

Cyberpunk 2020

Character Generation Walkthrough



Roles

you can play one of 10 roles in basic CyberPunk

Solos – Bodyguards and assassins

Special Ability: Combat Sense

Bonus on Awareness and Initiative equal to your level in the Combat Sense skill

Nomads - Travellers

Special Ability: Family (INT)

+2 - get several of Pack to help

+7/+8 - make major pack decisions

+10 - Pack leader

Techies

Special Ability: Jury Rig

Temporarily repair or alter anything for 1D6 turns per level of skill. Not a permanent repair. After elapsed time, the jury rig will break down.

MedTechie

Special Ability: Medical Tech

Stabilize a patient Medtech + tech + D10 vs points of damage

Fixers - They can 'find' things

Special Ability: Streetdeal (Cool)

+3 - get you contacts for weapons, tools or minor illegal ops

+5 - penetrate the secrets of all but the most powerful crime families

+9 - Mafia crimelord

Rockerboys/girls – Musicians

Special Ability: Charismatic Leadership

+3 - Nightclub

+5/+6 - Concert

+9 - Mesmeric ability - can control armies

Medias - Reporters

Special Ability: Credibility (INT)

+3 - Convince most people of minor scandals

+5/+6 - convince local officials of military atrocities and other front page stuff

+9 - successfully expose a scandal of Watergate proportions

Cops

Special Ability: Authority (COOL)

Higher your authority, the more able you are to face down criminals

Corporates

Special Ability: Resources

+2 - Access to a company car

+6 - use the Company jet or hire a Solo team

+9 - access to all levels of the corporation and requisition almost any Company resource

Netrunners - Hackers

Special Ability: Interface

Stats

You have 65 points to split between the following stats: No stat can be more than 10 or lower than 2

Intelligence (INT)

Reflexes (REF)

Cool (CL)

Technical (TECH)

Luck (LK)

Attract. (ATT)

Movement (MA)

Empathy (EMP)

Body Type (BT)

SKILLS

There are two types of starting skills: Career Skill Packages and Pickup Skills.
 The Career Skill Package - based on your character's role (solo, nomad etc). You have 40 points to divide between your career skills. No skill can be higher than 10.

SA = Special Ability (see Page 2)

SOLO	CORPORATE	MEDIA	NOMAD
SA: Combat Sense	SA: Resources	SA: Credibility	SA: Family
Awareness/Notice	Awareness/Notice	Awareness/Notice	Awareness/Notice
Handgun	Human Perception	Composition	Endurance
Brawling/Martial	Education	Education	Melee
Arts	Library Search	Persuasion	Rifle
Melee	Social	Human Perception	Drive
Weapons Tech	Persuasion	Social	Basic Tech
Rifle	Stock Market	Streetwise	
Athletics	Wardrobe/Style	Photo/Film	Brawling
Submachinegun	Personal Grooming	Interview	Athletics
Stealth			Wilderness Survival
TECHIE	COP	ROCKERBOY	MED TECH
SA: Jury Rig	SA: Authority	SA: Charismatic	SA: Medical Tech
Awareness/Notice	Awareness/Notice	Leadership	Awareness/Notice
Basic Tech	Handgun	Awareness/Notice	Basic Tech
Cyber Tech	Human Perception	Perform	Diagnose
Teaching	Athletics	Wardrobe/Style	Education
Education	Education	Composition	Cryotank Ops
Electronics	Brawling	Brawling	Library Search
(Any 3 other tech	Melee	Play Instrument	Pharmaceuticals
skills Gyro, Aero,	Interrogation	Streetwise	Zoology
Weapons, Security)	Streetwise	Persuasion	Human Perception
		Seduction	
FIXER	NETRUNNER		
SA: Streetdeal	SA: Interface		
Awareness/Notice	Awareness/Notice		
Forgery	Basic Tech		
Handgun	Education		
Brawling	System Knowledge		
Melee	Cyber Tech		
Pick Lock	Cyberdeck Design		
Pick Pocket	Composition		
Intimidate	Electronics		
Persuasion	Programming		

Pickup Skills

Add your REF and INT together. You have this many points to spend on your pickup skills. You cannot add to any skills in your career skill package however!

ATTRACTIVENESS SKILLS

Personal Grooming
Wardrobe/Style

BODY SKILLS

Endurance
Strength Feat
Swimming

COOL/WILL SKILLS

Interrogation
Intimidate
Oratory
Resist Torture/Drugs
Streetwise

EMPATHY SKILLS

Human Perception
Interview
Leadership
Seduction
Social
Persuasion/Fast Talk
Perform

INTELLIGENCE SKILLS

Accounting
Anthropology
Awareness/Notice
Biology
Botany
Chemistry
Composition
Diagnose Illness
Education/Gen. Knowledge
Expert
Gamble
Geology
Hide/Evade
History
Know Language
Library Search
Mathematics
Physics
Programming
Shadow/Track
Stock Market
System Knowledge
Teaching
Wilderness Survival
Zoology

REFLEX SKILLS

Archery
Athletics
Brawling
Dance
Dodge/Escape
Driving
Fencing
Handgun
Heavy Weapons
Martial Art
Melee Motorcycle
Operate Hvy Machinery
Pilot (Gyro)
Pilot (Fixed Wing)
Pilot (Dirigible)
Pilot (Vector Thrust)
Rifle
Stealth
Submachinegun

TECHNICAL SKILLS

Aero Tech
AV Tech
Basic Tech
Cryotank Ops
Cyberdeck Design
Cyber Tech
Demolitions
Disguise
Electronics
Elect. Security
First Aid
Forgery
Gyro Tech
Paint/Draw
Photo/Film
Pharmaceuticals
Pick Lock
Pick Pocket
Play Instrument
Weaponsmith
Weaponstech

Money

The amount of money available to equip your beginning character is based on the score of your character's special ability

ROLE	1-5	6	7	8	9	10
Rocker	1000	1500	2000	5000	8000	12000
Solo	2000	3000	4500	7000	9000	12000
Cop	1000	1200	3000	5000	7000	9000
Corporate	1500	3000	5000	7000	9000	12000
Media	1000	1200	3000	5000	7000	10000
Techie	1000	2000	3000	4000	5000	8000
Netrunner	1000	2000	3000	5000	7000	10000
Medtechie	1600	3000	5000	7000	10000	15000
Nomad	1000	1500	2000	3000	4000	5000

To determine your starting pay, roll 1D6/3 and multiply by monthly salary
Any additional money is at the discretion of the GM

Weapons

	Damage	# Shots	Rate Of Fire	Range	Price
LIGHT AUTOPISTOLS					
BudgetArms C-13	1D6	8	2	50m	75
Dia Lung Cybermag 15	1D6+1	10	2	50m	50
Federated Arms X-22	1D6+1	10	2	50m	150
MEDIUM AUTOPISTOLS					
Militech Arms Avenger	2D6+1	10	2	50m	250
Dai Lung Streetmaster	2D6+3	12	2	50m	250
Federated Arms X-9	2D6+1	12	2	50m	300
HEAVY AUTOPISTOLS					
BudgetArms Auto 3	3D6	8	2	50m	350
Sternmeyer Type 35	3D6	8	2	50m	400
VERY HEAVY AUTOPISTOLS					
Armalite 44	4D6+1	8	1	50m	450
Colt AMT Model 2000	4D6+1	8	1	50m	500
LIGHT SUBMACHINEGUNS					
Uzi Miniauto 9	2D6+1	30	35 1	50m	475
H&K MP-2013	2D6+3	35	32 1	50m	450
Fed. Arms Tech Assault	1D6+1	50	25 1	50m	400
MEDIUM SUBMACHINEGUNS					
Arasaka Minami 10	2D6+3	40	20 2	00m	500
H&K MPK-9	2D6+1	35	25 2	00m	520
HEAVY SUBMACHINEGUNS					
Sternmeyer SMG 21	3D6	30	15 2	00m	500
H&K MPK-11	4D6+1	30	20 2	00m	700
Ingram MAC 14	4D6+1	20	10 2	00m	650
ASSAULT RIFLES					
Militech Ronin Light Assault	5D6	35	30 4	00m	450
AKR-20 Medium Assault	5D6	30	30 4	00m	500
FN-RAL Heavy Assault Rifle	6D6+2	30	30 4	00m	600
Kalishnikov A-80 Hvy Rifle	6D6+2	35	25 4	00m	550

Weapons

	Damage	# Shots	Rate Of Fire	Range	Price
SHOTGUNS					
Arasaka Rapid Assault	4D6	20	10	50m	900
Sternmeyer Stakeout	4D6	10	2	50m	450
HEAVY WEAPONS					
Barret-Arasaka Light 20mm	4D10	10	1 4	50m	2000
Scorpion 16 Missile Launcher	7D10	1	1	1km	3000
Militech Arms RPG-A	6D10	1	1 10	00m	1500
Grenade	Varies	1	1 T	hrow	30
C-6 Plastic Explosive	8D10/kg	1	1	NA	100.00/kg
Mine (all types)	4D10	1	1	NA	350
KA F-253 Flamethrower	2D10	10	1	50m	1500
EXOTICS					
Technica 15 Microwaver	1D6	10	2	20m	400
Militech Elect. Laser Cannon	15D6	10	2 2	00m	8000
Avante P-1135 Needlegun	Drugs	15	2	40m	200
Enertex AKM Power Squirt	Drugs	50	1	10m	15
Nelspot "Wombat"	Drugs	20	2	40m	200
Miltech Electronics Taser	Stun	10	1	10m	60
EagleTech "Tomcat" C-Bow	4D6	12	1 1	50m	150
EagleTech "Stryker" X-Bow	3D6+3	12	1	50m	220
MELEE WEAPONS					
Kendachi Monoknife	2D6				200
Kendachi MonoKatana	4D6				600
SPM-1 Battleglove	3D6/2D6				900
Club	1D6				Free
Knife	1D6				20
Sword	2D6+2			2m	200
Axe	2D6+3				20
Nunchaku/Tonfa	3D6				15
Naginata	3D6				100
Shiriken	1D6/3				20
Switchblade	1D6/2				15
Brass Knuckles	1D6+2				10
Sledgehammer	4D6				20
Chainsaw	4D6				80

Armour

BODY ARMOR	COVERS	SP	EV	COST
Cloth/Leather	Arms, Torso, possibly legs	0	0	Varies
Heavy Leather	Arms, Torso, possibly legs	4	0	50
Kevlar T-Shirt/Vest	Torso	10	0	90
Steel Helmet	Head	14	0	20
Lt. Armor Jacket	Torso, Arms	14	0	150
Md. Armor Jacket	Torso, Arms	18	1	200
Flack Vest	Torso	20	1	200
Flack Pants	Legs	20	1	200
Nylon Helmet	Head	20	0	100
Hvy Armor Jacket	Torso, Arms	20	2	250
Door Gunner's Vest	Torso	25	3	250
MetalGear	Whole Body	25	2	600

Cyberware

For every ten points of Humanity Cost, the character LOSES one point of Empathy (unequal values are rounded down). For example, say I add four new cybernetic devices for a total Humanity Cost of 36. I will lose 3 points of Empathy.

This can start to cost you. With an Empathy of 3 the character is something of a "cold fish", emotionless and cold. With an Empathy of 2, the character is chilly, forbidding and distinctly unpleasant to others. With an empathy of 1, the character is usually violent, sociopathic and vicious. He must constantly fight to keep from going over the edge and committing irrational, violent acts of murder and mayhem.

At an Empathy rating of 0 or less, the character is fully in the grip of cyberpsychosis - the character is taken over by the GM who plays it as a NPC called a cyberpsycho.

Each time you add a cybernetic enhancement, there is a corresponding loss of humanity. But it's not simply, linear or nice. Different people react differently to the cyborging process. Therefore, your Humanity Cost is based on the throw of a random dice value for each enhancement. This is important because it means that sheer bad luck could put you over the edge before you know it!

You must track the CUMULATIVE number of points lost

NEURALWARE	Price	HC	CYBEROPTICS	Price	HC	CYBERAUDIO	Price	HC
Processor (Req)	1000	1D6	Basic Eye Module	500/ea	2D6/ea	Basic Hearing Mod.	500	2D6
Boosterware	500	1D6/2D6	(4 options each)			Amplified Hearing	200	1
Speedware	1600	1D6/2	Color Shift	300	0.5	Radio Link	100	1
Tactile Boost	100	2	Image Enhancement	300	1	Phone Splice	150	1
Olfactory Boost	100	2	Targeting Scope	400	2	Scrambler	100	0.5
Pain Editor	200	2D6	Marquee	300	1	Bug Detector	200	0.5
Cybermodem Link	100	1	Teleoptics	150	0.5	Voice Stress Anlz.	200	1
Vehicle Link	100	3	Micro-optics	150	0.5	Sound Editing	150	0.5
Smartgun Link	100	2	Anti Dazzle	200	0.5	Enhanced Range	150	2
Machine/Tech Link	100	2	Low Lite	200	0.5	Wearman	100	0.5
DataTerm Link	100	2	Thermograph Sensor	200	1	Radar Detector	150	0.5
Interface Plugs	200	1D6/pr	Infrared	200	1	Homing Tracer	200	0.5
Reflex Chips	Varies	0	Ultraviolet	200	1	Tight Beam Radio	200	1
Memory Chips	Varies	0	MicroVideo Optic	300	0.5	Radio Scanner	100	2
Chipware Socket	200	1D6/2	(takes 2 options)			MicroRecorder Link	100	0.5
			DigitalCamera	300	0.5	Digital Rec. Link	100	0.5
			(takes 2 options)			Level Damper	300	0.5
			Dartgun	200	2			

Cyberware

CYBERWEAPONS	Price	HC
Scratchers	100	2D6
Implanted Fangs	200	3D6
Rippers	400	3D6
Wolvers	600	3D6+1
Big Knucks	500	3D6
Slice N' Dice	700	3D6
Cybersnake	1200	4D6

CYBERWEAPONS (Built into CyberLimb)	Price	HC
Grenade Launcher	500	2D6
Micro-Missile Lnchr	900	2D6
Popup Gun 2	-800	2D6
Flame Thrower	600	2D6
Weapon Mount/Link	100	3
2-Shot Laser	800	2D6

CYBERARM/CYBERLEG	Price	HC
Arm Replacement (4 options each)	3000	2D6
Leg Replacement (3 options each)	2000	2D6
Quick Change Mount	200	2
Hydraulic Rams	200	3
Thickened Byomar	250	2
Reinforced Joints	200	1
Art. Shoulder Mount	1500	2D6
EMP Shielding	300	1
Plastic Covering	1-200	1
RealSkinn	200	0
Superchrome	200	3
Armor	200	0

HANDS/FEET (Attach to CyberLimb)	Price	HC
Standard Hand	150	0
Ripper Hand	600	2D6
Hammer Hand	600	2D6
Buzz Hand	600	2D6
Tool Hand	200	2
Grapple Hand	350	3
Extension Hand	350	2
Spike Hand	500	2D6
Modular Hand	600	2
Standard Foot	200	0
Talon Foot	600	2D6
Tool Foot	300	2
Web Foot	500	2
Grip Foot	500	2
Spike Heel Foot	500	2D6

BUILT-INS (Install in CyberLimb)	Price	HC
Cybermodem	3000	1
Digital Recorder	300	1
Storage Space	50	0.5
MiniCam	200	2
MiniVid	400	2
Hidden Holster	100	1
LCD Readout	200	1

IMPLANTS	Price	HC
Nasal Filters	60	2
Gills	400	3D6
Air Supply	300	2D6
Sexual Implant	300	2D6
Contraceptive Imp.	100	0.5
SubDermal Pocket	200	2D6
Motion Detector	200	2D6
Digital Recorder	200	2
A/V Tape Recorder	300	2
Radar Sensor	200	2
Sonar Implant	300	2
Radiation Detector	200	2
Chemical Analyzer	200	2
Voice Synth.	600	1D6
AudioVox	700	2D6

BIOWARE	PRICE	HC
Grafted Muscle	1000	2D6
Muscle/Bone Lace	1500	1D6/2
Skin Weave	2000	2D6
Enhanced Antibodies	3000	1D6/2
Toxin Binders	3000	1D6/2
Nanosurgeons	6000	1D6/2

FASHIONWARE	Price	HC
Biomonitor	100	1
Skinwatch	50	1
Light Tattoo	1-20	0.5
Shift-tacts 1	1 - 200	0.5
Chemskins	200	1D6/2
Synthskins	400	1D6
Techhair 1	1 - 200	2

BODY PLATING	Price	HC
Cowl	200	1D6
Faceplate	400	4D6
Torso Plate	2000	3D6
Front Optic Mount (5 Optic Options)	1000	4D6
Sensor Extensors 50 (Audio/Optics)	0/ea	3D6

LINEAR FRAMES	Price	HC
Sigma Frame	6000	2D6
Beta Frame	8000	2D6
Omega Frame	10000	3D6

Equipment

FASHION	Price	TOOLS	Price
*Pants	20	Techscanner	600
*Top	15	Cutting Torch	40
*Jacket	35	Tech Toolkit	100
*Footwear	25	B&E Tools	120
*Jewelry	10 - 100	Electronics Toolkit	100
*Mirrorshades	May-50	Protective Goggles	20
*Contact Lenses	100	Flashtube	2
*Glasses	50	Glowstik	1
*Multiply base by style:		Flash Paint	10.00/pt
Generic	x1	Flash Tape	10.00/ft
Leisurewear	x2	Rope	2.00/ft
Businesswear	x3	Breathing Mask	30
High Fasion	x4		
Urban Flash	x2	DATASYSTEMS	
		Laptop Computer	900
PERSONAL ELECTRONICS		Pocket Computer	100
Holo Generator	500	Cybermodem	Varies
Video Board	100/sqft	Cellular Cybermodem	Varies
Data Chip	10	Interface Cables	20 - 30
Logcompass	50	Low Imp. Cables	60
Digital Recorder	300	'Trode Set	20
Digital Camera	150	Keyboard	100
VideoCam	800	Terminal	400
Video/Audio Player	40		
VideoTape	4	COMMUNICATIONS	
Pocket TV	80	Mastoid Commo	100
Digital Chip Player	150	Pocket Commo	50
Digital Music Chip	20	Cellular Phone	400
Elect. Guitar	100 - 500	Mini Cell Phone	800
Elect. Keybd.	200 - 900		
Drum Synth.	200 - 800	ENTERTAINMENT	
Amplifier	500 - 1000	Movie	10
		VCR/Chip Rental	4
		Braindance	20
SURVEILLANCE		Live Concert/Event	50.00
Binoglasses	200	Fast Food Meal	5
Binoculars	20	*Well Drink	3
Light Boosters	200	*Resturant Meal	20
IR Goggles	250	*Note: Multiply by level	
IR Flash	50	of resturant or bar:	
		Fair x1	
		Good x2	
		Excellent x3	

Equipment

SECURITY			
Keylock	20.00/lvl		
Cardlock	100.00/lvl		
Vocolock	200.00/lvl	MEDICAL	
Line Tap	200	Dermal Stapler	1000
CodeDecryptor	500	Spray Skin	50
VocDecryptor	1000	Slap Patch	Varies by Drug
Security Scanner	1500	Cryotank	100000
Poison Sniffer	1500	Medkit	50
Jamming Xmtr	500	Surgical Kit	400
Scanner Plate	500	First Aid Kit	10
Movement Sensor	40	Medscanner	300
Passcard	10	Drug Analyzer	75
Tracking Device	1000	Airhypo	100
Tracer Button	50	Clinic Visit	200
Remote Sensors	700	Day in Hospital	300
PlasKuffs	100	Day in Int. Care	1000
Stripwire Binders	5	Clone Limb Rep.	1500
FURNISHINGS			
Nylon Carrybag	5	VEHICLES	
Sleeping Bag	25	Scooter	500
Inflatable Bed	25	Motorcycle	1500
Futon	90	Citycar	2000
Real Wood Furn.	200/ea	Small Subcomp.	6000
Synth. Furniture	100	Medium Sedan	10000
Apartment Cube	5000	Sportscar	20000
Lamp	20	Luxury Sedan	40000
Cleaning 'Bot	1000	Note: x2 for Cyber controls	
Vocal Switch. Sys	100		
GROCERIES			
		Kibble	50/wk
LIFESTYLE			
Cell Phone Service	100 pcm	Generic PrePack	150/wk
Std Phone Service	30 pcm	Good Prepack	200/wk
Pay Phone Call	.50/min	Fresh Food	300/wk
Data Term Use	1.00/min		
CredChip Account	20/pcm		
Health Plan	1000/pcm	HOUSING	
Trauma Team Acct	500/pcm	*Coffin	20/night
Air	5/pcm	*Hotel Room	100/night
Mag Lev Chit	.25/statn	*Apt/Condo	200/eoom
Taxi	3/mile		pcm
AV-Taxi	10/mile	*House	50/room
Cable TV	40/pcm		pcm
Satellite Dish	1500	*NOTE: Multiply	base by location:
		CombatZone x1	
		Moderate Zone x2	
		Corporate Zone x4	
		Executive Zone x6	
		Utilities	100/pcm