

FUMBLE TABLE

AREA	RESULT OF ROLL
REFLEX (Combat)	1-4 No fumble. You just screw up. 5 You drop your weapon. 6 Weapon discharges (make reliability roll for non-autoweap.) or strikes something harmless. 7 Weapon jams (make reliability roll for non-autoweap.) or imbeds itself in the ground for one turn. 8 You manage to wound yourself. Roll for location. 9-10 You manage to wound a member of your own party.
REFLEX (Athletics)	1-4 No fumble. You just mess up and make an idiot of yourself. 5-7 You fail miserably. Take 1 point in minor damage (sprain, fall, stumble), plus make a Save vs. Stun. 8-10 You fail abysmally. If a physical action, take 1D6 in damage from falling or strained muscles. Also make a roll vs Stun at -1.
TECH (Repair or create)	1-4 No fumble. You just can't get it together. 5-7 You not only fail, you make it worse! You drop the tools you're working with, or you lose your grip and damage the thing you're working with even more. Raise the Difficulty by 5 points and try again. 8-10 Wow. Did you ever blow it! You damaged the device or creation beyond repair. Buy a new one.
EMP (Convince, Fast talk, Seduce)	1-4 No fumble. They just won't buy it. 5-6 So much for your people skills. You not only don't convince them; you leave them totally cold (-4 to your next EMP die roll) to any other suggestion you might have. 7-10 Wow! You blew it royally. You not only didn't convince them, but now they're actually, violently opposed to anything you want to do. Roll 1D10. On a 1-4, they actually attempt to do you physical harm.
INT (Figure out, Notice, catch a clue)	1-4 No fumble; You just don't know how to do it. You don't know what's going on. You carry on, oblivious to higher concerns. 5-7 You don't know anything about what's going on, and you haven't a clue about how to do anything about it. Make a Convince check at -2 to see if anyone else notices how dumb you are. 8-10 Wow, are you oblivious. You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

REPUTATION TABLE

Who Knows About You

Level 1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Your name is recognized by others beyond your local area.
6	You are known on sight by others beyond your local area.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and streamersheets.
9	Your exploits always make the streamersheets and TV.
10	You're known worldwide.

When making a facedown, both participants will roll:

1D10+COOL+ REPUTATION

WOUND EFFECTS

- At a LIGHT wound level, a character suffers no penalties to his activities. He just hurts a lot ("It's only a flesh wound...")
- At a SERIOUS wound level, the character will be at -2 to his REF stat for all actions. He's hurting, bleeding, and definitely hampered.
- At a CRITICAL wound level, the character's REF, INT and CL stats are automatically reduced by half (round up). The character is holding his guts in with one hand and doing his damndest to stay in the battle.
- If MORTALLY wounded, the character's REF, INT and CL stats are reduced to 1/3rd normal (divide by 3, rounding up). Most characters are already out of the action by now, and are quietly going about the business of expiring. Messily.

MASTER SKILL LIST

SPECIAL ABILITIES

Authority (Cop).....	[Mathematics.....	[
Charis. Leadership (Rocker).....	[Physics.....	[
Combat Sense (Solo).....	[Programming.....	[
Credibility (Media).....	[Shadow/Track.....	[
Family (Nomad).....	[Stock Market.....	[
Interface (Netrunner).....	[System Knowledge.....	[
Jury Rig (Techie).....	[Teaching.....	[
Medical Tech (Medtechie).....	[Wilderness Survival.....	[
Resources (Corp).....	[Zoology.....	[
Streetdeal (Fixer).....	[

REF

Archery.....	[
Athletics.....	[
Brawling.....	[
Dance.....	[
Dodge & Escape.....	[
Driving.....	[
Fencing.....	[
Handgun.....	[
Heavy Weapons.....	[
Martial Art (choose types).....	[
Melee.....	[
Motorcycle.....	[
Operate Hvy. Machinery.....	[
Pilot (Gyro).....	[
Pilot (Fixed Wing).....	[
Pilot (Vect.Thrust Vehicle).....	[
Rifle.....	[
Stealth.....	[
Submachinegun.....	[

BODY

Endurance.....	[
Strength Feat.....	[
Swimming.....	[

COOL/WILL

Interrogation.....	[
Intimidate.....	[
Oratory.....	[
Resist Torture/Drugs.....	[
Streetwise.....	[

EMPATHY

Human Perception.....	[
Interview.....	[
Leadership.....	[
Seduction.....	[
Social.....	[
Persuasion & Fast Talk.....	[
Perform.....	[

INT

Accounting.....	[
Anthropology.....	[
Awareness/Notice.....	[
Biology.....	[
Botany.....	[
Chemistry.....	[
Composition.....	[
Diagnose Illness.....	[
Education & Gen.Know.....	[
Expert.....	[
Gamble.....	[
Geology.....	[
Hide/Evade.....	[
History.....	[
Know Language (choose one).....	[
Library Search.....	[

TECH

Aero Tech.....	[
AV Tech.....	[
Basic Tech.....	[
Cryotank Operation.....	[
Cyberdeck Design.....	[
CyberTech.....	[
Demolitions.....	[
Disguise.....	[
Electronics.....	[
Elect. Security.....	[
First Aid.....	[
Forgery.....	[
Gyro Tech.....	[
Paint or Draw.....	[
Photo & Film.....	[
Pharmaceuticals.....	[
Pick Lock.....	[
Pick Pocket.....	[
Play Instrument.....	[
Weaponsmith.....	[

ATTACK MODIFIERS

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing	10m x BOD (-10m/kg. > 1)

TO HIT NUMBERS

Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

MODIFIERS (ADD TO ATTACKER'S ROLL)

Target immobile	+4
Target dodging (melee only)	-2
Moving Target REF >10	-3
Moving Target REF >12	-4
Moving Target REF >14	-5
Fast draw/Snapshot	-3
Ambush	+5
Aimed shot at body location	-4
Ricochet or indirect fire	-5
Blinded by light or dust	-3
Target silhouetted	+2
Turning to face target	-2
Using two weapons	-3 on both
Firing while running	-3
Firing shoulder arm from hip	-2
Turret mounted weapon	+2
Vehicle mounted, no turret	-4
Large target	+4
Small target	-4
Tiny target	-6
Aiming (+1 each round, up to 3 rounds)	+1
Laser Sight	+1
Telescopic Sight	+2 Ext. +1 Med
Targeting scope	+1
Smartgun	+2
Smartoggles	+2
Three Round Burst	+3
(Close/Medium only)	+3
Full Auto, Close	+1 for every 10 mds
Full Auto, all other	-1 for every 10 mds

AREA EFFECT TABLE

Type	Area
Grenades	5m
Molotovs	2m /laser
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from center of explosion
C-6	5m /kg
RPG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

CYBERWEAPON DAMAGE

Weapon	Damage
Scratchers	1D6/2
Fangs	1D6/3
Rippers	1D6+3 (AP^)
Wolvers	3D6 (AP^)
Big Knucks	1D6+2
Slice n' Dice	2D6 (mono)
Cybersnake	1D6
Hammerhand	1D10
Buzzhand	2D6+2
Spikehand	1D6+3AP
Talon Foot	1D6
Spike Heel	2D6AP
Flamethrower	2D6 (1D6/2T)
Micro Missile	4D6ea
Capacitor Laser	3D6
Cyber Strike	1, 2* or 3D6**
Cyber Kick, Crush	2, 4* or 6D6**

**with hydraulic arms. *thickened myomar.
† secondary damage 3 rounds. ‡ knife AP

HOLLYWOOD OVERACTING EFFECTS TABLE

Roll	Effect
1	Screams, windmills arms, falls.
2	Crumples like a rag doll.
3	Spins around in place, falls.
4	Clutches wound, staggers and falls.
5	Stares stupidly at wound, then falls.
6	Slumps to ground, moaning.

DRUGS & POISON

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biototoxin II	Death	8D6
Nerve Gas	Death	8D10

†half effect is drowsiness, -2 to all stats.

MICROWAVE EFFECTS

MICROWAVER SIDE EFFECTS

- Cyberoptics short for 1D6 turns
- Neural pulse† if character has interface plugs, reflex boosts or other hardwiring. REF stat reduced by 1D6/2 until repaired.
- Cyberaudio shorts for 1D6 turns.
- Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, rerolling if no limb present
1-2 .. Right Arm
3 .. Left Leg
4 .. Right Leg
5-6 .. Left Arm
- Total Neural breakdown† Char-acter reduced to twitching, epileptic fit for 1D6/3 turns.
- No Effect.

ADD TO DAMAGE

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

ACTIONS

- Move up to your full Movement (3x your Movement Allowance in meters) per round.
- Attack up to your weapon's max† maximum Rate of Fire (ROF), or make a Melee attack.
- Dodge (making yourself harder to hit. Melee attacks only.)
- Parry (deflecting damage onto someone else.)
- Escape a hold or trap.
- Aim (gaining +1 to hit for every consecutive turn of aiming up to 3 rounds)
- Reload or change weapons.
- Mount or dismount from a vehicle.
- Repair or give Medical Aid.
- Perform a non-combat task.

Strength Add to Damage

Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

AMBUSH=+5 TO ATTACK FOR 1 ROUND

FAST DRAW= +3 TO INITIATIVE, -3 TO HIT

Part	Average Bounty
Arm	500
Leg	600
Heart, Lung	700
Liver, Kidney	200
Eyes, Ears	800
Other Organs	200-300

RELIABILITY TABLE

Weapon	Jams on Standard
Very Reliable	3 or lower
Standard	5 or lower
Unreliable	8 or lower

Name	Type	WA	Con.	Avail.	Damage	#Shots	ROF	Ref.	Range	Cost
LIGHT AUTOPISTOLS										
Budget Arms C-13	P	-1	P	E	1D6(5mm)	8	2	ST	50m	75.00
Dai Lung Cybermag 15	P	-1	P	C	1D6+1(6mm)	10	2	UR	50m	50.00
Federated Arms X-22	P	0	P	E	1D6+1(6mm)	10	2	ST	50m	150.00
MEDIUM AUTOPISTOLS										
Militech Arms Avenger	P	0	J	E	2D6+1(9mm)	10	2	VR	50m	250.00
Dai Lung Streetmaster	P	0	J	E	2D6+3(10mm)	12	2	UR	50m	250.00
Federated Arms X-9mm	P	0	J	E	2D6+1(9mm)	12	2	ST	50m	300.00
HEAVY AUTOPISTOLS										
Budget Arms Auto 3	P	-1	J	E	3D6(11mm)	8	2	UR	50m	350.00
Sternmeyer Type 35	P	0	J	C	3D6(11mm)	8	2	VR	50m	400.00
VERY HEAVY AUTOPISTOLS										
Armalite 44	P	0	J	E	4D6+1(12mm)	8	1	ST	50m	450.00
Colt AMT Model 2000	P	0	J	C	4D6+1(12mm)	8	1	VR	50m	500.00
LIGHT SUBMACHINEGUNS										
Uzi Miniauto 9	SMG	+1	J	E	2D6+1(9mm)	30	35	VR	150m	475.00
H&K MP-2013	SMG	+1	J	C	2D6+3(10mm)	35	32	ST	150m	450.00
Fed. Arms Tech Assault II	SMG	+1	J	C	1D6+1(6mm)	50	25	ST	150m	400.00
MEDIUM SUBMACHINEGUNS										
Arasaka Minami 10	SMG	0	J	E	2D6+3(10mm)	40	20	VR	200m	500.00
H&K MPK-9	SMG	+1	J	C	2D6+1(9mm)	35	25	ST	200m	520.00
HEAVY SUBMACHINEGUNS										
Sternmeyer SMG 21	SMG	-1	L	E	3D6(11mm)	30	15	VR	200m	500.00
H&K MPK-11	SMG	0	L	C	4D6+1(12mm)	30	20	ST	200m	700.00
Ingram MAC 14	SMG	-2	L	E	4D6+1(12mm)	20	10	ST	200m	650.00
ASSAULT RIFLES										
Militech Ronin Light Assault	RIF	+1	N	C	5D6(5.56)	35	30	VR	400m	450.00
AKR-20 Medium Assault	RIF	0	N	C	5D6(5.56)	30	30	ST	400m	500.00
FN-RAL Heavy Assault Rifle	RIF	-1	N	C	6D6+2(7.62)	30	30	VR	400m	600.00
Kalishnikov A-80 Hwy. Rifle	RIF	-1	N	E	6D6+2(7.62)	35	25	ST	400m	550.00
SHOTGUNS										
Arasaka Rapid Assault 12	SHT	-1	N	C	4D6(00)	20	10	ST	50m	900.00
Sternmeyer Stakeout 10	SHT	-2	N	R	4D6(00)	10	2	ST	50m	450.00
HEAVY WEAPONS										
Barrett-Asasaka Light 20mm	HVY	0	N	R	4D10AP(20mm)	10	1	VR	450m	2,000.00
Scorpion 16 Missile Launcher	HVY	-1	N	R	7D10	1	1	VR	1km	3,000.00
Militech Arms RPG-A	HVY	-2	N	R	6D10	1	1	VR	750m	1,500.00
Grenade	HVY	0	P	P	Varies by type	1	1	VR	Throw	30.00
C-6 Plastic Explosive	HVY	0	P	P	8D10 per kg.	1	1	VR	NA	100.00/kg
Mine (all types)	HVY	0	J	P	4D10	1	1	VR	NA	350.00
K-A F-253 Flamethrower	HVY	-2	N	R	2D10+	1.0	1	ST	50m	1,500.00
EXOTICS										
Technonica 15 Microwaver	P	0	J	P	1D6†	10	2	VR	20m	400.00
Militech Elect. LaserCannon	RIF	0	N	R	1-5D6	10	2	UR	200m	8,000.00
Avante P-1135 Needlegun	P	0	P	P	Drugs	15	2	ST	40m	200.00
Energex AKM Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15.00
Netspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200.00
Militech Electronics Taser	P	-1	J	C	Stun	10	1	ST	10m	60.00
EagleTech "Tomcat" C-Bow	EX	0	N	C	4D6	12	1	VR	150m	150.00
EagleTech "Stryker" X-bow	EX	-1	N	C	3D6+3	12	1	VR	50m	220.00

Note: Most melee weapons are available on the open market and have a ROF of 1, a WA of 0, and no reloads.

Kendachi Monoknife® Melee +1 P P 2D6 - - VR 1m 200.00

Kendachi Monokatana® Melee +1 N R 4D6 - - VR 1m 600.00

SPM-1 Battleglove™ Melee -2 N P 3D6/2D6 - - VR 1m 900.00

BODY ARMOR

Type of Armor	Covers	SP*	EVT	Cost
Cloth, leathers†	Arms, Torso, possibly legs	0	+0	Varies
Heavy leather	Arms, Torso, possibly legs	4	+0	50.00
Kevlar T-Shirt, Vest.	Torso	10	+0	90.00
Steel helmet	Head	14	+0	20.00
Light Armor jacket†	Torso, Arms	14	+0	150.00
Med Armor jacket†	Torso, Arms	18	+1	200.00
Flack vest	Torso	20	+1	200.00
Flack pants	Legs	20	+1	200.00
Nylon helmet	Head	20	+0	100.00
Heavy Armor jacket†	Torso, Arms	20	+2	250.00
Door Gunner's vest	Torso	25	+3	250.00
MetalGear™	Whole Body	25	+2	600.00

GRENADATE TABLE

10	9	8	7
6	TARGET	5	4
3	2	1	

ROLL 1D10 IF GRENADE THROW MISSES; ROLL SECOND D10 FOR METERS FROM TARGET SPACE

COMMON COVER SPS

Sheetrock Wall	5
Stone Wall	30
Tree, Phone Pole	30
Brick Wall	25
Concrete Block Wall	10
Wood Door	5
Heavy Wood Door	15
Steel Door	20
Concrete Utility Pole	35
Data Term™	25
Car Body, Door	10
Armored Car Body	40
AV-4 Body	40
Engine Block	35
Mailbox	25
Hydrant	35
Curb	25

CYBERPUNK

THE ROLEPLAYING GAME OF THE DARK FUTURE





