

CYBERPUNK® CHARACTER CRIBSHEET

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FOLLOW THESE SIX EASY STEPS FOR ROLLING UP NEW CHARACTERS

1) STATS (2-10)

ROLL 13D10 OR 1D10 EACH STAT

INT REF TECH DEX
COOL WILL STR CON
MOVE BODY THEN ROLL 3D10 FOR
PERKS, TALENTS & SKILLS

2) DERIVED STATS

CALCULATE AS BELOW

LUCK (Luck)[INT+REF/2]
HUM (Humanity)[WILL x10]
REC (Recovery)[STR+CON/2]
END (Endurance)[CONx2]
RUN[MOVE x 2m]
SPR (Sprint)MOVE x 3m]
SWIM[MOVE x 1m]
LEAP[MOVE x 1m]
HITS[BODY x 2]
STUN[BODYx5]
STUN DEFENSE (SD)[CON]
RESISTANCE (RES)[WILLx3]

3) PERKS & TALENTS

Perks

Membership: [1 per level]
License: [1 per level]
Contact: [1 per level]
Favor: [0.5 per level]
Renown: [1 per level]
Wealth: [5 per level]
Authority: [1 per level]
Credibility: [1 per level]
Family: [1 per level]
Streetdeal: [1 per level]

Talents (3 CP per level)

Acute Senses [X]
Ambidexterity
Animal Empathy
Beautiful or Handsome [X]
Blind Reaction
Combat Sense [X]
Common Sense
Direction Sense
Double Jointed
Eidetic Memory
High Pain Threshold
Immunity
Intuition
Lightning Calculator
Light Sleeper
Longevity
Night Vision
Perfect Pitch
Rapid Healing
Schtick
Simulate Death
Speed Reader
Time Sense
Charismatic Leadership [X]

4) SKILLS COST= 1 CP OR IP PER EACH LEVEL

FIGHTING SKILLS

DEX

Brawling/Hand to Hand. []
♦ Fencing []
♦ Martial Art []
♦ Melee []

RANGED WEAPON SKILLS

REF

♦ Archery..... []
♦ Gunnery []
♦ Handgun []
♦ Heavy Weapons..... []
♦ Rifle []
♦ Submachinegun []

AWARENESS SKILLS

INT

Awareness/Notice []
Deduction []
Hide/Evade..... []
Lipreading..... []
Shadow/Track..... []
Surveillance..... []

CONTROL SKILLS

REF

♦ Driving..... []
♦ Motorcycle []
♦ Hvy. Machinery..... []
♦ Pilot (Gyro)..... []
♦ Pilot (Fixed Wing)..... []
♦ Pilot (Dirigible)..... []
♦ Pilot (Vect. Thrust)..... []
♦ Power Armor..... []
♦ Subjock []

WILL

Link (mecha)..... []

BODY SKILLS

CON

Endurance []

STR

Strength Feat..... []

DEX

♦ Athletics..... []
♦ Dance..... []
♦ Dodge & Escape..... []
♦ Swimming..... []
♦ Stealth..... []

WILL

Resistance []

INTERACTION SKILLS

COOL

Animal Handling..... []
Bribery..... []
Interrogation..... []
Intimidate..... []
Oratory..... []
Streetwise..... []
Human Perception..... []
Interview..... []
Leadership..... []
Seduction..... []

♦ Social Etiquette []
Personal Grooming []
Persuasion & Fast Talk. []
Trading..... []
Wardrobe & Style []

TECHNIQUE SKILLS

TECH

♦ Aero Tech..... []
♦ AV Tech..... []
♦ Basic Tech..... []
♦ Cryotank Operation..... []
♦ CyberTech..... []
♦ Demolitions..... []
♦ Disguise..... []
♦ Electronics..... []
♦ Elect. Security..... []
♦ First Aid..... []
♦ Forgery..... []
♦ Gyro Tech..... []
♦ Jury Rig..... []
♦ Mecha Tech..... []
♦ Medical Tech..... []
♦ Paint or Draw..... []
♦ Photo & Film..... []
♦ Pharmaceuticals..... []
♦ Pick Lock..... []
♦ Pick Pocket..... []
♦ Weaponsmith..... []

PERFORMANCE SKILLS

INT

Interface..... []
Perform..... []
♦ Play Instrument..... []
Ventriloquist..... []

EDUCATION SKILLS

INT

Accounting..... []
Anthropology..... []
Biology..... []
Botany..... []
♦ Chemistry..... []
♦ Coding..... []
Composition..... []
♦ Diagnose Illness..... []
♦ Education & Gen. Know... []
Expert..... []
♦ Gamble..... []
♦ Geology..... []
♦ History..... []
♦ Language..... []
Library Search..... []
♦ Mathematics..... []
♦ Market Trading..... []
♦ Physics..... []
Teaching..... []
♦ Wilderness Survival..... []
♦ Zoology..... []

Skills with a ♦ symbol can be
chipped up to level + 3 at a cost
of \$300 per level.

5) OUTFIT

Pick any six items:

- AGENT (BASIC)
- AMMO (50 ROUNDS)
- ARMORED TRENCHCOAT (SP10)
- BIVVYBAG (FOR NIGHTS ON THE STREET/ROAD)
- DATACHIPS (3 TOTAL)
- DECKCHIP (EDGERUNNERS ONLY)
- FIBREMESH FASHIONWARE (SP8)
- FIGHTING KNIFE
- FULL RANGE COMMO
- HAND TASER
- KIBBLEPACKS (3 TOTAL, CHOOSE TYPE)
- LIGHT ASSAULT RIFLE (CHOOSE TYPE)
- LIGHT HANDGUN (CHOOSE TYPE)
- LIGHT SUBMACHINEGUN (CHOOSE TYPE)
- LIGHTSTIX
- LINK CABLES OR WIRELESS LINK
- MEDTOOL
- MICROTOOL
- MONOBLADE (CHOOSE TYPE)
- 100 STR OF NANODUST/POLYMER; 2 MINDCORES
- SMARTBOARD (FOR NETRUNNING)
- TECHSCANNER

6) CYBERTECH

EDGERUNNER

NEURAL NET.....Giri=25
HAND TO HAND PACKAGE.....Giri=20
TECHIE PACKAGE.....Giri=17
RANGED COMBAT PACKAGE.....Giri=25
SPY PACKAGE.....Giri=22
MEDIA BRACER.....Giri=18
TRACKER PACKAGE.....Giri=20
MUSCLE T BRACER.....Giri=25
COMBAT GAUNTLET.....Giri=17
HTH GAUNTLET 1.....Giri=17
HTH GAUNTLET 2.....Giri=18
MEDIA BRACER.....Giri=12
HVV WEAPON BRACER 1.....Giri=18
HVV WEAPON BRACER 2.....Giri=17
MISSILE BRACER.....Giri=22
TECH BRACER.....Giri=12
SMART BRACER.....Giri=13
ANTI CEE BRACER.....Giri=25
ASSASSIN BRACER.....Giri=11
NON-LETHAL BRACER.....Giri=9
BOUNTY BRACER.....Giri=13
SPY BRACER.....Giri=8
TRACKSTAR® BRACERS.....Giri=16
MR STUDIO BRACER.....Giri=7
RINGA-DING-DING.....Giri=7

REEFER

T-NET.....Giri=40
WHALEBOY.....Giri=50
SHARK GOD.....Giri=68
SPEED RUNNER.....Giri=31
SUCCUBOUS.....Giri=31
MINOTAUR GRI=78
MANSTER.....Giri=46
ACROBAT (AGILITY FORM).....Giri=36
COSMETIC ALTERATION.....Giri=17
SEX CHANGE.....Giri=15

DESNAI

LINK TAP.....Giri=5
HOPPER.....Giri=44
CAMERABOT.....Giri=43
PETBOT.....Giri=75
LIGHT LIFTER PA.....Giri=135
HEAVY LIFTER PA.....Giri=183
DACTYL.....Giri=113
STRIDERS.....Giri=107
COBOLS.....Giri=112
HOLOBOT.....Giri=47
TOOLBOT.....Giri=55
BODYGUARD.....Giri=153
SECRETARY.....Giri=52
SPYBOT.....Giri=64
ASSASSINBOT FLIER.....Giri=84
ASSASSINBOT CRAWLER.....Giri=92
ROVERBOT.....Giri=75

ROLLING STATE

ADAPTIVE HEALING.....Giri=40
URBAN WARRIOR.....Giri=27
ROAD WARRIOR.....Giri=21
SCOUT.....Giri=23
COMBAT MASTER.....Giri=32
BOUNTY HUNTER.....Giri=22
SHAMAN'S SKILLS.....Giri=20
SILENT WARRIOR.....Giri=22
ACS AGENT.....Giri=40
ACS PONCHO.....Giri=25
ACS TECHSCANNER.....Giri=40
ACS B&E TOOLS.....Giri=36
ACS REPAIR TOOLS.....Giri=25
ACS BOWIE KNIFE.....Giri=36
ACS SWORD.....Giri=40
ACS TOMAHAWK.....Giri=30
ACS X BOW.....Giri=35
ACS LONGBOW.....Giri=44
ACS DEBRINGER.....Giri=55
ACS HANDGUN.....Giri=64
ACS RIFLE.....Giri=61
ACS LONG RIFLE.....Giri=44

RIPTIDE

ENZYME BONDING.....Giri=5
SKYRAY.....Giri=77
HOPPER.....Giri=55
STREAKER.....Giri=105
PTERRY.....Giri=65
RAPTLE.....Giri=105
HELLKAT.....Giri=84
SEAWOLF.....Giri=113
GOLD BUG.....Giri=65
SKYMANTA.....Giri=94
HOUSEMINDER.....Giri=59
PLESIODRAGON.....Giri=128
GROOVYKAT.....Giri=71
GARDENER.....Giri=58
MEDICINE MAKER.....Giri=99
EATME.....Giri=55
TASMAN DEMON.....Giri=92
OCTOKILLER.....Giri=71
ORCAN.....Giri=138

CEE-METAL

BIOPOD.....Giri=45
NEOALPHA.....Giri=30
NEOBETA.....Giri=39
NUKLDARE.....Giri=36
WISEMAN 2.....Giri=36
AQUARIUS.....Giri=59
NEOGEMINI.....Giri=40
OPERATIVE.....Giri=83
NEOGAMMA.....Giri=74
NEO-ENFORCER.....Giri=108
WINGMAN II.....Giri=70
CYCLONE.....Giri=40

REP

IP

CYBERPUNK® CHARACTER RECORD

LIFEPATH:

MOTIVATIONS

Traits:

Feel About People:

You Value Most:

Valued Person:

Valued Possession:

STYLE

Clothes:

Hair:

Affections:

Origins

Languages:

Background:

CHARACTER:

SEX

AGE

PERKS & TALENTS

Stats

INT

REF

TECH

DEX

COOL

WILL

STR

CON

MOVE

BODY

Stat Value

DERIVED STATS

LUCK

HUM

REC

END

RUN

SPR

SWIM

LEAP

HITS

STUN

Stat Value

TOTAL PERK/TALENT COST:

SKILLS

LEVEL

SOFT?

COST

OUTFIT & CORE CYBERTECH

LOCATION

COST

TOTAL SKILLS COST

TOTAL OUTFIT COST

WEAPONS OR ATTACKS

WA

CON

AV

DAMAGE

SHTS

ROF

REL

RNG

COST

CYBERPUNK® TEMPLATE CHARACTER

LIFEPATH:

Motivations Traits: _____ Feel About People: _____
 You Value Most: _____ Valued Person: _____ Valued Possession: _____
 Style Clothes: _____ Hair: _____ Affections: _____
 Origins _____ Languages: _____
 Background: _____

CHARACTER:

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

PERKS & TALENTS

TOTAL PERK/TALENT COST:

SKILLS

LEVEL SOFT? COST

OUTFIT & CYBER TECH

LOCATION COST

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CYBERPUNK® TEMPLATE CHARACTER

LIFEPATH:

Motivations Traits: _____ Feel About People: _____
 You Value Most: _____ Valued Person: _____ Valued Possession: _____
 Style Clothes: _____ Hair: _____ Affections: _____
 Origins _____ Languages: _____
 Background: _____

CHARACTER:

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

PERKS & TALENTS

TOTAL PERK/TALENT COST:

SKILLS

LEVEL SOFT? COST

OUTFIT & CYBER TECH

LOCATION COST

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Current GRI with RIPTIDE

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[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

TRANSFORMS LOADED

Current GIRI with REEF

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TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:			TIME:		GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELLS OWNED

Current GIRI with CEE-METAL

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BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODY SHELL					GIRI:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

NU CYBE WORN

Current GIRI with EDGERUNNERS

SPLICE , LINK(S) OR AMP(S)	GIRI
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
TOTAL PACKAGE COST	

SPLICE , LINK(S) OR AMP(S)	GIRI
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
TOTAL PACKAGE COST		

SPLICE , LINK(S) OR AMP(S)	GIRI
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
TOTAL PACKAGE COST	

SPLICE , LINK(S) OR AMP(S)	GIRI
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
TOTAL PACKAGE COST		

SPLICE , LINK(S) OR AMP(S)	GIRI
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
TOTAL PACKAGE COST	

SPLICE , LINK(S) OR AMP(S)	GIRI
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
S	
L	
A	
TOTAL PACKAGE COST	

BRACER or OPTION/WEAPO	LOCATION	GIRI
TOTAL PACKAGE COST		

Current GIRI with ROLLING STATE

NANO DOPE	GIRI
TOTAL PACKAGE COST	

[illegible]

NANODOPE	GIRI
TOTAL PACKAGE COST	

[illegible]

META CHARACTER HISTORY

Name

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										
KEY SKILLS				LVL	KEY PERKS/TALENTS					LVL

GOALS

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										
KEY SKILLS				LVL	KEY PERKS/TALENTS					LVL

GOALS

TROOPS: Leaders _____
 Soldiers _____
 Grunts _____

ASSETS:**VEHICLES:**

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										
KEY SKILLS				LVL	KEY PERKS/TALENTS					LVL

GOALS

METACHARACTER NAME HERE

Game Notes:

GRUNT				
DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.				
AWARENESS 6			COMBAT 8	
MOVE 9		SPR 27	SP 10	
STUN 30		HITS 12	REC 3	
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

VEHICLES				
TYPE				
TOP SPEED				
MANEUVER				
ACC/DEC				
ATTACK DAMAGE				
SP				
SDP				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

DIFFICULTY TABLE

DESCRIPTION	DIFFICULTY VALUE
Easy.....	10
Everyday.....	14
Challenging.....	18
Hard.....	22
Very Hard.....	26
Extreme.....	30

ACTION MODIFIER TABLE

SITUATION	MODIFIER TO ROLL
Unfamiliar tools, weapon or vehicle.....	-4
Lack of instructions for task.....	-2
Don't have right tools or parts.....	-2
Hostile environment.....	-5
Complex Task.....	-3 to -4
Have never done this before.....	-1
Under stress or attack.....	-3
Drunk, drugged, or tired.....	-4
Trying to perform task secretly.....	-4

COMBAT MODIFIER TABLE

SITUATION	MODIFIER TO ROLL
Point Blank: Weapon almost touching target.....	+5
Close: Target at 1/4 listed weapon range.....	-2
Medium: Target at 1/2 listed weapon range.....	-4
Long: Target at listed weapon range.....	-6
Target is using an Action for Dodging.....	-3
Target Moving.....-1 per 10m/yard target moves (-6 mph)	
Target silhouetted.....	+2
Target partially in Hard cover:	
Half Body.....	-1
Head and Shoulders Only.....	-1
Head only.....	-2
Behind someone else.....	-2
Target Obscured (Blinded by light, smoke, darkness, dust).....	-4
Targeted Attack	
limb, body.....	-1
head, groin.....	-4
bullseye, eye, heart.....	-6
Improvised weapon (rock, bottle, small girder).....	-2
Aiming.....+1 per phase, up to +3 max	
Braced.....	+2
Ambush.....	+5
Target Prone.....	-2
Firing Vehicle mounted weapon, no turret.....	-4
Firing shoulder arm from hip.....	-2

AREA EFFECT TABLE

Roll 1 D6 for m/yard distance, 1D6 for location	
Roll	Result
1-2.....	landed short of target
3-4.....	landed behind target
5.....	landed to right of target
6.....	landed to left of target

WEAPON DAMAGE

WEAPON BY AMMUNITION SIZE	DAMAGE
Assault Rifles.....	5D6(5.56) to 6D6+2(7.62)
Ballistic Flechette Guns.....	7D6/8D8/12D6
Pistols (Light).....	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium).....	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy).....	3D6(11mm)
Pistols (V.Heavy).....	4D6(.357) to 6D16(.44)
SMGs (Light).....	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium).....	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy).....	3D6(11mm) to 4D6+1(12mm)
Shotguns.....	4D6 (00)

WEAPON BY TYPE	DAMAGE
Arc Thrower.....	4D6
Big Knucks.....	1D6+2†
Bladebuster.....	4D6 gun/7D6 blade†
Buzzsaw.....	2D6+2
Bow/Compound Bow.....	4D6
Crossbow.....	3D6+3 to 4D6
Dartgun.....	Poison
Duo Katana.....	6D6†
EMP Pulse.....	Stun Save
Fighting Knife.....	1D6†
Fission Blade.....	3D6† plus 1D6/per turn
Flamethrower.....	5D6
Flamer.....	2D6
4mm Railgun.....	8D6
14mm antitank rifle.....	10D6
Grenade (Fragmentation).....	7D6
Grenade (Incendiary).....	(4D6 for 3 turns)
Grenade Launcher.....	10D6
Hammerhand.....	3D6
Howler.....	Stun Save
Hazer.....	Stun Save
Laser (capgun).....	1-5D6
Microflamer.....	1D6
Micromissiles.....	4D6 ea
Minigun.....	2D6 per hit
Mines (all types).....	7D6
Missilegun.....	6D6
Microwaver.....	1D6
Missiles, Missile Launcher.....	12 D6
Monofists.....	2D6 per hand†
Monoknife®.....	2D6†
MonoKatana®.....	4D6†
Mecha Monosword.....	7D6
Photon Cannon.....	1-7D6
Powersword.....	8D6†
Rippers.....	2D6 per hand†
Rocket(LAV4).....	12D6
RPG.....	10D6
Scrambler.....	4D6/Stun Save
Shock Knucks/Tonfas/Staves.....	4/6/8D6 or Stun Save
Slice n' Dice.....	2D6

Splintergun.....	2D6
Sonic.....	4D6
Sword.....	3D6†
Talons.....	1D6+3†
Taser.....	Stun Save
Torpedo (MK9).....	13D6
Torpedo Spear.....	6D6†
12.7mm Gatling.....	10D6 (burst)
20mm Rifle.....	7D6
Wolvers.....	3D6 per hand†

BIO ATTACK DAMAGE

BIOATTACK	DAMAGE
Acid bite.....	2D6
Acid Spray.....	1D6 for 3 turns
Claws.....	2D6† each
Constriction.....	3D6† turn
Disemboweling Kick.....	5D6† each
Drill.....	1D6†
Fangs.....	1D6†
Feet.....	2D6† each
Fists/hands.....	1D6† each
Flail.....	2D6†
Gas Cloud.....	1D6
Head Butt.....	2D6†
Horn Gore.....	4D6†
Hypnotize.....	Stun
Limb Mace.....	3D6†
Organic Flamer.....	3D6†
Organic Taser.....	Stun Save
Poison Dust.....	2D6/1D6 turn till cured
Poison Bite.....	3D6/2D6 turn till cured
Quills (1D6 total each attack).....	1D6† each
Razor Cut.....	1D6+2†each
Rip Claws.....	3D6+3†each
Sharkbite.....	6D6†
Shock Field.....	2D6/Stun Save
Sleep Dust.....	Stun Save
Spikes (1D6 total each attack).....	2D6† each
Swordfist.....	4D6† each
Talons.....	2D6† each
Whip.....	1D6†
Sloth Claw.....	3D6† each
Supersonic Scream.....	1D6/Incapacitate
Wing/Fluke Blow.....	2D6† each

† Check BODY/STR Effect table below

BODY/STR	EFFECT ON BIOATTACK
1-4.....	Divide total Base damage in half (round up)
5-7.....	No change
8-9.....	Add 1D6
10-12.....	Add 2D6
13-15.....	Add 3D6
16-18.....	Add 4D6
19-21.....	Add 5D6
22>.....	Add 6D6

MICROWAVER EFFECTS TABLE

ROLL EFFECT

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

AREA EFFECTS TABLE

TYPICAL AREA EFFECTS	EFFECT RADIUS
Grenade (per die of damage).....	1m/yd
Gas Grenade.....	3m/yds
Explosive (per die of damage).....	1m/yd
Shotgun.....	See shotgun table
Flamethrower (per die of damage).....	1m/yd
Heavy Weapons (per Kill of damage).....	4m/yds

ROLL RESULT

- 1-2 landed short of target.
- 3-4 landed behind target.
- 5 landed to right of target.
- 6 landed to left of target

Roll 1D6 for number of m/yds away from target

STUN DAMAGE

WEAPON OR ATTACK	STUN DAMAGE
Scrambler.....	5D6
Hazer.....	Save*
Howler.....	Save*
Taser.....	Save*
Shok-Knuckles.....	4D6
Stun Stave.....	8D6
Stun Tonfa.....	6D6
Fists, hands.....	1D6†
Kick, headbutt.....	1D6† +1 extra D6

† per pt. of STR * Save = Lower than CON on 1D10

DRUG & POISON TABLE

TYPE/STRENGTH	EFFECT	DAMAGE
Hallucinogen	Confusion†	-4 INT, REF, DEX
Nausea Drugs	Illness†	-4 REF, DEX
Sleep Drugs	Sleep†	No Damage
Mild Toxin	Killing Damage	1-4D6
Strong Toxin	Killing Damage	5-8D6
Deadly Toxin	Killing Damage	5-8D10

† Half effect is drowsiness or incapacitation: -2 to specified stats

ARMOR SPS

HEAVY LEATHER (edged weapons treat SP as half)

Jacket	Arms, Torso	SP=4	EV=+0
Pants	Legs	SP=4	EV=+0

DIGITAL FABRIC BALLISTIC CLOTH (edged weapons treat SP as half)

Shirt/Top	Arms, Torso	SP=8	EV=+0
Pants/skirt	Legs	SP=8	EV=+0
Miniskirt	Groin	SP=8	EV=+0
Pantyhose	Legs	SP=8	EV=+0
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1

KEVLAR (edged weapons treat SP as half)

Vest	Torso	SP=10	EV=+0
Light Jacket	Torso, Arms	SP=12	EV=+0
Med Jacket	Torso, Arms	SP=16	EV=+1

HELMET (hard shell)

Steel	Head	SP=14	EV=+0
Nylon	Head	SP=20	EV=+0

FLACK (Kevlar with internal plates)

Vest	Torso	SP=20	EV=+1
Pants	Legs	SP=20	EV=+1

DOORGUNNER'S VEST (Kevlar with internal plates)

Vest	Torso	SP=25	EV=+3
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BODY ARMOR (armor plates)

Body	Whole Body	SP=25	EV=+2
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COMMON COVER SPS

COVER EXAMPLE	SP
Sheetrock wall, wood door.....	5
Concrete wall, vehicle door/body.....	10
Heavy wood door.....	15
Steel door.....	20
Brick wall, mailbox, curb, DataTerm.....	25
Stone wall, tree, phone pole.....	30
Concrete utility pole, engine block, hydrant.....	35
Armored vehicle door/body.....	40

INANIMATE TARGET DV'S

RANGE	DV	DESCRIPTION
Tiny	22	Squirrel sized or smaller
Small	18	Smaller than human, larger than a squirrel
Man-sized	14	Size of the average human
Large	10	Up to 2 times larger than a human; bear or car sized.
Huge	8	Up to 3 times larger than a human ad up. A bus. An elephant.

EXPLOSIVES TABLE

EXPLOSIVE	UNIT	AREA	DAMAGE
Plastique	1kg	4m	7D6
C6	1kg	5m	13D6
TNT	1 stick	3m	7D6

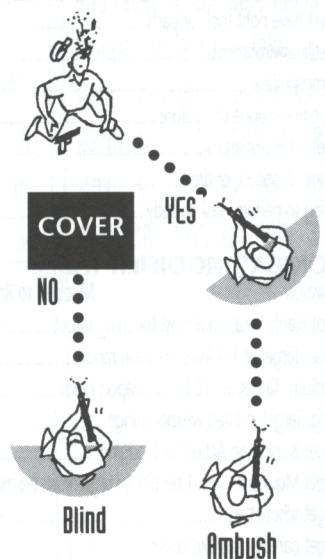
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RANDOM HIT TABLE

ROLL RESULT

- 1 Deadly Location (eye, heart—attacker's choice. Damage tripled.
- 2-3 Critical Location (head, groin, Attacker's choice. Damage doubled.
- 4-6 General Body. Normal damage
- 7-10 Limb (includes tail—Attacker's choice. Normal Damage.

LINE OF SIGHT DIAGRAM



SHOTGUN TABLE (for 00 shot)

RANGE	SIZE OF PATTERN	DAMAGE
Close,PB.....	1m/yds	4D6
Medium.....	2m/yds	3D6
Long.....	3m/yds	2D6

SOLID ROUNDS.....DAMAGE

10ga. slugs.....	5D6+3
12ga. slugs.....	4D6+2
20ga. slugs.....	3D6+1

VEHICLE WEAPONS TABLE

WEAPON TYPE	AREA EFFECT	DAMAGE
LAW 4 Rocket	4m/yds	12D6
12.7mm Gatling	2m/yds	10D6 *
14mm antitank	3m.yds	10D6
4mm railgun	3m/yds	8D6
Photon Cannon	1m/yd	1-7D6
20mm Rifle	6/myds	13D6
Missile (all)	4m/yds	12D6
MK9 Torpedo	10m/yds	13D6

*burst