D20 Cyberpunk Conversion Document Version 1.0

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This document was written to allow a person with both the Cyberpunk 2020 RPG book and the Third Edition PHB, DMG, or Star Wars RPG to play Cyberpunk using the D20 rules system.

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LIFEPATH

Changes to Section 4.a Big Problems, Big Wins

Disaster Strikes:

1-2.	No Change
3.	Lose 2 points from DEX
4.	No Change
5.	(1-4) –10 CHA, (5-8) No Change, (9-10) Wil (DC 20) or relive nightmares
6-9.	No Change
10.	(1-3) –2 DEX, (4-7) –2 WIS, (8-10) –2 DEX and –2 WIS

You Get Lucky

1-3.	No Change
4.	Gain Martial Arts as a bonus feat at first level.
5.	Add +2 to any existing INT skill, or gain a new skill at 4 Ranks.
6.	No Change
7.	Gain Family special ability (as Nomad) at +2.
8.	Gain Streetwise special ability (as Cop) at +2.
9.	Gain Family special ability (as Nomad) at +2 but it applies to Booster Gangs and not Nomads.
10.	Gain +2 Bonus to any Base Attack rolls with one melee weapon OR gain a free melee Weapon Proficiency at first level.

CLASSES

COP

Alignment: Generally good.
Vitality Die: d10.

Class Skills: The Cop's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Gather Information (Cha), Interrogation (Wis), Intimidate (Cha), Knowledge (Law Enforcement) (Int), Pilot (Dex), Profession (Cop) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Treat Injury (Wis).

Skill Points at 1st Level: (4+ Int modifier) x4.
Skill Points at each dditional level: 4 + Int modifier.

Weapon and Armor Proficiency: Cops are proficient with all simple melee weapons, with all non-exotic pistols, smg, and shotgun weapons, with all types of armor (heavy, medium, and light), and with shields.

TABLE: The Cop

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Authority +1, Athletics Feat
2	+2	+3	+0	+0	Streetwise +1
3	+3	+3	+1	+1	Authority +2
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Authority +3, Streetwise +2
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	Authority +4
8	+8/+3	+6	+2	+2	Streetwise +3
9	+9/+4	+6	+3	+3	Authority +5
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Authority +6, Streetwise +4
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	Authority +7
14	+14/+9/+4	+9	+4	+4	Streetwise +5
15	+15/+10/+5	+9	+5	+5	Authority +8
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Authority +9, Streetwise +6
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Authority +10
20	+20/+15/+10/+5	+12	+6	+6	Streetwise +7

Special:
	Authority: Authority is a Cops ability to intimidate and control others through their position as a lawman. As such at 1st level and every odd level thereafter, the Cop adds +1 to his Intimidate skill checks at times him being a Cop helps!
	Streetwise: Streetwise is the Cops ability to comb his contacts for info and to get the feel of what is going on in the area! As such at 2nd level and every

3 levels thereafter, the Cop adds +1 to his Gather Information and Search skill checks when working the street.

CORPORATE

Alignment: Any.
Vitality Die: d6.

Class Skills: The Corporate's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Computer Use (Int), Craft (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (General knowledge) (Int), Knowledge (Social) (Int), Personal Grooming (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Wardrobe & Style (Cha).

Skill Points at 1st Level: (4 + Int modifier) x 4.
Skill Points at each additional level: 4 + Int modifier.

Weapon and Armor Proficiency: A Corporate's weapon training focuses on weapons suitable for stealth. Thus, all Corporates are proficient all simple melee weapons, non-exotic pistols and smg weapons. Corporates are proficient with light armor but not with shields.

TABLE: The Corporate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+2	Resources +1, Call in a Favor
2	+1	+0	+2	+3	
3	+2	+1	+2	+3	Call in a Favor
4	+3	+1	+2	+4	Resources +2
5	+3	+1	+3	+4	Call in a Favor
6	+4	+2	+3	+5	
7	+5	+2	+4	+5	Resources +3, Call in a Favor
8	+6/+1	+2	+4	+6	
9	+6/+1	+3	+4	+6	Call in a Favor
10	+7/+2	+3	+5	+7	Resources +4
11	+8/+3	+3	+5	+7	Call in a Favor
12	+9/+4	+4	+6	+8	
13	+9/+4	+4	+6	+8	Resources +5, Call in a Favor
14	+10/+5	+4	+6	+9	
15	+11/+6/+1	+5	+7	+9	Call in a Favor
16	+12/+7/+2	+5	+7	+10	Resources +6
17	+12/+7/+2	+5	+8	+10	Call in a Favor
18	+13/+8/+3	+6	+8	+11	
19	+14/+9/+4	+6	+8	+11	Resources +7, Call in a Favor
20	+15/+10/+5	+6	+9	+12	

Special:
Resources: Due to their connections to the corporate structure the Corporate can call upon resources available to no other character. To reflect this a Corparate adds +1 to all Diplomacy rolls for acquiring goods and/or services at 1st level and every 3 levels thereafter!

Call in a Favor: See SWRPG 3E under the Nobel Class for more info on this special ability.

FIXER

Alignment: Any.
Vitality Die: d6.

Class Skills: The Fixer's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy(Cha), Forgery Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), and Spot (Wis).

Skill Points at 1st Level: (8 + Int modifier) x 4
Skill Points at each additional: 8 + Int modifier

Weapon and Armor Proficiency: A Fixer's weapon training is limited to simple melee weapons and non-exotic pistol weapons. Fixers are not proficient with armor or shields.

TABLE: The Fixer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Bonus Feat
2	+1	+0	+3	+0	Streetdeal +5
3	+2	+1	+3	+1	Adaptive Learning
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Streetdeal +6
6	+4	+2	+5	+2	Adaptive Learning
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Streetdeal +7, Adaptive Learning
10	+7/+2	+3	+7	+3	
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	Adaptive Learning
13	+9/+4	+4	+8	+4	Streetdeal +8
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	Adaptive Learning
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+10	+5	Streetdeal +9
18	+13/+8/+3	+6	+11	+6	Adaptive Learning
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	

Special:
    Bonus Feat: At 1st Level, the Fixer gains a bonus feat selected from Aletness, Brawling, Endurance, Light Armor Proficiency, or Weapon Group Proficiency (SMG).
    Streetdeal: Beginning at 2nd level the Fixer gains a +5 competence bonus to any Gather Information checks and for any Diplomacy checks made to buy or sell illicit goods. This increases by +1 every 4th level thereafter.
    Adaptive Learning: At 3rd level and every 3 levels thereafter, the Fixer may designate 1 cross-class skill as a class skill.

MED TECH

Alignment: Any
Vitality Die: d8

Class Skills: The Med Tech's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Craft (Pharmaceuticals) (Int), Cryotank Ops (Int), Knowledge (Chemistry) (Int), Knowledge (Medicine) (Int), Knowledge (Zoology) (Int), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Treat Injury (Wis).

Skill Points at 1st Level: (5 + Int Modifier) x 4
Skill Points at each additional Level: 5 + Int Modifier

Armor and Weapon Proficiency: Med Techs are proficient with all simple melee weapons, and all non-exotic pistols. Med Techs are proficient with all types of armor (light, medium, and heavy) and with shields.

TABLE: The Med Tech

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Medical Tech +5
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	Medical Tech +6
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	Medical Tech +7
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	Medical Tech +8
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	Medical Tech +9
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	Medical Tech +10
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	Medical Tech +11
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

Special:
      Medical Tech: This ability allows the Med Tech to perform more elaborate procedures of treating wounds and medical problems that require surgery. Medical Tech also adds a +5 competency bonus to all Treat Injury skill checks. This bonus increase by +1 every 3rd level thereafter.

MEDIA

Alignment: Any.
Vitality Die: d6.

Class Skills: The Media's class skills (and the key ability for each skill) are
Appraise (Int), Bluff (Cha), Craft (Composition)(Int), Diplomacy (Cha), Disguise
(Cha), Gather Information (Cha), Hide (Dex), Knowledge (General Knowledge)(Int),
Listen (Wis), Profession (Photographer)(Wis), Search (Int), Sense Motive (Wis),
Speak Language (Int), Spot (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4
Skill Points at each additional level: 4 + Int modifier

Weapon and Armor Proficiency: A Media is proficient with all simple melee weapons and
non-exotic pistols. Medias are proficient with light armor.

TABLE: The Media

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Credibility +1, Media knowledge
2	+1	+0	+3	+3	Streetwise +1
3	+2	+1	+3	+3	Credibility +2
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	Credibility +3
6	+4	+2	+5	+5	Streetwise +2
7	+5	+2	+5	+5	Credibility +4
8	+6/+1	+2	+6	+6	
9	+6/+1	+3	+6	+6	Credibility +5
10	+7/+2	+3	+7	+7	Streetwise +3
11	+8/+3	+3	+7	+7	Credibility +6
12	+9/+4	+4	+8	+8	
13	+9/+4	+4	+8	+8	Credibility +7
14	+10/+5	+4	+9	+9	Streetwise +4
15	+11/+6/+1	+5	+9	+9	Credibility +8
16	+12/+7/+2	+5	+10	+10	
17	+12/+7/+2	+5	+10	+10	Credibility +9
18	+13/+8/+3	+6	+11	+11	Streetwise +5
19	+14/+9/+4	+6	+11	+11	Credibility +10
20	+15/+10/+5	+6	+12	+12	

Special:
    Credibility: This is the Medias ability to be believed. Credibility allows
a Media to bluff his way into places and convince others they are who they aren't!
As such they receive a +1 bonus to Bluff and Diplomacy skill checks. This increases
by +1 for every 2 levels thereafter.

    Media Knowledge: A Media may make a special Media knowledge check with a bonus
equal to his level + his Intelligence modifier to see whether he knows some relevant
information about local notable people, legendary events, or noteworthy places.

The Media may not take 10 or take 20 on this check; this sort of knowledge is
essentially random. The DM will determine the Difficulty Class of the check by
referring to the table below.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local

population.
20   Uncommon but available, known by only a few people in the area.
25   Obscure, known by few, hard to come by.
30   Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't nderstand the significance of the knowledge.

     Streetwise: Streetwise is the Medias ability to comb his contacts for info and to get the feel of what is going on in the area! As such at 2nd level and every 3 levels thereafter, the Media adds +1 to his Gather Information and Search skill checks when working the street.

NETRUNNER

Alignment: Any.
Vitality Die: d8.

Class Skills: The Netrunner's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Craft (Composition) (Int), Craft (Cyberdeck)(Int), Gather Information (Cha), Knowledge (General Knowledge) (Int), Knowledge (Systems) (Int), Listen (Wis), Profession (Cyberdeck Design)(Wis), Repair (Basic)(Int), Repair (Cybertech) (Int), Repair (Electronics) (Int), and Spot (Wis).

Skill Points available at 1st level: (4 + Int modifier) x 4
Skill Points at each additional level: 4 + Int modifier

Weapon and Armor Proficiency: Netrunners are proficient with simple melee weapons non-exotic pistols and smg weapons. They are proficient in light armor but not with shields.

TABLE: The Netrunner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Interface Check Bonus	Net AC Bonus
1	0	+2	+2	+2	+0	+0
2	+1	+3	+3	+3	+1	+0
3	+2	+3	+3	+3	+2	+0
4	+3	+4	+4	+4	+3	+0
5	+3	+4	+4	+4	+3	+1
6	+4	+5	+5	+5	+4/+1	+1
7	+5	+5	+5	+5	+5/+2	+1
8	+6/+1	+6	+6	+6	+6/+3	+1
9	+6/+1	+6	+6	+6	+6/+3	+1
10	+7/+2	+7	+7	+7	+7/+4/+1	+2
11	+8/+3	+7	+7	+7	+8/+5/+2	+2
12	+9/+4	+8	+8	+8	+9/+6/+3	+2
13	+9/+4	+8	+8	+8	+9/+6/+3	+2
14	+10/+5	+9	+9	+9	+10/+7/+4/+1	+2
15	+11/+6/+1	+9	+9	+9	+11/+8/+5/+2	+3
16	+12/+7/+2	+10	+10	+10	+12/+9/+6/+3	+3
17	+12/+7/+2	+10	+10	+10	+12/+9/+6/+3	+3
18	+13/+8/+3	+11	+11	+11	+13/+10/+7/+4/+1	+3
19	+14/+9/+4	+11	+11	+11	+14/+11/+8/+5/+2	+3

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20      +15/+10/+5       +12       +12       +12       +15/+12/+9/+6/+3        +4
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Special:
        Interface Check Bonus: While in the net the Netrunner may make multiple
Computer Use skill checks per round (as determined by the Interface Check Bonus)
at the listed bonuses! A non-Netrunner in the net can only perform one skill at
a time each round in the net!
        Net AC Bonus: This is a bonus to the Netrunners AC in the net. A Netrunner
adds her Wisdom bonus (if any) to her Net AC, instead of her normal Dexterity
modifier, and her Net AC improves as she gains levels.

NOMAD

Alignment: Any.
Vitality Die: d10.

Class Skills: The Nomad's class skills (and the key ability for each skill) are
Craft (Int), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen
(Wis), Pilot (Car/Truck)(Dex), Profession (Wis), Repair (Basic) (Int), Search
(Int), Spot (Wis), Swim (Str), Treat injury (Wis), and Wilderness Lore (Wis).

Skill Points Available at 1st Level: (4 + Int modifier) x 4
Skill Points at each additional level: 4 = Int modifier

Weapon and Armor Proficiency: A Nomad is proficient with all simple melee weapons;
all non-exotic pistol, smg, and rifle weapons; light armor, medium armor, and
shields.

TABLE: The Nomad

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Family +1, Track, Endurance
2	+2	+3	+0	+0	Brawling
3	+3	+3	+1	+1	Athletics
4	+4	+4	+1	+1	Family +2
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	Family +3
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Family +4
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	Family +5
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Family +6
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Family +7
20	+20/+15/+10/+5	+12	+6	+6	

Special:

Family: Due to their connections to the nomad family structure the Nomad can call upon family resources available to no other character. To reflect this a nomad adds +1 to all Diplomacy rolls for acquiring goods and/or services associated with the Nomad family at 1st level and every 3 levels thereafter!

Endurance: A Nomad gains Endurance as a bonus feat.

Track: A Nomad gains Track as a bonus feat.

At 2nd level the Nomad gains the Brawling feat.

At 3rd Level the Nomad gains the Athletics Feat.

Improved Two-Weapon Fighting: A Nomad with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The Nomad must be wearing light armor or no armor in order to use this benefit.

When wearing light armor or no armor, a Nomad can fight with two weapons as if he or she had the feats Ambidexterity and Two-Weapon Fighting. The Nomad loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword).

ROCKERBOY

Alignment: Any.
Vitality Die: d6.

Class Skills: The Rockerboy's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Composition) (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Entertain (Play Instrument) (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Seduction (Cha), Sense Motive (Wis), Speak Language (Int), Spot (Wis), and Wardrobe & Style (Cha).

Skill Points availablie at 1st level: (4 + Int modifier) x 4
Skill Points at each additional level: 4 + Int modifier

Weapon and Armor Proficiency: A Rockerboy is proficient with all simple melee weapons, all non-exotic pistols and smg weapons. Rockerboys are proficient with light armor.

TABLE: The Rockerboy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Charismatic Leadership (Rockerboy music)
2	+1	+0	+3	+3	Brawling
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	

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

Charismatic Leadership (Rockerboy Music): Once per day per level, a Rockerboy can use song or poetics to produce supernatural effects on those around him or her. While these abilities fall under the category of Rockerboy music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken entertainance. A deaf Rockerboy suffers a 20% chance to fail with Rockerboy music. If the Rockerboy fails, the attempt still counts against the daily limit.

The Rockerboy Music effects are:

* Inspire Courage: A Rockerboy with 3 or more ranks in Entertain can attempt to inspire courage in his or her fans. To be affected, a fan must hear the Rockerboy sing for a full round. The effect lasts as long as the Rockerboy sings and for 5 rounds after the Rockerboy stops singing (or 5 rounds after the fan can no longer hear the Rockerboy). While singing, the Rockerboy can fight. Affected fans receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

* Fascinate: A Rockerboy with 3 or more ranks in Entertain can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the Rockerboy and must be within 90 feet. The Rockerboy must also see the creature. The creature must be able to pay attention to the Rockerboy. The distraction of a
nearby combat or other dangers prevents the ability from working. The Rockerboy makes a Entertain check, and the target can negate the effect with a Will saving throw equal to or greater than the Rockerboy's check result. If the saving throw succeeds, the Rockerboy cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the Rockerboy. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the Rockerboy moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Entertain check result. Any obvious threat, such as drawing a weapon, or aiming a waepon, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the Rockerboy must concentrate. Fascinate is a spell-like, mind-affecting charm ability.

* Inspire Competence: A Rockerboy with 6 or more ranks in Entertain can help an ally succeed at a task. The ally must be able to hear the Rockerboy and must be within 30 feet. The Rockerboy must also see or hear the ally. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the Rockerboy's music. The DM may rule that certain uses of this ability are infeasible. The Rockerboy can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

* Suggestion: A Rockerboy with 9 or more ranks in Entertain can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the Rockerboy's daily limit on Rockerboy music

entertainances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the Rockerboy's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

* Inspire Greatness: A Rockerboy with 12 or more ranks in Entertain can inspire greatness in another creature. For every three levels the Rockerboy attains beyond 9th, the Rockerboy can inspire greatness in one additional creature. To inspire greatness, the Rockerboy must sing
and the creature must hear the Rockerboy sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the Rockerboy continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:
* +2 Hit Dice (d10s that grant temporary hit points).
* +2 competence bonus on attacks.
* +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. Inspire greatness is a supernatural, mind-affecting enchantment ability.

At 2nd level the Rockerboy gains the Brawling Feat.

Solo

Alignment: Any.
Vitality Die: d10.

Class Skills: The Solo's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Move Silently (Dex), Repair (Weapons) (Int), Spot (Wis), and Swim (Str).

Skill Points available at 1st level: (4 + Int modifier) x4
Skill points at each additional level: 4 + Int modifier

Weapon and Armor Proficiency: The Solo is proficient in the use of all simple and martial melee weapons; all non-exotic pistol, smg and rifle ranged weapons; and all armor (heavy, medium, and light) and shields.

TABLE: The Solo

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Combat Sense +1*, Athletics
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Brawling or Martial Arts
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus feat

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

Bonus Feats: At 1st level, the Solo gains the special ability of Combat Sense. This ability adds +1 to all Initiative, Reflex saves and Surprise rolls at first level and then an additional +1 every odd level thereafter.

Also at 1st level the Solo gains the Athletics Feat.

At 2nd level the Solo can choose to gain either Brawling or Martial Arts Feat.

The Solo gains a bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Gunnery, Trample, Ride-By Attack), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a Solo cannot be acquired until the Solo has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A Solo can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A Solo must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Weapon Specialization: On achieving 4th level or higher, as a feat the Solo (and only the Solo) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The Solo must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the Solo strike precisely enough to hit more effectively. The Solo may take this feat as a bonus feat or as a regular one.

TECHIE

Alignment: Any.
Vitality Die: d6.

Class Skills: The Techie's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Int), Listen (Wis), Open Lock (Dex), Pilot (Dex), Profession (Teaching)(Wis), Repair (Any 3, or 2 plus Electronic Security)(Int), Repair (Basic)(Int), Repair (Cybertech) (Int), Repair (Electronics) (Int), Search (Int), and Spot (Wis).

Skill Points Available at 1st level: (6 + Int modifier) x 4
Skill Points at each additional level: 6 + Int modifier

Weapon and Armor Proficiency: Techies are proficient with all simple martial melee weapons, and all non-exotic pistol weapons. Techies are proficient with light armor but not with shields.

TABLE: The Techie

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Jury Rig +1
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	Jury Rig +2
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Skill Mastery, Jury Rig +3
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	Jury Rig +4
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Jury Rig +5
10	+7/+2	+3	+7	+3	Skill Mastery
11	+8/+3	+3	+7	+3	Jury Rig +6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Jury Rig +7
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	Skill Mastery, Jury Rig +8
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+10	+5	Jury Rig +9
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Jury Rig +10
20	+15/+10/+5	+6	+12	+6	Skill Mastery

Special
    Jury Rig: Jury Rig is the Techies ability to get something working when no one else could or to make something out of junk and have it work! As such the Techie receives a +1 competence bonus to all Repair and Electronic Security skill checks. This bonus goes up by 1 every odd level thereafter. Unfortunately, these Jury Rigged repairs only last 1d6 minutes per level of the Techie!

    Skill Mastery: The Techie selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the Techie may take 10 even if stress and distractions would normally prevent the Techie from doing so. The Techie may gain this special ability multiple times, selecting additional skills for it to apply to each time.

SKILLS

CP2020 Skill and the D20 Equivalent
All items marked with an "*" are new skills or feats explained below.

ATTR:
>   Personal Grooming: Personal Grooming (CHA)*
>   Wardrobe & Style: Wardrobe & Style (CHA)*

BODY:
>   Endurance: Endurance Feat
>   Strength Feat: Strength Feat*
>   Swimming: Swim

Cool/Will:
>   Interrogation: Interrogate (WIS)*
>   Intimidate: Intimidate (CHA)*
>   Oratory: Entertain (Oratory)
>   Resist Torture/Drugs: Resist Torture/Drugs Feat*
>   Streetwise: Streetwise Feat*

Empathy:
>   Human Perception: Sense Motive
>   Interview: Gather Information
>   Leadership: Leadership Feat (See DMG pg 45)
>   Seduction: Seduction (CHA)*
>   Social: Knowledge (Social)
>   Persuasion/Fast Talk: Bluff
>   Perform: Entertain

Intelligence:
>   Accounting: Knowledge (Accounting)
>   Anthropology: Knowledge (Anthropology)
>   Awareness Notice: Spot
>   Biology: Knowledge (Biology)
>   Botany: Knowledge (Botany)
>   Chemistry: Knowledge (Chemistry)
>   Composition: Craft (Composition)
>   Diagnose Illness: Knowledge (Medicine)*
>   Education, General Knowledge: Knowledge (General Knowledge)
>   Expert: Profession
>   Gamble: Gamble (INT)*
>   Geology: Knowledge (Geology)
>   Hide/Evade: Hide
>   History: Knowledge (History)
>   Know Language: Language (INT)*
>   Library Search: Gather Information
>   Math: Knowledge (Math)
>   Physics: Knowledge (Physics)
>   Programming: Computer Use
>   Shadow/Track: Hide
>   Teaching: Profession (Teaching)
>   Wilderness Survival: Wilderness Survival
>   Zoology: Knowledge (Zoology)

Reflex:
>   Archery: Exotic Weapon Prof (Archery)
>   Athletics: Athletics Feat*
>   Brawling: Brawling Feat*

Dance: Entertain (Dance)
Dodge/Escape: Dodge Feat
Driving: Pilot (Car/Truck)
Fencing: Weapon Prof (Sword)
Handgun: Weapon Prof (Pistol)
Heavy Weapons: Weapon Prof (Heavy Weapon)
Martial Arts: Martial Arts Feat
Melee: Weapon Prof (Weapon Name)
Motorcycle: Pilot (Motorcycle)
Operate Heavy Machinery: Pilot (Heavy Machinery)
Pilot Gyro: Pilot (Gyro)
Pilot Fixed Wing: Pilot (Fixed Wing)
Pilot Dirigible: Pilot (Dirigible)
Pilot Vector Thrust: Pilot (Vector Thrust)
Rifle: Weapon Prof (Rifle)
Stealth: Move Silently
SMG: Weapon Prof (SMG)

Tech:

Aero Tech: Repair (Aero)
AV Tech: Repair (AV)
Basic Tech: Repair (Basic)
Cryotank Ops: Cryotank Ops (INT)*
Cyberdeck Design: Craft (Cyberdeck)
Cybertech: Repair (Cybertech)
Demolitions: Demolitions
Disguise: Disguise
Electronics: Craft (Electronics)
Electronic Security: Electronic Security (INT)*
First Aid: Treat Injury
Forgery: Forgery
Gyro Tech: Repair (Gyro)
Paint/Draw: Craft: (Paint/Draw)
Photo & Film: Profession (Photographer)
Pharmaceuticals: Craft (Pharmaceuticals) (INT)*
Pick Lock: Open Lock
Pick Pocket: Pick Pocket
Play Instrument: Entertain (Play Instrument)
Weapon Smith: Repair (Weapons)

NEW SKILL & FEAT DESCRIPTIONS

SKILLS:
Craft (Pharmaceuticals) (INT, Trained only)
    This is the CP version of the D&D skill of Alchemy.
CryoTank OPS (INT)
    This skills allows the pc to operate cryotech machinery!
Electronic Security (INT)
    This is a version of Open Locks but deals with electronic security devices of all types. See Open Locks for
    general DC information.
Gamble (INT)
    This is the skill of Gambling Knowledge! A successful skill check allows the pc to figure out the basics of
    any particular game of chance they see.
Interrogate (WIL)
    Use this skill to draw information from an unwilling subject. The skill check is opposed by the subjects WIL
    save.

Intimidate (CHA)

    This skills allows the pc to bully someone in to doing something. Skill check is opposed by the subjects WIL save. [Note: This skill is changed from that provided in 3E rules in that Interrogation is a separate skill.)

Knowledge (Medicine) (INT)

    Having 5 or more ranks in this skill gives a +2 synergy bonus to Treat Injury skill shecks. Language (INT) The pc's knowledge of a foreign tongue. At 2 ranks, you can "get by". At 4 ranks you can read the language. At 8 ranks you speak like a native! You can attempt to understand a language in the same language family at ½ number of ranks. All pc's begin play knowing their native tongue at a number of ranks equal to ½ their INT attribute.

Personal Grooming (CHA)

    The skill of keeping yourself spit polished! 5 or more ranks in this skill gives a +2 synergy bonus to Diplomacy and Bluff skills.

Seduction (CHA)

    Use this skill to seduce someone or to maintain a physical relationship with someone against their will. A Skill check vs. WIL to resist the charms of the seducer.

Wardrobe & Style (CHA)

    This is the skill of looking the best in the best! 5 or more ranks in this skill gives a +2 synergy bonus to Disguise and Entertain skills.

FEATS:

Athletics

    Through knowledge of high school athletics program type sports the pc has a +2 bonus to Balance, Climbing, Swimming, and Tumbling checks.

Brawling

    The street version of Martial Arts! This increases your punch and kick damage by 1die type (from d4 to d6 for example.) Brawling does allow you to use any small object in hand (up to a chair in size) as an improvised melee weapon doing 1d6 damage! This feat and Martial Arts do not combine.

Resist Torture/Drugs

    Whenever you are subjected to torture or drugs for the purpose of information extraction or coercion, you get a +4 bonus to your WIL save to resist the effects! This also applies to resisting Interrogation and Intimidate skill checks.

Streetwise

    This is the pc's ability to comb the street for information. Add +2 to all Gather Information and Search skill checks. The Cop and Media Classes have this different unique version of this feat.

Strength Feat

    Whenever you make a check for performing a physical action of great strength (such as Bend Bars, Lift Gates, Break Chain, etc.) you get a +4 bonus to the check!

EQUIPMENT

Starting Cash (in thousands of EB)

Class:	Rocker	Solo	Cop	Corp	Media	Fixer	Techie	Net	MedTech	Nomad
Cash:	1d12	2d6	1d10	2d6	1d10	1d10	1d8	1d10	2d6	1d6

Need extra cash for cyber? When the pc gains a level and can gain a new feat (either during the pc's life or even at 1st level!), you can hire your self out to someone who is willing to pay $10,000 for your ware! Your choices of employers are: Covert Military, Join a Crime Family, or sell out to a Corp. The catch is that they now own your cooperation in some way!

Body Armor

Armor Type	H/S*	EB	Defense Bonus	Max Dex	Check Penalty	Damage Reduction
Heavy Leather	S	50	+1	+5	-	-
Kevlar T-Shirt or Vest	S	90	+2	+5	-	2
Kevlar Armor Jacket – Light	S	150	+3	+5	-	3
Kevlar Armor Jacket – Medium	S	200	+4	+4	-1	3
Kevlar Armor Jacket – Heavy	S	250	+5	+3	-2	4
Helmet (Steel)	H	20	+3 (head only)	-	-	3
Helmet (Nylon)	S	100	+5 (head only)	-	-	4
Flak Vest/Pants	H	200	+5	+4	-1	4
Door gunners Vest	H	250	+6	+2	-3	5
Metal Gear	H	600	+6	+3	-2	5

Gear

(Notes for stuff that needs it!)

Weapon Accessories:

    Linear Frames (-4 DEX penalty if not linked.)

Type	STR
Sigma	24
Beta	28
Omega	30

Tools:

    Tech Scanner: Adds +2 Equipment Bonus to Repair Checks

    Tool Kit (by specialty): Adds +2 Equipment Bonus to Skill Checks when using this kit.

Security:

    Key Lock/ Card Lock/ Vocolock: DC of lock is equal to listed Diff Level.

    Cardlock Decryptor: Adds +5 Equipment Bonus to Electronics Security skill checks.

Medical:

    Medkit: Adds a +5 Equipment Bonus to Treat Injury skill checks. Requires a Knowledge (Medicine) of 4 or more ranks to use.

    Surgical Set: Adds a +5 Equipment Bonus to Treat Injury skill when performing firld surgery. Required to us a Treat Injury Skill to perform and surgical procedure. Requires a Knowledge (Medicine) of 6 or more ranks to use.

    First Aid Kit: Adds +2 Equipment Bonus to Treat Injury skill checks.

    Med Scanner: Adds +2 Equipment Bonus to Knowledge (Medicine) skill checks when diagnosing illness.

    Drug Analyzer: Adds +5 Equipment Bonus to Knowledge (Chemistry) skill checks when analyzing drug or chemical compounds.

WEAPONS

Here are the D20 weapon stats for the weapons listed in the CP2020 main book. Info on WA and RoF can be found in the Friday Night Fire Fight section later on below.

Weapon Category	Weapon Name	WA	RoF	Damage	Critical	Range Increment (ft)	Weight (kg)	Ammo (qty X type)	Cost (Eb)
EX-Bow	EagleTech "Stryker" X-Bow	-1	ss	1d10	20	30	3.00	12xbolt	220
EX-Bow	EagleTech "Tomcat" C-Bow	0	sa	2d6	20	100	1.50	12xarrow	150
EX-P	Avante P-1135 Needlegun	0	sa	Drugs	20	30	1.00	15	200
EX-P	Enertex AKM Power Squirt	-2	sa	special	20	10	3.00	10xspecial	15
EX-P	Nelspot "Wombat" Airpistol	-1	sa	special	20	30	1.00	20x.68 ball	200
EX-P	Techtronica 15 Microwaver	0	ss	1d3	20	15	5.00	10	400
EX-RIF	Militech Elect. Laser Cannon	0	ss	varies	20	150	7.00	10	8000
HVY	Barrett-Arasaka Light 20mm	0	sa/bf	2d10AP	20	335	10.00	10x20/9mm	2000
HVY	C-6 Plastic Explosive	0	n/a	4d10/kg	20	n/a	1.00	1	100/kg
HVY	Grenade	0	n/a	Varies	20	n/a	0.30	1	30
HVY	K-A F-253 Flamethrower	-2	ss	1d10+	20	35	25.00	1	1500
HVY	M72A2 "LAW"	0	ss	2d10AP	20	500	11.00	HEAT	750
HVY	Militech Arms RPG-A	-2	ss	3d10	20	500	3.00	1	1500
HVY	Mine	0	n/a	varies	20	n/a	2.00	1	350
HVY	Scorpion 16 Missile Lnchr	-1	ss	6d6	20	750	15.00	1	3000
Melee	Kendachi Monokatana	1	n/a	2d6	19-20	n/a	1.00	n/a	600
Melee	Kendachi Monoknife	1	n/a	1d6	19-20	n/a	0.50	n/a	200
Melee	SPM-1 Battleglove	-2	n/a	1d10/1d6	20	n/a	0.50	n/a	900
P	Armalite 44	0	sa/bf	2d6	20	35	1.00	8x12mm	450
P	BudgetArms Auto 3	-1	sa/bf	1d10	20	35	1.00	8x11mm	350
P	BudgetArms C-13	-1	sa/bf	1d3	20	35	1.00	8x5mm	75
P	C.O.P. .357 Derringer	0	sa	1d8	20	35	0.50	4x.357	150
P	Colt .38 Detective	1	sa	1d4	19-20	35	0.90	6x.38	150
P	Colt .45 "Peacemaker"	0	sa	1d6+1	20	35	1.00	6x.45	150
P	Colt AMT Model 2000	0	sa/bf	2d6	20	35	1.00	8x12mm	500
P	Dai Lung Cyberman 15	-1	sa/bf	1d3	20	35	1.00	10x6mm	50
P	Dai Lung Streetmaster	0	sa/bf	1d6+1	20	35	1.00	12x10mm	250
P	Federated Arms X-22	0	sa/bf	1d3	20	35	1.00	10x6mm	150
P	Federated Arms X-9mm	0	sa/bf	1d6	20	35	1.00	12x9mm	300
P	Llama Commanche	0	sa	2d6	20	35	1.00	6x.44	150
P	Miltech Arms Avenger	0	sa/bf	1d6	20	35	1.00	10x9mm	250
P	S&W Combat Magnum	1	sa	1d6+1	19-20	35	1.50	6x.357	150
P	Sternmeyer Type 35	0	sa/bf	1d10	20	35	1.00	8x11mm	400
RIF	AK-47	0	sa/bf/fa	2d8	20	300	4.30	30x7.56S	300
RIF	AKR-20 Medium Assault	0	sa/bf/fa	2d8	20	300	4.00	30x5.56	500
RIF	FN-FAL	0	sa/bf/fa	3d6+1	20	300	3.75	20x7.56	300
RIF	FN-RAL Heavy Assault Rifle	-1	sa/bf/fa	3d6+1	20	300	5.00	30x7.62	600
RIF	Kalishnikov A-80 Hvy. Rifle	-1	sa/bf/fa	3d6+1	20	300	4.00	35x7.62	550
RIF	M-16A2	2	sa/bf/fa	2d6	20	300	3.10	30x5.56	300
RIF	Militech Ronin Light Assault	1	sa/bf/fa	2d8	19-20	300	4.00	35x5.56	450
RIF	Styer Aug	2	sa/bf/fa	2d6	20	300	4.00	30x5.56	300
RIF	Winchester M70	3	ss	2d8	18-20	300	4.00	5x30-06	300

RIF-SHT	Arasaka Rapid Assault 12	-1	sa/fa	2d6	20	35	5.00	20x00	900
RIF-SHT	CAWS	0	sa/bf	2d6	20	35	2.00	10x00	300
RIF-SHT	Sternemyer Stakeout 10	-2	sa	2d6	20	35	1.50	10x00	450
SMG	Arasaka Miniami 10	0	sa/bf/fa	1d6+1	20	150	2.00	40x10mm	800
SMG	Bushmaster	0	sa/bf/fa	2d6	20	100	2.00	30x5.56	325
SMG	Fed. Arms Tech Assault II	1	sa/bf/fa	1d3	19-20	100	2.00	50x6mm	400
SMG	H&K MP-2013	1	sa/bf/fa	1d6+1	19-20	100	2.00	35x10mm	450
SMG	H&K MP5	1	sa/bf/fa	1d6	20	100	2.50	30x9mm	325
SMG	H&K MPK-11	0	sa/bf/fa	2d6	20	150	2.00	30x12mm	700
SMG	H&K MPK-9	1	sa/bf/fa	1d6	19-20	150	2.00	35x9mm	250
SMG	Ingram MAC 10	-1	bf/fa	1d6+1	20	100	2.00	30x.45	325
SMG	Ingram MAC 14	-2	sa/bf/fa	2d6	20	150	2.00	20x12mm	650
SMG	Sternmeyer SMG 21	-1	sa/bf/fa	1d10	20	150	2.00	30x11mm	500
SMG	Thompson M1	2	sa/bf/fa	1d6+1	20	100	4.80	30x.45	325
SMG	Uzi	2	bf/fa	1d6	19-20	100	3.50	30x9mm	325
SMG	Uzi Miniauto 9	1	sa/bf/fa	1d6	19-20	100	2.70	30x9mm	754
SMG-P	Vz61 Skorpion	2	bf/fa	1d3	19-20	100	1.60	20x.25	325

CYBERWARE

Empathy and Humanity Loss

For every 5 Humanity lost to cybernetics your CHA suffers a virtual loss of 1. This virtual CHA loss represents your current Empathy (EMP). Your actual CHA is not reduced. If your EMP is ever reduced to 3 or less from Cyberware, then you run the risk of going Cyberpsychotic. If this happens, make a WIL save (DC 10 + points of EMP lost to Cyberware) at the end of each month or go Cyberpsychotic. If at any time your EMP is reduced to 0 or less due to Cyberware, you go Cyberpsychotic within 1 weeks time!

Any means to improve a PC's CHA (which also increases your EMP) is a good thing for a person with cyberware as this allows them to regain a bit of their humanity back! They don't gain back any of the HC of the cyberware they just add a bit more on to their chances of not going cyberpsychotic! It also allows them to plug more chrome into themselves!

Depending on a pc's size category, the Humanty Cost and the Eb cost are changed as well. For this see the chart below.

Size	Dimension	Weight	Hum Mod*	Cost Mod**
Fine	6 in. or less	1/8 lb. Or less	3	9
Diminutive	6 in.-1 ft.	1/8 lb.-1 lb.	2.5	5
Tiny	1 ft.-2 ft.	1 lb.-8 lb.	2	3
Small	2 ft.-4 ft.	8 lb.-60 lb.	1.5	2
Medium	4 ft.-8 ft.	60 lb.-500 lb.	Nil	Nil
Large	8 ft.-16 ft.	500 lb.-4,000 lb.	1.25	2
Huge	16 ft.-32 ft.	4,000 lb.-32,000 lb.	1.50	3
Gargantuan	32 ft.-64 ft.	32,000 lb.-250,000 lb.	1.75	5
Colossal	64 ft. or more	250,000 lb. or more	2	9

*:Humanity Modifier: Multiply the humanity cost of the cybernetic by the listed amount for the total Humanity loss. It is harder to make the cybernetics smaller than it is to make them larger, that is why smaller creatures loss more humanity. Think of your dog with wired reflexes, bone lace, and a flame thrower mounted on the top of its head (shudder).

**:Cost Modifier: Multiply the Euro cost of the cybernetic device by the listed amount. This is due to either the increase or decrease of material and the size of the final component.

If the pc has any type of supernatural abilities, then the relevant attribute for the ability is also reduced by the same amount that the pc's Empathy is reduced. Mages and cyber don't mix, chumba!

Surgery Code Changes

Minor: 1d3 Temp Con Loss; Major: 1d6 Temp Con Loss; Critical: 1d10 Temp Con Loss. If the Con loss results in zero or less CON then the PC is in a coma until his CON raises to 1.

Changes to Cyberware

Fashion Ware
Biomonitor: +2 Cyber Bonus to Will and Fort saves vs. Interrogation checks and Poison/Drug Effects.
Neural Ware
Kerenzikov: Adds +1 Cyber Bonus to Initiative Rolls and Ref Saves.
Sandivistan: Adds +3 Cyber Bonus to Initiative and Ref saves for 5 rounds once activated (a move equivalent action). Must recharge for 2 rounds before being activated again.
Tactile Boost: Adds +2 Cyber Bonus to tactile based Spot and Search checks.
Pain Editor: Adds +5 to any Pain related saves and provides the PC a Pain Resistance of 10 points .
Olfactory Boost: Adds +2 Cyber Bonus to olfactory-based Spot and Search checks.
Implants
Nasal Filters: 70% chance to stop Toxic Gases/Fumes from affecting the PC.
Adrenal Booster: +1 Cyber Bonus to Ref Saves for 1d6+2 rounds, up to 3 times per day.
Subdermal Armor: Provides Cyber Armor with a Defense Bonus of +4.

Chem Analyzer: As Drug Analyzer piece of normal equipment.

Adiovox: Adds +2 Cyber Bonus to Entertain Checks using the voice.

Bioware

Grafted Muscle: Adds +2 Cyber Bonus to a pc's STR

Muscle and Bone Lace: Adds +2 Cyber Bonus to a pc's CON

Skin Weave: Provides Cyber Armor with a Defense Bonus +3. This does layer with Subdermal Armor.

Enhanced Antibodies: Rate of healing improves by 1 point per day.

Toxin Binders: +4 Cyber Bonus to saves vs. Poison or Drugs.

Nanosurgeons: Doubles healing rate.

Cyber Audio

Amplified Hearing: +2 Cyber Bonus to Listen Checks and Surprise Rolls.

Voice Stress Analyzer: +2 Cyber Bonus to Sense Motive skill checks when checking for lies.

Sound Editor: +2 Cyber Bonus to Listen Checks.

Cyber Limbs

General Notes: Have VP of 20/30 (disable/destroy), increase hth damage die by 1 type. Base limb AC is 15 (plus any armor), Base Cyber limb STR is 1.5x pc's Con.

Hydraulic Rams: increase Limb VP to 30/40, x1.5 HTH damage.

Thickened Myomar Joints: +5 VP for limbs, x1.5 HTH damage, +5 Cyber Bonus to Jump skill checks.

Reinforce Joints: +5 VP for limb

Artificial Shoulder: VP 25/35. Allows addition of 2 smaller limbs to pc. VP 15/25, STR = pc's con.

Real Skin: Provides DC 25 spot check to see limbs as cybernetics. Lowers HC of limb by 1d3.

Armor: Adds Cyber Armor of +5 Defense Bonus to limb.

Hands/Feet

Hammer Hand: +1d6 damage to hth punches.

Buzz Hand: +1d6+1 damage to hth hand attacks.

Spike Hand: 1d4+1AP damage hth attack (no crit). Replaces standard hth punch attack.

Talon Foot: 1d3 damage hth kick attack (no crit).

Web Foot: adds +3 Cyber Bonus to Swim skill Checks. Adds +10 to movement rate in water.

Heel Spike: adds +3 Cyber Bonus to Climb skill checks. 1d6AP damage hth kick attack (no crit). Replaces standard hth kick attack.

Cyber Weapons

Image Enhancement: +2 Cyber Bonus to visual Search and Spot Checks.

Targeting Scope: +1 Cyber Bonus to all single shot cyber weapon attacks and to the first burst fire cyber weapon attack in a round.

Teloptics: Double the range increments for PB – Medium Ranged attacks.

Lowlight: Provides vision in near dark environments up to 60 feet.

Infrared: Provides Darkvision 90 feet range.

Ultraviolet: Provides Darkvision 120 feet range.

Micro Missile Launcher: Provides a [WA-2, 2d6AP damage, no crit, range incr. 50', Ammo 4, WP (Micro missile Launcher)] weapon.

Flame Thrower: Provides a [WA0, 1d10/1d6 damage, no crit, range incr 5', Ammo 4, WP (Flame Thrower)] weapon.

Two-Shot Capacitor Laser: Provides a [WA+3, 1d10 damage, no crit, range incr 10', Ammo 2, WP (Laser)] weapon.

Linear Frames

Same as Linear Frames in General Equipment section but have increased cost and no unlinked Dex penalty.

Body Plating

Cowl of Cyber Armor: Cyber Armor Def Bonus of +6 (Skull only)

Face Plate: Cyber Armor Def Bonus of +6 (Face only)

Torso Plate: Cyber Armor Def Bonus of +6 (Torso only)

DRUGS

Addiction Saves: Whenever the PC is exposed to an addictive drug or chemical, she must make an Addiction Save. This is a Fort save with a DC equal to 20 plus the Strength of the drug. Failure indicates you are addicted and must have at least one dose of the substance at least once a day. If you do not then you automatically suffer any of the side effects (welcome to withdrawal!) until you either beak the addiction (see below), receive a dose of the drug, or die!

Kicking the Habit!: After suffering from withdrawal, the pc may make a Wil save with a DC equal to the Addiction save for the drug. If you fail you can try again after suffering the withdrawal symptoms again.

Common Street Drugs:
Syncomp 15: If applied within 1 round of a poison taking effect, the pc may make a poison save with a +3 bonus to the roll. Added side effects: -2 DEX (per dose) for duration of antidote effects.
Speed Heal: Increases healing rate by 1 point per day. Multiple doses of *Speed Heal* are required for it to have any effect due to the drugs short duration. After a *Speed Heal* treatment in any number of doses, the pc's DES is lowered by 1d4 for 1 weeks time.
Boost: Increases INT by +2. A *Boost* addict has gained a full tolerance – his INT is no longer affected by the drug and the addict must have a dose of *Boost* every 12 hours.
Blue Glass: Under any stressful situation (like combat) the pc must make a Wil (DC 14) save or blank out. If you fail you addiction save you also lose 1 point of INT per dose as temporary stat loss.
`Dorph*: Adds +2 to your Stun or Shock Saves for it's duration. After each use of *`Dorph, make a Fort (DC 10) save or lose 1 point of DEX permanently.
Black Lace: Adds +2 to WIS and makes you immune to Stun and Shock attacks. If you fail your addiction save, permanently lose 1d6 Empathy (just like from cyberware) and you become cyberpsychotic. Have fun!

Build Your Own Drugs d20 Changes
*Effects***:**

Diff	Effect
15	+2 STR, DEX, INT, or WIS
15	Enhance Perception (+2 Spot and Search Checks)
15	Increased Heal Rate (1 point per Drug Strength)
15	Antidote (+1 to Poison Saves per Drug Strength)
10	Increased Endurance (+1 per Drug Strength to Fort Saves)
10	Negate Pain or Reduce Stun (+1 per Drug Strength to Stun Saves)
5	Depressant (-1 per Drug Strength to Spot checks)
5	Soporic (-1 per Drug Strength to Saves vs Sleep)
10	Aphrodisiac (-1 per Drug Strength to saves vs Seduction)
10	Antibiotic (+1 per Drug Strength to saves vs. diseases)

*Side Effects***:** D20 changes (as needed)

Psychological Addiction: Must make a WIS check (DC 10) each hour after dose of drug has worn off or go stir crazy needing another dose! Kicking the Addiction is a DC 25 CON check, taking as long as the DM decides!

Physiological Addiction: Must make a CON check (DC 10) each hour following last dose of the drug or take 1d6 damage (no resistance). A CON (DC 25) check, if made, kicks the habit.

Death: Each time drug is taken, make a Fort (DC 10 + Drug Strength) or die!

Reduced Attribute: The drug reduces the appropriate attribute at a rate of 1 point per dose for the drugs duration. If a new dose is taken before the prior dose has worn off, then the loss is cumulative.

Tremors: Painful tremors in the hands cause –2 DEX.

Sterility: Fort (DC 10 + Drug Strength) or become permanently sterile.

Carcinogenic: Fort (DC 10 + Drug Strength) or develop cancer. If failed, permanently lose 1 wound point per month until cured. A Medicine skill check with a DC of 25 required to find the cure.

Aggressive Behavior: Wil (DC 15 + Drug Strength) or pick a fight with person nearest you.

Nerve Degeneration: For (DC 10 + Drug Srength) or lose 2 points of DEX permanently.

Duration:

Designed Duration	Difficulty Modifier
1d6+1 Rounds	X1
1d6+1 Minutes	X2
1d6+1 Hours	X3

FNFF

Refer to CP2020 Rulebook for anything not mentioned here.

New Weapon Stat:

    All weapons in D20 CP use the WA stat from CP2020 as a misc. modifier to attack rolls when firing the weapon.

Hit Location and Called Shots:

    All attacks are assumed to be directed at the torso of the target. To do otherwise requires a called shot. You can make a called shot against a body part or an object by taking a penalty to your attack roll based on the relative size of the target. Also, the range increment modifiers are doubled when making a called shot. The target size penalty is shown below:

Size	Modifier
Fine (Eye)	-8
Diminutive (Fingers)	-6
Tiny (Hand/Foot/Head/Knife)	-4
Small (Leg/Arm/Pistol)	-2
Medium (Rifle)	-1

Effects of Called Shots:

    Held Objects: Target's possessor must make a STR check with a DC equal to the damage rolled for the attack to hold onto the object. Resolve object damage as normal.

    Body called shots: Damage done is subtracted from the targets VP not WP on a called shot.

        Limbs: Fort (DC Damage done). If failed on a natural "1", limb is rendered useless until attended by a physician. If failed but by not on a natural "1", all actions involving that limb are made at a 50% penalty. If successful, then it was just a scratch!

    Head: ½ damage done is applied to Wound points! Fort (DC 2x damage done). If failed on natural "1", then your dead! If failed but not on a natural "1", then unconscious until medically treated and then are –25% t0 all actions until fully healed.. If successful, then you got very lucky!

    Eyes: Ref (DC 3x Damage). If failed, your dead! If succeed, resolve as a head shot (see above).

    Extremities: Fort (DC 3x Damage). If failed, then the extremity is blown off! Success means you keep the extremity but it is useless until healed.

Effects of Layering Armor:

    3 layers maximum.

    Defense Bonus: Full for first layer. Each extra layer is at ½ normal Def Bonus rounded down.

    Armor Check Penalty: Add up the total Armor Check Penalty of all layers worn and apply it in full. Successive layers add a minimum of 1 to this .

    Max Dex Penalty: Max dex penalty is the worst of all armors worn modified down by 1 for each layer after the first.

Special Ammo Types:

    Armor Piercing (AP): ½ DR, damage is ½.

    High Explosive Anti-Tank (HEAT): ¼ DR.

Rates of Fire (RoF):

    SS-Single shot: once per attack

    SA-Semi-Auto: once per attack available per base attack bonuses)

    BF-Burst Fire: for Pistol and SMG weapons this is a 3-round burst and a 5-round burst for RIF weapons. Doing +1dX per round after the first in the burst, where X is the die of damage for that weapon); take a –1 to hit penalty per bullet fired after the first for each attack. (2 3-round bursts incur a -2 mod to hit for first burst and a -5 to hit for second burst.)

    FA-Full Auto Fire: At PB & SR add +2 to hit for every 10 rounds fired. Roll to hit as normal and compare vs the AC of all potential targets. For every 2 over the targets AC, 1 bullet has hit. Resolve damage as a burst fire attack. At Med+ subtract 2 from the to hit roll for every 10 rounds fired. Figure damage as above.

    Suppressive Fire: As presented in CP2020 but the Ref save has a DC of [(# rounds fired divided by width of fire zone in meters) – range increment modifier for the weapon].

Bullet Shock Effects:

At the end of any combat round that a target has taken damage from a bullet wounds, the target must make a Fort save with a DC equal to all bullet damage received in the round. If the save fails then the target falls unconscious from shock. If the save is made, Good! Keep fighting!

Unusual Ranged Weapons:

Airguns: Paint Rounds do bruise damage only, but head hits have a chance to blind the target for d6 rounds (Ref vs DC 15). Poison/Drugs: As type of poison or drug used! Acid: 1d3 acid damage per pellet that hits for 3 rounds. Acid reduces the Def Bonus of the armor hit by 1 for ever 10 points of damage it takes.

Tasers: Fort (DC 12) or take 1d6 damage. DC increases by 2 for every taser hit in a 3 round period.

Dart/Needle Guns: 1d2 damage plus any drug or poison effects.

Power Squirts: As airguns but each squirt attack is the equivalent of 2 airgun pellets.

Beam Weapons:

Lasers: Have a rechargeable power pack holding 100 points of damage in charge. You choose as little little or as much damage as you want to do with each beam attack and roll the appropriate amount of dice to do this damage. (If you want to do up to 40 points of damage then you can roll any combination of dice to reach this amount.) Recharge rate from wall current for the power pack is 5 points per hour.

Microwaver: No change except damage done is 1d3.

Area Effect Weapons (AoE):

General Info:

Shotguns and flamer weapons have a line shaped AoE (referred to as AoE-line).

Other AoE weapons have a burst rating of "Burst (-X% per m)". This means the weapon does damage in a radius area of effect. This damage reduces by the listed percentage per meter away from the blast point. (If 10 points of damage, then at 1m away would take 9 pts, at 5m would take 5 points, etc) Round all fractions up!

To Hit Rolls:

Line Weapons: Roll to hit as normal. If a miss, then roll for deviation on the vertical plane (up/dawn, left/right, etc) on the grenade deviation chart. Roll 1d6 to see how many meters you deviated. Apply damage to any in the AoE.

Indirect Fire Weapons (Grenade like weapons thrown or launched): Roll to hit a specific area. Base AC 10 + Cover, Size, and or Range Increment modifiers. If miss, then deviate as a normal grenade attack and apply results of weapon type.

By Weapon Types:

Shotguns: Shot rounds are AoE-line Attacks with a max width of 1m. Damage reduces by 25% per range increment.

Flamers: Flame weapons do multiple dice of damage over a period of time until snuffed out. Base damage for flamethrowers is 1d10 for first round and 1d6 for each subsequent round for 1d6 rounds. Hard Armor protects as normal, Soft Armors provide ½ DR (if any).

Grenades: General types of grenades are as follows:

Frag: 4d6 burst (-20%/m)

Incendiary: 1d10 burst (-20%/m)

Stun: 1d6 in a 5m burst, Fort (DC 15) or be stunned for d3 rounds.

Dazzle: All in 10m burst Ref (DC 15) or be blinded for d3 rounds.

Sonic: All in 10m burst Fort (DC 15) or be deafened for d3 rounds.

Concussion: As stun but 2d6 damage to 10m, Fort (DC 20)

Gas: As chemical used in a 10m cloud.

Mines: As grenades but with 3x damage and 5x AoE.

Explosives: All explosives (except shaped charges) do damage in a burst AoE. See the chart below for information on different explosive types.

Explosive	Unit Size	AoE/unit	Damge/Unit
Plastique	1 kg	4m	3d10
C6	½ kg	5m	4d10

TNT   1 stick   3m   2d10

Explosive Damage is applied to the whole body as if a called shot was made against that body part.

Molotov Cocktails: Covers a 2m area per liter of fuel used. Damage is 1d10 to all body parts.

Monoknives, Monokatanas, and Slice & Dice: These weapons do double damage on a natural "20". They also always break on a natural "1". Unless noted in the weapon description, all mono-edged weapons are at 1/3 DR vs soft armors, and 2/3 DR vs hard armors.

Cyberbeasts (Cybersnakes, etc): Base Attack roll for these weapons is D20 + (1/2 pc's level). They may make 1 attack per round independently of the pc's attacks. Damage is 1d3.

NETRUNNING

What follows are the changes need to be made to netrunning in CP2020.

Net Gear:
     Trodes: Trodes impart a –4 to a persons Netrunning Dexterity which is the PC's Intelligence attribute.

Net Combat:
     Initiative: (Computer's INT modifier + d20) vs. (Netrunner's INT modifier + Deck Speed + d20)
     Rounds & Actions: People in the net have 1 action per round. Netrunner's have at least 1 based on their level. The Number of actions a Netrunner has is found on the Netrunner Class Table in the Interface Check Bonus Column. The bonus listed is per action starting with the first in the round. Computers get multiple actions as described in the CP2020 rulebook. Any time a reference to Interface is mentioned it refers the highest bonus listed for the PC's Interface Check Bonus.
     Attacks against systems and cyberdecks: (Attacking Programs Strength +d20) vs. (Code or Data Wall Strength +d20)
     Anti-Personnel Attacks: (Defender's Program Strength + INT Modifier + Interface Check Bonus +d20) vs. (Attacker's Program Strength + INT Modifier + Interface Check Bonus +d20).

Program Notes:
     In general, any physical damage listed done by a program is halved and rounded up to the nearest die (Example: Hellbolt lists damage of 1d10. half is 5, rounded up to a d6). This physical damage is applied to a pc's wound points. Attribute damage is not halved.

Programming 101:
     Determine programming difficulty as normal. Add this amount to a DC of 10 and make a Computer Use check to create the program.