

Name _____

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

*cannot be used untrained

LIFE	2xendurance
DEF	depends on the action
ARM	equipment
FW	equipment
STA	endurance
BUF	equipment

Proficiencies focuses and attacks

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

Points will be spent on skills (left panel), cybernetics and equipment (next pages), or proficiencies and 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/ speaking a language. Use the most relevant skill for checks.

Focus: Focus costs 4. Choose a weapon, hack or a specific skill use. You gain +1 [S] to your related checks.

Cybernetics	brain	
	sensory	
	limbs	
Weapons		
Other Equipment		
Cyberdeck		

Notes _____

Name

Player

Personality

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

- 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: _____

Success/fail probability table*

Difficulty Level	Number of rolls									
	1	2	3	4	5	6	7	8	9	10
Very Easy (1)	50%	75%	88%	94%	97%	98%	99%	100%	100%	100%
Easy (2)	0%	25%	50%	69%	81%	89%	94%	97%	98%	100%
Medium (3)	0%	0%	12%	31%	50%	66%	77%	86%	91%	95%
Difficult (4)	0%	0%	0%	6%	18%	34%	50%	64%	75%	83%
Very Difficult (5)	0%	0%	0%	0%	3%	11%	23%	36%	50%	62%
Extremely dif. (6)	0%	0%	0%	0%	0%	2%	6%	14%	25%	38%
Almost impossible (7)	0%	0%	0%	0%	0%	0%	1%	4%	9%	17%

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

NOTES

Weapon	Cost	Details
Melee Weapon	0	+1 Action damage (melee range).
Pistol	0	[S]= -1 / 0 / -1 / -2 (melee / close / medium / far) 20 attacks/combat.
CQC Rifle	1	[S]= -1 / +1 / 0 / -1 (melee / close / medium / far) 20 attacks/combat. Proficiency needed.
Assault Rifle	1	[S]= -2 / 0 / +1 / 0 (melee / close / medium / far) 20 attacks/combat. Proficiency needed.
Sniper Rifle	1	[S]= -3 / -1 / 0 / +1 (melee / close / medium / far) 20 attacks/combat. Proficiency needed.
_upgrade	2, 4 or 7	(mod) +1, +2 or +3 to combat using this weapon. Proficiency needed.
_AP ammo	3+	(ammo) +2 armor penetration (firearms). +2 if spare ammo is bought.
_bayonet	1	(mod) negates melee penalty.
_smart link	6	(mod) +1 to combat using this weapon. +1 if you have cyberarms or combat armor, +1 if you have cyberoptics, +1 if you have weaponmaster AI.
_silencer	1	(mod) -1 damage, silenced
_polimeric	1	(mod) -1 damage, undetectable
Spare ammo	1	(useable) +20 attacks/combat
_CEWs mod	2	(mod) Requires melee. +1 action damage. 20 attacks/combat. Proficiency needed.
Extra CEWs	1	(useable) +20 attacks/combat

Armors	Cost	Details
Ballistic armor	2	1 armor. Light weight. Undetectable. Optional helmet.
Ballistic shield	1	Activate to gain +1 DEF until your next turn. Occupies off-hand
Combat armor	2+X	1 armor. Can have X mods. Proficiency (Combat Armor) needed for mods. Built-in helmet. Protection against sound bombs and flash bangs.

Drones	Cost	Details
Surveillance drone	X	Skill= X. Perception, Agility (/2=Defense), Endurance (=Life). Moddable (non-combat, up to X/2). Proficiency needed (Drone). Simple commands (DC=1), complex commands (DC=2), Boosted +1 or +2 to S (DC=3 or 4).
Combat drone	X	Skill= X/2. Combat (10 attacks/combat), Perception, Agility (/2=Defense), Endurance (=Life) Moddable (up to X/3). Proficiency needed (Drone). Simple commands (DC=2), complex commands (DC=3), Boosted +1 or +2 to S (DC=4 or 5)

Rifle, Combat Armor, Drone, Vehicle Mods	Cost	Details
_Shield mod	1	(mod-armor) Requires combat armor. Activate to gain +1 DEF until your next turn.
_DCM mod	3	(mod) Requires combat armor or vehicle. 4 defensive countermeasures. Activate to gain +3 DEF (or +9 against the grenades and missiles) until your next turn.
Extra DCM	2	(useable) +4 countermeasures
_Jet pack	3	(mod-armor) Requires combat armor. Provides flight for 10 turns. Proficiency needed.
Extra fuel	2	(useable) +10 turns
_Strength module	1 or 3	(mod-armor) +1[S] or +2[S] to strength checks (endurance) and unarmed combat.
_Armor plating	3	(mod) Requires drone, armor or vehicle. +1 Armor. You may have multiple armor plates.
_Night vision	1	(mod-helmet) Negates disadvantages of low light
_Targetting system	3	(mod-helmet) Requires combat armor. +1 to combat
_Radiothermal plating	1	(mod) Requires combat armor. Radiation and heat resistance
_Breather	1	(mod) Requires combat armor. Immunity to airborne toxins. Provides fresh air.
_Echolocation	1	(mod) Requires combat armor. Uses soundwaves to provide visual data.
_Gun mount	2 or 4	(mod) Requires combat armor or vehicle. Gun mount (on your shoulder or vehicle) for pistols (2) or CQR (4).

Heavy weapons	Cost	Details
_Grenade launcher	3	(mod) Requires rifles, combat drone or vehicle. 4 grenades/combat. Close range. May hit multiple targets. Proficiency needed. 2 actions to throw. To hit target area sq: S=2
		<table border="1"> <tr> <td>Frag: 5+S/2 damage. 10m. Stun : -2 action and -2 S for 2 turns 4m</td> <td>EMP: Deactivates electronics for 2 turns. 6m.</td> </tr> </table>
Frag: 5+S/2 damage. 10m. Stun : -2 action and -2 S for 2 turns 4m	EMP: Deactivates electronics for 2 turns. 6m.	
Extra grenades	2	(useable) +4 grenades
_Missile launcher	4	(mod) Requires rifles, combat drone, combat armor or vehicle. 3 homing missiles. S+5. Medium to far range. Proficiency needed. 2 actions to fire.
Extra missiles	2	(useable) +3 missiles

Equipment	Cost	Details
Tools	1	May be required for some skills: doctor, electronics etc... If it is a usable, this provides 5 uses. Devices such as recorders, scanners and sensors are also tools. Proficiency may be needed.
Cyberdeck	1	Enables hacking. Buffer=1. Range: Close. Proficiency needed.
_upgrade	2, 4 or 7	(mod) +1, +2 or +3 to relevant checks (with tools or cyberdeck).
_Router	2	(mod) Requires cyberdeck. Increases max range of cyberdeck to medium.
_Decking cards	1	(mod) Requires cyberdeck. Gain 3 hacks and/or mods.
_Extra buffer	3	(mod) Requires cyberdeck. Increase buffer by 1. You can have multiple extra buffers.
Weaponmaster AI	6	+1 to combat. Weapons and armor can utilize FW. If you have cyberarms or a gun mount you can give its control to the AI with an action (you cannot use it yourself until you cancel it). Negates profeciency need. It can attack once per turn with combat value of 4 (proficient). You can target new opponents with an action. You may have only one AI.
Custom AI	5	+1 to chosen skill. You may have only one AI.
Firewall	X	Provides X/2 FW. Integrated to cyberbrain and cyber implants, cyberdeck and AIs.
_FW Extension	2	Your FW extends to weapons, armor, drones and vehicles
_FW Router	4	Half of your FW extends to all nods in the network
_Backhacker	1	Gain an action to hack the hacker when FW blocks an enemy hack.
_Antimalware	1	Firewall can attempt to break free from continous effects each turn (skill=FW).
_Electric fence	2	Firewall deals 12-S-FW electroshock damage (bypasses DEF and ARM) to the hacker when blocked.
Bike/car/ATV	2 or 4	Regular (2), moddable (4).
Stims	1	(useable) Heals 2 life. Once per combat.
Explosives	1	(useable) A stack of explosives. Requires proficiency.
Poison	1	(useable) A vial of poison. Requires proficiency.

Service	Cost	Details (Costs are per combat unless stated)
Residence	1, 2 or 4	Regular (1), luxurious (2), premium (4). Monthly payment.
False ID	1 or 3	Clothes and ID for one person (1) or for the whole squad (3).
Bribery	1	Gain 3 bribes useable either in surveillance or in combat.
Network	1	Gain a network amongst blue-collars, white-collars, street-gangs (choose). Monthly payment.
Security detail	1, 2 or 4	Street gang/local sec company (1), organized crime/national sec company (2), international sec company/paramilitary organization (4). Monthly payment.
Transport	1, 2 or 3	APC (1), weaponized APC/civilian aerial (2), Tank/Battle copter (3). Can also be used for extraction.
Expert	1, 2 or 3	One support NPC (main skill=2/4/6, second skill=1/2/3).

	Augment	Cost	Details
	Cyberbrain	0	Computer interface (assistant) to connect other cybernetics. Cyberbrain may have up to 2 mods.
Cyberbrain Mods	_Science suite	1	+1 reasoning. Access to science library.
	_Processor	3	+1 computer
	_Drone suite	2	+1S to all drone-related checks. Drones can access to other cybernetic implants to receive benefits and to FW.
	_Hacker's suite	4	1 additional buffer (2 if you have processor). +1 [S] to hack attempts.
	_Barrier	3	+3 FW. +5 to electroshock damage if you have electric fence.

	Cyberoptics	4	Record and share visuals. +1 combat, perception. Cyberoptics may have up to 2 mods. Protection against flash bombs.
Cyber optics Mods	_Tactical suite	2	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	2	+1 [S] for long range attacks and visual perception from a 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. Access to medical library.
	_Electronics scanner	2	+1 electronics, +2 if you have cyberacoustics. Microzoom. Access to engineering library.

	Cyberacoustics	3	Record and share audio. +1 perception. Cyberacoustics may have up to 2 mods. Protection against sound bombs.
CA Mods	_Body language reader	1	+1 diplomacy and deception, +2 if you have cyberoptics.
	_Echolocation	1	Requires cyberoptics. Uses soundwaves to provide visual data. Immunity to blindness. Radar.

	Augment	Cost	Details
	Cyberarms	4	+1 combat, +1 endurance. Cyberarms may have up to 2 mods.
Cyberarms Mods	_hidden weapon	1 or 2	Hide a weapon (1=pistol, melee or CQR, 2=assault rifle) 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 up to 2 mods.
Cyberlegs Mods	_Dodger	2	+2 [S] to agility whenever you Dodge.
	_stealth extension	2	+2 [S] to deception when moving silently.
	_grasshopper	1	+3 [S] to jump attempts (endurance).
	_spider	1	+2 [S] to climb attempts (endurance) +4 if you have cyberarms.

	Augment	Cost	Details
	Cyberskin	3	+1 endurance. Radiation, heat resistance. Cyberskin may have up to 1 mod.
Cyberskin Mods	_polimeric scales	3	+1 armor
	_chromatophores	2	Activate (3 per combat) to gain camouflage for 10 turns: +3 [S] to deception for hide attempts
	Cyberskelaton	3	+1 endurance. Resistance against fractures. Cyberskelaton may have up to 1 mod.
CSk MOD	_ironfist	3	+2 [S] to all unarmed combat checks. You cannot have cyberarms.
	Cyberneurons	3	+1 reasoning. Cyberneurons may have up to 1 mod.
CN Mods	_red eye	2	Activate (1 per combat) to gain 1 bonus attack action for 4 turns. You cannot use defensive actions. Each enemy you defeat increases the duration by 1 turn.
	_NZT	2	Activate (1 per combat) to gain +2 [S] to all checks for 3 turns. When the effect ends you receive 2 stamina damage and loose 3 actions.
	_mentats	2	Activate (1 per combat) to gain 1 bonus hack action for 4 turns.
	Cyber GI	3	+1 endurance. Poison resistance. Improved efficiency when consuming food.
	Cyberrespiration	4	+1 endurance, +1 agility. Disease-toxin res. Holding breath for longer times.
	Cybercirculation	3	+1 agility. Cybercirculation may have up to 1 mod.
CC Mods	_medpack	2	+1 endurance. Disease-toxin res. Diagnose and delivers basic treatment (1 per combat).
	_stimpack	2	Activate (2 per combat) to gain 1 life/turn for 4 turns.
	_feropack	2	Activate (1 per combat) to gain +2 [S] to all diplomacy and verbal deception checks for 10 minutes.
	_backpack	3	Any “per combat” augment you have can be activated for an additional time per combat.
	Cybermuscles	4	+1 endurance, +1 agility. Cybermuscles may have up to 1 mod.
CM Mods	_brute	2	Activate (2 per combat) to gain +2 [S] to endurance and all unarmed/melee combat checks for 4 turns.
	_speed	2	Activate (2 per combat) to gain +1 move or defense action and +1 [S] to agility checks for 4 turns.
	Cyberpack (torso and back)	4	+1 endurance, each of your cybernetic augments may have an additional mod

Hack	AP	Upload	
Ping	1	instant	S=1: Detects all nods connected to a network. If 2+, reveals positions (may require a map overlay). If 3+, reveals equipment and cybernetics.
Proxy	1	1 turn	S=1: Use target nod in the friendly network as proxy for hacks. S=2+FW for hostile networks.
Analyze	1	1 turn	S=1: Reveals cybernetics and vulnerabilities of the target.
Breach	1	1 turn	S=2: +2 [S] to all hack attempts against a target for 4 turns.
Fireworks	1	1 turn	S=2: Random unFWed electronics in target network make noise, give errors and light up causing distraction for 2 turns.
Overload	2	1 turn	S=1+FW: Overheat equipment or cybernetics for 2 turns. May cause damage, function and/or action loss. FW may try to break free.
Reboot	2	1 turn	S=1+FW: Shutdown target equipment or cybernetics for 3 turns. (-1 to S if targets personal equipment or cybernetics, -2 to S if targets cyberbrains). May cause damage, function and/or action loss.
Freeze	2	1 turn	Deals S-FW action damage. Targets cyberbrain.
Takeover	3	2 turns	S=2+FW: Gain control of an equipment or cybernetics (-1 to S if targets personal equipment or cybernetics, -2 to S if targets cyberbrain). FW may try to break free. Concentration (takes up buffer space) or for 4 turns.
Redirect	2	instant	Loose all FW for 3 turns, gain the same amount of bonus S to your next hack. (Stays in buffer until triggered or cancelled)
Defragment	2	instant	Add S to your next hack. (Stays in buffer until triggered or cancelled)
Locate	1	instant	S=S: Locate target caught hacker.
Disconnect	1	instant	S=1+FW: Neutralize all ongoing hacks from target caught hacker.
Unwelcome	2	1 turn	S=2: -2 [S] to all hack attempts of target caught hacker for 5 turns.
Barrier	2	1 turn	Target gains +S to FW for 5 turns.
Fry	3	2 turns	S=4+FW: Deal 3S damage (bypasses DEF and ARM) to target. Dam-end turn paralyzed.

Mods	Upload Time	Effect
Meticulous	+1 turn	+1 to S
Silent	+1 turn	-1 to S, untracable
Digger	+1 turn	-1 to S, 1/6 chance to bypass FW
Fast	-1 turn	-1 to S
Viral	+1 turn	-1 to S, %50 chance to infect another random nod in the same network.
Mass	+2 turns	-3 to S, target every nod in the same network
Lasting	+1 turn	Effects lasts longer (double). Stacks.
Reckless	No change	-1 AP cost (minimum=1), -2 to S

INDEX

General

Checks	Roll one or more D6 (depending on the value of the skill) for all attempts. Count the number of successes (S=4, 5 or 6). Each double 6s will increase your total S by one.
Actions	Limits what you can perform in a turn = 3
Life	Number of damage you can take before going down = 2 x endurance
Defense	Reduces the damage taken = Depends on action you take
Armor	Reduces the damage taken = Depends on equipment
Firewall	Provides protection against hacks = Depends on equipment
Buffer	Number of hacks you can upload at once= Depends on equipment, replenishes each turn.
Distracted	-1 to S, -1 action. (High damage, low stamina, pain, psychological effects may cause distraction)
Stunned	-2 to S, -2 action. (High damage, low stamina, pain, psychological effects may cause stun)
Surveillance	<p>Make a group surveillance check before the combat. Your squad may gain critical information regarding the layout, dangers/traps/ambushes, enemies and possible rewards. Each player chooses 1 skill (or 2 skills each with -1S penalty) and make checks accordingly.</p> <p>Skills: most relevant skills (S), relevant skills (S-1), partially relevant skills (S-2), irrelevant skills (S-3)</p> <p>All S are combined into a single surveillance result: S=5 adequate, S=10 solid, S=15 comprehensive, S=20 excellent surveillance.</p> <p>Training: 1 point (not value) to chosen skill. Trading: You may earn 0, 1 or 2 points worth of items. (Depends on the skill check) Research: Players with relevant skills may spend their free time by doing research for medicine, scientific or engineering purposes (upgrades, discoveries etc.). You may earn 0, 1 or 2 points worth of items or upgrades. (Depends on the skill check) Leisure: Gain bonuses for the next mission Networking: Gain bonus on social skills for the surveillance and the next mission. Improve or worsen reputation. Repair: Restore and repair broken equipment.</p>
Off-time activity (between missions)	

Actions

Attack	Roll Com. Attack target for S (-DEF-ARM) damage.
Dual-wield	Two attacks each with -2 to S. (Pistols and light melee)
Sneak attack	Roll Dec vs Per. If successful, +1 [S] to your next attack and target cannot use defenses.
First Aid (2 actions)	Roll Doc. Stabilize a bleeding/dying target (S=2). Neutralize poisons (S=varies). Relieve pain and other symptoms (S=varies). Heal wounds (S/2 life, once per injury and only for the most recent injury).
Acrobatics	Roll Agi. +S (or S/2) to S of your next melee (or ranged) attack.
Power strike	Roll End. +S (or S/2) to S of your next melee attack with heavy (or light) weapon.
Aim	Roll Per. +S to S of your next ranged attack.
Dodge	Roll Agi. +S/2 to DEF. +1 to S if you are NOT wearing combat armor and/or carrying heavy load.
Parry	Roll Com (melee), +S/2 to DEF against melee attacks.
Take cover	+2 (half-cover) or +3 (full-cover) to DEF.
Covering Fire	Roll Com. +S/2 to DEF of squad (except you).
Hack	Activate a hack via your cyberdeck (Comp). May take time longer than a turn.
Concentration	Continuing a hack action (costs 1 action and 1 buffer/turn).

Ranges: Melee (<2m or 1sq), Close (2-30m or 1-15sq), Medium (30-60m or 15-30sq), Far (60-120m or 15-60sq),
Longer distances: (120-250m), (250-500m), (500-1000)