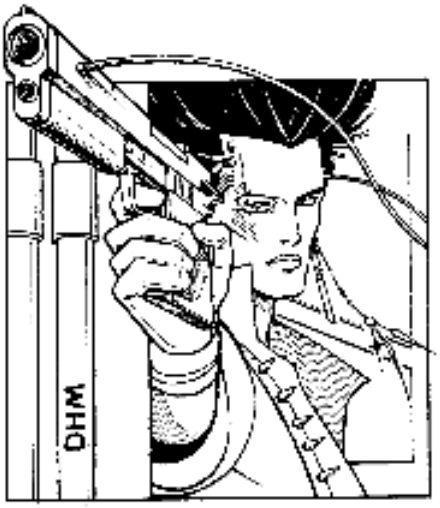
Cyberpunk 2020: Live Action v1.2

1. INTRODUCTION



Welcome to the future. The year is 2020. Mankind has expanded his reach out into the solar system, can graft human tissue onto machines, and big brother could be watching anyone, anywhere. The Net is a reality. Virtual reality, but a reality nonetheless. Flying cars, sub-oribitals, undersea colonies, all exist. Mankind has created innumerable marvels.

Did we mention the collapse?

Oh yeah. Sometime during all of this the United States splintered. It's now a bunch of splinter countries all sort of linked together in some nebulous way. But hey, that doesn't matter anyway. After all, the Corporations control everything now. When countries collapse, there's a lot of money to be made. And if you can't buy it, choomba, it ain't worth it.

Welcome to Cyberpunk 2020: Live Action, the LARP of the dark future. This game is based heavily on the R.S. Talsorian role-playing game Cyberpunk 2020. In fact, it is a personal conversion of the tabletop rules into LARP format, drawing from White Wolf's Mind's Eye Theatre. Note that this world is dark, and death comes quickly, messily, and often unexpectedly. If you have a problem with player characters dying, you might want to consider a different game. This is not to say that there is nothing more to this game than killing your fellow players, but rather a warning. Death in the year 2020 is a brutal reality, and if you can't deal with it, you shouldn't be playing with the big boys, choombotta.

In order to make the game more easily playable in LARP format, please realize that everything from the Cyberpunk 2020 rules and source books may not be included in this game. The same goes for the Mind's Eye Theatre rules as well. Some of them simply don't fit into a cyberpunk game. Lastly, remember the Golden Rule: **THIS IS A GAME.** The point is to have fun. If you're going to bicker and argue about rules in the middle of a run and spoil every one else's fun,  find something else to do.

The Game Masters reserve the right to accept, reject, and outright laugh at anything presented to them for game approval. If you can't accept that, leave now.

It's unfortunate that needs to be said, but the Game Masters will keep game balance at all times. If you want something that is within the rules, but will upset game balance, you won't get it. If it's reasonable, it probably won't be a problem, so don't sweat it. Let's get on to the game now. . .

2. CHARACTER CREATION

When making a new character, the first thing you need to do is to ask yourself, "What kind of character do I want?" There are several different roles available, and it is possible to create new ones as well. The listing of available roles is as follows: **Solo, Cop, Media, Netrunner, Fixer, Techie, Medtechie, Nomad, and Corporate.** If you're interested in something else, speak with a Game Master.

Every role has a Special Ability that sets them apart from everyone else. Anyone can run the net, but a Netrunner, with their Interface special ability, can do it much better than the average schmoe. The character's Special Ability represents their area of expertise, and their ability to run circles around people that aren't experts in their area. Now for a quick description of the different roles:

Solo. These people are designed for combat. They are the soldiers of the world, and make their living by their ability to rule the battlefields. Their Special Ability is *Combat Sense*. Solos may add their Combat Sense score to their initiative, and may add half their level, rounded down, to their dodge and AWARENESS tests.

Cop. Even the 21st century has police officers. They are overworked, underpaid, and out-gunned, but they're still around. Cops have the legal authority to detain and arrest people, can carry heavy weapons in public without being hassled, and have the ever useful ability of calling in backup. Their special ability is *Authority,* which enables them to use their position's status to good use. A Cop can use his Authority as a skill in any situation where it may fit--telling someone to drop a gun, leave the area, etc. It is a very useful and catchall skill. Also, it allows a cop to call in back up, which will be discussed later.

Media. If anything has thrived in the future, it's the media. They are everywhere now, and many independent medias will sell their story to the highest bidder. They can get in almost anywhere by showing their press passes, and generally people won't shoot at them. First. Their special ability is *Credibility*, which is their ability to make the public believe what they say and actually listen to what they're saying. It's always a bad idea to piss off a media. Credibility works similar to Authority in that it allows the Media to use it as a skill in any plausible situation. It also allows a media to publish articles that can ruin people's lives.

Netrunner. The Internet has grown to gargantuan proportions over the years, and it takes a true master to utilize it to its full potential. Netrunners are the computer gurus of the age, and can often make or break a run. Their special ability *Interface* represents the true Zen Buddha nature they have achieved when running the net. See the ***Netrunner*** section for more information on how the Interface special ability works.

Fixer. The street can get you almost anything you want or need, and these are the people to go to when you need it. Fixers are the information brokers, fencers, and all the other people that know how to get whatever you need. They are the black market. Their special ability, *Streetdeal,* represents their contacts in the underground network they've built up over the years, and their ability to scrounge up whatever they need. A fixer can try to acquire as many items per run as his Streetdeal score (have a list ready during check-in). It may have other uses at the GM's discretion.

Techie. In a world filled with technological wonders, someone had to make them. Techies are people with a natural aptitude for things mechanical, electrical, and cybernetic. If they can get their hands on it, they can fix it. Or make it work better. Or maybe get that cyberarm to stop twitching like that. Their special ability *Jury Rig* allows them to get almost anything to work under the worst of conditions--at least until they can repair it properly. Jury-Rig allows a Techie the luxury of making items *during* a run. It takes game time and it will break down at the end of the run (at best), but otherwise you have to wait for the next run to get an item. This can come in *very* handy when you drop and break that damn remote detonator just as your mark walks in his front door…

Medtech. The world's a violent place, and these are the people that can put you back together when it hits the fan. Medtechs can be the single most valuable commodity on the market, depending on the time. There's nothing like the sight of a Trauma Team AV landing a few yards away when you're bleeding out onto the pavement. Their special ability is *Medical*, which represents their extensive training and knowledge of current medical procedures, and what goes where when putting you back together. This skill is used during the healing process, and is described in full detail in the ***Trauma Team*** section.

Nomad. Over the years the rich got richer and the poor got poorer. Many lost their homes, and learned eventually to band together to help support each other. Nomads wander the roads, settling down in their vehicles for a while to earn some money or get a better bike. Their special ability is *Family*, which enables them to call on their pack's resources in times of need. The higher the Family score, the more pull the character has in his pack and the more items, NPC's, etc. he can obtain from his pack. It works very similar to Streetdeal.

Corporate. The corporations rule the world, and these are the people that rule the corporations. They have the most money, the fastest cars, and the best apartments. They live a wealthy life, but are constantly watching their backs to make sure no up-and-comer is trying to take their place, while constantly moving up the corporate ladder. Their special ability, *Resources*, allows them to draw on their company's assets when they need to. Again, this allows the character to obtain equipment, money, thugs, etc. from his company as he needs it. It too works similar to Streetdeal.

All characters have the following statistics that define their characters, along with their abbreviations:

Body	BODY
Reflex	REF
Movement Allowance	MA
Intelligence	INT
Tech	TECH
Cool	COOL
Empathy	EMP
Attractiveness	ATTR
Luck	LUCK
Psyche	PSY

These stats define every character in the game, and are rated from **3 - 10**. They can be improved over time, as described in the section on **Experience**. Starting characters begin with **60 points** to distribute among these at their discretion, staying within the range given above and subject to GM approval. A brief synopsis of what each statistic is and can do follows.

Body. This statistic is a measure of the character's physical strength and endurance. This defines how much he can lift, carry, etc.. Also, it can affect the amount of damage added to or reduced from a successful attack, as described in the ***Friday Night Firefight*** section.

Reflex. This is a measure of the character's coordination, and how fast they can react to a situation. It is essential when making attacks, and also seeing how well you can react to a surprise situation. All combat skills are based on this stat.

Movement Allowance. How fast the character can move from point A to point B, whether it is short distances or long. It is highly recommended you read the section on combat before you shortchange this stat.

Intelligence. How smart the character is. A combination of IQ., wisdom, common sense, and a few other things. Also how good the character is at solving problems. A huge number of skills are based on this stat.

Tech. Some people are good with their hands, and then some others can't make toast without burning it. This statistic describes how well the character understands and can relate to all forms of things technological. This can be pretty important in the year 2020. Note that this statistic is the basis for all medical skills.

Cool. A measure of how 'together' your character is. When someone shoots at you, do you scream in terror and dive under the nearest dataterm? Or do you toss out a whiplash smile and

give 'em a third nostril before they can blink? This is also a measure of your character's willpower, and can be important when say. . . oh I don't know. . . torture comes into play, maybe?

Empathy. This is how well your character relates with other people and other living things. It is essentially a measure of the character's humanity. This is a very important statistic, because when you add more cyberware to your character, your humanity drops. When you bottom out, there's a term for it. Can you say cyberpsycho?' I knew you could. More on this later.

Attractiveness. How good you look. 'Nuff said.

Luck. Luck is that intangible thing that gives edgerunners the 'edge' when they 'run' (get it?). Your luck score is the number of free retests your character can have per night of game play. This can really mean the difference between scoring that motherlode and being smeared over some boostergang's wall.

Psyche. This is a measure of your character's... well, those things that you can't quite explain by conventional means. That itching feeling at the base of your neck just before someone tries to plug ya? Those gut feelings you keep getting that always seem to be right? Those belong here. It's a measure of your character's potential to go beyond the normal limits. For more information, you'll have to find someone who knows more. . .

Whatever scores you put into these ten statistics are your Primary Statistics, or Attributes. They are the basis for all skills you will use in the game. They can be improved over time, but only through extensive training and at a large xp expenditure. However, their cost is balanced by their inability to be lost--they stay with you throughout the entire gaming session. More on the use of traits, statistics, and abilities will be discussed later on.

Okay, so you've spent your points on your attributes. Now it's time to buy your skills. Skills are what make the world go 'round, so to say. Your Primary Statistics define your innate abilities, but your skills define what your character has learned over the course of their lifetime. Let's recap the Special Abilities first:

Combat Sense **Authority**
Credibility **Interface**
Streetdeal **Jury Rig**
Medical **Family**
Resources

These abilities essentially work like skills. When using a skill, you take the skill and add it's level to the appropriate attribute. The resulting number is the determining factor when you tie your opponent. But more on this later.

Every character begins with what is called their **Career Skill Package**. These are the skills that are essential to the character's particular Role, and that they would have learned, being who they are. You have 40 points to divvy up among your Career Skills, including your Special Ability. The maximum level you may make any skill during character creation is 5, even with Pick Up Skills (described next). So here are the Career Skill Packages for each Role:

SOLO

Combat Sense	Awareness
Handgun	Melee
Weapon Tech	Rifle
Dodge	Autoweapon
Martial Arts *or* Brawling	
Stealth	

NOMAD

Family	Awareness
Endurance	Melee
Rifle	Drive
Basic Tech	Wilderness Survival
Brawling	Dodge

NETRUNNER

Interface	Awareness
Basic Tech	Education
System Knowledge	Cyber Tech
Cyberdeck Design	Composition
Electronics	Programming

CORPORATE

Resources	Awareness
Human Perception	Education
Library Search	Social
Persuasion	Stock Market
Wardrobe & Style	Personal Grooming

TECHIE

Jury Rig	Awareness
Basic Tech	Cyber Tech
Teaching	Education
Electronics	Any three other Techs

MEDTECH

Medical	Awareness
Basic Tech	Diagnose
Education	Cryotank Operation
Library Search	Pharmaceuticals
Zoology	Human Perception

MEDIA

Credibility	Awareness
Composition	Education
Persuasion	Human Perception
Social	Streetwise
Photo/Film	Interview

COP

Authority	Awareness
Handgun	Human Perception
Dodge	Education
Brawling	Melee
Interrogation	Streetwise

FIXER

Streetdeal	Awareness
Forgery	Handgun
Brawling	Melee
Pick Lock	Pick Pocket
Intimidate	Persuasion

Remember, you have 40 points to distribute among your Career Package skills, with a ceiling of 5 on all skills.

Once you have completed your Career Skills, you must choose your **Pick Up Skills**. In order to do this, take your REF score and add it to your INT score. The resulting number is the total points you can distribute among any skills you want. For example, if Garth has a 5 INT and a 7 REF, that gives him 12 points to distribute (5 + 7 = 12) among any skills he wishes, with a maximum level of 5 in any one skill.

There. Now your skills are done. On to your *Outfit.*

OUTFIT

Everyone has an outfit. In 2020, your outfit is your gear, and in this day and age, everything is disposable. People buy clothes and wear them until they're dirty or worn out, then they trash 'em. This is what they're designed for often. Most people don't have a house or even a permanent place to live. Maybe your apartment complex was bought out by a corp that wanted to put up a research facility right where you live. Tough luck, pal. Find a new place, or hit the street. If worse comes to worst, rent a coffin.

When you make your character, you need to determine certain things. First off, you need to find out if you have a job. You may not like it if you have it, but hey. It's money. Your GM will determine randomly if you have a job currently. If you do, great! You don't have to live out of a coffin and eat kibble. Secondly, you'll have to determine how much money you have. Your GM will help you determine this when you create your character as well. **Keep track of your money!** If you run out and don't have a job, bad things can happen to you between

games. Yes, *between games.* You may not die, but it would really suck to have your character start a run with a nasty virus, wouldn't it? Sure it would. If you do have a job, your GM will determine how much money you make (which is dependant on your Special Ability level) for every run.

Once you have determined how much starting money you have, start spending it on equipment. Essentials are a decent gun, some armor, and a few tools of the trade (dependent on what your trade is). Don't forget to save some for that Trauma Team account--if you can afford it--and for an apartment and phone service. Other than that, feel free to look through the books at the equipment available and pick out what you like.

Once you have your items picked out, your GM will issue you **Item Cards** for them. Since many props are not allowed in game, *an Item Card is the physical representation of the item in game*. This means that if you have an item in your hand--say like a gun--you *must* have the appropriate item card in your hand as well. This is to prevent confusion, which arises when someone stumbles onto a scene where everyone has their guns out and the incoming person doesn't know it, since no one is holding an item card. If such a situation arises and you don't have your item card out, *it will be ruled that the item in question is **not** in your hand.* This could be *very* bad news for you if you didn't have your gun card in your hand and the other guy did. And you'll just have to suck it up and smile, because it'll be all your fault.

The other thing to remember is to keep close tabs on all your item cards. They are in game material and thus can be stolen or lost. If you lose the item card for you FN-RAL, you lost your FN-RAL. Sorry, but that's the way it works. Now you know, so be prepared.

Also, any buying and selling of equipment will be handled by a GM. If you get money from another character in character, you need a signed slip of paper from them confirming they gave you the cash. This is to prevent people from spending more than they actually have. There are also several services with fees (did someone say Trauma Team?) that will be canceled if you can't afford them. Life on the streets is harsh, so if you can't handle it, don't play with the big boys. In the back of the rules packet is a listing of equipment, weapons, and services you can buy when you create your character. If you want something that's not on the list, you'll have to find yourself a Fixer. And even then there's no guarantees.

All buying, selling, and obtaining of equipment will be handled during
check-in for ALL characters, Fixers included.

If you want your character to do something between runs, if you want to buy something--anything--or want to do anything that will take any little bit of preparation, talk to a GM **during check-in!** They will be busy in the game once check-in is over, so do **not** bother them after that. Remember they are incredibly busy, so please have patience with them and respect their playing time as well.

CYBERNETICS

Cybernetics is what puts the cyber into the punk. For those of you who don't know, cybernetics are mechanical parts attached to living flesh (successfully, usually). All of those movies with cyborgs? The books? Forget them. All of them. Cybered people in 2020 cannot go around tossing cars and ripping down walls. In today's world, it is form over function often times. Cybertech is stylish, streamlined, and available in a wide range of designer colors! But it *does* have to be functional, too (rats). It's a world of predator and prey, and the sooner you learn to blur the line between the two, the longer you'll survive.

And that's the point. Survival.

Cyberware is common in 2020, and as varied as you can imagine. You can 'stud directly into your home computer to get the coffee going in the morning, you can access the internet from almost any street corner at your local Dataterm to find out what the latest piece of neuralware is, or you can replace your arm or leg with a higher-performance model made out of mynomars and chromed steel. The point is, everything is replaceable. Including you.

Lost an eye in a knife fight? No problem. Got a leg blown off during an extraction? No problem. The only thing Medtechs haven't figured out how to replace is your brain--and they're working on that. Once the problem of grafting the flesh to the machine was solved back in the 1990's, the advancements began. Now, they're nearly perfected. They're even commonplace. The latest fads and trends cause the high society to get the latest "enhancements", and the boostergangs cyber up with as much metal as they can get their hands onto. It's hip and aware. And expensive.

Just because you want it doesn't mean you'll be able to afford it right away. You put in an eye with a few options, an arm, and some neural boost, you're talking over 10,000 eb already (that's Eurodollar, or EuroBuck as they're more commonly known). But hey, most punks know at least twenty-five ways (most of them illegal) of obtaining that paltry sum. But before you cut off that flesh, there's a catch.

Cyberpsychosis is the psychological term for what happens to people when they take off too much meat and replace it with metal. The more they replace, the colder they become. No one's really sure why this happens or what specifically causes it, but it happens to everyone. And to make matters worse, some people are more prone to it than others. If you have the euro you can get counseling that might help you some (see the PSYCHOLOGY skill), but the only way to cure it is to rip off the metal and stick you in braindance for a few weeks of intense therapy.

People change. And it isn't pretty. Once enough cyberware is grafted onto people, their personality fragments.

> "At first, the victim begins to relate more to machines than to humans. Soon, he starts to ignore people--parents, friends, lovers. Eating, sleeping all become less important. Finally, human interactions begin to irritate, culminating in a terrifying rage that consumes the victim entirely."
>
> --directly from Cyberpunk 2020.

A character's starting EMP is whatever they put into that score initially. A starting character's *Humanity* is equal to their EMP score x 10. So a character with an EMP of 6 would have a starting humanity of 60. Each piece of cyberware you put on a character has a *Humanity Cost*. This number is a random number determined by the GM, dependant on the piece of cyberware you have installed. *For every 10 points of humanity lost to cyberware, your EMP score drops by one (unequal values rounded down).* So if you installed a cyberarm with no options (Humanity Cost of 2d6 per the table at the back) and rolled an 11 humanity cost, using the example 6 EMP above, your humanity would now be 49 (60 - 11 = 49), and you would now have a 4 EMP. Remember to write down all the humanity costs for all your cyberware. Those little 1's and 0.5's are going to start adding up real quickly.

At an EMP of 3, the character is rather cold, personality-wise. With an EMP of 2, the character is foreboding, frosty, and distinctly unpleasant to other people. A character with an EMP of 1 is usually erratic, violent, and a sociopath. He is constantly fighting to keep himself from going over the edge and committing irrational acts of violence, including murder. At an Empathy of 0 or less, the character is a full-fledged cyberpsycho. At this point the character becomes an NPC, is driven by a hatred of all living things, and generally seeks to remove them all from the face of the planet. The cops call out the Psycho Squad, "detain" the 'borg, and stick them in braindance until the courts figure out what to do with them. Have a nice day.

A full listing of available cyberware is located in the back of the book. If you want something not on the table, or listed as "Black Market," call your Fixer and set up an appointment with your local RipperDoc. And make sure that health insurance premium is paid up. Now you know. Walk carefully. Guard your mind.

EXPERIENCE

Over time your character will improve. Every time you attend a gaming session, your character will receive experience points (xp) simply for showing up. You will get additional experience for good role-playing, showing initiative, creative solutions to dilemmas, etc. Generally, you will get 1 xp for showing up, 1 xp for being in costume, and 1 xp for decent role-playing. Any xp beyond that will be awarded based on input from other players. If you see an instance of extremely good role-playing, come and tell a GM. They'll note it down. If a character gets several 'nominations' from other players, they'll get bonus xp that run. But as a general rule, 3 xp per run is the norm.

Now, you say, what can I do with this xp? Well, you can improve your character. You use this xp to buy skills and increase your stats. The possibilities are endless. Well, not really, but you get the idea. Generally, as time goes on, your skills increase. In order to get them higher or buy new ones, you need a rationale for them, though. If you want to increase your skills, you can do it in one of two ways.

1. Study & Practice. While not the most efficient form of improvement, it does work. You can do this with any skill, but if you teach yourself a skill it will cost *double* the normal cost to raise it. You do have another option, however.

2. Being Taught. Finding a teacher is far superior to learning yourself. If you find teacher for a certain skill, you can raise that skill at the normal xp cost. This is where the TEACHING skill comes into play, though. *If someone wants to teach you a skill, they must have a higher level in the skill than you do.* Then they must average the skill being taught with their teaching skill (rounding down). That is the maximum level they can teach you in that skill. For example, Catharsis is trying to teach Sagan how to BRAWL. Catharsis has a 6 BRAWL and a 4 TEACHING. Average their scores together and you get 5 (6 + 4 = 10 / 2 = 5). So Catharsis could teach Sagan up to BRAWL 5. After that, Sagan needs to find a new teacher, or pay double the xp to get to level six.

The price for improving skills is dependent on the current skill level. The better you are at something, the longer it takes to improve in it. On the next page is the price in xp for skills and attributes.

Primary Attribute *(regardless of level)*	5 xp
New Skill	2 xp
Improve Skill *(with Teacher)*	Current lvl in xp
Improve Skill *(without Teacher)*	2x current lvl in xp
Special Ability *(with Teacher)*	2x current lvl in xp
Special Ability *(without Teacher)*	4x current lvl in xp
New Non-Profession Special Ability *(must have teacher)*	10 xp
Improve Non-Profession Special Ability *(must have teacher)*	5x current lvl in xp

Certain skills are difficult to learn. These skills have an *Improvement Modifier* next to them on the skill list, which is the number in parenthesis. This number is added to the xp cost required to improve that skill to the next level. For example, the martial art CHOI LI FUT has a modifier of 3. To improve my level in CHOI LI FUT from 4 to 5 would cost me 7 xp instead of 4 (with a teacher -- 4 xp for the current level, plus 3 for the modifier). These skills generally give bonuses in certain circumstances, and this bonus is offset by the difficulty in acquiring it.

Of course, you may also improve your character's 10 Primary Attributes. These cost 5 xp a point, regardless of level, and can be raised to a maximum of 10 using experience. Please note that some Attributes *may not be raised with experience.* All Attributes may be increased with the exceptions of **Luck**, and **Psyche**. Also, if you have any cyberware or bioware--any at all--you may not increase your Empathy stat either. If you wish to do so, you must first rip out all unnatural materials from your body (which could be detrimental to your health), then spend the xp to increase it. No exceptions to this. Period.

Now, If you do something **really** amazing--save the universe from total destruction, manage to successfully run Arasaka's mainframe, etc., then you might--you just might--get a merit point. Merit points can be used to get… merits! These are special things that few people have that are generally bigger improvements on your character. You can get favors from powerful NPC Corps, you can have a local Booster Gang befriend you, all sorts of things. But merit points are not handed out like xp. They are awarded rarely, so if you want them you really have to earn them. If you receive a merit point, talk to your GM about seeing a listing of available merits and what they do.

3. PLAYING

The golden rules of **Mind's Eye Theatre** apply in this game as well:

No actual combat.
No physical contact.
No real weapons.
No fake weapons.
No playing under the influence of alcohol or other drugs.

These rules are pretty basic. They are there to make sure everyone is safe and no one gets hurt or in trouble. You are playing in a public area, so remember to respect the rights of everyone else there. **If these rules are broken, you will be kicked out of the game for that run. That is your ONLY warning. If it happens again, you will be kicked out of the game, period.** The Game Masters run this game. You are playing with their permission. It is not your right. You are playing because they let you. Remember that.

Okay, you ask. I've got my character, my outfit, and my background. I'm ready to roll. Just how the hell do I do it? Well, If you've ever played White Wolf's **Mind's Eye Theatre**, you probably won't have much difficulty with this game either. The system uses a modified version of those rules for game play, altered to better fit the *Cyberpunk* 2020 system. Here's how it works…

The name of the game is **role**-playing. Generally, whatever you want your character to do , you act out--within certain guidelines. If your character says something, you say it. What you do, your character does. This is pretty much how things go, until you get into using skills.

To use a skill, you have to initiate a *challenge*. Generally, this involves your character trying to do something involving another character. To do so, announce to your target that you are using whatever skill you will be using on them, and then you play 'Rock, Paper, Scissors' to determine the outcome. If you win, your skill succeeds. If you lose, your attempt fails. Simple?

If someone challenges you with an action, you can either respond or *relent.* Relenting is saying that you're not going to challenge what the person is doing. If you do this, their action *automatically* succeeds. This can be beneficial in certain circumstances, but use your common sense to determine whether or not your character would relent to certain actions. Remember, stay in character.

Let's give an example. Let's say Ripper is shooting at Fraggle. Ripper announces to Fraggle he's going to be shooting at him with his Colt AMT 2000. Fraggle gets a chance to dodge. So they play rock, paper, scissors--Ripper throws rock, Fraggle throws scissors. Ripper won, so his attack succeeds. Fraggle takes a slug. But suppose Ripper throws rock and Fraggle throws paper. Paper beats rock, so Fraggle manages to dodge out of the way as Ripper shoots at him.

Outright wins are easy. Ties are a little bit different.

Now let's suppose Ripper throws rock and Fraggle throws rock. They tie. Now the have to *bid.* When a bid occurs, the people involved have to determine who has the higher score in the appropriate skill(s). The person that initiated the challenge starts the bid wherever they like, *up to the total of their skill and attribute combined.* For example, Ripper has a DEX of 9 and HANDGUN skill of 5. His total in HANDGUN is 14. Fraggle has a DEX of 9 and a DODGE of 4. His total in DODGE is 13. Ripper's HANDGUN is higher than Fraggle's DODGE, so Ripper's shot hits. He's more skilled than Fraggle is. Not Fraggle's best day.

In the event of a tie, if both parties involved have equal scores in their applicable skills, both parties fail. If it is an attack, it is considered a miss.

Sometimes the rules will call for a *simple test.* This is a test that does not directly affect a character. Usually it is just used to determine the outcome of certain circumstances. When you must perform a simple test, you can grab anyone that's around to test with you--it won't affect them directly. You play rock, paper, scissors, and if you win outright or tie the other person, you have 'won' the simple test.

The other type of test is a *static test.* This is similar to a simple test in that usually it does not directly affect another person. Unless otherwise specified, you can perform static tests with anyone. A static test requires you to play rock, paper, scissors against a set *difficulty*. This is the number you have to beat in your skill if you tie. For example, let's say Katherine is attempting to pick a lock. The lock has a difficulty rating of 17. Katherine does a static test against a GM (since they know the lock's difficulty) and ties. Her REF is 11 and her PICKLOCK is 7, for a total of 18. It's higher than the difficulty of the lock, so she manages to open the lock. However, if her PICKLOCK was only 5, her total would be 16. Not enough. The lock stays shut.

Generally, challenges against inanimate objects can only be made once every 5 minutes. Otherwise, if you had a PICK LOCK of 1 you could try to overcome the same lock Katherine just tried ten times a minute, which is not very realistic. However, you do have the option of a *retest*--if you have the talent. A retest is a representation of the level of skill a certain person has in certain things. For example, let's say Katherine did have a 5 PICK LOCK as we discussed above. If she ties, she can't pick the lock. But she can opt to take a retest. This is because her skill in picking locks is great enough to give her a second try right away. **You have a number of retests in a skill equal to your skill level each gaming session.** If Katherine had a 5 PICK LOCK, she could retest that skill 5 times each night. However, you are only allowed one retest per attempt at a skill. In other words, you can't blow your challenge, use your skill to retest, blow that challenge, then use your skill again and again and again until you succeed. You get your initial challenge, a skill retest, and if you're really desperate, you can use your luck for one free retest.

Luck works exactly like a skill retest, except it can be used at any time during game play regardless of the challenge. If you make a challenge, you can use luck for a retest. Period. You can only use it once per challenge, just like a skill retest. You can use your luck as many times per night as your score in it. So if Katherine had a 6 LUCK, she could get 6 free retests per night.

There is one other option, but it cannot often be used. It's an *Overbid*. When you attempt to overbid someone, you are saying that your skill in this particular challenge is so great, you think you can squash the other person like the insect that they are. If you successfully overbid, you get an *additional free retest* for that challenge. In order to overbid, your score in the skill you are using (combined with the appropriate attribute) must be at least **double** of the skill the other person is countering with. For example. Let's say Natasha, the suave bwana that he is, is attempting to use FAST TALK on Bubba the guard. His initial challenge fails. However, he is so confident in his ability in this area that he declares an overbid. His EMP is 8, his FAST TALK is 8, giving him a total of 16. Bubba is a borderline cyberpsycho with a massive 3 EMP, and he counters with his 4 LEADERSHIP, giving him a total of 7. Natasha's FAST TALK total is more than double Bubba's counter (3 + 4 = 7 x 2 = 14. Natasha has a 16), so Natasha's .Overbid succeeds--Natasha gets a free retest.

So, to summarize, if you make a challenge, you can retest once for a skill, and one more time for luck. If you're really good you can retest with an overbid. That's it. After that you have to live with the results. Also note, once LUCK is used, your retests are over. Your opponent can still use retests until they use LUCK, but once you use your LUCK, you cannot retest again. **LUCK is the final retest.** Other than that, the order of retests makes no difference, but once it's declared you have to use it. So if you say "Okay, retest FAST TALK. . . No, wait! Overbid!", it's too late choomba. You have to use your skill retest first. Deal.

When challenging another player, it will quickly become obvious that certain skills can be countered with several other ones. For example, when Natasha tried to FAST TALK Bubba, Bubba could have also countered with HUMAN PERCEPTION to see if he realized what Natasha was up to. So long as the skills being used can be explained somehow in an applicable manner, they can be used. The general rule of thumb is this: if you both agree on it, it's fine. If someone wants to FAST TALK you, and you counter with PILOT AV, so long as your opponent agrees it's fine. The point of the game is to have fun, not nit-pick rules.

The final thing that needs to be cleared up is difficulties for

static challenges. Generally, for ease of play, they are grouped into five basic levels:

Easy		10
Average	13	
Difficult		16
Very Difficult		19
Near Impossible	22	

So if the rules call for you to make a Difficult skill check, you need to make a static test, and must have a total of 16 or more in the applicable skill. For example, Hershey gets zapped by a taser. The taser card calls for an Average ENDURANCE check to remain conscious. Suppose Hershey has a BODY of 8 and an ENDURANCE of 5, for a total of 13 (8 + 5 = 13). He would win on a tie, since his total is equal or greater than what the test called for--he'd remain conscious. If he had a total of only 12, though, he would lose on a tie, since his total would be less than the difficulty specified by the card. In other words, goodnight Hershey.

Be aware that sometimes, the GM may decide it is just impossible for you to succeed in a certain action. For example, if you are attempting a skill and the difficulty is 10 or 15 higher than your skill total, they may just declare that is can't be done, period. It is dependant on the situation and the task being attempted, but it is the GM's final call, as in all things. This is just so you are aware of it.

Got it? Good. Let's move on.

One other thing for game play should be noted, and here is as good a place as any. At times you may see a person walking around with a colored armband on. This signifies something that would otherwise be very difficult to note in game play. Here is a listing of the colors you may see around in play and what they mean:

Blue	Uniformed Police
White	Trauma Team
Black	Hard Shell Armor
Red	Hologram / Remote
Yellow	Full 'Borg Conversion

At the moment these are all the colors that we will be using. There may be more brought into play, and this is the place they will be noted.

4. FRIDAY NIGHT FIREFIGHT
(Or better known as Combat)

Welcome to the edge. In case you hadn't noticed, the future is a dark place, and what with the collapse of the government and all, the Corporations have pretty much taken things over. You see, the government doesn't have the money. The Corps do. With the money comes the power, and they're not afraid to use it. Corporate intrigue in 2020 is standard, with several corporations vying for power in every city. There's a number of larger corporations that can be found in almost every major city in the world, and the smaller ones are like that only in (what was) the US. Cities have degenerated into strictly divided areas, with the Corp Zone on one side and the Combat Zone (usually just called 'The 'Zone') on the other. The difference in the level of wealth is astonishing. Generally, the Corp Zone is pristine, with nary a piece of litter to be found. It has high-tech security, heavily armed patrols (usually owned by the corps themselves), tailored landscaping, real trees (!), the whole nine yards. As you move toward the 'Zone, however, things become slowly worse. The city's police take up the patrols, and they become more and more scarce--and more heavily armed. The buildings and streets begin to get more grimy, and the lower life forms--prostitutes, drug dealers, etc.--start coming out.

Also, you can often tell where you are by the time of day. The 'Zone is actually relatively safe during the day. It's not until nighttime that the boostergangs and 'zoners start coming out to play. At the other end of the spectrum, the Corp Zone is a bustle of activity during the day, but relatively quiet at night. People attend plush parties in the evening, well secluded on private estates so the noise doesn't reach the street. So if in doubt, check your watch and look around. If it's dark and multicolored, heavily scarred teenagers with cyberware coming out their ears are around, you're probably in the 'zone. . . .On second thought, don't look at your watch. Someone might see it and cut off your hand to get it. Just hide instead.

But sooner or later, no matter where you are, you're gonna get into a fight. It's just life in Cyberpunk. You might be in a dance club and give someone the wrong look, and Whamo! Out comes the Magnum Opus "Hellbringer" .666 and you're lying on the ground hoping you paid your Trauma Team bill this month. But if you know what's going on, and you know when it's time to deck that 'Lacer behind you, ya gotta know how to do it. So. Ready? Too bad.

COMBAT

Combat is divided up into *rounds.* A round, in game time, is a period of 3 seconds. Once involved in a combat, everyone can make one (1) action per round without any penalties. Until it is your turn, please don't cause a lot of confusion and chatter pointlessly. Combats can take a bit of time, especially if there's lots of people involved, and if everyone is talking a GM might decide to do something nasty to keep people shut up. Say, take away everyone's retests. You get the idea.

The general layout is this: Initiative is determined, individual actions are resolved, round ends. Next round. Easy, right?

INITIATIVE

There's a rule in Cyberpunk: "Them that goes first, kills first." Remember that. Determining who goes first in combat is very simple. Whoever has the highest REF goes first, then everyone else in descending order. Equal REFs go simultaneously. The only exception to this is Solos. Solos get to add their Combat Sense to their REF when determining initiative. They're designed for combat, and they know how to handle it. Face it: *Solos just go first.* You may say this gives them an unfair advantage, but it doesn't. Just wait until after the fight when they come crawling up to their MedTechies and watch them grovel. They can dish out damage, but that's all they can do. If you're a Netrunner and you want to nail one, break into the city's police department and issue a warrant for their arrest. Cancel their credit cards. Hire a Techie to rig their locks to explode. In other words, use your imagination.

You do have one other option when determining initiative. If you declare *at the beginning of the round*, when initiative is being determined, that you want to make a fastdraw/snapshot you get a +3 bonus to your initiative, but have a -3 penalty to all actions that round. You're basically just going for speed and not really concentrating on what the hell you're doing. But if you just NEED that extra edge, you can do it. In martial arts or melee it's called the jai-jutsu (lightning strike). But the effect is the same.

So, now that we know who's going first, let's play.

ACTIONS

Initiative determined, it's time to figure out what everyone is doing. The person with the highest initiative declares his action, then that action is resolved. The effects of the action are immediate. If you get shot and killed before your action, you moved too slow. You're dead. No action for you, choomba. In other words, **action results take effect immediately upon resolution of the action**. This continues until everyone has had an action, then another round begins.

Here are the actions possible in a single combat round:

- **Run up to 3x your MA (in paces)**
- **Attack up to your weapon's maximum rate of fire (ROF)**
- **Make a melee attack**
- **Dodge / Parry**
- **Escape a hold or a trap**
- **Aim (giving +2 bonus for each consecutive round, up to a max of +6)**
- **Reload or change a weapon**
- **Mount or dismount from a vehicle**
- **Repair or give medical aid**
- **Perform a non-combat task**

Note that you may move up to your MA (in paces) and perform one of the above actions without penalty. Moving is considered the first action if performing multiple actions.

You can declare multiple actions, but if you do so all actions beyond the first incur a -3 penalty *to each successive action*, with a maximum of three (3) actions. You can make attacks with two weapons, but this incurs a -3 penalty to *both* attacks. Also note that there is no way to get a weapon to attack more often than it's ROF. In other words, you can't fire 10 bursts with your Minami in one round, no matter how hard you try. The weapon's ROF is it's limit by the laws of physics.

Here's a description of all the actions listed above, for those of you who were wondering.

Run. If you want to get somewhere fast, then you opt to run. You can sprint up to 3x your MA (take your MA x 3 in steps from your current location). This is considered one action. Remember, you can move up to your MA (in paces) normally without penalty--this is considered part of your action.

Attack. We'll cover all attacks here. Whether you're making a distance attack, a melee attack, or using BRAWL or MARTIAL ARTS, it amounts to the same thing. The first thing you must do is announce that you are making a "COMBAT CHALLENGE". This is so that everyone that would be able to see or hear you knows you are doing something that would be plainly obvious.

You can then attack up to your weapon's ROF, or make one (1) melee or hand-to-hand attack. Even if you decide to make multiple actions and take the penalties, you can't make a weapon have more attacks than it's ROF. You can make more hand-to-hand attacks, however (3 maximum, remember).

One other note here. In some games of Mind's Eye Theatre, it is common practice to respond to someone's attack challenge with an attack of your own (e.g. Sam: "I'm brutal and I claw you." Bob: "Well I'm brutal and I claw you!") This **cannot** be done in Cyberpunk because of order of actions. If someone attacks you, you do get an automatic chance to dodge or parry it, but you can not respond with another attack. Every action must be resolved individually.

Dodge / Parry. These are grouped together because there's certain rules about what you can and can't do, depending on how you're attacking. Here's the rule: *distance attacks can*

only be dodged. You cannot use MARTIAL ARTS or FENCING to avoid a bullet or such. As a general rule, if you're fighting up close, you must use the skill you're attacking with as a defense as well. Parrying is simply using a weapon or body part to deflect the blow, and has the same effect as dodging. It is included because you parry in hand-to-hand attacks rather than dodge, but the result is the same--you don't take the damage.

Now wait, you say. Don't I already get a response to every attack? Yes, I answer, you do. But if you elect to Dodge or Parry during a combat round, *you cannot take any other actions except move your normal MA.* You are doing nothing but trying to avoid getting hit. If you choose to Dodge or Parry as your action, you get a +6 bonus to your DODGE / PARRY vs. all attacks made against you. This can be a real lifesaver.

Escape. If someone has you in a hold or you are held by a trap, device, etc., you can take no further physical actions until you escape. Period.

Aim. Aiming is a wonderful thing. Instead of taking an action, you can choose to aim at a target instead. Every round of aiming gives you an additional +2 to your attack against that target, assuming they stay in your line of sight and you are not disturbed while aiming. If you are disturbed (say, a 10mm slug in your chest) or lose line of sight, your aiming bonuses are lost. You can aim up to a maximum of 3 rounds, giving you a +6 bonus to your attack.

Reload or Change Weapon. Pretty self-explanatory, but it needs to be said anyway. You'll be doing this often if you're one of the types of people that like full-auto weapons. You can never carry too much ammo, remember.

Mount or Dismount Vehicle. Getting into or out of a vehicle, on or off a bike, etc., requires an action. Doesn't come up often, but again, needs to be said.

Repair or Give Medical Aid. JURY RIGging something or using a medical skill to stabilize a character counts as an action. Full repairs cannot be carried out during a combat round. Unjamming a weapon is included in this section.

Non-Combat Tasks. If you want to do something else during a combat round other than what's listed above, use common sense. Using a skill is considered one action. Talking is not an action. You can shout out whatever the hell you want in that 3-second period--provided it takes less than three seconds. If you want to do a flip over a table, however, that'll count as an action. Either decide amongst yourselves if something's considered an action, or ask a GM for a ruling.

It is possible to ambush or backstab someone in game. You can elect to set up an ambush any time your opponent is unaware of your location and intention to attack, or his attention is on another task requiring a great deal of concentration. If you manage to get them in this situation, you would be required to challenge the target with a STEALTH roll, the target countering with his AWARENESS. If you succeed, it doesn't give you a free action or let you go first. You do get a +5 bonus to your first attack, however. You can do this in combat if your opponent is not aware of your location. Once the ambush is sprung, the bonus is lost. You need to set up another ambush to get the bonus again.

If you are trying to get the hell out of a combat, you can try, at least. If at the end of the round you are out of line-of-sight of everyone involved in the combat, you can escape on a successful STEALTH test versus an Average difficulty. If you succeed, you managed to sneak away. Otherwise, people can still try to mack you.

DAMAGE

Okay, so that schmuck hit you. Now you take damage.

Every weapon in the game has a damage rating. This is the amount of damage the weapon does when it hits you. On your character sheet you see a bunch of little boxes? Those are your hit points, essentially. When you get hit, you mark off the little boxes to show how badly hurt your character is. The worse hurt you are, the more boxes are checked off.

Now, before you start slashing off all those boxes, read this through. Remember back when you made your character, we told you that your body type would affect the amount of damage you take? Here's where it comes into play. Your BODY score indicates how tough a customer you are, and in part your ability to shrug off damage. The table below shows the modifiers to damage for the different BODY scores:

BODY	Modifier
3-4	-1
5-7	0
8-9	1
10-12	2
13-14	3
15+	4

To determine how much damage you take, subtract your BODY modifier from the damage. So if you had a BODY of 10, and you got hit with a 9mm slug (damage 6), you'd take four (4) points of damage (6 - 2 = 4). You'll notice the -1 modifier for Weak body types. This number is actually **added** to damage to represent the frailty of that body. Note that damage can never be reduced to less than one (1). If it gets through your armor, you'll take at least one point of damage. Speaking of which. . .

ARMOR

Armor is what stops you from taking damage. If you get hit, it's a last line of defense between you and that thing that's about to make you into fresh hamburger. Armor is rated by *Stopping Power, or SP.* When you see an armor card, it will have something that looks like the following on it:

Metal Gear
SP 12 / 18 / 24
Shell: Hard
EV: 2

The card has the type of armor, it's SP rating (highlighted), whether it is hard or soft armor, and it's *encumbrance value.* But more on that in a moment. First off, we'll deal with the SP.

Stopping Power, or SP, is the amount of damage the armor can stop from getting through to whatever's underneath it. The first number after the SP is the armor's stopping power. For example, Metal Gear has "**SP 12** / 18 / 24" listed on the card. That means its stopping power is 12. **This is the amount of damage the armor will automatically stop outright on a successful attack.** If a shot does manage to penetrate the armor, **this is also the amount the damage will be reduced.** So in the example above, if 15 points manage to get through the armor, the armor manages to stop 12 of it, resulting in 3 points getting through. If you were wearing the armor, you would take 3 points of damage (minus your BODY type modifier).

The second and third numbers represent the amounts of damage the armor has the *potential* to stop outright. If a weapon's damage rating is greater than the first number after the SP, but equal to or less than the second number, it will be stopped by the armor on a successful simple test. For example, say you get hit with a 5.56mm slug (15 damage) while wearing Metal Gear. Since the 15 damage is between the 12 and the 18 SP of the armor, the armor would stop the damage on successful simple test (on a win or a tie). If the last number is an infinite symbol (∞), then no matter how much damage an attack does, it will always stop it on an outright win. So if you see some armor rated **SP 16 / 24 / ∞**, make the person wearing it your friend. At the very least don't shoot at them.

If a weapon's damage rating is greater than the second number after the SP, but equal to or less than the third number, it will be stopped on *an outright win only* on a test. For example, you're wearing Metal Gear again and get hit with a 7.62mm round this time (19 damage). Since the 19 damage is between the 18 and the 24 SP of the armor, the armor would stop the damage only on an outright win during a test.

If a weapon's damage rating is greater than the last number, it just slices through the armor automatically. It is still reduced by the SP of the armor, but you automatically take the damage. For

example, if a rail gun (damage 30) hits the Metal Gear above, it will automatically get through the armor and damage the wearer.

In all of the above cases, even if the damage gets through the armor, it will still be reduced by the SP of the armor. In the examples above, the 5.56mm slug would have done 3 points of damage (15 damage minus 12 SP equals 3), the 7.62mm slug would have done 7 points of damage (19 - 12 = 7), and the rail gun would have done 18 points of damage (30 - 12 = 18), minus any modifiers for your BODY score.

So, if it hits, see if it's stopped. If it gets through, subtract the armor's SP. Then subtract your BODY type modifier. Finally, apply the damage (cross off the little boxes now).

The next thing is the difference between Hard and Soft armors. Hard armor is rigid, and it is plainly obvious when it's being worn. You cannot hide hard armor. It is large and uncomfortable, and generally only worn when you know it's gonna hit the fan. Not to mention it is bulky and has the habit of drawing attention to itself--especially from the police. Expect to be detained if you're caught wearing hard armor in a public place.

Soft armor, on the other hand, can and often is worn without being noticed. Even in the 1980's there were kevlar vests and other less than obvious ballistic material weaves. Today, virtually any clothing can be armored to some extent to provide protection. You can even get sheik designer clothes (and who isn't on the hippest trend of the week?) that have an SP rating. Even bandanas. If you armor them too much, it becomes obvious, and people will be able to tell. But you can still get a decent degree of protection, and still remain fashion conscious. And the world of Cyberpunk is *very* fashion conscious. *Very.* There are also a few rules regarding the difference between hard and soft armors, but they will be discussed in more detail later.

And please do remember that your armor only protects what it covers. So you might want to invest in a few different pieces of armored clothing, if you're looking for a full-body protection. For ease of play, we have grouped coverage locations to the following areas:

Upper Arm	Upper Leg
Lower Arm	Lower Leg
Hand	Foot
Neck	Head
Upper Face	Lower Face

I realize that some of the borders of what is covered (e.g. elbow, knee) may be vague, but most often this is a case-by-case basis anyway. Note it on the card.

ENCUMBERANCE VALUE

The final value on the armor card is the Encumbrance Value. This is a measure of how much the armor limits your movement, how much of a hindrance it is to you. Generally, the larger the SP, the greater the encumbrance value, or EV. Metal Gear is fitted to each individual, and it still has an EV of 2. What this means is that when you're in combat, any action involving the use of your REF stat is at -2. Everything has a cost. Some armors have an EV as high as 4, so think how much you're gonna need that REF stat before you start shrugging on the heaviest armor you can find.

As a quick example, suppose Gemin is wearing his Metal Gear and decides to shoot that annoying fool Delgado with his rifle. Gemin declares his challenge, and Delgado dodges. They tie. Gemin's REF plus RIFLE is 14, and Delgado's REF plus DODGE is 13. But unfortunately for Gemin, his Metal Gear has an EV of 2, so his total is only 12 (14 - 2 = 12), so his shot misses Delgado.

LAYERING ARMOR

While you may think it's a great idea to put on twelve layers of armor, we simply aren't dealing with that in this game. If you want to wear 14 armorjackets and 2 flak vests, go right ahead. It won't help.

ARMOR DAMAGE

When an attack penetrates your armor, it will inevitably damage the armor, thus lowering its effectiveness. Each time your armor is *penetrated* by an attack, it will be damaged-- e.g. A hammer won't affect your armor even if damage gets through, while a knife will. Each of the three SP numbers for the armor will be lowered by one (1) point. If the first number of the SP reaches zero, the armor is effectively destroyed and cannot be repaired. Otherwise, anyone can repair the armor, at a cost of 20eb in materials and ten minutes (for a shoddy job, or 20 minutes if you don't want marks) per point repaired (Average Basic Tech test for each point). Or you can bring it to professionals and have it repaired by them for 50eb a point, without any telltale marks left of the repairs.

EFFECTS OF DRUGS ON ARMOR

If you hit someone with a drug in an armored location, it will take the first number of the SP rating for the armor--in rounds (or minutes)--to soak through the armor and start affecting the person underneath. So you might want to consider a called shot.

For example, suppose Liv is shooting at K with her paintball gun, using a soporific load to knock him out. She shoots and hits K on his armorjacket, which has an SP 9 / 14 / 18. This means that the drug won't soak through K's armor for a full 9 rounds (or minutes, if combat ends). So if he can get the jacket off before then, there's no effect. Bad news for Liv. If he waits more than that, however, the drug will start affecting him as normal. Cool, huh?

ARMOR PIERCING ROUNDS

Another reason why armor isn't the end-all-be-all of protection is a little development way back in the 20th century called Armor Piercing rounds, or AP rounds. They are dense, streamlined bullets designed to slice through whatever they encounter. Luckily, their streamlined design prevents them from doing as much damage to the human body as normal bullets do. Not much comfort, but any port in a storm.

In effect, the SP rating of armor vs. AP rounds is *halved* (all values) when comparing to the damage, but any damage that penetrates is *halved* when calculating actual damage (round all fractions down). For example, let's say our friend Delgado was shot with a slug (damage 6) while he was wearing SP 8 / 12 / 16 armor. Since the 6 damage is less than the 8 SP, normally the bullet wouldn't get through at all. However, let's suppose that it was an AP round. The effective SP of the armor (when compared to the bullet) would now be **4 / 6 / 8** (!) instead of 8 / 12 / 16, giving it a chance to get through. Let's suppose Delgado fails his simple test and the AP round gets through his armor. The bullet does 6 damage, minus the 4 SP of the armor means 2 damage gets through to Delgado. But since it's an AP round, that damage is divided by 2. So Delgado takes 1 point of damage. Not a lot, but at least the shot damaged him.

Generally it's just better to duck behind a Dataterm. They're designed to withstand car crashes.

WOUNDS

So your armor didn't stop the bullet, and you couldn't shrug off all of the damage. It's time to take a wound.

When you take a wound, cross off one of your wound boxes for each point of damage you take. You'll notice the boxes are grouped into sections of 4 boxes each, each with a label above them. When you're unwounded, no problem. You function normally. As you start to take damage, though, your performance suffers. Wound effects are as follows:

- At a **LIGHT** wound level, the character suffers no penalties to his actions. He just hurts a lot. ("It's only a flesh wound. . .")

- At a **SERIOUS** wound level, the character suffers a -2 penalty to all his actions. He's hurt, bleeding, and definitely hampered. Immediately make a *consciousness check* as described below upon reaching this wound level.

- At a **CRITICAL** wound level, the character suffers a -4 penalty to all his actions. He's holding his guts in with one hand while doing his damnedest to stay in the battle. Immediately make a

consciousness check as described below upon reaching this wound level. MA is 1/2 normal.

- If a **MORTAL** wound level is reached, the character is nearly dead. Make an immediate *Death Save*. If won, he must win a simple test immediately to see if he remains conscious, and is at a -6 penalty to all actions regardless. Every round he goes without medical attention he must make another simple test to see if he falls unconscious and/or dies. MA is reduced to 1/3 normal (round up), and you cannot initiate a challenge (without certain cybernetics). Most people are going about their business expiring already. Messily.

SPECIAL WOUND CASES

Limb Loss. Any attack causing 8 or more points of damage after all modifiers has a chance to blow off a limb or mangle it beyond recognition. Make a simple test. If you win outright, you took the shot in your torso and thus manage to keep all your limbs intact. If you tie or lose, kiss one of 'em goodbye. Have someone pick a number between 1 and 5. Choose a limb (include the head). Head hits mean you lose an eye or an ear, take your pick or determine randomly.

Consciousness Checks. As stated above, any time anyone falls into the Serious wound category or worse they must make a consciousness check. To remain conscious, you must make a static ENDURANCE test, with the difficulty equal to the number of points of damage you've taken. For example, if you take a gunshot that does 7 points of damage after all modifiers (Serious would level), you need to make an ENDURANCE test with a difficulty of 7 to stay conscious. If you are wounded and fall in the Serious or Critical wound levels, this must be done only when you take damage within that wound range, and if you fail you may re-check every round until you regain consciousness. Upon reaching the Mortal wound level, however, you must make a check every round until you are *stabilized* --the wounded character must win the static test each round to remain conscious . If they fail, they may make another check each round to see if they regain consciousness, but they must continue checking every round until being stabilized (see below for more details on Stabilization).

If you are no longer in a combat situation but are at the Mortal wound level, you must make a consciousness check every five (5) minutes to see if you retain consciousness. Until stabilized, of course.

Death Saves. If your character reaches the Mortal wound state you must immediately make a *Death Save.* This is done by performing a static test against the number of **Mortal** boxes checked off vs. the character's BODY score plus his ENDURANCE skill. This check must be made every round until the character is stabilized. For example, if Brett takes a wound from a railgun and is 3 boxes into the **Mortal** wound level, he must make a static test vs. a difficulty of 3 (since he's 3 boxes into the Mortal wound level) using his BODY plus ENDURANCE. He must do this every round until he is stabilized. So you can see, no matter how high his skill level, eventually he's going to fail a check and bite it. The only way out is stabilization.

Stabilization means the character is no longer losing blood and that all major damage to his body has been contained through the use of drugs, battlefield surgery, or wound dressing. Anyone can try to make a stabilization check. It just works better if you have some medical skill. A *lot* better.

A stabilization check is made by making a static challenge vs. the number of points of damage the character has taken, using the assisting character's TECH plus any medical skill available (MedTechs can *double* their MEDICAL skill for stabilization purposes). For example, Brett has taken 15 points of damage as in the above example, and Savage tries to stabilize him. Savage does a static test and ties. The difficulty is 15 (because of the 15 points of damage), and Savage has a 6 TECH and a 5 FIRST AID, for a total of 11. Not even close. Brett's gonna have to suck it up another round, or he's tomorrow's Body Bank Special. But next round Savage can try again. This will continue until either Brett is stabilized or is dead.

No, you can't try to stabilize yourself. Twerp.

There are several drugs and Medkits that will give you bonuses to stabilization tests, so you might want to check around. Who knows? Maybe it'll even save your own sorry ass. For more information on damage and healing, see the ***Trauma Team*** section. It gives more rules on consciousness checks, death saves, and healing damage.

MAKING ATTACKS

Here are the in-depth descriptions of all rules governing attacks. It is divided into sections for ranged weapons, automatic weapons, unusual ranged weapons, beam weapons, area affect weapons, and melee attacks.

Ranged Weapons: When using any ranged weapon, to attack you initiate a challenge. If you succeed, you hit. If you fail, you miss. If you tie, you bid and whoever has the highest cumulative score of their traits and skill wins. *If both parties have equal scores, the attack misses.* Every ranged attack **must** be defended with dodge. No other skill will apply; you can't STEALTH or ATHLETICS out of an attack. Period.

Range is not usually a concern in LARP. Almost always you will be at short range. If you are not (which is the GM's call), you get a -2 modifier for medium range, -4 for long range, and -6 for extreme range. Range listings are given in the weapons section in the back of the book. Remember, the ranges listed are *long* range for the weapons. Here's how the ranges break down for all weapons:

Short	1/4 Listed Range
Medium	1/2 Listed Range
Long	1 x Listed Range
Extreme	2 x Listed Range

So a pistol with a 50m range only has a short range of 12.5m, or 12-13 paces in live action. Keep that in mind.

If you are at point blank range (right up to your target), you get an automatic called shot. So if you want to blow off a leg or what have you, that's the way to make sure you get the correct limb.

Modifiers come into play when the target has cover or something along those lines. The following table lists the modifiers for attackers in combat, and has been seriously streamlined from the normal rules:

Aiming	+2 per round (+6 max)
Ambush	+5
Blind	-4
Called Shot	-6
Fast Draw/Snapshot	-3
Using two weapons	-3 to both
Laser Sight	+1
Silencer	-1
Smartgun	+2
Targeting Scope	+1
Full auto	+1 per 10 rounds
Full auto, beyond close	-1 per 10 rounds
Three round burst *(short/medium range only)*	+3
Range	
Medium	-2
Long	-4
Extreme	-6
Target has:	
Partial Cover	-2
Full Cover	-4
Total Cover	-6

Partial cover is when the target has at least 1/3rd of their body covered. Full cover means that more than 2/3rds of their body covered, and Total cover means that you're shooting through a wall or the like.

My suggestion is to keep a copy of this table with you so you don't have to bitch and argue about what modifiers do what. It really doesn't matter who uses what modifiers (i.e. if the defender takes the range and cover modifiers as bonuses to their dodge) so long as their taken into account. The best idea is to take all the modifiers that are to your advantage, and let the other guy worry about his own.

CALLED SHOTS

If you just want to shoot someone, attack as usual. However, if you want to make a called shot, you must declare it at the beginning of your turn. You can only make called shots in semi-auto mode (ROF is 1 no matter what)--no full auto called shots. Once it is declared, make your attack as normal, with a -6 penalty for the called shot. After all retests, if you have hit your target, you have hit the desired location.

If you are distracted in any way before making a called shot, just as in aiming, you cannot make the called shot, and must make a normal attack.

Note that while making called shots is an excellent way to bypass armor, you are taking a severe penality to do so. Also, just because someone is only wearing a t-shirt doesn't mean that it isn't armored. Also remember that in live action there are no damage modifiers for hit location. So head shots aren't any more useful than any other location. You may be better off shooting someone's gun instead.

If you do try to attack someone's weapon, for the record, it will break the weapon on a successful hit. The weapon can be JURY-RIGGED to work for the remainder of the fight, but after that, it will have to be repaired at a cost of 50% of the weapon's total value, requiring a Difficult WEAPON TECH check or a Very Difficult BASIC TECH check. If there's electronics on the weapon (e.g. smartchipped), then it will also require a Difficult ELECTRONICS check to get the circuitry working again.

WEAPON RELIABILITY

All ranged weapons have a *Reliability* rating. The ratings are either Very Reliable (VR), Standard Reliability (ST), or Unreliable (UR). This is a measure of how well the weapon performs under adverse conditions, and how often the mechanism jams or breaks down. Here's how it works:

VR - The weapon will not jam.
ST - If the final test is an outright loss, perform a simple test. If the simple test is failed, the weapon jams.
UR - If the final test is an outright loss, the weapon jams.

So, as you can see, it can be a real bummer to buy an unreliable weapon at times. This explains some of the price differences between otherwise identical weapons.

If the weapon does jam, it takes an action to attempt to clear it, and is an Average Weapon Tech test to successfully do so. Some Unreliable weapons may have special effects on a jam, so please make sure you consult your item card to make sure of jam effects.

WEAPON ATTACKS

Silencers: Silencers are unique items. They are designed so that people that are nearby will not hear a gunshot go off. They are obviously designed for stealth, and not generally for ranged work. When using a silencer, you do not have to declare "COMBAT CHALLENGE" when you make an attack, but if someone asks what they see you still must tell them. Silencers also impose a -1 penalty to weapon accuracy, and decrease concealibility by one level. They cost 100 eb, but are technically illegal and thus must be obtained through some unusual means.

Automatic Weapons: Automatic weapons make ranged attacks as above, but they have three different modes they can use in addition to normal weapons. The *three round burst, full auto, and suppressive fire.*

The *three round burst* is a combination of full autofire and semi-automatic, and takes the best of both of them. It can be used against a single target, only at close or medium range, but when used it gives the attacker a +3 bonus on ties. If a hit is scored, do a simple test to see how many bullets hit:

The attacker and defender do a test:
If the attacker wins, three (3) bullets hit.
If they tie, two (2) bullets hit.
If the attacker loses, one (1) bullet hits.

It is a very nice feature for weapons when used at the proper ranges.

Full auto is when you want to hit a number of targets or make sure a single target is dead, dead, dead. Modifiers for it are based on the weapons ROF. For every 10 shots fired, you get a +1 modifier to hit at close range. Beyond close range, you get a -1 modifier for every 10 shots fired. It is not a good option for long-distance attacks.

If you attack a single target with it, you must determine how many bullets hit. this is done by comparing traits, just as if it were a tie.

On a successful attack using full auto, determine how many bullets actually hit by making a test as in a three-round burst:

If the attacker wins, six (6) bullets hit.
On a tie, four (4) bullets hit.
If the attacker loses, two (2) bullets hit.

If the attacker won outright on the final attack test, add two (+2) additional bullets to the total.

Each bullet it considered an individual attack for armor and Body Modifier effects. In other words, if 4 bullets hit the target, don't just add up the total damage and apply it as one attack. They all hit, but damage is calculated for a single bullet and then multiplied by the number of bullets that hit—in this case, four.

For example, let's say that Ricki is attacking Cobra. Ricki fires at Cobra using full auto and scores a hit during their test. Now they make another test. If Ricki wins, 6 bullets will hit Cobra. If they tie, then 4 bullets will hit cobra. If Ricki loses the second test, then only 2 bullets hit Cobra. If Ricki had won outright on the final attack test against Cobra, then she would get to add 2 bullets to whatever the result of the second test was. This would change the possibilities from 2, 4, or 6 bullets to 4, 6, or 8 bullets (for attacker loses, ties, and wins on the second test, respectively).

If you are attacking multiple targets, they all must be within 1 pace of each other (estimate distance--if it's too close to call assume they can be hit). You all throw rock, paper, scissors at the same time (!) and whoever loses gets hit (determine ties as normal, number of bullets hitting targets is determined as three-round burst above). You can only hit with as many bullets as your ROF, remember. If this turns out to be a problem (too many targets and hits for your weapon's ROF), just spread out the hits as evenly as possible. Also remember that you can choose how many bullets you want to fire up to your maximum ROF. So if you don't feel like putting out all 25 shots, feel free to fire 10 if that's all you want. But remember to keep track of your ammunition.

Suppressive Fire is essentially a modification of full auto. When you use suppressive fire, you are trying to ensure an area is covered by bullets. First, you must declare an area being suppressed. This area can be no more than **half** the width in paces of the number of shots being used (e.g., if you used 10 shots to suppress an area, it could be no more than 5 paces wide). Anyone passing through this area **after your turn** must make a DODGE test against the attacker, with a difficulty equal to **half** the number of shots being fired. Losing the test means you get hit (determine as 3 round burst). For example, say Gabriel decides to use suppressive fire on an area 5 paces wide. He puts 20 bullets into it from his FN-RAL. Savage decides he needs to chance it and runs through the area after Gabriel starts suppressing it. Savage must then do a static test against Gabriel with a difficulty of 10 (20 shots / 2 = 10) to avoid taking a hit. Obviously, this works much better if you can put a lot of lead into an area. Also, you can coordinate your attacks so that multiple people cover the same area. If more than one person is suppressing an area, you must test with every person suppressing it when you pass through it.

Unusual Ranged Weapons: These are weapons that are not normally seen on the streets or have unusual effects. They are listed below for ease of reference.

Airguns are paintball guns from the late 20th century--improved upon a bit. They do *bruise damage* only, but can carry poisons and drugs in them equivalent to a single dose each. Note that unless you have sealed armor with an independent air supply, the drugs will affect the target *through the armor*. More on poisons and drugs in the ***Trauma Team*** section later on.

Tasers require the victim to make an immediate static ENDURANCE test versus a difficulty given on the weapon. Failure means the victim is out for 10 minutes, and can't be woken up by anything, even taking damage. The victim's nervous system is fried.

Dart and Needle guns have natural AP effect. They don't do much damage individually, but needleguns are capable of being loaded with a dose of poisons or drugs as per paintballs, making them very interesting indeed.

Power Squirtguns may sound silly, but you won't be laughing when you get hit with a dose of Biotoxin IV in the face. They are small, can carry a large number of drug and poison doses, and don't set off metal detectors. Like paintball guns, unless you have sealed armor, the drugs will affect you through the armor. They do have a very short range, however.

Archaic Distance Weapons such as bows, crossbows, spears, knives, and throwing stars are very rare in 2020. They are either fired (usually using the ARCHERY skill) or thrown (using the ATHLETICS skill), and are capable of holding a single dose of drugs or poisons on them, which is used up when the weapon attacks--hit or miss. They can only be used at short range.

Beam Weapons: Energy discharge weapons are entering their infancy stages in 2020, but they do exist. Generally, they are bulky and have limited shots and incapable of any form of automatic fire. They do scare the hell outta people, though.

Lasers are around in rifle form, but illegal to possess except through special permit. Not that this will stop anyone. They have limited range, but you can adjust the power setting to your taste. They have special energy cells for magazines (which are extremely rare!) but can recharge off a wall current overnight.

Microwavers are much more advanced and have very interesting effects. Their power pack is similar as that of laser weapons, and inflict limited burn damage through armor. If a character with any cybernetics is hit with a microwaver, they must also immediately make a special challenge:

If the character wins, nothing else happens.
If the character ties, all their cyberware is shorted out for 2 to 6 rounds
(simple test).
If they lose, all their cyberware is shorted out until repaired, and the character suffers something akin to a Grand Mal Seizure for one to three (1-3) combat rounds.

Remember, cyberware is **heavy** when it loses power. While a character's cybernetics are shorted out, they can't use their cyberlimbs--if you have one cyberleg, or if you have neuralware, then you are at **half** your **original** REF and MA. If you had two cyberlegs, you are immobile and at half REF.

Microwavers don't do much physical damage per se, but can be almost certain death to a heavily cybered character. A neural pulse can completely ruin your day. Another reason to think twice before cybering up heavily. And, for the record, you can only use LUCK to retest a Microwaver effect.

Area of Effect Weapons: *Shotguns, grenades and explosives, flamethrowers, missles and rockets, mines and RPGs (rocket propelled grenades)* all fall into this category. Generally AOE weapons are nasty, and (with the exception of shotguns) illegal for most people to possess. Still, we'll go over them to make sure you know how to deal with them.

Shotguns are pretty commonplace, firing either "shot" or slugs. Shot is essentially a group of small pellets that come out of the barrel of the weapon in a cloud. The pattern, as it's called, gets wider as the distance from the barrel increases, until eventually they disperse so much they lose their effectiveness, greatly reducing the range of the weapon. As a general rule, for playability, assume anything within **1 pace** of the target of a shotgun attack is also hit for normal damage as well. Also here we'll deal with *Autoshotguns*. The single nastiest city fighting weapons ever created, this is a fully automatic shotgun. They have slow ROF compared to assault rifles, but you can literally fill an entire corridor with lead, hitting virtually everything in it when fighting in cramped quarters. These weapons are so vicious that they are literally banned by the Geneva Convention as unacceptable for use in war, today in 1998. In game play, this is pretty normal though. Assume that shotguns work just like autoweapons except that when they use their full auto feature, they must put each shot within one pace of the last one. So an autoshotgun with a ROF of 10 can make a solid wall of lead shot 10 paces in length if the user so desires. And yes, under the right circumstances this might mean there is no way for you to avoid being hit--no DODGE challenge:

*You cannot dodge an autoshotgun attack **only when**:*
- It is being used in an enclosed area (such as a corridor), and
- It can put out twice as many rounds as the width of the area in paces.

For example, Dorien decides it's time to mow down Babette in the corridor she's currently in. Dorien cuts loose with her Arasaka Auto 12, putting 10 shells into the corridor. As it turns out, the corridor is only 5 paces wide. Since Dorien can put out 2x the width of the hallway in paces (2 x 5 = 10), Babette doesn't get a chance to dodge. Determine hits as per Full Auto against multiple targets. Yes, fewer rounds will hit than if you just used a Full Auto attack on her and hit, but the bonus is you don't have to even make a check--you just automatically hit. Also, if Babette had her 2 friends with her and they were all coming for Dorien, you can see how it would be an incredible advantage for Dorien.

These weapons are **highly** illegal for almost everyone to possess, and expect no mercy if you're arrested and put on trial for using one.

Grenades are one of the most useful things a person can have under the right circumstances. They have an AOE from 2 to 5 paces, depending on type, and vary in size from 25mm to 40mm or larger. They can be detonated using timers, by radio control, trip wires, or any number of other methods. Grenades may be thrown up to 3x your BODY in paces (using the ATHLETICS skill), if you really need to know.

When throwing a grenade (at short range), the attacker must make an Average (13) static ATHLETICS challenge to see if he hits his target. If the attack is successful, all items (including characters) within the area of effect immediately suffer the effects of the grenade--you can't dodge. Cover will protect a character if they are **fully** out of line of sight. Otherwise, suck it up, choomba. If the attack is unsuccessful, assume the grenade went off but managed to somehow miss everything in sight. Amazing, that.

The specific types are listed in the books along with their effects, but we will discuss gas grenades here. When a gas grenade hits, it immediately covers an area 3 paces in radius from the point of impact, and everyone within that area suffers the effects as described by the type of gas. On the second round, the gas continues spreading, extending another three paces outward for a total of 6 paces from the point of impact. After the second round diffuses and is no longer a threat.

Flamethrowers are fairly rare, and can make unique attacks. A flamethrower, when attacking, can declare a starting point and a finishing point, and everything in that area is ignited. This is a single attack and uses one ammo of the weapon. Otherwise it is resolved exactly as a full auto attack is (although they will be hit only once by the attack), with the defenders leaping to safety if the attack misses. Inanimate objects are handled the same way as well. The fire lasts three rounds, burning out after that time. The fire can be extinguished by normal means. If you're trying to put yourself out, you must win a simple test outright, and it uses up your entire action.

Also note that armor is only at 1/2 effectiveness against flame or burning attacks (including incendiary grenades). You can get your armor or clothing fireproofed, however, which will provide added protection (at a price, of course). See the Armor section in the Equipment listing for more details.

Mines and Explosives are handled the same in LARP. They can be detonated by the same means as grenades can, but generally do more damage and have larger areas of effect. They are generally not as portable as grenades and often have built-in proximity detonators of some sort (mines) or need separate detonators (explosives).

RPGs, Missles, and Rockets are few and far, far between. These all require the HEAVY WEAPONS skill, and have ranges in the area of a few kilometers. Don't expect to see them, but they are handled the same as explosives. With a very, very large area of effect, and loads o'damage.

Melee Attacks: As stated before, you get to make one (1) melee attack per combat round without penalty. Melee attacks include using a hand-held weapon, cyberweapons, and unarmed attacks. They don't all use the MELEE skill, but they're all addressed here. Let's start off with hand-to-hand weapon attacks.

Melee attacks (using the MELEE skill) include using any weapon in close-quarters combat (except swords, which use the FENCING skill). These attacks are resolved just as any distance attack would be resolved, except the attacker must be within hand-to-hand range of the defender. Also, melee attacks gain the bonus of **adding** the BODY modifier (given earlier in the **Damage** section) to the damage of their attacks. So someone with a BODY of 10 making a melee attack gains a +2 bonus to damage done.

Unarmed hand-to-hand attacks are resolved just as melee attacks, but the results are different. Unarmed attacks do full damage against armored opponents (yes, against **all** armored opponents--except for powered armor), as if they were not wearing armor at all. While the armor may stop most of the physically damaging force of a punch or kick, snapping someone's head back or kicking their knee sideways--even when armored--does hurt the opponent. The disadvantage is that unarmed attacks do only bruise damage. The target suffers the effects of the damage just as if it were normal damage, except for the fact that it will wear off in an hour of real time. You can still kill someone with bruise damage, however, and if you do enough damage, you can seriously hurt them. But it is generally a non-lethal means of incapacitating an opponent. Bruise damage is discussed in more detail later in the ***Trauma Team*** section.

If you make an unarmed attack, there are a number of different attacks you can make, listed here with a brief description:

Strike: A hit with the hand, 1 + BODY modifier damage. *You may make two (2) strike attacks in one round without penalty.* Multiple actions will gain you only one extra strike per extra action taken.

Kick: Any type of kick, causes 2 + BODY modifier damage.

Block/Parry: As dodging in ranged combat, receive a +6 trait modifier to your skill to avoid damage. No other action can be taken.

Disarm: On a successful attack, opponent's weapon is knocked from his hand.

Grapple: A grabbing or holding move, necessary before a *throw, choke, or hold* as the next action in the following round.

Throw: Requires a grapple first. Opponent is knocked to the ground, taking (2 + BODY modifier) damage and must make an immediate Consciousness Check. Take an action to get back up.

Hold: Requires a grapple first. Causes no damage, but opponent is immobilized completely in a painful hold. Must make an *escape* before any other action.

Choke: Requires a grapple first. Same as a hold above, but causes 2 + BODY modifier damage per round until a successful escape.

Escape: On a successful escape, you are free of all holds and may move normally again.

Sweep/Trip: Knock your opponent to the ground. They must spend an action to get back up and are at -2 to their next attack; you gain a +2 bonus on your next attack against them.

Attacking from a prone position incurs a -2 penalty to the attacker if using a melee attack.

When making an unarmed attack, either the BRAWL skill or one of the MARTIAL ARTS skills is used. Brawling is essentially untrained fighting, and allows you to fight street-style. Martial arts have been developed over centuries in some cases, and are specialized in the methods of attack and defense they use. Thus, martial arts give certain bonuses to specific actions, dependent on the style being used. For example, Karate gives a +2 trait bonus in Strike, Block/Parry, and Kick. Cough Drop has a 7 REF and a 4 KARATE, for a total of 11 normally. Suppose he decides to kick Katherine using his KARATE skill. His total would be 13 now instead of eleven, since he has a +2 bonus from his karate skill when using a kick (7 + 4 = 11 + 2 = 13).

Also, MARTIAL ARTS has another advantage over BRAWLING. Martial arts are far more deadly than normal brawling, and so as an added bonus, when using martial arts *you may add half your martial arts level, rounded down, when calculating damage.* They are nasty forms of combat, but they all have a difficulty modifier to offset the advantages they give.

A final note on Melee attacks: the damages listed are the *maximum* damage that can be done in an attack. If the player opts to, he can choose to do less damage than what is listed. Any amount of damage up to the maximum value listed can be done. So if you want to do just one point of damage, go right ahead. Just remember that they may have a .454 Cascull Conversion up their sleeve when you do it.

Monoblade and monowire weapons: These weapons are vicious little things, and can really ruin your day if you find yourself on the receiving end of one. All mono weapons are treated as AP attacks, the extent of which is dependent on whether it is hard or soft armor. Against soft armor, whatever gets through the armor is treated as normal. Against hard armor, damage that gets through is divided by 2. This represents the ability of mono weapons to neatly shear through almost any substance, metal and flesh included.

Also, if a monoblade is used to block/parry, or is disarmed from its user, make an immediate test. If the wielder of the blade loses, the weapon shatters into tiny crystalline shards. They are not designed for that sort of thing, choomba. And no, you can't JURY RIG it after it's been shattered. Get a life.

5. TRAUMA TEAM

In case you didn't know, Trauma Team is a privately owned and operated medical conglomerate that has become a household name in 2020. It is one of the most powerful corporations of the age and is bonded and licensed to operate throughout the U.S., Canada, and several parts of Europe. These ambulance services are guaranteed to arrive on the scene of a fatality within 7 minutes. Or your money back.

A more in-depth description of Trauma Team and its services can be found elsewhere, so we won't go details here. What we will discuss is damage, pain, and what happens when you get hurt. Oh, and throw in drugs for the hell of it. After all, what's the future without drugs?

Okay, the rules have been stated before, so we'll recap them and throw in a few new ones. If you take damage, remember to first take your BODY modifier into account, then mark off the boxes on your character sheet. Most damage is killing damage, and you should mark off this damage with an "**X**". Some damage is bruise damage, and to differentiate it from killing damage, mark this damage with a "**/**". Bruise damage is temporary, its effects going away after an hour. Once an hour has passed, you can erase this damage from your character sheet. However, bruise damage is treated the same as killing damage in every way, and you can be knocked unconscious or even killed with bruise damage. If you are killed from bruise damage, you're still dead. **That** doesn't wear off in an hour.

MedTechs have the ability to convert some killing damage into bruise damage within 10 minutes after being injured. To do so, the MedTech must first make a successful DIAGNOSE check on the injured character to determine how to proceed (difficulty is equal to the number of points of damage the injured character currently has). If this check succeeds, the MedTech can then attempt to convert some of the killing damage into bruise damage (with the same difficulty as the DIAGNOSE test) using their MEDICAL special ability. If they succeed, then 0-2 points of killing damage are converted to bruise damage (make a simple test to determine amount converted).

If the MedTech is using certain drugs and equipment, this amount may be increased. For example, using a First Aid kit gives the MedTech a +1 bonus to the amount of damage converted. A MedKit gives a +2 bonus, and a Field Surgery Kit gives a +3 bonus (in addition to the bonuses normally granted by such items). There may be certain drugs available that can assist the MedTech in their checks as well, but you'll have to talk to your GM.

If you've taken damage but you're still alive, you'll need to know what to do. If you are at Critical or better condition, you are in no *immediate* danger of dying. However, once you cross over into the Mortal would levels, you need to start making Death Saves. This is done by making a static test using your BODY plus your ENDURANCE scores, with the difficulty being the number of boxes you have checked off in your Mortal wound levels. If you win or tie the test, you're alive for another round, or 5 minutes if you're not in a combat situation anymore. The only way to stop this testing (and inevitable dying) is through stabilization. Anyone can try to stabilize you except for yourself. This is done by having the character making a static test versus the number of boxes of damage you've taken. For example, if you've taken 18 boxes of damage, the difficulty of the static test would be 18. As you can see, it tends to work a lot better if the person helping you has some medical skill. Also, there are a number of items out there that will give bonuses to stabilization attempts, and many of them can be used in combination to increase your chances of succeeding.

Once stabilized, the character no longer has to make Death Saves, but still suffers all the modifiers for being at a Mortal wound level. They are essentially immobile, capable of a slow crawl (at best), and unable to initiate a challenge except to save their own life. They had best get real medical attention, and fast.

But let's say your ripperdoc had a MEDICAL skill of 2…

Medical science can do some pretty amazing things these days. They've even managed to make a human clone a few times, although it didn't live very long. They can regrow limbs, organs, and graft metal onto flesh in a seamless whole. What they can't do is regrow souls. In other words, once you're dead, you're dead.

Let's amend that: once you're DEAD 10, you're dead. You see, current medical technology is so advanced, medical personnel have become extremely adept at reviving flatlined patients, and have identified 10 distinct levels of death, each a measure of how difficult it will be to revive the patient. This measuring system is called Death State. For every minute after you are dead, your death state increases by one level. For example, suppose I die at 9:00. Three minutes pass before a Trauma Team arrives. I am now at Death State 3.

This is of critical importance to the dead/dying/hopeful character. For when the medical personnel arrive on the scene and attempt to revive him, the difficulty of the test is dependent on the current Death State of the victim. The person attempting to revive the dead character must make a static challenge using their MEDICAL skill vs. the current Death State of the victim. For example, if Dobie died at 7:30, and Franklin arrives at 7:33, then Franklin must test with Dobie when he attempts to revive him. Since Dobie has been dead for 3 minutes, his current death state is 3. Franklin has a MEDICAL of 7, so if Franklin ties or wins he manages to revive Dobie.

When trying to revive dead patients, a character may make an attempt once every minute. If he fails, he can try again in 60 seconds. Note, of course, that this will now be a more difficult challenge since the dead character's Death State will have increased another level. Such is life—or death, actually. At least you get that much, so be thankful, you ungrateful curs.

HEALING

So you're not this week's Bodybank Special. Congratulations.

Once you take a wound, there are two options: get medical attention, or die. Now before you blow a gasket there, Granny, chill out. If you are wounded in the Light wound level, don't sweat it. It's not a big deal. You'll heal normally. But if you're wounded into the Serious wound category or worse, you need to have medical attention or your body will not be able to heal itself. Without proper medical attention, you will progressively get worse, be it due to infection, blood lose, or whatever.

Once a character takes damage that puts them into the Serious wound level or worse, they will continue to take another point of damage every (BODY + ENDURANCE) minutes until stabilized. For example, Bob is shot and is now in the Serious wound level. His BODY + ENDURANCE is 12. Once the fight is over, he will take another point of damage every 12 minutes until he is stabilized by someone.

Every time you take another point of damage due to lack of treatment, it is treated like receiving any other wound. The character must make consciousness checks, death saves, and everything they normally do when they receive a wound. So you can see how important it is to get stabilized. Without it, you can literally bleed to death from a rather minor wound. It may take a while, but it will happen eventually.

This doesn't mean you have to go check into a hospital or anything—although this could be very helpful. Even FIRST AID will do. A character that receives FIRST AID after being wounded will recover at the rate of a point a day. A character that receives MEDICAL skill treatment will recover at the rate of 2 points a day. As the days go by, delete the damage tics from your character sheet. You still suffer the penalties for your current wound level, if applicable, but you're getting better now instead of getting worse.

And no, you can't use both FIRST AID and MEDICAL to recover at 3 points a day. If you get MEDICAL treatment after FIRST AID, then you get the normal 2 points a day. Get a life.

Now remember, them that pays, gets. So you might want to check into a hospital if you have the cash. They have many things in hospitals that you can't get from the street (usually) that can considerably increase your healing rate. *Speedheal* is a fast-healing drug that drastically increases your body's rate of healing, and is available only in hospitals—and good ones at that. Then there's tailored antibodies, nanotech, and all sorts of fun things you can get if you have the euro. This stuff is great, but it ain't

cheap. And some of them may have some side effects as well. Such is the cost of greatness.

Oh, and just for the record, if you're at Mortal 3 wound level or worse, consider yourself in a coma once you're healing.

Another reminder for all you fun-lovers out there. *Having a Trauma Team account does not cover any hospital bills!* That's right. Trauma Team is only the ambulance service, effectively, and is not part of the long-drawn out healing affair. Once they dump you at the local healing clinic, their job is done. So just because you have a Trauma Team account doesn't mean that you won't have any bills after you're all better. It just means you don't have to pay the 100eb per minute fee that Trauma Team charges for pickups (charges start at the moment they're informed). So if you do end up in the hospital, you'd better come up with a quick way to make some cash, pal. Hospital stays cost 500eb per day, not including Speedheal or Nanotech treatments. You don't get billed until after you're completely healed, but if you don't pay within a month expect a visit by their friendly Solo team. Collections is a booming business in 2020.

In other words, remember to buy insurance.

ELECTIVE SURGERY

This is what it's called when you decide you don't like your current, natural version and replace it with something more current and chic. Installing cyberware is normal surgery, and it causes the body damage. Normally it isn't that big a deal and will heal between runs if you time it right. But if you decide to go Full 'Borg, expect to be in braindance for a few weeks at least.

Also, if you do happen to lose a limb, you have the option of getting a replacement grown from your own cells, getting a compatible replacement from a… uh… "donor", or sticking metal on instead. They all have their advantages and disadvantages, some just disadvantages actually, and the prices reflect that. So think before you decide you don't like your current eye.

Remember, if you decide to get 'borg'd up, you not only have to pay the cost of the cyberwear, but you also must pay for the surgery, as well. Surgery is categorized into four different classifications, and every piece of cyberwear has a code next to it giving the type of surgery necessary to install it:

***N**egligible*: Mall clinic / drop-in bodyshop.
Surgical Time: 1 hour
Surgical Damage: 1 point
Surgical Costs: Included with item.
Difficulty: 10 (Easy)

***M**inor*: Medical center or Ripperdoc clinic.
Surgical Time: 2 hours
Surgical Damage: 1d6+1
Surgical Costs: 500eb
Difficulty: 13 (Average)

***MA**jor*: Full hospital with surgery center.
Surgical Time: 4 hours
Surgical Damage: 2d6+1
Surgical Costs: 1500eb
Difficulty: 16 (Difficult)

***CR**itical*: Full hospital with surgery center.
Surgical Time: 6 hours
Surgical Damage: 3d6+1
Surgical Costs: 2500eb
Difficulty: 19 (Very Difficult)

So, as you can see, if you get some major surgery, expect to be staying in the hospital for a while. Don't forget to add the 500eb/day to the total, choomba. Hope you got that mathematics skill level up.

Finally, plastic surgery has become a thing of the past. It's now called "Bodysculpting" and is as commonplace as getting your hair cut. Don't like the way you look? No problem. A nip here, a tuck there, and voila! A better you! Using this method, you can increase your ATTR stat by one point for 600eb, up to a maximum of 10. Expensive, granted, but hey. What price for beauty, hmm? Also, you can elect to have an "exotic" 'sculpt done as well. This is when you get into putting on animalistic or fantasy features such as muzzles, tails, fur, pointy ears, etc. There are a large number and variety of options available, so if you want to do this talk to a GM.

Also, you may opt to have your entire appearance changed as well. People on the lam and Solos use this option a lot, since it prevents people from identifying who they are on sight. There are a few different levels of workmanship for this, each costing a corresponding amount of money. The better the job, the more difficult to detect the work (and the more money it costs). If you really want to do this, talk to the GM for the details. Note that this will not increase your ATTR score, it will just make you look different. You can get your ATTR increased at the same time, but it will still cost the 600eb extra per point raised.

DRUGS

What, you expected none of these? Come on.

Drugs are prevalent in 2020, and while still illegal in most cases, there are some notable exceptions, and always relatively easy to come by. Here's a listing of the most common drugs on the street and what they do for ya:

SynthCoke: Second generation synthetic replacement for cocaine. Stimulant.

Stim: Increases endurance, allowing the user to stay alert for longer periods.

Syncomp 15: Broad-spectrum poison antidote, used to treat nerve and biotoxins.

Speedheal: Increases healing rate as discussed before.

Boost: Increases INT stat for limited time.

Blue Glass: Hallucinogenic. Look at all the pretty colors…

Smash: Current replacement for alcohol. Does the same thing.

'Dorph: Combat drug and painkiller, reduces pain and stress and keeps you going.

Black Lace: High-powered version of 'Dorph, imparts euphoria, adrenaline rush, and NO pain is felt. Just *imagine* the side effects.

Remember, drugs are dangerous. Mess around with them and you'll probably kill your character. Not that this will stop anyone, but you've been warned. The choice is yours. We recommend that you Just Say No.

Just like real life.

If your character has the PHARMACEUTICALS skill and wants to make some designer drugs, please talk to the GM. We have decided to use Ocelot's Drug Lab v 3.0 for the basis of drug creation, but with a few modifiers. First off, if you wish to make a drug, you need to write it up and give it to the GM, who will need to spend some time working on it before you will be allowed to bring it into play. So you cannot just decide to make a drug and have it that very day. You've been warned.

6. NETRUNNER

This section was worked on long and hard, and I can't say for sure it won't be changed again in the future if a better method is found. I tried to shy away from needing real life items as much as possible, but found that using 'rock, paper, scissors' for netrunning was simply too limiting for the netrunners. I wanted to make a system where a netrunner could 'run in the middle of a game, without needing a GM around to arbitrate it. What I have come up with works, although it does remove a great deal of the specifics about Netrunning from the original rules for tabletop play. This conversion was unavoidable--ask my playtesters--and unfortunate. Part of the fun of netrunning is never knowing what programs to bring with you, playing out the scene just like it was in real life. That is lost in this conversion, and I wish I could figure out a way to do it otherwise.

This character role was by application only during the first few months of game play, and I am keeping it that way for two reasons. First, this conversion relies entirely on the honor system, and to be honest I wouldn't trust everyone with it. Secondly, it requires some imagination on the player's part during game play, or (I found) they can easily become bored with the Role. With the exception of LOCATE REMOTE and CONTROL REMOTE, there is little a netrunner can do without pre-planned datafortresses lying around. While that is possible, having a Watchdog program played effectively without a GM present is not. It takes a rare breed of player to willingly screw over their own character, and that is what would be asked of them if netrunning were done table top style, with pre-planned datafortresses. So, instead, I've come up with this.

This is the culmination of hours of scouring, wracking, and testing. Someone suggested using the Netrunner card game, and while that was very tempting, it required players to go out and spend a large wad of cash in order to get the programs they needed to play effectively. I won't ask that of my players. I may play with the idea more later, but right now this is what we're using.

Okay, enough about what's happened in the past, let's get to what's happening *now*. What follows are the rules used for netrunning in this game, and can be easily tweaked to suit the level of the game. I have found that the system does work, and that the players are much happier being able to do a run in the middle of a game, without it taking 3 hours. So, it stays. Here it is…

So you want to run the Net, huh? Okay, here's how it goes. There's a lot of little modifiers and items to take into account, but in the end it comes down to one thing:

Your score versus the computer's score.

Whichever is higher, wins.

So, you ask, how do I figure out what my score is, and what the computer's score is? Well, let me tell you. The computer's score will be noted on a card in the datafortress, but we'll talk about that more later. Here's how you determine *your* overall score:

Total Score = REF + Interface + Program Level + Hand Score

Now, you may ask, what the hell is your Program Level and your Hand Score? Okay, let me fill you in…

In order to make Netrunning playable in game without requiring a GM present all the time, we had to make a few compromises. One of them was the omission of general programs, and instead introducing an overall *Program Level*. This starts at half the Netrunner's Interface level, rounded down (2 for most people), but can be improved over time.

You may increase your Program Level by testing during check in with your Programming skill, using your Composition skill for retesting. To find the difficulty required to increase your Program Level by one (10 max), take the new program level, and multiple it by ten (10). For example, if you were attempting to write a new Program of level 5, the difficulty would be 50 (5 x 10 = 50. Expect to lose on ties). Once the difficulty is determined, divide the total difficulty by 5, and this will give you the number of successes needed to successfully write the program (as explained in the ***Building and Breaking Things*** section).

For example, let's say Cough Drop is trying to write a new program of Program Level 6. This would have an overall difficulty of 60 (6 x 10 = 60), and would require 12 successes (60 / 5 = 12). As a rule of thumb, you can just multiply the new program level by two to get the number of successes needed (6 x 2 = 12).

And before you ask, It *is* possible to have two or more netrunners work together, but it has its drawbacks. While you may be able to cut the time needed to make a new program, all actions while netrunning will incur a -1 penalty due to the fact that half the code is not your own, and you cannot run it as efficiently. Also, if one of the other authors--or anyone who has access to your code--goes up against you, your program will function at *half* its level (rounded down) due to the fact that they will know how to hack your code more easily.

One other thing that needs to be noted. Due to the lightning fast advancements in computer technology going on constantly, a Netrunner must always be modifying and upgrading his programs and hardware to maintain a "Cutting Edge" advantage. In order to do this, a Netrunner must make one success per run (difficulty equal to the current Program's difficulty) to keep his program up to date with the current code on the streets. Or, he can pay 100eb per level of the current program to have a professional upgrade it for him (no modifiers for this modification of code). If the Netrunner does not do this, he suffers a *cumulative* -1 penalty per run until the program is brought up to date (requiring a number of successes equal to the negative modifier). In other words, if you put this off for three runs, you will suffer a -1 on the first run, a -2 on the second run, and a -3 on the third run, at which point it will take 3 successes to bring the program up to date.

Also, the Netrunner must upgrade his hardware, just as his software. They can either make one success per run using their Cyberdeck Design skill (difficult task), or pay a flat 10% of the total value of their deck to have it upgraded by a professional. Otherwise, they suffer the same cumulative -1 modifier per run as with upgrading software.

Now, you say, what the hell is my Hand Score? In order to introduce an element of randomness to netrunning, we brought something everyone knows into the game: Poker. Huh? Yeah, that's right, poker. The card game. So, if you want to play with the Net, get yourself a deck of cards. It costs a buck.

To run, you deal yourself a hand of five-card draw--that's five cards, face up to start. Now, most likely, you'll want to exchange some cards to improve your hand. You can do this, but *you must determine the card(s) that you want to exchange and throw it out first*. Then you may deal yourself a new card(s), and go from there.

Now, not everyone can exchange the same number of cards--this is where your deck's stats come into play. The number of cards you may exchange is determined thusly:

[MU + Speed] / 5 = # of exchanges

So, if your deck has 10 MU and a Speed of 3, you would be able to redeal 2 cards (10 + 3 = 13 / 2 = 6.5 = 6. Round down). Of course, this is going to make you want to boost your deck as far as it can go, so you can trade as many cards as possible. And, of course, this costs money. Once you buy a component for your deck, you just have to install it (an Average Electronics test) and you're good to go. The bonuses take effect immediately upon installation.

Initially, you start off without any wild cards, but you can gain them through role-play. Wild cards represent special components or programs either given to you or stolen, and they may be used to represent any other card in the deck, even allowing multiple copies of the same card. So, if you get a special program that makes your 2 of Hearts a wild card, your GM will mark the card as Wild, and then whenever the 2 of Hearts comes up in play, you can decide what card you want it to be. This of course is a huge advantage when netrunning, as it allows you to almost automatically increase your hand score.

Okay, here's the listing of the different hands in poker and how many points they're worth:

High Card	*1*
One Pair	*2*
Two Pair	*3*
Three of a Kind	*4*
Straight	*5*
Flush	*6*
Full House	*7*
Four of a Kind	*8*
Straight Flush	*9*
Five of a Kind	*10*

Obviously, you need wild cards to get five of a kind. But it can be done, and if you manage to secure three or four of them, you're in pretty damn good shape.

Okay, so now you know how to total your score when you run the net. So how do you actually get to the point where you'll have to start dealing the cards?

Simple. You open the right envelope.

What? Huh? Alright, here's how it goes: your GM will have all the major datafortresses in the city pre-designed on index cards, which are sealed inside an envelope and placed somewhere in game (you'll be informed where). These envelopes are the datafortresses.

Once you decide to run one of them, make an Average Systems Knowledge test to see if you can locate the datafortress you want to run (yes, every time you try). If you fail, you can retest as normal, or you can wait five minutes to try again. If you succeed, you must then make an Average Interface test to see if you can avoid NetWatch. If you fail this, you're booted out of the net for 5 minutes and your account is automatically fined 100eb for attempting to commit a crime (Illegal Netrunning). Once you pass both these tests, you're ready to rock.

To attempt to run your target, you simply take the appropriate envelope, rip it open (telling the GM that someone has tried to run it, you need to inform him it was you), and take out the cards. They will be placed in order, usually held together with a rubber band so they don't scatter. On the front of the card will be something like this:

ARASAKA DATAFORTRESS
Public Level
Difficulty 18

If your GM has lots of free time they can write down a brief description to let you know what you see, or can put the Icon right on the front of the card. Regardless, all the information you need is right there. In order to successfully infiltrate this level of the datafortress, your score must be higher than 18. So you deal your hand, and replace the cards you don't want.

If you fail to successfully infiltrate the current level of the datafortress, you may use your Interface Skill retest to wipe the hand and redeal a new one.

So, if you deal and exchange all your cards, but still come up with a 15, you simply declare "Interface retest" and redeal from scratch. If you *still* fail to succeed, you may declare "Luck retest" and deal one more time. However, if you fail, you must accept the results after that.

Once you determine whether you are successful or not, you turn the card over and read the results at the top on the back. It will tell you what to do if you win, or if you lose, and sometimes if you tie.

If you win, you have access to all things listed on the back of the card. These items will depend on the individual fortress, the size of the corporation, etc., but will be a generalized listing. If you're not sure what level something will be on, ask the GM *before* you start running. That way you don't have to bother him again until you've finished.

But let's suppose you lose…

What happens if you blow it? Well, again, it varies depending on the fortress. It might be something as minor as getting booted from the net, or something as nasty as a HellHound reaching out and stopping your heart. Regardless of what it is, if it's a hostile program, it will have a Strength.

Let's say, for kicks, that you attempted to run Arasaka's datafortress. Let's say, for even more kicks, that you managed to get to the highest level of it, and were attempting to infiltrate it. Let's say, getting back to reality, that you blow it. You look at the card and it says something like "*If you fail, you are attacked by a HellHound (6)."* The number in parenthesis is the Strength of the program. The only thing standing between you and it are your Datawalls.

When you blow it, read what it says and make a test. *You are testing your Interface + Datawall strength versus the computer's INT + Program strength.* If you succeed, you manage to avoid the attack for this round. If you fail, suck it up and deal, choomba. The attacking program succeeds and you suffer the effects, which will be explained on the card.

At this point you must make a choice. You can either Jack Out (if able), or you can try to infiltrate the level again. If you decide to try again, all attacking programs will get another attack against you *even if you succeed!* They already know you're there, after all, since you already blew it at least once.

For example, let's say Morniman tries to run a fortress and blows it, getting attacked by a Hellbolt. He manages to evade the attack in the round that he screws up. He can either take this opportunity to jack out, or he can try to re-run this level. Being a bit headstrong, he decides to go for it again. So, he redeals, goes through his retests, and manages to successfully infiltrate the level this time. Even though he succeeded this time, the Hellbolt gets another attack against him, since it already knows he is there.

Once you have successfully infiltrated the level, you may then attack any hostile programs. However, *until all hostile programs are destroyed, you may not access any of the information contained on that level.* Initiative is determined by comparing the Netrunner's REF + Deck Speed versus the Computer's INT. You attack a program by testing, using your Interface + Program Level versus the computer's INT + Program strength.

If you succeed, the target program's Strength is reduced by your current Program Level:
If it reaches zero, the program is de-rezzed.
If it is 1 or higher, it may continue to attack the Netrunner at the new Strength until it is de-rezzed.

So, you can see, datawalls can be pretty important. They can literally be the difference between life and death.

Once all hostile programs are de-rezzed, you may access the level as if you succeeded initially. For the record, it takes one Net Round (1 second) to download any file from a datafortress, and takes up one MU.

But let's say you're attacking another Netrunner…

First off, if the Netrunners are using some sort of Stealth program (from their overall Program Level, must be announced in advance), they must test to see if they can detect one another's presence. This is done by having each Netrunner test against the other netrunner, using each one's Interface + Program Level. If one succeeds, he detects the other. Please make sure each netrunner tests against all other netrunners present.

If a Netrunner who is undetected decides to attack, they get the Ambush bonus of +5 to their attack for one round only. At this point, the netrunner is visible to all others in the room, however, so it may be more advisable to remain unseen, depending on the circumstances.

Anyway, here's where the real fun begins. If you're going up against another 'runner, combat is conducted just as if it were a real-world fight. Initiative is determined (both runners may add their Deck Speed to their REF), and then attacks resolved. However, this is where the special programs come into play (see below).

Attacks against you or your deck are resolved normally, using the attacking 'runner's Interface + Program strength versus

the defending 'runner's Interface + Datawall strength. On a successful attack, the effect takes place immediately. On an unsuccessful attack, nothing happens. This continues until one Netrunner or the other either gives up or is eliminated somehow.

We are going to use some special programs as stand alone programs, not contained in your overall Program Level. These programs are only used when trying to attack another runner, his deck, or a computer system (this means any program in the *Anti-System* or *Anti-Personnel* categories). If you're not carrying a program of this nature, there is little you can do to another netrunner in the net.

These programs can be written using the formulas in some of the sourcebooks, or can be bought off the black market (talk to a fixer). They take enormous time to write, and are always copy-protected (Near Impossible test to copy; only LUCK retests allowed--erases itself on a failure). Any program listed in the books may be used, and if you want a certain one the GM will give you the in game stats for it.

They do take up a lot of space, however, so you might want to think carefully about what you will need before you jump into the net.

You can also crash a system, if you have the proper anti-system program and manage to gain access to it. In order to crash a fortress, you must gain access to the top level of it. If you don’t, you can only crash the levels equal to and below the current level you're on, and you must have either been successful initially or have beaten all hostile programs on your level.

APPENDIX A: Skills

SPECIAL ABILITIES
Authority
Combat Sense
Credibility
Family
Interface
Jury Rig
Medical
Resources
Streetdeal

ATTR
Personal Grooming
Wardrobe & Style

BODY
Endurance
Strength Feat
Swimming

COOL
Interrogation
Intimidate
Oratory
Resist Torture/Drugs
Streetwise

EMP
Human Perception
Interview
Leadership
Meditation
Seduction
Social
Fast Talk
Perform
Simper
Vamp/Con

TECH
Computer
Cryotank Operation
Cyberdeck Design
Demolitions
Disguise
Electronics
Electronic Security
First Aid
Forgery
Paint/Draw
Photo/Film
Pharmaceuticals
Pick Lock
Pick Pocket
Play Instrument
Tech Aero
Tech AV
Tech Basic
Tech Cyber
Tech Gyro
Tech Weapon

INT
Accounting
Anthropology
Astrology
Awareness
Biology
Botany
Bureaucracy
Business Sense
Chemistry
Composition
Corporate Policy
Diagnose Illness
Education
Expert
Gamble
Geology
Herbalism
Hide/Evade
History
Language
Library Search
Magic
Mathematics
Psychology
Physics
Programming
Shadow/Track
Stock Market
System Knowledge
Tactics
Theology
Teaching
Urban Survival
Wilderness Survival
Zoology

REF
Archery
Athletics
Autoweapon
Brawling
Dance
Dodge
Driving
Fencing
Handgun
Heavy Weapons
Martial Arts
Melee
Motorcycle
Operate Heavy Machinery
Pilot AV
Pilot Dirigible
Pilot Fixed Wing
Pilot Gyro
Pilot Remote
Rifle
Sleight of Hand
Stealth

Skill Descriptions

Here is a complete listing of all skills and a brief description for use in game.

Please note that most skills found in the Cyberpunk 2020 rulebook have been omitted in this listing. I did this for two reasons, really. First off, it would take too damn long. Secondly, I don't want to infringe on any copyrights in any way. Cyberpunk is a great game, and if you really want to play this, it is highly recommended you go out and buy a copy of the damn book. In any case, the only skills included here are the Special Abilities, skills that needed Live Action explanation and coverage, and skills that don't appear in the main book. If it's not in the main book, it's from one of the sourcebooks.

Special Abilities

These are abilities that are unique to the various roles. You can learn other Special Abilities, but it is difficult at best and you must find someone willing to teach you.

Authority (Cops): The ability to command and control people through the power of intimidation or respect. This is learned through time spent on the street and encouraged by the police department, not automatically granted when someone becomes a police officer. So an unemployed cop can still use this ability. In game play, Authority may take the place of any skill used to manipulate others in some way. INTIMIDATE, PERSUADE, SOCIAL, and any other skill may be replaced with this, given the correct circumstances (you couldn't use Authority to make your girlfriend believe you didn't cheat on her, for instance). If a police officer is employed, it also allows him to call in for backup over his radio *and have it arrive in a timely fashion*. Any cop can call for backup, but you need Authority to make the dispatcher listen to you. If calling for backup, the Cop must announce that they are calling in backup and then make a simple test to determine the time it will take for it to arrive. If the officer wins the test, they will arrive in 2 minutes; on a tie, they arrive in 4 minutes; on a loss, it will take 6 minutes for the backup to arrive. Note this is timed in REAL TIME from the point at which the test is completed. At the designated time, two officers will arrive on the scene (use the stats given for Uniformed Cop NPCs) and will attempt to help the officer who called them.

Combat Sense (Solos): This is the innate ability of Solos to perceive dangerous situations and tune in to what's going on around them. Combat Sense is added to a Solo's initiative when in combat, representing their ability to understand what is going on around them and predict what will happen in the next few moments. Also, when making AWARENESS or DODGE checks, take half the level of the Solo's Combat Sense, rounded down, and add it to the total in those skills. Again, this is indicative of a Solo's uncanny ability to avoid danger. The bonus is only applied to AWARENESS checks for situations that could place the Solo in danger, however. So trying to find Buffy's cat probably won't gain the bonus when looking for it--unless someone's strapped a bomb to the thing's back.

Credibility (Medias): Credibility is a Media's ability to have people believe them, no matter what they say. A slick media could tell you on national NetNews that aliens had invaded and taking over the world, and you'd believe it. Ask Orson Wells. A Media may use this skill in a manner similar to Authority. He may use it in place of any skill used to manipulate others, but only in a non-threatening manner. He could use it to gain access to a restricted government site in order to do an interview, or to tell the police officer that really he didn't have anything to do with this guy getting run over by the NetNews 54 van. However, he couldn't use it to tell someone to get the hell out of his way or there'd be hell to pay. Also, when a Media is trying to get a story printed, their Credibility will determine where it gets printed, and how badly butchered it gets during the editing process. An intelligent and devious Media can use the press to bring down MegaCorps, ruin people's lives, and make themselves look like a savior in the process.

Family (Nomad): A Nomad lives through the strength given by his association with his family. This score represents how high up in the social structure the character is for his pack. A Nomad with a Family of 1 is the pack's peon, whereas a Nomad with a 10 Family is one of the top ranking members of the pack, and can dictate where and when the pack moves. The higher a Nomad has in his Family skill, the more access he has to the assets of the pack. A Nomad may use this skill to acquire items he needs or desires from his family (as per the Resources Special Ability below), and may also use it to get help from his family members in times of need (similar to Authority). These things may be acquired from a GM *during game play.* When needed, a Nomad may get help from up to half his Family score, rounded down, as NPCs who will try to assist the Nomad in any way when they arrive. To use this ability, the Nomad must declare they are calling for help (and have access to a means of communication with their pack, e.g. a cell phone), then perform a simple test. On a win, the NPC Nomads will arrive in 15 minutes; on a tie, they will arrive in 30 minutes; on a loss, it will take them 45 minutes to arrive (use the stats given for Nomad NPCs). If they wish to acquire items from their pack, they need to contact a GM. Then they test exactly as per the *Resources* special ability, with the exception that they may only draw out 500 eb worth of equipment per level of their *Family* ability.

Interface (Netrunners): This is the Netrunner's special ability to navigate and use the net effectively. This skill is used extensively in netrunning and related tasks, and is discussed in detail in the ***Netrunning*** section later on.

Jury Rig (Techies): Techies are able to cobble things together in no time, and this is the skill they use to do it. Once check-in is completed, no new items may be built and brought into game play *except through the use of this skill.* A Techie may elect to try to piece together something on short notice, or fix something temporarily, using this skill. At best, the item will last no longer than the duration of the run, and most often even less time than that. But if you absolutely need that item within the hour, start sucking up to your Techie friend. Also, this skill may be used to repair armor on short notice, although it will not permanently fix it--it will stay together for a few more uses, then it will need to be fixed properly. To use this skill, a GM must determine a difficulty for the task being attempted, and the number of successes needed (if multiples are necessary). If successful, the Techie must then make a simple test to see how long the item will work for. On a win, it will last for three uses; on a tie, two uses; on a loss, it will last for just one use. If a 'use' is not an appropriate duration for the item, convert it into 'scene'. For example, armor patched with the Jury Rig skill will last for a scene, not a use.

Medical (MedTechs): It is a rare, if happy day that Medtechs don't get called on for duty. The Medical skill represents a MedTech's superior ability to treat and heal injured and ill patients. Use of this skill allows a character to heal twice as fast as they would otherwise (see ***Trauma Team*** section), and also gives bonuses to medical-related work. In use, if a MedTech needs to make a skill check for anything involving medical knowledge, they may add half their Medical level, rounded down, to their skill. This applies to researching, diagnosing, or any other in which a task is being attempted that directly relates to medical knowledge. This skill may also allow the character access to restricted items, e.g. certain drugs, facilities, equipment, etc. Finally, and most importantly, a MedTech may actually heal an injured character if it has been less than 10 minutes since they were injured. They may do this by first making a successful *Diagnose* chedk on the victim (difficulty equal to the amount of damage the target has taken), then making a *Medical* test versus the difficulty equal to the number of points of damage the patient has taken (total, not just most recently). If either check fails, they may not attempt to heal the wounded character. They may make another attempt in 5 minutes, however, If they succeed, they may convert 0 - 2 points of killing damage into bruise damage. This amount may be increased through the use of certain drugs and

equipment, though they may never heal more damage than has occurred within the last 10 minutes. In other words, if you just got punched for 2 points of damage, a MedTech can't heal you 3 points. See the ***Trauma Team*** section for more details.

Resources (Corporates): Always trying to climb higher on the corporate ladder, the Resources skill indicates just how high the character has climbed. A character with a low Resources skill is pretty low in the chain of command, while a Corp with a Resources of 10 probably heads an entire city branch of a MegaCorporation. This score indicates how much of the corporation's assets the character has access to, and what equipment will and will not be loaned out or issued to the character. The character may use this skill to acquire items *during game play*. In order to do so, the character must find a GM. One test per item is allowed (unless multiple successes are needed, GM's determination), and the character may retest with the CORPORATE POLICY skill. Difficulty is determined by the availability of the item in question. The maximum amount of equipment or NPC's the character may have out 'on loan' at any one time is equal to their *Resources* skill level x 1000 eb. So a character with a 6 Resources may have up to 6,000 eb in equipment borrowed from his corporation at any one time. If they want another item, and are currently 'maxed out' on their credit limit, they must return something else. The time required to obtain the items in question (assuming a successful test) is equal to 100 minutes minus the character's *Resources* skill x10 (minimum of 10 minutes). So our friend above with the 6 Resources will require 40 minutes to obtain their items from a GM.

Streetdeal (Fixer): This is the ability of a Fixer to get virtually any item they are looking for. Very similar to the Corporate's Resources skill, this skill allows the character to search the street for whatever they need, and find it through their contacts. Unlike the Corporate, however, the Fixer must first actually buy the item (at a variable rate), and once they get the item, they own it. They usually then turn around and sell the item to someone else at a profit, but they may also use this skill to acquire items for themselves. If the character can't afford the item in question, they had better get their client to pay up front, otherwise their contacts refuse. If the GM is feeling nice, the Fixer's contacts may 'spot' them the item, which means the character had damn well better get the money fast or… well, you figure it out. The character's score in this skill represents the number of tests the character may make during check in to see if they manage to acquire an item. The Fixer may use their STREETWISE skill as a retest if they fail. The availability of an item will usually determine how many successes are required to obtain it, along with how much it will cost the Fixer:

Excellent	1	100% list
Common	2	150% list
Poor	3	200% list
Rare	4	300% list

As with Resources, difficulty is determined by the availability of the item.

Attractiveness Skills
Personal Grooming: This is the ability to make yourself look good through excellent grooming techniques. On a successful check (Average difficulty) you may add half of this skill, rounded down, to your ATTR score.

Wardrobe & Style: Knowing what to wear and when to wear it can really make a difference. Successful use of this skill (Average difficulty) allows you to add half of this skill, rounded down, to your ATTR score.

Body Skills
Endurance: This is the ability to endure great amounts of physical exertion. It also represents how resilient your body is to extreme measures. This skill comes into play after extended durations of physical activity, or when exposed to certain effects, such as tasers, Consciousness Checks, and Death Saves (see the ***Trauma Team*** section for more info).

Cool Skills
Streetwise: The ability to learn information from the street. A character with a high Streetwise skill is very in touch with what's going down in the street, and can use his circle of contacts to gather information quickly and accurately. This skill is also used to retest Fixers' Streetdeal special ability.

Empathy Skills
For skills marked with a star (*), the user may opt to average the skill level with their ATTR score when dealing with members of the opposite sex (this is where the ATTR raising skills come into play).

Human Perception: This skill enables the user to detect lies, evasions, and general moods of the target through subtle changes in their behavior or demeanor. Note that while you may be able to determine whether someone is lying, you won't learn anything more from this skill--only that they're lying.

***Interview:** This skill is the same as INTERROGATION, with the exception that it is under much more pleasant circumstances. When using Interview, the subject (usually) is willing to at least talk pleasantly. The user gains his information through careful and subtle probing, as opposed to threatening the subject. Once some information is revealed, the subject may react accordingly, but the information will be revealed on a success. Note that this skill cannot be used on the spur of the moment; it must be in a controlled environment.

***Leadership:** The ability to convince large groups of people to follow you through strength of personality. This skill may be used when there are a number of people present and you want a number of them to do something. Similar to the PERSUADE skill, but can be used on multiple people at once.

***Seduction:** The art of causing someone of the opposite sex to become physically attracted to you. The enamoured party will generally behave just as if they were infatuated with the user, and if the user plays along with it, this can be a very valuable skill. Whether or not the relationship is consummated is up to the players.

***Social:** Knowing what to say and when to say it. This skill is the ability to know the proper things to do for most any situation, and how to cover up faux pas. With a high enough score, you need never fear walking into an unknown social situation.

***Persuasion/Fast Talk:** A person with this skill can bullshit with the best of them. Using clever phrasing and dizzying double-talk, you can confound and astound most anyone, if you're good enough. This skill covers a number of different situations, and can be very valuable.

***Perform:** When taking this skill, it needs to be specified what the performance is in, e.g. acting, singing, dancing, etc. A character with this skill may use it to bring in extra money on the side during check in. They may make one attempt per score in this ability to make an extra 100eb, vs. Average difficulty. If the character is a career performer (read: new Role), this skill becomes much more essential and will be used to determine contracts, media reviews, etc.

Intelligence Skills
Bureaucracy: Nowadays, everything is run by a committee, and this skill lets you cut through all the red tape. It allows a character to whiz through or outright avoid all the triplicate forms, red tape, and general BS that accompanies The System.

Business Sense: Essential to anyone who has their own business, this skill allows you to successful and profitably operate

a business of any scale. This represents the ability to predict market changes, fluctuations, and be able to successfully adapt and compensate for virtually any obstacle.

Chemistry: The science of elements, compounds, and mixtures and how they interact. This skill allows you to make, extract, and otherwise play with chemicals and take on the roll of the Mad Doctor. Note that this skill does NOT allow you to manufacture drugs.

Corporate Policy: This is the art of knowing what procedures corporations use and the ability to use them to your advantage. With this skill, you can utilize a corporation's own rules against it, confound employees with obscure and vague regulations, and convince your boss that you deserve all the credit, technically, due to your necessary involvement and legal right to all the cash.

Diagnose Illness: The science of understanding and clinically diagnosing symptoms and medical problems. Successful use of this skill will give a character a +2 bonus on any roll used to treat another character (static challenge, difficulty varies; see ***Trauma Team*** section for more information).

Gamble: The ability to place bets, figure odds, and understanding how games of chance work and the methods of beating them. Successful use of this skill during check in will net the character a 10% gain from their wager for every 2 levels of the skill (rounded down), per level of difficulty. For example, someone with a gamble of 4 places a 100eb bet during check in. If they win, this will gain them an additional 20% of their bet, or 20eb in this case. They then must determine what difficulty they are going to attempt (Easy, Average, etc.), which will further increase their potential winnings: Easy 10%, Average 20%, Difficult 30%, Very Difficult 40%, and Near Impossible 50%. The player then tests, and if he wins he collects the money. If he loses, his initial wager is lost.

Herbalism: The science of understanding the medicinal qualities of plants and how to extract substances from them for various uses. This allows you to make various tonics that either help or hinder people, and have the added bonus of being all natural (a rarity these days).

Magic: No, you can't cast spells moron. This is the art of illusion, and lets you do neat things like make the Statue of Liberty disappear for a little while from a certain angle. There was an Edgerunner once who was a magician. Supposedly, she could make anything anywhere disappear, with the right team and for the right price.

Psychology: The understanding of the human psyche and how it relates and interacts with those around it. This skill can be used to gain a deep understanding of people, given enough time and a little cooperation. This skill can also be used to give counseling to those suffering from Humanity Loss, and on a successful roll may give some of it back. The character's score in this skill is the number of *attempts* they may make during check in to restore lost humanity to another character. The difficulty of the challenge is the opposing character's total humanity loss so far, e.g. if they've lost 23 points of humanity then the difficulty would be 23. On a success, a point of humanity is regained. Note that you may only restore up to *one half* of lost humanity, rounded down. So if the character above was in counseling for a long time, the most they could recover would be 11 points (23 / 2 = 11.5 = 11), unless they removed all their cybernetics (at which point all lost humanity may be regained). This is why it is important to keep track of humanity loss for each individual piece of cyberwear.

Tactics: The ability to lead small military units effectively. A successful use of this skill at the beginning of a combat will give all of the user's allies a +1 bonus to all attack and defense challenges. Note that you must have at least 2 people (including yourself) in order for this skill to function. Difficulty is equal to the number of people the character is commanding (including himself) x4. So if there were three people on the user's side, the overall difficulty would be 12.

Theology: The knowledge and understanding of different religious and theological viewpoints around the world. A character with this skill has studied and learned the different beliefs of different cultures, and on a successful check can use this information to his advantage.

Teaching: This skill is necessary to teach someone a skill. To do so, you must average this skill with the skill being taught. That is the maximum level you may teach someone in that particular skill. You must have a higher level in the skill being taught in order to teach someone. See the section on ***Experience*** for more information.

REF SKILLS

Athletics: This skill is a measure of the character's overall agility and ability to participate in athletic events. This skill is used for all thrown weapons, including grenades.

Autoweapon: This is the skill used whenever you fire a weapon in any mode other than semi-auto mode. If you use a three-round burst, full-auto, or suppressive fire, you must use this skill, regardless of what weapon you are using (save perhaps Heavy Weapons). See ***Friday Night Firefight*** for more details.

Dodge: This is the skill you must use whenever anyone shoots at you with a distance attack. Like the Autoweapon skill, you may not replace this skill with any other skill. You may also use this skill as a defensive skill in hand-to-hand combat, but if you do so you cannot attack with a hand-to-hand attack. See the ***Friday Night Firefight*** section for more details.

Fencing: This is the skill that covers all swords, including monoblades. A knife or smaller may use the Melee skill, but if you want to use a sword or Monokatana, this is the skill you use.

Martial Arts: This skill is listed here only because you must remember to choose a Martial Arts style when you take this skill. It is to your advantage to do so, so don't say we didn't warn you. Remember, you may add half your level (rounded down) in damage to any *unarmed attack* using Martial Arts. I say 'unarmed' because of Powergloves. You may add your to-hit bonuses with your style when wearing Powergloves, but their bulk and clumsiness (-2 acc) prevents completely successful actions when worn. Thus, *you cannot add your Martial Arts damage bonus when attacking with Powergloves.*

Sleight of Hand: This is the skill of making small, hand held objects seem to appear and disappear. Of course, it is only an illusion, but this can come in handy at times. When you use this skill you actually pocket the item in question. It must be small enough to fit in your hand, and a search of the character will reveal the object's true location. Note this is different from the Pick Pocket skill in that you must actually pick up the item before you can use this skill.

Stealth: The art of remaining unnoticed and blending in with your surroundings. Note that this is a different skill than Hide/Evade. The latter comes into play only when being followed or actively searched for from an unknown location, while this skill covers evading detection from people in your immediate vicinity. This skill is also used when a character wishes to leave a combat. In order to do so, you must end a combat round outside of line-of-sight from everyone else in the combat. You then must make an Average Stealth check. On a success, you may leave the combat. If you fail, you must remain until the end of the next combat round, at which time you may attempt to leave again if you satisfy all necessary criteria.

TECH SKILLS

Cryotank Operation: This skill can be very useful when trying to save someone's life. If someone has either just died or is dying, and you cannot save them on the spot, then this is your last

option. If a dead or dying character is brought to a cryotank and properly instilled in it, time effectively stops for them. Their wound level remains constant, their Death State remains at whatever it currently is, etc., until they are removed from the tank. This can be a real lifesaver as it gives assisting characters time to get the injured or deceased character to a hospital, where some major bonuses come into play. Or, you can be just like Rache Bartmoss, and just stay in one forever, spending all your days and nights in the net. First off, you must have a cryotank (duh). No, you cannot carry one around with you, but if you can get someone to a **Trauma Team** AV-4, it is standard equipment onboard. Difficulty for freezing someone is equal to 3x their current Mortal wound level. (You're *not* going to freeze someone who doesn't need it, RIGHT??) For example, if Guido was at Mortal 4 wound level, difficulty for sticking him in cryo would be 12 (3 x 4 = 12). It is relatively easy to make someone a popsicle, assuming they aren't in pieces all over the floor. Assume thawing is automatic.

Disguise: This skill includes a rudimentary ability to imitate voices. And please, remember to wear a description of what you look like--in plain sight--if you change your identity.

First Aid: Everyone should have this skill, if you ask me. Allows you to stabilize and let people heal, if you're really lucky. See the ***Trauma Team*** section for more information on this.

Photo/Film: You damn well better have this skill if you want to take pictures or videotape someone. If you don't, I'll tell you right now it will not be admissible as evidence in anything, and anyone watching it or looking at it will say 'Is it some kind of roadkill?' Yes, even if you're in the Net. I don't care.

Pharmaceuticals: This skill allows you to make drugs, to be blunt about it. You don't have to have Chemistry in order to use this, but if you don't good luck in getting the necessary base components (or go through a fixer and pay through the nose, take your pick). Talk to a GM about using this skill during check-in.

Tech: This skill is used to repair and maintain all sorts of different equipment. Generally, a Techie will be able to retest their Jury Rig with one of these skills.

APPENDIX B: Equipment

Okay, so you know how to play, your character is set to rock, all you need now is your outfit. Well, you've come to the right place. The following is a listing of equipment available to starting characters along with how much it costs. Be warned now: there is far, far more stuff out there than appears on this list. What you see here is what any Edgerunner can acquire in most (relatively) common stores and shops in 2020. If you want something illegal, or very rare, you'll have to go through your local fixer to get it. See the appropriate book for equipment stats.

WEAPONS:

Melee Weapons

Club		Free
Knife		20 eb
Sword		150 eb
Axe		20 eb
Nunchaku/Tonfa	15 eb	
Shuriken	2 eb	
Switchblade		15 eb
Brass Knuckles	10 eb	
Sledgehammer	20 eb	
Chainsaw	80 eb	
Survival Knife		50 eb
Entrenching Tool	50 eb	
MysTech Spring Knife		125 eb
MysTech Nunchaku/Blade	200 eb	
Smartwhip		600 eb
Machete	60 eb	

Archery Bows

Eagletech "Tigercat" Compound	500 eb	
Eagletech "Tomcat" Compound	150 eb	
Eagletech "Wildcat" Sport	35 eb	

Crossbows

Eagletech "Handbow"		75 eb
Eagletech "Stryker"	220 eb	

Exotics

Dynatech Industries Hand Taser	50 eb	
Enertex AKM Power Squirt	15 eb	
Militech Electronics Taser	60 eb	
Militech Electronics Taser II	100 eb	
MysTech Arrow Gun		1000 eb
Nelspot "Wombat" Airpistol	200 eb	
Petrochem Drug-A-Thug	150 eb	
Pursuit Security Beanbag Gun	100 eb	
Pursuit Security Stundart Pistol	109 eb	
Pursuit Security Webgun	250 eb	
Skunker	70 eb	
Streettech "Burst"	33 eb	
Techtronica Black-Zap Glove	90 eb	

Light Handguns

Astra Style-6		75 eb
BudgetArms C-13	75 eb	
Dai Lung Cybermag	50 eb	
Federated Arms Impact	60 eb	
Federated Arms X-22		70 eb
Federated Arms X-38		135 eb

Medium Handguns

Arasaka WSA Autopistol	400 eb	
BudgetArms C-41	600 eb	
Colt Alpha-Omega	500 eb	
Colt Enforcement 10 Sidearm	550 eb	
Dai Lung Streetmaster	200 eb	
Federated Arms X-9mm	300 eb	
Fashion Gun 9		40 eb
Goncz-Taurus Pistol		275 eb
IMI Gamad		575 eb
Kang Tao Type 97	35 eb	
LeRoi Maxi-10		150 eb
Militech Arms Avenger	250 eb	
Nomad .357 Autoloader	300 eb	
Nomad .357 Revolver		250 eb
Sci Fi Starrior		60 eb
Stein & Wasserman "Tri-Star"	275 eb	
Sternmeyer P-41 Auto Pistol	425 eb	
Surprising Stranger	50 eb	

Heavy Handguns

BudgetArms Auto-3	350 eb	
Dai Lung Magnum	60 eb	
Espinoza One Shot	75 eb	
Malorian Arms Hvy Flechette Pistol	595 eb	
Mustang Arms "Mark II"	425 eb	
Sternmeyer P-35	400 eb	

Very Heavy Handguns

Armalite 44		450 eb
Colt AMT Model 2000		500 eb

Shotguns

Enfield-Ubichi LastChance	60 eb	
Militech Crusher SSG		450 eb
Militech Military/Police	300 eb	
Mustang Arms "Raider" Riot	400 eb	

Rifles

Nomad .357 Automatic Carbine	400 eb	
Nomad .357 Magnum Lever-Action	300 eb	
Nomad .44 Magnum Lever-Action	650 eb	
Nomad 7.62mm Bolt-Action	500 eb	
Kang Tao One-Shot Cannon	90 eb	

Item	Effects			Cost
Clothes	Varies, see clothing chart		varies	
Techscanner	+1 to all TECH tests		600	
Cutting Torch	Cuts through metal 1"/minute		40	
Toolkit, Tech	+1 to all TECH tests		100	
Toolkit, B&E	+1 to all PICK LOCK tests		120	
Toolkit, Electronics	+1 to all tests involving electronics		100	
Protective Goggles	Anti-Dazzle, ugly as hell		20	
Flashlight	Go figure		10	
Glowstick	Dim light in a variety of designer colors	1		
Rope	Again, go figure		2 / foot	
Breathing Mask	Gas has no effect, ugly as hell		30	
Holo Generator	Produces filmy 3D image in the air		500	
Data Chip	Today's floppy disks		10	
Logcompass	Compass, hit the button and find your way back		50	
Digital Recorder	Audio recorder, 2 paperbacks together in size	300		
Digital Camera	Still images only, pack of cigarettes in size		150	
VideoCam	Records movies, hand held version		800	
Video/Audio Player	Plays the video and audio chips from above		40	
Pocket TV	Drool			80
Video Board	Allows you to see the video chips you're playing		100 /sqft	
Digital Music Chip	Better than a CD! Look! Nirvana! Retro, cool!	20		
Laptop Computer	Basic laptop of the age		900	
Pocket Computer	Less powerful, but smaller		100	
Cybermodem	Connect to the net		varies	
Cellular Cybermodem	Connect to the net without a phone jack		varies	
Interface Cables	Allows you to Jack in with plugs		30/pair	
Low Impedance Cables	Gives +1 bonus to any 'Net action		95/pair	
'Trode Set	Connect to the net without plugs		20	
Keyboard	Whoa, typing. A lost art.		100	
Terminal	Keyboard, monitor, and I/O card. Slow, but works	400		
Mastoid Commo	Stick to jaw and temple, sub-vocalize. 2 mile range		100	
Pocket Commo	Small walkie-talkie type thing. 10 mile range		50	
Cellular Phone	All the options. Go to town.		400	
Mini Cell Phone	Pager sized			800
Binoglasses	Teleoptics, rangefinder. Not completely ugly		200	
Binoculars	Teleoptics. Everyone knows, at least		50	
Low-Lite Goggles	Low Lite optics. Look like sunglasses		200	
IR Goggles	See in the IR spectrum. NOT heat		250	
IR Flashlight	Light in the IR spectrum, no visible light		50	
Handcuffs	Person wearing them is held		100	
Striptapes	In boxes of 12, temporary, disposable handcuffs		5	
First Aid Kit	+1 to medical tests		10	
Medical Kit	+2 to medical tests		50	
Medscanner	+1 to diagnose tests		300	
Drug Analyzer	+1 to pharmaceuticals			75
Airhypo	Delivers drugs			100
Cellular Phone Service	Monthly service +long distance calls		100	
Standard Phone Service	Monthly service +long distance calls		30	
DataTerm Use	Cost by the minute		1	
CredChip Account	Bank account monthly service		20	
Health Plan	Normal Insurance Coverage per month		1000	
Trauma Team Account	Monthly fees not including ammo costs	500		
Cable TV	Monthly cost		40	

MAKING AND BREAKING THINGS

There will come a time when you want to make something complex, something that will take a long time to complete. How do I do this, you ask. Well, let me tell you. This is done by using the formulas in the books to determine the difficulty for creating or making the item in question, then dividing this number by five to determine the number of successes needed to successfully complete construction of the item.

In other words, determine the difficulty, divide that by five, and that's the number of successes you need. For example, say our Techie friend Fixit wanted to construct a cyberarm (no options). The GM consults the book and determines that the difficult to do this will be 25 (using the Cybertech skill, of course). Dividing this by five, we find that Fixit will need five successes to construct this item (25 / 5 = 5).

How do you get five successes? Simple. During check in, Fixit tells the GM that he wants to make himself a cyberarm. GM tells him that the difficulty will be 25 using the Cybertech skill. Fixit has a 4 in Cybertech, so this allows him four attempts per check in to test on building the cyberarm. So even if Fixit wins every test (losing on ties), it will still take him at least two runs to complete, since he can only get 4 successes maximum per run.

Let's say that Fixit and the GM test (retests might be Electronics, Basic Tech, etc.) and Fixit comes up with 3 successes. Not bad. So the GM hands him a card showing what is being made, when it was started, etc., and notes the number of successes on it and initials it. So Fixit now has a card showing his progress on the arm. Next run, he can show this to the GM during check in and try to complete the arm.

Some items may take only one test to make. Usually these are one shot items like drugs. One success gives you one use of the item (or dose for drugs, clip for ammo, etc.). If the item can be used multiple times, most likely you will need multiple successes. This is a rule of thumb and will be determined by the GM. So no, you're not going to need just one success to construct a thermonuclear device. Loser.

Your next question, I'm sure, is how much does it cost to make stuff? Well, generally speaking, it's much cheaper to make things yourself than buy them with the seller's markup. So, to figure out how much it costs to build an existing item using a skill, use the following formula:

75% - (5% x Skill Level) of List Price

In other words, if someone had a 5 in *Basic Tech* and was building a car engine that normally cost 1000 eb, it would cost him 500 eb to do so
(75 - [5 x 5] = 75 - 25 = 50% of list price).

Also, some skills let you attempt to acquire items as well. Generally, the difficulty to obtain an item is directly related to the item's Availability, as noted below:

Excellent	10 (Easy)
Common	13 (Average)
Poor	16 (Difficult)
Rare	19 (Very Difficult)

Some items are very difficult to acquire (determined by the GM) and might have difficulties even higher than the ones listed above. Also, if an item is very, very difficult to acquire, you might be required to get multiple successes, as explained above. These are generally items of extreme natures (e.g. 'Borg weapons, tanks, etc.) and have the potential to upset game play. Use of these items can be restricted by the GM, so think carefully before you request that railgun.
Also, just because you can acquire an item doesn't mean you don't still have to *pay* for it.

Also, as a reminder, the GM may decide that it is not possible for you to make or repair something, depending on your skill level and the task being attempted. This is just a reminder, as it was stated before in the ***Playing*** section. Now you've been warned twice. Don't piss off your GM's. They won't like it.

APPENDIX C: Conversions

NEW DAMAGE VALUES	
1d6/3	1
1d6/2	2
1d6-1	3
1d6	4
1d6+1	5
1d6+2	6
1d6+3	7
2d6	7
2d6+1	8
2d6+2	9
2d6+3	10
3d6	11
3d6+1	12
3d6+2	13
3d6+3	14
4d6	14
4d6+1	15
4d6+2	16
4d6+3	17
5d6	18
5d6+1	19
5d6+2	20
5d6+3	21
6d6	21
6d6+1	22
6d6+2	23
6d6+3	24

NEW ARMOR VALUES	
SP 4	3 / 5 / 7
SP 6	4 / 6 / 8
SP 8	5 / 7 / 11
SP 10	6 / 8 / 13
SP 12	7 / 10 / 16
SP 14	9 / 12 / 19
SP 16	10 / 14 / 21
SP 18	11 / 15 / 23
SP 20	13 / 17 / ∞
SP 22	14 / 18 / ∞
SP 25	15 / 21 / ∞
SP 30	18 / 25 / ∞