

DATAFORTRESS 2.0.2.0

Presents:

CHARACTER GENERATION UNLIMITED FOR CYBERPUNK 2020:



Written in part, and compiled By Deric Bernier, other contributors and sources include Jason Parent, Mikael Van Atta, and Andrew James.

Updated to be Interlock Unlimited compatible, this document contains all the official and unofficial rules for character generation. Included is every version of lifepath from all the official sourcebooks as well as all the best of the Fan Generated Rules found on the internet, my own Rules from Datafortress 2020, Hounds lifepath additions from Blackhammers Datafort, the advanced character generation rules from Node 16's Reference book, and the expanded Romance Tables from Mikael Van Atta

Page 1 Cover
Page 2 Interlock Unlimited Statistics
Page 4 Interlock Unlimited Roles
Page 6 Interlock Unlimited Skill List
Page 15 Languages
Page 16 Martial Arts
Page 17 Personal Style
Page 17 Family Background

Page 18 Motivations
Page 19 Life Events
Page 22 Friends And Enemies
Page 23 Romantic Entanglements
Page 23 Expanded Romance Tables
Page 27 Pacific Rim Characters
Page 38 Japan Lifepath
Page 36 China Lifepath

Page 37 SE Asia Lifepath
Page 37 Central and South American Lifepath
Page 38 Africa Lifepath
Page 41 Nomad Lifepath
Page 46 Cop Lifepath
Page 48 Military Lifepath
Page 52 Prison Lifepath
Page 53 Starting Funds

B. When generating a character, use the choices given in the lifepath sections merely as examples. GM's should be just as much a part of Character Creation as the player, and should be inventive when it comes to detailing life events. The GM must also ensure that the characters lifepath does not directly challenge the group, and world of the GM's game. While conflict is a good thing, and an excellent role playing tool, especially inter-party discrepancies, if it is too over the top, the group won't be able to accomplish anything. Just make sure that the character will be able to fit into the party somehow.

C. While going through the character creation process, the GM should already be planning a way to introduce this character to the game, in a realistic, and imaginative way. (God, I am so sick of the magical tavern concept in games, where all of a sudden you just bump into a new PC, and your characters are supposed to just blindly accept that this guy is a new member of the group.) The easiest way to do this is to ask yourself, and answer the following:

How does he meet up with the group?
Why would they pay any undue attention to him?
Why would he pay any attention to them?
What can the group offer him?
What can he offer the group?
How will all their personalities mesh?

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PART 1: THE BASICS

STATISTICS

Each character has 9 Statistics - values representing the level of native ability of the character in specific areas of activity. These Stats are rated from 1 to 10, with 1 worst possible, 10 being the best possible, and the average falling at about 5 or 6. Divide the characters total number of Stat Points between each of the 9 Stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No beginning character's Statistic may be 3 or less or greater than 10. 3 or less is generally considered handicapped, while 10 or more is generally considered superhuman.

Intelligence (INT): This is a measure of the characters problem solving ability, general awareness, and to remember information. Almost every character type can benefit from a high INT.

Reflexes (REF): This is a combined index, covering not only the characters physical dexterity, but also how their level of physical coordination will affect skills and abilities. Characters who intend to engage in great deal of combat should invest in a high REF.

Cool (CL): This index measures how well the character stands up to stress, pressure, physical pain and/or torture. It determines their willingness to fight on despite wounds, also called "coolness", Cool is essential. It is the measure of how "together" a character is or how formidable they appear to others.

Stun Save Number: Your character's Stun Save Number is a value equal to your CL Type. To make saves, you must roll a value on 1D10 equal or lower than this number.

Stun Saves: When they character takes damage, or has been exposed to knockout drugs, they are required to make a Stun Save. If the character fails a Stun Save, they will automatically be knocked out of combat and be unable to recover until a successful Stun Save is made in a following combat turn. A character may make one Save roll every turn until they succeed.

Technical Ability (TECH): This is an index of a characters manual dexterity and how he can relate to hardware and other technically oriented things. TECH will be the Stat used when manipulating or repairing technology.

Luck (LK): This is the intangible "something" that throws the balance of events into your favor. Luck represents how many points the player may use each game to influence the outcome of any event. To use Luck, a player may add any or all the points of luck a character has to any die roll. Use of Luck must be declared before the roll is made. Luck is expended when all of the player's points have been used for that session. Luck is always restored at the end of each game session. Expending all a characters Luck at once (meaning no luck has been used prior in a session) automatically equates to a success. Luck may also be used to negate a Fumble, though using it in such a way only spends one point of Luck, and no more may be added to that roll. Anytime the use of luck is declared, the character must spend at least one point.

Attractiveness (ATTR): This is how physically attractive a character is. While Seduction and Intimidation are EMP based skills, every point over 6 ATTR gives a +2 modifier to seduction, and every point below 5 gives a +2 to Intimidation.

Movement Allowance (MA): This is the index of how fast a character can run. The higher a characters MA, the more distance

they can cover in a Round or Turn. Every point of Athletics will modify: Run, Leap, and Lift distances per round by 5%.

Run: To determine how far a character can run in a single combat round (3.3 seconds) in yards, multiply the characters MA by 3. The character can then run x3 this distance in a full 10-second turn. Write this in the RUN section on your Character Sheet. (For example: MA of 7 would write 21/63)

TERRAIN MODIFIERS	
Easy (sidewalk, plains)	No reduction
Rough (wooded, sand)	1/2 MA
Very Rough (marsh, snow)	1/4 MA
WEATHER MODIFIERS	
Light rain, flurries	No reduction
Steady rain, heavy snow	1/2 MA
Blizzard	1/4 MA

Leap: To determine the distance of a characters standing jump, divide the characters RUN by 4, this is how many feet the character can jump. For a running jump, divide the characters full 10-second Turn Run by 4, this is how far the character can jump in feet. Vertical Distance is ½ standing jump.

OPTIONAL RULE:

For characters with full cybernetic conversion, or for Wuxia type effects, leaps are measure in yards, not feet.

Climbing: Characters can climb a number of yards equal to their MA in one round. An Average Athletics check should be made every Turn spent climbing. If failed. an Average Strength Feat check should be made for the character to hang on, climbing can resume next round. The movement rate when climbing without aid of a rope is MA/2 yards. The GM should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed.

Empathy (EMP): This Stat represents how well a character relates to society, affecting both charisma and sympathetic emotions. EMP is critical when leading, persuading, seducing, or perceiving emotional undercurrents. Cybernetic Implantation, Drug Use, some types of Mental Illness, Magic, Psionics, and Superpowers, may degrade a characters EMP.

RULE FOR GAMES WHERE CYBERNETICS, MAGIC, PSIONICS, OR SUPER POWERS, ARE ALLOWED:

Humanity: This is a measure of the toll that being more (or less) than human takes on a characters ability to relate to society. The characters EMP x10 determines how many Humanity points they have. Write the result in a box on the Character Sheet. For every 10 points of Humanity Loss (HL), the character will automatically lose 1 point of EMP. This can have serious effect on any EMP related Skills, as well as forcing you towards Disassociative Psychosis (also called Cyber-psychosis, Mage Madness, or simply the Rage).

Body Type (BOD): Strength, Endurance and Constitution are all based on the character's BOD. BOD determines how much damage the character can take in wounds, how much they can lift or carry, how far they can throw, and how much additional damage they cause with physical attacks. For every point of the Strength Feat skill, a character may modify his carry weight, dead lift weight, and his Throw distance by 5%. Difficulty modifier for doing this successfully is 15, +3 for every 10% in kg over what is normally allowed.

Body Type	Strength	BTM	STR Bonus	RAM	Throw Distance
1-2	Very Weak	-0	-1	1D6-2	10 yards
3-4	Weak	-1	0	1D6	20 yards
5-6	Average	-2	+1	2D6	40 yards
7-8	Strong	-3	+2	2D6+1	60 yards
9-10	Very Strong	-4	+3	2D6+2	80 yards
11-12+	Superhuman	-5	+4	3D6+4	100 yards
Carry = 10x BT in kg. Dead lift = 40x BT in kg.					

Death Save Number: Your character's Save Number is a value equal to your BOD. To make saves, you must roll a value on 1D10 equal or lower than this number.

Death Saves: When a character has been Mortally Wounded, or when they have encountered certain types of poisons, they will need to make a Save against Death. On a failed roll, the character dies.

Take a moment to find the Death Save box on your Character Sheet and fill it in.

Body Type Modifier (BTM): Not all people take damage the same way. For example, it takes a lot more damage to stop Arnold The Terminator than it does Arnold The Nerd. The Body Type Modifier reflects this. BTM is a special bonus used by your character to reduce the effects of damage. The BTM is subtracted from any damage your character takes in combat.

For example, say the character took ten points of damage. If they were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

Find the Body Type Modifier (BTM) box on the Character Sheet and fill it in.

The **BOD** Stat does not represent how big a characters is, merely how well developed their muscles are. I think we can all agree that Arnold Schwarzenegger represents a 10. And when we think of a 10 BOD, it is usually that build we associate with it. However, Sumo wrestlers are often just as strong, but they are built drastically different. Bruce Lee could lift as much as Arnie, but he was a little bitty skinny guy. So how do you resolve this? Its simple, just allow your players to decide the body style of their characters for themselves.

Endurance: Endurance Checks must be made on 3 different levels of activity. Light Activity, Medium Activity, and Heavy Activity. Each requires Endurance Checks based off differing levels of time spent on the activity. The amount of time one can go without making an endurance check is based off the characters BOD + Endurance Skill.

Activity Level	Requires Check at each Increment:	Examples:
Light	BOD + Endurance = x2 Hours	Driving, Working on Computer, Walking, Guard Duty, Paperwork,
Medium	BOD + Endurance = x10 Minutes	Manual Labor, Jogging, Climbing, Heavy Lifting (Carry Max),
Heavy	BOD + Endurance = x2 Rounds	Fighting, Running, Extreme Lifting (Dead Lift Max)
Any time a character exceeds the amount of time allowed for an activity, he must make an Endurance Check at a difficulty of 10. For every Increment after, (Light = Hours, Medium = Minutes, Heavy = Rounds) the difficulty of the check raises by +1 modified by the following conditions:		
Sample Conditions		Modifiers
Under Pressure		-3
Unskilled at Activity (0 skill level)		-3
Lightly Skilled (1-3 Skill Level)		0
Moderately Skilled (3-5 Skill Level)		+1
Highly Skilled at activity (6-8) skill level)		+2
Expertly Skilled at activity (9-10 Skill Level)		+3
Combat Situation		-1
Adverse Conditions (mild rain, slightly hot or cold, sand, snow, etc...)		-2
Severe Conditions (Heavy Rain, Extreme Heat or Cold, mud, ice, etc...)		-4
Exceeding Weight allowance		-4
In some instances, Cool may replace BOD for purposes of Endurance Checks, at GM's Discretion		

DETERMINING STATISTICS

Stat points are the cash of character creation – they are used to purchase the various mechanical aspects of the character, like good looks, a strong, hard body, unshakable cool and street smarts (but not Skills). We've given you three ways to generate Stat Points:

1) Random: Roll 9D10 and total. The character has this many Stat Points to distribute as they see fit amongst the 9 stats.

2) Fast: Roll 1D10 for each Stat (9 in all), re-rolling scores of 3 (As stated prior, 3 or less in any Stat is considered handicapped, and while a player may choose this for role playing purposes, it is not recommended) or less. Place rolls in each Stat as desired.

3) Cinematic: This option is for Referees only. As the designer of the adventure, the GM has the option of choosing the number of points for character based scale of campaign being run.

Epic Level	75 pts
Mighty Level	70 pts
Heroic Level	65 pts
Street Level	60 pts
Gutter Level	55 pts

OPTIONAL RULE:
In realistic campaigns, 10 is generally the absolute maximum Stat a human can achieve. However, in certain cases a human may push the boundaries of human limit, and in cases of Fantasy, Superhero, or Supernatural campaigns the characters may or may not be strictly human. At the GM's discretion, some characters may increase their Stat past ten, but every point past ten costs double.

PART 2: CHARACTER IDENTITY AND ROLES

STANDARD ROLES

Roles represent your characters chosen career(s), they are a simple way for a character to identify himself from the herd and represent a dedication to the characters chosen profession mirrored in the Special Ability (SA) that the Role provides him. Roles are available to anyone, and someone can have as many roles as they wish, and the special abilities that go with them.

Rules for Multiple Roles

A. Characters may have only one primary Role (Solo, Cop, etc...).

B. No special ability can rise higher or equal to that of the characters primary Role/Special Ability. (A Solo can't have a Streetdeal higher than his Combat Sense.)

C. Characters can only start out with one single special ability (their Primary) no higher than 5. Or they may choose multiple Roles, with a limit of 5 points to be spent on Special Abilities, and their Primary must be 1 point higher than any others chosen. (GM's who wish to run higher or lower level campaigns may alter this SA cap to fit the needs of their game.) They can gain more Special Abilities down the road, but none must ever advance higher than their primary.

D. If a character takes multiple roles that grant level bonuses to the same Skill, the bonuses do NOT stack, the character must use the most appropriate bonus as determined by the GM, in any case where the most appropriate Role is not easily determined, the role with the higher bonus is used.

E. A character may choose to switch Primary roles if the secondary role is within one point of his Primary, but doing so incurs a penalty of -1 to that characters SA associated with his former Primary Role (so a Solo with a Combat Sense of 6 with a Fixer secondary role and a Streetdeal of 5 could switch Primaries to Fixer when he has enough Points of IP towards his Streetdeal to raise him to a 6, but doing so drops his Combat Sense down to 5).

F. To gain a new Role during play, the character must have current In-Game experience, which would directly and realistically correlate to that role, as determined by the GM. It involves more than simply using the related skills or a brief foray into the career... it requires total immersion. For example, going to see the Grateful Dead won't make you a Nomad, spending a year following them on tour might. In game terms, a character must have at least a 4 in any and all Skills the Special Ability provided by the Role would infer a bonus to.

G. Only the GM can raise Special Abilities, and experience earned or given towards them is at his discretion (based on character usage and implementation). General IP may NOT be used to raise Special Abilities.

STANDARD ROLES (These roles are appropriate for nearly any setting, genre, or era of game, though the limits of the special ability will be determined by the setting. The name is followed by alternative names or concepts which fit under the role, a brief description, and the special ability it provides)

ANIMAL EMPATH

(Trainer, Shepherd, Breeder, Rancher, Wrangler, Game Preserver)

You connect with animals, you understand them and can train them to obey.

SA - Animal Bond: Adds to Animal Handling and Teaching when dealing with animals.

ARTISTE

(Painter, Novelist, Musician, Sculptor, Director)

You create works of wonder and beauty to share with the world

SA - Masterpiece: This SA adds to a characters Play Instrument, Paint or Draw, Sculpt, Perform, Photo and Film, Storytelling, Dance or whatever medium they use. (2 mediums may be chosen at time of taking role.) An Artiste can also choose to employ his EMP in place of Tech when using his chosen Skills.

ATHLETE

(Martial Artist, Sport Star, Acrobat)

You have trained your body to the pinnacle of perfection. Your grace, strength, and agility are a wonder to behold.

SA - Prowess : Adds to 2 of the following skills (Chosen when taking the special ability) Athletics, Strength Feat, or Endurance as representation of a perfectly trained body.

BOUNTY DOG

(Bounty Hunter, Repoman)

This role is dedicated to tracking down and apprehending those who do not wish to be apprehended, or their property.

SA - Trace : Adds to 2 of the following skills (Chosen when taking the special ability) Library Search, Human Perception or Interview when tracking a subject.

CORPORATE

(Executive, Officer, Union Rep, Stock Trader, Bureaucrat, Manager)

You are a company man, you are an expert at promoting and utilizing the resources your employer or business allows you. You are the Power Broker, the CEO, the VIP.

SA - Resources: This Special Ability adds to Networking and Business Sense.

COP

(Police Officer, Guardsman, MP, Sheriff, Peacekeeper, Lawman)

You uphold the law, you have the authority to arrest lawbreakers, question anything you find suspicious, and use force to protect yourself and others.

SA - Authority: This SA is added to Interrogate and Intimidate.

EDUCATOR

(Teacher, Sensei, Philosopher)

You devote your life to the art pursuit of knowledge, and bestowing that knowledge on those who would hear it.

SA - Mold: This special ability represents a dedicated Educators ability to bestow knowledge, and make his message understood. He adds it to his Teaching skill and Oratory.

FIXER

(Drug Dealer, Arms Merchant, Pimp, Mafioso, Oyabun, Talent Scout, Black Marketeer, Loan Shark, Fence)

You can get what people need, and you can get rid of it when they don't want it anymore. You are the go to guy, some do it legally, some don't, but regardless if someone wants something hard to find, they go to a Fixer to get it.

SA - Streetdeal: This Special Ability adds to both Streetwise and Persuasion/Fast Talk

GRIFTER

(Con Artist, Snake Oil Salesman, Card Shark, Hustler,)

You make your living convincing people that up is down, green is blue, the hand is quicker than the eye, the pea is under cup number 3, and you will sell them the bridge for \$200.

SA - Grift: Adds level to both Persuasion/Fast Talk and Human Perception.

INFILTRATOR

(Spy, Actor, Undercover Agent, Espionage Operative)

You can get in anywhere and blend in, even becoming a trusted member of your enemies organization. Your skill at covering your identity and true purpose is paramount.

SA – Chameleon: An Infiltrator adds this SA to his Disguise and Perform checks.

INSTIGATOR

(Activist, Politician, Priest, Wise Man, Revolutionary, Shaman, Guru, Cult Leader, Rockerboy)

You are a leader of the people. They listen to you and follow your leadership. You hold sway the hearts and minds of your followers, and attempt to convert those to your way of thinking everywhere you go. You hold influence, and you know how to use it.

SA - Charismatic Leadership: This SA is added to Oratory and Leadership. However this skill, similar to a Medias Credibility, is tenuous and if the rocker is perceived as betraying his own words or following a different agenda, his SA will drop accordingly as he loses influence.

INVESTIGATOR

(Detective, PI, Slueth)

You solve mysteries. You examine evidence, clues, and facts. You talk to experts and witnesses, and you get to the truth behind situations.

SA – Deduction: This SA is added to Awareness/Notice and Human Perception for the purposes of finding clues or detecting falsehoods.

MUNDIE

(Clerk, Data Entry, Fast Food Employee, Stockboy, Salaryman, Stableboy, Waitress, Dishwasher, Paige, etc...)

You are one of the drones, but you are also the backbone of society. Most hate it but are ill equipped for anything else, but some actually prefer this life.

SA – Conform: You can move from one part time job to the next with ease, instantly finding a stride there. The SA itself is rather subjective, adding to Resist Torture. It determines how long you can maintain employment given low pay, bad conditions, and lack of respect from superiors and customers. At GM discretions it might also add to 1 skill directly correlated to the current employment. For instance someone working at a Pawn Shop could add it to Appraise.

MEDIA

(Reporter, Journalist, Expert, Lawyer, Correspondent, Crier)

You find the facts and report them; your audience knows and respects you for your ability to tell them what is going on in the community and the world.

SA – Credibility: This SA is representative of your credentials and reputation for honesty and integrity. It is added to the Medias Interview, and Composition. However, it is a tenuous skill that must be maintained through

honesty and non-bias. For every serious case of bias, dishonesty, or false presentation of facts you committed made public, your Credibility will drop by a point of Skill. However, with individuals who hold the same political or social bias, your credibility will retain its full value.

MED TECH

(Doctor, Medic, Nurse, Healer, Medicine Man, Pharmacist, Biologist, Surgeon, Veterinarian)

You have devoted your life to healing others; the secrets of flesh and blood are open to you. **SA - Medical Tech:** This SA is added to First Aid and one other chosen Med Skill.

NETRUNNER – Post Modern Age Only (Hacker, Digital Cowboy, Comm. Specialist)

You have mastered computers and communications, you use them to infiltrate secure information, take over other machines, and cruise the hidden alleys and portals of the vast information highway.

SA - Interface: Netrunners may add this to their Programming, and System Knowledge, as they pertain to computers and communications

NOMAD

(Gypsy, Tribesman, Carnie, Pirate, Gang Member)

You are a member of an extended family, always on the move. You are one of your people, you live and die for them, and they for you. They are your strength and your weakness; the family and its needs always come first.

SA – Family: The Family SA is added to your Networking and Survival (chose one type, Wilderness, Desert, Arctic, Sea, etc...)

RUNNER

(Driver, Pilot, Mariner, Rider)

You live your life behind the wheel (or stick, or even reigns). Your chosen type of transportation has become an extension of your body, allowing you to make unparalleled maneuvers and push it past the normal limits

SA - Vehicle (or Animal) Zen: Adds to Awareness/Notice and Maneuver rolls in the characters chosen type of transportation (Car, Cycle, Heavy Equipment, Aircraft, Watercraft large or small, Submersible, Spacecraft, Animal Mount, etc.).

SAVAGE

(Barbarian, Berzerker, Neanderthal, Pict, Barbarfighter)

When you enter battle, all that matters is sating the bloodlust within you. You feel no pain, friend and foe become a blur, all you feel is the weight of the weapon in your hand and the wet sticky spray of your foes blood. A savage may choose to use his BOD instead of REF to determine his Brawl/Melee attack. **SA - Rampage:** Adds level to Intimidate and to hand-to-hand damage only when using Brawling/Melee and CANNOT be used with Martial Arts.

SCOUT

(Tracker, Ranger, Hunter, Guerilla, Mountain Man)

You are at home in the wild, you can follow your prey over any terrain, you live for the hunt. You are keenly aware of everything that goes on in your domain.

SA - Track: In chosen Environment adds level to Awareness Notice, and Survival.

SHADOW

(Assassin, Ninja, Commando, Cat Burglar,)

This role relies on stealth to infiltrate the enemies and accomplish the objectives.

SA - Sneak: Adds level to both Stealth/Evasion and Shadow/Track.

SOLO

(Fighter, Mercenary, Bodyguard, Soldier, Muscle, Swat Member, Warrior, Outrider etc...)

This is the basic combat dedicated career; you make your living being the toughest, baddest guy around.

SA - Combat Sense: Adds to both Awareness and Initiative.

TECHIE

(Mechanic, Inventor, Engineer, Smith, Tradesman, Pharmacist, Chef, Chemist, Alchemist)

Brilliant with all things mechanical in nature, you are more than a handyman, you are what keeps the gear functioning as well as building and creating the equipment necessary for any situation.

Adept: This SA is added to your Jury Rig skill and one single Tech skill of your choice.

VAMP

(Vixen, Prostitute, Gigolo, Escort, Concubine)

You use your good looks, sexual prowess, and other wiles like a hitman wields a gun. You use the tools god gave you and your natural ability to influence those attracted to you to get your way.

SA- Allure: This SA is added to a Vamps Seduction, Personal Grooming and Wardrobe and Style.

Alternate Rule:

GM's who wish may either forego the use of Roles and Special Abilities altogether, limit them, or create new ones as he sees fit. The formula for creating Special Ability is simple; it adds its level to 2 existing Skills. Be very careful when assigning Skills to SA, avoid anything that would unbalance the game.

PART 3: SKILLS

Learning New Skills and Improving Old Ones

To determine the amount of skills a beginning character receives, add up the characters STATS. This number is equal to the amount of Skill Points a character receives to start off with. Some GM's may wish to raise or lower the amount of Basic Skill points depending on the level of the game they wish to run. At character creation skills cost a flat 1 Skill Point per point of Skill. Additionally, every character gets their native language at an 8 for free.

During the game, Players can improve their skills (and Special Abilities) or begin new ones by accumulating Improvement Points (IP). As you gain more IP, you'll record these points in the area next to the skills listing on your Character Sheet. When the character has collected enough Improvement Points in a skill, the skill's level increases by one.

The first level of a skill will always cost 10 IP. To determine how many points are required to raise a skill higher than this, multiply the current level of skill by 10. This is how many points are required to raise a simple (IP multiplier=1) skill to the next level.

Example: My Brawling skill is +4. To move from +4 to +5 will require 40 IP. To move from +5 to +6 will require 50 IP.

Skill Level	1	2	3	4	5	6	7	8	9	10
IP Cost	10	10	20	30	40	50	60	70	80	90
Total IP Cost	10	20	40	70	110	160	220	290	370	460

Alternatively, one could undergo training. Training a new skill gives a character the equivalent of 1/24 of a point of IP per hour spent learning it. So 24 hours would be required to learn one point. Or, say a character spent 40 hours a week (8 hours a day with time off for the weekend), it would take him 5 years and 4 months to go from 0 to 10 in a skill. For a brief rundown, the chart is as follows.

SKILL LEVEL	HRS. REQUIRED	40HR WEEK / 60HR WEEK
1	240	6 WKS / 4 WKS
2	240	6 WKS / 4 WKS
3	480	12 WKS / 8 WKS
4	720	18 WKS / 12 WKS
5	960	24 WKS / 16WKS
6	1200	30 WKS / 20 WKS
7	1440	36 WKS / 24 WKS
8	1680	42 WKS / 28 WKS
9	1920	48 WKS / 32 WKS
10	2160	54 WKS / 36 WKS

CHARACTER POINTS

Character Points are the running total of all a characters skill points. This number is equivalent to a characters "level", and helps not only to measure progress of the character, but allows GM's to determine an average number of skill points to assign new or replacement characters who join in after a campaign has begun.

Guidelines For GM Distribution of IP

1. At the end of a session, one by one have the players give a play by play of their character's actions and contributions to the game and give IP where it is due. For example: Bob has a character named Joe, at the end of the night we review what happened to him. Bob says, "Okay first I negotiated my way out of that mess with the Voodoo Boyz, then I jumped out the window from the second floor onto the roof of the bus to escape the cops." The GM might then award, 3 points to Persuasion fast talk, and 3 points to Athletics. Get the idea? This is done for two reasons;

A. It helps players to develop their characters by making them remember what happened, it also makes sure they pay attention.

B. It also is a way to realistically increase their skills and lets the GM keep track of them easier, instead of just throwing out a lump sum and watching them dump it all into one skill you make sure the points get distributed where they are deserved.

2. Give a small amount of general IP simply for surviving. General IP can be used for anything except special abilities. If a character does something simply extraordinary or creative, the GM might want to give them a little extra bonus, which will in turn promote like behavior with the rest of the group and ensure a more creative game dynamic.

An Alternative method is to have players, on a separate index card, scratch sheet of paper, or the IP TRACKING CARD, keep track of the skills they use during a session, and the GM can then compare it to the following chart.

SKILL CHECK	IP PER USE RESULT
FUMBLE	-1 point
FAILURE	0 points
SUCCESS	1 point
CRITICAL SUCCESS	2 points

Optional Rule:

GM's may wish to limit the level of skill a player can take during character creation. For instance he may wish to only allow characters to take 2 skills above a 5. Or he may wish to REDUCE the Starting Skill Point total by 10% for every Age prior to modern he wishes to run a campaign in, both to represent the limits of education and to preserve balance among the diminished skill lists.

Skills

SPECIAL ABILITIES

Adept (Techie)
Allure (Vamp)
Animal Bond (Animal Empath)
Authority (Cop)
Chameleon (Infiltrator)
Charismatic Leadership (Instgator)
Combat Sense (Solo)
Conform (Mundie)
Credibility (Media)
Deduction (Investigator)
Family (Nomad)
Grift (Grifter)
Interface (Netrunner)
Masterpiece (Artiste)
Medical Tech (Medtech)
Mold (Educator)
Prowess (Athlete)
Rampage (Savage)
Resources (Corporate)
Sneak (Shadow)
Streetdeal (Fixer)
Trace (Bounty Dog)
Track (Scout)
Vehicle Zen (Runner)

ATTR

Wardrobe & Style
Personal Grooming

BODY

Endurance
Fitness/Body Building
Rowing
Strength Feat
Swimming

COOL

Interrogation
Intimidate
Leadership
Oratory
Resist Torture/Drugs
Skydiving
Streetwise

EMP

Animal Handling
Design
Human Perception
Hypnotism/Brainwashing
Interview
Lip Reading
Massage
Networking
Parenting
Perform
Persuasion & Fast Talk
Seduction
Sing
Social
Storytelling

INT

Accounting
Appraise
Awareness/Notice
Business Sense
Composition
Diagnose Illness
Education & General Knowledge
Expert: (Subject)
Gamble
Gardening/Farming
Language: (Choose One)
Library Search
Navigation
Programming
S.C.U.B.A.
Shadow/Track
Survival: (Environment)
System Knowledge
Teaching

REF

Athletics
Blind Fighting
Brawling/Melee
Dance
Initiative
Juggle
Martial Arts: (Style)
Photography & Film
Pilot: ACPA
Pilot: Animal
Pilot: Car/Truck
Pilot: Dirigible
Pilot: EVA
Pilot: Fixed Wing
Pilot: Heavy Machinery
Pilot: Glider
Pilot: Gyro
Pilot: Motorcycle
Pilot: OTV
Pilot: Remote
Pilot: Sail Driven
Pilot: Space Plane/Shuttle
Pilot: Sub (Large/Small)
Pilot: Vectored Thrust
Skate/Ski/Surf
Stealth/Evasion
Underwater Maneuver
Weapon: Archery
Weapon: Heavy Weapons
Weapon: Handgun
Weapon: Rifle
Weapon: Sub Machinegun
Zero-G Maneuver

TECH

Calligraphy
Cooking
Cryotank Operation
Demolitions
Disguise
Electronic Security
Forgery
Glass blowing
Jeweler
Jury Rig
Makeup/Special effects
Med: First Aid
Med: Pharmaceuticals
Med:Surgery
Origami
Paint or Draw
Pick Lock
Pick Pocket/Sleight of hand
Play Instrument
Rope Use
Sculpt
Sewing
Stage Magic
Tattooing
Tech: Aero
Tech: AV
Tech: Basic
Tech: Carpentry
Tech: Chemistry
Tech: Cyber
Tech: Cyberdeck Design
Tech: Electronics
Tech: Gyro
Tech: Marine/Underwater Equip
Tech: Metal Smith
Tech: Pressure Suit
Tech: Powered Armor
Tech: Spacecraft
Tech: Submarine
Tech: Weaponsmith
Tech: Wetware
Traps and snares
Typing
Video Manipulation

SKILL DESCRIPTIONS

SPECIAL ABILITIES

Adept (Tech) - This SA is added to your Jury Rig skill and one single Tech skill of your choice.

Allure (Vamp) - This SA is added to a Vamps Seduction, Personal Grooming, and Wardrobe and Style

Animal Bond (Animal Empath) - Adds to Animal Handling and Teaching when dealing with animals.

Authority (Cop) - This SA is added to Interrogate and Intimidate.

Chameleon (Infiltrator) - An Infiltrator adds this SA to his Disguise and Perform checks.

Charismatic Leadership (Instigator) - This SA is added to Oratory and Leadership. However this skill, similar to a Medias Credibility, is tenuous and if the rocker is perceived as betraying his own words, or following a different agenda, his SA will drop accordingly as he loses influence.

Combat Sense (Solo) - Adds to both Awareness and Initiative.

Sneak (Shadow) - Adds level to both Stealth and Shadow/Track,

Conform (Mundie) - You can move from one part time job to the next with ease, instantly finding a stride there. The SA itself is rather subjective, and adds to your Resist Torture. It determines how long you can maintain employment given the low pay, bad conditions, and lack of respect from superiors and customers. At GM discretions it might also add to 1 skill directly correlated to the current employment. For instance someone working as a Secretary could add it to Typing.

Credibility (Media) - This SA is representative of your credentials and reputation for honesty and integrity. It is added to the Medias Interview, and Oratory. However, it is a tenuous skill that must be maintained through honesty and non-bias. For every serious case of bias, dishonesty, or false presentation of facts you committed made public, your Credibility will drop by a point of Skill. However, with individuals who hold the same political or social bias, your credibility will retain its full value.

Deduction (Investigator) - This SA is added to Awareness/Notice and Human Perception for the purposes of finding clues or detecting falsehoods.

Family (Nomad) - The Family SA is added to your Networking and Survival (chose one type, Wilderness, Desert, Arctic, Sea, etc...)

Grift (Grifter) - Adds level to both Persuasion/Fast Talk and Human Perception.

Interface(Netrunner) - Netrunners add this to their Programming, and System Knowledge, as they pertain to computers and communications.

Masterpiece (Artiste) - This SA adds to a characters Play Instrument, Paint or Draw, Sculpt, Perform, Photo and Film, Storytelling, Dance or whatever medium they use. (2 mediums may be chosen at time of taking role.) An Artiste can also choose to employ his EMP in place of Tech when using his chosen Skills.

Medical Tech (Medtech) - This SA is added to First Aid and one Med Skill chosen upon taking the role.

Mold (Educator) - This special ability represents a dedicated Educators ability to bestow knowledge, and make his message understood. He adds it to his Teaching skill and Oratory.

Prowess (Athlete) - Adds to 2 of the following skills (Chosen when taking the special ability) Athletics, Strength Feat, or Endurance as representation of a perfectly trained body.

Resources (Corporate) - This Special Ability adds to Networking and Bureaucracy.

Rampage (Savage) - Adds level to Intimidate and to hand to hand damage only when using Brawling/Melee (NOT martial arts).

Streetdeal (Fixer) - Added to your Cool/Will Stat, this Special Ability adds to both Streetwise and Persuasion/Fast Talk

Trace (Bounty Dog) - Adds to 2 of the following skills (Chosen when taking the special ability) Library Search, Human Perception or Interview when tracking a subject.

Track (Scout) - In chosen Environment adds level to Awareness Notice, and Survival.

Vehicle Zen (Runner) - Adds to Awareness/Notice and Maneuver rolls in the characters chosen type of transportation (Car, Cycle, Heavy Equipment, Aircraft, Watercraft large or small, Submersible, Spacecraft, Animal Mount, etc.).

ATTR

Personal Grooming - This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasion. A basically good-looking person would be at +2. A fashion model might have a Personal Grooming of +5 or +6. At +8 or better, you could be major fashion model, film star, or trendsetter. You are always "together". And know it.

Wardrobe & Style - The skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit. With Wardrobe +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy anything off the rack. At +8 or better, you are one of those rare people whose personal style influences major fashion trends.

BODY

Endurance - This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active a long period without food, sleep or water. This skill also determines how long a character can hold his breath. At +2 a character can hold his breath for an addition minute, at + 5 it increases to 2 minutes, +8 three minutes, and +10 4 minutes. These extra minutes are added to the "no activity" category of breathing based on body types, and will suffer the same of greater air consumption penalties during activity.

Fitness/Body Building - with this skill a character can increase one aspect of their BOD, REF, TECH, or MA Stat by 1 point (max of 10) for every 2 points of this skill earned. (Only one Stat may be raised at a time, if the skill diminishes, the Stat will be reduced to fit, although it will not drop below the original rolled Stat.) (GM's may choose to allow this skill to increase stats past 10, but after 10 IP cost is x2 the normal formula.)

Rowing – The ability to row vessels, such as rowboats, canoes, kayaks, Viking long ships, etc... (Also includes pole pushed vessels)

Strength Feat - The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlor tricks. At +3, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dent car fenders with one blow. For every point of the Strength Feat skill, a character may modify his carry weight, dead lift weight , and his Throw distance by 5% in kg. Difficulty modifier for doing this successfully is 15, +3 for every 10% kg over what is normally allowed

Swimming - This skill is require to know how to swim (see Athletics for more details).

COOL

Interrogation - The skill of drawing information from subject and forcing his secrets into open An Interrogation of +2 or better will allow to infallible find out if your boyfriend is lying to you. A +5, you are professional level interrogator - equivalent to skilled detective grilling a suspect. Mike Wallace 60 Minutes has an Interrogation +9, allowing him to make even most powerful people squirm.

Intimidate - The skill of getting people to do what you want by forcing personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Arnold Schwarzenegger. Every point of a characters ATTR below 5 on gives a +1 to Intimidation.

Leadership - The skill of leading and convincing people to follow you. A leader with a skill +2 can manage a small office successfully and be respected for it. A leader with skill +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it.

Oratory - The skill of public speaking. At +2, you can wing high school contests. At +6, you can be paid speech in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ichn Bin Ein Berliner" or Lincoln's Gettysburgs Address. Rockers with Oratory Skill of +6 or better can add +1 when using their Charismatic Leadership ability. This also covers the use of Rhetoric.

Resist Torture/Drugs - Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any Interrogation attempt made by another guy by one level.

Skydiving - the skill of remaining calm enough to pull your ripcord, while plummeting towards the earth at terminal velocity.

Streetwise - The knowledge of the "seamy" ways of life - where to get illegal and contraband things, how to talk to the criminal environment, and avoiding bad situations in bad neighborhoods. With Streetwise of +3 or better, you can get "hot" items, drugs, etc. With a Streetwise of +5 you know how to arrange a murder contract, you know a few mobsters who might owe you, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself. (See page 68)

EMP

Animal Handling – The ability to care for, train, and control animals. Includes knowing what food they eat, their space requirements, common temperament and behavior, and how to groom them.

Design - the ability to visualize the proper placement of things for maximum aesthetic and function.

Human Perception - The skill of detecting any evasions, moods and other emotional clues from others. At +2, you can usually feel when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Hypnotism/Brainwashing - the ability to put another person into a trance, and cause them to be under your control.

Interview - The skill of eliciting interesting anecdotes from interview subject. This information will be of a more non-specific and personal nature rather than specific knowledge (distinguishing this skill from the skill Interrogation, where the user is trying to extract exact information. (Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything - including personal information about their illegitimate son, the time they stole a cookie at age +4, and the fact that no one ever loved them.

Lip Reading – The ability to decipher what someone is saying merely by watching their mouth as they are speaking.

Massage - The ability through physical manipulation, to relax another. (While some would place this skill under TECH, I feel that more than anything else it has to do with the level of trust, and comfort between 2 people. Someone who is not comfortable around people, will not be able to perform a very good massage. The art of massage is all about radiating trust and comfort, and therefore is an EMP based skill.)

Networking - The skill of recognizing useful people and the services they can provide, and cultivating a mutually beneficial relationship. In short it allows you to form and utilize connections through common goals, services, and requirements. (See page 68)

Parenting - The ability to successfully raise and nurture children.

Perform - The skill of trained acting, singing, etc. A trained performer of +4 or greater can successfully perform on stage for payment at small theaters or bit parts in film or television. Performers of +6 or greater will be considered to be of professional caliber, and may have lucrative contacts and fans. Performers of +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Persuasion & Fast Talk - The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan had a Persuasion of +7, Hitler a Persuasion of +9. (See page 66)

Seduction - The skill of forming and maintaining romantic relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with other non-players characters and the intensity of these relationships. Every point of a characters ATTR over 6 gives a +1 modifier to seduction. (See page 67)

Social - The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about farmer's daughter and the traveling salesman. A Social skill of +2 or better will allow you to get by at any fine restaurant or social function. At +5, you can lunch with the President with aplomb. No social situation will faze you, no matter what. At +8 or above, you can lecture Emily Post on what's proper.

Storytelling - the skill of telling a compelling story.

INT

Accounting - The ability to balance books (or create false books), juggle numbers, create budgets and handle day to day business operations.

Appraise - the skill of determining the monetary worth of an item. (See page 68)

Awareness/Notice - This is equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadows and other events. With an Awareness of +2 you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions of lying or dislike. An Awareness of +5 or better allows you to spot fairly well hidden clues, and fairly sophisticated attempts to "shadow" you. With an Awareness of +8

or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show ("The murder was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players without skill may only use their Intelligence Stat. Players of any Role should get a bonus if the Awareness task directly relates to their Special Ability; if a Medtech gets a fairly good Awareness roll, they may not realize they are walking into an ambush, but they will notice that the "Judas" is sweating profusely.

Bureaucracy - The skill of maneuvering through, and laying down, the confusing, frustrating, and time consuming channels of bureaucracy.

Business Sense - The ability to read the stock market for fluctuations, enabling a trader to recognize the right time to buy and sell commodities. It also allows a character to know what is in demand, and recognize current trends in consumer habits and requirements.

Chemistry - The required skill for mixing chemicals various compounds. A level +2 Chemistry is equal to high school chemistry. A level +4 is equal to a trained pharmacist or college level chemist. A +8 is a trained laboratory chemist. This also covers Alchemy.

Composition - The required skill for writing songs, articles, or stories. A Composition Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8 or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim.

Med: Diagnose Illness - The skill of clinically diagnosing symptoms and medical problems. A +3 is the equivalent of a high school nurse - you can recognize most common injuries and complaints. At +6, you would be equivalent to a trained intern; you can recognize many uncommon illnesses and know how to treat most common ones. A +9 is equivalent to you to get a diagnosis.

Education & General Knowledge - This skill is the equivalent of a basic school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill. A skill of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A Knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who know a lot about everything (hopefully with the good sense to keep his mouth shut).

Expert: (Subject) - You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapon, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to. Additionally, any character may treat any of their regular skills as an expert skill at half level for the purposes of identifying the make and model, general knowledge, country of origin, etc., by replacing the normal stat associated with the skill for their INT stat.

For example: Jerry the solo with a minor gun fetish really likes the weapon he sees in the guards holster, He rolls his Handgun using INT (Instead of REF) to realize it's an H&K VP-70.

EXAMPLES OF EXPERT SKILLS

Expert: Anthropology	Expert: Military Hardware
Expert: Archeology	Expert: Military History
Expert: Architecture	Expert: Military Procedures
Expert: Astrology	Expert: Military Weapons
Expert: Astronomy	Expert: Naval Operations
Expert: Bank Systems	Expert: Oceanography
Expert: Biology	Expert: Poisons
Expert: Biotech	Expert: Politics
Expert: Brainscane/VR	Expert: Physics
Expert: Climatology	Expert: Pop Culture
Expert: Communications	Expert: Production
Expert: Computer Design	Expert: Psychology
Expert: Construction	Expert: Robotics
Expert: (Corporation) Operations	Expert: Runic Lore
Expert: Corp. Procedures	Expert: Seamanship
Expert: Economics	Expert: Sports
Expert: Electronic Warfare	Expert: Small Arms
Expert: Etiquette	Expert: Sociology
Expert: Executive	Expert: Software
Expert: Forensic Science	Expert: Special Operations
Expert: Geology	Expert: Supernatural Lore
Expert: Graphology	Expert: Tactics
Expert: History	Expert: Strategy
Expert: Holistic Medicine	Expert: Theology
Expert: Intelligence Analysis	Expert: Torture
Expert: International Business	Expert: Underwater Materials
Expert: Law	Expert: US Naval Operations
Expert: Logistics	Expert: Veterinary Medicine
Expert: Mathematics	Expert: Wargames
Expert: Marine Biology	Expert: Weaponry
Expert: Marine Technology	Expert: Zoology

Gamble - The skill on knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At +2, you are the local card shark at the Saturday night poker game. At +6, you can make a living at the tables in Vegas or Monte Carlo. At +9 or better, you take on James Bond at roulette and stand a good chance of breaking the bank.

Gardening/Farming - Ability to successfully grow plants/ crops.

Language: (Choose one) - The knowledge of foreign tongue. At +2, you can "get by" with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are fairly fluent, although no native will be fooled by your ability. At +8 and above, you speak and read language like a native.

Each language known requires a separate Know Language Skill (see list of languages), however, one may use the knowledge of a particular Language with up to half (round down) proficiency with any language in the same linguistic family (example: knowing Cantonese at +4 will give you the ability to understand and speak Mandarin at +2). Basic language has no alphabet, and is usually is only able to express simple ideas in grunts and gestures. Primitive language is not written, but can be advanced and able to express complicated ideas and thought. (See page 15)

Library Search - The skill of using databases, DataTerms™, libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can easily access the Library of Congress. At +9, you can comprehend near any public databases and find very obscure facts.

Magic (Stage Magic) – The skill of illusion, prestidigitations. The ability to perform magic tricks. Fun at parties.

Navigation - The ability to determine your location, and course of travel. (Taking an Expert Skill in an "unusual" environment, such as Space, Undersea, or even Astral Planes, will allow you to use Navigation in said environment).

Programming - The required skill to write programs and re-program computer system. This skill does not allow players to actually do repairs on a computer (this requires Electronics). With a Programming Skill of +1, you can do simple E-BASIC programs. A Programming Skill of +3 or better allows you to know some higher level languages and be able to write reasonably complex programs (including video games). Players with Programming Skill +6 or better are considered to be professionals, who can build operating software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. With a Programming Skill of +9 or better, other programmers speak your name with reverence ("You invented Q? Wow!"), young hackers set out to crack your systems, and any computer software you design instantly gets used by every business application in wide world. This is a required skill for Hacking/Netrunning.

S.C.U.B.A. - The skill of using and SCUBA gear. (It is not necessary to have swimming to use this skill, but it is highly recommended.)

Shadow/Track - The skill of shadowing/ following people. This skill is primary used in urban/inhabited areas rather than in wilderness (where the skill of Survival incorporates tracking game in the wilds).

Survival – The required skill for knowing how to survive in a given environment such as Wilderness, Jungle, Desert, Arctic, Urban, Sea, Underwater, Space. Typical applications include how to forage for food, build shelters, what plants are safe to eat, what to do in an emergency, and make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have +9 or +10 Survival Skill. While each environment is its own skill, you can use your chosen survival at half its level in other environments at the GM's discretion determined by similarity of environment. (Example Wilderness Survival would allow the character to use half his skill in a Jungle or Urban environment, while Space or Desert would provide no bonus at all)

System Knowledge - Basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and their weaknesses. At +2, you can generally navigate around the Net and know where all the local places are. At +6, you know the locations of most places in the Net, and have a working understanding of its largest and most well know systems. At +9, you know the entire Net like the back of your hand, know the general layouts of the important systems cold, and are aware of the layouts for the rest of them. This is a required skill for Hacking/Netrunning.

Teaching - The skill of imparting knowledge to someone (if you don't think this is skill, you ought to try is someone). Players may not teach any skill unless they have higher skill levels, in both teaching, and the skill(s) being taught, than the student. The training chart determines length of time it takes to teach a skill, though a truly gifted teacher may be able to do it faster or more effectively, at GM's discretion. At a Teaching Skill of +3 or better, you can professionally teach students up to High School. At +6, you can teach at a college level. At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as a major references, and you might have a TV show on the equivalent of PBS channel.

Athletics - This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber. Every point of Athletics will also modify: a characters: Run, Leap, and Climb distances by 5% a round.

Blind Fighting - The ability to defend and attack without the use of your eyes. For every 3 levels of this skill taken, the penalty for fighting while blinded is reduced by 1.

Brawling/Melee – Brawling is the skill of fighting man to man with fist, feet and other parts of the body, it also covers Melee which is the ability to use knives, axes, clubs and other hand to hand weapons in combat. Brawling is not a trained skill - it is the basic skill of defending oneself. Unlike Martial Arts, there are no specialized attacks and no damage bonus per level. It does allow for all the same maneuvers as a Martial art, but provides no bonus to any of them. If the character has the Savage Role, he may add +1 per level of Rampage to Brawl/Melee damage.

Dance - The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to professional caliber, and regularly give performances and have fans. Dancers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Initiative - This skill determines how quickly you react to your environment and situations. It also determines how many actions you may perform in a combat round. (See Multiple Actions in Combat Rules)

Juggle - the ability to toss multiple objects into the air and prevent them from hitting the ground by catching and re-tossing them in succession.

Martial Arts: (Style) - This skill covers any type of trained fighting style using hands, feet, or specialized "martial arts" weapons. You must elect a style of martial art and take a separate skill for each style (for example, you would have to take Karate and Judo separately, spending points for each one. Difficulty modifiers are listed in () next to each skill listed below. The primary advantage to martial arts styles is that each one has what are called key attacks; attacks that reflect particular strengths of style. When a key attack is used, there is to-hit bonus based on the attack type and martial arts style. A full table of key attacks is listed in Martial Arts.

The second advantage to martial arts styles is that there is a damage bonus on attacks equal to half the level of the Martial Arts skill; for example, a master with a +10 Kung Fu Skill would add 5 points to his damage. This can be formidable advantage, although bludgeoning head strikes do NOT double damage.

Pilot: Animal - The ability to control and ride animals.

Pilot Car/Truck - This skill allows you to pilot all ground vehicles like cars, trucks, and hovercraft. This skill is not usable for piloting aircraft. A skill +3 is equal to that of a very good non-

professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. A driver with skill of +8 or greater will be nationally ship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

Pilot: Deep Dive Suit – The ability to pilot and control powered deep sea diving rigs.

Pilot: Dirigible - The ability to pilot all lighter than air vehicles, including cargo dirigibles, blimps and powered balloons.

Pilot: EVA – How to use EVA packs, hand held thrusters, and other personal propulsion devices in space.

Pilot: Fixed Wing - The ability to pilot fixed wing jets and light aircraft. Ospreys may be flown with this skill, but not only in the straight ahead (non-hover) mode.

Pilot: Glider – The ability to glide and control a hang glider, parasail, or glider.

Pilot: Gyro - The ability to pilot all types of rotorwing aircraft, including gyros, copters and Ospreys.

Pilot: Heavy Machinery - The required skill to operate tractors, treaded vehicles, extremely large trucks and construction equipment.

Pilot: Motorcycle - The required skill to operate motorcycles, and other two and three-wheeled vehicles.

Pilot: OTV – The Ability to pilot OTV's and other small cargo or personal type spacecraft.

Pilot: PA – The ability to pilot and control Heavy Powered Armor.

Pilot: Remote – The ability to control remote operated vehicles.

Pilot: Sailing – The skill required to pilot a wind driven vessel of any type, be it windsurfer, sailboat, or large ship

Pilot: Ship - The ability to pilot large surface ships

Pilot: Space Plane/Shuttle – The ability to pilot spacecraft.

Pilot: Sub (Large/Small) – The ability to pilot a submersible craft.

Pilot: Vectored Thrust - The skill of piloting all types of vectored thrust vehicles, and AV-4, 6 and 7 vehicles.

Pilot: Watercraft – The ability to pilot powered boats and personal watercraft.

Skating/Skateboarding – The Ability to ride a Skateboard, Roller-skates, or alternatively a snowboard, surfboard or boogie board. Skiing, either water or snow, also falls under this skill.

Stealth/Evasion - The skill of hiding in shadows, moving silently, evading guards, etc. A Stealth Skill of +1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow and not make

any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants.

Underwater Maneuver - The ability to fight underwater.

Weapon: Archery - The skill required to use bows, crossbows and other arrow-based ranged weapons. See Handgun for details.

Weapon: Handgun - You must have this skill to effectively use handguns of any type, including cyberware types. At +2, you can use a handgun on a target range, through combat will still rattle you. At +5, you are as skilled as most military officers of fancy shooting you see on TV, and have begun to get a reputation of being "good with gun". At +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Weapon: Heavy Weapons - The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers. A level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

Weapon: Rifle - You must have this skill to use rifle/shotguns effectively (see Handgun limitations and modifiers).

Weapon: Sub Machinegun - You must have this skill to use any type of submachine gun effectively (see Handgun for limitations and modifiers).

Zero-G Maneuver - The ability to move around with the aid of gravity.

TECH

Calligraphy (European/Chinese) – The art of writing beautifully, there are two styles, Asian and European, both must be learned as separate skills.

Cooking – The ability to prepare food.

Demolitions - This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set times and detonators, and how much explosives to use to accomplish a desired result.

Disguise - The skill of disguising yourself to resemble someone else, whether real or fictitious.

Electronic Security - The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security area with impunity.

Forgery - The skill of copying and creating false documents and identifications. This skill Forgery also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.

Glass Blowing - The skill of using heat and air to shape glass.

Jeweler - The ability to cut and polish stones and gems and create jewelry from precious metals and stones.

Jury Rig – This skill allows you to repair or construct equipment using items and supplies from salvaged parts and junk most people would not think to use.

Makeup/Special effects - The art of creating a desired effect through the use of make-up, people with this skill can add it to their disguise.

Med: Cryotank Operation - The required skill for operating, repairing and maintaining life suspension and body chilling devices. A minimum skill of +4 is required to chill down a healthy person. A minimum skill of +6 for chilling a wounded person.

Med: First Aid - This skill allows the user to bind wounds, stop bleeding, and revive a stunned patient. (See Trauma Team for details).

Med: Pharmaceuticals - The skill of designing and manufacturing drugs and medicines. A minimum Chemistry skill of +4 is required. At +4, you can make aspirin. At +6, you can make hallucinogenics or antibiotics. At level +9 you can build designer drugs tailored to individual body chemistries.

Med: Surgery - The ability to cut into a living thing and remove, implant, or make repairs.

Origami - The art of folding paper to look like other things.

Paint or Draw - The skill of producing professional drawings. A skill of +3 allows you to produce salable "modern" art. A Skill of +6 will produce artwork that is recognized and extremely pleasant to eye - as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibitions in galleries, and have other lesser artists studying his style in art.

Photography & Film - The skill of producing professional caliber photographs or video. A skill of +2 allows you to make decent home movies. A Skill +4 or better creates work capable of winning amateur contests. A Skill of +6 or better will produce work of the level of the average magazine cover or rock video. A photographer or cinematographer with a Skill of +8 is known and probably famous.

Pick Lock - The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6 you can crack most safes. At +9 or better, you have a rep as master crackman, and are known to all the major players in the Cyberpunk world.

Pick Pocket/Sleight Of Hand - The required skill for picking pockets without being noticed, as well as "shoplifting" small items. For ideas on levels of ability see Pick Lock. This also covers Sleight of Hand, the skill of making small objects disappear and re-appear by using misdirection, nimble hand and finger movements, and other tricks.

Play Instrument - The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played. A skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will

gain some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of Grammy's, and regularly jam with the very best.

Rope Use - The ability to use a rope effectively, tie knots, etc...

Sculpt – The ability to create 3-dimensional works of art.

Sewing – The art of using needle and thread to make clothing, blankets, etc... Knitting, quilting, crocheting, and weaving also fall under this skill.

Tattooing (Electric/Hand-picked) – The art of using needle and ink to decorate or mark the body.

Tech: Aero - The required skill for repairing fixed wing aircraft, including Ospreys, jets, and light aircraft. With a Skill of +3, you can perform most routine maintenance tasks. With a Skill of +6, you can do engine tear downs and major structural repairs. With a Skill +9 or better you are capable of designing and building your own aircraft.

Tech: AV - The required skill for repairing all aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can tear down engines and modify an AV. At +10, you can design your own AV's on common airframes.

Tech: Basic - The required skill for building or repairing simple mechanical and electrical devices, such as car engines, Toasters, etc... With a Basic Tech Skill of +3, or better, you can fix minor car problems, repair basic wiring, etc. A Basic Tech Skill of +6 or better can rebuild an engine, etc. A Basic Tech Skill of +9 or better can put together a race car engine, and maintain industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft (just like Mr. Goodwrench) doesn't know how to build and service an F-16).

Tech: Carpentry – The ability to cut, mold, and utilize wood for construction or aesthetic purposes.

Tech: Cyber - The required skill for repairing and maintaining cyberware. At level +2, you can keep your cyberware turned up and replace its power batteries. At level +6, you can strip down most cyberware and even make simple modifications. At level +8, you can design your own cyberware to order. This skill also covers Robotics.

Tech: Cyberdeck Design - The required skill for designing cyberdecks. At level +4, you can modify an existing cyberdeck for greater speed or memory. At level +6, you can design a deck equal to most existing designs. At +8, you can design decks that are substantially improved over existing designs.

Tech: Electronics - The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.

Tech: Gyro - The skill or repairing and maintaining rotorwing aircraft such as helicopters and ospreys.

Tech: Metal Smith - Forging, and shaping metal objects, includes metallurgy, or the ability to mix ores to create the most suitable metals.

Tech: Marine - Ability to repair boats, ships, docks S.C.U.B.A. gear, and other marine equipment.

Tech: Powered Armor - The ability to repair Powered Armor and Linear Frames.

Tech: Pressure Suit - The skill required to repair a pressure suit.

Tech: Spacecraft - The ability to repair spacecraft.

Tech: Submarine - The ability to maintain and repair submersibles of all types.

Tech: Weaponsmith - The skill for repairing and maintaining weapons. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8 you can design your own weapons to order.

Tech: Wetware Design – The ability to design and create direct neural interface cyber and bioware.

Traps and Snares - The ability to create booby traps, snares, and other nasty surprises.

Typing - The skill of using a type writer, word processor, or keyboard, skill x 10 determines amount of words per minute typed.

Video Manipulation – The skill of altering video or photographs, or using the computer as an artistic medium.



Expanded Language Groups

Once you've learned one language in a linguistic family, you may learn any other language in that family at -1 to the normal IP cost. The values in parentheses are the IP multipliers for learning languages in that family. Each language requires a separate Know Language Skill, however one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family, and also can act as an Expert: Social at half value for the language group.

Albanian

Armenian

Australian Aboriginal

Baltic: Latvian (Lettish), Lithuanian

Basque

Celtic: Breton, Irish Gaelic, Manx, Scottish Gaelic, Welsh

Creole & Patois: French Creole, Rasta-Patois

Dravidian: Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu

Esperanto

Finnic: Cheremis, Estonian, Finnish, Karelian, Lapp (sami),

Livonian, Mordvin, Veps, Votyak, Zyrian

Germanic: Afrikaans, Danish, Dutch, English (Australia, Canada, USA, UK), Flemish, Frisian, German (Germany, Austria, Switzerland), Icelandic, Norwegian (Bokmal & Nynorsk), Swedish, Yiddish

Greek

Hamitic: Beja, Berber, Galla, Hausa, Somali, Tuareg

Indic: Assamese, Bengali, Bhili, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu

Indo-Iranian: Baluchi, Kurdish, Farsi (Persian), Pushtu

Japanese

Khoisan: Bushman, Hadza, Hottentot, Nama, Sandawe

Korean

Loglan/Logical Language

Malayo-Polynesian/Pacific Island Group: Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog (Filipino), Taluga

Mon-Khmer/Annamite: Cambodian (Khmer), Mon, Vietnamese (Annamese)

Mongolic: Khalkha (Mongolian)

Niger-Kordofanian/African: Anyi, Ashanti, Azande, Bantu, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mande, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona,

Sotho, Sukuma, Swahili, Temme, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu

Nilotic: Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai

Papuan: Dayak, Negrito, Papu

PC-Speak: Based on corp's native language

Romantic: Catalan, French (French, Canada), Galician, Italian, Latin, Portuguese (Portugal, Brazil), Provençal, Romanian, Sardinian, Spanish

Semitic: Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya

Sign Language: Hand Jive, American SL, English SL, Japanese SL, Russian SL, Danish SL, French SL, German SL, Norwegian SL, Swedish SL

Sino-Tibetan (3): Burmese, Cantonese, Hakka, Hmong, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Siamese, Thai, Tibetan, Wu, Yueh

Slavic: Bulgarian, Balarusian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian

Streetslang: 1/2 level when used in a foreign country

Turkic: Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut

Ugrian: Hungarian (Magyar), Ostyak, Vogul

Native American Languages

Algonquian: Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Obibwa, Shawnee, Wiyot, Yurok [Subarctic Canada, East, South West, Great Plains]

Athabaskan: Apache, Chipewyan, Navaho [Subarctic Canada, SW]

Caddoan: Caddo, Pawnee, Wichita [Great Plains]

Haida [NW Coast]

Inuit (Eskimo-Aleut) [Arctic coast & Greenland]

Iroquoian: Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora [East]

Macro-Chibchan: Guaymi, Paez, Warao [Central]

Mayan: Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan [South and Central America]

Muskogean: Chickasaw, Choctaw, Creek, Seminole

Otomanguean: Mixtec, Otomi, Zapotec [Central America, Mexico]

Salishan: Chehalis, Okanagon, Salish [NW Coast]

Siouan: Catawba, Crow, Dakota, Hidatsa, Lakota, Omaha, Osage [Great Plains]

South American Indian: Arowakan, Aymara, Cariban, Guarani, Mapuche, Quechua, Tupi-Guarani

Tlingit [NW Coast]

Uto-Aztecan/Shoshonean: Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago [SW], Pima [SW], Shoshoni, Ute [Great Basin, Mexico, Central America]

MARTIAL ARTS STYLES

STYLE BONUSES

This is a list of bonuses provided by each martial art, as well as the IP modifier required to learn them. The IP modifier is what you multiply your Earned or General IP by in order to increase the skill, Thus to go to level 1 in a martial art with an IP modifier of 3 would cost 30 points instead of 10, while to go from 5 to 6 would cost 150 points instead of 50. This list is merely a very small sample, intended for beginners, or for GM's who wish to keep things simple. For a much more expansive and complete list please see The Ultimate Martial Arts list Available at Datafortress 2020.

Sample Style	IP Mod	Strike/Cast	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
Brawling/Melee	(1)	-	-	-	-	-	-	-	-	-	-	-	-	-
Martial Art 1 (Offensive)	(2)	-	2	3	-	1	-	-	-	-	-	-	-	1
Martial Art 2 (Defensive)	(2)	-	-	-	-	-	1	1	1	1	1	1	1	-
Martial Art 3 (Weapon)	(2)	3	-	-	1	-	2	1	-	-	-	-	-	-

STYLE DESCRIPTION

Brawling/Melee - This is not really a martial art, it is untrained fighting, included here to show the difference. While it has no IP modifier to learn, it also does not provide any bonuses to maneuvers or damage.

Martial Art 1 (Offensive) - This basic martial art is centered around attacking and doing as much damage as possible, with the most emphasis on kicks and punches. This style is indicative of Muay Thai, Tae Kwan Do, and other "Hard" styles.

Martial Art 2 (Defensive) - This basic martial art focuses entirely on defense. Its main goal is to avoid being hit and centers around the Block and Dodge maneuvers, as well as disarming your foe. It is indicative of the "Soft" styles, such as Judo and Aikido.

Martial Art 3 (Weapon) - This martial art is focused on weapon training, and as such is geared towards both offense and defense with the chosen weapon(s). Examples of similar styles include Kendo, Escrima, and Agrippa.

CREATING YOUR OWN MARTIAL ARTS:

No martial art has less than a (2) IP modifier. This reflects the physical, mental, and spiritual dedication necessary to learning a martial art. The formula for creating the existing martial arts presented above, and for creating your own new martial arts is:

MARTIAL ARTS DIFFICULTY MODIFIERS:	
DIFFICULTY MODIFIER (2)=	1+1D6 in MArt bonuses
DIFFICULTY MODIFIER (3)=	7+1D6 in MArt bonuses
DIFFICULTY MODIFIER (4)=	13+1D6 in MArt bonuses
DIFFICULTY MODIFIER (5)=	19+1D6 in MArt bonuses

So a martial art with a +4 Kick, a +2 Punch, and a +1 Block would have an IP modifier of 2, while a martial with a Block +5, a Dodge +4, a Sweep +3, a Hold +2, a Grapple +1, and a Throw +1 would have an IP modifier of 6.

ATHLETICS AND ENDURANCE: Having skill in Endurance AND Athletics allows you to drop the Difficulty modifier by 1 point (minimum +2 modifier). However this only works as long as your Athletics and Endurance skills are equal or higher than your martial arts skill. If your martial art skill rises higher than these two skills the difficulty modifier reverts to normal.

MULTIPLE MARTIAL ARTS: When reading the rules you may say to yourself, "What's the point, you can only use one at a time anyway, so one offensive and one defensive is all I need, its all I can use anyway right?" Well... kind of. True if you have a 4 in one and a 2 in another you can't add them together to get a 6 when trying to kick someone, but what you can do is take the highest

value bonus from your various martial arts. Say you have a martial art with a punch of 4 and a block of 1, and you take another martial art with a punch of 2 and a block of 3, you keep the punch of 4 from the first martial art, and use the block of 3 from the second, so you keep the highest bonus given of any martial art you know, though you must use the martial art that provides that bonus. If you already know a Martial Art (including Brawl/Melee) you may reduce the IP modifier of learning a new Martial Art by 1 (minimum of 1) until the new Art reaches the same level as the old. If the new Martial Art has a lower IP modifier than the old one, you may reduce the modifier by 2 (minimum of 1), this effect stacks with the modifier reduction from Athletics and Endurance.

DAMAGE: Damage is figured by adding **HALF** the level of your martial arts skill (only the applicable one) to your BOD damage modifier and the roll of the dice. Unlike actual martial arts, Brawl Melee users do not get a bonus to damage (unless the character has Rampage which gives a bonus equal to the Special Ability level).

WEAPONS: Depending on the martial art learned, it also might teach the use of a variety of weapons. Anything with a strike bonus offers weapons training. For every point of Martial Art skill you have (providing it has a strike bonus, or is somehow otherwise tied to a weapon) you may choose 2 melee weapon types to master. Alternatively, you may choose Weapon Master, which only allows for 1 weapon to be learned at every level, but gives you a +1 to your Strike/Cast bonus, or you may choose to be a Weapon Specialist, which limits you to 1 weapon every 2 levels, but provides a +1 to Strike/Cast and a +1 to Block when using a weapon. Using a melee weapon type untrained results in a -3 to hit.

WHY TAKE A MARTIAL ART: With all the rules and complications associated with martial arts, you may be asking yourself "why not just take brawling/melee?" The answer is simple, you can just take Brawling/Melee, but it considered an untrained form of fighting, and as such it provides none of the bonuses to maneuvers that the martial arts do, nor does it provide the full bonus to damage. With Brawling/Melee the only damage to bonus you receive is the one derived from your strength (unless the character has the Savage Role which gives them a bonus equal to their Rampage). Martial Artists add half their level to damage. They spend years training; they know where to hit, and how to hit. They learn how to effectively maneuver their bodies to escape, and to use their opponent's strength and momentum against them. They train their bodies to instinctively react to situations. Brawlers on the other hand simply swing away. For characters that only fight as a last resort, Brawling/Melee is good to have so they are not completely defenseless, but anytime they go up against someone who has been trained to fight, they are going to be in a world of hurt

PART 4: BREATHING LIFE INTO YOUR CHARACTER

LIFEPATH

Lifepath is a flowchart of "plot complications", designed to help you give your character an authentic background. Its seven sections cover national and ethnic origins, your family, friends, enemies, personal habits and even key events on a yearly basis. It's intended primarily as a guide; if you encounter something you don't think fits the character you've envisioned feel free to change the path as you see fit. Use the back of your Character Sheet to record your Lifepath. Remember; the game hinges on role-playing, so make use of the information in your Lifepath run. The following is a basic Lifepath, suitable for any setting or genre. For additional Lifepath charts for a specific setting or genre please refer to supplements or products geared towards those lines (Cyberpunk 2020 Ultimate Character Generation, and other setting specific supplements available at Datafortress 2020). You may also easily create your own.

Origins and Personal Style

What do you look like and where do you come from?

DRESS & PERSONAL STYLE

Roll 1D10 three times (once per column) to decide what your style is. Or simply decide for yourself, Lifepath is a guideline not a rule.

Die Roll	Clothes	Hairstyle	Affectations
1	Leather	Mohawk	Tattoos
2	Casual	Long & Ratty	Glasses, Goggles or Mask
3	Uniform	Short & Spiked	Scars
4	Comfortable	Wild	Gloves
5	Robes or Dresses	Bald	Nose Rings
6	High Fashion	Striped	Earrings
7	Armor	Tinted	Long fingernails
8	Common Attire	Neat, short	Odd Footwear
9	Nude	Short, curly	Pendant or Medallion
10	Second Hand	Long, straight	Rings

ETHNIC ORIGINS

Where you come from determines your native language, custom and allegiances. In settings that allow for multi-cultural/ethnic backgrounds, in this situation choose one of the Countries and Languages from the main list in the skill section. This is your native language, which you speak at +8. In addition, you also automatically know how to read and write this language, unless the setting, character concept, or GM forbids it.

FAMILY BACKGROUND

Who are you, and where did you come from? Everybody has a story and past they're trying to live with. What's yours?

FAMILY RANKING Choose or roll one:

1	Wealthy Family
2	Middle Class
3	Laborers
4	Wandering Family
5	Sailors or Fishermen
6	Bandits or Outlaws
7	Urban Criminals
8	Peasants
9	Destitute and Homeless
10	Communal

Go to PARENTS

PARENTS Choose or roll one:

1-6	Both parents are living. Go to FAMILY STATUS
7-10	Something has happened to one or both parents. Go to SOMETHING HAPPENED TO YOUR PARENTS

SOMETHING HAPPENED TO YOUR PARENTS Choose or roll one:

1	Your parent(s) died in warfare
2	Your parent(s) died in an accident
3	Your parent(s) were murdered
4	Your parent(s) have amnesia and don't remember you
5	You never knew your parent(s)
6	Your parent(s) are in hiding to protect you
7	You were left with relatives for safekeeping
8	You grew up on the Street and never had parents
9	Your parent(s) gave you up for adoption
10	Your parent(s) sold you for money

Go to FAMILY STATUS

FAMILY STATUS Choose or roll one:

1-6	Family status in danger, and you risk losing everything (if you haven't already). Go to FAMILY TRAGEDY
7-10	Family status is OK, even if parents are missing or dead. Go to CHILDHOOD ENVIRONMENT

CHILDHOOD ENVIRONMENT Choose or roll one:

1	Spent on the Street with no adult supervision
2	Spent in a safe middle class area
3	In a Nomadic group wandering from place to place
4	In a decaying, once upscale neighborhood
5	In a defended area of a the large City
6	In the heart of a ghetto
7	In a small village or town
8	In a large commune
9	In the sea
10	On a farm

Go to SIBLINGS

FAMILY TRAGEDY Choose or roll one:

1	Family lost everything through betrayal
2	Family lost everything through bad management
3	Family exiled or otherwise driven from their original home
4	Family is imprisoned and you alone escaped
5	Family vanished. You are only remaining member
6	Family was murdered/killed and you were only survivor
7	Family is involved in long term conspiracy, organization or association, such as a crime family or revolutionary group
8	Your family was scattered to the winds due to misfortune
9	Your family is cursed with a hereditary feud that has lasted for generation
10	You are the inheritor of a family debt; you must honor this debt before moving on with your life

Go to CHILDHOOD ENVIRONMENT

SIBLINGS

You may have up to 7 brothers/sisters. Roll 1D10. 1-7 is equal to the number of siblings you have. On 8-10, you are an only child. For each brother or sister:

- 1) Roll 1D10. Even: the sibling is male. Odd: the sibling is female.
- 2) Roll age, relative to yourself
 - 1-5 = older
 - 6-9 = younger
 - 10 = twin

For each sibling, choose or roll their feelings about you:

- | | |
|------|-----------------------|
| 1-2 | Sibling dislikes you |
| 3-4 | Sibling likes you |
| 5-6 | Sibling neutral |
| 7-8 | They hero worship you |
| 9-10 | They hate you |

Go to MOTIVATIONS

MOTIVATIONS AND LIFE EVENTS

What makes you tick? Will you back up your friends or go for the main chance? What's important to you?

PERSONALITY TRAITS Choose or roll one:

1	Shy and secretive
2	Rebellious, antisocial, violent
3	Arrogant, proud and aloof
4	Moody, rash and headstrong
5	Picky fussy and nervous
6	Stable and serious
7	Silly and fluffheaded
8	Sneaky and deceptive
9	Intellectual and detached
10	Friendly and outgoing

PERSON YOU VALUE MOST Choose or roll one:

1	A parent
2	Brother or sister
3	Lover
4	Friend
5	Yourself
6	A pet
7	Teacher or mentor
8	Public figure
9	A personal hero
10	No one

WHAT DO YOU VALUE MOST Choose or roll one:

1	Money
2	Honor
3	Your word
4	Honesty
5	Knowledge
6	Vengeance
7	Love
8	Power
9	Having a good time
10	Friendship

HOW DO YOU FEEL ABOUT MOST PEOPLE Choose or roll one:

1-2	Neutral
3	I like almost everyone
4	I hate almost everyone
5	People are tools. Use them for your own goals and discard them
6	Every person is a valuable individual
7	People are obstacles to be destroyed if they cross me
8	People are untrustworthy. Don't depend on anyone
9	Wipe'em all out and give the place to the cockroaches
10	People are wonderful

YOUR MOST VALUED POSSESSION Choose or roll one:

1	A weapon
2	A tool
3	A piece of clothing
4	A photograph
5	A book or diary
6	A recording
7	A musical instrument
8	A piece of jewelry
9	A toy
10	A letter

Go to Life Events



LIFE EVENTS

You know where you came from and what you look like. Now let's take a look at the major events that made you what you are. Roll 2D6+16 to determine your character's age, or pick any age 16 or greater. For each year of your character's life past age 16, roll 1D10, check the chart below, and go to that section of the Lifepath. What happens there is the major event that shaped your character's life for that year. When you're done, come on back here and roll the next year's main event.

1-3	Big Problems, Big Wins
4-6	Friends & Enemies
7-8	Romantic Involvement
9-10	Nothing Happened That Year

BIG PROBLEMS BIG WINS

Living on the Edge means taking big risks. This year, you took some serious chances. Did it pay off or did you go down in the street? Roll 1D10. On an even roll, you scored big. On an odd roll, you took a hit.

DISASTER STRIKES! Roll 1D10:

1	Financial Loss or Debt: Roll 1D10x100. You have lost this much money. If you can't pay this now, you have a debt to pay, in cash - or blood.
2	Imprisonment: You have been in prison, of possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.
3	Illness or addiction: You have contracted either an illness or drug habit in this time. Lost 1 pt of REF permanently as a result.
4	Betrayal: you have been backstabbed in some manner. Roll another D10. 1-3, you are being blackmailed. 4-7, a secret was exposed- 8-10, you were betrayed by a close friend in either romance or career (you choose).
5	Accident: You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 from your ATT. 5-6, you were in recovery for 1D10 months that year. 7-8, you have lost 1D10 months of memory of that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
6	Lover, friend or relative killed: You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10, they were murdered and you know who did it. You just need the proof.
7	False Accusation: You were set up. Roll 1D10. 1-3, the accusation is theft. 4-5 it's cowardice. 6-8 it's murder. 9 it's rape. 10, It's lying or betrayal.
8	Hunted by the Law: You are hunted by the law (for crimes you may or may not have committed (your choice). Roll 1D10. 1-3, only one or two police or guards want you. 4-6, it's the entire local authority. 7-8 it's the regional authority. 9-10, you are wanted nation wide.
9	Hunted by a Private Force: You have angered some Militia or Military. Roll 1D10. 1-3, it's a small, local group. 4-6, it's a larger group with influence. 7-8, it's a regional group controlling a wide area. 9-10, it's a national group.
10	Mental or physical incapacitation: You have experienced some type of mental or physical breakdown. Roll 1D10. 1-3, it's some type of nervous disorder, probably from a disease - lose 1 pt. REF. On 4-7, it's some kind of mental problem; you suffer anxiety attacks and phobias. Lose 1 pt from your CL stat. 8-10, it's a major psychosis. You hear voices, are violent, irrational, depressive. Lose 1 pt from your CL, 1 from REF.

Go To WHAT ARE YOU GOING TO DO ABOUT IT?

WHAT ARE YOU GOING TO DO ABOUT IT? Choose or roll one:

1-2	Clear your name
3-4	Live it down and try to forget it
5-6	Hunt down those responsible and make them pay!
7-8	Get what's rightfully yours
9-10	Save, if possible, anyone else involved in the situation

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

YOU GET LUCKY! Roll 1D10:

1	Make a Powerful Connection in City Government. Roll 1D10. 1-4, it's with Law Enforcement 5-7, it's with the Prosecutors. 8-10, it's with the Mayor's Office.
2	Financial Windfall: Roll 1D10x100 for monetary amount.
3	Big Score on job or deal! Roll 1D10x100 for monetary amount.
4	Find a Sensei (teacher). Begin at +2 or add +1 to a Martial Arts Skill of your choice.
5	Find a Teacher: Add +1 to any INT based skill, or begin a new INT based skill at +2.
6	Powerful Merchant or Bureaucrat owes you one favor.
7	Local Nomadic Group befriends you. You can call upon them for one favor a month, equivalent to a Family Special Ability of +2.
8	Make a Friend on the Police or Guard Force. You may use him for inside information at a level of +2 Streetwise on any police related situation.
9	Local criminal organization likes you. You can call upon them for 1 favor a month, equivalent to a Family Special Ability of +2. But don't push it.
10	Find a Combat Teacher. Add +1 to any weapon skill with the exception of Martial Arts or Brawling, or begin a new combat skill at +2.

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

LIFEPATH: More Good Luck



An extension and revision of the "Good Luck" table from the core lifepath system with 20 results. When you get lucky, roll a d20 and consult the table below. Brought to you by Hound at Blackhammers

1. **Make a Powerful Connection in City Government.** Roll a d10 for more information. 1 – 4: It's someone in the police department. 5 – 7: It's someone in the District Attorney's office. 8 – 9: It's someone in the mayor's office. 10: It's someone in the corporate affairs office.
2. **Financial Windfall.** You scored big this year and went on a Tri-State shopping spree. Today you still have (d10 x Primary Skill x 100eb) worth of extra gear left over to show for it.
3. **Big Score.** After all was said and done, you still have a bank account somewhere with (d10 x Primary Skill x 50eb) in it.
4. **Find a Sensei.** (or maybe you just jacked into a Kung Fu fighting simstim way too much). Add +2 to any Martial Arts skill, or start a new one at +2. Figure out your sensei's name and your relation with them, and whether they run a dojo and if you are still in contact.
5. **Find a Teacher.** And +2 to any INT or TECH based skill, or start a new one.
6. **Powerful Corporate Exec Owes You a Favor.**
7. **Local Wildlife Likes You.** Either a local boostergang or nomad pack takes a shine to you. You can call on them for a favor with the equivalent of family +2 once per month. If you get this result again, you have the choice of asking for more favors, or getting them at higher levels.
8. **Make a Friend on the Police Force.** You can use this friend for inside information with a base ability of 15 + 1d10 on any police-related situation. Give her a name, rank and department, and why she's willing to talk to you at all.
9. **Find a Combat Teacher.** Add +2 to any weapon skill (melee, firearms, etc) or begin a new weapon skill.
10. **Clear Your Name.** Either you proved yourself in the right (unlikely) or you skipped town and bought new shoes. Either way, clear your criminal record and severely reduce the chance of anyone hunting you of showing up. Except for enemies that is. They always seem to stick around.
11. **Fixer Connection.** You hook up with a broker who keeps in touch because you have something in common. You can wrangle information, connections and goods out of him as if you had Streetdeal +2 once a month or so. If you get this result again, you have the choice of asking for more favors, or getting them at higher levels.
12. **Pull Off Something Impressive.** You really pulled your ass out of the fire this time, and everyone knows about it. Your name is likely bigger than your skills now. Gain +1 Rep.
13. **Get Off the Street.** You don't have to live week-to-week or day-to-day anymore, because you somehow bought / borrowed / stole / inherited a crib of your own. Roll a d20 and add your primary skill to the roll. 1 – 5: You have your very own coffin. 6 – 10: You have a crappy apartment in the core. 11 – 15: You have a nice apartment near the core. 16-20: You have an apartment in a corporate suburb. 21-25: You have a nice little house in a corporate suburb. 26+: You have some sweet crash-space like a penthouse studio or the equivalent.
14. **Score Some Wheels.** Getting around town is a lot easier with our own personal transportation, so you made it happen. Roll a d10 to find out more about how you get around. 1 – 4: Cheap motorcycle or a city car. 5 – 7: Good motorcycle or 2-seater. 8 – 9: Great motorcycle or a sedan. 10: Something sweet.
15. **The Vices Love Me.** You pick up a new vice. Gain +2 to one of Streetwise, Pharmaceuticals, Pick Locks, Pick Pocket, Gambling, Resist Torture/Drugs or Intimidate.
16. **Jet-Setting.** You traveled a lot this year, and made acquaintances in many ports of call. Any time there is a city you have reason to visit or even have to make contact with someone therein, make a Luck roll, dif 14. If successful you know someone in that city. You get +3 on this roll for major cities in the same country, and -2 for small cities, -6 for towns.

17. **Get Fit.** Gym time, coaching and lots of exercise (and maybe some nano-enhancers and performance drugs) paid off this year. Get +2 to a BODY or STRENGTH skill or to Athletics. You probably still maintain this regimen to keep in shape.

18. **She Sells Sanctuary.** You have a safe bolt-hole where you can hide when the going gets tough. This sanctuary belongs to someone else, but was designed for this exact purpose and is purposefully impossible to link to you, your accounts or your family. It may or may not be very comfortable, and it definitely doesn't have net access.

19. **High Tech.** You scored something way sweeter than the norm. If this occurred 4 or more years ago, you made a connection that you could cash in later for the new toy (like last week), otherwise you got the upgrade on the spot. Either way, you start the game with a piece of your gear upgraded with something atypical, unusual and on the very cutting edge of high tech. Select a piece of gear and sit down with the referee to see how you can trick it out with something no one else has ever seen before.

20. **Best. Year. Ever.** Roll again twice on this table and combine the results into one amazing stroke of good luck. Ignore 20's on these rolls.



LIFEPATH: More Bad Luck



An extension and revision of the "Bad Luck" table from the core lifepath system with 20 results. When your lifepath indicates that you took a hit, grab a d20 and roll on the table below. Brought to you by Hound at Blackhammers.

1. **Debt.** You are in debt up to your eyeballs through a bad deal, poor management, a scam or losing something that belongs to someone else. This could be to a friend, a loan shark, a financial institution, or a corporation or organization – who you owe depends on the source of the debt, your lifestyle and what kind of friends you have. You cannot pay off this debt from your starting funds, you begin the game with it. Perhaps it used to be a much greater debt and you have paid most of it off, or maybe it used to be a lot smaller, and you've been accumulating 'interest'. You owe (1d10 x Primary Skill x 100eb).
2. **Imprisonment.** You got caught (or framed) and spent some time in jail or some other form of legal captivity. Roll 1d20 + INT. On a 14 or less you spent 1d6 years in jail (use the prison lifepath during this time). On a 15 or more you were in for 1d12 months. Welcome to your shiny new criminal record.
3. **Illness or Addiction.** You were exposed to a bio-plague, deficient nanotech, or some nasty street or combat drug, or you picked up a significant drug habit during this time. Either lose 1 REF from the ravages of the event, or choose a street drug that you are still addicted to when the game begins.
4. **Betrayed.** You have been stabbed in the back. Roll 1d10 for the specifics of this incident. 1 – 3: You are being blackmailed. Figure out the specifics by rolling up a new enemy, and then decide what they are blackmailing you over. 4 – 7: A secret of yours was exposed and is still haunting you, anyone who knows your rep also knows your secret. 8 – 10: You were betrayed by a close friend. If you have any friends in your lifepath to date, they become an enemy now.
5. **Accident.** You suffered a serious accident that has left its mark on you to this day. It may have been in a lab, on the streets, or a combat-related event. There is a good chance that you have had reconstructive cybersurgery to fix up lost or damaged body parts (a good excuse for a cyberarm, leg, or optic). Roll a d10 for the specifics of this accident. 1 – 2: You suffered some serious scarring that reduces your ATTR by 1. 3 – 5: You spent d10+2 months hospitalized. 6 – 7: You have lost d10+2 months of memory. 8: You were seriously maimed and lost some motor function resulting in -1 REF, -1 INT, -1 BOD or -1 STR (your choice). 9: You still regularly relive the event in your nightmares. 10: Roll twice until you get two different results.
6. **Lover, Friend or Relative Killed.** You have lost someone very close to you. Roll 1d10 for the specifics. 1 – 4: They died accidentally (in an accident, an overdose, caught in the crossfire). 5 – 6: They were murdered by unknown parties. 7 – 8: They were murdered and you know who did it, but can't prove it. 9: They were murdered and the murderer was caught. 10: They died in a terrorist act.
7. **False Accusation.** You have been framed for something, and the tales of this follow you around. Anyone who knows your rep has also likely heard of this. Roll a d12 for the specifics. 1 – 3: Theft. 4 – 5: Cowardice. 6 – 8: Murder. 9: Rape. 10: Betrayal. 11 – 12: Drug addiction.
8. **Hunted by the Law.** The authorities want you for something, and you aren't willing to turn yourself in just yet. Roll a d10 for the specifics. 1: Just one local cop has it in for you (this sounds personal, not legal). 2 – 4: A few local cops are watching for you (again, this is likely a more personal issue that they want to handle outside of the courtroom). 5 – 7: The local police force has you on their wanted list. 8 – 9: You've made it onto the State's wanted list. 10: A national security or policing organization is out to get you.
9. **Hunted by a Corporation.** You've angered some corporate honcho through your actions (or inaction?). Roll a d10 to determine how big of a deal this is. 1 – 2: It's a small, local firm. 3 – 4: It's a bigger corporation with offices throughout the city. 5 – 6: It's a big name corporation, but only the local office is out to get you. 7: It's a big name corporation, and the whole company has you on the 'list'. 8 – 9: It's a multinational or orbital, but only the local office is actively gunning for you. 10: It's a multinational or orbital, and the whole place is buzzing about you.
10. **Mental Breakdown.** Roll a d20 + EMP. On a 14 or less, you suffer anxiety attacks and phobias and other mental disorders resulting in -1 COOL or -1 EMP (your choice). On a 15 or better, you had to put yourself away or spend your seven months in Tibet to put your head back together.

11. **Gangwar.** You managed to annoy one of the local gangs, criminal organizations or nomad packs, and they keep an eye out for you. Roll a d10 for more information. 1 – 3: It's one of those gangs you don't have to stay up at night worrying about. They have a presence in one neighborhood and generally don't pack big guns or cyber. 4 – 6: It's a meaner gang, either small-time boosters, or a gang with a lot of turf. 7 – 9: It's one of the big players in town, with lots of turf, lots of members, and lots of guns and gear. They probably have affiliates in a bunch of other urban centres too. 10: It's a major criminal or roller organization – one of the big nomad states, a major yakuza family, or some other group with branches in many other urban centres and even other countries.

12. **Nobody.** Something happened to skunk your reputation. Someone else took the credit for one of your big deals, or maybe the "facts" just don't back up what really happened. Either way, your rep takes a hit because people don't think you are as hot of a deal as you are (or at least as hot as you think you are). Get -2 Rep.

13. **BlackListed.** You screwed something up badly enough to get blacklisted – either you messed up on a job, or just pissed off the wrong person. You cannot find work in your field for some time after this event, and can assume that you remain blacklisted until you score some good luck (and maybe even after that). This drives down your Reputation (-1 Rep) and strains your finances (subtract 1d10 x Primary Skill x 50eb from your starting money & equipment).

14. **Identity Stolen.** Somewhere, a shoemaker has created a copy of your identity for someone else and they are still using it. If you are not in trouble with the law when you get this, then you have documentation that you have an ID-double out there, but it still causes you trouble. If you can't get the trouble documented, it keeps building up as your ID-double goes about getting parking tickets and buying guns and cyberware.

15. **Sold Out.** Your employer sold you out to the competition. If you are a wage-slave, then suddenly you were uprooted and moved to a new company under much heavier security and likely without your family. If you are an operative then your employer told the target about you, and the operation went south. Either way, you hate your old employer and they know they can't trust you.

16. **Weirdness.** You don't remember what happened to you this year, but there were some strange changes in your lifestyle and you have interface plugs and a chipjack to show for it. You also have some black market implants that you don't know about stored away in there too, and someone knows their control codes. 1 – 2: It's a local corporation. 3 – 4: It's a criminal group like the Yaks or the Triads. 5-6: It's the government. 7 – 10: It's a big-name corporation.

17. **Bad Gig.** Something went very wrong, and you haven't told anyone about it. If it is ever discovered, you can kiss your job, rep, family and maybe even your life goodbye. Could be a simple hit where you killed the wrong target, or you were the cause of the lab outbreak that killed the big-wig scientist, or you accidentally helped someone embezzle millions. Whatever it is, your name will be mud if it gets out.

18. **Organ-Jacked.** You got grabbed by organleggers. 1 – 2: The doc you went to for other work arranged for your harvesting. 3 – 7: They salvaged your body after a bad accident or fight. 8 – 9: They organ-mugged you in an alley or the equivalent. 10: It was a classic seduction and kidney theft operation. Although you got patched up later, this cost you. 1 – 3: You need a replacement limb. 4 – 7: You need replacement optics. 8 – 10: You lost 1 BODY from the ordeal.

19. **Mistaken Identity.** You get easily mistaken for someone else in a similar line of work. This causes you headaches when people fail to recognize you. Whenever someone tries to ID you by your Rep, if they roll a 10 they instead mistake you for someone else, and never in a good way. This clown seems to have cheated half the businesses in town, and even has the police after him.

20. **Everything is Going to Hell in a Handbasket.** Roll twice on this table and combine the results into one big bad event. Ignore 20's on the rerolls.



FRIENDS AND ENEMIES

Living on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year.

Roll 1D10. On a 1-5, you made a friend. On a 6-10, you made an enemy.

MAKE AN ENEMY

You've gotten in someone's face. Enemies are a way of life, so don't skip this step. For each enemy, choose or Roll sex on 1D10.

EVEN = Male

ODD = Female

This enemy is (choose or roll One):

1	Ex friend
2	Ex lover
3	Relative
4	Childhood enemy
5	Person working for you
6	Person you work for
7	Partner or co-worker
8	Booster gang member
9	Corporate Exec
10	Government Official

Go to THE CAUSE

THE CAUSE

This enmity started when one of you (choose or roll one):

1	Caused the other to lose face or status
2	Caused the loss of a lover, friend or relative
3	Caused a major humiliation
4	Accused the other of cowardice or other personal flaw
5	Caused a physical disability: (Roll 1D6. 1-2 lost eye. 3-4 lost arm. 5-6 badly scarred)
6	Deserted or betrayed the other
7	Turned down other's offer of job or romantic involvement
8	You just didn't like each other
9	Was a romantic rival
10	Foiled a plan of the other's

Go to WHO'S MAD

WHO'S MAD? Choose or roll one:

1-4	They hate you
5-7	You hate them
8-10	The feeling's mutual

Go to WHAT ARE YOU GOING TO DO...

WHAT ARE YOU GOING TO DO ABOUT IT?

If the two of you met face to face, the injured party would most likely (Choose or roll one):

1-2	Go into a murderous killing rage and rip his face off!
3-4	Avoid the scum
5-6	Backstab him indirectly
7-8	Ignore the scum
9-10	Rip into them verbally

Go to WHAT CAN HE...

WHAT CAN HE THROW AGAINST YOU?

What kind of forces can your enemy put on the table to stop you? (Choose or roll one):

1-3	Just themself
4-5	Themself and a few friends
6-7	An entire Gang
8	A small Corporation
9	A large Corporation
10	An entire Government Agency

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

Who is this person? Move over to Personal Style and Motivations and make a few rolls to find out what your friend or enemy is like.

MAKE A FRIEND

You lucked out and made a new friend (a rare occurrence In the Cyberpunk world). For each new friend, choose/ roll sex on 1D10:

EVEN = Male

ODD = Female

Choose or roll your relationship to this friend:

1	Like a big brother/sister to you
2	Like a kid sister/brother to you
3	A teacher or mentor
4	A partner or co-worker
5	An old lover (choose which one)
6	An old enemy (choose which one)
7	Like a foster parent to you
8	A relative
9	Reconnect with an old childhood friend
10	Met through a common interest

Go back to LIFE EVENTS AND ROLL THE NEXT YEAR

Who is this person? Move over to Personal Style and Motivations and make a few rolls to find out what your friend or enemy is like.

Romantic Life

There's more to life than just combat and bad breaks. Romance is also part of living on the Edge. If you're here, romantic action was your major event this year. Start with HOW IT WORKED OUT:

HOW IT WORKED OUT Roll one, then go to that section:

1-4	HAPPY LOVE AFFAIR (go back to LIFE EVENTS)
5	TRAGIC LOVE AFFAIR
6-7	LOVE AFFAIR WITH PROBLEMS
8-9	FAST AFFAIRS AND HOT DATES (Go back to LIFE EVENTS)
10	COMPLICATED LOVE AFFAIR

LOVE AFFAIR WITH PROBLEMS Choose or roll one:

1	Your lover's friends/family hate you
2	Lover's friends/family use any means to get rid of you
3	Your friends/family hate your lover
4	One of you has a romantic rival
5	You are separated in some way
6	You fight constantly
7	You're professional rivals
8	One of you is insanely jealous
9	One of you is "messaging around"
10	You have conflicting backgrounds and families

Go back to LIFE EVENTS AND ROLL FOR NEXT YEAR

TRAGIC LOVE AFFAIR Choose or roll one:

1	Lover died in accident
2	Lover mysteriously vanished
3	It didn't work out
4	A personal goal or vendetta came between you
5	Lover kidnapped
6	Lover went insane
7	Lover committed suicide
8	Lover killed in a fight
9	Rival cut you out of the action
10	Lover imprisoned or exiled

Go To MUTUAL FEELINGS

COMPLICATED LOVE AFFAIR Choose or roll one:

1 - 2	Someone got preg and now you have a kid
3	Your old lover just secretly showed up
4	Their old Lover just secretly showed up
5-7	One of you had a kid in the past , they just showed up
8	You have a terrible secret you're hiding from them
9	An old enemy of yours just showed up
10	An old enemy of theirs just showed up

Go To MUTUAL FEELINGS

MUTUAL FEELINGS Choose or roll one:

1	They still love you
2	You still love them
3	You still love each other
4	You hate them
5	They hate you
6	You hate each other
7	You're friends
8	No feeling's either way; it's over
9	You like them, they hate you
10	They like you, you hate them

Go back to LIFE EVENTS AND ROLL FOR NEXT YEAR

Was it worth the pain? Move over to the Personal Style and Motivations Sections and make a few rolls to find out what your lover was like and whether you'd do it all over again if he/she walked back into your life.



Romantic Events

Lifepath expansion by Mikael Van Atta

Rule #0 - The GM is, in fact, encouraged to fudge results and precedence of results to arrange them into a character consistent history.

Rule #1 - We assume that a relationship is going on, even if it is not mentioned by this year's lifetime events. Simply, it's on, but there's nothing significant happening. Only if you roll up a romantic event with appropriate information, a relationship ends (most failed romances do end a relationship). A relationship is also terminated if your partner disappears due to a non-romantic event in your history (e.g. is killed as a result of Bad Luck, happens to become your enemy as a result of Enemies, etc). Otherwise, we assume that all the events apply to still the same partner (unless the result describes something completely different).

The player can also declare a relationship over, even if there was no event to force it. Still, effects of that relationship aren't likely to disappear, unless written as such.

Rule #2 - Unless the player has declared his character to be homo- or bisexual, we assume that the partner is of opposite sex.

Romance Random Table:

For every Romantic Event rolled up in your lifepath, roll EMP + 1d20:

11 or less: Unsuccessful Romance
12-16: Moderately Successful Romance
17 or more: Very Successful Romance

Why, no ATTR modifier?

Let's say the truth: being physically attractive can win you a date. It can't win you a successful relationship. And the other way – being just plain ugly is going to be a serious disadvantage in dating, but taking more serious relationships into account, it's not going to be such an important factor. As they say, every monster will find its connoisseur. ATTR is reflected in Wildside rules as Seduction test modifier... and that has to do. Besides, in 2020 AD, when having a beautiful face and a body to match, is only a matter of having e\$ to spend at a local Bodyshoppe, it's your personality that does really count in the end.

Unsuccessful romance, roll 1d10:

- 1-2 We all end up like the remains of that day
- 3-4 A side story
- 5 Devil out of hell
- 6 The only one to tell I'm positive is Dr Wasserman
- 7-8 The Green-Eyed Monster
- 9 Perverted Daemon
- 10 A test of feelings

Moderately successful romance, roll 1d10:

- 1 Kama Sutra Master
- 2-3 Far, far away
- 4 The Ugly Duckling
- 5 I love you, but you love me not
- 6-7 You scratch my back and I'll scratch yours
- 8 See, that's easy
- 9-10 Let's be lonesome together

Very successful romance:

- 1-2 It's a boy / girl!
- 3-4 A storybook romance
- 5 You have a friend in the Family
- 6 All you need is love
- 7 A fiancée in every port
- 8 Love is a teacher
- 9-10 We do fit together

Failed Romance

1. We all end up like the remains of that day –
Your partner has met an untimely and probably violent end. Determine the cause:

- 1-3 An accident. You can blame somebody, but that was in fact a major force.
- 4-5 A random act of violence (terrorism, psychopath or something the like). You can't unleash your vengeance, because those responsible are either already dead, or their names cannot be identified.
- 6 A fatal medical condition (disease, organ failure, poisoning, etc) you might've prevented, should you be more vigilant, careful, or simply more lucky...
- 7 Murdered. You have no idea by whom and why.
- 8 Murdered. You have some hints about by whom and / or why.
- 9 Murdered. And you definitely know by whom and why. Perhaps you need only proof to present to a court, if you care about courts.
10. Murdered. It is known why, or at least by whom, and whoever did it, is on the run, with someone else than only you on their tail (cops, feds, corporation, organized crime etc.).

In any case, relationship ends.

There's a chance you suffered a mental breakdown after that happened. Roll 1d10 vs. your Cool. If Roll ≤ Cool, it was bad but you were able to deal with it. If roll > Cool, you collapsed mentally, went into a depression, accused yourself for what happened, or something similar. You receive a negative modifier of as many points as you've rolled over your Cool. The modifier is going to be affecting all further rolls on the Events tables (Good & Bad, Friends & Enemies and Romantic Event) in the future, until it disappears, as you're likely to have problems forming successful relationships, using the chances and making friends. Eg. Cool 6, roll 8 means -2 in the first year, and -1 in the second year after the event. In the third year you overcame the trauma.

2. A Side Story - one of you were cheating on the other. Roll a die: even - you were cheating on your partner. Odd: your partner was cheating on you. Either way, relationship ends. If it was you who was cheating, roll on the Romantic Event table once again, with a -2 modifier. If the result is passed, this resulted in a relationship with the new lover (the one you've been cheating with). If not, this romance is lost also.

3. Devil out of Hell - One of you was giving the other hard time - trying to control everything, being obsessively jealous, or something like this. Relationship ends. From now on, you have -1 to all rolls on the Romantic Events table either due to the psychic scars on your personality left by your hellish ex, or because you're a devil in a human form yourself. Either way: you have a difficulty building further successful relationships.

4. The only one to tell I'm positive is Dr Wasserman – you have contracted a Sexually Transmitted Disease. If you are in a stable relationship, this may mean one of you was cheating on the other (but some STDs are transferable in a non-sexual way, so it didn't had to be the case). Or perhaps you took a wrong one-night-stand.

Roll a D10 + luck

13+: **mild case**, pubic lice ("crabs"), genital warts, etc... Easily treated but uncomfortable, and while you have it you remain infectious. Once treated, no lasting effects generally occur.

10+: **medium case**, "the Clap" (Gonorrhea), Syphilis, etc... treatable but nasty, and definitely infectious. If not treated can lead to serious health problems, possibly death.

8+: **serious case**, Herpes, Hepatitis, HIV/AIDS, incurable, fatal if not treated, treatment keeps the disease from spreading, and may help alleviate symptoms of the disease.

7 or less: **critical case**, AIDS II, death sentence, AIDS II is a rapidly advancing hybrid of the original virus, the disease remains dormant for 6 months, then begins attacking the immune system at an alarming rate, simple scratches become oozing sores, a mild cold becomes pneumonia, hair and nails fall out, extremities and skin becomes necrotic, once the disease begins showing symptoms, the patient has a 1d10 weeks to live. The character has to be on medication for

the rest of it's days to keep the virus dormant. Medication cost is 500e\$ a month, otherwise you have about 1 month until the symptoms start showing. Also, character is -2 to all tests regarding illness. Also, no drug is going to stop it from being infectious.

5. The Green-Eyed Monster - the relationship is based on being interested in the other party's activities. However, some people are jealous beyond any acceptable borders. Want to control every move, every phone, every mail. That has also become your story. Sure, there was love, and passion, and stuff - but also control, psychic terror, lack of trust and other bad things. It's what they call a "toxic relationship" - you can't stay, and you aren't allowed to go, either. Some people drop such relationships quickly, others can't free themselves for years.

Roll 2d10 - Cool = number of years it took you to get out of it.

If the result is 0 or less, you were able to shrug it off before you suffered any serious damage. Keep in mind that the roll can result in the relationship being still running when you start the game!

For every friend / contact in the lifepath you've acquired before, roll a Diff 15 persuasion test, once a year while this toxic relationship goes on. If the test is passed, you have persuaded your partner to allow you keeping in contact with your friend. If not, the contact is lost (on a botched roll, becomes an enemy - they find your behaviour to be an insult). There's a cumulative -1 modifier per year of relationship going on (double the modifier, if the friend / contact is perceived by your partner as a possible danger - usually this means contacts of opposite sex).

Also, after the relationship ends, you come out embittered about relationships. The modifier is equal to the number of years you were in the grip of a green-eyed monster, lowering by 1 per year. Every time you encounter a Romantic Event during this time, roll 1d10+modifier for that year vs Empathy. If the result is higher than your EMP, a possibly promising relationship didn't occur - you were too afraid of running into an another possible green-eyed monster that you ran away.

Note: living with a Green-eyed Monster doesn't mean there cannot be happy moments with it. Moderately successful and even very successful Romantic Events can still happen with this person, which isn't going to stop it from being a Green-Eyed Monster (except for *All You Need Is Love*). A relationship with a Green-Eyed Monster has to either burn out on itself, or be severed by an event that carries the result of Relationship End.

6. Perverted Daemon - whatever was going in your bedroom, it was something ordinary people find to be obviously bizarre, probably disgusting, possibly illegal. The problem is, you get used to it, and can't get no satisfaction without it. While in this relationship it's not a problem, people even in Cyberpunk don't react well to some things

(like the things you do for sexual pleasure). If anyone learns about your turn-on, GM may apply a -2 modifier to interaction rolls (tests like Social, Seduction, etc).

The same modifier is going to be applied if you try to find another romance outside of your circle of perverts (your call). However, if you find even a moderately successful romance out of the circle, you may go without your hype (the -2 modifier is ignored... unless the other person learns what you've been doing!).

While there are professionals who cater to (almost) every perverted need, keep in mind that relying on them is risky - finally, someone will learn about it.

The perversion itself is to be agreed upon with GM - you have to find something that suits the game world (i.e. is generally thought to be bizarre, most likely disgusting, not necessarily, but maybe illegal).

7. A test of feelings - your love became seriously ill, incapacitated or in any other way hurt that it now requires your constant care. Whatever it is, this condition is not easily reversible (or maybe you just can't afford the therapy).

Some people in such a situation just leave their partners to their own fate. Others stand by them, supporting them as they can. Roll 1d10 vs your EMP. If the roll is lower or equal to EMP, you stay and take care. If the roll is >EMP, you leave, and relationship ends.

If you've left, roll 1d10 vs your COOL to avoid a guilty conscience. Effect is like a mental breakdown.

If you stay and take care, add +1 to First Aid, and start counting money spent on medical bills. A prolonged illness and / or disability eats a lot of money: medicine, physicians, special equipment / furniture, or at least the very need to support a person who cannot earn their living. Your debt is rising by 1d10x1000e\$ a year.

Note: "All you need is love" event will mean that your partner has finally recovered, and - among others - can support him/herself. However, the money spent is still gone.

Moderately Successful Romance

1. Kama Sutra Master - whatever your relationship lacks elsewhere, you make up for in the carnal department. Your partner is an enthusiastic, skilled and demanding lover. So, willing or not (sheesh, willing of course!) you learn a lot in bedroom matters. Start Seduction Skill at +2, or Expert: Sexual Performance/Technique at +3, your choice. Alternatively, raise one of those two skills by +1, if you already have it.

2. Far, far away - you have been separated from your partner by a great distance. Maybe one of you had to move out (because of work, education, escaping from trouble, etc), maybe you were a couple but had to be separated to sort out and settle down any issues you had with each other, or maybe you just met by chance somewhere (on holiday, or during a business trip) and never been truly a couple (choose an appropriate version). Relationship ends. Still, you do like each other, you're still friends (perhaps occasional lovers too), and you help each other if you can. Gain a minor ally / friend / contact (Mike's note: I use Vim van Gruisen's character generation rules, which are completely point-based, and allow to buy out contacts with a table I suspect is based on the one in Wildside) worth 2d10 points.

3. The Ugly Duckling - maybe you weren't told "I can't show in the city with someone looking that awful", maybe you were. Or perhaps only heard a stream of instructions regarding your presence. It wasn't pleasant at all. However, there's one benefit you gained out of this romance: today, you use to look much, much better. Gain +1 to Wardrobe & Style and Personal Grooming. You may start one of these skills at +2, if you don't have it (but if you don't have any, the other one starts at +1). You take more care about yourself, and tend to choose clothes that befit you.

GM option: in 2020, cosmetic surgery is common, and it's pretty likely that the partner, with constant comments about character's attractiveness, made him/her use the benefits of it. Roll 1d10 vs. character's ATTR. If the roll is less or equal to ATTR, no surgical action was needed. If roll >ATTR, the character undergoes surgery, gaining as many points as he/she was short on the roll (more, if GM allows), or as many as the rules used allow (whatever comes first). Note that this is a normal surgery, just like in the game, with all the side effects applicable. Also, the character has to pay for it with the starting money, or begin the game with a debt for the operation... probably a debt to someone they really don't like.

4. I love you, but you love me not - you become romantically interested in somebody, but without a reciprocity. You gain +1 in a skill of your choice (related to whoever your beloved is, as you try to close to him/her by picking up the same interests). The relationship continues. However, the next time you roll for a romantic event, it will be decided: if the romance went out successful, everything is ok.

If it wasn't successful, check for a mental breakdown as with the "We all end up like the remains of that day", in addition to whatever unsuccessful romance you've rolled up that time. Should this also result in a mental breakdown, the effects are summed up (usually the time of the effect is longer). If this second event is unsuccessful, relationship ends, even if the event's description hasn't said so.

5. You scratch my back and I'll scratch yours – there are various reasons making people to be together. One of them is support – and there's a plethora of forms which it can take. It can be a subordinate sleeping with the boss to climb the career ladder (which is the most easily recognizable form). But it is also true that “behind each man who reached success, there's a caring woman”, making home-cooked dinners, doing the laundry and ironing the shirts. Or perhaps you just have been in the right time and right place, due to your partner. Choose your story as you see it fits you.

Game effect: due to support, you may re-roll one event in your history that happens after this one, and chose the result you prefer (you can also change “nothing happened this year” into a single event, still being entitled to re-roll it).

6. See, that's easy – your partner is a professional in some field, and in his / her company you involuntarily learn something. Add +1 to a single skill (of your choice, GM's discretion) linked to the partner's specialty, and +1 to an Expert skill matching the discipline.

7. Let's be lonesome together – people aren't made to be solitary beings, so even the drive to not be lonesome any longer can be enough to start a relationship. Hey, arranged marriages did work for centuries in numerous cultures! So, you two decided you don't want to be alone any longer, and that you do like each other enough to try to be together. Gain a minor contact worth 2d10 points.

Very Successful Romance

1. It's a boy / girl! – you've got a baby! Given the state-of-the-art family-planning methods available in most places of the Cyberpunk world (and the fact it is perceived as a successful event!), we assume the baby was wanted, and pretty likely planned as well (if you are a homosexual couple, or one of you is a 'borg, or you can't have children because of one of myriad other reasons, the kid is a result of genetic recombination, cloning, or simply an adoption - whatever fits the story).

Kids make you learn much things: +1 Human Perception (or start the skill at 2, if you hadn't it at all), +1 Awareness, +1 Medical Diagnosis. Also, you regain 2d10 HL, to be distributed as you wish.

When your kid reaches the age of 5 and you're still around, you also get +1 Teaching, +1 Leadership, and another 1d10 HL restored. However, those bonuses apply only once (except for the HL restoration - there's 1d10 HL bonus when you get a second child. Third one is absolutely off bonus). Apart from that, you get a +1 to all rolls for Romantic Events as long as

with this partner (children tend to bind families closer together).

Should this relationship be terminated, there's 50% chance that the kid is no longer with you (either left with the other parent, or whatever nasty happened to your partner, happened to the kid as well).

2. A Storybook Romance – You are like Romeo & Juliet, Tristan & Iseult, Julius Caesar & Cleopatra... Your relationship is bliss, one about which songs should be sang and poems written... Actually, chance is there are. Gain +1 Seduction, +1 Human Perception, and +1 Persuasion. If you don't have any of these skills, start it at +2. Additionally, start a new artistic skill (Literacy, Paint / Draw, Dancing, Play Musical Instrument etc) of your choice at +1, as you seek new ways to express your feelings.

3. You have a friend in the Family – being a Godfather's favorite child-in-law has its merits. But even if your partner's family isn't Cosa Nostra, being accepted and well-liked by the family and / or friends is an advantage, which can in some cases outlive the relationship itself. Gain a major ally / friend / contact, worth 1d10x10 points (or a number of lesser allies if your points stretch that far), who is rather reliable at least, and originates from your partners family or friends group.

4. All you need is love - Love can give you wings, wear pink glasses, be optimistic about everything, and let you have the strength to move entire mountains. It is so good that nothing is beyond your reach.

You get the strength to either drop one addiction, restore 3d10 HL (distribute as you wish) or shrug off some negative effect from your prior romantic life (eg. negative modifier from a mental breakdown after your previous love's death, or the adverse effects of living with a Green-Eyed Monster).

5. A fiancée in every port – you have several people who you are in love with. They are scattered around a number of places, probably a number of cities (in different countries or not) of your choice. They probably do know about each other, and aren't jealous. They are independent people, who do not have to rely on your support, and aren't unhappy without you (but much, much happier when you are around).

Note – it's much easier to handle if the “fiancées” are not all in the same area, but nothing stops the player from having all of them in one city.

The number of fiancées in every port is determined by EMP-1d6, minimum 2.

The advantage is that every time a Romantic Even occurs, it is with one of them (your choice, which).

Game effect:

If you wish, you may ignore Side Stories (there's no jealousy), Green Eyed Monster and Devil Out of Hell automatically ends relationship with that partner without any adverse effect, and you may choose to end a relationship with a Perverted Daemon without getting used to that perversion.

We All End Up Like Remains of That Day and A Test of Feelings do affect you, but every fiancée who's still okay allows you one additional roll on COOL tests in those situations (due to their emotional support) – choose the best result.

The only one to tell I'm positive is Dr Wasserman, unfortunately works as described. Moderately successful romances are unaffected, except for Far Far Away (which cools down one of the fiancées into a friend), and I love You, But You Love Me Not, which can be ignored (player's choice). Should it be put into effect, the character has a chance of adding a new fiancée to his/her group (if successful), and receive emotional support from the other fiancées on identical terms as described above.

Very successful romance – only It's a Boy/Girl! is affected: To get the bonuses you have to be living with the child and actively raising it. Usually it means you settle down with the partner you have the kid with (although if the character is a woman, she may as well do without a father of her child... or any other male, to be honest).

6. Love is a teacher – under the influence of your partner, or just to make him / her happier, you learn things. The partner is a professional – or maybe just a hobbyist in some field, and you are as willing to learn from him/her, as he/she is willing to teach you. Distribute 3 skill points in the area of your partner's expertise (GM call) as you see fit.

7. We do fit together – being together usually requires both sides to learn the art of compromise and negotiation. Even the couples most in love do quarrel sometimes, and love can be tough when you fight constantly. But you have learned each other, and now you know yourselves as a good old marriage. You know how the other one would think, what he/she will do, and what reaction you should expect.

Game effect: distribute 4 skill points among the following skills: Human Perception, Persuasion, Seduction, Interview, Social, Awareness/Notice, Culture (GM call, if your partner is of different cultural background).

Pacific Rim Characters

JAPAN, KOREA & SINGAPORE

Use the Japanese LifePath charts in the PacRim book.

CHINA & TAIWAN

For Taiwan use the Japanese LifePath charts, but make proper Chinese substitutions.

PERSONAL STYLE

Roll	Clothes	Hairstyle	Affectations
1	Jeans	Mohawk	Tattoos
2	Corp suits	Short + spiky	Shades (Mirrors)
3	Big suits	Long + ratty	Ritual scars
4	Jumpsuits	Bald	Nose rings
5	Miniskirts	Box fade	Earrings
6	High Fashion	Colored	Fingerless gloves
7	Camos	Neat + short	Combat Boots
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgyny
10	SovUtilitaria	Tech cut	Weird lenses

FAMILY RANKING

- 1 Cadre
- 2 Corp Exec
- 3 Shopkeeper
- 4 Artisan
- 5 Triad Family
- 6-7 Peasant-Factory
- 8-9 Peasant-Farm
- 10 Refugee

CHILDHOOD ENVIRONMENT

- 1 On the streets with no supervision
- 2 Cadre compound; the life of luxury
- 3 Refugee pack; life of absolute squalor, desperation
- 4 Revolutionary camp; armed paranoia
- 5 Small village; Chinese beavertown
- 6 Triad family/Pirate pack
- 7 Buddhist temple compound
- 8 Farm work unit
- 9 Factory work unit
- 10 Family small business

GET LUCKY

- 1 Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.
- 2 Windfall! 1D10x100 YY/Eb
- 3 Score a deal! 1D10x100 YY/Eb
- 4-5 Gain a Sensei! Tai Chi Chuan or Animal Kung Fu at +2, or add +1 to an existing Martial Art
- 6 Foreign corp owes you a favor
- 7 Refugee group befriends you. You can call on them for one favour a month, equivalent to Family +2
- 8 Make a Public Security friend. +2 Streetwise PubSec
- 9 Triad/gang likes you. One favor a month, Family +2
- 10 Find a teacher. Pick up any INT skill at +2, or add +1

SIBLINGS (roll 1D6)

You may have up to 2 siblings (due to population control [China] and the expense of education [Taiwan]).

1-2 That's the number of siblings

3-6 You're an only child

Sex of siblings (roll 1D6)

1-2 It's a girl

4-6 It's a boy

SOUTH EAST ASIA

Cambodia, Laos, Vietnam, Thailand, Brunei, Myanmar, Indonesia, Malaysia, New Philippines

LIFEPATH VARIATIONS

Myanmar/Burma: +3 to Family Status roll.

Laos: Parents: 1-3, Both living; 4-10 Something happened. Something Happened: Roll 1D10, if Even they were murdered by the Khmer Rouge; if Odd roll as normal.

Brunei: -4 from SEA Family Background, -5 from Childhood Environment.

Singapore: Use the Japanese LifePath charts.

ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages used under each country. Choose an ethnic group, or be an expatriate kid. Pick one language as your mouth tongue (+8), also because of the diversity in the area, you may pick another language to speak a +4.

FAMILY RANKING

- 1 Corporate Managers
- 2 Corporate Technicians
- 3 Military/Police/Government Bureaucrats
- 4 Factory workers (+3 Childhood Environment)
- 5 Farmers/Fishermen (+3 Childhood Environment)
- 6 Store owner/Artisan (+3 Childhood Environment)
- 7 Religious Fanatics/Radicals
- 8 Highland Tribe
- 9 Pirates/Gangs/Smugglers
- 10 Urban Homeless/Street Trash

Go To PARENTS (CP2020 p35)

SOMETHING HAPPENED TO PARENTS

- 1 Parents were murdered
- 2 Parents died in warfare
- 3 Parents died in an accident
- 4 Parents committed suicide
- 5 You never knew your parents
- 6 Parents are in hiding to protect you
- 7 You were left with relatives
- 8 Parents gave you up for adoption
- 9 Parents became fanatics/radicals
- 10 Parents sold you for money

Go To FAMILY STATUS (CP2020 p35)

1 — ORIGINS AND PERSONAL STYLE

DRESS AND PERSONAL STYLE (Roll or choose one)

Die Roll	Clothes	Hairstyle	Affectations
1	Biker leathers/Boso style	Mohawk	Tattoos
2	Jeans	Shaven/Bald	Mirrorshades/Glasses
3	Corporate suits	Crew cut/Fade cut	Ritual scars
4	Leisure wear	Tinted/Dyed	Earrings/Body Pierce
5	High Fashion	Slicked back/Elvis	Fingerless Gloves
6	Urban Flash/Yakuza style	Short & Spiked	Bandanna/Hairband
7	Cammos/Jumpsuits	Perm/Big hair	Cap/Hat
8	Normal Clothes	Long and strait	Long fingernails
9	Lingerie	Short and neat	Waist Pouch
10	Historical Fashion (ex: Kimono, Ch'ima Chogori)	Tied (ex: braids, topknots, etc.)	Makeup/Face paint (ex: Kabuki, Noh Drama)

ETHNIC ORIGINS AND LANGUAGE

Japan is mostly mono-cultural. If your parents are Japanese (or if you were raised in Japan), your native language is Japanese (+8). If you are half-Japanese (1 in 10 chance), you can speak/write your gaijin parent's language at +5. If your parents are South American Japanese, you get Spanish/Portuguese at +8 and Japanese at +5.

If you are Korean, it's basically the same, except that the language is Korean, and there are very few haits and SAs. Of course, you can speak Streetslang, too.

2 — FAMILY BACKGROUND

FAMILY RANKING (Choose or roll one)

- Military/Bureaucrat/Police
- Corporate Manager
- Corporate Employee
- Corporate Technician
- Self-Employed/Artist/Artisan
- Yakuza/Gang/Pirates/Ninja
- Religious Believer (roll again for parent's occupation: if 7 again, your parent is a religious leader or priest)
- Farmer/Fisherman
- Urban Homeless
- Zaibatsu/Ex-noble/Yangban family

Go to PARENTS (CP2020 p35).

CHILDHOOD ENVIRONMENT (Choose or roll)

- In a large arcology or corporate/Zaibatsu stronghold
- Spent in a safe Corporate Suburbia or City.
- Spent in a school dormitory.
- Spent a usual school life in the city.
- Suffered Exam War preparations at a high-level school.
- Spent school time with Gang or Boso-zoku members.
- In a small village or town away from the city.
- Trained as a successor of a Martial Arts Dojo, Ninja Family, Amhan-Osa or other traditional art. Start your Special Ability at +4. Add 5 to 10 points to your Professional Skills package, and lose those points from your Pick-up Skills.
- In a Pirate fleet, or Yakuza Family.
- In a Corporation Farm or Research Facility.

Go to SIBLINGS (below).

SOMETHING HAPPENED TO PARENTS (Choose or roll)

- Parent(s) extracted by a corporation or killed in warfare.
- Parent(s) died in an accident.
- Parent(s) were murdered.
- Parent(s) divorced/were forced to divorce.
- You never knew your parent(s).
- Parent(s) are in hiding to protect you.
- You were left with relatives.
- Parent(s) gave you up for adoption.
- Parent(s) committed/were forced to commit suicide.
- Parent(s) became religious fanatics

Go To FAMILY STATUS (CP2020 p35).

SIBLINGS—You may have up to four siblings. Roll 1d10: 1-4 = number of siblings. 5-10 = only child. For each:

(1) Roll 1D10; Even=male, Odd=female.

(2) Roll their age, relative to yourself:

1-5 = older 6-9 = younger 10 = twin

(3) For each Sibling, choose or roll their feelings for you:

- Sibling dislikes you.
- Sibling likes you.
- Sibling has neutral feelings about you.
- Sibling hero-worships/loves you.
- Sibling hates you.

Go to MOTIVATIONS (next page).

3 — MOTIVATIONS

For Motivations, use the CP 2020, pg. 26 rules, and then Go to "4—Compulsory Education," not Life Events.

5 — LIFE EVENTS

The lifestyle in Japan and Korea is different than in America. Certainly they've both had serious wars and political changes, but neither country has collapsed upon itself. The society is almost as solid as orbital crystal. Once you drop out, however, you never recover from the Abyss. One sure way to drop out is to not go to school. Japanese and Koreans (and Taiwanese and Singaporeans for that matter) dance on a vicious edge called Exam War from pre-school. High education is the only way to advance.

Americans and Euros may think that school is uncool and not-Cyberpunk. That's gomi thinking. These guys know how to deal with it; they act polite and studious on the surface, slogging it out in the school trenches, but once they've finished, its headfirst into the Street. Think about it; good student by day, ruthless streetfighter after dark. They must run in the shadows; to be caught means flushing their whole future down the john. This ain't boredom—it's stress close to the snapping point.

You've learned your position in life at 16 on the "Compulsory Education" table. Now it's your own life. Choose or roll a lifestyle from the five below, then go to that section:

1-2: 5A—Student, below. 3-4: 5B—School Ronin, pg36
5-6: 5C—Specialist, pg36 7-8: 5D—Salariman, pg36
9-10: 5E—Pu-Taro, pg37

4 — COMPULSORY EDUCATION

Choose or roll one of the following:

- 1-8 Congratulations! You can enter High School normally; go to "5—Life Events."
- 9-10 Oops. Something happened in your school life; go to "School Tragedy," below.

SCHOOL TRAGEDY (Choose or roll)

- 1 You didn't enter any schools, baka.
- 2 You graduated from Elementary school only, and did something else.
- 3 You graduated from Junior High, and went straight to the street.
- 4 You didn't pass the High School entrance exam, became School Ronin.
- 5 You dropped out of Elementary school for some reason.
- 6 You dropped out of Junior High for some reason.
- 7 You immigrated and entered US schools. Use the CP2020 Lifepath from here on out.
- 8 You studied abroad for a year. You are a year older than all your classmates, and are still a Junior High 3rd year student.
- 9 You were advanced in classes. You are 1d6/2 years younger than all your classmates. You enter High School and may enter University.
- 10 You are taught everything by your guardian. You don't need Compulsory Education, but you have few friends.

Go to LIFE EVENTS.

5A — STUDENT LIFE EVENTS

Read it as it's written. While you're in school, from High School to Doctorate if you so choose, roll your Life Events on the CP2020 tables, modified by the Student Life Events tables on pg.36. There are bennies and slaps for this. You can learn many skills in school, but you are bound in the system, and must spend most of your time there (sometimes from 6 a.m. to 9 p.m. at school or at a private cram school called *juku*). If you screw up, you are easily found by the authorities.

You must pass the Entrance Exams to be a student (see "Entrance Exams," page 38). You can stay in school from two to five years (12 if you become a doctor). You must roll to see if you pass into the next grade each year, in addition to regular Life Events. If you move through your schools curriculum, you can graduate, and choose another style, or try for a higher school (another Entrance Exam). You may become a Ronin if you don't like your Exam results.

SKILL POINTS: You gain 1d6/2 points of skills each year in school. These points have two restrictions. First, you must use them in the correct Skill Pack, such as "High School" or "University: Law". Second, you can only allocate +1 point to a given skill each year.

WHITE AND BLACK MARKS: You are ruled by the System and your actions affect your School Report. This is important for your School Entrance Roll and Employment Roll. White/Black marks are added/subtracted from the next roll. If you get five Black marks, you are suspended for 1d6 months. If you get 10, you are expelled. You can use two White marks to cancel out a Black mark, but once you get over five, you can never cancel them all; you will always have at least one Black mark on your record, forever!

White marks are gained by bringing fame and honor to your school (win a Judo Championship, etc.), or just by being a "Good girl/boy". You can use a school year's points to pick up White marks. (For example, you roll a d6/2 for skills in your senior year of High school. You get lucky and roll a 6; you get 3 points. You got slapped with a black mark last year, so you spend two point on White marks to cancel it out, and add a point to your *Martial Arts: Karate* skill.) Gaining Black marks is incredibly easy. For each week of school you cut (no problem for a punk like you, neh?) you get a Black mark. If you get hit by disasters such as Imprisonment or False Accusation, you pick up 1D10 Black marks. Also, school is dangerous for punks because they are easily identified. If you get a disaster such as Hunted by the Law or a Corporation, you must leave school and escape immediately! You've just picked up 10 Black marks: If you can prove your innocence, you can clear half the marks. (continues next page)

SE — PU-TARO LIFE EVENTS

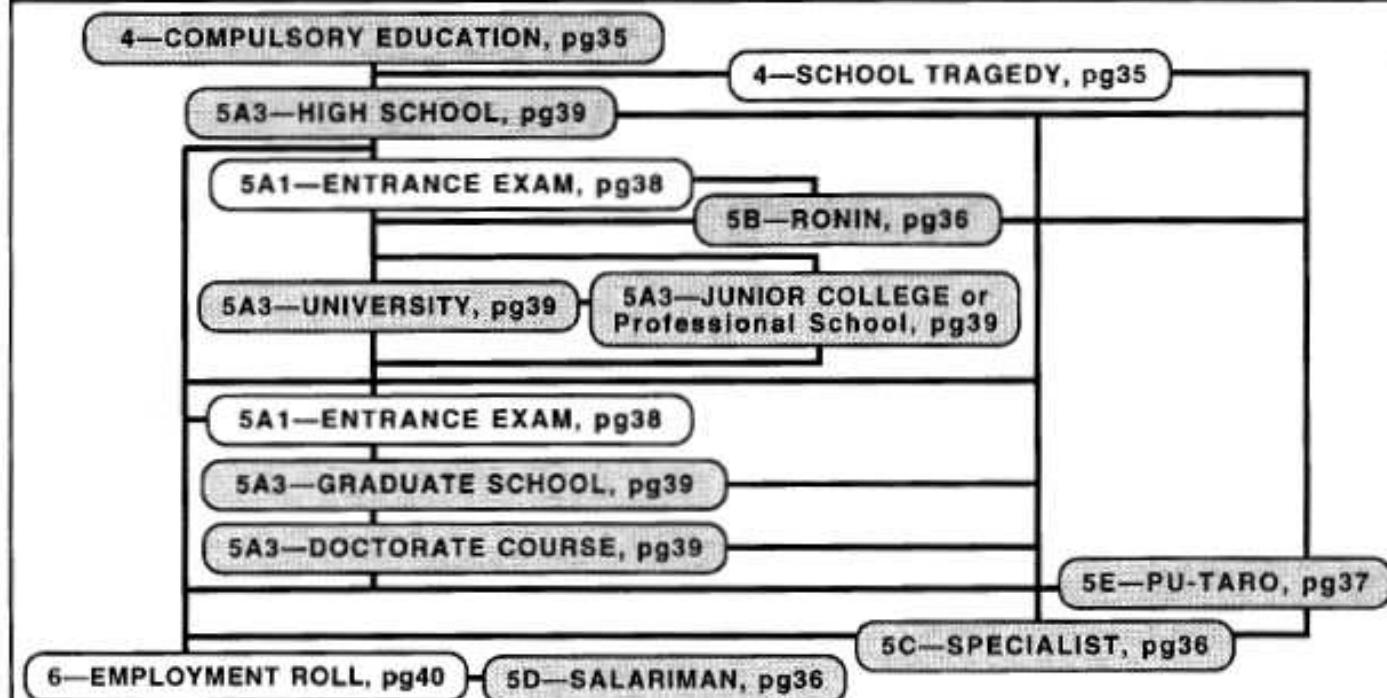
Also just called "Pu", this is the Japanese slang for someone who is unemployed, a freelancer (but non-professional), part-timer, gambler, free-loader, playboy/girl, etc. These are the most common punks in Japan and Korea; they hate the totally supervised society and have dropped out, either voluntarily or not. They have almost total freedom of choice, but their life is pretty uncomfortable. Once you've been Pu-taro, you suffer -1 from Entrance Exam and Employment rolls for the rest of your life. There are no bonuses or Life Events modifications for Pu.

Now use the Life Events charts on CP2020 pg. 37-39, adding in the appropriate modifications if you need to, but use this "You Get Lucky" Table.

YOU GET LUCKY, PU-TARO!

- 1 Make a powerful connection in Government:** Roll 1d10. 1-4, It's a high-ranked SDF (Japan)/Army (Korea) member. 5-7, It's in the Home Affairs Ministry (Japan)/Military Police HQ (Korea). 8-10, It's a high-powered bureaucrat or politician.
- 2 Financial Windfall:** Roll 1d10x100 for amount of Euro.
- 3 Befriended a Black Marketeer:** You can buy illegal weapons, cyberware, media, drugs, etc., at half price. (Choose one kind of Black Market goods.)
- 4 Find a Sensei:** Begin at +2 or add +1 to a Martial Arts skill of your choice.
- 5 Find a Nice Teacher:** Begin at +2 or add +1 to any INT or TECH based skill. If you are a student, you may freely use school facilities, as long as your teacher is working at the school. Also, you may get the latest academic information from him/her.
- 6 Powerful Corp Exec owes you a favor:** You may add +5 to an Employment Roll for his/her Corporation.
- 7 Local Yakuza, Bosozoku, or other gang befriends you:** You can call upon them for one favor a month, equivalent Family Special Ability of +2. Also, you can add +2 to Streetwise in their Nawabari (territory).
- 8 Make a friend in a rival Corporation/School:** You may use him/her for inside information as +2 Streetwise/Business Sense. Pray for his safety.
- 9 Make a friend on the Police Force:** You may use him at a level of +2 Streetwise on any police-related situation. You may hush up one minor crime a month.
- 10 Find a Combat Teacher:** Add +1 or begin any weapon skill at +2 with the exception of Martial Arts or Brawling. Japanese can't learn Heavy Weapons-If you really want to, you must explain how and where you found the Teacher, and where you trained for your skill. And make it good! You may purchase a gun and two clips, or other weapon, at normal price, if you make a Streetwise roll at Difficulty 15+.

JAPANESE/KOREAN LIFEPATH FLOWCHART



5A — STUDENT LIFE EVENTS (CONTINUED)

YOU GET LUCKY!

- | | |
|----------|---|
| 1, 5 & 9 | In addition to the connection, you gain one White mark. |
| 2 | You may change it to 1d6/2 White marks. |

MAKE AN ENEMY

- | | |
|---|-------------------------------|
| 1 | Classmate |
| 2 | Ex-Boy/Girlfriend |
| 4 | Student of a rival school |
| 5 | Teacher |
| 7 | Senior of your school |
| 8 | Bosozoku or Team gang member. |

MAKE A FRIEND

- | | |
|---|--------------------|
| 4 | Classmate |
| 5 | Ex-Boy/Girlfriend. |

If your referee permits, you may make your character a Yo-ganger like in *Cybergeneration*, instead of choosing a Role before graduating/dropping out of school. Of course, you don't get the Cybergen Powers—don't be a do-aho!

5C — SPECIALIST LIFE EVENTS

There are two types of specialists. First are Special Operatives, such as Military Soldiers or Cops. They are associated with a special organization and have separate LifePath rolls (see *Home of the Brave* and *Protect and Serve*, respectively, for details). That's why they're good at what they do; they live that lifestyle.

The other type are Freelancers. These are the Rockerboy/girls, Medias, Fixers, Techies and Medtechies, and Freelance Solos. They live their own lives without depending on a corp. Customers need their professional talents, and pay for them. From time to time they may work for a corp, but are consultants rather than employees.

You may quit Freelancing and try to be an Employee or Corporate. You get +1 to your Employment Roll (see page 40) as long as you don't have Black marks from school, or haven't been dishonored. If you have, then you suffer a -1 penalty to the roll.

If you are a Soldier or Cop, you get a bonus to your roll (based on your rank) if you apply for a Military/Security corp such as Arasaka, Militech, or Lazarus.

EMPLOYMENT MODIFIERS BY RANK

Regular Soldier/Patrol Officer	+1
Noncom/Veteran Officer/Sergeant	+2
Officer 1/Lieutenant	+3
Officer 2/Captain	+4
Officer 3/Deputy Chief	+5
Officer 4/Chief of Police	+6
Officer 5	+7

5B — SCHOOL RONIN LIFE EVENTS

"Ronin" is a popular slang term meaning "a student who failed the Entrance Exams, and is studying for another chance". These are the fallen samurai of the annual Exam Wars. They (usually) study very hard for the next test, a year later. Most parents pay millions of New Yen/Won/Eb for their intensive study (no kidding!).

You still keep your White/Black marks from your last school, but you gain 1d6/2 points of Student Skills. But they must be put into INT skills in your last school's Skill Pack. The Life Events table keeps the Student modifications.

You may add 1d6/2 points to your next Entrance Exam Roll (see pg38) because you've studied the pattern of the Exams, and learned "How to Pass" strategies. Also, you may add an additional 1d6/2 to your Exam Roll for every point of BODY you sacrifice; you studied soooooo hard! Good luck.

Sometimes students can't find employment after graduation. If you failed, or are not satisfied with your Employment Roll (see page 40), you may be an "Employment Ronin". Spend a year finding a job. You get no bonuses, just another chance at the Employment Roll.

5D — SALARIMAN LIFE EVENTS

These are Corporates and other employees; people working for a Corp, or the Self-Employed. Corp Role characters become either Mega-corp executives or own their own small corp. You want to become a power-player.

Employees are those who work for the corps, and are just making a living, not reveling in power. R&D techs, Trauma Teams, Medias, Corporate Solos, and Corp musicians/Rockerboys are considered Employees.

To enter this lifestyle, you must try an Employment Roll (see page 40—yes, there are tests for entering a job). The qualifications differ for different Corps and Character Roles. A Rocker with high Charismatic Leadership will be gladly welcomed by Media corps (but s/he'll probably hate being called an "employee"). Sometimes Trauma Team Japan will hire people because of their good fighting or driving skills, even if their schooling is poor. The Referee may decide if a corp gives you an "exception" because of high skills.

If you take the Employment Exam, and are unsatisfied with the result, you can go back to school (minimum of High School), or be a pu-taro.

There is no bonuses or Life Event modifications for Corps/Employees, but they do get salary and medical benefits.

If you were an SDF officer, disregard the .5 rankings, i.e., Major and Lt. Colonel both get a +5 bonus to the roll.

If you want to quit Freelancing and become a Pu-taro, you can do that, too. There is no roll for this.

SAB — ADVANCED EDUCATION

You gain 1d6/2 points of skills each year (Or use the Optional School Ranking for Good and Bad schools). You must use the points in the correct school package, and you may only add +1 to a skill each year. Education and General Knowledge is a Package skill for all school levels.

HIGH SCHOOL

REQUIREMENTS: Education & Gen. Know +1 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 10.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 8.

PERIOD: 3 years.

PACKAGE SKILLS: Language: English, History, Math, Physics, Programming, Chemistry, Biology, Geology, Martial Arts (Japan: Karate or Judo. Korea: Tae Kwon Do), Fencing (Japan only), Athletics, Basic Tech, First Aid, Swimming, Library Search.

UNIVERSITY

REQUIREMENTS: Education & Gen. Know +2 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 15.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 10.

PERIOD: 4 years (6 years for Medical University).

PACKAGE SKILLS: Language: (Choose one), Composition, Library Research, Teaching, and your major's skills.

JUNIOR COLLEGE OR UNIVERSITY

REQUIREMENTS: Education & Gen. Know +2 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 12.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 10.

PERIOD: 2 years

PACKAGE SKILLS: As University.

You have a limited chance of failing the moving-up roll: you may stay in High School, University, Junior College, or Professional School for 2 periods. For example, if you are High School student, you may stay 6 years (you'll get some Black marks, though)—in short, you can fail the advancement roll up to 3 times. After that, you'll be kicked out of school for your incompetence (farewell to your long springtime!).

For every two years you overstay in school, you suffer a -1 penalty to all Entrance Exam/Employment rolls for the rest of your life. Doctorate course student is the only exception. You may stay in the school as long as you wish (and your teacher or circumstances allow it) until you gain the Doctor's degree and may gain full skill point every year. Of course, you also don't suffer penalty from overstaying.

Military/SDF graduates start their military careers from Officer 1 (Lieutenant). There is no Military/SDF Graduate School. Both Korea and Japan only have one Academy; it covers all branches, and has no School Ranking.

GRADUATE SCHOOL

REQUIREMENTS: Education & Gen. Know +4 or better, and at least 1 University White mark.

ENTRANCE EXAM: Education & Gen. Know vs. 20.

Pass to next grade: Education & Gen. Know vs. 15.

Period: 2 years.

PACKAGE SKILLS: Language (Choose one), Composition, Library Research, Teaching, and your major's skills.

GRADUATE SCHOOL: DOCTORATE COURSE

REQUIREMENTS: Graduate from a Graduate School and have two or more University White marks, or have Education & General Know. along with Expert skill of +5 or better.

ENTRANCE EXAMS: Composition skill check vs. 15.

PASS TO NEXT GRADE: None. to graduate, you must acquire Doctor's degree (your major's Expert skill check vs. 25)

PERIOD: 3 years. You may graduate anytime (but you must stay at least 1 year) if you gain Doctorate.

PACKAGE SKILLS: As Graduate School. Plus, you may befriend an NPC with same or related major by spending 1 skill point.

SEE NEXT PAGE FOR A LIST OF MAJORS AND THEIR APPLICABLE SKILLS

Even in 2020, over 90% of Japanese have at least a Junior High Degree. 80% go to High school, 50% of all Japanese go to University. Most University graduates don't bother with Graduate School/Doctorate courses. A University Degree is enough to enter a major corporation, unless you're a Techie or Medtechie.

Of course, if you want to get a Medical License, you must finish a Doctorate course. If you don't mind being an illegal ripperdoc, then don't bother.

United Korea is enforcing the conscription system. Every male with at least INT 4, REF 3, BODY 3, and MA 4 must serve in the military for 3 years between the ages of 18 and 25. (What about the women? They don't have to do it. There has to be some benefit to being female in Korea 2020, neh?) Your School Career will be interrupted, and you must roll your Life Events for those 3 years as a soldier (HoB pg. 72). You can resume your school life with no penalties afterwards. Military Academy students are exempt, of course. Also, no Korean corporation will hire you until you've served your time.

5A1—ENTRANCE EXAMINATIONS

To enter the Advanced Education career, you must pass **ENTRANCE EXAMINATIONS**. You must meet the requirements and pass the Entrance Exam Roll (*Education/General Knowledge*) at the proper difficulty rating. If you roll a Fumble, or Critical Failure, roll again and subtract that number from your previous roll! You may have really screwed it over.

ENTRANCE EXAM MODIFIER TABLE

+1	If your parent is Corporate Manager/Ex-noble.
+2	If your parent is Corporate Executive.
+3	If your parent is Zaiabatsu/Yangban family.
+3	If you spent your childhood in the Exam Hell of a high level school (if you want this bonus [you went to a private Jr. High prep school], you must sacrifice -1d6/2 from your BODY stat).
+1	For every White mark you picked up at your last school.
-1	If both your parents died.
-1	If you joined Bosozoku, Yakuza, or Gangs.
-1	If you have ever been a "Pu-taro".
-2	If you have had a FAMILY TRAGEDY other than the death of your family.
-2	If you/your family are Pirates, Yakuza, or other Gang type (Triads, Posers, etc.).
-2	If you spent your childhood on the Street.
-3	If you are Urban Homeless
-1	For every Black mark you picked up in your last school.
+1D6/2	For every year you spend as "Ronin."

OPTIONAL: SCHOOL RANKING

Studying at a school with a reputation as a high-academic school is valuable in itself. If your exam results are good enough, you can enter this type of school. Of course, if your scores are low, you can enter one of the many low-ranked "Yakuza Academy" schools. (Cool! This is where most of the Anime/Manga heroes go: see *Akira*, *Be-Bop Highschool*, etc. This is where the action is!) By comparing the result of your Entrance Exam Roll and the Target Number, you can find what school you are eligible for.

SCHOOL RANK TABLE

-11 or less	What a mess! You couldn't enter ANY school!
-10 to -6	Very low-level school (Yakuza Academy)
-5 to -1	Low-level school
0 to +5	Usual school
+6 to +10	High-level school
+11 or more	Very high-level school

5A2—PASSING TO THE NEXT GRADE

OK, you've entered school, but you don't get to rest. You gotta pass the grades and graduate, neh?

Once a year, Students have a Pass Exam. Roll Education & Gen. Knowledge against the listed target numbers. If you succeed, you move up to the next grade and gain your School Skill Pack points. If you failed, you must stay in the current grade, and take only half of your skill points. If you are in High School, you get a Black mark for failing.

If you are in your final year of school (High School 3rd grade, University 4th grade, etc.), your Pass roll is for Graduation. You must choose whether to take the Entrance Exam for the next school, find a Job, or be a Pu. Choose one and make your rolls if you need to.

SCHOOL SKILL PACKAGES

Students choose from skills in the School Packs. You must pass the entrance exams to get into the school.

COMPULSORY EDUCATION SKILL PACKAGE

The basics of education. Roll 1d6 for points, and place them in Electives listed below. You may add up to +2 to a skill.

AUTOMATIC SKILLS: Education & Gen. Know. +1, Language: English +1, Math +2

ELECTIVES: History, Programming, Chemistry, Biology, Geology, Martial Arts (Japan: Aikido, Judo, Karate, Koppo, Sumo. Korea: Tai Kwon Do), Fencing (Japan only), Athletics, Basic Tech, First Aid, Swimming, Library Search.

VERY LOW-LEVEL SCHOOL: Pass to next grade: Add +4 to your roll. (It's easy to pass; that's why it's Yakuza Academy!) Suffer a -3 penalty to your next Entrance Exam or Employment Roll. You get 1d6/3-1 (minimum is 0) points per year for your School Skill Pack.

LOW-LEVEL SCHOOL: Pass to next grade: Add +2 to your roll. Suffer a -1 penalty to your next Entrance Exam or Employment Roll. You get 1d6/3 points per year for your School Skill Pack.

USUAL SCHOOL: No Modifications to rolls. You get your usual 1d6/2 points per year of skills.

HIGH-LEVEL SCHOOL: Pass to next grade: Suffer a -2 penalty (It's getting tougher to pass, neh?) You get +2 bonus to your next Entrance Exam or Employment Roll. You get 1d6/3+1 points per year for your school skills.

VERY HIGH-LEVEL SCHOOL: Pass to next grade: -4 penalty. You get +3 to your next Entrance Exam or Employment Roll. You get 1d6/2+1 points per year for your school skills.

SABA — MAJORS AND THEIR AVAILABLE SKILLS

LITERATURE: Expert: Lit, Expert: Ancient Japanese/Korean, Composition, Anthropology, History, Rhetoric, Language: (Choose one).

ECONOMICS/INDUSTRIAL ADMIN: Expert: Economics, Expert: Business, Expert: Law, Accounting, Stock Market.

LAW: Expert: Law, Expert: Foreign Law (Choose a country), Oratory, Persuasion & Fast Talk.

TECHNOLOGY: Aero tech, AV Tech, Basic Tech, Cyberdeck Design, Cyber Tech, Electronics, Elect. Security, Gyro Tech, Pick Lock, Weaponsmith, Chemistry, Geology, Biology, Math, Physics, Programming, System Knowledge, Operate Hvy. Machinery, Expert: (Choose a specific Tech).

MEDICAL: Biology, Botany, Chemistry, Diagnose Illness, Zoology, Cryotank Operation, First Aid, Pharmaceuticals, Cyber Tech, Human Perception, Expert: (Choose specific medical field).

PHYSICAL EDUCATION: Endurance, Strength Feat, Swimming, Wilderness Survival, Archery, Athletics, Dance, Dodge & Escape, Fencing, Martial Arts (Choose one), Melee, First Aid, Perform.

POLICE ACADEMY: Awareness/Notice, Handgun, Rifle, SMG, Human Perception, Athletics, Dodge/Escapes, Melee, Martial Arts: (Japan: Aikido, Judo, Karate, Koppo. Korea: Tae Kwon Do.), Interrogation, Intimidate, Interview, Streetwise, Driving, Motorcycle, Pilot (AV or Gyro), Stealth, Shadow/Track, Forgery, Basic Tech, Electronics, Elect. Security, Expert: Law, Expert: Traffic Control, Expert: Narcotics, Expert: Criminology.

SDF/MILITARY: Awareness/Notice, Martial Arts: (Japan: Koppo. Korea: Tae Kwon Do.), Stealth, Endurance, First Aid, Heavy Weapons, Rifle, Handgun, Leadership, Weaponsmith, Melee, Demolition, Driving, Motorcycle, Pilot (Choose one), Wilderness Survival, Basic Tech, Electronics, Aero Tech, AV Tech, PA Tech, Expert: Tactics.

ARTS: Expert: Art (Choose), Personal Grooming, Wardrobe & Style, Social, Human Perception, Programming, Paint or Draw, Photo & Film, Disguise, History, Forgery.

MUSIC: Play Instrument (Choose), Expert: Music (Choose), Dance, Oratory, Perform, Social, Human Perception, Programming, Basic Tech.

6 — EMPLOYMENT

After you graduate from school, you'll enter a corporation. (What!? You don't want to be a Corporate? Hey, why do you think your 'rents spent millions on your education?) Finding a job is the major turning-point for a Japanese or Korean. Roll 1d10, and add the modifiers listed in the Employment Modifiers Table, and compare with the Employment Table. You may spend pick-up skill points to improve your chances on a 1 to 1 point level.

EMPLOYMENT MODIFIERS TABLE

- 1 You only graduated from High School.
- +1 You graduated from Graduate School.
- +3 You graduated with a Doctorate.
- +1 For every White mark you gained in your last school.
- +1 If you are Yangban (for all Korean corps except Sungan).
- +2 If your parents are executives in the corporation.
- +3 If you are a relative of the ruling family of the corporation.
- +5 If you are a member of the ruling family of the Zaibatsu.
- 1 For every Black mark you got in your last school.
- 1 If you were born in a foreign country.
- 2 If you are a woman (for all Korean corps except Sungan).
- 2 If you are Japanese (Korean corps only).
- 2 If you are a non-Japanese Asian (Japanese corps only).
- 2 If you have joined Bosozoku, Yakuza, or other Gang.
- 2 If you had a FAMILY TRAGEDY other than the death of your family.
- 3 If your family are members of Yakuza, Pirates, or other Gangs.
- 3 If your family ranking is Urban Homeless.

EMPLOYMENT TABLE

- 8 No corp will hire you. You must be self-employed, a free-lancer, or a part-time worker. (Corp salary -50%)
- 7 to -3 You are hired by a humble company. (Corp salary -20%)
- 2 to 2 You are hired by a small corporation. (Corp salary -10%)
- 3 to 7 You are hired by a medium corp. (Corp salary -5%)
- 8 to 12 You are hired by a large corp. (Corp salary as per CP2020)
- 13 to 15 You are hired by a very large corp. (Corp salary +10%)
- 16+ You are hired by the central corp of a Zaibatsu. (Corp salary +15%)

PC corps who start play with *Resources* ability of +5 or better are considered to be from a corporate family. Otherwise, you must explain to the Ref. how you can start so high with your humble beginnings. These corporates may have an extra 5 to 10 points in their professional packages, at the cost of losing those points from your pick-up skills. (You studied *really hard*, choomba.)

If you really want to get into a good corp, you should graduate from University at least. If you don't satisfy the requirements, and don't have any connections with executives, your maximum level of *Resource* ability at character creation will be restricted: If you only graduated from high school, your maximum starting *Resource* level is +5 (once you begin play, you can raise it above this level, but you will have an IP modifier of (x2) from *Resource* +6). If you only graduated from Junior High, your maximum starting *Resource* level is +3, and your IP modifier will be (x2) from *Resource* +4. If you didn't graduate Junior High, no corporation will hire you.

7 — STARTING FUNDS

STUDENTS/RONIN

A character who starts play as a student or ronin has 1000 Eb, no matter what your Role is. You may gain 1D10x100 Eb for every point of pick-up skill you sacrifice; these count for time at part-time jobs or working on the Street.

CORPORATE/EMPLOYEE

This life is quite comfortable compared to the streets.

Corps and Employees (such as corp-owned Techies, Medtechies, Solos, or Medias) get 1d10+10% of the money he earned during his time spent in service as savings. You think this will give you a lot of money to spend on Cyberware, but, thinking about it, wouldn't Employees and Corps rather buy a car or house, rather than bulking up on cyberware?

Corps and Employees also get Medical Benefits. You only pay 10% of the cost of sicknesses or injuries suffered while employed by a corp, the rest is covered by insurance. Of course, you still get salary while recovering. If you are an Elite Corp or Employee (+7 or better Special Ability), your medical services are completely free. If you are a top Elite (+9 or better Special Ability), you get a free Trauma Team contract on top of it all.

Also, if you put in your 40 years of service, you get retirement pay. This is 5% of your total working salary. Note: if you are fired, you don't get it.

Medical insurance is only good for legitimate doctors and injuries. It doesn't cover "unnecessary" operations, and you can't use it at the ripperdoc's.

SPECIALISTS

If you are a Military Soldier (or SDF member) or Cop, see your respective sections for pay. Soldiers and Cops get medical service at 10% of cost, and injuries in the line of duty are treated for free. Cops also get backup similar to Trauma Team. See HoB and P&S for more info.

If you are a Freelancer, such as a Fixer or Freelance Media, etc., use the standard rules in CP2020 pg. 58-59. If you pay 50 Eb a month into National Insurance, you get medical coverage at 10% of cost. If you don't, then you may just as well be Pu.

PU-TARO

You are the same as most American cyberpunks; see CP2020 pg. 58-59 for pay scales.

If you are a registered citizen of Japan or Korea, you may have insurance service at 30%. (Yes, if you don't have a job, you have to pay more. Life just ain't fair, neh?) Of course, if you aren't registered, then you cannot have National Insurance, and must pay 100% for medical treatment.



PERSONAL STYLE

For mainland, unless in Taiwan. Roll or Choose.

ROLL	CLOTHES	HAIRSTYLE	AFFECTATIONS
1	Jeans	Mohawk	Tattoos
2	Corp suits	Short + spiky	Shades (Mirrors)
3	Big suits	Long + ratty	Ritual scars
4	Jumpsuits	Bald	Nose rings
5	Miniskirts	Box fade	Earrings
6	High Fashion	Colored	Fingerless gloves
7	Camos	Neat + short	Combat Boots (Heels)
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgynous makeup
10	SovUtilitarian	Tech cut	Weird lenses (Preppy)

FAMILY RANKING

Mainland only, Taiwan uses Japan's Chart (see pg. 34)

ROLL	RANKING
1	Cadre
2	Corp Exec
3	Shopkeeper
4	Artisan
5	Triad family
6-7	Peasant-Factory
8-9	Peasant-Farm
10	Refugee

CHILDHOOD ENVIRONMENT

ROLL	CHILDHOOD
1	On the streets with no supervision; guttersnipe, child prostitute, etc.
2	Cadre compound; the life of luxury
3	Refugee pack; life of absolute squalor, desperation
4	Revolutionary camp; armed paranoia
5	Small village; Chinese beavertown
6	Triad family/Pirate pack
7	Buddhist temple compound
8	Farm work unit; working for a living at 8AM
9	Factory work unit; ditto
10	Family small business; ditto

GET LUCKY

ROLL	RESULT
1	Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.
2	Windfall! 1d10x100 YY / Eb.
3	Score a deal! 1d10x100 YY / Eb.
4-5	Gain a Sense! Pick up Tai Chi Chuan or Animal Kung Fu at +2, or add +1 if you already have the skill.
6	Foreign corp owes you a favor.
7	Refugee group befriends you; maybe you saved their camel. You can call on them for one favor a month, equivalent to Family SA +2.
8	Make a friend on Public Security. Use him for inside info as +2 Streetwise on any PubSec situation.
9	Triad/gang likes you. One favor a month, equivalent to Family SA +2. But don't overdo it.
10	Find a teacher. Pick up any INT skill at +2, or add +1 to an existing skill.

SIBLINGS

You may have up to 2 siblings (due to population control laws [China] and the expense of education [Taiwan]). Roll 1D6; on 1-2, that's the number of siblings; on 3-6, you're an only child.

Sex of siblings— roll 1D6:

On 1-2, it's a girl.

On 4-6, it's a boy.

SLANG AND VOCAB

Amah (HK) — Household servant, such as a maid or babysitter.

Bun/Bun dan — Stupid, stupid guy

Che hai — Fixer dealing in illegal goods

Cherkuay — Disadvantaged, such as at a disadvantage in a business deal. "I'm cherkuay in deals with Arasaka. They're much stronger than we are."

Chuchi — Fixer dealing with information

Duoshaoquian? — How much is it?

Fan piao — (Lit. "rice ticket") A foreign spouse, which is one of the few ways to get an emigration permit to a (hopefully) richer country.

Godown — Warehouse

Guanxi — Mutual back-scratching and gift-giving.

Gwailo (HK) — (Lit. "ghost man") Foreigner—sometimes an insulting meaning, much like the Japanese "Gaijin."

Hong (HK) — Big company

Hung kwan — Triad enforcers and hit men

Hu tong — Narrow alleyways that make up most of a city.

Joss — Luck, which is not left to chance.

Lushe — Cheap hotel. Warning for the security conscious! In most Lushe around the Rim, the walls stop a foot short of the ceiling, and only have wire mesh, for ventilation. The walls are also only 1cm thick. If you have any "special business", DON'T conduct it in a 3YY-a-night Lushe.

Mei you — (Lit. "not have") may be used as a greeting, ie, "We have nothing, go away." Mei you can have many reasons which are unstated—because nothing's in, because I don't want to get up, because you're gwailo, etc. Opposite is You, or "have."

Mo lei tau (HK) — Nonsense comedy popularized in early 90's. Almost Zen in incomprehension. Standard greeting, "Drink a cup of soup, have a bun, let's chat" which is uproariously funny for Mo lei tau practitioners.

Pak tsz shih — Negotiator

Putonghua — (Lit. "common tongue") Mandarin Chinese, the official dialect.

QJ pao — Traditional "dragon lady" dress with the high collar and slit up the thigh. (In Cantonese, it's called a cheongsam.)

Renao — Festive, exciting or noisy. The loud music that plays everywhere, the traffic noise, and the fireworks at festivals are very renao. The Chinese prefer the cities because they are renao.

Ren qing wei — "Warm feelings," hospitality.

Sze kau — Services broker (sex, chopping, ripperdoc, middleman)

Tai guay luh — Too expensive.

Taipan (HK) — Big boss. Saburo Arasaka is his hong's Taipan.

Wai guaren — White devil, foreigner. The Mandarin version of gwailo.

Way shien — Dangerous.

Wo yao... — I want...

Wo you shahdlow ni! — "I'll kill you!"

Wushu — Martial Arts.

Xiao chi — The everpresent snack stands

Xiuxi — The 1pm-2pm afternoon siesta.

Yang guay dz — White people

Yo mau bing — Broken or screwed up. "This dataterm is always Yo mau bing!"

1 — ORIGINS AND PERSONAL STYLE

ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages Used under each country. Choose an ethnic group, or be expatriate kids. Pick one language as your mother tongue (+8), also, because of the diversity in the area, you may pick another language to speak at +4 (this is usually English, or in some cases, French).

2 — FAMILY BACKGROUND

FAMILY RANKING (Choose or roll one)

Roll	Result
1	Corporate Managers
2	Corporate Technicians
3	Military/Police/Government Bureaucrats
4	Factory workers (+3 to Childhood Environment)
5	Farmers/Fishermen (+3 to Childhood Environment)
6	Store owner/Artisan (+3 to Childhood Environment)
7	Religious Fanatics/Radicals
8	Highland Tribe
9	Pirates/Gangs/Smugglers
10	Urban Homeless/Street Trash

Go To PARENTS (CP2020 p35).

SOMETHING HAPPENED TO PARENTS (Choose or roll)

Roll	Result
1	Parents were murdered
2	Parents died in warfare
3	Parents died in an accident
4	Parents committed suicide
5	You never knew your parents
6	Parents are in hiding to protect you
7	You were left with relatives
8	Parents gave you up for adoption
9	Parents became fanatics/radicals
10	Parents sold you for money

Go To FAMILY STATUS (CP2020 p35).

CHILDHOOD ENVIRONMENT (Choose or roll)

Roll	Result
1	Spent in the dorm of a school
2	Safe corporate suburb/arcology
3	Corporate farm/research facility
4	Normal city life
5	Street, with no adult supervision

Roll	Result
6	Small village or town
7	Martial arts/religious training
8	Gang/Pirates/Smugglers
9-10	Worked in factory/store from age 8

CENTRAL AND SOUTH AMERICAN LIFEPAATH GENERATOR

(From Conflict II: The Central and South American Sourcebook at Datafortress 2020)

FAMILY BACKGROUND

1	TRIBAL OR ISOLATED SMALL VILLAGE FAMILY (The simple life, little concept of wealth or formal education)
2	CORPORATE WORK FORCE FAMILY (Working the mines, fields, etc.. of a corporate holding, little more than slave labor)
3	URBAN POOR FAMILY (The largest urban group, not homeless, but almost)
4	CORPORATE FAMILY (Actual employees of a corporation, usually foreign)
5	URBAN HOMELESS FAMILY (Shanty towns and alleyways)
6	FOREIGN NATIONAL FAMILY (Your parents are foreigners, automatically better off than 90% of the country)
7	MIDDLE CLASS FAMILY (Comfortable life, not wealthy, but better off than most)
8	REFUGEE FAMILY (displaced and running from persecution)
9	AGRICULTURAL FAMILY (Farmers, working for landowners or on a corporate farm)
10	POLITICAL RADICAL FAMILY (Family was comprised of Terrorists, Rebels, Political Activists)

PARENTS

1	Single mother, father unknown
2	Widow(er) or divorcee
3	Both parents
4	Child of Communal Parentage
5	Orphan
6	Feral

PARENTS STATUS

1-2	PARENTS ALIVE (Go to Family Status)
3-4	SOMETHING HAS HAPPENED TO ONE OF YOUR PARENTS (Go to Something Happened)
5-6	SOMETHING HAS HAPPENED TO BOTH (OR ALL) OF YOUR PARENTS (Go to Something Happened)

FAMILY STATUS

1-6	FAMILY STATUS IN DANGER RISK LOSING EVERYTHING (Go to Family Tragedy)
7-10	FAMILY STATUS OK, EVEN IF ONE OR ALL PARENTS DEAD (Go to Childhood Environment)

SOMETHING HAPPENED TO YOUR PARENTS

1	PARENT(S) DIED IN CONFLICT
2	PARENT(S) DIED IN ACCIDENT
3	PARENT(S) DIED IN TERRORIST, REBEL, OR MILITARY ATTACK
4	PARENTS IMPRISONED OR ENSLAVED
5	PARENT(S) DIED OF MEDICAL PROBLEM (Including disease and starvation)
6	PARENT(S) INCAPACITATED OR CRIPPLED
7	PARENT(S) DIED IN ETHNIC CLEANSING
8	PARENT(S) MURDERED
9	PARENT(S) EXILED FROM TRIBE OR COMMUNITY
10	PARENT(S) PARENTS VANISHED
	GO TO FAMILY STATUS

FAMILY TRAGEDY

1	FAMILY EXILED FROM TRIBE OR COMMUNITY
2	FAMILY WAS LAST SURVIVORS OF TRIBE OR VILLAGE
3	FAMILY DISPLACED AND SCATTERED DURING EXODUS
4	FAMILY INCURRED WRATH OF CORPORATE EXECUTIVE, REBEL LEADER, POLITICIAN, OR CARTEL LEADER
5	FAMILY HELD RESPONSIBLE FOR VILLAGE OR COMMUNITY MISFORTUNE
6	FAMILY INVOLVED IN TERRITORIAL, RELIGIOUS, OR POLITICAL CONFLICT
	GO TO CHILDHOOD ENVIRONMENT

CHILDHOOD ENVIRONMENT

1	SPENT HAPPILY
2	SPENT UNHAPPILY DUE TO CIRCUMSTANCES BEYOND YOUR CONTROL
3	SPENT AWAY OR SEPERATED FROM FAMILY
4	SPENT IN PRISON
5	SPENT LIVING ON THE STREET
6	SPENT IN CORPORATE WORK PROGRAM (BASICALLY SLAVE LABOR)
	REFER TO CYBERPUNK 2020 TO ROLL FOR SIBLINGS
	REFER TO CYBERPUNK 2020 FOR MOTIVATIONS
	GO TO LIFE EVENTS

LIFE EVENTS

1-3	BIG PROBLEMS BIG WINS (USE CHARTS GIVEN HERE) Roll 1d10, even = Big Wins, odd = Big Problems
4-6	FIENDS AND ENEMIES (USE 2020 CHARTS)
7-8	ROMANTIC INVOLVEMENT (USE 2020 CHARTS)
9-10	NOTHING HAPPENED

BIG WINS

1	EDUCATION (you get extremely lucky and find someone to teach you start with +2 general education)
2	FINANCIAL WINDFALL (1d10x10 extra eb, which in most of Central or South America moves you to straight to upper middle class)
3	MAKE A CONTACT (gain the favor of someone influential = 1 favor a month)
4	ARMS TRAINING (Spend a year with a local police, military, rebel, cartel or mercenary group) add +1 Pistol and +1 rifle to starting skills
5	INHERIT A WEAPON (any Central or South American melee weapon, or any standard (under 200eb value) firearm)
6	MAKE A FRIEND WITH LOCAL AUTHORITY (local police, tribal leader, militia, rebel force, etc... +1 authority)
7	GET A JOB AS A GUIDE (+2 wilderness survival to starting character skills)
8	HONOR OF CORPORATE R&D TESTING (recieve one piece of basic basic cyber or bioware, albiet at twice humanity cost, use DROCS rules to adjust)
9	GAIN INFLUENCE IN A TRIBE or small community (+1 Family)
10	FIND A DRIVING INSTRUCTOR (+2 driving to starting character skills)

BIG PROBLEMS

1	CAUGHT A TROPICAL DISEASE (-1 to BOD)
2	TAKEN BY POLICE OR SOLDIERS FOR "QUESTIONING" (1-5 the authorities in this area know you, 6-8 you are taken into custody whenever ANYTHING happens, 9-10 you are jailed and beaten on sight and recieve -1 ATTR
3	CLOSE ENCOUNTER WITH DANGEROUS ANIMAL (GM's choice of animal, when encountered you: 1-3 flee in terror, 4-6 attack blindly, 7-9 methodically hunt down and kill every one you can find, 10 freeze in horror unable to move)
4	LOVED ONE LOST IN VIOLENT INCIDENT (such as terrorist attack, Military crossfire, etc...)
5	CAUGHT IN THE MIDDLE OF REBEL CONFLICT OR REGIONAL WAR
6	WITNESSED ETHNIC PURGE OR COMMUNITY MASSACRE (1-6 terrible nightmares and often wake up screaming, 7-10 suffer mental breakdown and develop major psychosis and suffer -1 EMP)
7	STEPPED ON A LAND MINE (lost limb 1-5 arm, 6-10 leg, roall again even =left limb, odd = right limb)
8	HOME OR HOMELANDS TAKEN OVER BY FOREIGN CORPORATION (family and friends relocated or shipped off to work for corp. in slave labor like conditions, you are left destitute, character only recieves absolute basics ie. what he can carry on his back, lose 2d10eb starting cash)
9	WANTED BY "DEATH SQUAD (if they catch you, they will torture and kill you)
10	SPEND A YEAR IN PRISON

AFRICAN LIFEPAATH GENERATOR

(From Conflict: The African Sourcebook at Datafortress 2020)

FAMILY BACKGROUND

1	TRIBAL FAMILY (The simple life, little concept of wealth or formal education)
2	CORPORATE WORK FORCE FAMILY (Working the mines, fields, etc.. of a corporate holding, little more than slave labor)
3	URBAN POOR FAMILY (The largest urban group, not homeless, but almost)
4	CORPORATE FAMILY (Actual employees of a corporation, usually foreign)
5	URBAN HOMELESS FAMILY (Shanty towns and alleyways)
6	FOREIGN NATIONAL FAMILY (Your parents are foreigners, automatically better off than 90% of the country)
7	MIDDLE CLASS FAMILY (Comfortable life, not wealthy, but better off than most)
8	REFUGEE FAMILY (displaced and running from persecution)
9	AGRICULTURAL FAMILY (Farmers, working for landowners or on a corporate farm)
10	POLITICAL RADICAL FAMILY (Family was comprised of Terrorists, Rebels, Political Activists)

PARENTS

1	Single mother, father unknown
2	Widow(er) or divorcee
3	Both parents
4	Child of Communal Parentage
5	Orphan
6	Feral

PARENTS STATUS

1-2	PARENTS ALIVE (Go to Family Status)
3-4	SOMETHING HAS HAPPENED TO ONE OF YOUR PARENTS (Go to Something Happened)
5-6	SOMETHING HAS HAPPENED TO BOTH (OR ALL) OF YOUR PARENTS (Go to Something Happened)

FAMILY STATUS

1-6	FAMILY STATUS IN DANGER RISK LOSING EVERYTHING (Go to Family Tragedy)
7-10	FAMILY STATUS OK, EVEN IF ONE OR ALL PARENTS DEAD (Go to Childhood Environment)

SOMETHING HAPPENED TO YOUR PARENTS

1	PARENT(S) DIED IN CONFLICT
2	PARENT(S) DIED IN ACCIDENT
3	PARENT(S) DIED IN TERRORIST OR MILITARY ATTACK
4	PARENTS IMPRISONED OR ENSLAVED
5	PARENT(S) DIED OF MEDICAL PROBLEM (Including disease and starvation)
6	PARENT(S) INCAPACITATED OR CRIPPLED
7	PARENT(S) DIED IN ETHNIC CLEANSING
8	PARENT(S) MURDERED
9	PARENT(S) EXILED FROM TRIBE OR COMMUNITY
10	PARENT(S) PARENTS VANISHED
GO TO FAMILY STATUS	

FAMILY TRAGEDY

1	FAMILY EXILED FROM TRIBE OR COMMUNITY
2	FAMILY WAS LAST SURVIVORS OF TRIBE OR VILLAGE
3	FAMILY DISPLACED AND SCATTERED DURING EXODUS
4	FAMILY INCURRED WRATH OF LOCAL WARLORD, POLITICIAN, OR TRIBAL LEADER
5	FAMILY HELD RESPONSIBLE FOR TRIBAL OR COMMUNITY MISFORTUNE
6	FAMILY INVOLVED IN TRIBAL, RELIGIOUS, OR POLITICAL CONFLICT
GO TO CHILDHOOD ENVIRONMENT	

CHILHOOD ENVIRONMENT

1	SPENT HAPPILY
2	SPENT UNHAPPILY DUE TI CIRCUMSTANCES BEYOND YOUR CONTROL
3	SPENT AWAY OR SEPERATED FROM FAMILY
4	SPENT IN PRISON
5	SPENT LIVING ON THE STREET
6	SPENT IN CORPORATE WORK PROGRAM (BASICALLY SLAVE LABOR)
REFER TO CYBERPUNK 2020 TO ROLL FOR SIBLINGS	
REFER TO CYBERPUNK 2020 FOR MOTIVATIONS	
GO TO LIFE EVENTS	

LIFE EVENTS

1-3	BIG PROBLEMS BIG WINS (USE CHARTS GIVEN HERE) Roll 1d10, even = Big Wins, odd = Big Problems
4-6	FIENDS AND ENEMIES (USE 2020 CHARTS)
7-8	ROMANTIC INVOLVEMENT (USE 2020 CHARTS)
9-10	NOTHING HAPPENED

BIG WINS

1	EDUCATION (you get extremely lucky and find someone to teach you start with +2 general education)
2	FINANCIAL WINDFALL (1d10x10 extra eb, which in africa moves you to straight to upper middle class)
3	MAKE A CONTACT (gain the favor of someone influential = 1 favor a month)
4	ARMS TRAINING (Spend a year with a local police, military, rebel, terrorist or mercenary group add +1 Pistol and +1 rifle to starting skills)
5	INHERIT A WEAPON (any african melee weapon, or any standard (under 200eb value) firearm)
6	MAKE A FRIEND WITH LOCAL AUTHORITY (local police, tribal leader, militia, rebel force, etc... +1 authority)
7	GET A JOB AS A GUIDE (+2 wilderness survival to starting character skills)
8	HONOR OF CORPORATE R&D TESTING (recieve one piece of basic basic cyber or bioware, albiet at twice humanity cost, use DROCS rules to adjust)
9	GAIN INFLUENCE IN A TRIBE (+1 Family)
10	FIND A DRIVING INSTRUCTOR (+2 driving to starting character skills)

BIG PROBLEMS

1	CAUGHT A TROPICAL DISEASE (-1 to BOD)
2	TAKEN BY POLICE OR SOLDIERS FOR "QUESTIONING" (1-5 the authorities in this area know you, 6-8 you are taken into custody whenever ANYTHING happens, 9-10 you are jailed and beaten on sight and recieve -1 ATTR)
3	CLOSE ENCOUNTER WITH DANGEROUS ANIMAL (GM's choice of animal, when encountered you: 1-3 flee in terror, 4-6 attack blindly, 7-9 methodically hunt down and kill every one you can find, 10 freeze in horror unable to move)
4	LOVED ONE LOST IN VIOLENT INCIDENT (such as terrorist attack, Military crossfire, etc...)
5	CAUGHT IN THE MIDDLE OF REBEL CONFLICT OR TRIBAL WAR
6	WITNESSED ETHNIC PURGE OR TRIBAL MASSACRE (1-6 terrible nightmares and often wake up screaming, 7-10 suffer mental breakdown and develop major psychosis and suffer -1 EMP)
7	STEPPED ON A LAND MINE (lost limb 1-5 arm, 6-10 leg, roall again even =left limb, odd = right limb)
8	HOME OR HOMELANDS TAKEN OVER BY FOREIGN CORPORATION (family and friends relocated or shipped off to work for corp. in slave labor like conditions, or for ESA if in Kenya, you are left destitute, character only recieves absolute basics ie. what he can carry on his back, lose 2d10eb starting cash)
9	WANTED BY "DEATH SQUAD (if they catch you, they will torture and kill you)
10	SPEND A YEAR IN PRISON

The following section is scanned directly from the Cyberpunk 2020 sourcebook Eurosource Plus and are included here in god faith to provide a complete guide to Character generation.

CHILDHOOD ENVIRONMENT

- 1 Spent in the dorm of a school
- 2 Safe corporate suburb/arcology
- 3 Corporate farm/research facility
- 4 Normal city life
- 5 Street, with no adult supervision
- 6 Small village or town
- 7 Martial arts/religious training
- 8 Gand/Pirates/Smugglers
- 9-10 Worked in factory/store from age 8

European Characters

LIFEPATH MODIFICATIONS

All European characters must take Education and a foreign European Language at +2 or better. Characters from core Europe must also take Programming at +2 or better.

FAMILY RANKING

Change #9 to "Urban Jobless". In core nations also change #8 to "Urban Jobless". For #1, #2, #3 roll 1D6: On a 5-6 change "Corporate" to "Commission".

SIBLINGS

Unless from Nomad or Pirate background roll 1D6. 1-2: you have one sibling; 3: you have two; 4: you have three; 5-6: you are an only child.

BIG PROBLEMS, BIG WINS

Change cash wins and losses to 3D10x100 euro.

Orbital Characters

ZERO-G COMBAT

Orbital-born characters automatically have this skill at +1, and may buy it at higher levels using IP.

ZERO-G MANEUVER

Orbital-born characters automatically have this skill at +3, and may buy it at higher levels using IP.

OCCUPATIONAL LIFEPATH CHARTS

NOMAD

The following pages are scanned directly from the Cyberpunk 2020 sourcebook Neotribes and are included here in good faith to provide a complete guide to Character generation.

NOMAD LIFEPATH CHARTS

1 — FAMILY BACKGROUND

Family of origin is defined by two separate parameters: how well-off the family is, and what type of work the family does. To generate the socio-economic rank for a nomad character's family, simply roll two ten-sided dice, add the two numbers together, and divide by two. This average is the status (equivalent to the nomad *Family Special Attribute*) of your parents. This status does not really mean much outside nomad culture, but may be important to the character's story.

What is important to nomads is the type of work the character was raised doing (which should therefore influence the background skills the player chooses). Families could be affiliated with any of the seven major nations, or be an independent group affiliated with none of them, depending on the ideas of the player and referee. If the character was raised outside of the nomads, use Family Ranking from *CP2020*.

FAMILY OF ORIGIN (Choose or Roll One)

- | | |
|----|----------------------------|
| 1 | Construction Family |
| 2 | Salvage Family |
| 3 | Transportation Family |
| 4 | Outrider Family |
| 5 | Warrior Family |
| 6 | Shaman/Doctor Family |
| 7 | Technical Family |
| 8 | Entertainment/Carny Family |
| 9 | Agricultural Family |
| 10 | Raffen Shiv Family |

Go to **Parents**.

PARENTS (Choose or Roll One)

- | | |
|---|--|
| 1 | Child of Single Mother, Father Unknown |
| 2 | Child of Widow/er or Divorcee |
| 3 | Child of Two Parents |
| 4 | Child of Group Marriage |
| 5 | Orphan, Refugee, or Runaway |
| 6 | Feral Child* |

* Feral children are rare but not unheard-of in *Cyberpunk*. These children were lost or abandoned while very young and lived as animals. This usually happened before the base socialization skills were learned (about age five). In some cases the children were older, but all previous development had been blocked out by some traumatic incident. Feral children are always taken in by nomads; even though they are not prepared for social life, they can be taught socialization and be made better, if not well.

Go to **Parents' Current Status**

PARENTS' CURRENT STATUS (Choose or Roll)

- | | |
|---|--|
| 1 | Parents Alive (Go to Family Status) |
| 2 | Parents Alive (Go to Family Status) |
| 3 | Something has happened to one of your parents (Go To Something Happened to Your Parent(s)) |
| 4 | Something has happened to one of your parents (Go To Something Happened to Your Parent(s)) |
| 5 | Something has happened to both (or all of) your parents (Go To Something Happened to Your Parent(s)) |
| 6 | Something has happened to both (or all of) your parents (Go To Something Happened to Your Parent(s)) |

SOMETHING HAPPENED TO PARENTS (Choose or Roll)

- | | |
|----|---|
| 1 | Parent(s) died in warfare |
| 2 | Parent(s) died in a road accident |
| 3 | Parent(s) were murdered |
| 4 | Parent(s) imprisoned |
| 5 | Parent(s) died of heart attack or other premature cause |
| 6 | Parent(s) incapacitated by illness or injury |
| 7 | Parent(s) got lost or vanished |
| 8 | Parent(s) died committing a crime |
| 9 | Parent(s) left the pack |
| 10 | Parent(s) abandoned you |

Go To **Family Status**

FAMILY STATUS (Choose or Roll One)

- | | |
|------|---|
| 1-8 | Family standing among your clan is good, even if your parents are missing and/or dead. (Go to Childhood Environment.) |
| 9-10 | Your family is not in good standing with pack. (Go to Family Tragedy.) |

FAMILY TRAGEDY (Choose or Roll One)

- | | |
|---|--|
| 1 | Family was expelled from pack for breaking the Code. |
| 2 | Family was last survivors of a pack. |
| 3 | Family was unable to travel with the pack. |
| 4 | Family was separated from the pack. |
| 5 | Family was held responsible for pack misfortune. |
| 6 | Family was involved in an intra-pack feud. |

1 — FAMILY BACKGROUND (CONTINUED)

CHILDHOOD ENVIRONMENT (Choose or Roll One)

- 1 Spent happily, with normal nomad pastimes.
- 2 Spent unhappily, due to circumstances beyond your control.
- 3 Spent away from your family (use **Childhood Environment** from the main rulebook if this option is chosen).
- 4 Spent separately from the main body of the pack.
- 5 Spent in juvenile institutions (Go to **CP2020 Lifepath** section).
- 6 Spent on the Street (Go to **CP2020 Lifepath** section).

Go To **Siblings**

SIBLINGS (Choose or Roll One)

You may have up to seven brothers and/or sisters. These do not necessarily have to be blood relations, simply children you grew up with and with whom you share a special bond of one sort or another. In fact, if you were a feral child or an orphan you have no known blood relatives. Roll 1d10. 1-7 is the number of brothers and/or sisters you have. On 8-10, you are an only child.

For Each Brother or Sister:

1) Roll 1d10. Even, the sibling is male, odd, the sibling is female.

2) Roll age, relative to yourself. Even is older, odd is younger.

3) For each sibling, choose or roll their feelings about you.

- | | |
|-------|------------------|
| 1-2: | Hatred |
| 3-4: | Dislike |
| 5-6: | Neutral Feelings |
| 7-8: | Like |
| 9-10: | Very Close Ties |

Go To **Motivations**.

2 — MOTIVATIONS

PERSONALITY TRAITS: (Choose or Roll One)

- 1 Outgoing
- 2 Neutral
- 3 Aloof
- 4 Indifferent to Outsiders
- 5 Cautious
- 6 Perfectionist
- 7 Altruistic
- 8 Defensive
- 9 Compulsive
- 10 Manic

All nomads see the group's survival as a goal at least as important as saving their own lives. Teamwork is an absolute necessity in nomad society. People who will not work with others, are rebellious to the culture, or who place themselves above the whole, usually leave the society (if they are not forced out).

PERSON YOU VALUE MOST: (Choose or Roll One)

- 1 Your Family (in particular)
- 2 A Sibling
- 3 A Friend
- 4 A Lover or Ex-Lover
- 5 The Pack (in general)
- 6 Yourself or No One
- 7 A Pet
- 8 A Personal Icon or Hero (you may or may not have met)
- 9 A Religious Leader
- 10 A Teacher or Mentor

WHAT DO YOU VALUE MOST? (Choose or Roll One)

- 1 The Pack
- 2 Money
- 3 Personal Integrity or Honor
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Good Times
- 8 Power or Influence
- 9 Skill
- 10 Friendship

HOW DO YOU FEEL ABOUT MOST PEOPLE? (Choose or Roll One)

- | | | | |
|---|--------------------------------------|---|---------------------------|
| 1 | Indifferent | 5 | They Are Useful Tools |
| 2 | Neutral & Negative | 6 | People Are Basically Good |
| 3 | Neutral & Positive | | |
| 4 | Refuse to Make Judgments Until Known | | |

Go To **Life Events**.

3 — LIFE EVENTS

You may either use the system in the main rulebook or the one presented here for determining events in your character's life up to the beginning of play.

LIFE EVENTS

1-3	Big Problems, Big Wins (use the charts given here)
4-6	Friend & Enemies (use 2020 charts)
7-8	Romantic Involvement (use 2020 charts)
9-10	Nothing Much Happened That Year

3A — BIG PROBLEMS, BIG WINS

Nomad life is very risky indeed. Even with a pack of tight brothers and sisters backing your play, there are times that things just won't go right. But, for every time that things turn up terrible, there's a time when life just fits into place like a well-made engine. Roll 1d10. On an even roll, you scored big. On an odd roll, you got yourself hit.

DISASTER STRIKES! ROLL 1D10:

- 1 Expelled from the Pack: You screwed up something awful and have been banished for a period of 1d10 months. You may choose not to go back (use regular CP2020 Lifepath from here on out if you so choose). Even if you return, subtract one from your Reputation.
- 2 Imprisonment: You have been in jail or prison, or were held by a gang, corporation, or personal enemy. Maybe you were even held as a hostage by a rival nomad group. Roll 1d10 for the length of your captivity, in months.
- 3 Illness or addiction: You became sick or addicted to something. Lose one point of a random stat as a result.
- 4 Betrayal: You have been back-stabbed. Roll 1d10. 1-3, it is by a fellow pack member; 4-10, it is by an outsider. Roll another 1d10. 1-3, you are being blackmailed; 4-6, a secret was exposed to the pack or the outside world; 7-10, a close friend or lover turned against you.
- 5 Accident!: You were in some sort of accident. Roll 1d10. 1-3, you were disfigured and must subtract one point of ATT (Referee & player's discretion); 4-6, you were hospitalized, either in a static hospital or in the pack, for 1d10 months; 7-9, you lose 1d10 months of memory; and on a 10, you constantly relive nightmares of the event (1-5 on a d10 each night), and sometimes wake the camp with your screaming.
- 6 Lover, friend or relative killed: You lost someone you really cared about. 1-3, they died of natural causes; 4-8, they were murdered by unknown parties, or fell in battle; 9-10, they were foully murdered, and you know who did it!
- 7 Economic disaster: Roll 1d10: On 1-7, the pack is behind you, so you only lose your ready cash; but on an 8-10, the whole pack was caught in the same trouble, and you're all up against the wall pretty badly for a while.
- 8 Hunted: You're being pursued by enemies (for something you did or didn't actually do). Roll 1d10: 1-3, it is by a rival nomad pack (or other large group); with a 4-6, it's a corporate arm, a police force, or even a church (a medium group); on a 7-10, it is a few local cops or a gang (a small group);
- 9 Pack Tragedy: Roll 1d10. 1-3, your pack was destroyed in hostilities with enemies when you were elsewhere; 4-6, it was broken up by "the Law" for crimes (real or otherwise); 7-10, it got stomped by a corporation. Roll a die for every year after this event; on an even roll in any year, you find a new pack.
- 10 Mental Breakdown: Roll 1d10. On a 1-4, it's a nervous disorder with a physical cause—schizophrenia, heavy fever-induced hallucinations, or something of the sort. Otherwise, you just couldn't hack things for a while, and needed help getting your head put back together.

Go To **What Are You Going To Do About It?**

3A — BIG PROBLEMS, BIG WINS (CONTINUED)

WHAT ARE YOU GOING TO DO ABOUT IT?

Choose or roll one for every disaster:

- | | |
|-------|---|
| 1-2: | Clear your name |
| 2-3: | Put distance between you and the problem. |
| 4-5: | Hunt down and kill those responsible. |
| 6-7: | Get an appropriate pay-back out of the situation. |
| 8-10: | Blow it off — life's too short to waste with grudges. |

Go Back To **Life Events** And Roll The Next Year

YOU GET LUCKY (Roll 1d10):

- 1 A powerful nomad from another pack owes you a favor! This counts as *Family* skill 6 with their pack, but only once.
- 2 You got some equipment, either by scrounging or some aggressive bargaining. Roll 1d10x400 for value in eurodollars (and don't forget to pay extra for black market or illegal goods).
- 3 You got a chance to learn something useful. Add 2 to any INT or TECH skill.
- 4 You score big on a job or deal you're doing on your own. Roll 1d10x50xSpecial Ability for amount in eurodollars.
- 5 Powerful corporate exec owes you a favor. Counts as a *Resources* roll at the exec's resources skill once.
- 6 You did something really good for the pack. Add 1 to Rep or *Kith* (referee's discretion).
- 7 You made a friend in the police. You may ask for inside information at the cop's *Authority* when dealing with that person.
- 8 Powerful rocker takes a shine to you. You may ask him or her for one favor a month.
- 9 You did something heroic, and now everybody knows about it. Add 1 to your Rep or *Family*.
- 10 Find a Combat Teacher. Add +2 to any weapon skill, or any martial art.

Go Back to **Life Events** and Roll the Next Year.

4 — PERSONAL APPEARANCE

DRESS AND PERSONAL STYLE

Roll	Clothes	Hairstyle	Affectations
1	Tribal Dress	Dreads	Scarring, Branding
2	Paramilitary	Shaved	Tattoos
3	Leathers	Natural, Long	Jewelry
4	Denim	Short, Neat	Piercing
5	Generic	Colored	Hats/Caps
6	Coveralls	Braids, Wraps	Gloves/Boots
7	Ethnic Dress	Wild & All Over	Makeup
8	Short, Open	Spiked	Skin Tints
9	Normal Clothes	Shoulder Length	Goggles & Gear
10	Mixed (Roll 2)	Mohawk	Mixed (Roll 2)

CULTURAL / ETHNIC BACKGROUND

Roll		Roll	
1	Hispanic	6	Native American
2	Romany	7	Caribbean
3	African American	8	Asian
4	European	9	Other
5	Cultural American (of any ethnic group)	10	Polyglot (choose or roll any two or more)

COP

The following pages are scanned directly from the Cyberpunk 2020 sourcebook Protect and Serve and are included here in god faith to provide a complete guide to Character generation.

- ⑥ **Move to the Cop Lifepath section (pgs. 10-13 of this book).** Work through your Lifepath with the Referee and sort out some history on your cop.

LIFE EVENTS

Now you know who you are and you've got a grip on where you are going. Either roll 2D6+16 for your character's age, or pick any age you like between 18 and 45. For each year of your character's life past age 16, roll 1D10, reference that section of the Lifepath charts on pgs. 27-29 of the *CP 2020* book, and apply the results. After your character has joined the police, use the charts below. Each roll corresponds to an event during each year of your character's life. Keep rolling each year until you reach your starting age.

- 1-3 BIG PROBLEMS, BIG WINS
- 4-6 FRIENDS AND ENEMIES
- 7-8 ROMANTIC INVOLVEMENT
- 9-10 NOTHING HAPPENED THAT YEAR

BIG PROBLEMS, BIG WINS

Life with the badge can be good and it can be hell. This year you cut it good or you got cut up. Roll 1D10: if it's even you got lucky, if it's odd you didn't.

Disaster Strikes!

Roll 1D10

- 1 Financial loss or debt: Roll 1D10x100. You've lost this much Eb. If you can't pay it now, you have a debt to pay in cash—or blood.
- 2 You caught a slug! It was a bad one: Roll 1D10. 1-3= -1 to BOD Stat. 4-7= -1 to MA. 8-10= -1 to both. Either way, you've got a nasty scar.
- 3 Suspended and investigated by IAD: Pick up a Black Mark, and they're probably keeping a watchful eye on you now.
- 4 Betrayal: You have been backstabbed in some manner. Roll 1D10. 1-3, you're being blackmailed. 4-7, a secret was exposed. 8-10, you were betrayed by a close friend in either romance or career
- 5 Lover, friend or relative killed: You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10,



they were murdered and you know who did it. You just need the proof.

- 6 You shot an innocent: They didn't make it. Pick up a Black Mark. Suspended for six months.
- 7 Accident: You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 from your ATT. 5-6, you were hospitalized for 1D10 months that year. 7-8, you've lost 1D10 months of memory that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
- 8 Lose an Informant: He disappeared/got wasted/moved on.
- 9 Someone wanted you dead: Roll 1D10. 1-3, a criminal went after you personally. 4-6, an organised crime syndicate wanted you

out of the picture. 7-8, a Corp tried to take you down. 9-10, you don't know who they were or why they wanted you on a slab.

- 10 Lover, friend, relative busted! Roll 1D10. 1-4, it's only a misdemeanor. 5-7, it's a felony. 8-10, it's a federal crime.

What Are You Gonna Do About It?

Choose or roll one:

- 1-2 Clear your name.
- 3-4 Live it down and try to forget about it.
- 5-6 Hunt down those responsible and make them pay!
- 7-8 Attempt to cover it up.
- 9-10 Save, if possible, anyone else involved in the situation

You Get Lucky

Roll 1D10

- 1 Financial windfall: You got a work bonus, or a perp had a reward on him: Roll 1D10x100 for amount in Eurodollars.
- 2 Big collar, you're on the news! +1 Rep and gain a commendation.
- 3 Martial Arts training: Begin a Martial Art at +2 or add +1 to an existing Martial Arts skill.
- 4 Served overseas: Pick up a foreign enforcement contact at +2.
- 5 Undercover Op: Totally successful, well done. Gain a commendation.
- 6 Gain an Informant: Choose or roll one.
- 7 Promotion: About time, too! Lose a black mark and shoot up one rank.

- 8 Selected for a special Task Force: +1 Rep.
- 9 Sent on firearms course: +2 to one weapon (Firearm) skill.
- 10 Beneficial transfer. You choose.

FRIENDS AND ENEMIES

Life with the badge means two things. You make solid buddies, but your enemies are for life, and they're gonna be gunning for you. This year you met someone who isn't going to forget you fast. Good or bad? Let's see...

Roll 1D10. On a 1-5, it's a buddy; on a 6-10, it isn't.

Make A Friend

Roll 1D10 Even = Male, Odd = Female

Roll 1D10

- 1 Media
- 2 Corporate Exec
- 3 Gang Member
- 4 Nomad
- 5 LEDiv
- 6 Private Investigator
- 7 Criminal
- 8 -Co-worker or boss
- 9 Government official
- 10 Military

Make An Enemy

Not too much of a surprise, really. Nobody loves the badge.

Roll 1D10

Even = Male, Odd = Female

Roll 1D10

- 1 Fellow Cop
- 2 Government Official
- 3 Organised Crime (GM chooses group)
- 4 Corporate Exec
- 5 Gang member
- 6 LEDiv

"Why did I become a cop? Well, when push comes to shove, I like to be the one doing the pushing...you can push real hard with a Hurricane Assault Shotgun."

- 7 Informant or Friend
- 8 Independant Criminal
- 9 Lover/ex-lover
- 10 Media

The Cause

The emnity started when one of you (choose or roll one):

- 1 Caused the other to lose face or status.
- 2 Caused the loss of a lover, friend or relative.
- 3 Caused a physical disability: Roll 1D10, 1-2=lose eye, 3-4=lose arm, 5-6= badly scarred, 7-8=lose a leg, 9-10=lose 2 limbs.
- 4 Turned down other's offer of job or romantic involvement.
- 5 You just didn't like each other.
- 6 Was a romantic rival.
- 7 Foiled a plan of other's.
- 8 Busted him.
- 9 One of you was framed.
- 10 Rival at work.

Who's Fracked Off?

- 1-4 They hate you.

- 5-8 You hate them.

- 9-10 The feeling's mutual.

Whatcha' Gonna Do About It?

- 1-2 Concoct a murderous scheme to deal with him.
- 3-4 Avoid the scum.
- 5-6 Backstab him indirectly/Use your position to harass him.
- 7-8 Ignore the scum.
- 9-10 Rip into him verbally.

What Can He Throw Against You?

- 1-3 Just himself.
- 4-5 Him and a few friends.
- 6-8 His whole organization.
- 9-10 The whole organization, and he's got contacts everywhere!

ROMANTIC INVOLVEMENT

How you met:

- 1-6 Off-duty romance
- 7 Other cop
- 8 Your partner(!)
- 9 A superior officer
- 10 A criminal gone good

How it Worked Out:

- 1-4 Happy love affair
- 5 Tragic love affair
- 6-7 Love affair with problems
- 8-10 Some small dates, nothing serious

Tragic Love Affair:

- 1 Lover killed in accident
- 2 Lover vanished
- 3 Lover a wanted criminal
- 4 Lover worked for Crime Syndicate (you never quit the Mob).



5 Lover kidnapped by vengeful criminal/gang.

6 Lover left you for another cop.

7 Lover committed suicide.

8 Lover killed in police action.

9 Rival cut you out of the action.

10 Lover serving jail time for some crime (possibly framed).

Love Affair with Problems

1 Lover's friends/family hate cops.

2 Lover has criminal ex who wants you dead.

3 Your friends/co-workers don't approve of your lover.

4 One of you has a romantic rival.

5 You are currently separated.

6 You think lover may be involved with criminal activities, but need proof.

7 If lover is a Cop—you are rivals for an upcoming promotion.
If lover is not a Cop—lover thinks you should quit and find a "safe" job.

8 Lover is jealous, and often "follows" while you do your job.

9 One of you is "messing around."

10 You have different beliefs on law enforcement, and bicker constantly.

Mutual feelings

1 They still love you

2 You still love them

3 You still love each other

4 You hate them

5 They hate you

6 You hate each other

7 You're friends

8 No feeling's either way; it's over

9 You like them; they hate you

10 They like you; you hate them

Upon graduation from the police academy characters will possess the following skills (these do not count towards starting skill)

Authority +2

Handgun +1

Rifle +1

SMG +1

Awareness Notice +1

Athletics +1

Expert: Law and procedure +2

First Aid +1

Melee +1

Martial Art: Thamoc +1

Drive +1

Motorcycle +1

Further more, if you are a member of a tactical group, training will provide you with the following:

SWAT

Combat sense +2

Handgun +2

Rifle +2

SMG +2

Heavy Weapons +1

demolitions +1

Stealth +2

Awareness Notice +1

Pick Lock +1

Expert: Tactics: +1

Martial Art: Thamoc +1

C-SWAT

Combat sense +2

Handgun +2

Rifle +2

SMG +2

Heavy Weapons +1

demolitions +1

Stealth +2

Awareness Notice +1

Pick Lock +1

Expert: Tactics: +1

Martial Art: Thamoc +1

Pilot ACPA +

BOMB SQUAD

Demolitions +2

Basic tech +1

Electronics +1

Electronics Security +1

Awareness Notice +1

PROMOTION / TRANSFER REQUIREMENTS

To become a detective or a member of anything higher than uniformed patrol, you must earn it, and your skills must reflect it. Minimum skill requirements for each section are as follows:

DETECTIVE

Expert: Law and procedure +3

Awareness Notice +3

(in addition, to get into one of the specialized investigative divisions, you must HAVE at least a +2 in an Expert skill relating to crimes of that nature and the laws pertaining to them)

Passing the detectives exam requires at least a 15 on an Expert: Law roll, passing and becoming a detective gives a character an immediate authority of 4

SWAT

Combat Sense +1

Expert: Tactics +1

Athletics +3

Handgun +4

Rifle +4

SMG +3

(Getting into SWAT grants a +5 Authority automatically, but the pay scale is equal to a +6)

C-SWAT

Combat Sense +1

Expert: Tactics +1

Athletics +3

Handgun +4

Rifle +4

SMG +3

Expert: Law and procedure +3

(Getting into SWAT grants a +5 Authority automatically, but the pay scale is equal to a +7)

BOMB SQUAD

Demolitions +4

Electronics +3

Basic Tech +3

(Getting into Bomb Squad grants a +5 Authority automatically, but the pay scale is equal to a +8)

Internal Affairs

Expert: Law and procedure +5

(Getting into IAD automatically grants the Character a +6 Authority)

■ MILITARY SOLDIERS ■

The military life can be a hard life. A soldier is constantly reminded of the fact that he is required to lay down his life on another person's orders, without regard for the soldier's own desires. Furthermore, a soldier's time is usually taken up doing things that the soldier would rather not be doing, but that he has to do anyway. This concept is called discipline, and it features heavily in a soldier's life.

Why do people volunteer to become soldiers? For some, the military is a way to escape a

poor economic future. For others, the military represents a way of life where the person will be accepted, be part of a team, and perhaps even better his station in life. As for others, they want to go to new places, meet new people, and kill them with new toys of mass destruction. The fact that other people will tell them when, where and who they can kill is compensated for by allowing them to use expensive gear they could never afford otherwise.

Getting into the military isn't very hard. Normally, if you get into the recruitment office and prove that you're healthy, at least marginally intelligent, and sign the forms, you're in. Of course, forces with special missions have special requirements—the USAF's special mission demands above-average intelligence and adaptability, and they recruit for this, while the USMC just plain won't take weaklings. State militaries are even easier to get into. By and large, it's easier to get into the military than it is to get into Corporate armies. The rewards may not be as much, but the military isn't as nasty as Corporate armies, either.

POINTS OF INTEREST:

- ✓ A New Character Role
- ✓ Special Forces: Best of the Best
- ✓ The Military as Career
- ✓ Supporting NPCs
- ✓ Toys for the Troops

■ GENERATING MILITARY CHARACTERS ■

As with any Cyberpunk 2.0.2.0. character, you start out with determining the statistics. Once that is done, Parts 1-3 of the Lifepath can be dealt with. Stop there; now the military takes over!

The next step is to enter the desired branch of the military. After that is accomplished, the character goes through Basic and Advanced Individual Training (AIT) in the service.

Following Basic & AIT, the player decides how many years he wants the character to be in the military, then generates annual events, one year at a time. Each year, the player rolls for the year's Life Event, then, if eligible, tests for promotion and Special Forces training.

■ LIFE EVENTS ■

Roll each year of Life Events separately. This is important, because things can happen in a soldier's life to cut his career short, or change it dramatically. Life Event tables and rolls are handled normally, except that the Big Problems, Big Wins, and Make An Enemy tables are changed. Replace them with the tables below.

DISASTER STRIKES!

- 1 Financial Loss or Debt: Roll 1D10 x 100 eb. That's how much you've lost. Who knows how? Poker, a bad loan, a swindle.
- 2 In the Brig: You got tossed in the slammer for 1D10 months. Plus punishment duty, yum yum. There are many ways to get into the clink—insubordination, dereliction of duty, being framed for an infraction, etc. You can't test for Promotion or Special Forces this year.
- 3 Illness: The world of 2020 still has a lot of odd diseases and bioplagues run-

ning around, and most of them run around on battlefields where you're working. Lose 1 point of REF permanently as a result. You can't test for Promotion or Special Forces this year.

- 4 Betrayal: You've been backstabbed. Roll 1D10: 1-3, you're being blackmailed; 4-7, a secret was exposed; 8-10, you were betrayed by a close friend in either romance or career (you choose).
- 5 Injury: An occupational hazard. You can't test for Promotion or Special Forces this year. Roll 1D10: 1-4, you were disfigured and lose -2 from your ATT (the military tries to fix you up); 5-6, you were hospitalized for 1D10 months; 7-8, you lost 1D10 months of memory; 9-10, you have flashbacks of your injury—any time you're under stress, you have to pass a Difficulty 10 Cool test or go into a flashback (usually a combat experience!).
- 6 Lover, friend or relative killed: You lost someone you really cared about. Roll 1D10: 1-5, they died accidentally/naturally; 6-8, they were killed by unknown parties; 9-10, they were murdered and you know who did it. You just need proof.
- 7 False Accusation: You were set up. Roll 1D10: 1-3, accused of theft; 4-6, cowardice under fire; 7-9, black marketeering; 10, murder. You were innocent (hopefully), but you can't test for Promotion or Special Forces this year.
- 8 Dishonorable Discharge: You did something beyond the pale. You went too far, and they gave you the boot. Lose all privileges of rank, and you're out of the military with only 1,000 eb. Period. Merc units might not hire you, either, with a black mark like

that. You can't test for Promotion or Special Forces this year.

- 9 Honorable Discharge: Someone wanted you out, and maneuvered you out of the service. Who knows, maybe the budget got cut again. You're out, with all privileges of rank and long-service pay, if applicable.
- 10 Mental or Physical Incapacitation: Breakdown. Who knows how it happened? Stress, bioplague, poison? Roll 1D10: 1-3, it's some sort of nervous disorder, some bioplague perhaps—lose 1 point of REF; 4-7, it's a mental problem—anxiety attacks and phobias cause loss of 1 point of COOL; 8-10, major psychosis—you hear voices, shake, etc., so you lose 1 point of REF and 1 point of COOL. You are honorably discharged from the military, and can't test for Promotion or Special Forces this year.

YOU GET LUCKY

- 1 Make a Powerful Connection: It's not what you know, it's who you know. Roll 1D10: 1-4, you connected with a fixer/black marketer—you can buy military equipment for half price! Just don't get caught with it; 5-7, you make a friend in the brass—+5 to Promotion rolls; 8-10, you befriend a Special Forces officer—+5 to get into Special Forces.
- 2 Hit It Big: Heart Royal Flush. Make 1D10 x 100 euro.
- 3 Cyber Windfall: You have a chance to get some cyber-parts. Roll 1D10 x 100 eb.; you can either have this in cash as a bonus, or twice that amount in cyberware.
- 4 Find a Sensei: The military martial arts teachers are sometimes willing to spend time tutoring an eager pupil. Start a new Martial

Art at +2, or add +1 to an existing Martial Art.

- 5 Find a teacher: Likewise, military instructors look for motivated pupils. Start a new INT skill at +2, or add +1 to any existing INT-based skill.
- 6 Ranker Owes a Favor: You did a ranking officer a favor. This Major/Colonel/General owes you back.
- 7 Befriended by Mercenary Outfit: You did them a favor, or maybe you just hit them right. You may hit them up for information (and vice versa) on mercenary affairs, and may request a mercenary favor at a reduced price once and once only. They're also more willing to work with you (at the regular prices).
- 8 Friend in MilIntel: You befriend a "spook." You can get information from Military Intelligence at a level of +2 Streetwise.
- 9 Heroism Is Its Own Reward: You did something stupid, er, heroic. Advance one level of rank automatically, and receive a 1D10 x 100 eb. bonus.
- 10 Find a Combat Teacher: Armorers are willing to pass on their secrets, too. Add +1 to Weapon-smith skill, and add +1 to any weapons or combat skill (except Martial Arts or Brawling), or begin a new combat skill at +2.

MAKE AN ENEMY

Replace the "This enemy is (choose or roll one) 1-10" with those below:

- 1 Ex-friend
- 2 Ex-lover
- 3 Relative
- 4 Childhood enemy
- 5-7 Squad ex-friend
- 8 Your commanding officer
- 9 Officer, not your commander
- 10 Your squad sergeant

■ COMBAT SENSE SPECIALIZATION (OPTIONAL RULE) ■

All Combat Senses are equal; some are just more equal than others. A combat pilot has a wonderful grasp of 3-D maneuvering and tactics; a power-armor pilot has lightning reflexes and the ability to read his suit sensors' data, interpret and integrate it in a combat situation without effort; a tank crewman can maneuver, lay the gun and fire on the move without thinking about it; an astronaut EVAT is more like a pilot than a soldier. Take any grunt and place him in one of these positions—while he might have the training to handle routine operations, he's nowhere near the equal of a specialist. Likewise, take a specialist and slap him into a different specialty, or in a fire-fight, and he lags. After all, how many "Top Guns" are good shots and ground soldiers? This variant on the normal Combat Sense makes the special ability much more deadly than normal, but also puts restrictions on specializations.

Such specialization has the following effects: The player/GM states the specialization, restricted to a category of combat expertise (aircraft, PA suits, land vehicles, but not ground combat!). What this does is make the character's Combat Sense act at full value when in his element, but at half value when out of it (take a jet pilot and put him on foot in a fire-fight. What you have is an effective greenie that probably won't survive the fight). The benefits of specialization are added to all relevant skills when in the specialized element. Combat Sense 1-3 = No bonus, 4-6 = +1, 7-8 = +2, 9 = +3, 10 = +4. With this specialization, a pilot with Combat Sense (Aircraft) 7, Pilot (Fixed Wing) 5 and Heavy Weapons 3 is the equal of another pilot with Combat Sense 9, Pilot (Fixed Wing) 7 and Heavy Weapons 5. The +2 for specialization adds in to ALL skills used in conjunction with the specialization—for a pilot, that's all piloting skills, heavy weapons (when used for aircraft weapons), awareness/notice, and electronics when used for aircraft electronic warfare.

■ THIS IS THE ARMY, MR. PUNK ■

Joining the U.S. Army requires that the character have minimum stats of INT 3, REF 3, BODY 3, and MA 4. Once accepted into the Army, the character undergoes Basic and Advanced Individual Training (B&AIT). This training uses the standard 40 Career skill points. Basic Training (all soldiers get it) gives all soldiers:

Special Ability* +2
Awareness/Notice +1
Brawling +1
Stealth +1
Endurance +1
First Aid +1
Heavy Weapons +1
Rifle +2

***S**pecial Ability as per the soldier's specialty. Soldiers, pilots, tank drivers, etc., are Solos. The Army also has Techs, Medtechs, Cops (Military Police), Netrunners, and Fixers. (Any supply sergeant. Trust me.)

Army Basic Training uses up 10 of the soldier's Career skill points. 30 are left.

In Advanced Individual Training, the soldier must spend at least 20 of the remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Aero Tech
Handgun
Programming
Athletics
Interrogation
Op. Heavy Machinery
AV Tech
Leadership
System Knowledge
Basic Tech
Martial Arts (choose)
Weaponsmith
Demolitions
Melee
Wilderness Survival
Driving

Motorcycle
Electronics
Pilot (choose)
Expert: Tactics

The character should try to choose skills that make sense, considering branch of the service. For instance, a Techie has very little business acquiring Interrogation skill, while a Cop wouldn't normally find much use for AV Tech.

Medtechs have a special AIT. They are limited to the following skills for AIT: Biology, Botany, Chemistry, Cryotank Operation, Cybertech, Diagnose Illness, Pharmaceuticals.

Final training uses the remaining Career skills (40 - [Basic + AIT skills used]). These skills can be spent on any skills from the Basic and AIT lists.

■ WE'RE LOOKING FOR A FEW GOOD PUNKS ■

Joining the United States Marine Corps is tougher than getting into the Army. The minimum requirements are REF 5, COOL 5, and BODY 5. Once accepted into the Marines, the character undergoes BIT & AIT. This training also uses the standard 40 Career skill points.

Basic Training gives all Marines:

Special Ability* +2
Awareness/Notice +2
Brawling +1
Stealth +1
Endurance +1
Swimming +1
First Aid +1
Wilderness Survival +1
Heavy Weapons +1
Melee +1
Rifle +2

***S**pecial Ability as per the Marine's specialty. Soldiers, pilots, tank drivers, etc. are Solos. The Marines also have Techs, Medtechs, Cops (Military Police), Netrunners, and Fixers.

Marine Basic Training uses up 14 of the soldier's Career skill points. 26 are left.

In Advanced Individual Training, the Marine must spend at least 20 of the

remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Aero Tech
Handgun
Programming
Athletics
Interrogation
System Knowledge
AV Tech
Leadership
Weaponsmith
Basic Tech
Martial Arts (choose)
Demolitions
Water vehicles
Driving
Pilot (choose)
Electronics
Expert: Tactics

Again, the character should try to choose skills that make sense, considering his branch of the service.

Medtechs have a special AIT list: Biology, Botany, Chemistry, Cryotank Operation, Cybertech, Diagnose Illness, Pharmaceuticals. Marine Medtechs can also choose any skill in normal Marine AIT.

Final training uses the remaining Career skills (40 - [Basic + AIT skills used]). These skills can be spent on any skills from the Basic and AIT lists.

■ SEE THE WORLD (WHAT'S LEFT OF IT)! ■

The Navy has the same requirements as the Army: Minimum INT 3, REF 3, and BODY 3. Once accepted into the Navy, the character undergoes BIT & AIT. This training uses the standard 40 Career skill points.

Basic Training gives all sailors:

Special Ability* +2
Awareness/Notice +2
Handgun +1
Brawling +1
First Aid +1

Swimming +1
Basic Tech +1
Water Vehicles +1

***S**pecial Ability as per the sailor's specialty. Normal sailors are Techs. The Navy also has Solos (pilots), Medtechs, Cops (Military Police), Netrunners, and Fixers.

Water Vehicles skill gives the ability to crew and pilot most forms of water vessels up to medium motor craft. To direct large seagoing ships requires *Pilot* (ship).

Navy Basic Training uses up 10 of the soldier's Career skill points. 30 are left.

In Advanced Individual Training, the sailor must spend at least 20 of the remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Aero Tech
SMG
System Knowledge
Athletics
Interrogation
Weaponsmith
AV Tech
Leadership
Heavy Weapons
Martial Arts (choose)
Demolitions
Pilot (choose)
Driving
Programming
Electronics
Expert: Naval Tactics

The character should try to choose skills that make sense, considering his branch of the service.

Medtechs have the standard special AIT list: Biology, Botany, Chemistry, Cryotank Operation, Cybertech, Diagnose Illness, Pharmaceuticals. Navy Medtechs can also choose any skill in normal Navy AIT.

Final training uses the remaining Career skills (40 - [Basic + AIT skills used]). These skills can be spent on any skills from the Basic and AIT lists.

■ SPACE: THE FINAL FRONTIER ■

Joining the USAF is fairly easy. Minimum stats are INT 5, REF 4. Once accepted into the Aerospace Force, the character undergoes BIT & AIT. This training uses the standard 40 Career skill points. Basic Training gives all soldiers:

Special Ability* +2
Awareness/Notice +2
Handgun +1
Basic Tech +1
Athletics +1
Electronics +1
First Aid +1
Zero-G Maneuver +1

***S**pecial Ability as per the soldier's specialty. Soldiers and pilots are Solos. The USAF also has Techs, Medtechs, Cops (Military Police), Netrunners, and Fixers.

USAF Basic Training uses up 10 of the soldier's Career skill points. 30 are left.

In Advanced Individual Training, the soldier must spend at least 20 of the remaining Career skill points on the skills below. No more than 5 points can be added to any one skill. The character may spend all of the remaining Career skill points here, if desired.

AIT SKILLS

Leadership
Interrogation
Astrogation
Space Survival
Programming
System Knowledge
Basic Tech
AV Tech
Aero Tech
Electronics
Weaponsmith
Handgun
Martial Arts (choose)
Demolitions
Driving
Pilot (choose)
Expert: Zero-G Tactics

The character should try to choose skills that make sense.

SKILLS RECIEVED IN SPECIAL FORCES

(from the Datafortress 2020 Conflict sourcebooks)

Stealth +1
Hide/Evade +1
Handgun +2
Rifle +2
Submachinegun +1
Heavy Weapons +1
Demolitions +1
Driving +1
Operate Heavy Machinery +1
Awareness Notice +1
Melee +1
Endurance +1
First Aid +1
Wilderness Survival +2
Desert Survival +1
Arctic Survival +1
Swimming +2
Resist Torture/Drugs +1
Karate +1
Specified Pilot and related Tech Skill +1
Navigation +1
Military Tactics +1

Specialist Roles

(additional training (+1 to applicable special ability and +2 to specified skill) in area of expertise)

DEMOLITIONS (secondary role must be Tech)(Jury Rig/Demolitions)

COMMUNICATIONS (Secondary role must be Netrunner)

(Interface/Decipher Code)

MEDIC (Secondary role must be Medtech)(Medical Tech/First Aid)

WEAPON SPECIALIST (secondary role can be anything, or can be straight solo)(Combat sense, Melee)

SNIPER (Can be straight Solo, or have any secondary role)(Combat Sense/Rifle)

HEAVY WEAPONS (Can be straight Solo, or have any secondary role)(Combat Sense/Heavy Weapons)

Team Leader (Can be straight Solo, or have any secondary role, Rockerboy a plus)(Charismatic Leadership/Leadership)



(From Hound at Blackhammers Datafort)

These tables were adapted for our character generation system from the original article on spending time in prison and the IPC from Interface 1.1 - the actual final result bears little resemblance to the article in question, but does include a bunch of the possible side-effects of prison as they described it.

Each year in prison a character rolls 1d10 on the following table.

1-3	Nothing Happens This Year
4-7	Luck, Good or Bad
8-0	Make A Friend or Enemy

LUCK

Roll D20 + Luck. If the result is 19+ then you had good luck, otherwise you took a hit.

Good Luck (d8)

- 1 You undergo Braindance Training. Get +2 to an INT or TECH based skill so you have a usefull skill in time for your release.
- 2 Go back to school. Gain +2 to Education / General Knowledge or a Specific Knowledge skill.
- 3 Hard Physical Training. Gain +2 to one of Endurance, Strength Feat, Athletics, Swimming, etc.
- 4 One Year's Hard Labour. You work your ass off for a year breaking rock or working in one of the nasty physical jobs they shaft bad prisoners with. Gain +1 BOD or STR.
- 5 You pick up a new vice. Gain +2 to one of Streetwise, Pharmaceuticals, Pick Locks, Pick Pocket, Gambling, Resist Torture/Drugs or Intimidate.
- 6 Someone owes you a favor. He's on the outside now too.
- 7 You learned of a weapons or equipment cache from someone else on the inside (probably left-overs from a heist). You collected it as soon as you were let out. D10x200eb value.
- 8 Early Release, return to the normal Lifepath Table and roll again for this year.

Bad Luck (d8)

- 1 Horribly Scarred either while being interrogated, punished, or in a fight or brawl inside the prison. -1 ATTR
- 2 BrainBurned. You have been brainburned into not performing whatever it was that sent you to jail. Make a cool roll at -2 whenever you attempt to break this BrainBurn. If you fail you cannot break the conditioning.
- 3 Ingrained Hatred of Authority Figures. (Make a cool roll at -2 to not freak when authority comes down on you or to attempt to deal with any authority figures in day to day activities such as security checks, etc)
- 4 Hospitalized (for an injury or for some mental problems) for 1d10 months.
- 5 Drug Addiction. You got hooked on something they've been smuggling inside and you addiction has followed you to the outside world.
- 6 You were the subject of a tailored disease or chemical experiments without your knowledge or consent. (-1 REF or BOD)
- 7 Serious Injury - you lost a limb. If you can pay for it from your starting funds you can replace it with a cyberlimb, otherwise you had one grafted to replace it - not necessarily of the right skin-tone, etc.
- 8 Collect a Debt. You managed to pick up a sizeable debt this year (getting cigarettes, for bribing guards, maintaining your habbit, etc). You still owe D10x300eb to someone who can collect even on the outside.

MISCELLANEOUS CHARACTER CREATION RULES

These are optional rules, their inclusion is at GM discretion.

Innate Abilities

Characters may possess natural traits that make them just a bit special. Luck can be used to modify the die roll.

Ambidexterity: to determine whether a character is ambidextrous or not, roll above an 80% on a percentage roll. An ambidextrous character can use both hands with equal proficiency, and takes no penalty for doing so. It also allows the character to take an extra 20 skill points (usable only on TECH or REF skills) during character generation.

Eidetic Memory: to determine if a character has a photographic memory roll above a 90% on a percentage roll. A character with Eidetic memory has a 20% chance to recall anything he has seen, heard, or read. It also allows the character to take an extra 20 skill points (INT skills only) during character generation.

Eidetic Reflexes: (the ability to copy any physical act once it has been observed) roll above a 99% on a percentage roll. A character with eidetic reflexes can learn Martial Arts, Dance, or Brawl/Melee as though they were one level lower (IE: he can raise a skill from 5 to 6 by only paying the cost required to raise it from 4 to 5.)

Double Jointed: roll above 80% (plus 4% for every point of BOD over 5) on a percentage roll. A double jointed character gets an automatic +4 to all Grapple, Hold, and Escape attempts, they may also fit themselves into places considered too small for normal humans, within reason.

Bloodlust: Roll above 50% (plus 5% for every point of EMP). This allows a character a -4 to their Stun Save (but not death save) to remain conscious, and treats wounds as -4 for the purpose of determining effects from damage (if the character takes 9 points of damage, putting him in critical condition, he will fight as though he has only taken 5 points and is instead in serious). Immediately at the end of combat he must make a stun save at +4.

Age

Playing characters that are younger or older than the norm is possible. A character's age will effect him in a great many ways. A younger Character won't have learned as much as an older one. An elderly character won't be as strong or fast as he was when he was 20. To compensate for this refer to the following:

A. For every 2 years before the age of 16, subtract 1 point from the following Stats: BOD, REF, MA, TECH, and COOL (for characters older than 4 years old, these cannot drop below a 3). Further more, characters under the age of 16 can add +1 to their EMP (no higher than 10). Also, characters under the age of 16 will earn twice the IP for their skills, but will have -5 points for their starting skills for every year under the age of 16.

B. For every 10 years over the age of 40, a character will lose 1 point off their BOD, REF, MA, and ATTR skills. However, as a character becomes older he learns more, and becomes wiser. Generating characters at the age of 20+, and every 10 years above receive an extra 10 IP to startup skills.



PART 5: GETTING STARTED

STARTING FUNDS

So how much do you start with? Well, that depends on your job. How good a job you currently have is based on the level of your Special Ability. For example, an Instigator with a Charismatic Leadership of 2 isn't going to draw crowds like Martin Luther King. This means he'll be reduced to speaking his mind wherever he can get an audience; small churches, bar-mitzvahs, weddings, bar fights, street corners; you name it.

Take a quick jump to the Occupation Table. Find your Primary Role (or the role closest to it), cross-reference it to your current Special Ability level, and that'll give you a monthly salary. For characters with more than one Role, only their Primary is counted. Multiply this amount by a 1D6/3 to determine the number of months you've currently been employed, and that gives you the total monetary amount your character starts with. This occupation table represents a modern age, American or European setting and is measured in dollars. Other settings and locations may be vastly different. For example, in a Pulp Setting with a stable economy, divide the amounts by 5, in a similar Old West setting divide by 10, in a setting prior to that divide by 100. Space settings may use a vastly different form of commerce, as such it is up to the GM's discretion, but it should be indicative of the society players find themselves in (in other words don't limit your characters to next to nothing while everyone around them is outfitted to the hilt). In a pre-historic or savage society, there is no concept of money though trade is probably present in some form. Also the form of currency is going to change according to setting and genre. Gold pieces are the standard for anything up to an Old Western setting, afterwards becomes dollars, Euros, Eurobucks, or whatever the standard world currency may be.

Exactly how you earn your money is up to you; the categories are deliberately vague to give you plenty of role-playing room. Maybe as a "Level 7" Solo, you don't want to work for a military; no problem. It's only a general description of where you fit on the Solo hierarchy. For all we know, you work on an extraction team for Amnesty International or maybe you are the personal bodyguard of an important Nobleman. The Occupation table is for beginning characters, and represents a baseline, after play begins the characters are generally expected to negotiate their own prices and salaries. One last thing. Roll one more D6. If you roll higher than a four, you just got unemployed. Congratulations.

OCCUPATION TABLE

ROLE	SPECIAL ABILITY LEVEL					
	1-5	6	7	8	9	10
ANIMAL EMPATH	800 / MONTH	1600 / MONTH	2400 / MONTH	6000 / MONTH	9,000 / MONTH	11,000 / MONTH
ARTISTE	400 / MONTH	1000 / MONTH	2000 / MONTH	5000 / MONTH	10,000 / MONTH	15,000 / MONTH
ATHLETE	700 / MONTH	1400 / MONTH	2800 / MONTH	6000 / MONTH	11,000 / MONTH	17,000 / MONTH
BOUNTY DOG	1200 / MONTH	1500 / MONTH	1800 / MONTH	3500 / MONTH	7000 / MONTH	10,000 / MONTH
CORPORATE	1000 / MONTH	2000 / MONTH	4000 / MONTH	6000 / MONTH	10,000 / MONTH	16,000 / MONTH
COP	900 / MONTH	1200 / MONTH	1500 / MONTH	2000 / MONTH	3000 / MONTH	5000 / MONTH
EDUCATOR	700 / MONTH	1000 / MONTH	1300 / MONTH	1500 / MONTH	2000 / MONTH	4000 / MONTH
FIXER	1500 / MONTH	2000 / MONTH	3000 / MONTH	6000 / MONTH	9000 / MONTH	12,000 / MONTH
GRIFTER	1000 / MONTH	1200 / MONTH	1800 / MONTH	3000 / MONTH	6000 / MONTH	9000 / MONTH
INFILTRATOR	1100 / MONTH	1600 / MONTH	2000 / MONTH	5000 / MONTH	8000 / MONTH	10,000 / MONTH
INVESTIGATOR	1000 / MONTH	1400 / MONTH	1900 / MONTH	2500 / MONTH	3500 / MONTH	7000 / MONTH
MUNDIE	500 / MONTH	800 / MONTH	1200 / MONTH	1600 / MONTH	2000 / MONTH	3000 / MONTH
MEDIA	900 / MONTH	1500 / MONTH	2000 / MONTH	2800 / MONTH	5000 / MONTH	8000 / MONTH
MEDTECH	1200 / MONTH	1800 / MONTH	25000 / MONTH	3000 / MONTH	6000 / MONTH	12,000 / MONTH
NETRUNNER	1000 / MONTH	2000 / MONTH	3000 / MONTH	5000 / MONTH	7000 / MONTH	9,000 / MONTH
NOMAD	600 / MONTH	800 / MONTH	1100 / MONTH	1300 / MONTH	1800 / MONTH	2800 / MONTH
INSTIGATOR	400 / MONTH	1000 / MONTH	1800 / MONTH	3500 / MONTH	8000 / MONTH	16,000 / MONTH
RUNNER	700 / MONTH	1500 / MONTH	2000 / MONTH	3500 / MONTH	5000 / MONTH	8000 / MONTH
SAVAGE	200 / MONTH	400 / MONTH	800 / MONTH	1200 / MONTH	3000 / MONTH	7000 / MONTH
SCOUT	900 / MONTH	1200 / MONTH	1700 / MONTH	2000 / MONTH	4000 / MONTH	6000 / MONTH
SHADOW	1800 / MONTH	2300 / MONTH	3000 / MONTH	4000 / MONTH	6000 / MONTH	11,000 / MONTH
SOLO	800 / MONTH	1300 / MONTH	2000 / MONTH	3000 / MONTH	5000 / MONTH	8,000 / MONTH
TECHIE	700 / MONTH	1000 / MONTH	1500 / MONTH	2000 / MONTH	3500 / MONTH	7000 / MONTH

(Compiled By Deric Bernier, Authors include Deric Bernier, Jason Parent (Hound of Blackhammers Datafort <http://www.dreadgazebo.com>), Andrew James, Mike Van Atta, and the writers of R. Talsorian Games. Art By Deric Bernier and R.Talsorian Games.

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To e-mail the author:

droc@mc2k.com

