute among:
INT, TECH.
Max: Int: 12 TECH: 15

Mental C:
14-8 points to destribute among:
INT, TECH.
Max: Int: 8 TECH: 8

After you are done with this, you get 25 points to destribute for the rest of the STATS.

Why is it everything like 20-15, et cetra?
Simply because no matter how gentic technology gets, it still isn't going to come out with a perfect specim always.

Lifepath:

Ethnic "Origins" and Personal style remain the same. For family background, you may

create these if your replicant has a pre-programmed background. Motivations remain the same.

Life events.... A replicant starts off with NO LIFE EVENTS... usually. But if you *NEED* to, you can have perhaps, one to two years of life paths... but **NO MORE!**

Careers, and Skills:

A replicant can have any Career. *Note:* Media, Corprate, Nomad, Rockerboy, and Cop, may not in many campains, a good choice.

Because of their pre-programmed nature a replacant starts off with an extra 10 points to add on to the beggining Career skills.

Equipment and Cybernetics:

A replicant starts off with 1/2 the starting funds, because they havn't yet had the time to earn cash, or get money.

The GM should limmit the ammount of cyberware that a replicant may start off with. That means latter on in the game the replicant can get more cyberware. A good limit for cyberware is 4 diffrent types, (not including chips).

***** I hope this helps.....

Someone, please add some history, or subtract, or add from this... Especially the creator of this idea, (that wasn't me).