

Neuropolitan Creation Table

Attributes	Skills*	Bionics	Edges	Money
45	60	Synth	12	1,000,000
40	50	SHARC	8	400,000
32	40	Meta	4	90,000
28	30	Human	2	20,000
24	20	Human	0	5,000

Money is in nuyen for Shadowrun equipment. Divide by 10 to get Cyberpunk2020 euros.

Attributes are distributed among Strength, Dexterity, Toughness, Reflex, Intelligence, Perception, Psyche and Charisma. Human average is 4, maximum is 7. Only Metas, SHARCs and Cyber-enhanced people can have ratings of 8-10.

A Synthetic Intelligence is a conscious living entity within the Electrosphere. It gains access to the physical world by taking possession of robot bodies via marionette programs. Since the destruction of its physical body means little to it, a Synth is effectively immortal, but can be attacked within the Electrosphere.

SHARC stands for Semi-Human ARTificial Construct, the mid-century equivalent of a cyborg. The person's original brain and nervous system are transplanted into a much tougher biomech form. Sharcs were primarily developed for military use, but today can be found working for security companies and occasionally exhibiting enough free will to go into business for themselves. Benefits include: 2 x Hits, cannot be Stunned, Filters poisons & gases, automatic Armor Rating of 20. Penalties: Sinks in water, requires extensive maintenance, can be affected by EMP.

Metas are regular human beings whose parents decided on gene optimization, resulting in nearly-perfect human beings. The process was not fully accurate, and the benefits of Meta breeding can be somewhat haphazard, with complications developing later in life. Strangely, Metas need only half the sleep of normal people. Nevertheless, Metas usually turn out to be very bright, physically healthy and handsome. Meta attributes can exceed the human norm. Metas get to roll on the following table:

Meta-Optimization	
Roll 2d10	Benefits
2-4	+1 Int, +1 Cha
5-10	+1 Int, +1 Cha, +1 Tou
11-18	+1 Int, +1 Cha, +1 Dex, +1 Str, +1 Tou
19-20	+2 Int, +1 Str, +1 Tou, +2 Cha, +1 Psy

Rank	Buying at Start			Improving During Game		
	Attributes	Major Skills	Minor Skills	Attributes	Major Skills	Minor Skills
1	0	1	1	-	30	20
2	1	2	1	20	30	20
3	2	4	2	50	40	25
4	4	6	3	75	50	30
5	6	8	4	125	60	35
6	8	10	5	200	70	40
7	10			300	80	45
8				400	90	50
9				500	100	60
10				600	110	70

* Every starting character also gets 5 free skill points to spend on trivial hobby skills (cooking, fashion, card games, etc.)