Cyberpunk® Character Cribsheet

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FOLLOW THESE SIX EASY STEPS FOR ROLLING UP NEW CHARACTERS

1) STATS (2-10)

ROLL 13D10 OR 1D10 EACH STAT

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

2) DERIVED STATS CALCULATE AS BELOW

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

3) PERKS & TALENTS

Perks

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

Talents (3 CP per level)

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

Charismatic Leadership [X]

Time Sense

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

FIGHTING SKILLS ♦ Social Etiquette Personal Grooming Brawling/Hand to Hand, [Persuasion & Fast Talk. [♦ Fencing .. Trading..... ♦ Martial Art Wardrobe & Style ♦ Melee **TECHNIQUE SKILLS** RANGED WEAPON SKILLS REF ♦ Archery..... ♦ Gunnery.....

♦ Submachinegun **AWARENESS SKILLS**

♦ Heavy Weapons.....

♦ Handgun

♦ Rifle ..

٧T		
	Awareness/Notice	[]
	Deduction	j
	Hide/Evade	i i
	Lipreading	i i
	Shadow/Track	i j
	Surveillance	i i

CONTROL SKILLS	
REF	
♦ Driving[
◆ Motorcycle	
♦ Hvy. Machinery [
◆ Pilot (Gyro)[
◆ Pilot (Fixed Wing)	
♦ Pilot (Dirigible)[
◆ Pilot (Vect.Thrust)	
♦ Power Armor[
♦ Subjock [
WILL	
Link (mecha)[
DODY/OUTLO	

BODY SKILLS

Endurance

STR	
Strength Feat[
DEX	
◆ Athletics[]
♦ Dance[
Dodge & Escape	
◆ Swimming[1019
Stealth[
AMIL I	

Resistance..... INTERACTION SKILLS

I	ENACTION SKILLS	
C	OOL	
	Animal Handling[]
	Bribery[]
	Interrogation[]
	Intimidate[]
	Oratory [
	Streetwise	
	Human Perception [
	Interview[
	Leadership	
	Seduction	1

TECH	
♦ Aero Tech	[
◆ AV Tech	Ī
♦ Basic Tech	Ī
◆ Cryotank Operation	
◆ CyberTech	
♦ Demolitions	
♦ Disguise	
♦ Electronics	
♦ Elect. Security	Ī
♦ First Aid	
♦ Forgery	Ì

♦ Gyro Tech	[
Jury Rig	[
◆ Mecha Tech	[
♦ Medical Tech	[
A D. L. I. D.	ř

♦ Paint or Draw	Ī	
♦ Photo & Film		
♦ Pharmaceuticals	ĺ	
♦ Pick Lock	Ī	

♦ Weaponsmith PERFORMANCE SKILLS

◆ Pick Pocket ...

114.1	
Interface	
Perform	[
◆ Play Instrument	[
Ventriloquist	

EDUCATION SKILLS

Accounting	[
Anthropology	[
Biology	[
Botany	ĺ

♦ Chemistry[
♦ Coding[
Composition[
♦ Diagnose Illness[
◆ Education & Gen.Know [
Expert [

◆ Gamble ... ◆ Geology..... ◆ Language....

Library Search..... ◆ Mathematics ♦ Market Trading..... Physics... Teaching ..

Wilderness Survival .. ◆ Zoology ..

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

5) OUTFIT

Pick any six items:

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

ROLLING STATE

SCOUT..... Rο

ADAPTIVE HEALING

URBAN WARRIORGIRI=27 ROAD WARRIOR

.....GIRI=21 ..GIRI=23

- SMARTBOARD (FOR NETRUNNING)
- TECHSCANNER

EDGERUNNER

NEURAL NET.

HAND TO HAND PACKAGE.....GIRI=20

6) CYBERTECH

TECHIE PACKAGE	
RANGED COMBAT PACKAGE.	GIRI=25
SPY PACKAGE	GIRI=22
MEDIA PACKAGE	GIRI=18
TRACKER PACKAGE	GIRI=20
MUSCLE T BRACER	
COMBAT GAUNTLET	
HTH GAUNTLET 1	
HTH GAUNTLET 2	
MEDIA BRACER	
HVY WEAPON BRACER 1	
HVY WEAPON BRACER 2	
MISSILE BRACER	
TECH BRACER	
SMART BRACER	
ANTI CEE BRACER	
ASSASSIN BRACER	
Non-lethal Bracer	
BOUNTY BRACER	
SPY BRACER	
Taxay Carage Day case	GIRI=8
TRACKSTARR® BRACERS	
Mr Studd Bracer	
RINGA-DING-DING	GIRI=/
REEFER	
T-NET	GIRI=40
WHALEBOY	GIRI=50
SHARK GOD	
SHARK GOD	GIRI=68
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COMBAT MASTER	GIRI=32
BOUNTY HUNTER	
SHAMAN'S SKILLS	
SILENT WARRIOR	GIRI=22
ACS AGENT	
ACS PONCHO	GIRI=25
ACS TECHSCANNER	
ACS B&E TOOLS	
ACS REPAIR TOOLS	
ACS BOWIE KNIFE	
ACS SWORD	GIRI=40
ACS TOMAHAWK	
ACS X BOW	
ACS LONGBOW	
ACS DERRINGER	
ACS HANDGUN	GIRI=64
ACS RIFLE	GIRI=61
ACS LONG RIFLE	
RIPTIDE	
ENZYME BONDING	
SKYRAY	
HOPPER	
STREAKER	
P'TERRY	
RAPTILE	GIRI=105
HELLKATT	
SEAWOLF	
GOLD BUG	GIRI=65
SKYMANTA	GIRI=94
HOUSEMINDER	GIRI=59
PLESIODRAGON	
GROOVYKAT	
GARDENER	
MEDICINE MAKER	GIRI=99
EATME	GIRI=55
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NEOBETA	
NUKILDARE	
WISEMAN 2	
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NEOGEMINI	
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NEOGAMMA	
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CON MOVE

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Stat Alteration

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BODY

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REF DEX STR CON MOVE SP BODY

Stats

Stat Alteration

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Current GIRI with ROLLING STATE

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CYBERPUNH	H® META CHARACTER SHEET	Name										
META CHARACTER HIISTORY		Brain						4-4-4	7000 2000			
		Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
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		DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
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CYBERPUNK® META	CHRACTER BODY REC	ORD SHEET			metacharacter name here
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	CON CONTROL				
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LEADER	SOLDIER	SOLDIER		GRUNT	GRUNT
DESCRIPTION: Leaders are	DESCRIPTION: Soldiers are rank and file fighters; basic	DESCRIPTION: Soldiers rank and file fighters		DESCRIPTION: Grunts are any low level, disposable mass	DESCRIPTION: Grunts are any low level, disposable mass
any type of team leader or other commonly encoun-	troopers, workers, guards,	troopers, workers, gi		troops; gangers, mooks,	troops; gangers, mooks,
tered front line commander.	scientists, etc	scientists, etc AWARENESS 8 COM	BAT 10	thugs, hirelings, civilians. AWARENESS 6 COMBAT 8	thugs, hirelings, civilians. AWARENESS 6 COMBAT 8
AWARENESS 10 COMBAT 12 MOVE 9 SPR 27 SP 18	AWARENESS 8 COMBAT 10 MOVE 9 SPR 27 SP 14	9 (6.04	BH 10 SP 14	MOVE 9 SPR 27 SP 10	MOVE 9 SPR 27 SP 10
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ACTION MODIFIER TABLE MODIFIER TO ROLL SITUATION Unfamiliar tools, weapon or vehicle4 Lack of instructions for task-2 Don't have right tools or parts.....-2 Hostile environment.....-5 Complex Task-3 to 4 Have never done this before.....1 Under stress or attack.....-3 Drunk, drugged, or tired.....4 Trying to perform task secretly4 **COMBAT MODIFIER TABLE** Point Blank: Weapon almost touching target.....+5 Close: Target at 1/4 listed weapon range.....-2 Medium: Target at 1/2 listed weapon range4 Long: Target at listed weapon range.....-6 Target is using an Action for Dodging.....-3 Target Moving-1 per 10m/yd target moves (~6 mph) Target silhouetted.....+2 Target partially in Hard cover: Half Body... Head and Shoulders Only.....-1 Head only-2 Behind someone else-2 Target Obscured (Blinded by light, smoke, darkness, dust)4 limb, body.....-1 head, groin.....4 Targeted Attack bullseye, eye, heart.....-6 Improvised weapon (rock, bottle, small girder)-2 Aiming+1 per phase, up to +3 max Braced+2 Ambush+5 Target Prone-2 Firing Vehicle mounted weapon, no turret4 Firing shoulder arm from hip.....-2

AREA EFFE	CT TABLE
Roll 1 D6 for m	/yd distance, 1D6 for location
Roll	Result
1-2	landed short of target
3-4	landed behind target
5	landed to right of target
6	landed to left of target

WEAPON DAMAGE

WEAPON BY AMMUNITION	MAGE
	SIZE DAMAGE5D6(5.56) to 6D6+2(7.62)
Assault Rifles	5D6(5.56) to 6D6+2(7.62)
Rallistic Flechette Cuns	7D6/8D8/12D6
Pistols (Light)	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium)	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvv)	3D6(11mm)
Pistols (V.Heavy)	4D6(.357) to 6D16(.44)
SMGs (Light)	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium)	2D6+1(9mm)to 2D6+3(10mm)
SMGs (Heavy)	3D6(11mm) to 4D6+1(12mm)
Shotauns	4D6 (00)
	DAMAGE
Arc Thrower	4D6
Ria Knucks	1D6+2†
Bladehuster	4D6 gun/7D6 blade†
	2D6+2
	4D6
Crosshow	3D6+3 to 4D6
Dartoun	Poison
	6D6†
FMP Pulse	Stun Save
Fighting Knife	1D6†
Fission Rlade	3D6† plus 1D6/per turn
	5D6
	2D6
	8¥
	1006
	on)7D6
	(4D6 for 3 turns)
Grenade Launcher	10D6
	3D6
	Stun Save
	Stun Save
	1-5D6
	1D6
	4D6 ea
Miniaun	2D6 per hit
Mines (all types)	7D6
Missileaun	6D6
	1D6
	ner12 D6
	2D6 per handt
Monofists	2D6 per nand7
Monofists Monoknife®	2D6†
Monofists Monoknife® MonoKatana®	2D6† 4D6†
Monofists Monoknife® MonoKatana® Mecha Monosword	2D6† 4D6† 7D6
Monofists Monoknife® MonoKatana® Mecha Monosword Photon Cannon	
Monofists	

Splintergun	2D6
Sonic	4D6
Sword	3D6†
Talons	1D6+3†
Taser	0. 0
Torpedo (MK9)	13D6
Torpedo Spear	6D6†
12.7mm Gatling	10D6 (burst)
20mm Rifle	7D6
Wolvers	3D6 per hand†

BIO ATTACK DAMAG	GE
BIOATTACK	DAMAGE
Acid bite	2D6
Acid Spray	1D6 for 3 turns
Claws	2 D6 † each
Constriction	3D6† turn
Disemboweling Kick	5D6† each
Drill	1D6†
Fangs	
Feet	2D6† each
Fists/hands	1D6† each
Flail	2D6†
Gas Cloud	1D6
Head Butt	2D6†
Horn Gore	4D6†
Hypnotize	Stun
Limb Mace	
Organic Flamer	3D6†
Organic Taser	Stun Save
Poison Dust2D6/1D	6 turn till cured
Poison Bite3D6/2D	
Quills (1D6 total each attack)	1 D6 † each
Razor Cut	1D6+2†each
Rip Claws	3D6+3†each
Sharkbite	6D6†
Shock Field	2D6/Stun Save
Sleep Dust	Stun Save
Spikes (1D6 total each attack)	
Swordfist	4D6† each
Talons	2D6† each
Whip	
Sloth Claw	3D6† each
Supersonic Scream1	
Wing/Fluke Blow	
† Check BODY/STR Effect table below	मार्थ आहे । इंडिंग

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

MICROWAVER EFFECTS TABLE

ROLL EFFECT

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

AREA EFFECTS TABLE

TYPICAL AREA EFFECTS	EFFECT RADIUS
Grenade (per die of damage)	1m/yd
Gas Grenade	3m/yds
Explosive (per die of damage)	1m/yd
ShotgunSee	
Flamethrower (per die of damage	e)1m/yd
Heavy Weapons (per Kill of dama	
POU DESUIT	notize

ROLL	RESULT
------	--------

- 1-2 landed short of target.
- 3-4 landed behind target.
- 5 landed to right of target.
- 6 landed to left of target
- Roll 1D6 for number of m/yds away from target

STUN DAMAGE

WEAPON OR ATTACK	STUN DAMAGE
Scrambler	5D6
Hazer	Save•
Howler	
Taser	Save•
Shok-Knuckles	
Stun Stave	8D6
Stun Tonfa	
Fists, hands	1D6†
Kick, headbutt	
† per pt. of STR • Save =Lowe	er than CON on 1D10

DRUG & POISON TABLE

TYPE/STRENGTH	EFFECT	DAMAGE
Hallucinogen	Confusion†	4 INT, REF, DEX
Nausea Drugs	Illness†	-4 REF, DEX
Sleep Drugs	Sleep†	No Damage
Mild Toxin	Killing Damage	1-4D6
Strong Toxin	Killing Damage	5-8D6
Deadly Toxin	Killing Damage	5-8D10
†Half effect is drowsine	ss or incapacitation: -2 to	specified stats

ARMOR SPS

Jacket	Arms, Torso	SP=4	EV=+0
Pants	Legs	SP=4	EV=+0
DIGITAL FABRIC BALLIS	пс Сьотн (edged weapo	ns treat SP as	half)
Shirt/Top	Arms, Torso	SP=8	EV=+0
Pants/skirt	Legs	SP=8	EV=+0
Miniskirt	Groin	SP=8	EV=+0
Pantyhose	Legs	SP=8	EV=+0
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1
KEVLAR (edged w	veapons treat SP as ha	lf)	
Vest	Torso	SP=10	EV=+0
Light Jacket	Torso, Arms	SP=12	EV=+0
Med Jacket		SP=16	EV=+1
HELMET (hard sl	nell)		
Steel	Head	SP=14	EV=+0
Nylon	Head	SP=20	EV=+0
FLACK (Kevlar v	vith internal plates)		
Vest	Torso	SP=20	EV=+1
Pants	Legs Legs	SP=20	EV=+1
DOORGUNNER'S VE	ST (Kevlar with inte	rnal plates)	
Vest	Torso	SP=25	EV=+3
BODY ARMOR (ar	mor plates)		
Body	Whole Body	SP=25	EV=+2

COMMON COVER SPS

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

INANIMATE TARGET DV'S

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

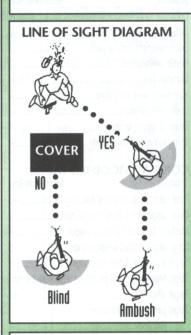
EXPLOSIVES TABLE

UNIT	AREA	DAMAGE
1kg	4m	7D6
1kg	5m	13D6
1 stick	3m	7D6
	1kg 1kg	1kg 4m 1kg 5m

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RANDOM HIT TABLE

KAIN	DOM HIT TABLE		
ROLL	RESULT		
1	Deadly Location (eye, heart-attack er's choice. Damage tripled.		
2-3	Critical Location (head, groin Attacker's choice. Damage doubled		
4-6	General Body. Normal damage		
7-10	Limb (includes tail— Attacker' choice. Normal Damage.		



SHOTGUN TABLE (for 00 shot)

Close,PB	AGE
	D6
Long	
SOLID ROUNDSDAMAGE	
10ga. slugs5D	6+3
12ga. slugs4D	
20ga. slugs3D	

VEHICLE WEAPONS TABLE

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