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Cyberpunk 2020 character creator online

SUMMARY The following information will provide an alternative character creation process for use in Cyberpunk 2020. It includes new rules for buying skills, creating older characters, a system of benefits and disadvantages, and a new way to set up initial funds. Character roles are not used. This will allow responsible players more flexibility by creating characters. Each part of this system can be adapted to players and players who want to continue to use regular CP2020 system roles. Eliminating roles is not an important part of this system, although this is an important step, and the rest of this variation assumes that they are not used. You can use parts that you feel comfortable with. This edition (version 3.31) has been slightly updated. This is reflected in a more standardized cost system for pros and cons, as well as several new advads and disads. Many old advantages and disadvantages have been reworked and/or explained. Some details of the life path have been slightly changed, and I've done some extras. In general, everything works as it used to. There is only a little more to work with. ATTRIBUTE attributes are generated in any of the methods listed in the CP2020 rule guide. In my case, I'm fighting 6D10+30 and distributing points. No attribute can be greater than 10 or less than 2. Alternatively, for the grittier, a more thudly feel, give players 54 points to allocate to nine attributes. They will hate you for it, trust me. LIFEPATH The character's life path can be generated in any way a player or GM deems appropriate. Later in this document, I posted my own lifepath charts. I usually use these charts before assigning skill points, because certain results can affect what skills, advantages or disadvantages I take. I usually offer a life path to players as an option. Since some entries can be quite persistent, like the occasional disaster strikes result!, some players are unhappy with the uncertainty. Another option is to allow players to roll on the chart as many or even several times as they want, according to the character's age guidelines. It helps if you state how many rolls they will. GM should enforce the player's decision. SKILLS In CP2020 heroes receive 40 SP to divide between 10 professional skills and the total number of their INT +REF that will be spent on receiving skills. In this modified system, characters still receive a basic 40 SP, but do not have to spend these skills on the Career Pack because there are no roles. Points can be spent on any skill. Pickup skill points are awarded based on age (instead of INT+ REF = Pick-Up SP), and since older characters should be much more experienced than younger ones, the number of Pick-Up SP increases with age. Pick-Up SP can also be spent on any Here's how it works: AgeSP's Per Per 12131415161718192021223242526272821222221111 -15-10-1369121416161820212222324225 For each year after 28, add one more SP to your current total skill points (TSP). For example, a 25-year-old hero in CP2020 with 12 ref+INT skill points will receive 12 pickup skill points in addition to a 40-point career pack. In this release, the same character will have a lump sum of 62 skill points that can be spent on any skill in the main list. This may seem like a big increase, but it allows players to adapt their characters to their own design, as opposed to using career skills that can limit a character's individuality. Note that the younger character has far fewer points to spend on skills than his older colleagues. The 16-year-old weeflerunner will be much less experienced, reflecting his 43 skill points. This gives you a lot of freedom in the skill choices that the player must perform, allowing them to create monster characters with skills of 8 or more. This should be discouraged, as it overcomes the goal of building a unique character that will stand out from the rest of the pack as a person. I prefer to limit players to skill level 6, which is an impressive skill level in itself. I believe that characters with skill levels of 7 or higher are masters in the fields of their selection and as such should be few and far between. IT'S NOT SUMMER, IT'S MILEAGE Signs older than 28 are reaching the twilight of their days. Under no circumstances are they young anymore, and the reflexes, stamina and speed they possessed at the age of 21 can feel a bit rusty, shredded and worn out. Starting at the age of 30, the player selects REF, MA or BOD and throws 1d10. If the score is equal to or lower than the unmodified statistic (no bonus for cyberware, drugs, etc.), the character loses 1 point in it. The lower the statistic, the harder it will be to lose points. This happens again every two years until the age of 40. Then go every year until the age of 55. After 55, roll twice a year. A player cannot roll the same statistic twice in a row. If any statistic reaches 1, the character will be mutilated. If it drops to 0, it dies. SPECIAL ABILITIES For special abilities, they are not at all. I wanted to bypass the class system, and since the special abilities are role-based, most of them have been removed from this version of Cyberpunk. These include power, charismatic leadership, Combat Sense, Credibility, Family, Jury Rig, Resources and Streetdeal, as well as smaller ones that have been included in other supplements. However, I have retained two special abilities: Interface and Medtech. There are no other skills to replace them. The closest thing to Medtech is first aid, and it's just not strong enough. I put it in the skills anyone can buy it by placing points in it. The interface was also an important skill, as nothing else covers this aspect of the genre. Anyone can jack up the net with proper training. The interface only represents the skill you wield there. As in medtech, the interface can be purchased by anyone who wants to spend points. By the way, he was placed under the skills of intelligence. Some special abilities are available for each character in the form of certain advantages that can be purchased when creating a character. Remember that these advantages are not as powerful as the special abilities they represent. MONEY & EQUIPMENT How to find out how much money a character starts with now because he doesn't have the special skills to rate the price of his services? Take the INT and LUCK character ratings and add them together. Divide by 2 and multiply the result by 1000. This is the amount of euros that the figure has in his savings to buy weapons and cyberware from, etc. This generally gives those players who tend to have characters with low results in INT and LUCK something to think about. For example, you have a character with INT 7 and Happiness 4. Its total starting amount will be €5,500 (7+4/2=5.5x1,000=5,500). There is another money option... I allow players to spend AP to buy money for equipment. In other words, if a player wants more money to juggle, he/she can buy it by taking a point from the attribute. For every point they spend, they get \$1000 in hardware, cyberware etc. What they don't spend, they lose. I allow up to 10 points to spend. This tends to effect in a form that is better equipped but less powerful attribute wise, which can be a good trade in some cases. In this case, you wanted your character in the previous example to own a pretty nice car, unlike a Honda Metrcar or a New American Motors Crowder. You know that 5500 bucks won't cut it, so drop MA and BOD by two points each, earning 4,000 euros more to spend. This leaves you with a clean 9500 sink into the car of your dreams. ATTRIBUTE SAVES attribute are rolls made from attributes in circumstances that do not dictate the skill roll. Saves by selecting the appropriate attribute and rolling 1D10 equal to or below the sum of statistics. If the roll is higher, it failed. The difficulties for rollers may vary, as reflected in the chart below. These modifiers are deactivated from the attribute. DifficultyModifier EasyAverageDifficultVery DifficultNear ImpossibleImpossible +2+0-2-4-6-8 ADVANTAGES & DISADVANTAGES Advantages and disadvantages are purchased using Skill Points (SPs) when creating characters. Purchasing an advantage will cost skill points, while purchasing disadvantages will give you skill points. GMs may want to limit the number of points that characters spend on Dis/Advantages to balance the game. I found that Players up to between 6 and 10 points of defects keeps them from going completely crazy, as it wont happen in one-shot games where players usually don't worry about the long-term effects that some disads will cause them. Some defects may, if allowed by GM, be redeemed using ip. The cost of redemption is a disadvantage in point 10 cost times. For example, buying a disadvantage of cowardice would cost 40 ip (4 x 10 = 40). GM shouldn't allow players to take out disads without their work on it, though. Buying any mental defects can take weeks of psychological therapy, which is both time-consuming and costly, while replacing the missing leg form will require either cloned organics, or cybernetic replacements. You are a judge and don't let them get away with anything. Benefits can not usually be purchased after the creation of the character, unless god's act allows it. An example of the character Below is a sample character, the first one made with standard CP2020 rules, and the second with modifications. Note that this sign has no life path. We're going to call him Leon. Leon grew up in a neighborhood that used to be clean and protruding, but in recent years until his birth began to fall into lower-class housing. His father worked as a manager at a local grocery store, and his mother sold properties for Century 22 Realtors. When he was growing up, he was constantly picked up and intimidated because he was short and pudgy. Being the youngest and smallest of the three boys didn't help. In his youth, he spent most of his time alone. On his eleventh birthday, his parents bought him a model cybermodem - awkward and slow - but Leon didn't care. He was free to explore a world where his physical weaknesses were not part of the equation. However, he quickly learned that he was unable to compete in Netspace. He didn't think fast enough, and his parents were too poor to help him upgrade his modem, which quickly

became obsolete. He began to work to strengthen himself by storming into high school, where bullies were even bigger and stabblings in the cafeteria were a constant threat. As he worked, first with simple calisthenics, and later in high school's decaying weight room, he felt his muscles grow. A small, shy, weak little boy was replaced by a strong, confident, energetic young man. After graduation, Leon was looking for a job in the security industry. He was hired by a company called Arasaka, and using his previous experience with netrunning and computers, they trained him to have an electronic security specialist. Version 1 (CP2020)Version 2 (Modified CP2020) Name : LeonName : Leon Character Points : 52Character Points : 58 Age : 24Age : 24 Role : SoloOccupation : Computer Security Specialist Starting Money : 2000Starting Money : 6000 INT : 6 REF : 6 TECH : 8 : 7 LUCK : 6 MA : 5 BODY : 8 EMP : 7 Run : 15m/Turn Leap : 3.75m Lift : 80 kg INT : 6 REF : 6 TECH : 8 COOL : 5 ATTR : 7 LUCK : 6 MA : 5 BODY : 8 EMP : 8 Run : 15m /turn Leap : 3.75m Lift : 80 kg Athletics SKILLS +5 Awareness/Notice +4 Handgun +5 Fighting +4 Melee +3 Rifle +4 Programming +2 System Knowledge +2 Electronics +2 Electronic Safety +2 2 Library Search +2 Cyberdeck Design +2 Submachine Gun +3 Weaponsmith +3 Stealth +5 Combat Sense +4 SKILLS Athletics +5 Awareness/Notice +4 Handgun +4 Fighting +4 Melee +3 Rifle +3 Programming +2 System Knowledge +2 44 Electronics +3 Electronic Security +5 Library Search +4 Cyberdeck Design +2 Strength Feat +4 Streetwise +3 Persuasion/Quick Call +4 Interface +3 Advantages Combat Sense +2 (4 SP Cost) NONE If you compare Leon V1 to Leon V2 , you'll see some slight differences. Reading Leon's story, you can see that I wanted a character with a decent amount of knowledge in computers and netrunning, but that I didn't want a full-size netrunner. His skills had to reflect on his desire to be strong and control his body (i.e. high athletics and, in V2, a feat of strength), but they also had to include his knowledge of netrunning and cyberspace (interface, knowledge of the system, etc.). Using the inventory system, I found it difficult to grasp all the qualities that I wanted in Leon. The solo career package gave him a lot of fighting skills, but few or no technical skills (where his real talents are). His REF+ INT's are equal to only 12, so the computer-related and technical skills required by its concept had to be kept at a fairly low level. Since I wasn't able to spread his base of 40 points among more than ten solid skills, I found myself lumping them into skills (i.e. weaponsmith, submachinegun, and stealth) that I didn't really see Leon having to reflect on his story. Without limiting the character roles in V2, I had no trouble deciding which would be more appropriate for my needs, solo or netrunner. I could choose the skills I needed to make Leon a person (as opposed to another solo with a few pick-up skills). Not only that, but by gaining pick-up skills based on age, unlike his REF+INT total, Leon is smarter and more experienced than a 17-year-old with abnormally high attributes and a ratio to their backup. LIST OF ADVANTAGES Below is a list of advantages available in this version of Cyberpunk. Some of them emulate some special abilities from Cyberpunk 2020, while most of them are wondering about some excellent quality or skills that the character exhibits. Advantages can only be purchased when creating characters using points Acute Sense (varies)Cost: 2 SPsKied player chooses this advantage, also chooses one of his five senses (sight, hearing, taste, smell or touch). Awareness rolls made, which include this kind of receive +2 bonus. Any cyber options that alter or replace specific sensory organs (for example, replacing the eyes with cyberpaths) will nullify this advantage in this sense. If only one eye is replaced, the bonus is reduced to +1; if the limb is replaced by a cybernetic part, the bonus no longer applies to tactile rollers with this arm. Sensory organs modified by nanotechnology enlargement are adversely affected only 10% of the time. This advantage can be taken up to five times, once for each sense. AmbidextrousCost : 6 SPsZnażka can work equally well with both hands (no off-hand firing modifier), although penalties for many actions still apply. ArtisticCost : 2 SPsArtistic characters are naturally drawn (pun intended) for art, be it painting, drawing, sculpting, or other physical medium expression. Although their art may not speak to everyone who observes it, it is undoubtedly of high quality. Artistic characters receive a +2 bonus for Paint or Draw and Forger skill rolls. AthleticCost : 4 SPsAn sportsmanship is especially in tune with his body. This gives you a +2 bonus to athletics, dance and Dodge & Escape roll skills. This bonus is also used for martial arts maneuvers such as Dodge and Escape. BalanceCost : 4 SPsThe character will not suffer from dizziness due to changes in orientation, which translates to +2 on space sickness rolls, automatic +1 skills in 0-Gee Maneuver and +2 bonus to any sports skills involving extended balance. Bilingual BackgroundCost: 4 SPsZna character grew up speaking two languages. This gives him an additional language of +8. Born HealerCost : 4 SPsThe character has natural skills with the treatment of the sick and injured. This gives him a +2 bonus using skills such as First Aid, MedTech and Disease Diagnosis. BrawnyCost : 4 SPsStrong characters are able to better use your muscles for lifting and moving. When calculating how much a strong figure or dead facelift can wear, act as if their Body attribute is 2 points higher than it actually is. This advantage also provides a +2 bonus to each skill the Strength Feat rolls your character makes. BrotherhoodCost : Variable (voir attachment 1) You are a member or close associate of a cohesive group of people. Such groups include nomads, gangs, workgangs, pirate groups, etc. The Brotherhood defines the rank, strength, and ability to summon the group's resources. There are three distinct types of fraternity: Family (nomads), Blood (gang members) and Workgang (for orbital and subaquatic workgangs). For more information, see the cost graphs in the add-in. Chemical YouthCost : 4 SPsThe nature of this benefit, either through its unique psychology or physiology, is less likely to dependent on drugs and alcohol. As a result, it gains a +2 bonus for every addition it saves. This assumes that the rules in the OcelotA Ocelota Drug Laboratory Used. Combat ReflexesCost : 2, 4, 6 SPsFor each level of combat reflexes bought, the character gets +1 bonus to his initiative in Net (up to a maximum of +3). CompetentCost : 4 SPsA Proper mark rarely screw. If a character with this advantage throws 1 per skill roll, he can throw two additional D10s when determining whether the roll is a fumble and choose the most favorable score. AptitudeCost: 4 SPsTla advantage entitles the character to an incredible ability to operate computers, both in nspace and beyond. This gives you a bonus of +2 for with Cyberdeck Design, Interface, Library Search (computers only), computers), and systemic knowledge. ConnoisseurCost: 2 characters of SPsA, who is a connoisseur knows and appreciates finer things in life. He knows the best wines and dishes, the most prestigious designer medicines and the best cosmetics, jewelry and clothing. His extensive knowledge gives him a +2 bonus on social rolls when trying to impress the upper moving echelon and shakers, as well as a +2 bonus to streetwise rolls made to purchase such goods in black and gray markets. ContactsCost : Variable (voir attachments 2)Contacts are people whose characters can use as sources of information or can contact you for goods and services. The number of points spent on a contact reflects the value of the contact's skill, reputation, availability, and reliability. Contacts can become unhappy if used quite frequently and can request information or services from characters as well. For more information, see the cost graphs in the add-in. Cool Under FireCost : 2 SPsA character who is Cool Under Fire never suffers the ability to roll penalties (CP2020 v2.01, page 42) when under stress or under attack. Cyber-AffinityCost: 10 SPsTa a rare and extremely valuable advantage gives a mark of 15 Cost of Humanity (HC) points per empathy point compared to the normal 10. This allows him to transplant more cyberware into and on his body than a normal person. This is a powerful advantage and should not be given away without foreay on the part of GM. Danger SenseCost : 2, 4, 6 SPsFor each level danger sense bought, the character will gain +1 on consciousness control when his life is in line (maximum +3). This acts as a Combat Sense special ability only in this regard. SenseCost Direction: 2 SPsJi is the equivalent of an internal compass. The character, at any time, can make a roll of average consciousness to determine his face. Double-JointedCost : 2 SPsA character body has more flexibility than average. This gives you a +4 bonus to all dodge & Escape roll skills and can help with any physical activity that requires contortions (squeezing into a small box, dragging the body through the toilet seat cover, etc.). Eidetic MemoryCost : 6 SPsThe character has photographic memory. He remembers everything he saw, learned, or heard while doing average consciousness. EmpathyCost : 4 SPsThe character is good at reading emotions and understanding people. This gives an automatic +2 to its human perception of rolls and +1 to other empathy-related skills. Fashion VictimCost : 2 SPsA characters with this benefit can all look stylish and hip through the talent itself. This gives you a +2 bonus to all personal grooming rolls and wardrobe & style. FastCost : 2 SPsQuick characters add 3 points to their effective Run score. These additional points do not affect the result of the character hop, which should be calculated using the unmodified sum of the character run. FavorCost : 2, 4, 6 SPsThe character is to blame for the favor by someone. The impact of a favor depends on the level of advantage. Ringing in favor is a one-time offer. After use, the debt is invalid. Depending on both the ethics of the exported party and the state of the relationship between the two parties, this advantage may create opportunities for deep role-playing. Note that NPCs who are guilty of these favors must be relatively anonymous (for example, a mid-level Militech executive might owe a favor, but not a board member). If GM wants to, it can increase the cost of grace by 2 to 4 extra points depending on who owes the player. At 2 points, the favor is relatively small and the person who owes the favor will not risk his life/live to perform it (cop ignoring a minor violation of a gun, a prostitute giving a freebie, a friend letting a bag on the couch for a month or so, etc.). The monetary value of the grace must not be greater than 200 to 300 eurobucks. At 4 points, the favor carries a little more weight. A person for the sake of favor will risk his/her maintenance/work, though not necessarily his life, to go through the character who is to blame (cop looking the other way or falsification report, mechanic botching repairs on enemy car, official or official photocopying of confidential documents), etc. The monetary value of the grace must not be greater than 1000 eurobucks. In 6 points, a person owes you his life. A person because of a favor is honorable to risk both his life and live to come to the aid of the character. The monetary value of this level is debatable. FriendsCost : 4 SPsFor each friend bought, the character has a friend, as per Make a Friend on the Lifepath chart. Friends are different from contacts because (Friends) (generally) will (generally) put their lives on the line for you, while contacts will only provide information, services or goods. Friends are considered to be skills skills ability wise, with boot computer. Hard HittingCost : 4, 6 SPsThe character with this advantage knows where to hit opponents in unarmed or melee combat (determine which). This increases the damage bonus between the character's hand by +1. For 6 points, bonus damage is for damage from both unarmed and melee attacks. Hard To KillCost : 6 SPsLike Steven Seagal, a character with this advantage is hard to kill. Therefore, it receives a +1 bonus for every death saves it must perform. High Pain ThresholdCost : 6 SPsThe character can tolerate pain better than most people. After receiving the damage, he gains +1 to his Stun/Shock Saves, as well as a +2 bonus to resist torture/drugs when pain is involved (i.e. it won't help if truth serums are used, just torture). Human CalculatorCost : 4 SPsThe character with this benefit can do complicated math in the head. This gives you a +2 bonus to all accountants, gamble, math and programming skill rolls. ImposingCost : 2 SPsAn imposing character looks like trouble. Whether it is or not depends on the player's character. This is reflected in the +2 bonus to all intimidation skill controls as well as +2 to any reputation rolls made during the cover-up. Lady KillerCost : 4 SPs One form of empathy advantage that reflects the character's incredible ability to seduction members of the opposite sex (or the same sex, depending on orientation). Don't be fooled by the name... this advantage can be taken by both sexes. Entitles the character to a +2 bonus to all seduction rolls and +1 bonus to all other empathy-based skills when used against the opposite sex (girls simply can't say no!). Light SleeperCost : 2 SPsZ this advantage, the character can make consciousness roll during sleep (at gm's discretion). LuckyCost : 2, 4, 6 SPsA form, which is Lucky gets some extra luck points in each game and these points can be spent just like normal Luck points. Please note that this advantage does not affect the actual outcome of the character's happiness. For every 2 points spent on this advantage, the character receives an additional happiness point. Sagittarius: 6 characters SPsA with sagittarius advantage has a natural talent with one type of ranged weapon (specify: archery, pistol, heavy weapon, submachine gun, rifle, etc.), determined at the time that the advantage is purchased. The character suffers only a -1 penalty for shutter shots, targeted shots to award a +2 bonus to hit a spent target turn (as opposed to +1) and difficulty shots that are directed at a specific location (i.e. called shots) are one point less than normal. GMs may want to limit the availability of this benefit. Musical AptitudeCost : 2 SPsThe character is a natural musician and can play music on the mind. get it on-2 bonus using music-related skills such as Play Instrument and Composition (musical, not lyrical). Please note that does not affect singing; you will want to take the voice advantage to this. Natural LeaderCost : 2 form of SPsA, which is a natural leader is able to lead and inspire people through charisma and sheer willpower. This gives you a +2 bonus to all leadership skill rolls and oratory. Natural LinguistCost : 4 SPsShole learns languages quickly and can do so in the middle of their IP multiplier. You could raise its Japanese (IP x2) from +4 to +5 for as little as 40 points, compared to the 80 points required from a character without an advantage. PlainCost: 2 SPsA Plain character has an unusual look and several distinctive features. As such, it can go unnoticed more easily than someone who is unusual in some way. This is reflected in the +2 bonus to all masking and shadowing rolls and to all hide roll skills that are made in sight (in the crowd, for example). A character with this advantage can never have an attractiveness score higher than 6 or less than 5 (i.e. dead average). If a character's attractiveness attribute changes for better or worse, the benefit of that benefit is lost. Quick HealerCost : 6 forms of SPsA with this advantage will heal two damage points per day instead of one, in addition to the effects of any nanoids and accelerator drugs used. RecognitionCost : 4 SPsThe character is good at remembering names and faces and/or voices that go with them. Every time he meets someone he knows (or thinks he knows), a roll of consciousness can be made at a price of +6 to remember who they are. The number of difficulties may vary depending on the degree of disguise, etc. ResourcesCost : Variable (voir attachments 3)You are employed by a large company or corporation. Resources define the rank, strength, and ability to call company resources. For more information about costs, see the cost charts in the add-in. SalesmanCost : 4 SPsA form with seller advantage is natural in making sales. When trying to buy or sell goods, the character gains a +2 bonus to human perception, persuasion & style; fast talk and streetwise skill rolls (if applicable). Scientific Skills: 4 SPsThe character is a natural scientist and gains a +2 bonus using skills such as anthropology, biology, botany, chemistry, geology, mathematics, physics and zoology. Strong StomachCost : 2 SPsThe character can cope with blood, guts and gore, as well as other sick and disgusting things, without the risk of tossing his cookies. In addition, it gains +2 to save against chemicals such as vomit gas. TalentedCost : 4 SPs After selecting this advantage, the player must choose one skill. This single skill can be increased (through experience) to a maximum rating of 12 instead of 10. Although this is not immediately beneficial for the starting form (especially if GM limits the initial skill sums), it is still Advantage. Technical Skills: 4 SPsZna is good with things and therefore gains a +2 bonus using skills like Aero Tech, AV Tech, Basic Tech, Cybertech and Gyro Tech. Please note that this is not a bonus skill level and does not affect medical skills. ToughCost : 6 SPsThe character with this advantage works as if his Body Type Modifier is one level higher. For example, a man with a medium body type and tough advantage works as if his BTM is -3 instead of -2. The ZenCost: 4 SPsThe character has a natural affinity for driving and as such, gains +2 for all piloting and initiative rolls when using these skills. VoiceCost : 4 SPsTla voice of the character is naturally pleasing to the ear. This allows you to +2 modifier for skills such as Exercise, Fast Talk, Oratory, Leadership, Seduction and Social. THE WAD LIST Defects represent defects or defects that have some characters. Some are physical, while others are mental. Defects, depending on their severity, can be permanent, but they do not have to be. Most can be purchased from ip in later life of the character. If the defect is purchased, the player and GM should work out the details. The change should under no circumstances be sudden, or happen overnight, without some major external influence (for example, surgery or personality adjustment). Disadvantages are serious defects that have a profound impact on the nature and should not be underestimated. Last note on defects. Characters don't have to have any. Although you can play a character that is quite honorable and trustworthy, this does not mean that you need to buy the disadvantage of honor. Purchasing a defect only forces you to play a role in any situation. Playing an honorable character without a disad means he's not forced to do something he'd rather not do. Acute Sense (varies)Cost: 2 SPsKied player chooses this advantage, he also chooses one of his five senses (sight, hearing, taste, smell, or touch). Awareness rolls made that include this kind of stimulus receive a +2 bonus. Any cyber options that alter or replace specific sensory organs (for example, replacing the eyes with cyberpaths) will nullify this advantage in this sense. If only one eye is replaced, the bonus is reduced to +1; if the limb is replaced by a cybernetic part, the bonus no longer applies to tactile rollers with this arm. Sensory organs modified by nanotechnology enlargement are adversely affected only 10% of the time. This advantage can be taken up to five times, once for each sense. AmbidextrousCost : 6 SPsZnażka can work equally well with both hands (no off-hand firing modifier), although penalties for many actions still apply. ArtisticCost : 2 SPsArtistic characters are naturally drawn (pun intended) for art, be it painting, drawing, carving, or other physical medium Although their art cannot everyone who observes it is undoubtedly of high quality. 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Combat ReflexesCost : 2, 4, 6 SPsFor each level of combat reflexes bought, the character will gain +1 to his initiative rolls (up to a maximum of +3). This acts as a Combat Sense special ability only in this regard. Combat Reflexes (Net)Cost: 2, 4, 6 XPDZa each level of net combat reflexes bought, the character gets +1 bonus to his initiative in Net (up to a maximum of +3). CompetentCost : 4 SPsA Proper mark rarely screw. If a character with this advantage throws 1 per skill roll, he can throw two additional D10s when determining whether the roll is a fumble and choose the most favorable score. AptitudeCost: 4 SPsTla advantage entitles the character to an incredible ability to operate computers, both in nspace and beyond. This gives a bonus of +2 for with Cyberdeck Design, Interface, Library Search (computers only), computers), and systemic knowledge. ConnoisseurCost: 2 characters of SPsA, who is a connoisseur knows and appreciates finer things in life. He knows the best wines and dishes, the most prestigious designer medicines and the best cosmetics, jewelry and clothing. His extensive knowledge gives him a +2 bonus on social rolls when trying to impress the upper moving echelon and shakers, as well as a +2 bonus to streetwise rolls made to purchase such goods in black and gray markets. ContactsCost : Variable (voir attachments 2)Contacts are people whose characters can use as sources of information or can contact you for goods and services. The number of points spent on a contact reflects the value of the contact's skill, reputation, availability, and reliability. Contacts can become unhappy if used quite frequently and can request information or services from characters as well. For more information, see the cost graphs in the add-in. Cool Under FireCost : 2 SPsA character who is Cool Under Fire never suffers the ability to roll penalties (CP2020 v2.01, page 42) when under stress or under attack. Cyber-AffinityCost: 10 SPsTa a rare and extremely valuable advantage gives a mark of 15 Cost of Humanity (HC) points per empathy point compared to the normal 10. This allows him to transplant more cyberware into and on his body than a normal person. This is a powerful advantage and should not be given away without foreay on the part of GM. Danger SenseCost : 2, 4, 6 SPsFor each level danger sense bought, the character will gain +1 on consciousness control when his life is in line (maximum +3). This acts as a Combat Sense special ability only in this regard. SenseCost Direction: 2 SPsJi is the equivalent of an internal compass. The character, at any time, can make a roll of average consciousness to determine his face. Double-JointedCost : 2 SPsA character body has more flexibility than average. This gives you a +4 bonus to all Dodge & Escape skill rolls and can help with any physical activity that requires curvature (squeezing into a small box, pulling your body through the toilet seat cover, etc.). Eidetic MemoryCost : 6 SPsThe character has photographic memory. He remembers everything he saw, learned, or heard while doing average consciousness. EmpathyCost : 4 SPsThe character is good at reading emotions and understanding people. This gives an automatic +2 to its human perception of rolls and +1 to other empathy-related skills. Fashion VictimCost : 2 SPsA characters with this benefit can all look stylish and hip through the talent itself. This gives you a +2 bonus to all personal grooming rolls and wardrobe & style. FastCost : 2 SPsQuick characters add 3 points to their effective Run score. These additional points do not affect the result of the character hop, which should be calculated using the unmodified sum of the character run. : 2, 4, 6 SPsZna is guilty of someone's favor. The impact of a favor depends on the level of advantage. Ringing in favor is a one-time offer. After use, the debt is invalid. Depending on both the ethics of the exported party and the state of the relationship between the two parties, this advantage may create opportunities for deep role-playing. Note that NPCs who are guilty of these favors must be relatively anonymous (for example, a mid-level Militech executive might owe a favor, but not a board member). If GM wants to, it can increase the cost of grace by 2 to 4 extra points depending on who owes the player. At 2 points, the favor is relatively small and the person who owes the favor will not risk his life/live to perform it (cop ignoring a minor violation of a gun, a prostitute giving a freebie, a friend letting a bag on the couch for a month or so, etc.). The monetary value of the grace must not be greater than 200 to 300 eurobucks. At 4 points, the favor carries a little more weight. A person for the sake of favor will risk his/her maintenance/work, though not necessarily his life, to go through the character who is to blame (cop looking the other way or falsification report, mechanic botching repairs on enemy car, official or official photocopying of confidential documents), etc. The monetary value of the grace must not be greater than 1000 eurobucks. In 6 points, a person owes you his life. A person because of a favor is honorable to risk both his life and live to come to the aid of the character. The monetary value of this level is debatable. FriendsCost : 4 SPsFor each friend bought, the character has a friend, as per Make a Friend on the Lifepath chart. Friends are different from contacts because (Friends) (generally) will (generally) put their lives on the line for you, while contacts will only provide information, services or goods. Friends are considered equal, skills and skills wise, with a startup computer. Hard HittingCost : 4, 6 SPsThe character with this advantage knows where to hit opponents in unarmed or melee combat (determine which). This increases the damage bonus between the character's hand by +1. For 6 points, bonus damage is for damage from both unarmed and melee attacks. Hard To KillCost : 6 SPsLike Steven Seagal, a character with this advantage is hard to kill. Therefore, it receives a +1 bonus for every death saves it must perform. High Pain ThresholdCost : 6 SPsThe character can tolerate pain better than most people. After receiving the damage, he gains +1 to his Stun/Shock Saves, as well as a +2 bonus to resist torture/drugs when pain is involved (i.e. it won't help if truth serums are used, just torture). Human CalculatorCost : 4 SPsThe nature of this benefit can do mathematics in the head. This +2 bonus for all rolls of accounting, gambling, mathematics and programming skills. ImposingCost : 2 SPsAn imposing character looks like trouble. Whether it is or not depends on the player's character. This is reflected in the +2 bonus to all intimidation skill controls as well as +2 to any reputation rolls made during the cover-up. Lady KillerCost : 4 SPs One form of empathy advantage that reflects the character's incredible ability to seduction members of the opposite sex (or the same sex, depending on orientation). Don't be fooled by the name... this advantage can be taken by both sexes. Entitles the character to a +2 bonus to all seduction rolls and +1 bonus to all other empathy-based skills when used against the opposite sex (girls simply can't say no!). Light SleeperCost : 2 SPsZ this advantage, the character can make consciousness roll during sleep (at gm's discretion). LuckyCost : 2, 4, 6 SPsA form, which is Lucky gets some extra luck points in each game and these points can be spent just like normal Luck points. Please note that this advantage does not affect the actual outcome of the character's happiness. For every 2 points spent on this advantage, the character receives an additional happiness point. Sagittarius: 6 characters SPsA with sagittarius advantage has a natural talent with one type of ranged weapon (specify: archery, pistol, heavy weapon, submachine gun, rifle, etc.), determined at the time that the advantage is purchased. The character suffers only a -1 penalty for shutter shots, targeted shots to award a +2 bonus to hit a spent target turn (as opposed to +1) and difficulty shots that are directed at a specific location (i.e. called shots) are one point less than normal. GMs may want to limit the availability of this benefit. Musical AptitudeCost : 2 SPsThe character is a natural musician and can play music on the mind. This translates into a +2 bonus using music skills such as Play Instrument and Composition (musical, not lyrical). Please note that this does not affect the singing; you will want to take the voice advantage to this. Natural LeaderCost : 2 form of SPsA, which is a natural leader is able to lead and inspire people through charisma and sheer willpower. This gives you a +2 bonus to all leadership skill rolls and oratory. Natural LinguistCost : 4 SPsShole learns languages quickly and can do so in the middle of their IP multiplier. You could raise its Japanese (IP x2) from +4 to +5 for as little as 40 points, compared to the 80 points required from a character without an advantage. PlainCost: 2 SPsA Plain character has an unusual look and several distinctive features. As such, it can go unnoticed more easily than someone who is unusual in some way. This is reflected in the +2 bonus to all cloagging and roll and to all hide roll skills that are made in sight (in the crowd, for example). A character with this advantage never have an attractiveness score higher than 6 or below 5 (i.e. dead mean). If a character's attractiveness attribute changes for better or worse, the benefit of that benefit is lost. Quick HealerCost : 6 forms of SPsA with this advantage will heal two damage points per day instead of one, in addition to the effects of any nanoids and accelerator drugs used. RecognitionCost : 4 SPsThe character is good at remembering names and faces and/or voices that go with them. Every time he meets someone he knows (or thinks he knows), a roll of consciousness can be made at a price of +6 to remember who they are. The number of difficulties may vary depending on the degree of disguise, etc. ResourcesCost : Variable (voir attachments 3)You are employed by a large company or corporation. Resources define the rank, strength, and ability to call company resources. For more information about costs, see the cost charts in the add-in. SalesmanCost : 4 SPsA form with seller advantage is natural in making sales. When trying to buy or sell goods, the character gains a +2 bonus to human perception, persuasion & style; fast talk and streetwise skill rolls (if applicable). Scientific Skills: 4 SPsThe character is a natural scientist and gains a +2 bonus using skills such as anthropology, biology, botany, chemistry, geology, mathematics, physics and zoology. Strong StomachCost : 2 SPsThe character can cope with blood, guts and gore, as well as other sick and disgusting things, without the risk of tossing his cookies. In addition, it gains +2 to save against chemicals such as vomit gas. TalentedCost : 4 SPs After selecting this advantage, the player must choose one skill. This single skill can be increased (through experience) to a maximum rating of 12 instead of 10. While this is not immediately beneficial to the starting form (especially if GM limits the initial skill sums), it is still a powerful advantage. Technical Skills: 4 SPsThe character is good with fixing things and therefore gains a +2 bonus when using skills such as Aero Tech, AV Tech, Basic Tech, Cybertech and Gyro Tech. Please note that this is not a bonus skill level and does not affect medical skills. ToughCost : 6 SPsThe character with this advantage works as if his Body Type Modifier is one level higher. For example, a man with a medium body type and tough advantage works as if his BTM is -3 instead of -2. The ZenCost: 4 SPsThe character has a natural affinity for driving and as such, gains +2 for all piloting and initiative rolls when using these skills. VoiceCost : 4 SPsTla voice of the character is naturally pleasing to the ear. This allows you to +2 modifier for skills such as Exercise, Fast Talk, Oratory, Seduction and Social. AllergiesCost: -2, -4, -8 SPsZna is allergic to some substance or other :P rzy -2, the figure must save the body of the body -2, or you will experience unpleasant symptoms such as sneezing, itching, etc. This can modify skill rolls (i.e. -2 for handgun for pricking, watering eyes, etc.). In -4, the form will experience more severe symptoms, including high fever and respiratory failure. The character must save the body to -4. If the roll fails, all skills will be halved until the attack substance is removed. In -8, the character may have more severe reactions (i.e., coma, vomiting and death). Save must be made according to -4 allergic defects, but on -6 modifier. The results are the same, but a failed result will also result in 1 damage point, and the character must cause a stun/shock save or fall into a coma. Damage will occur every hour until the attack substance is removed. Bad TemperCost : -2, -4 SPsThe character must sign up before his Cool stat under certain conditions to avoid losing his temper. The seriousness of the situation should be reflected in the modifiers for this roll. For example, minor annoyance can grant a +2 cool bonus to save, while an annoying situation (fender bender on the highway during rush hour traffic) can impose -2 penalties. Temper tantrums past 1,d10 rounds, after which grumpy can try unmodified Cool save once per turn to calm down. In -2, the temperament of the character is represented by a barrage of profanity, yelling and screaming. In -4, a character becomes violent when he loses his temper, attaching himself to the subject of his annoyance with any weapon he is comfortable with (usually his body, but if he holds a weapon of some kind, all bets are off). BlindnessCost : -4, -6, -8 or -12 SPsZna is blind in one or both eyes. In -4 and -6, blindness is limited to one eye chosen by the character. These damages can be purchased at -4 (this involves the replacement of the eye by organic or cyber parts), but not at -6. With only one eye, he is punished -2 for each action involving depth perception. At -8PP blindness is complete and can be purchased using IP, but must also be accompanied by surgery. If purchased at -12PP, blindness is persistent (nerve degeneration, etc.) and cannot be repaired by any medical means. Close Personal TieCost : -2, -4 SPsThe character has a close friend or relative that he cares about. If a friend/relative is in any amount of danger, the character is required to do everything in his power to help his Personal Tie. If Personal Tie dies or becomes an enemy, serious emotional distress can occur at gm's discretion. In -4, Tie completely relies on a computer for care. ClumsyCost : -4, -6 SPsZna is klutz. At -4 SPs, this only affects manual dexterity work with his hands, shooting, etc.) or the agility of the whole body (dancing, running, etc.). At -6 SPs affects both (the character is a total clod). Therefore, the character automatically puches on the natural roll 1 (i.e. does not get into the roll of the second d10 for a score of 1-5 before burying after rolling 1). In addition, during periods of stress (i.e. disarming a bomb or walking around an antique shop), the character must do Save against Cool, or break something (he is nervous because he knows he is an oaf). CompulsionCost : -2, -4, -6 SPsA character with this defect does something compulsively. Such actions can include innocent things, such as cleaning up after other people, or they can be more self-destructive, such as gambling or sex addiction. At -2 points, coercion is more of a quirk than anything else. It does not have to interfere with the life of the character in too much and can usually be played in roles. If this becomes a problem, the player must make an average save versus cool resist the impulse to surrender his compulsion. At -4 points, coercion is a serious psychological defect. Every time presented with the subject of his obsession, the character must make a save versus Cool on -2 or be forced to carry out his coercion. With -6, coercion is a serious problem, obvious to everyone, according to the character. Faced with the circumstances surrounding his coercion, the character must make a save versus Cool in -4 to resist temptation. Even if he resists, he will of course be uncomfortable if he is subjected to this situation. Compulsive LiarCost : -6 SPsThe character will lie to hear you speak. He gets a kick from the swirling stories and it doesn't even matter if the person he's talking to knows he's lying or not. Invariably, it can be difficult for a character to find anyone who believes him at all (i.e. The Little Boy Who Cried Wolf). This could mean as a -5 modifier for skills like Fast Talk, Seduction and Oratory if people that are trying to con know about his disorder. If a player wants their character to tell the truth, they must save against cool (on -2), or they will automatically lie. CowardiceKocht: -4 SPsAny time figure trying to perform a task that can cause him physical damage, must make Save against Cool on -2 to show some guts and stick around. If he fails, he must run or hide, depending on what is more convenient. Criminal RecordCost : -2, -4 or -6 Character SPsA with this disad has been convicted of a crime sometime in his life. At -2 level, it's a black mark on his past and may prevent him from getting some jobs (employers don't want ex-cons). In addition, since he is somewhere in the criminal database, he can be picked up as a suspect in other crimes, regardless of whether he committed them. It also gives the police a reason to harass the character for no reason. At -4, the character is still on parole. It must once in a visit your Security Officer. each visit and keep a steady (reasonable) job. At the age of -6, the character is a fugitive who is likely to be shot in front of the police who recognize him. Being caught by the police will mean another trip to the pen for an even longer time. See Appendix 5 for more information about jailpath. Cyber-RejectionCost: -10 SPsTa the nature of this defect may not have any cyberware vaccinated on or into his body or his immune system will violently reject it. If you save against body (in -4), Cybernetics will not work and the character will take 2 damage per day until they are removed. These damage accumulates and does not heal. If the roll fails, the character must save death once an hour until the cyberware is removed or the character dies, in addition to 2 damage points per day. Debt (financial)cost : -2, -4, -6 SPsThe sign in question is someone owes money. The nature of the debt depends on the player and GM to decide, but there should be an amount that the player can repay immediately. This debt does not have to be based on money, but on equipment that has been previously lost or damaged (the car that crashed the computer, the money owed in the court settlement, maintenance or maintenance, etc.). The character does not have to pay all the money at once, but it must be a constant drain of his resources. Failure to make regular payments can lead to poor credit rating, equipment or property recovery and arrest. Debt amounts are guidelines, subject to GM's whim and approval. In the case of an additional -2 SPs, the debt is owed less than a meticulous lot, which will happily cause sadness to the character if he does not pay on time (for example, a mafia bookmaker who sends three bandits to break the legs of the character if he misses the installment). GMs, keep in mind that the figure must repurchase the debt from the IP before he can fully repay the debt. At -2, the figure must pay 200 euros dollars per month for a year before paying off the debt. At -4, the figure must pay 500 euros per month for the year, or 300 euros per month for two years before the debt is repaid. At -6, the figure must pay 1000 euros per month for the year, or 600 euros per month for two years before the debt is repaid. Deep SleeperCost : -2 SPsThe character is hard to wake up when she sleeps. Deep Sleeper must succeed in intelligence save with -4 modifier to wake up under normal conditions (their alarm clock goes off, for example). Loud noises or shaking can reduce this penalty, but they will never grant a bonus. In each subsequent round in which the disruption continues, the penalty is reduced by one point to a minimum of +0. Divided LoyaltyCost : -4 SPsThe character has a deep-seated loyalty for something or someone other than his current employer or fellow PC (government organization, etc.). The interests of the employer (or administrator or anything else) may not always be in line with the interests of other computers. GM should discuss the details with the player before playing and then plan accordingly. Ignoring this flaw is a good way for pc to end up in deep trouble. Unlike close personal tie, this flaw does not necessarily represent a loved one or family members of the character (though in some particularly twisted circumstances, maybe). DomineeringCost : -2 SPsA character with this disadvantage likes to be in favour and will try to fill the leadership role in each group. He is bossy, merciless defeat and expects those below him to follow his orders to the letter. Dominant people are usually disliked by their subordinates. This is reflected in the -2 penalty for any leadership skates made by the dominant figure against the NPC who know him. Cost of drug dependence : Variable (-2 à -10)The cost of drug dependence is based on the legality of the substance and the total cost per dose. Something that costs a lot, or is very illegal, will probably be harder to get and the risks associated with maintaining a habit are greatly increased. Similarly, something that you can buy in a corner market for five dollars will be easier to buy. When determining the cost of addiction, cross-index of the legality of substances with the cost of the substance in the chart below. CostLegal/CommonPrescriptionType CType BType A1-150 euro301-450 euro451-600 euro601-750+ euro-2-3-4-5-6-2-3-4-5-6-4-5-6-7-8-9-6-7-8-9-10 SignatureCost Ego : -2 SPsARakter must leave a calling card too, even during sensitive operations. This can mean a piece of white lace, a silver ball, a flower or a chewing toothpick. Intentionally leaving such clues increases the likelihood that the character's identity will eventually be discovered. EnemiesCost : -2 SPsFor each -2 points spent on enemies, the player gets to collapse the enemy into parts of Friends and Enemies Lifepath. EstrangedCost : -4 SPsAn alienated character has problems creating close personal relationships. This is reflected in the -2 penalty for most interpersonal skills (GM discretion). A character who is alienated cannot use empathy. FlashbacksCost : -2, -4, -6 SPsThe character suffers flashbacks from a traumatic experience he had earlier in life. Similar circumstances or stressful situations can trigger these flashbacks. At -2, the character must make save vs COOL or be stunned for the round. At -4, you must make a save at -2, or be stunned on 1D5 rounds. In -6, the character must make a save at -4, or start hallucinating, thinking that the current situation is in fact old. Must save every 1D10 minutes to jump out of it, with +1 modifier every until it recovers. This defect can be purchased from the IP if psychological counseling is sought after by the figure. Glass JawCost : -2 SPsA character with this defect is easily knocked out by blows to the head and therefore suffers -2 to stun saves after taking such injuries. Greedy cost : -4 SPsThe character is selfish, stingy and obsessed with money. When a bribe is offered, save against cool must be done in the 2 modifier in order not to accept it. In addition, people of this kind are known to betray friends for a few lousy bucks and this can affect your reputation as well. Hearing loss/DeafnessKocht: -2, -4/-6, -8, -10 SPsAt -2 SPs, the figure is a victim of partial hearing loss in both ears. This causes -2 to all awareness rolls related to hearing and damage can be taken out. In -4/-6 SPs, the character experiences complete deafness in one chu (-4 to all hearing-related awareness rolls). If in -6, this damage can not be taken out. At -8 SPs, the figure is completely deaf in both ears. However, this disad can be purchased as long as a costly operation (involving bio- or cyber-enhancements) is also performed. At -10 SPs, the figure is completely deaf in both ears and this damage can not be taken out, no matter what. HemophiliaCost : -6 The form of SPsA with this defect has blood that does not clot very well. After injury, the character will continue to deal one point of damage until bleeding stops or until death. This will continue when the character is unconscious as well. HonestyCost : -2, -4 SPsAt -2 points, the character will do everything to fulfill his duty, including putting his life in danger. If his actions seem to bring some death, he can withdraw. At -4 points, the character will go as far as dying if he will accomplish his mission. IlliteracyCost: -4 SPsZna can not read or write and has problems with simple mathematics. DiseaseCost: -4, -6, -10 The nature of SPsA with this defect has a chronic disease or disease that can not be cured with conventional medicine. Such diseases can include arthritis, migraines, muscle and nervous system disorders, diabetes, cancer, etc. Symptoms of specific diseases should be reflected through play. Medical and trauma care can be a little more expensive for a character with a chronic disease, because his condition requires that special steps be taken during play. Diseases can be purchased if appropriate treatment is sought during play. At -4 points, the disease is minor and can be controlled by regular doses of prescribed medications that can be expensive (GM option). If

the symptoms of the disease will manifest within 1d6 hours. Symptoms may include pain and/or fatigue and should be reflected in -2 to all skill rolls due to distraction and feelings of ill health. At -6 points, the disease is slightly worse. Medications must still be taken to relieve the symptoms of the disease, but either the drug does not completely reduce the symptoms or the drug itself causes adverse side effects. If the drug is not taken, the symptoms will manifest itself within 1d3 hours, giving the -4 mark to all rolls of skill. Even with his medication, the character still suffers a -2 bonus to the Initiative, as well as to any other rolls that GM considers essential. At -10 points, the hero's disease is terminal and there is not too long to live. GM should secretly roll 1D10+2 to determine how long (in months) the character must live. For now, the character suffers as a -4 point unfavorable disease. After half that time has passed, his condition worsens to -6 point Wada disease. After half the remaining time (be it weeks or months), the condition of the form rapidly deteriorates. Besides this point, the character is bedridden and is no longer profitable for a standard game. When his time expires, so does he. Handicapped VisionCost : -2 SPsThe character is a victim of myopia, farsightedness, or astigmatism. This can be corrected with contact lenses or glasses. The vulnerability cannot be fixed completely (i.e. cybeyes or organic replacements, or operations) unless the disad is purchased using ip. ImpulsiveCost : -2 SPsImpulsive character find conversations and plan to be tedious wastes of time, instead prefer to go out and get a job. They are generally impatient (though not always so) and grow agitated if things don't seem to move as fast as they would like. GMs should feel free to tempt impulsive characters to perform hastily. KleptomaniaCost : -6 SPsThe character is a compulsive thief who steals everything he thinks he can escape. Moreover, you may not even realize that it steals everything until it is caught. Faced with the opportunity to thiev, the player (or GM, secretly) must make save vs cool at -2. If the entry fails, the character must attempt to move the requested object (be it a string of artificial pearls or a diamond ring). Failure to roll theft can lead to imprisonment or brutal death. LecheryCost: -2, -4 SPsAt -2 points, the character is attracted to the opposite sex as a goatee to the flame. Seduction rolls against this character are made with a +2 bonus to the seductress roll. At -4 points, the character is obsessed with sex and will do everything in his power to get the objects of his desire to bed. The character also gets -2 penalties for all empathy-based skills when dealing with sex due to wandering eyes and posture. (Note: If the characters are homosexual or bisexual, this defect may relate to same-sex feelings as well.) MasochismCost: -2 SPsThe character is a masochist and takes pleasure from his own suffering. He will receive +2 to resist torture, but he can actually go out of his way to be wounded. Such methods can include self-harm, kinky sexes, etc. No umbria: -4pc par membre SPsRused, due to defects, mishap or violence, missing limb (extent of deformity/injury is under discussion and may admit more or less SPs). Normal cybernetic tissues and grown in a vat can only be vaccinated on the mark if he/she has taken out a defect with IP, although non-cybernetic dentures can be used. Moral QuailCost : -2, -4 SPsIsta is something that a character is morally opposed to doing, such as harming children, lying, or using torture on a prisoner. O -2, while the character will not actively participate in such activities, will allow other computers to let go. In -4, the character is so repulsed by the activity that he will take steps to prevent this from happening at all and won't think very highly of those who don't. MuteCost : -4, -6 SPsZna can not speak, due to defects, injuries, psychological problems, etc. In -4 PS, this disad can be redeemed using IP (operation may be necessary as well). At -6, the defect is permanent. NightmaresCost: -2 SPsThe character is prone to nightmares. Every time a character tries to sleep, he must roll 1D10. As a result of 1 or 2, he experiences a nightmare that will be of such intensity to wake him up. He will not be able to sleep for the rest of the night. Subsequent nights that give nightmares as well can incur attribute modifiers and skill rolls due to exhaustion. No Pain ToleranceCost : -6 SPsWhen the character takes damage, his stun/shock save must be made with a -2 modifier. If the roll fails, the character is knocked unconscious or incapacitated due to pain (i.e. rolling on the ground screaming). If such a figure is the subject of torture, it is likely to snap like a twig (-4 resist torture). Old InjuryCost : -4 SPsThe character must roll on the random damage chart and suffer any consequences. The effects of the injury, regardless of severity, can not be corrected until the unfavorable situation is taken out. This flaw is a total gamble and should not be underestimated. Nice GMs can allow players to roll out due to injury before taking a flaw. OverconfidenceCost : -4 SPsThe character sees himself as better than he really is. In his eyes he can take on anything and go out without scratching. This can cause the character to take excessive risks, which can get into more trouble than it is really worth. PacifismCost : -4, -6 SPsAt -4, the character will be no circumstances kill anyone intentionally. Unintentional murder will result in guilt. The character can continue to harm enemies, either knocking them unconscious or paralyzing them. In -6, the character will not intentionally hurt anyone. Hurting anyone will cause sadness to the character and killing anyone can cause a complete mental breakdown. ParanoidCost : -6 SPsThe character suffers from paranoid delusion. Everyone and everyone can be outside to make it, even you and he doesn't trust anyone. This is a very strong illusion that requires good role play. GMs are encouraged to devilish and feed the nature of paranoid. PhobiaCost : -2, -4 SPsAt -2 points, the sign has little fear of an object, animal or circumstance. Faced with the subject of his fear, the character must make Save vs COOL or he will refuse to face his fear. At -4 points, the character must perform save vs COOL mode with the -2 modifier. If he fails, he can panic and try to escape. At -6 points, the character must make save vs COOL with the -4 modifier. If the result of a failure, the character may faint or become hysterical. More rolls may be required, as the situation dictates. Poor Sense (varies)Cost : -2 SPsWor if this defect is taken, the player must determine the sense of sense, taste or touch of his character. Awareness rolls made, which include the chosen sense to suffer -2 penalties. RebelliousCost : -2 SPsOne with the quittance of features of the stereotypical character Cyberpunk. Rebellious nature suffers -2 to all interpersonal skill rolls in dealing with authorities (police, government officials, corporate officers, etc.). RivalCost : -2, -4 SPsYou have a rival, someone who presents legitimate competition in your field of knowledge. Your opponent should be a fully developed character, with skills and skills that are equal (or, in some cases, exceed) their own. Your rivalry does not have to be an enemy, depending on the cost of the defect point. On -2, your rivalry with this competitor is almost friendly and tainted by professional courtesy. Although they are both not friends, you are certainly not enemies. Business is business, after all. In -4, your rival has taken a personal interest in making sure he succeeds at your expense. He sees you as an obstacle to overcome, and he will get out of the way (illegally, if necessary) to outdo you, outbid you for contracts and generally make your business life unpleasant. This competition usually stops before murder, although it may consider that as an option if the stakes are high enough. SadismCost : -4 SPsThe character gets a kick from inflicting pain. This kind of character is capable of extreme violence and must make Save vs COOL at -2 to refrain from trying to hurt (emotionally or physically) anyone who has direct power over. SterileKoja: -4 SPsZ for whatever reason the sign is Children. In -2, the character can continue to function sexually and retains all his adult desires and sex drive. In -4, the character has no bodily desires and is unable to function, which can play havoc with his self-esteem. On the plus side, the figure with this form of sterility is resistant to any attempt at seduction. UncouthCost : -4 SPsThe character is at a loss in any social situation, be it meeting a new person or having lunch with the director of the local branch of Arasaka. This reflects the -2 modifier for skills such as oratory, intelligence, leadership, seduction, social and fast talk. Unmistakable FeatureCost : -2 SPsThe character has a birthmark, scars, tattoo, or other unusual features that makes it easily recognizable to others. Please note that this may include having an identical twin, or it looks just like Marlon Brando. This can be purchased using IP, but should be accompanied by plastic surgery. VendettaCost : -2, -4, -6 SPsThe character has a score to settle with someone. The way he settles the score is not important, but he must seek revenge if the opportunity arises, unless he saves himself from his COOL -2. At -2 SPs, the purpose of the character's hostility is a single person or a small group of people (i.e. a rival ops team, a small gang, etc.). In -4 it is a medium-sized gang, nomad pack, company or organization. At the age of -6 years is after the largest and/or most powerful group (i.e. Arasaka, IFA or LEDiv). Weak StomachCost : -4 SPsAnytime character sees something disgusting or gross, must do Save vs Cool. If he fails, he will become bland, suffering -4 on all abilities until he is away from offensive sight. Just seeing the blood alone gives it +2 to its cool, but things like severed heads and mutilated corpses can create a -4 (or worse) modifier. CHARTS The charts below are designed for use by players to embody the background of their characters and can be used instead of the standard CP2020 Lifepath option. They were created to add more detail to the process of explaining the sighs and falls of a character's life. LIFE PATH CHART The following series of charts can be used by GM and its players to generate random stories for the player's character. One throw should be made on the chart per year, starting at the age of 16. Follow the instructions and go to the corresponding sub charts. If a particular result doesn't match the player's character concept, you can ignore it and throw it back (or select it). LIFE EVENTS - TABLE 1A (Roll 2D10) 1 - 3 : You Get Lucky (Table 2A) 4 - 6 : Disaster Strikes! (Table 3A) 7 - 9 : Make A Friend (Table 4A) 10 - 12 : Make An Enemy (Table 5A) 13 - 16 : Romantic Engagement (Table 6A) 17 - 20 : Nothing happens this year you are lucky! - TABLE 2A (Roll 1D100) 01 - 05 : Financial profit (1D5 x 100 Euro) 06 - 10 : Large (1d10 x 100 100 11 - 15 : Profiter 1D10 x 100 Euro towards hardware or cyberware 16 - 20 : Find Sense (+2/+1 for martial arts) 21 - 25 : Find an instructor (+2/+1 for non-martial art REF skill) 26 - 30 : Find a teacher (+2/+1 for INT skills) 31 - 35 : Find a trainer (+2/+1 for BOD or athletics skills) 36 - 40 : Find a technical teacher (+2/+1 for TECH Skill) 41 - 45 : Charm School (+2/+1 for EMP skills) 46 - 50 : Discover Fashion Sense (+2/+1 for ATT skills) 51 - 55 : Learn a new language (+2/+1 for language) 56 - 60 : Learn Netrunning Basics (+2/+1 for interface) 61 - 65 : Street Life (+2/+1 for COOL Skill) 66 - 70 : Make Friends Street Gang (2 SP Brotherhood Advad, can be raised with SPs) 71 - 75 : Befriend Nomad Pack (2 SP Brotherhood Advad, can be raised with SPs) 76 - 80 : Gain a Contact (2 SP Contact, can be raised with SPs, Generate on FE&C Table 86 - 90 : Make A New Friend (Generate on FE&C Table) 91 - 95 : Enemy Disappears/Dies (Choose One; if no enemies, roll again) 96 - 00 : Pulled something Off Impressive (+2 Pos. REP) DISASTER STRIKES I - TABLE 3A (Roll 1D100 and Pray) 01 - 05 : Financial loss (1D5 x 100 euro) 06 - 10 : In debt (1d10 x 100 Euro - Pay now, or pay later!) 11 - 15 : Bioplague contract; Random attribute reduced by 1 16 - 20 : Addiction; INT, REF, CIA,LO, hm EMP Zmniejszona o 1 21 - 25 : Szkody (Make One Roll na stole 3B) 26 - 30 : Friend / Lover Umiera / Znika (Wybierz jeden losowy) 31 - 35 : Kontakt umiera / znika (Wybierz jeden losowy) 36 - 40 : Make An Enemy (Wygeneruj na fe&C table) 41 - 45 : Ktos chce cię martwy (GM generuje secret enemy) 46 - 50 : Zdradzony przez przyjaciela (Przyjaciel staje się wrogiem) 51 - 55 : Aresztowany i nie skazany (1D5 tygodni w więzieniu) 56 - 60 : Aresztowany i ukarani grzywną za drobne przestępstwa (1D10 x 100 Euro) 61 - 65 : Aresztowany i skazany za przestępstwo (1D12 miesięcy w więzieniu) 66 - 70 : Nie ma nakazu na aresztowanie gdzieś (Wybierz) 71 - 75 : Random Cyberware Awarii, 1/2 Koszt naprawy 76 - 80 : Anger Gang , Nomad Pack , etc. (GM's Choice) 81 - 85 : Hunted By A Corporation (Roll or Choose One) 86 - 90 : You owe Someone A Favor (Generate on FE&C Table) 91 - 95 : Blamed For Something You Did Or Didn't Do (+1 Neg. REP) 96 - 00 : Unplanned pregnancy! Deal with it, Choomba. DISASTER STRIKES TABLE 3B - RANDOM INJURY CHART (or You Got Crippled!) (Roll 1D100) 01 - 05 : Minor burns *3* 06 - 10 : Severe burns *1* *3* 11 - 15 : Stab wound *3* 16 - 20 : Gunshot wound : Went Clean Through *3* 21 - 25 : Gunshot wound : Composite bullet, Removed *3* 26 - 30 : Bullet Wound: Composite Shell, Never Removed *2* *3* 31 - 35 : Gunshot Wound: Shredded, Large Base Wound *1* *3* 36 - 40 : Badly Treated Fracture *1* *2* *4 : Damaged internal organ *1* *2* 46 - 50 : Skull fracture: Minor brain injury 51 - 55 : Skull fracture: Serious brain damage 56 - 60 : Unremoved shard *2* 61 - 65 : Teeth *3* 66 - 70 : Missing fingers/fingers *1* 71 - 75 : Missing eye *1* 76 - 80 : Missing eye *2* *3* 81 - 85 : No nose *3*86 - 90 : Severed limb/hand/foot *1* 91 - 95 : Back injury *2* 96 - 00 : Impressive scar *3* NOTES : *1* - The injury can be cured with cyber results or spare parts grown in vat. *2* - Surgery can cure suffering by cutting out something, or fixing the damage outright. *3* - Facial reconstruction and/or plastic surgery can repair aspects of this injury. Use CP2020 guidelines or improve ATT. Injuries that result from old injury cannot be determined unless disad is taken out first. More information on specific injuries and their effects can be found in Annex 4. MAKE A FRIEND - TABLE 4A Consult table FE&C 1.0 to see who your friend is, then use the table below. HOW DID YOU MEET THEM? (Roll 1D100) 01 - 04 : Partner 05 - 08 : Co-worker 09 - 12 : Contact 13 - 16 : Old Lover 17 - 20 : Old Enemy 21 - 24 : Old childhood friend 25 - 28 : Relative 29 - 32 : Met by common interest 33 - 36 : You saved his life 37 - 40 : Saved lives 41 - 44 : At a party 45 - 48 : Old employer 49 - 52 : Old employee 53 - 56 : Met Through A Common Enemy 69 - 72 : Met at A Concert 73 - 76 : Met at A Bar 77 - 80 : Met at A Mallplex 81 - 84 : Met Through A Common Lover 85 - 88 : Sold you something 89 - 92 : You sold him something 93 - 96 : He did you a favor 97 - 00 : You Did Him A Favor MAKE AN ENEMY - TABLE 5A Consult FE&C; Chart 1.0 to see who your enemy is, then use the charts below. DO YOU KNOW THEM? (Roll 1D100) 01 - 10 : Ex-Friend 11 - 20 : Ex-Lover 21 - 30 : Relative 31 - 40 : Employer 41 - 50 : Employee 51 - 60 : Partner/ Co-worker 61 - 00 : Total Stranger WHO'S THE CRIME PARTY ? (Roll 1D100) 01 - 50 : You did it. 51 - 100 : They did it. WHAT WOULD YOU/THEY DO? (Roll 1D100) 01 - 04 : Attempted murder 05 - 08 : Attempted blackmail 09 - 12 : Exposed a Secret 13 - 16 : Framed Other 17 - 20 : Betrayed/Stabbed in the Back 21 - 24 : Risk of injury 25 - 28 : Death threat 29 - 32 : Caused property damage 33 - 36 : Caused direct / indirect bodily injury 37 - 40 : Caused relative damage / Friend / Lover 41 - 44 : Caused death relative / Friend / Lover 45 - 48 : Caused the loss of face / Status 49 - 52 : Caused the loss of friends 53 - 56 : Caused the loss of work / contract 57 - 60 : Refused Romantic Advances 61 - 64 : Stole Property (1D10 x 10 Euro Value) 65 - 68 : Stole Money (1D10 x 10 Euro Value) 69 - 72 : Clashing Personalities / Friend / Lover 73 - 76 : Minor Disagreement (Something Stupid) 77 - 80 : Major Disagreement 81 - 84 : Insulted 85 - 88 : Personal Insult or Accusation 89 - 92 : Made Pass At Lover 93 - 96 : Seduced Lover 97 - 00 : Foiled Plan WHO'S PISSED OFF ? ? 1D100) 01 - 25 : You're Angry 26 - 50 : They're Angry 51 - 00 : Mutual Hate WHAT'RE YOU / THEY'RE GOING TO DO ABOUT IT? (If you're injured, roll 1D10) 1 : Talk smack about it behind your back. 2 : Verbally bully him every chance you have. 3 : Defeat your son's within an inch of his life. 4 : Kill the bastard at the first opportunity. 5 : Avoid it like a plague. 6 : Indirectly interfere with his plans. 7 : Make his life miserable (frame him, steal friends, seduce his lover(s), etc.). 8 : Hurt him in the same way he hurt you (eye for eye). 9 : Make friends with him, just betray him when it's time. 0 : He is not worth your time. Ignore it and pretend it doesn't exist. ROMANTIC ENGAGEMENT - TABLE 6A Consult table FE&C 1.0 to see who your lover is, then use the table below. HOW DID YOU MEET THEM? (Roll 1D100) 01 - 05 : Partner 06 - 10 : Co-worker 11 - 15 : Contact 16 - 20 : Old Lover 21 - 25 : Old Enemy 26 - 30 : Old childhood friend 31 - 35 : Met by common interest 36 - 40 : You saved his life 41 - 45 : Saved lives 46 - 50 : At party 51 - 55 : Old employee 56 - 60 : Old employee 61 - 65 : Met by mutual friend 66 - 70 : Met by blind date 71 - 75 : Went to school together 76 - 80 : Met Through A Common Enemy 81 - 85 : Met at A Concert 86 - 90 : Met at A Bar 91 - 95 : Met at a Mallplex 96 - 00 : Met Through A Common Lover HOW DID IT WORK OUT ? (Roll 1D10) 1 - 4 : Happy Love Affair 5 : Tragic Love Affair (Goto 6B) 6 - 7 : Romance with Problems (Goto 6C) 8 - 0 : Fast Affairs and Hot Dates TRAGIC LOVE AFFAIR - TABLE 6B (TABLE 6B) (Roll 1D100) 01 - 16 : It just didn't work out 17 - 22 : Lover Left You Dear John Note and missed 23 - 28 : Lover died of incurable disease 29 - 34 : Lover Died in Accident 35 - 40 : Lover Vanished/Was Kidnapped 41 - 46 : A Personal Goal Came Between You 47 - 52 : Lover Went Insane 53 - 58 : Lover Committed Suicide 59 - 64 : Lover Killed in Battle 65 - 70 : Lover Impressed (1D10 years) 71 - 76 : Lover murdered by enemy (Choose one) 77 - 82 : Lover left you for friend (Choose one) 83 - 88 : Lover Left You For An Enemy (Choose One) 89 - 94 : Lover Was Just Leading You On 95 - 00 : Lover Stole 1D10 x 100 Euro From You And Split LOVE AFFAIR with PROBLEMS - TABLE 6C (Roll 1D100) 01 - 07 : Your lover's family hates you 08 - 14 : Your lover Friends Hate you 15 - 21 : Your family hates lover 22 - 28 : Your friends hate lover 29 - 35 : Lover Wants to see other people 36 - 42 : You want to see other people 43 - 49 : You are separated 50 - 56 : You fight constantly 57 - 62 : One of you is insanely jealous 63 - 68 : Your lover is Missing Around 69 - 74 : You Are Missing Around 75 - 80 : Lover's Ex-Lover Wants You 81 - 87 : Lover Has A Chemical Dependency 88 - 93 : Lover Is In A Coma 94 - 00 : Lover Is Married MUTUAL FEELINGS - TABLE 6D 6D 1D10 if applicable! 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 Feelings 9: You Like Them, You Hate Them 1 They Hate You 0: They Like You, Hate Their Friend, Enemy, and Contact Occupations (FE&C; Table) Below is a chart that the Game Master can use to generate random competitions for non-player characters, as well as to enthrd friends, enemies and contacts. Follow the matrix roll instructions or select an entry and go to the subzones as indicated. Specify the gender of the NPC by scrolling through 1D10. On a strange roll, it's a male. On an equal roll it is a woman. 01 - 20 : Legally Employed (Roll 1D100) :01 - 06 : Accountant07 - 13 : Clerk (Retail or Otherwise) 14 - 19 : Construction Worker20 - 25 : Courier 26 - 31 : Doctor/Nurse32 - 37 : Engineer/Technician 38 - 44 : Janitor45 - 50 : Pilot 51 - 56 : Secretary57 - 61 : Scientist 62 - 68 : Social Worker69 - 75 : Student, College 76 - 80 : Student, K-1281 - 87 : Teacher, College 88 - 93 : Teacher, K-1294 - 00 : Truck/Bus Driver 21 - 35 : Street Trash (Roll 1D100) :01 - 02 : Assassin03 - 07 : Bantender 08 - 11 : Bodyguard12 - 15 : Bouncer 16 - 20 : Cab Driver21 - 23 : Con Man 24 - 26 : Convict27 - 28 : Counterfeiter 29 - 30 : Drug Cooker31 - 36 : Drug Dealer 37 - 40 : Ex-Convict41 - 44 : Fixer/Fence 45 - 49 : Gang Member50 - 53 : Hooker (Non-Licensed) 54 - 58 : Junkie59 - 62 : Mercenary 63 - 65 : Netrunner66 - 69 : Nomad 70 - 72 : Prostitute (Licensed)73 - 74 : Ripperdoc 75 - 78 : Ronin79 - 82 : Smuggler 83 - 88 : Street Vendor89 - 90 : Techie 91 - 94 : Thief/Burglar95 - 00 : Vagrant 36 - 50 : Legal/Emergency (Roll 1D100) : 01 - 05 : Bouncing Hunter06 - 20 : Cop (Go to Torn 1.1) 21 - 36 : Firefighter37 - 40 : Lawyer 41 - 55 : Paramedic56 - 61 : Prison Guard 62 - 75 : Private Investigator 76 - 90 : Rent A Cop 91 - 95 : Retired Cop (Go to Subchart 1.1)96 - 00 : Vigilante 51 - 65 : Organised Crime (Roll 1D10) : 1 : Assassin2 - 3 : Bodyguard 4 : Bookies : Counterfeiter 6 - 8 : Entorcer : Minor Boss 0 : Netrunner (Go to Subset 1.2) 66 - 79 : Corporate (Roll 1D10) :1 : Assassin/Ninja2 : Corp Cop/Security 3 : Doctor/MedTech4 - 5 : Employee (Official, Secretary, etc) 6 : Junior Executive7 : Senior Executive 8 : Netrunner9 : Samurai 0 : Technician (Go to Podzbitz 1.3) 80 - 89 : Entertainers (Roll 1D10) :1 : Actor2 - 3 : Artist 4 : Athlete5 : Disk Jockey 6 : Media (Go to Subchart 1.4) 7 - 8 : Rocker 9 : Dancer0 : Writer 90 - 00 : Government (Roll 1D10) :1 : LEDiv Agent (Go to Subchart 1.5)2 : Assassin 3 - 6 : Military (Go to Subchart 1.6)7 : Netrunner 8 : Official/Politician 9 - 00 : Techie FE&C; Subchart 1.1 - Types of police used only if, when a Cop or Retired Cop has been rolled up to determine which division the NPC/was with. (Roll 1D100) 01 - 03 : Department of Home Affairs (IAD) 04 - 08 : Administration 09 - 13 : Security Section (NetSec) 14 - 18 : Homicide 19 - 23 : Vice 24 - 28 : Robbery 29 - 33 : Special Investigation (Sin) 34 - 37 : Special Weapons and Tactics (SWAT) 38 - 41 : Cyborg Suppression Unit (CSU, MaxTac, C-SWAT) 42 - 46 : Riot Section 47 - 50 : Airborne Patrol 51 - 67 : Cruiser Patrol 68 - 82 : Traffic Patrol 83 - 98 : Beat Patrol 99 - 00 : HiWay FE&C; Subchart 1.2 - Organized Crime Specifically West Coast Organizations. Find out which group the NPC is associated with. (Roll 1D10) 1 - 4 : Yakuza (japoński) 5 - 7 : Mafia (głównie włoski) 8 - 9 : Triady (chiński) 0 : Kolombizacja (Ilnni Amerykanie Południowi) FE&C; Subchart 1.3 - Korporacje Używane, aby zobaczyć, która korporacja NPC jest związany z. (Roll 1D100) 01 - 03 : Arasaka (CP, CR1) 04 - 05 : BioMass Laboratories Group, GMBH (ERI) 06 - 08 : Biotechnology (CP) 09 - 10 : Consolidated Agriculture (IF1.4) 11 - 13 : Diverse Media Systems (RB) 14 - 16 : Dornier AeroSpace (NO) 17 - 19 : Euro-Business Machines Corporation (CP) 20 - 21 : Fujiwara (PRS) 22 - 23 : Hilliard Corporation (RGUK) 24 - 25 : Imperial Metropolitan Agriculture, PLC (RGUK) 26 - 28 : InfoComm (CP, ER) 29 - 31 : International Electric Corporation (CR1, DS) 32 - 33 : Kendachi (PRS) 34 - 35 : Lazarus Military Group (CR2) 36 - 37 : Matsushima-Kiroshi (PRS) 38 - 40 : Merrill , Asukaga, & Pinc (CP) 41 - 43 : MicroTech (CP) 44 - 46 : MilITech (CP, CR2) 47 - 49 : Mitsubishi/Koridansu (DS) 50 - 52 : Network News 54 (CP, RB) 53 - 54 : No-Ahme Caldwell Genetic Engineering & Biochemicals (NO) 55 - 56 : Ocean Technology & Energy Corporation (IF1.1) 57 - 59 : Orbital Air (CP) 60 - 61 : Peak &amp; Derrera (ERI) 62 - 64 : PetroChem (CP, CR3) 65 - 67 : Raven MicroCybernetics (ERI) 68 - 69 : RepliTech (DS) 70 - 71 : Genetic Revolutions, Inc. (IF1.3) 72 - 73 : SegAtari (PRS) 74 - 75 : Soviet World Petroleum Industry (CR3) 76 - 77 : Storm Technologies Inc. (NT) 78 - 79 : Sungan Industries (PRS) 80 - 81 : Tanson Group (PRS) 82 - 83 : Terra Nova (DS) 84 - 85 : Tiger Medicines Corporation (PRS) 86 - 88 : Truama Team International (CP) 89 - 90 : Tsunami Design Bureau (ERI) 91 - 92 : Utopian Corporation (DS) 93 - 95 : World News Service (CP) 96 - 98 : WorldSat Communications Network (CP) 99 - 00 : ZetaTech (CP) Source books that list details of named corporations are given in parentheses. Abbreviations follow: CP = Cyberpunk 2020; CR# = Corporate report, where # is a volume; ERI = Edgerunners Inc.; RB = Rockerboy; NO = Near orbit; PRS = Pac Rim Sourcebook; RGUK = Indicative guide to the UK; DS = Deep space; NT = Neo Tribes; IF#=# = Interface stores where #=# indicates the volume and problem, respectively. FE&C; Subchart 1.4 - Media Types (Roll 1D10) 1 : TV News Reporter 2-3 : Journalist 4-5 : Photojournalist 6 : Anchor Person 7 : Cameraman/Woman 8 : Technician 9 : Sports Caster 0 : Combat Correspondent FE&C; Subchart 1.5 - Typy Typy LEDiv Agents (Roll 1D10) 1 : Administration 2 : Corporate Investigation 3 : Criminal Investigation 4 : Drug Enforcement 5 : Intelligence 6 : Organized Crime 7 : Records 8 : Science/Tech 9 : Secret Service 0 : Special Operations FE&C; Subchart 1.6 - Military Jobs Used to find affiliations of Military NPC's. (Roll 1D100) 01 - 17 : Air Force, Enlisted 18 - 20 : Air Force, Officer 21 - 37 : Army, Enlisted 38 - 40 : Army, Officer 41 - 57 : Marines, Enlisted 58 - 60 : Marines, Officer 61 - 77 : Navy, Enlisted 78 - 80 : Navy, Officer 81 - 97 : State Forces, Enlisted 98 - 00 : State Forces, Officer Appendix 1 - Cost charts for brotherhood advantage When creating characters from the Brotherhood, you must first decide what kind (Family, Blood, or Workgang) and to which group it is associated with. After doing this, check the appropriate column (see below). Each type of Brotherhood has four different aspects, and each aspect has five levels, from zero to four. Select the level you want to have in each aspect, and add them together (you need to spend at least 1 point). This gives the cost of SP from 1 to 16 points. Depending on the character's membership in the group and the relative strength of the group, this number can be quite high or quite low. Attention should be paid to the levels of the different aspects and can only be changed by playing roles. You cannot issue an IP address to increase these levels. If not maintained properly, some levels may drop during the game. Increases should be determined by both GM and the player, although the word GM is final in any dispute. Below I listed three different Brotherhoods and their different aspects. Family (Nomad Specific) Rank (How much authority do you have)Contact Soldier0 Sergeant1 Lieutenant 2 Captain3 Leader4 Clan Favors (How many people will support you) No one likes you0 You have few friends in the clan1 Well respected0 You have several enemies in the clan3 Liked by all4 Clan Size (How many members of your clan has) 10 100 members0 101-200 members1 201-300 members2 301-400 members3 401-500+ members4 Clan resources (your clan's wealth) Miserable - Your clan has no resources0 They fight - Your clan has few resources available1 Poor - Your clan has some resources2 Comfortable - Your clan gets with some to lose3 Rich - Your clan has very little urgent needs4 Blood (Gang Specific) Rank Greenie0 Punk1 Homeboy2 Bloodb3 Gang lord4 Gang Reputation You are a each of them You have several friends within the gang0 You have several enemies in gang3 You are an ace all cool4 Gang Size Tiny Gang (1-5 Members)0 Small Gang (6-10 Members)1 Medium Sized Gang (11-25 Members)2 Big Gang (26-50 Members)3 Huge Gang (51-100 Members)4 Gang Turf No Turf of them Several Buildings1 City Block 2 Two or Three City Blocks3 Four to Six City Blocks4 Workgang (Workgang Specific) Rank/Cost Clan Lieutenant2 Captain3 Tribal Elder4 Favor Nobody likes you0 You have a few friends in the clan1 Well respected2 You have several enemies in the clan3 Liked by all4 Workgang Size Tiny Gang (1-5 Members)0 Small Gang (6-0 2 Large Gang (26-50 Members)3 Huge Gang (51-51-25 Members)2 Big Gang (2 6-50 Members)3 Huge Gang (51-5 100 Members)4 Workgang Resources Destitute - Several skin suits, little more.0 They fight - The gang has a flicker or a working module.1 Poor - Gang Owns Old OTV.2 Comfortable - Gang Has Several Different Spaceships.3 Wealthy - Gang Has A Small Habitat and Several Crafts.4 APPENDIX 2 - Cost Charts for Advantage Contacts There are four aspects, which contacts are evaluated by. By purchasing a contact, you choose one of four levels in each aspect. After selecting the levels of statistics you want, add the sum of points together (with a minimum value of 1 point). This gives the final cost of the contact skill point (SP), which will be between 1 and 12 points. The skill level determines the contact skills in the selected profession. Unqualified contact has very little training and/or skills in the selected field and therefore adds 5 to the 1D10 roll when using its basic skill(s). Average contacts are trained, but they are far from experienced. They add 10 to the 1D10 roll when using skills. Professional contacts are masters of their professions and they can comfortably live doing what they do. They add 15 to the 1D10 roll when using skills. Experts are the best of the best, and people with their skill levels are rare. They add 20 to the 1D10 roll when using skills. The contact skill level can, according to the GM option, be raised through the game. However, this is one of the most difficult elements to change in contact because it reflects his talent and skills. Reputation measures contact status relative to what it does or is. The higher the reputation of contact, the more it can have in its business. While it can be seen as a measure of rank, it can also be a measure of how popular, famous or respected contact is. The reputation of the contact is subject to change, as is the player's character can. This is usually done by elevation of status, promotion or well-publicised contact activity. Availability measures how often you can call a contact to help your computer. When you try to contact a contact or see if they're available, collapse 1D10 and compare it to a Must Roll number. If the number is equal to or exceeds the number, the contact will be ready to help. If not, he is out, and can (or does not) call back, at his convenience. The contact may become more or less accessible depending on many aspects, including its schedule (busy contacts will be more difficult to achieve), its readiness to work with your computer (people who don't like you will rather avoid talking to you) and limit your own private life who have been arrested or who spend time in the hospital will be harder to get). Thanks to normal play, GM can decide whether contact is more or less likely to be achieved depending on the contact life over time. Contacts that have had good relationships, business, or other relationships with computers will be more likely to talk or meet with them. Reliability is a measure of your contact's loyalty to you. In these times of changing loyalty and comfortable friendships, it's nice to know who your real buddies are. Reliability represents the probability that he will sell himself to the opposition, reveal secrets about you to others, rat on you, lie to you, or otherwise turn against you. If contact is ever harassed by the police or (say) the mafia in relation to you, it has a chance to sell you for personal gain, or if its loyalty is compromised in any other way, GM should secretly roll 1D10 and compare it to its Betrayal on rating. If the rolled number is equal to or exceeds the number, the contact will betray you. The reliability of a contact may change depending on its relationship with the computer. Sometimes contacts are just untrustworthy bastards, and you won't go out of their way to protect your computer. The reliability of contact can fall against the computer in several different circumstances, including abuse (contact may feel used) and betrayal (such feelings can be caused by spreading the contact name to friends, or dropping his name on the police during questioning). Reliability can be improved by bribing contact, helping it once in a while, or maintaining cordial contact. Skill levelSuch as unskilled (5+1D10)0 Average (10+1D10)1 Superior (15+1D10)2 Expert (20+1D10)3 Reputation 0-20 3-51 6-82 9-103 Seldom Availability (Roll Must 9+0) Sometimes (Roll Must 7+1) Common (Roll Must 5+2) Always (Roll Must 3+3) Reliability Unbelievable (Betrayal on 3 +0) Reliable (Betrayal on 5 +1) Very Reliable (Betrayal on 7 +2) Super Reliable (Betrays on 9 +3) APPENDIX 3 - Cost charts for Resources Advantage when creating characters with Resources , you must first decide in which corporation the mark is employed. The resource breakdown has four different aspects, and each aspect (except Position) has five levels from zero to four. The position has ten levels, with a value of zero to nine. Select the level you want in each aspect and add it together (with a minimum of 1 point). This gives the cost of SP from 1 to 16 (or up to 21 if the item is not limited). Depending on the character's membership in the company and the relative strength of the company, this number can be quite high or quite low. Attention should be paid to the levels of the different aspects and can only be changed by playing roles. Address cannot be issued to increase these levels. If not maintained properly, some levels may drop during the game. Increases should be determined by both GM and the player, although the word GM is final in any dispute. A position is an approximate value and equals the rank of a company in its company. The total amount on the money list is the approximate salary (in Eurodollars) earned annually, if the company is doing well (see Financial Status). The position also defines what an employee can reasonably request when it comes to company resources. This is largely to GM's interpretation, and should be based on the company's respectability, and both the company's financial status and size. For example, the CEO of a local mom & pop company that goes bankrupt can't afford to keep a team of crack solo hits on the retainer. GMS is encouraged to limit characters from starting from the executive level. Respect is an indicator of how other employees in your company feel about you. The more people like you, the less likely they are to stab you in the back, and the more likely they are to help and support their efforts. However, no matter how much people think of you, there is always someone willing to put a cold piece of steel between the shoulder blades. The size of the corporation should give you an idea of how many employees the company works for it generally. This abstract sum includes all employees around the world, including soldiers, security and undercover agents. Financial status indicates how well a company is doing in terms of revenue. A company that is bankrupt or struggling will likely be more likely to lay off employees than one that is stable. Stable companies earn enough to pay all their employees, with a little left. Thriving and wealthy companies are more likely to open new offices, expand their current product lines and hire new employees. In addition, each assessment includes a pay multiplier, which is multiplied by the company's salary to get its total take-up per year. For example, an executive working for a thriving company makes just over \$90,000 a year, while its counterpart in corporate bankruptcy will be pulling in just over \$20,000 a year. Resources Position (Your rank in the company)Cost Wage Slave - You share a cabin with someone, \$20,000/year0 Assistant Manager - You have your own cabin, \$30,000/year1 Manager - You have a slightly larger cabin, \$45,000/year2 Junior Executive - You share an office with someone, \$55,000/year3 Executive - You have your own office, \$65,000/year4 Department Head - You have a larger office, \$75,000/year5 Division Head - You have a large corner office, \$90,000/year6 Junior Vice President - You have a huge office, \$120,000/year7 Vice President/Executive VP - You have a gigantic office of \$150,000/year8 Chief Executive Officer - You have your own floor, \$200,000+/year9 Respect (How your colleagues feel about you) No one makes you You have a few friends.1 Well respected respected most.2 You have a few enemies.3 Liked by all.4 Corporation Size (company influence) Local Mom & pop Company (10+ employees)0 Small National Corporation/Large Local Company (500+ employees)1 Large National Corporation (more than 10,000 employees)2 Small International Corporation (more than 100,000 employees)3 Large International Corporation (more than 500,000 employees)3 Large International Corporation 4 Financial status (how the company operates) Almost bankrupt (Pay Multiplier x 1/3)0 Fight (Pay Multiplier x 1/2)1 Stable (Pay Multiplier x1/2) Blooming (Pay Multiplier x1.1)5 Prosperous (Pay Multiplier x2)4 APPENDIX 4 - More information on specific injuries and their effects Rolled injuries, which duplicate certain defects do not need to be taken out of ip in order to cure. However, the damage can be treated when creating a character, before the game starts, but it can cost the character the amount of money that GM must determine based on the extent of the damage repaired. DETAILED INJURY LIST Minor Burns Figure received minor burns in one accidental place of the body. The burns have reassed properly and the scars are minimal. If a hit causes the hit point to cause head/face burns, reduce the character's AT&M by -2. If the specified location is collapsed more than once, use the following guidelines: If the location is a limb, most of the muscles and tendons have been burned. This leaves the limb useless. Any good doctor would recommend amputation. If the location is the torso or abdominal area, the scars are severe. Reduce BODY and REF by -2 each. If the position is head/face, reduce the ATT by -5 (to a minimum of 1). The figure can not grow hair. The stab wound(s) character was stabbed or cut through a weapon with edges. Apart from leaving an impressive, though cosmetic scar, the wound has no effect on the game. See roll Impressive scar. Bullet Wound : Went Clean Through The character had a cocleha in a random place of the body, but passed through it with a very small tissue injury. The figure is scarred like on an Impressive Scar roll. Bullet Wound : Lodged Projectile, Removed Character was shot and bullet lodged inside his body. Surgeons were later able to remove the bullet. The figure has scars from the wound, followed by surgery on an accidental place of the body. Bullet Wound : Lodged Projectile, Never Removed The character was shot and the bullet lodged inside the random location of the body. However, for one reason or another (dangerous wound position, poor medical care, etc.), the projectile was never removed. The sphere will appear on X-rays and can wear metal detectors. Bullet Wound The shredded, Large Exit Wound Character was shot at a random spot once again. This time, however, the round created a very large starting wound when the fall came from the other side. Either this, or the ammunition fired into the character had some special character (explosive, empty point, glasser, etc.), which contributed to a large part of the lost body. Whatever the cause, the figure has a nasty scar. If the location is curled with a limb, it is useless. If the torso or abdomen is curled, reduce the body of the figure by -1. Poorly healed fracture The figure broke a bone in the arm or leg and healed badly. All skill rolls made when using this limb are at -2. If the limb is a leg, also reduce the MA by -2. Damaged internal organs Through one of the offences of the form damaged and/or lost the internal organ or part of one of them. In the absence or partially missing organs, the form may have had the kidney or lungs removed, as well as parts of the severely damaged intestine, liver, stomach, whatever. Accurate harmful effects are up to the player and GM, though losing BODY attribute points are a good place to start. For Example, someone with a lowered bladder may have to urinate frequently, or in worse cases, wear a catheter constantly, while people with a single lung or kidney may function normally, although missing lungs can reduce MA or body by a significant amount. Damaged organs, on the other hand, are defective organs that can (or do not) last a long time and will have to be replaced if they continue to degenerate. Skull fracture : Minor brain injury The figure fell head into something more difficult than his skull, causing minor brain damage (-1 INT). Skull Fracture : Severe brain injury The figure got bashed on his head really hard, resulting in severe brain damage (-2 INT) and occasionally blind headaches (5% chance per day, not accumulation). The unremoved Shrapnel Character, for whatever reason, carries with him fragments of things in his body. This can include everything from small metal bomb enclosures to shot, to pieces of broken glass shards. Though not serious (yet), such things can pose problems later in life, as well as possibly firing metal detectors. The missing teeth figure is to get a few teeth knocked out. Roll 1d10 and consult the chart below to see how much you are lost. 1-3 : One Tooth, 4-5 : Two teeth, 6-7 : Three teeth, 8 : Four teeth, 9 : Five teeth, 10 : Six teeth. The character may have problems chewing solid foods. No fingers/toes Figure, by mishap or design, missing 1d6 random fingers or toes. Missing fingers can reduce REF when hand-eye coordination is needed, while the absence of more than half of the fingers on one foot can reduce MA by -1. Missing Eye lost sight in one of his eyes, as on -4 Blind disad. Ear The figure lost her ear or damaged the inner ear seriously enough to cause permanent damage. Suffers from -4 hearing loss / disad deafness. No nose The character either physically lost her nose (but shot anything), or severely damaged his sense of smell. In both cases, he loses his sense of sense of mind. In case of actual physical nasal loss, its ATT is modified by -2 as well. Severed limb / hand / foot by misfortune, illness or injury, the form lost an arm, foot, arm or leg. The effects are on the missing limbs of the disad. Back injury For one reason or another, the character has acquired a serious back injury. It cannot easily carry heavy loads, and new damage can aggravate the old one. For the purposes of the game, the character is limited to using only half of his body attribute when determining how much weight he can carry. Impressive scar Figure received an impressive scar somewhere on the body. Although the damage causing the scars had little or no lasting effect, it acts as an unmistakable trait, as per the disad of the same name. APPENDIX 5 -

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