

Name

Skill	Value	Points
Combat		
Endurance		
Perception		
Agility		
Reasoning		
Doctor*		
Computers*		
Electronics*		
Diplomacy		
Deception		

*cannot be used untrained

Current Points	Starting Level	Low	Med	High	V. High	Epic
	Points Provided	10	20	30	40	50

Points will be spent on skills (left panel), equipment (next pages) or proficiencies or focuses (below).

Skills:

Points Required	0	1	3	6	10	15
Skill Level	untrained	NOVICE	APPRENTICE	PROFICIENT	EXPERT	MASTER
Value	1	2	3	4	5	6

Proficiencies:

Each proficiency costs 2 points. They represent knowledge of a subject / using a device or a weapon / operating a drone or vehicle / performing a job via other skills and speaking a language.

Focus:

Focus costs 5. Choose a weapon, hack or a specific skill use. You gain +1 [S] to your related checks.

LIFE	2xendurance
DEF	agi/2+cover
ARM	equipment
FW	equipment
STA	endurance
BUF	equipment

Proficiencies and attacks

Cybernetics	brain	
	sensory	
	limbs	
Weapons		
Other Equipment		
Hacks		
Other		

Name

Player

Personality

- Role**
- Cleric or Cultist
 - Police or Smuggler
 - Soldier or Rebel
 - Bounty hunter or Fugitive
 - Mercenary
 - Assassin
 - Thief
 - Scavenger
 - Spy
 - Freelancer
 - Contractor
 - Decker
 - Fixer
 - Agent
 - Driver
 - Muscle
 - Streetfighter
 - Exile
 - Journalist
 - Diplomat
 - Explorer
 - Scientist
 - Government official
 - Other: _____

Motivation
(choose one)

- Curiosity, Wealth, Influence, Heroism,
- Self-betterment, Fame, Personal Achievement:

Conduct
(choose one for each row)

- | | | |
|--|----------------------------------|----------------------------------|
| <input type="checkbox"/> Honorable | <input type="checkbox"/> Neutral | <input type="checkbox"/> Cunning |
| <input type="checkbox"/> Impulsive | <input type="checkbox"/> Neutral | <input type="checkbox"/> Prudent |
| <input type="checkbox"/> Compassionate | <input type="checkbox"/> Neutral | <input type="checkbox"/> Cruel |

Bonds
(choose 1 or 2)

- Self, Lover, Family, Friends, Organization, Faith,
 - Ethnic, Life, Nature, Other
- Details: _____

Defining Characteristics
(choose 1 to 3)

- Generous or selfish, Rational or emotional,
- Neat or untidy, Progressive or traditionalist,
- Austere or hedonist, Cheerful or melancholic,
- Kind or rude, Humble or arrogant,
- Racist or xenophilic, Spiritualist or materialist

Success/fail probability table*

Difficulty Level	Number of rolls							
	1	2	3	4	5	6	7	8
Very Easy (1)	50%	75%	88%	94%	97%	98%	99%	100%
Easy (2)	0%	25%	50%	69%	81%	89%	94%	97%
Medium (3)	0%	0%	12%	31%	50%	66%	77%	86%
Difficult (4)	0%	0%	0%	6%	18%	34%	50%	64%
Very Difficult (5)	0%	0%	0%	0%	3%	11%	23%	36%
Near Impossible (6)	0%	0%	0%	0%	0%	2%	6%	14%
Impossible (7)	0%	0%	0%	0%	0%	0%	1%	4%

*In each roll 4, 5 and 6 are successful. Double-sixes increase the success number by 1.

NOTES

Equipment	Cost	Details
Pistol	X	+X/2[d]. [S]= 0 / -1 / -2 (close, medium, far) 20 attacks/combat
CQC Rifle	X	+X/2[d]. [S]= 1 / 0 / -1 (close, medium, far) 20 attacks/combat. Proficiency needed.
Assault Rifle	X	+X/2[d]. [S]= 0 / 1 / 0 (close, medium, far) 20 attacks/combat. Proficiency needed.
Sniper Rifle	X	+X/2[d]. [S]= -1 / 0 / 1 (close, medium, far) 20 attacks/combat. Proficiency needed.
Spare ammo	1	+20 attacks/combat
Melee weapon	X	+X/2[d].
Tools	X	+X/2[d].
Ballistic armor	2	1 armor.
Combat armor	X	X/2 armor. Can have 2 mods. Proficiency needed.
Surveillance Drone	X	Skill= X. Perception, Agility (Defense), Endurance (Life). Moddable (non-combat). Proficiency needed.
Combat Drone	X	Skill= X/2. Combat (10 attacks/combat), Agility (Defense), Endurance (Life) Moddable. Proficiency needed.
Cyberdeck	X	Enables hacking. +X/2[d] to computers when hacking. Buffer=1. Proficiency needed.
Decking cards	1	Requires cyberdeck. Gain 3 hacks.
Extra buffer	3	Requires cyberdeck. Increase buffer by 1
Grenade launcher mod	3	Requires rifles. 4 grenades: Close range. May hit multiple targets. Proficiency needed. To hit target area sq: S=2 Frag: 5 damage. 4sq. EMP: 2 damage, deactivates electronics for 4 turns. 4sq. Flash: blinds for 2 turns. 9sq. Smoke: obscures area for 10 turns. 9sq. Stun: 3 AP damage 4sq.
Extra grenades	2	+4 grenades
CEW mod	2	Requires melee. +1 [S] and action damage (vs End). 20 attacks/combat. Proficiency needed.
Extra CEW	1	+20 attacks/combat
Missile launcher mod	3	Requires rifles, drones or armor. 3 homing missiles: S+5. Medium to far range. Proficiency needed.
Extra missiles	2	+3 missiles
DCM mod	3	Requires armor. 5 defensive countermeasures. Activate to gain +1 defense (or +5 against the grenades and missiles) until your next turn.
Extra DCM	2	+5 countermeasures
Optics mod	2	Requires armor. Choose 1 optic cyber-augment mod for your armor
Auditory mod	2	Requires armor. Choose 1 acoustic cyber-augment mod for your armor
Extra cybermod	5	Your armors and cybernetic augments may have an additional mod

Ranges: Melee (2-4m or 1-2sq), Close (2-30m or 15sq), Medium (30-60m or 15-30sq), Far (60-240m or 13-120sq)

	Augment	Cost	Details
	Cyberbrain	0	Computer interface (assistant) to connect other cybernetics. Cyberbrain may have 4 mods.
Cyberbrain Mods	_Science suite	2	+1 reasoning. Access to science library.
	_Computer suite	3	+1 computer
	_Firewall	X	Provides X/2 FW. May catch and block hacks.
	__Backhacker	1	Gain a free (no AP) hack attempt when FW catches an hacker.
	__Antimalware	1	Firewall can attempt to break free from continuous effects (skill=FW).
	__Fense	2	Firewall deals 6-S (or -FW) electroshock damage to the attacker when blocked.

	Cyberoptics	3	Record and share visuals. +1 perception. Cyberoptics may have 3 mods.
Cyber optics Mods	_Tactical suite	1	1 AP to lock on to a target. +1 [S] against target. Threat and weakness analysis.
	_Night vision	1	Negates disadvantages of low light
	_Zoom	1	+1 [S] for long range attacks and visual perception from far.
	_Ballistics suite	1	Projectile trajectory calculation, explosion delay. +1 [S] when using grenades and missiles
	_Medical scanner	2	+1 doctor, +2 if you have cyberacoustics. Microzoom.
	_Electronics scanner	2	+1 electronics.

	Cyberacoustics	3	Record and share audio. +1 perception. Cyberacoustics may have 2 mods.
Cyberacoustics Mods	_Echolocation	1	Requires cyberoptics. Uses soundwaves to provide visual data. Radar.
	_Body language reader	2	+1 to diplomacy. +2 if you have cyberoptics.

	Cyberarms	4	+1 combat, +1 endurance. Cyberarms may have 3 mods.
Cyberarms mods	_hidden weapon	1	A weapon hidden inside your arm (+2 [S] to relevant deception attempts)
	_biochem analyzer	1	Biochemical library and analysis mode. Sample collection. +2 [S] to relevant attempts
	_med suite	2	+1 doctor
	_tech suite	2	+1 electronics
	_fight suite	3	+1 [S] to unarmed combat. +2 if you have cyberlegs.

	Cyberlegs	4	+1 agility, +1 endurance. Cyberlegs may have 2 mods.
Cyberlegs mods	_stealth extension	2	+1 [S] to deception during stealth
	_jump	1	+2 [S] to jump attempts (endurance).

	Augment	Cost	Details
	Cyberskin	3	+1 endurance. Cyberskin may have 2 mods.
Cyberskin Mods	_polimeric scales	3	+1 armor
	_chromatophores	2	Activate (1 per encounter) to gain camouflage for 10 turns. +2 [S] to hide attempts
	Cyberskelaton	3	+1 endurance. Resistance against fractures.
	Cyberneurons	3	+1 reasoning. Cyberneurons may have 2 mods.
CN Mods	_red eye	2	Activate (1 per encounter) to gain -1 defense and +1 attack action for 4 turns. Each enemy you defeated increases the duration by 1 turn. You may only attack the nearest enemy until the effect is over.
	_NZT	2	Activate (1 per encounter) to gain +1 [S] to all checks for 3 turns. When the effect ends you receive 1 stamina damage.
	Cyber GI	3	+1 endurance. Poison resistance. Improved efficiency when consuming food.
	Cybercirculation	3	+1 agility
CC Mods	_med pack	2	+1 endurance. Disease-toxin res. Diagnose and delivers basic treatment (1 per encounter).
	_stimpack	2	Activate (1 per encounter) to gain 1 life/turn for 4 turns (or 8 turns if you have medpack).
	Cybermuscles	4	+1 endurance, +1 agility
CM Mods	_brute	2	Activate (1 per encounter) to gain +1 [S] to endurance and all unarmed/melee combat checks for 4 turns (or 8 turns if you have cyberarms and/or cyberlegs).
	_speed	2	Activate (1 per encounter) to gain +1 move action and +1 defense for 4 turns.

Hack	Upload	
Ping	instant	S=1: Detects all nodes connected to a network. If 2+, reveals positions. If 3+, reveals equipment and cybernetics.
Proxy	1 turn	S=1: Use target node in the friendly network as proxy for hacks. S=2+FW for hostile networks.
Breach	1 turn	S=2: +2 [S] to all hack attempts against a target for 4 turns.
Overload	1 turn	S=1+FW: Overheat equipment or cybernetics for 2 turns. May cause damage (1), function loss (-2 S) and distraction (-1 action). FW may try to break free.
Reboot	1 turn	S=2+FW: Shutdown target equipment or cybernetics for 3 turns. May cause function loss (-2 S) and distraction (-1 action).
Reset	2 turns	S=3+FW: Shutdown target cyberbrain for 4 turns.
Takeover	2 turns	S=3+FW: Gain control of an equipment or cybernetics. Concentration (1 action and 1 buffer space) or 4 turns.
Redirect	instant	Loose all FW for 3 turns, gain the same amount of bonus to your next hack.
Locate	instant	S=S: Locate target caught hacker trying to hack your network.
Disconnect	instant	S=1+FW: Neutralize all ongoing hacks from target caught hacker.
Unwelcome	1 turn	S=2: -2 [S] to all hack attempts of target hacker for 3 turns.
Barrier	1 turn	Gain +S to FW for 5 turns.
Fry	2 turns	Deal S-FW electroshock damage and S-FW-end AP damage to target.

Mods	Upload Time	Effect
Meticulous	+1 turn	+1 S, -1 FW of target
Viral	+1 turn	-1 S, %50 chance to infect another in the same network
Silent	+1 turn	-1 S, undetectable
Digger	+1 turn	-2 S, %50 chance to bypass FW
Fast	-1 turn	-2 S
Mass	+2 turns	-3 S, target everyone in the same network
Lasting	+1 turn	-1 S, effects lasts longer (double)