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Alternate Character Generation Rules

Document Information

Original Author	Gary Astleford	Creator of this Document	maelcum
E-Mail Original Author	ocelot@connectnet.com	E-Mail Creator	maelcum@villa-straylight.com
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Brief Summary

Alternate character generation rules for Cyberpunk 2.0.2.0. No more special abilities but new possibilities to create a well-balanced character. Complete with advantages/disadvantages, extended contact, friends and enemies tables and better rules for starting money.

Recommended for serious gameplay.

Alternate Character Generation Rules
for Cyberpunk 2.0.2.0.™

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1   SUMMARY/INTRODUCTION

The following information details an alternate character creation process designed for use with Cyberpunk 2020. It incorporates new rules for buying skills, creating older characters, an advantage and disadvantage system, and a new way to figure out starting funds. Character roles are not used. This will allow responsible players more flexibility with character creation.

Any part of this system can be adapted for GMs and players who wish to keep using the regular CP2020 system roles. The elimination of roles is not an essential part of this system, although it is an important step, and the rest of this variation will assume that they are not in use. Feel free to use whichever parts you feel comfortable with.

1.1   ATTRIBUTES

Attributes are generated in any of the methods listed in the CP2020 rulebook. In my case, I roll 6D10+30, and distribute the points. No attribute may be greater than 10 or lower than 2.

1.2   LIFEPATH

A character's lifepath can be generated in any way the player or GM sees fit. I have included my own . I generally use these charts before skill points are assigned, since certain results may affect which skills I take. Usually, I offer the lifepath to players as an option, since some of the entries can be quite permanent, like the occasional "Disaster Strikes!" result, and a few players are uncomfortable with the uncertainty involved. Another option is to let players roll on the chart as many or as few times as they want, within the guidlines of the character's age. It helps if they state how many rolls they will make. The GM should enforce the player's decision.

1.3   SKILLS

In CP2020, characters receive 40 SP's to be distributed among 10 Career skills and the total of their INT+REF to be spent on Pick-Up Skills. In this modified system, characters still receive the base 40 SP's, but they do not have to spend these skills on a "Career Package," since there are no Roles. Points can be spent on any skill desired. Pick-Up Skill Points are granted depending on age (in lieu of INT+REF=Pick-Up SP's), and since older characters should be far more experienced than younger ones, the number of Pick-Up SP's increases with age. Pick-Up SP's can also be spent on any skill.

Here's how it works :

AGE OF CHARACTER	SP PER YEAR	TOTAL SP (added to a base of 40)
16	3	3
17	3	6
18	3	9
19	3	12
20	2	14
21	2	16
22	2	18
23	2	20
24	1	21
25	1	22
26	1	23
27	1	24
28	1	25

For every year after 28, add one more SP to the running Total Skill Points (TSP's). It's that easy. For instance, a 25-year old character in CP2020 with a REF+INT total of 12 will receive 12 pick-up skill points, in addition to his 40-point career package. In this version, the same character will have a lump sum of 62 skill points, which can be spent on any skill in the master list. This may seem like a large increase, but it allows players to tailor their characters to their own design, as opposed to using stock career skills which can limit character individuality. Note that a younger character has much fewer points to spend on skills than his older counterparts. A sixteen year-old weeflerunner will be much less experienced, and this reflects on his whopping 43 Skill Points.

This grants a great deal of freedom in the skill choices a player must make, allowing them to create monster characters with skills of 8 or more.

This should be discouraged, since this defeats the purpose of building a unique character who will stand out from the rest of the pack as an individual. I prefer to restrict players to a skill level ceiling of 6, which is an impressive skill level in and of itself. I consider characters with skill levels of 7 or higher to be masters in their chosen fields, and as such, they should be few and far between.

1.4   IT'S NOT THE YEARS, IT'S THE MILEAGE

Characters older than 28 are by no means young any more, and the reflexes, stamina, and speed they possessed at age 21 might feel a bit rusty, chipped, and worn. Starting at age 30, the player picks either REF, MA, or BOD, and rolls 1D10. If the result is equal to or lower than the UNMODIFIED stat (no bonuses for cyberware, drugs, etc.), the character loses 1 point in it. The lower the stat becomes, the harder it will be to lose points in it. This occurs again every two years until age 40. After that, roll every one year until age 55. After 55, roll twice a year. A player cannot roll against the same stat twice consecutively. If any stat reaches 1, the character is crippled. If it dips down to 0, he dies.

2   SPECIAL ABILITIES

As for special abilities, there are none. I wanted to steer clear of a class-based system, and since special abilities are based on roles, most of them have been removed from this version of Cyberpunk. These include Authority, Charismatic Leadership, Combat Sense, Credibility, Family, Jury Rig, Resources, and Streetdeal, as well as the lesser ones which have been included in other supplements. However, I have kept two special abilities: Interface and Medtech. There are no other skills to replace them.

The closest thing to Medtech is First Aid, and it's just not potent enough. I've placed it under the Tech skills...anyone can buy it by putting points into it.

Interface was also an important skill, since nothing else covers that aspect of the genre. Anyone can jack into the 'Net with the proper training. Interface merely represents the skill that one wields there. As with Medtech, Interface can be bought by anyone willing to spend the points. It's been placed under the Intelligence skills, by the way. Some special abilities are available to any character in the form of certain advantages which can be bought during character creation. Note that these advantages aren't as powerful as the Special Abilities they represent.

3   MONEY & EQUIPMENT

How do you figure out how much money a character starts off with now, since there are no special abilities to gauge the price of his services? Take the character's INT and LUCK scores and add them together. Divide by 2, and multiply the result by 1000. This is the amount of euro the character has in savings, to buy weapons and cyberware with, etc. It generally gives those players who tend to have characters with low scores in INT and LUCK something to think about. For example, you have a character with an INT of 7 and a Luck of 4. His total starting moneys will equal 5500 euro (7+4/2=5.5x1000=5500).

There is one more money option...I allow players to spend AP's to buy EQUIPMENT money. In other words, if a player wants more money to juggle, he/she can "buy" it by taking a point off of an attribute. For each point they "spend", they get $1000 in equipment, cyberware, etc. What they don't spend, they

LOSE. I allow for a maximum of 10 points to be spent. This tends to result in a character who is better equipped, but less powerful attribute-wise, which can be a good trade in some cases. As a case in point, you wanted your character in the previous example to own a fairly nice car, as opposed to a Honda Metrocar or a New American Motors Crowder. You know that 5500 bucks isn't going to cut it, so you drop your MA and BOD by two points each, gaining 4000 euro more to spend. This leaves you with a clean 9500 to sink into the car of your dreams.

4   ATTRIBUTE SAVES

Attribute Saves are rolls made against attributes in circumstances that do not dictate a skill roll. Saves are made by choosing the appropriate attribute, and rolling 1D10 equal to or below the stat's total. If the roll is higher, it has failed. Difficulties for rolls may vary, and that is reflected in the following chart. These modifiers are subtracted from the attribute in question.

DIFFICULTY	*MODIFIER*
Easy	2
Average	0
Difficult	-2
Very Difficult	-4
Nearly Impossible	-6
Impossible	-8

5   ADVANTAGES & DISADVANTAGES

Advantages and Disadvantages are bought using SKILL POINTS (SPs) during character creation. Buying an Advantage will cost you skill points, while buying a Disadvantage will GIVE you skill points. GMs may wish to limit the amount of points that characters spend on Dis/Advantages to balance play.

I have found that limiting players to 10 points of disadvantages keeps them from going comepletely crazy, as is wont to happen in one-shot games where players aren't usually worried about the long-term effects that certain disads will cause them. Some disadvantages can, if allowed by the GM, be "bought off" using IPs. The cost for buying off a disadvantage is the point cost times 10. For example, buying off the Cowardice disadvantage would cost 40 IPs (4 x 10 = 40). The GM should not allow players to buy off disads without making them work at it, though. Buying off any mental disadvantage may take weeks of psychological therapy which is both time consuming and costly, while replacing a character's missing legs will require either cloned organics, or cybernetic replacements. You be the judge, and don't let them get away with ANYTHING. Advantages cannot normally be bought after character creation unless an act of God permits it.

5.1   ADVANTAGE LIST

What follows is a list of the advantages available in this version of Cyberpunk. Some of them emulate certain special abilities from Cyberpunk 2020, while most of them reflect on a certain excellent quality or aptitude a character exhibits. Advantages can only be bought during character creation using Skill Points.

5.1.1   Acute Hearing: 2 SPs

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.

5.1.2 Acute Eyesight: 2 SPs

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.

5.1.3 Acute Sense Of Smell: 2 SPs

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.

5.1.4 Acute Sense Of Taste: 2 SPs

The character gets an added +1 bonus to Awareness rolls that involve taste.

5.1.5 Acute Sense Of Touch: 2 SPs

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.

5.1.6 Ambidextrous: 5 SPs

The character can function equally well using either hand (No off-hand firing modifier).

5.1.7 Balance: 5 SPs

Character will not suffer from dizziness due to changes in orientation. +2 on space sickness rolls. Automatic +1 skill in Zero-G Manoeuver. Also, +1 to any athletic skill involving extended balance.

5.1.8 Bilingual Background: 5 SPs

The character grew up speaking two languages. This grants him an additional language at +10.

5.1.9 Born Healer : 3 SPs

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.

5.1.10 Brotherhood : 5 SPs

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.

5.1.11 Combat Reflexes : 2, 4, or 6 SPs

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.

5.1.12   Combat Reflexes (Net): 2, 4, or 6 SPs

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).

5.1.13   Computer Aptitude: 4 SPs

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.

5.1.14   Contacts: 2, 4, or 6 SPs

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. Wheras 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, and may request information from the characters as well.

5.1.15   Cyber-Affinity: 10 SPs

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.

5.1.16   Danger Sense: 2, 4, or 6 SPs

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.

5.1.17   Direction Sense: 2 SPs

This is the equivalent of an internal compass. The character, at any time, can make an average awareness roll to determine his facing.

5.1.18   Double-Jointed : 2 SPs

The character's body has more flexibility than average. This grants an automatic Dodge & Escape skill of +3.

5.1.19   Eidetic Memory : 6 SPs

The character has a "photographic" memory. He can remember anything he has seen, learned or heard by making an average awareness roll.

5.1.20   Empathy : 4 SPs

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.

5.1.21 Friends : 4 SPs

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.

5.1.22 High Pain Threshold : 5 SPs

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).

5.1.23 Lady Killer : 5 SPs

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.

5.1.24 Light Sleeper : 3 SPs

With this advantage, a character may make Awareness rolls while asleep (at the GM's discretion).

5.1.25 Musical Aptitude : 2 SPs

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.

5.1.26 Natural Linguist : 4 SPs

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.

5.1.27 Quick Healer : 5 SPs

A character with this advantage will heal two points of damage per day instead of one, in addition to any nanoids and speed-healing drugs used.

5.1.28 Recognition : 4 SPs

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.

5.1.29 Scientific Aptitude : 3 SPs

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.

5.1.30   Strong Stomach : 3 SPs

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.

5.1.31   Technical Aptitude : 4 SPs

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.

5.1.32   Tough : 5 SPs

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.

5.1.33   Vehicle Zen : 4 SPs

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.

5.1.34   Voice : 4 SPs

The character's voice is naturally pleasing to the ear. This allows for a +2 modifier to skills sush as Perform, Fast Talk, Oratory, Leadership, Seduction, and Social.

5.2   DISADVANTAGE LIST

Disadvantages represent faults or defects that some characters have. Some are physical, while others are mental. Disadvantages, depending on their severity, can be permanent, but they don't have to be. Most can be bought off with IP's later in the character's life. If a disadvantage is bought off, the player and GM should work out the details. The change should by no means be sudden, or happen overnight, without some major external influence (for example, surgery or personality adjustment). Disadvantages are severe flaws that have a profound impact on a character, and should not be done away with lightly.
A final note on disadvantages. Characters are not required to have any at all. Though you may want to play a character who is quite honorable and trustworthy, it doesn't mean you must buy the Honor disadvantage. Buying the disadvantage merely forces you to roleplay it under any and every circumstance. Playing an honorable character without the disad means he isn't forced to do something he'd rather not do.

5.2.1   Allergies : -2, -4, or -8 SPs

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.

5.2.2   Bad Temper : -3 SPs

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.

5.2.3   Blindness : -4, -6, -8, or -12 SPs

The character is blind in one or both eyes. At -4 and -6, the blindness is confined to one eye of the character's choice. This damage can be "bought off" in the -4 disad (involving replacement of the eye through organic or cybernetic parts), but not with the -6 disad. Having only one eye incurs a penalty of -3 to any action involving depth perception. At -8 SPs, the blindness is total, and can be "bought off" using IPs, but must also accompany surgery. If bought at -12 SPs, the blindness is permanent (ie, nerve degeneration, etc.), and cannot be repaired by any medical means.

5.2.4   Close Personal Tie : -3 SPs

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.

5.2.5   Clumsy : -3 or -5 SPs

The character is a klutz. At -3 SPs, 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 SPs, 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.)

5.2.6   Compulsive Liar : -5 SPs

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.

5.2.7   Cowardice : -4 SPs

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.

5.2.8   Criminal Record : -1, -2 or -4 SPs

A character with this disad has been convicted of a crime sometime in his life. At level -1, it's a black mark on his past, and it might prevent him from getting certain jobs (employers don't want ex-cons). Also, since he's on a criminal database somewhere, he might be picked up as a suspect in other crimes, whether or not he committed them. This also gives police a reason to harass the character for no reason. At -2, the

character is still on parole. He must visit his parole officer once a month, take a drug test each visit, and hold down a steady (legitimate) job. At -4, the character is an escaped convict, likely to be gunned down on sight by any police that recognize him. Being caught by police will mean another trip to the pen for an even longer duration.

5.2.9   Cyber-Rejection : -10 SPs

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.

5.2.10   Drug Addiction : -2, -5, or -10 SPs

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 irratable and tempermental (as per the "Bad Temper" disad). 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, availiability, or effects. The -10 SP rating is reserved for drugs such as Heroin, et al.

5.2.11   Enemies : -2 SPs

For each -2 points spent on enemies, the player gets to roll up an enemy on the Friends and Enemies portion of the Lifepath.

5.2.12   Flashbacks : -2, -4, or -6 SPs

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.

5.2.13   Glass Jaw : -2 SPs

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.

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5.2.14   Greedy : -4 SPs

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 lousey bucks, and this may affect reputation as well.

5.2.15   Hearing Loss/Deafness : -3, -5/-6, -8, or -10 SPs

At -3 SPs, the character is a victim of partial hearing loss in both ears. This results in -3 to all hearing-related rolls, and the damage can be bought off. At -5/-6 SPs, the character experiences total deafness in ONE ear (-5 to Awareness checks with that ear). If at -6, this damage cannot be bought off. At -8 SPs, the character is completely deaf in both ears. However, this disad can be bought off as long as costly surgery (involving bio- or cyber-enhancments) is performed as well. At -10 SPs, the character is completely deaf in both ears, and this damage can't be bought off, no matter what.

5.2.16   Hemophilia : -6 SPs

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.

5.2.17   Honesty : -2 or -4 SPs

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.

5.2.18   Honor : -2 or -4 SPs

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 will go so far as dying if it will accomplish his mission.

5.2.19   Illiteracy : -2 SPs

The character cannot read or write, and has trouble with simple math.

5.2.20   Impaired Vision : -2 SPs

The character is a victim of nearsightedness, farsightedness, or astigmatism. This can be corrected by the use of contact lenses or glasses. The defect cannot be repaired completely (ie, cybereyes or organic replacements, or surgery) unless the disad is "bought off" using IPs.

5.2.21   Kleptomania : -6 SPs

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.

5.2.22 Lechery : -3 or -6 SPs

At -3 points, the character is drawn to the opposite sex like a moth to a flame. Seduction rolls against this character are made at a +2 bonus to the seducer. At -6 points, the 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.)

5.2.23 Masochism : -3 SPs

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.

5.2.24 Missing Limbs : -5 SPs per limb

The character, through defect, mishap, or violence, is missing a limb (the extent of the deformation/injury is subject to discussion, and may grant more or less SPs). Normal cybernetic and vat-grown tissues can be grafted onto the character only after he/she has "bought off" the disadvantage with IPs, though non-cybernetic prosthetics can be used.

5.2.25 Mute : -3 or -5 SPs

The character cannot talk, due to defect, injury, or otherwise. At -3 SPs, this disad can be "bought off" using IPs (surgery will be neccesary, as well). At -5, the defect is permanent.

5.2.26 Nightmares : -2 SPs

The character is prone to nightmares. Every time the character tries to sleep, he must roll 1D10. On a result of 1 or 2, he experiences a nightmare which will be of such intensity as to wake him up. He will be unable to sleep the rest of the night. Subsequent nights which yield nightmares as well may incur modifiers to attribute and skill rolls due to exhaustion.

5.2.27 No Pain Tolerance : -5 SPs

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).

5.2.28 Overconfidence : -3 SPs

The character sees himself as better than he truly is. In his eyes he can take on anything and come out without a scratch. This can cause the character to take excessive risks which might get him into more trouble than he's actually worth.

5.2.29 Pacifism : -4 or -6 SPs

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.

5.2.30   Paranoia : -5 SPs

The character suffers fom a paranoid delusion. Everyone and anyone might be out to get him, even you, and he trusts no one. This is a very strong delusion that calls for good role-playing.

5.2.31   Phobias : -1, -3, or -5 SPs

At -1 points, the character has a minor fear of an object, animal, or circumstance. When faced with the object of his fear, the character must make a Save vs. COOL with a -1 modifier or he will refuse to face his fear. At -3 points, the character must make a Save vs. COOL with a -3 modifier. If he fails, he may panic and try to get away. At -5 Points, the character must make a Save vs. COOL with a -5 modifier. If failure results, the character may faint or become hysterical. More rolls might be required as the situation dictates.

5.2.32   Sadism : -4 SPs

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.

5.2.33   Uncouth : -3 SPs

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.

5.2.34   Unmistakable Feature : -2 SPs

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" using IPs, but should be accompanied by cosmetic surgery.

5.2.35   Vendetta : -2, -4, or -6 SPs

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 SPs, 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).

5.2.36   Weak Stomach : -3 SPs

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.

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6   LIFEPATH CHART

The following series of charts can be used by the GM and his players to generate random histories for player characters. One roll should be made on the chart per year, starting at age 16. Follow the instructions, and proceed to the appropriate sub-charts. If a particular result does not correspond to a player's character concept, feel free to disregard it and roll (or pick) again.

6.1   LIFE EVENTS – TABLE 1A

LIFE EVENTS - TABLE 1A (Roll 1D20)	
01 - 03	You Get Lucky (Table 2A)
04 - 06	Disaster Strikes! (Table 3A)
07 - 09	Make A Friend (Table 4A)
10 - 12	Make An Enemy (Table 5A)
13 - 16	Romantic Involvment (Table 6A)
17 - 20	Nothing Happens That Year

6.2   YOU GET LUCKY! - TABLE 2A

YOU GET LUCKY! - TABLE 2A (Roll 1D100)	
01 - 05	Financial Gain (1D5 x 100 Euro)
06 - 10	Big Score! (1d10 x 100 Euro)
11 - 15	Gain 1D10 x 100 Euro Towards Equipment
16 - 20	Find Sensei (+2/+1 to Martial Art or Brawl)
21 - 25	Find Instructor (+2/+1 to REF Skill)
26 - 30	Find Teacher (+2/+1 to INT Skill)
31 - 35	Find Coach (+2/+1 to BOD Skill, Athletics)
36 - 40	Find Technical Teacher (+2/+1 to TECH Skill)
41 - 45	Charm School (+2/+1 to EMP Skill)
46 - 50	Discover Fashion Sense (+2/+1 to ATT Skill)
51 - 55	Learn A New Language (+2/+1 to Language)
56 - 60	Learn Netrunning Basics (+2/+1 to Interface)
61 - 65	Life On The Street (+2/+1 to COOL Skill)
66 - 70	Befriend Gang ("Brotherhood" at +1)
71 - 75	Befriend Nomad Pack ("Brotherhood" at +1)
76 - 80	Gain +2 Contact (Generate on FE&C Table)
81 - 85	Someone Owes You A Favor (Generate on FE&C Table)
86 - 90	Make A New Friend (Generate on FE&C Table)
91 - 95	Enemy Disappears/Dies (Choose One)
96 - 00	Pulled Off Something Impressive (+1 Pos. REP)

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6.3 DISASTER STRIKES! - TABLE 3A

DISASTER STRIKES! - TABLE 3A (Roll 1D100 and Pray)	
01 - 05	Financial Loss (1d5 x 100 Euro)
06 - 10	In Debt (1d10 x 100 Euro -- Pay Now, or Pay Later!)
11 - 15	Contract Bioplague; Random Attribute Reduced by 1
16 - 20	Addiction; INT, REF, BODY, or EMP Reduced by 1
21 - 25	Injury (Make One Roll on Table 3B)
26 - 30	Friend/Lover Dies/Disappears (Choose One Randomly)
31 - 35	Contact Dies/Disappears (Choose One Randomly)
36 - 40	Make An Enemy (Generate on FE&C Table)
41 - 45	Someone Wants You Dead (GM Generates Secret Enemy)
46 - 50	Betrayed By Friend (Friend Becomes Enemy)
51 - 55	Arrested and Not Convicted (1D5 Weeks in Jail)
56 - 60	Arrested and Fined for Minor Crime (1D10 x 10 Euro)
61 - 65	Arrested and Convicted of Crime (1D12 Months in Prison)
66 - 70	There Is A Warrant Out For Your Arrest Somewhere (Choose)
71 - 75	Random Cyberware Malfunction, 1/2 Cost To Repair
76 - 80	Anger Gang, Nomad Pack, etc. (GM's Choice)
81 - 85	Hunted By A Corporation (Roll or Choose One)
86 - 90	You Owe Someone A Favor (Generate on FE&C Table)
91 - 95	Blamed For Something You Did Or Didn't Do (+1 Neg. REP)
96 - 00	Unplanned Pregnancy! Deal With It, Choomba…

6.3.1 DISASTER STRIKES TABLE 3B - RANDOM INJURY CHART

DISASTER STRIKES TABLE 3B - RANDOM INJURY CHART (Roll 1D100)	
01 - 05	Minor Burns *3*
06 - 10	Serious Burns *1* *3*
11 - 15	Stab Wound(s) *3*
16 - 20	Bullet Wound : Went Clean Through *3*
21 - 25	Bullet Wound : Lodged Projectile, Removed *3*
26 - 30	Bullet Wound : Lodged Projectile, Never Removed *2* *3*
31 - 35	Bullet Wound : Fragmented, Large Exit Wound *1* *3*
36 - 40	Poorly Healed Fracture *1* *2*
41 - 45	Damaged Internal Organ(s) *1* *2*
46 - 50	Skull Fracture : Minor Brain Damage
51 - 55	Skull Fracture : Major Brain Damage
56 - 60	Unremoved Shrapnel *2*
61 - 65	Missing Teeth *3*
66 - 70	Missing Fingers/Toes *1*
71 - 75	Missing Eye *1*
76 - 80	Missing Ear *2* *3*
81 - 85	Missing Nose *3*
86 - 90	Severed Limb/Hand/Foot *1*
91 - 95	Back Injury *2*
96 - 00	Impressive Scar *3*

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6.3.2 NOTES

NOTES		
	1	Injury can be cured with cyberware or vat-grown replacement parts.
	2	Surgery can cure the affliction by cutting something out, or fixing the injury outright.
	3	Facial reconstuction and/or cosmetic surgery may fix aspects of this injury. Use CP2020's guidelines for improving ATT.
Injuries rolled that replicate certain disadvantages do not have to be "bought off " with IP in order to be cured.		
However, the injury can be "treated" during character creation, before play begins, but this may cost the character a quantity of money that the GM must determine based on the extent of the damage being repaired.		

6.3.3 DETAILED INJURY LIST -

DETAILED INJURY LIST	
Minor Burns	The character has received minor burns on one random body location. The burns healed properly and scarring is minimal. If hit location roll results in head/facial burns, reduce the character's ATT by -2.
Serious Burns	The character has been burned over a large part of his body. Roll 3 random locations. These areas are heavily scarred. If hit location roll results in head/facial burns, reduce the character's ATT by -2. If a particular location is rolled more than once, use the following guidelines : If the location is a limb, most of the muscle and sinew has been burned away. This leaves the limb useless. Any good medical professional would recommend amputation. If the location is the torso or abdominal areas, scarring is severe. Reduce BODY and REF by -2 each. If the location is the head/face, reduce ATT by -5 (to a minimum of 1). Character cannot grow hair.
Stab Wound(s)	The character has been stabbed or cut by an edged weapon. Other than leaving an impressive, albeit cosmetic, scar, the wound has no effect on game play. Refer to the "Impressive Scar" roll.
Bullet Wound : Went Clean Through	The character took a slug in a random body location, but it went right through him with very little tissue trauma. Character is scarred as per the "Impressive Scar" roll.
Bullet Wound : Lodged Projectile, Removed	The character was shot and the bullet lodged itself inside his body. Surgeons were later able to remove the projectile. The character possesses scars from the wound and the subsequent surgery on a random body location.
Bullet Wound : Lodged Projectile, Never Removed	The character was shot and the bullet lodged itself inside a random body location. However, due to one reason or another (the dangerous location of the wound, lousy medical care, etc.), the projectile was never removed. The bullet will show up on X-Rays, and may set off metal detectors.
Bullet Wound : Fragmented, Large Exit Wound	The character was shot in a random location yet again. This time, however, the round created a very large exit wound when it came tumbling out the other side. Either that, or the ammunition shot into the character was of some special nature (explosive, hollow point, glaser, etc.) which contributed to a large section of missing flesh.

	Whatever the cause, the character has a nasty scar. If the location rolled is a limb, it is useless. If the torso or abdomen are rolled, reduce the character's BODY by -1.
Poorly Healed Fracture	The character broke a bone in an arm or leg, and it healed poorly. All skill rolls made while using said limb are at -2. If the limb is a leg, reduce MA by -2 as well.
Damaged Internal Organs	Through one of the character's misdeeds he has damaged and/or lost an internal organ, or part of one. In the case of missing or partially missing organs, the character could have had a kidney or lung removed, as well as sections of severely damaged intestine, liver, stomach, whatever. The exact detrimental effects are up to player and GM, though losing points off the BODY attribute are a good place to start. For example, someone with a reduced bladder may have to urinate frequently, or in worse cases, wear a catheter constantly, while people with one lung or kidney may function as normal, though missing a lung might reduce MA or BODY by a significant amount. Damaged organs, on the other hand, represent defective organs which may (or may not) last the character long, and will have to be replaced if they continue to degenerate.
Skull Fracture : Minor Brain Damage	The character bumped his head into something harder than his skull, resulting in minor brain damage (-1 INT).
Skull Fracture : Major Brain Damage	The character got whacked on the head really hard, resulting in major brain damage (-2 INT) and occasional blinding headaches (5% chance per day, non-cumulative).
Unremoved Shrapnel	The character, for whatever reason, is carrying around fragments of stuff in his body. This can include anything from small metal bomb casings, to buckshot, to pieces of shattered glass shards. Though not serious (yet), such things may pose problems later in life, as well as possibly setting off metal detectors.
Missing Teeth	The character is gotten some teeth knocked out. Roll 1d10 and consult the following chart to see how many are lost : 1-3 : One Tooth, 4-5 : Two Teeth, 6-7 : Three Teeth, 8 : Four Teeth, 9 : Five Teeth, 10 : Six Teeth. The character may have trouble chewing solid foods.
Missing Fingers/Toes	The character, through mishap or design, is missing 1d6 random fingers or toes on a hand or foot. Missing fingers can reduce REF when hand-eye coordination is needed, while missing over half the toes on one foot can reduce MA by -1.
Missing Eye	The character has lost vision in one of his eyes. This damage can be "bought off" with replacement of the eye through organic or cybernetic parts). Having only one eye incurs a penalty of -3 to any action involving depth perception.
Missing Ear	The character has lost an ear, or damaged his internal ear seriously enough to cause permanent damage. The character experiences total deafness in that ear (-5 to Awareness checks with that ear). This can be rectified with cybernetic or organic replacements.
Missing Nose	The character has either physically lost his nose (got it shot off, whatever), or severely damaged his sense of smell. In either case, he loses his sense of smell. In the case of actual physical nose loss, his ATT is modified by -2 as well.
Severed Limb/ Hand/ Foot	Through misfortune, disease, or injury, the character has lost a hand, foot, arm, or leg. Normal cybernetic and vat-grown tissues can be grafted onto the character, or non-cybernetic prosthetics can be used.

Back Injury	For one reason or another the character has aquired a serious back injury. He cannot lift heavy loads easily, and new injuries may aggravate the old one. For game purposes, the character is limited to using only half his BODY attribute when determining how much weight he can carry.
Impressive Scar	The character has received an impressive scar somewhere on his body. Although the injury causing the scar had little or no permanent effect, it gives him a feature which makes him easily identifiable.

6.4   MAKE A FRIEND - TABLE 4A

Consult to see who your friend is, then use the following charts. How did you meet them?

MAKE A FRIEND - TABLE 4A (Roll 1D100)	
01 - 04	A Partner
05 - 08	A Co-Worker
09 - 12	A Contact
13 - 16	An Old Lover
17 - 20	An Old Enemy
21 - 24	An Old Childhood Friend
25 - 28	A Relative
29 - 32	Met Through Common Interest
33 - 36	You Saved His Life
37 - 40	He Saved Your Life
41 - 44	At A Party
45 - 48	An Old Employer
49 - 52	An Old Employee
53 - 56	Met Through A Common Friend
57 - 60	Met Through A Blind Date
61 - 64	Went To School Together
65 - 68	Met Through A Common Enemy
69 - 72	Met At A Concert
73 - 76	Met At A Bar
77 - 80	Met At A Mallplex
81 - 84	Met Through A Common Lover
85 - 88	He Sold You Something
89 - 92	You Sold Him Something
93 - 96	He Did You A Favor
97 - 00	You Did Him A Favor

6.5   MAKE AN ENEMY - TABLE 5A

(Consult to see who your enemy is, then use the following charts.) Did you know them?

MAKE AN ENEMY - TABLE 5A (Roll 1D100)	
01 - 10	Ex-Friend
11 - 20	Ex-Lover
21 - 30	Relative
31 - 40	Employer
41 - 50	Employee
51 - 60	Partner/Co-Worker
61 - 00	Total Stranger

6.5.1   WHO'S THE OFFENDING PARTY?

WHO'S THE OFFENDING PARTY? (Roll 1D100)	
01 - 50	You did it.
51 - 00	They did it.

6.5.2   WHAT'D YOU/THEY DO?

WHAT'D YOU/THEY DO? (Roll 1D100)	
01 - 04	Attempted Murder
05 - 08	Attempted Blackmail
09 - 12	Exposed a Secret
13 - 16	Framed Other
17 - 20	Betrayed/Backstabbed
21 - 24	Threatened Injury
25 - 28	Threatened Death
29 - 32	Caused Property Damage
33 - 36	Caused Direct/Indirect Personal Injury
37 - 40	Caused Injury of Relative/Friend/Lover
41 - 44	Caused Death of Relative/Friend/Lover
45 - 48	Caused Loss of Face/Status
49 - 52	Caused Loss of Friends
53 - 56	Caused Loss of Job/Contract
57 - 60	Refused Romantic Advances
61 - 64	Stole Property (1D10 x 10 Euro Value)
65 - 68	Stole Money (1D10 x 10 Euro Value)
69 - 72	Clashing Personalities
73 - 76	Minor Disagreement (Something Stupid)
77 - 80	Major Disagreement
81 - 84	Insulted Relative/Friend/Lover
85 - 88	Personal Insult or Accusation
89 - 92	Made Pass At Lover
93 - 96	Seduced Lover
97 - 00	Foiled Plan

6.5.3   WHO'S PISSED OFF?

WHO'S PISSED OFF? (Roll 1D100)	
01 - 25	You're Angry
26 - 50	They're Angry
51 - 00	Mutual Hate

6.6   ROMANTIC INVOLVMENT - TABLE 6A

(Consult to see WHO your lover is, then use the following charts.) How did you meet them?

ROMANTIC INVOLVMENT - TABLE 6A (Roll 1D100)	
01 - 05	A Partner
06 - 10	A Co-Worker
10 - 15	A Contact
16 - 20	An Old Lover
20 - 25	An Old Enemy
26 - 30	An Old Childhood Friend
30 - 35	Met Through Common Interest
36 - 40	You Saved His Life
40 - 45	He Saved Your Life
46 - 50	At A Party
50 - 55	An Old Employer
56 - 60	An Old Employee
60 - 65	Met Through A Common Friend
66 - 70	Met Through A Blind Date
70 - 75	Went To School Together
76 - 80	Met Through A Common Enemy
81 - 85	Met At A Concert
86 - 90	Met At A Bar
90 - 95	Met At A Mallplex
96 - 00	Met Through A Common Lover

6.6.1   HOW DID IT WORK OUT?

HOW DID IT WORK OUT? (Roll 1D10)	
1 - 4	Happy Love Affair
5	Tragic Love Affair (Goto 6B)
6 - 7	Love Affair With Problems (Goto 6C)
8 - 0	Fast Affairs and Hot Dates

6.6.2   TRAGIC LOVE AFFAIR - TABLE 6B

TRAGIC LOVE AFFAIR - TABLE 6B (Roll 1D100)	
01 - 16	It Just Didn't Work Out
17 - 22	Lover Left You A "Dear John" Note And Skipped
23 - 28	Lover Died of an Incurable Disease
29 - 34	Lover Died in Accident
35 - 40	Lover Vanished/Was Kidnapped
41 - 46	A Personal Goal Came Between You
47 - 52	Lover Went Insane
53 - 58	Lover Committed Suicide
59 - 64	Lover Killed In A Fight
65 - 70	Lover Imprisoned (1D10 Years)
71 - 76	Lover Murdered By An Enemy (Choose One)
77 - 82	Lover Left You For A Friend (Choose One)
83 - 88	Lover Left You For An Enemy (Choose One)
89 - 94	Lover Was Just Leading You On
95 - 00	Lover Stole 1D10 x 100 Euro From You And Split

6.6.3   LOVE AFFAIR WITH PROBLEMS - TABLE 6C

LOVE AFFAIR WITH PROBLEMS - TABLE 6C (Roll 1D100)	
01 - 07	Your Lover's Family Hates You
08 - 14	Your Lover's Friends Hate You
15 - 21	Your Family Hates Your Lover
22 - 28	Your Friends Hate Your Lover
29 - 35	Lover Wants To See Other People
36 - 42	You Want To See Other People
43 - 49	You Were Separated
50 - 56	You Fight Constantly
57 - 62	One Of You Is Insanely Jealous
63 - 68	Your Lover Is "Messing Around"
69 - 74	You Are "Messing Around"
75 - 80	Lover's Ex-Lover Wants You Dead
81 - 87	Lover Has A Chemical Dependancy
88 - 93	Lover Is In A Coma
94 - 00	Lover Is Married

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6.6.4 MUTUAL FEELINGS - TABLE 6D

MUTUAL FEELINGS - TABLE 6D *(Roll 1D10 if Applicable)*	
1	They Still Love You
2	You Still Love Them
3	You Still Love Each Other
4	You Hate Them
5	They Hate You
6	You Hate Each Other
7	You're Friends
8	No Feelings Either Way
9	You Like Them, They Hate You
0	They Like You, You Hate Them

6.7 FRIEND, ENEMY, AND CONTACT OCCUPATIONS (F,E&C CHART)

What follows is a chart that a Game Master can use to generate random occupations for non-player characters, and to flesh out friends, enemies, and contacts. Follow die-rolling instructions, or pick an entry, and proceed to sub-charts as indicated. Determine the NPC's gender by rolling 1D10. On an odd roll, it's a male. On an even roll, it's a female.

------------------------------------ 01 – 20 Legally employed ------------------------------------

6.7.1 LEGALLY EMPLOYED TABLE

LEGALLY EMPLOYED TABLE *(Roll 1D100)*	
01 - 20	Legally Employed (Roll 1D100)
01 - 06	Accountant
07 - 13	Clerk (Retail or Otherwise)
14 - 19	Construction Worker
20 - 25	Courier
26 - 31	Doctor/Nurse
32 - 37	Engineer/Technician
38 - 44	Janitor
45 - 50	Secretary
51 - 56	Scientist
57 - 61	Pilot
62 - 68	Social Worker
69 - 75	Student, College
76 - 80	Student, K-12
81 - 87	Teacher, College
88 - 93	Teacher, K-12
94 - 00	Truck/Bus Driver

------------------------------------21 - 35 : Street Trash ------------------------------------

6.7.2   STREET TRASH TABLE

STREET TRASH TABLE (Roll 1D100)	
01 - 02	Assassin
03 - 07	Bartender
08 - 11	Bodyguard
12 - 15	Bouncer
16 - 20	Cab Driver
21 - 23	Con Man
24 - 26	Convict
27 - 28	Counterfeiter
29 - 30	Drug Cooker
31 - 36	Drug Dealer
37 - 40	Ex-Convict
41 - 44	Fixer/Fence
45 - 49	Gang Member
50 - 53	Hooker (Non-Licensed)
54 - 58	Junkie
59 - 62	Mercenary
63 - 65	Netrunner
66 - 69	Nomad
70 - 72	Prostitute (Licensed)
73 - 74	Ripperdoc
75 - 78	Ronin
79 - 82	Smuggler
83 - 88	Street Vendor
89 - 90	Techie
91 - 94	Thief/Burglar
95 - 00	Vagrant

------------------------------------26 - 50 : Legal/Emergency ------------------------------------

6.7.3   LEGAL/EMERGENCY TABLE:

LEGAL/EMERGENCY TABLE (Roll 1D100)	
01 - 05	Bounty Hunter
06 - 20	Cop (Go To 1.1)
21 - 36	Fireman
37 - 40	Lawyer
41 - 55	Paramedic
56 - 61	Prison Guard
62 - 75	Private Investigator
76 - 90	Rent-A-Cop
91 - 95	Retired Cop (Go To 1.1)
96 - 00	Vigilante

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---------------------------------51 - 65 : Organized Crime ---------------------------------

6.7.4   ORGANIZED CRIME TABLE

ORGANIZED CRIME TABLE (Roll 1D10)	
1	Assassin
2 - 3	Bodyguard
4	Bookie
5	Counterfeiter
6 - 8	Enforcer
9	Minor Boss
0	Netrunner (Go To Chart 1.2)

---------------------------------66 - 79 : Corporate ---------------------------------

6.7.5   CORPORATE TABLE

CORPORATE TABLE (Roll 1D10)	
1	Assassin/Ninja
2	Corp Cop/Security
3	Doctor/MedTech
4 – 5	Employee (Clerk, Secretary, …)
6	Junior Executive
7	Senior Executive
8	Netrunner
9	Samurai
0	Technician (Go To Chart 1.3)

---------------------------------80 - 89 : Entertainers ---------------------------------

6.7.6   ENTERTAINERS TABLE

ENTERTAINERS TABLE (Roll 1D10)	
1	Actor
2 – 3	Artist
4	Athlete
5	Discjockey
6	Media (Go To 1.4)
7 – 8	Rocker
9	Dancer
0	Writer

---------------------------------90 - 00 : Government ---------------------------------

6.7.7   GOVERNMENT TABLE

GOVERNMENT TABLE(Roll 1D10)	
1	LEDiv Agent (Go To 1.5)
2	Assassin
3 – 6	Military (Go To 1.6)
7	Netrunner
8	Official/Politician
9 – 0	Techie

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6.7.8   TYPES OF POLICE (1.1)

(Used if "Cop" or "Retired Cop" was rolled on F,E & C. to determine which division the NPC is/was with.)

TYPES OF POLICE (1.1) (Roll 1D100)	
01 - 03	Internal Affairs Division (IAD)
04 - 08	Administration
09 - 13	Net Security Section (NetSec)
14 - 18	Homicide
19 - 23	Vice
24 - 28	Robbery
29 - 33	Special Investigation (S.IN)
34 - 37	Special Weapons And Tactics (SWAT)
38 - 41	Cyborg Suppression Unit (MaxTac, C-SWAT)
42 - 46	Riot Section
47 - 50	Airborne Patrol
51 - 67	Cruiser Patrol
58 - 82	Traffic Patrol
83 - 98	Beat Patrol
99 - 00	HiWay

6.7.9   ORGANIZED CRIME (1.2)

(Specifically West Coast Organizations. Used to find out what group an NPC is affiliated with.)

ORGANIZED CRIME TABLE (1.2) (Roll 1D10)	
1 – 4	Yakuza (Japanese)
5 – 7	Mafia (primarily Italian)
8 – 9	Triads (Chinese)
0	Columbians / Other South Americans

6.7.10   CORPORATIONS TABLE (1.3)

(Used to see which corporation the NPC is affiliated with.)

CORPORATIONS TABLE (1.3) (Roll 1D100)	
01-03	Arasaka (CP, CR1)
04-05	BioMass Laboratories Group GmbH (ERI)
06-08	Biotechnica (CP)
09-10	Consolidated Agriculture (IF1.4)
11-13	Diverse Media Systems (RB)
14-16	Dornier AeroSpace (NO)
17-19	Euro-Business Machines Corporation (CP)
20-21	Fujiwara (PRS)
20-23	Hilliard Corporation (RGUK)
24-25	Imperial Metropolitan Agriculture, PLC (RGUK)
26-28	InfoComp (CP, ERI)
29-31	International Electric Corporation (CR1, DS)
32-33	Kendachi (PRS)
34-35	Lazarus Military Group (CR2)
36-37	Matsushima-Kiroshi (PRS)
38-40	Merrill, Asukaga, & Finch (CP)
41-43	MicroTech (CP)

44-46	MiliTech (CP, CR2)
47-49	Mitsubishi/Koridansu (DS)
50-52	Network News 54 (CP, RB)
53-54	No-Ahme Caldwell Genetic Engineering & Biochemicals (NO)
55-56	Ocean Technology & Energy Corporation (IF1.1)
57-59	Orbital Air (CP)
60-61	Peak & Derrera (ERI)
62-64	PetroChem (CP, CR3)
65-67	Raven MicroCybernetics (ERI)
68-69	RepliTech (DS)
70-71	Revolution Genetics, Inc. (IF1.3)
72-73	SegAtari (PRS)
74-75	Soviet World Oil Industries (CR3)
76-77	Storm Technologies Inc. (NT)
78-79	Sungan Industries (PRS)
80-81	Tanson Group (PRS)
82-83	Terra Nova (DS)
84-85	Tiger Medicines Corporation (PRS)
86-88	Trauma Team International (CP)
89-90	Tsunami Design Bureau (ERI)
91-92	Utopian Corporation (DS)
93-95	World News Service (CP)
96-98	WorldSat Communications Network (CP)
99-00	ZetaTech (CP)

Source books which list details on named corporations are given in parentheses. Abbreviations follow : CP = Cyberpunk 2020; CR# = Corporate Report, where "#" is the volume; ERI = Edgerunners INC; RB = Rockerboy; NO = Near Orbit; PRS = Pac Rim Sourcebook; RGUK = Rough Guide to the UK; DS = Deep Space; NT = Neo Tribes; IF#.# = Interface magazines, where "#.#" indicates Volume and Issue, respectively.

6.7.11   MEDIA TABLE (1.4)

MEDIA TABLE (1.4) (Roll 1D10)	
1	TV News Reporter
2 – 3	Journalist
4 – 5	Photo Journalist
6	Anchor Person
7	Cameraman/-woman
8	Sound Technician
9	Sports Caster
0	Combat Correspondent

6.7.12   LEDiv AGENT TABLE (1.5)

LEDIV AGENT TYPE (1.5) *(Roll 1D10)*	
1	Administration
2	Corporate Investigation
3	Criminal Investigation
4	Drug Enforcement
5	Intelligence
6	Organized Crime
7	Records
8	Science/Tech
9	Secret Service
0	Special Operations

6.7.13   MILITARY JOBS TABLE (1.6)

(Used to find affiliations of Military NPC's.)

MILITARY JOBS TABLE (1.6) *(Roll 1D100)*	
01 - 17	Air Force, Enlisted
18 - 20	Air Force, Officer
21 - 37	Army, Enlisted
38 - 40	Army, Officer
41 - 57	Marines, Enlisted
58 - 60	Marines, Officer
61 - 77	Navy, Enlisted
78 - 80	Navy, Officer
81 - 97	State Forces, Enlisted
98 - 00	State Forces, Officer