

Cyberpunk: San Francisco 2032 Alternate Rules

I feel that the netrunning system is way too complex. It takes up too much time. While someone is Netrunning, the rest of the players get to twiddle their thumbs and be bored until the Netrunner is done. So I made my own based on Matrix 2.0 for Shadowrun.

I am a very big fan of Shadowrun. And I despise the Cyberpunk 2020 Character Creation system, so I made a new Character creation system based on FASA's system used in Shadowrun.

Here it is:

	Attributes	Skills	Resources	Spec. Ability	Contacts
A	80	50	12,000 eb.	10	90
B	70	45	9,000 eb.	8	70
C	65	40	6,500 eb.	6	50
D	58	30	5,500 eb.	5	40
E	50	20	4,000 eb.	4	20
*** F	60	35	6,000 eb.	6	45

This character creation system is assuming you have Wildside AND Cybergeneration. If you do not have it, you must adapt the system to your own needs.

Okay, first off, you have to choose whether you want your character to be evolved or not. If not evolved, you will most likely have been infected with the carbon plague and survived through it. If that is what you want, then choose a priority for each category above. You can only use one priority for each category.

Use priorities A-E.

Ok, i know this can end up making some pretty powerful players. But in my campaign, I steered away from strict Roles rules. For characters who choose to have the special ability category at priority A or B, they must separate the points into 2 or more special abilities of their choosing, neither one is allowed to be greater than 6. Think about it: how many people strictly specialize in ONLY 1 THING? It's pretty possible to have a jury-rigging net runner. Why not? So I give all of my players the choice of all of the special abilities.

Skills go like this: if your character chooses more than one special ability, he gets to choose from any of the skills of the roles which use those special abilities. For example, if Bob chose Combat Sense and Family, he would get to choose from any of the skills possessed by either Nomads or Solos. This gives players a little more freedom.

Contacts: use the Big League system for contact points.

OK, if you want your character to be evolved, then you discard priority A and use F instead.

Use priorities B-F

This puts a little bit of a disadvantage on evolved characters during the creation process. Evolved characters are also disadvantaged in that they're being hunted down constantly and are never safe anywhere except with sympathizers.

Next, decide what evolved type your character is. Allocate your special ability points to your Evolved power,

and any special ability you want to possess.

If you take a special ability, your skill choices are limited to the skills of the roles which contain that ability, just as above. If you choose not to take a special ability, choose any skills from the skills list.

Max for all skills and special abilities is 6 **Got it? We don't want any superpowerful beginning characters. That ruins the fun.**

One exception: One skill may be at level 7 or above when you make your character. **If this option is chosen, your character is a master at a certain skill. This skill can be anything, except a special ability.**

Pickup Skills

Age	SP's
16	3
17	6
18	9
19	12
20	14
21	16
22	18
23	20
24	21
+1	+1

--Everyone starts with (2d10x250) euro as spending cash. Cannot be spent before the game starts.

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