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1.- INTRODUCTION

One of the primary goals of this "supplement" is to adapt the YZE system for Cyberpunk 2020 gameplay, all while retaining as much of the original elements as possible—be it implants, weapons, armor, netrunning, and the like.

The intent is to maximize the use of existing supplements and lay down a foundation to work upon. By maintaining similar terminology and named difficulty scales, the aim is to simplify the transition of rules between systems.

Hence, this supplement isn't designed to be standalone. It merely contains what's necessary for gameplay using the new dice system—a system that offers success ranges I deem more favorable than the standard 1d10+Stat+Skill from Cyberpunk 2020.

ROLLING DICE

In Cyberpunk Year Zero Engine games, dice introduce an element of unpredictability and thrill. No roll guarantees a 100% success, just as none falls at a flat 0%. Players will utilize polyhedral dice such as D6, D8, D10, and D12.

Rules may call for D3 (roll D6 and divide by 2, rounding up), 2D6 (add two six-sided dice), D66 (tens and ones from two D6, results 11-66), or D100 (tens and ones from two D10, counting 00 as a 100). You can even roll D666 by using three D6 for hundreds, tens, and ones digits.

MEASURING TIME

In CPYZE games, time is measured in three units, as shown in the table below. The duration of a round, stretch, or shift can vary, and the GM manages time, including four shifts: morning, day, evening, and night.

UNIT OF TIME | DURATION | USED IN

Round | 3 seconds | Combat

Stretch | 6 minutes | Exploration

Shift | 6 hours | Travel

2.- PLAYER CHARACTERS

Your player character (PC) is your vital asset in any Year Zero Engine game. They're your window into the world. Treat your PC seriously, make decisions as if they were real. Embrace risks; it's about crafting a compelling story. Your PC evolves, not just in skills but in personality. That's when they truly come alive.

SEVEN STEPS OF CREATION

This chapter provides a detailed guide on creating your player character. Here's a quick overview. Get a character sheet, a pencil, and follow these steps:

1. Choose your archetype.
2. Determine your attributes.
3. Determine your skills.
4. Choose your starting talent.
5. Determine your personality traits.
6. Pick your gear.
7. Choose a name.

ARCHETYPE

In CPYZE, character archetypes, also known as "roles" or "professions," are pivotal to your character's identity and story.

Your chosen archetype defines your character's background, role within the group, attributes, skills, talents, and starting gear.

These archetypes may seem stereotypical, serving as a starting point for character creation. However, remember that your character is more than just their archetype; it's a canvas for crafting a truly unique player character.

This is the starting list:

- Corporate: The ambitious business mogul.
- Cop: The enforcer of the law.
- Fixer: The well-connected problem solver.
- Media: The influential communicator.
- Medic: The life-saving healer.
- Netrunner: The digital hacker extraordinaire.
- Nomad: The rugged wanderer of the wastelands.
- Rocker: The rebellious music icon.
- Solo: The fearless combat specialist.
- Techie: The tech-savvy genius.

ATTRIBUTES

Your character has four attributes that indicate your basic physical and mental capabilities. Your attributes are used when you roll dice to perform actions in the game, and also determine how much damage and stress can withstand before you become broken. Read more about this in Chapter 4

- **BODY TYPE** : Strength, toughness, brawn
- **REFLEXES** : Body control, Speed, Agility
- **INTELLIGENCE** : Senses, Memory, Technical ability
- **COOL** : Charm, Empathy, Sanity, Self-control

Attributes are graded from A to D, each associated with a specific die type, as shown in the table below:

- **A:** D12 (Die Size: 12) - Extraordinary
- **B:** D10 (Die Size: 10) - Capable
- **C:** D8 (Die Size: 8) - Average
- **D:** D6 (Die Size: 6) - Feeble

You begin with a baseline of C in all four attributes and can make three one-step increases, up to A. Your archetype provides one extra increase for a specified stat. To gain an additional increase, you can decrease one attribute from C to D. In the step dice rules, "die size" refers to the highest possible result on a specific die type. For example, a D6 has a die size of 6, and a D8 has a die size of 8.

MINOR ATTRIBUTES

Some minor attributes are derived from the main attributes, others are fixed values. Each of them affect the game in its own manner, or are just here to speed calculations during play:

Attractiveness (ATT): Roll 3d10 and choose the middle result (e.g., from 4, 6, and 9, pick 6) to determine your looks. In Cyberpunk, style matters as much as substance.

Initiative Bonus (IB): Based on your Reflexes stat, IB starts at 0 at grade D and rises by +1 for each step, maxing at +3 at grade A. Initiative rolls use 1d10+IB with potential Talent or Gear modifiers.

Move Allowance (MA): Starting at 7, MA denotes meters covered by a fast action each round. Enhancements or skills can increase this.

Run/Leap: Calculate your character's run in a combat round (3.2 seconds) by tripling MA. They can cover triple that in 10 seconds. For leaping distance, divide your RUN by 4.

Body Type Modifier (BTM): Originating from your Body Type stat at 0, BTM provides a -1 damage reduction per level, up to -3 at A. It can't reduce damage to 0 and is applied post armor effects.

Damage Modifier: Body Type affects melee damage. Gain +1 for grade B, +2 for grade A, but suffer -1 for grade D.

Health: Damage levels range from Light to Mortal 4. Each level has four boxes; tick one for every damage point. Penalties increase with damage: -1 for Serious, -2 for Critical, and -4 for any Mortal. At Mortal levels, make a penalized Death Save each round.

SKILLS

Skills represent your acquired knowledge and abilities in CPYZE, influencing how effectively you perform various actions in the game. Like attributes, skill levels are graded from A to D, each associated with a specific die type, as shown below:

- A: D12 (Die Size: 12) - Elite
- B: D10 (Die Size: 10) - Veteran
- C: D8 (Die Size: 8) - Experienced
- D: D6 (Die Size: 6) - Novice

Even if you have no skill level in a particular skill, you can still attempt to roll for it, relying solely on the associated attribute for that skill. When creating your character, start with one B level skill (determined by your archetype), two C level skills, and three D level skills.

Skills and how to use them are explained in more detail later, in chapter 3.

List of skills:

- Endurance (BT)
- Heavy Machinery (BT)
- Melee (BT)
- Strength Feats (BT)
- Athletics (REF)
- Burglary (REF)
- Marksmanship (REF)
- Stealth (REF)
- Awareness/Notice (INT)
- Interface (INT)
- Medical Tech (INT)
- Tech (INT)
- Driving/Operate (CL)
- Human Perception (CL)
- Streetwise (CL)
- Persuasion (CL)

TALENTS

Talents (also called specialties) are tricks, moves and minor abilities that give you a small edge. talents are more narrow than skills and give you a way to fine-tune your character.

You can pick one talent when creating your character, but your archetype determines which talents you can choose from. You can learn more talents during the course of the game.

You can find the list of talents in Chapter 3.

PERSONALITY TRAITS

The game uses a variety of methods to give your PC unique personality traits beyond the numerical stats. Fill your sheet with the following descriptions:

PRIDE: Something specific that defines your character and makes them stand out. It can be an ability, an event in your past, or something else. Once per game session, you may check your Pride to get one automatic success in a dice roll. You must justify how your Pride helps you.

WEAKNESS: An Achilles heel that can get you into trouble somehow. Your weakness adds depth and personality to your character and can also be used by the GM to create challenges for you. Roleplaying according to your weakness gives you extra XP at the end of the session.

DARK SECRET: A pre-game experience that haunts or threatens you. Were you an Arasaka sleeper agent? Did a mistake lead to a Fixer's death? This secret aids the GM in crafting stories and can also grant you bonus XP post-session.

BIG DREAM: This is your PC's main long-term goal in the game. During play, you will gain extra XP if you risk or sacrifice something significant to move closer to seeing your big dream realized.

GEAR

Having the right gear will help you survive the urban and neon world of cyberpunk. You must write down all the items you are carrying. Write down one item per row in the Gear section on your character sheet. If it's not listed on your sheet, you don't have it with you.

STARTING GEAR: Your archetype determines what money you start with, buy your gear with it.

ENCUMBRANCE

You can unhindered carry a number of regular items up to your carry limit, which is equal to your Body Type die size. Heavier items count as two, three or more regular items. Light items count as $\frac{1}{2}$ or even $\frac{1}{4}$ regular items.

BACKPACK: If you have a backpack, you can use it to carry an additional number of regular items equal to your carry limit. However, carrying a backpack gives you a -2 modifier on all Athletics skill rolls (page 12). The backpack itself does not affect your encumbrance.

TINY ITEMS: Items with negligible weight, that can be hidden in a closed fist, are called tiny. They are so small they don't affect your encumbrance at all. Tiny items still need to be listed on your character sheet.

EXPERIENCE

The things you learn during the game are measured in Experience Points (XP). You receive XP after the end of each game session. Talk it through and let the whole group discuss what has happened. For each of the below questions that you can reply "yes" to, you get one XP:

- Did you participate in the game session?
- Did you explore a new location?
- Did you defeat one or more dangerous adversaries?
- Did you overcome an obstacle without using force?
- Did you act according to your weakness / dark secret / big dream?
- Did you perform another extraordinary action of some kind?
- Specific games can award XP for other actions as well.

The GM has the final word when it comes to how much XP each character should get.

SPENDING XP

You can use your XP to improve your skills and specialties, or to learn new ones. You can only spend XP when your PC gets a chance to rest, or between game sessions.

SKILLS: Boosting a skill level costs XP as shown in the table. Elevate a skill one level at a time. Acquiring a new skill at level 1/D is 5 XP. You must use the skill successfully once since your last upgrade. Only significant, high-stakes rolls count, with the GM deciding. If guided by a higher-level teacher for one shift, this process can be expedited.

TALENTS: Acquiring a talent costs 10 XP and needs a teacher possessing that talent. After a shift of instruction, the teacher rolls for Persuasion. Failure means no new talent that shift, but the XP remains, allowing another attempt later.

Skill Level Advancement Costs:

- D: 5 XP
- C: 10 XP
- B: 15 XP
- A: 20 XP

PERSONALITY TRAITS

After any session, you may change personality traits such as your pride, weakness, dark secret, and big dream. Try to connect the change to something that has happened during the course of the game.

3.- SKILLS & SPECIALTIES

Roleplaying is a conversation. The Gamemaster describes the scene, you describe how your PCs behave, the GM describes how any NPCs react, you reply, and it goes back and forth. That is how the story is told and progresses. But sooner or later, a decisive situation will arise, a point of no return, a conflict that conversation alone cannot resolve. Then it's time to break out the dice and use one of your skills.

ROLL THE DICE

There are twelve core skills in total in the Year Zero Engine, and they are all described later in this chapter. Each skill is connected to one of the four attributes: Body Type, Reflexes, Wits, and Empathy.

To roll for a skill in the step dice version, grab two dice – one for your skill level and another for the base attribute that is connected to the skill. These two dice are called your base dice. The type of base dice to roll depends on your levels in the skill and attribute. Then roll your two base dice together.

SUCCESS: To succeed with your action, you must roll 6 or higher on at least one base die used in the roll. A roll of 6 or higher is called a success, and is marked in the rules with the eye symbol. A roll of 10 or higher on a single die (only possible with a D10 or D12) counts as two successes.

NO SKILL? If you don't have the skill required for the particular action you want to perform, you can roll anyway – simply roll the base die for your attribute alone.

GEAR BONUS: Gear can have positive modifiers (ex.: +1, +2, +3), those represent the number of extra d10 you roll. Those special gear dice only give 1 success on a roll of 10 (and no success on 6). If your total gear bonus is negative (ex.: -1 or -2) this applies as a difficult modifier to the base dice roll.

MULTIPLE SUCCESSES

If you roll two or more successes, you reach your stated goal, but also gain some additional bonus effect, depending on the situation and the skill used. In combat, extra successes can increase the damage done. For other skills, you can suggest a bonus effect yourself. The GM has final say. Some suggestions:

- You act quickly.
- You act quietly.
- You help another character by giving him a success (if it's the same challenge).
- You impress someone.
- You discover something unexpected.
- You won't need to reroll again in the same exact challenge.
- Gain a +1 bonus on the following skill roll related to this.
- Outmaneuver enemy exchanging initiative scores.
- Knock an opponent or disarm him.
- Inflict an extra D6 of damage (can stack).

MORE SUCCESSES: Rolling three or even more successes generally only matters in combat, where each additional will increase the damage done.

THE ART OF FAILURE

If you roll no success, something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of

the GM. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of additional time, risk, or resources, but still a way. The GM has the final say regarding the consequences of failure in a particular situation.

You have one last chance if you really need to succeed – you can push the roll.

PUSHING YOUR ROLL

Your initial skill roll reflects a safe and controlled action. If you fail your initial roll, or if you want additional successes, you can lean into the action, giving it everything you've got, pushing yourself to the limit.

This is called pushing the roll, and lets you re-roll any dice that don't show the result of 1. A base die showing a 1 is called a bane and can never be re-rolled when pushing. After a push, you cannot change back to the previous result. All dice count after the push, even any dice you didn't re-roll.

COST OF PUSHING

Pushing always comes with a risk or a cost.

STRESS DICE: When making skill rolls, including the immediate re-roll when pushing, add a number of stress dice to your roll equal to your current amount of stress points. When you push a roll, you immediately take one stress point.

Stress dice are D6s that are added to your roll and sixes on them count as successes, meaning the built-up stress actually increases your

chances to succeed, as it makes you more sharp and alert. However, if you roll a bane on one or more stress dice (even in the initial roll, without pushing), you trigger a roll on a panic table or some other unwanted effect (Complications roll). You can find a sample panic table on page 10.

Stress is typically relieved – all stress points removed – after a stretch of rest in a (reasonably) safe location. The pushing version works very well in horror-oriented games.

Additionally, extremely stressful situations during a mission could raise one stress point as well. Some examples of that kind of scenarios would be:

- Driving a truck to then realize that it carries a thermonuclear warhead on the cargo.
- That a woman, kidnapped in service of a mission, it's in reality the president's daughter.
- Infiltrating a secret laboratory where illegal experiments are being conducted on human subjects, only to discover that the subjects are actually advanced cyborgs with deadly weapons and abilities.
- Discovering that a fellow team member has been implanted with a brainwashing device by a rival agency, and that they are now working against the team's interests.
- Infiltrating a heavily guarded corporate headquarters to steal sensitive information, only to find out that the information is booby-trapped with a lethal virus that will wipe out all data on the team's own servers if they try to access it.

PANIC COMPLICATIONS TABLE

Roll a D6 and add your current amount of stress points, also add current humanity lost divided by 10 and rounded down (ex.: 46 humanity points lost would be a +4 to the roll). Effects last until all stress is relieved.

RESULT - EFFECT

1–6 : Composure Intact. You manage to keep your stress in check. Barely.

7 : Anxiety Spreads. You and all PCs in Short range gain a stress point.

8 : Unsteady Hands. You experience difficulty controlling your movements. All skill rolls using Agility suffer a –2 modifier.

9 : Drop Item. You drop a weapon or other important item – the GM decides which one.

10 : Hesitate. You hesitate due to stress for one round, losing your next turn.

11 : Tactical Withdrawal. You must use your next action to move away from danger and find a safe spot if possible. You must make a retreat roll (page 17) if you have an enemy at Engaged range. You lose one stress point, but all other PCs in Short range gain one stress point. After one round, you can act normally.

12 : Vent Frustration. You vent your frustration loudly, losing your next turn. You lose one stress point, but every PC who hears your outburst must make an immediate Complications roll.

13 : Confusion overtakes you, disrupting your sense of direction and causing difficulties in distinguishing friend from foe. When you take any action, there's a 50% chance that the outcome will be the opposite of what you intended. This could lead to accidentally attacking an ally, inadvertently moving into enemy lines, or other unexpected events determined by the GM. Moreover, any player character who witnesses or hears about your confusion must immediately make a Complications roll.

14 : Uncontrolled Aggression. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is broken. Every PC who witnesses your aggression must make an immediate Complications roll.

15+ : Shutdown. You collapse to the floor, unable to talk or move, overwhelmed by stress. Alternatively, you're the victim of cyberpsychosis and may even lose your character.

PASSIVE ROLLS

You can only push skill rolls when you actively perform an action. When passive or unaware, for example when rolling Observation to see if you spot a sneaking enemy, you cannot push the roll.

ONLY ONCE

You can only push a skill roll once. If you don't succeed on your second try, you are stuck dealing with the consequences.

ONLY ONE CHANCE

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice – and pushed the roll – you may not roll again to achieve the same goal. You need to try something different or wait until the circumstances have changed in a substantial way. Or let another player character try. This rule does not apply to combat, where you can attack the same enemy multiple times.

MODIFIERS

Sometimes, external factors help you to succeed. Such modifiers will step up your base dice to bigger dice. Other times, something hampers your action. This downsteps your base dice.

You can get such modifiers to skill rolls in several different ways: specialties, the difficulty of the action itself, and help from others.

A +1 modifier means upgrading a base die one step, a +2 modifier means upgrading two steps, and so on. A -1 modifier means downgrading a base die one step, -2 means two steps down, and so on. Several modifiers can apply to the same roll, and they are cumulative.

When stepping up and down, always try to balance your dice as much as possible – i.e. step up a lower base die first, and downstep a higher base die. You can never go above two D12s, no matter what modifiers you have. To downstep past two D6s, remove one die. You can never go below one D6. If you lack a skill level and start with just a single base die, step up by adding a D6 (as one step up) and step it up further as needed.

DIFFICULTY

Normally, the GM doesn't need to determine action difficulty; you roll dice when facing challenging situations, plain and simple. However, there are times when the GM might wish to emphasize external factors that either aid or impede an action. Consult the table below for reference.

DIFFICULTY MODIFIER

- Trivial: +3
- Simple: +2
- Easy: +1
- Average: 0
- Difficult: -1
- Very difficult: -2
- Nearly impossible: -4

Specific Modifiers: There are instances where rule-based modifications come into play, such as when carefully aiming with a ranged weapon, shooting at long range, or negotiating from a disadvantageous position when attempting to Persuade someone. Additionally, some talents grant positive modifiers in specific situations.

HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a skill roll. This must be declared before you roll your dice. It must also make sense in the story – the individuals helping you must be physically present and have the capacity to support your action. The GM has final say.

For each person helping you, you get a +1 modifier. No more than three people can help you with a single roll, meaning your maximum modifier from getting help is +3. In combat, helping counts as the same type of action as the one you are supporting (fast or slow).

NPCs can help each other in the same way as player characters. Letting NPCs act in groups instead of individually is often an easy way to manage large numbers of NPCs in combat.

OPPOSED ROLLS

Sometimes, rolling a success isn't enough to succeed with your skill roll. In some cases, you must beat your opponent in an opposed roll. To win an opposed roll, you must roll more successes than your adversary. Every success rolled by your adversary eliminates one of your successes. Only you (the active party) can push your roll – and you can decide to do so even after your opponent rolls.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed can be used when you roll Persuasion versus Insight to influence someone who is actively trying to resist you, or Stealth versus Observation to move undetected past a vigilant guard.

The GM can also use opposed rolls in any case when they deem it appropriate.

TIES: If you and your opponent roll the same number of successes, the result is a tie. Typically, your action will fail if you roll a tie as the active party in an opposed roll, but in some cases, ties have specific effects. If a tie needs to be broken, reroll the opposed roll to determine the outcome.

GEAR

Gear can take many different forms depending on the setting of the game, and often includes weapons. Useful gear can give you extra dice to roll with your skill. This is called a gear bonus.

GEAR BONUS

Gear can have positive modifiers (ex.: +1, +2, +3), those represent the number of extra d10 you roll. Those special gear dice only give 1 success on a roll of 10 (and no success on 6). If your total gear bonus is negative (ex.: -1 or -2) this applies as a difficult modifier to the base dice roll.

GEAR RELIABILITY

Gear can have reliability ratings. Each point of damage from pushing rolls or outside force reduces the reliability rating by 1. When it reaches zero, the item is broken and can no longer be used.

REPAIRING GEAR

Damaged gear can be repaired. It takes a Shift of work and a successful Tech skill roll. If the roll is successful, the gear bonus / reliability is recovered by one point for every success rolled, up to the starting score. If the roll fails, the gear bonus / reliability is permanently decreased to its current score. If the gear bonus / reliability has been reduced to zero and the attempt at repair fails, the item is permanently destroyed. Some items can require specialized tools, spare parts, or specialties to repair.

THE SKILLS

This section describes the seventeen core skills of Cyberpunk YZE.

ENDURANCE (BODY TYPE)

Endurance is the skill to rely on when your physical stamina, vigor, or resilience is put to the test. Whether it's surviving underwater, resisting a deadly poison, or staying alive in the face of a lethal critical injury, the Endurance skill becomes your lifeline.

HEAVY MACHINERY (BODY TYPE)

In the rugged world of the outlands, heavy machinery is your ally in the toils of hard labor. The Heavy Machinery skill is your ticket to mastering the behemoth machines that aid your daily tasks. Roll for this skill when you engage with heavy machinery, whether it's operating, repairing, improvising, or dismantling any formidable mechanical apparatus.

MELEE (BODY TYPE)

The Melee skill is your expertise in close combat, essential when you find yourself in a life-or-death struggle, fighting hand-to-hand with an opponent. Roll for this skill when you engage in combat, whether it's launching an attack or defending yourself using only your body or a melee weapon.

STRENGTH FEATS (BODY TYPE)

The Strength Feats skill comes into play when faced with obstacles that demand raw physical power, such as lifting, pushing, or breaking heavy or solid objects. Use this skill to perform any task requiring exceptional strength.

ATHLETICS (REF)

The Athletics skill is a testament to your physical prowess in the urban jungle and the outlands alike. From vaulting over obstacles in a high-speed chase to scaling the towering buildings of the metropolis, your proficiency in Athletics determines how adeptly you navigate the physical challenges of the world.

BURGLARY (REF)

Those with the skill in Burglary operate on the fringes, bypassing security measures and leaving no trace. Whether it's cracking a digital safe, picking a traditional lock, or silently lifting valuables from an unsuspecting mark, the Burglary skill is your key to covert acquisition.

MARKSMANSHIP (REF)

The Marksmanship skill covers your prowess with firearms, laser weapons, and other ranged devices. Whether it's picking off an enemy from a distance, defending an ally from a rooftop, or making that perfect shot in the midst of chaos, this skill comes into play.

STEALTH (REF)

Roll for Stealth when trying to sneak past someone, staying undetected, or picking someone's pocket. If your opponent is actively looking for you, it's an opposed roll against their Awareness/Notice. If not, it's just a straight skill roll.

AWARENESS/NOTICE (INT)

The Observation skill can be used to examine an area to find useful information or to spot something or someone from a distance. When the GM calls for it, you can make a passive roll for this skill to detect an approaching threat in time. When examining an area, the GM can give

you a positive modifier if your description of where you are searching is very precise, or even let you succeed without a roll.

INTERFACE (INT)

The Interface skill is pivotal for netrunners, defining their ability to navigate the digital realm, assault data fortresses, counteract hostile programs, and defend against cyber threats.

MEDICAL TECH (INT)

The Medical Tech skill encompasses the knowledge and practice of providing medical care. Whether it's stabilizing a critical injury, performing field surgery, or administering first aid, proficiency in this skill is crucial when life hangs in the balance.

TECH (INT)

The Crafting skill is primarily used to repair broken gear or building new items, but it can also be used to understand or operate mechanical constructions. Repairing a broken item typically takes a shift of work. The exact uses of this skill vary depending on the specific game setting.

DRIVING/OPERATE (CL)

The Driving/Operate skill is your proficiency in handling an array of machinery, from cars and trucks to planes and drones..

HUMAN PERCEPTION (CL)

Human Perception is the skill of intuitive understanding and reading people's emotional states and intentions. It's the fine-tuned awareness that detects subtle cues, underlying emotions, and concealed truths in interpersonal interactions.

STREETWISE (CL)

The Streetwise skill embodies a character's aptitude for navigating the underground and urban landscapes. Knowledge about the streets, the black market, influential contacts, and where to find illicit goods or services is all encapsulated within this skill.

PERSUASION (CL)

Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. For this, you use the Persuasion skill. If your opponent is actively trying to resist you, it's an opposed roll against their Human Perception. If not, it's a straight roll.

Before you roll, you must state the stakes of the roll – what you want to achieve. What you ask of your opponent must be within reason. No NPC will agree to do anything you want or act directly against their own interests, no matter how good your roll is. Conversely, you don't need to roll for simple requests that your opponent has no reason to resist. The GM has the final say on when Persuasion rolls can or need to be used.

TALENTS

While attributes and skills give you the broad strokes of your competency, talents represent specific areas of expertise. Talents are unique tricks and specialities that give you an edge and keep your adversaries guessing.

You typically start the game with just one or a few talents, with your choice limited by your archetype. You can learn more talents during the game, without being limited by your archetype.

BODYGUARD

If someone within Short range of you is hit by an attack, you can dive in to take the hit. Roll for Athletics. It doesn't count as an action in combat. If you roll one or more successes, you take the hit instead of your friend. You can push the roll.

STOIC

You can push any skill roll based on Cool twice, not just once like other characters.

COMBAT SENSE

You can roll two initiative dice instead of one during the initiative draw. Choose the one you want to use.

FIELD SURGEON

You know the delicate art of stopping a wound from bleeding or treating grave injuries. You get a +1 modifier to Medical Tech when treating someone who is about to die from a critical injury.

FLYWEIGHT

When you block in close combat, you can use Reflexes instead of Body Type.

GUT FEELING

You have a knack for sensing when trouble is coming your way. You can roll for Awareness/Notice using Cool instead of Intelligence to detect an approaching threat.

HARDENED

Your BTM score is increased by 1.

HARD HITTER

You get a +1 modification to Melee Combat if you sacrifice your fast action in the round.

QUICK HEALER

You are very resilient and recover quickly from injuries. The healing time of critical injuries is halved for you.

QUICK RELOAD

You can reload a firearm using magazines or speed loaders as a Fast Action, rather than a Slow Action.

INQUISITIVE

You can push any skill roll based on Intelligence twice, not just once like other characters.

JURY-RIG

You can roll Tech skill on a destroyed object, vehicle or piece of equipment to make it work for an additional Stretch of time per success.

MENACING

You have a scary physical presence that makes it easy to intimidate people. You can roll for Persuasion using Body Type instead of Cool when you threaten someone.

MUSICIAN

You get a +1 modifier to all Persuasion rolls in situations where singing or playing an instrument is helpful. The GM has final say.

PACK MULE

Your carry limit is increased by +2.

QUICK DRAW

You can draw your weapon so quickly it doesn't cost you an action.

RECKLESS

You can push any skill roll based on Reflexes twice, not just once like other characters.

RUNNER

Your Movement Allowance (MA) score is increased by 2, also affecting your Run and Leap values.

SECOND WIND

Once per day, when you reach Mortal level injuries, you can get back on your feet immediately. Roll for Endurance. You cannot push the roll. For every success you roll, you get one point of health back.

SNIPER

You get a +1 modifier to Marksmanship rolls when firing a single shot (not full auto) at Long range or more, from a hidden position.

TRUE GRIT

You can push any skill roll based on Body Type twice, not just once like other characters.

WEAPON SPECIALIST

You're an expert at using a certain type of weapon. When you use this type of weapon, you get a +1 modifier. You can choose this specialty several times, once for each weapon type. You can be a specialist at fighting unarmed.

4.- COMBAT & DAMAGE

Combat is deadly in most Cyberpunk games. Before you enter a fight, you should always ask yourself: Is it worth it?

MAPS & ZONES

A violent conflict is typically played out using a map of the location where your characters happen to find themselves fighting for their lives.

The map is divided into zones. A zone is typically a room, a corridor, or an area of ground. How big a zone is varies – from a few steps across up to about 25 meters. A zone is generally smaller in a cramped environment than in open terrain.

ZONE FEATURES

Zones can have various features, which affect actions performed within them. Here are some examples:

CLUTTERED: The zone is covered by dense undergrowth or filled with debris of some sort. You must roll for Athletics when you move into the zone. Failure means you manage to get into the zone, but you fall down.

DIMLY LIT: The zone is dimly lit. Awareness/Notice rolls in the zone get a -2 modifier. Ranged attacks into the zone also suffer a -2 modifier, and can't pass through the zone.

CRAMPED: A crawlspace or narrow tunnel. In a cramped zone, you can only crawl, not run. You also cannot move or shoot past individuals next to you against targets behind them.

BORDERS & LINE OF SIGHT

The border between two adjacent zones can be open or blocked by a wall. A blocked border can have a door or a hatch, as indicated by the map, allowing movement between the two zones.

Open borders don't block vision or movement. A blocked border generally blocks line of sight even if there is a door or hatch in it – unless you're actively standing by the doorway and peeking through.

RANGE CATEGORIES

The distance between you and your opponents is divided into five range categories. See the adjacent table.

Weapon	Typical long range
Handgun	50 m
Submachinegun	150 m
Shotguns	50 m
Rifles	400 m
Throwing	5m x BOD Dice type (-10m/Kg >1)

Range	Description	Special
Point Blank	Right next to you, melee range	Weapon does max damage.
Close	¼ of long range	
Medium	½ of long range	
Long	Full range (see each weapon)	
Extreme	2x Long range	Weapon does ½ damage.

ROUNDS & INITIATIVE

Combat is played out in rounds, each around 3.2 seconds long. When combat begins, the first step is to determine who has the initiative. Do this before anyone rolls dice for an action.

ROLLING INITIATIVE

Roll 1D10 plus your Initiative Bonus (IB) and also add any gear/equipment/boost you have to the result. Participants act in order from highest to lowest number, until everyone has taken their turn.

When all the participants in the combat have acted once, the round is over, and a new round begins. The round order remains the same throughout the whole conflict – rolling initiative is only done once, at the start of the first round.

SURPRISE

If you initiate combat with one side unaware of the conflict, the ambushing team can act once before rolling initiative.

YOUR TURN

The point in the initiative order at which you act is called your turn. The phrase “your next turn” means the next upcoming point in the initiative order at which you normally act, whether that happens to be in the current round or the next round (if your turn in the current Round has already passed). The phrase “your previous turn” means your latest previous point in the initiative order, whether it was in the current round or the previous round.

NPC INITIATIVE

For a group of NPCs with identical stats, the GM can, if they want, roll initiative for the group instead of one per individual. All the NPCs in that group act at the same point in the round order. In what order they act individually within the group is up to the GM.

SLOW & FAST ACTIONS

On your turn, you can perform one slow action and one fast action, or two fast actions.

FREE ACTIONS: Dropping to the ground or shouting a few words are called free actions – they don’t count toward your two actions for the round, but you can only do them on your own turn.

DESCRIBE YOUR ACTIONS

When it’s your turn to act, simply state which actions you wish to perform and roll dice if needed to see if you are successful. Some actions will give your opponent the opportunity to perform a reactive action that breaks the turn order.

HELPING OTHERS

If you wish to help another player character or NPC perform an action, it costs you one action of the same kind (slow or fast). You must state you are trying to help someone before any dice are rolled. Helping others occurs out of turn, i.e. it breaks the initiative order in the round.

SLOW ACTION	PREREQUISITE	SKILL
Crawl	You are prone	—
Close combat attack	—	Melee
Shoot ranged weapon	Ranged weapon	Marksmanship
Reload	Firearm	—
First aid	Broken or dying victim	Medical tech

Persuade Your opponent can hear you Persuasion

FAST ACTION	PREREQUISITE	SKILL
Run	No Engaged enemy	Athletics (in cluttered zone)
Move through door/hatch	—	—
Get up	You are prone	—
Draw weapon	—	—
Block attack	Attacked in close combat	Melee
Grapple attack	You’ve grappled an opponent	Melee
Retreat	Engaged enemy	Athletics
Aim	Ranged weapon	—
Seek cover	Cover in same zone	—
Enter/exit vehicle	Vehicle	—
Start engine	Vehicle	—
Grab the wheel	Vehicle	—
Drive	Vehicle	Athletics
Use item	Varies	Varies

MOVEMENT

To move during combat, you can spend a fast action to move your MA in meters. No roll is required to move, unless it's into a Cluttered zone. Or you can move your RUN speed with a slow action and a fast action.

CRAWLING: Moving while prone, i.e. crawling, is a slow action. That means you can't crawl twice in the same round. In a Cramped zone, crawling is the only movement possible.

CLOSE COMBAT and RETREAT: If you have an active enemy at Point Blank range, you can't just walk away from them. Instead, you must retreat by rolling Athletics, and if you fail your opponent gets a free melee on you. The free attack occurs out of turn order and it doesn't count toward their actions in the round. You cannot block it.

DOORS & HATCHES: You can open an unlocked door or hatch with a fast action. A locked door or hatch can be broken down. A typical wooden door or hatch can take 5 points of damage before it gives in. More sturdy doors require more force, and also have an armor rating (SP).

CHASES: In chases, on foot or using vehicles, movement is also managed differently.

VEHICLES: Movement for vehicles is handled with special rules.

CLOSE COMBAT

When you attack in close combat, use the Melee skill. Close combat happens at Point Blank range from your target. There can be no barrier between you and your target. If there is, you must first cross the barrier. Cover has no effect against close combat attacks.

DAMAGE: If your attack succeeds, you hit your target and inflict your weapon's damage on them. Each extra success increases the damage by 1 extra dice of the same type of the weapon's damage. Roll for location and subtract target SP and BTM to damage rolled.

STANCE: If you are prone, your close combat attacks get a -2 modifier. Getting up is a fast action. Close combat attacks against a prone target get a +2 modifier.

DEFENSELESS TARGET: If you attack a defenseless or unaware target, you get a +3 modifier. This is not further increased if the target is prone.

SPECIAL ATTACKS

In close combat, you might want to achieve a different result than simply hurting your opponent. This must be declared before you roll any dice, and it can only be done if you fight unarmed.

- You wrestle a hand-held item from your opponent's grasp. You can keep the item or throw it into an adjacent zone as part of the attack.
- You trip your opponent to the ground.
- You push your opponent to Short range.
- You pin your enemy in a tight clinch. See Grappling, below.

GRAPPLING: If you successfully grapple your opponent, both you and your opponent fall to the ground. The opponent drops any weapon they

were holding, and cannot move. The only action they can perform is an attempt to break free – which is a slow action that succeeds if the opponent wins an opposed Melee roll against you. While you are grappling, the only action you can perform (apart from releasing your opponent) is a grapple attack. This works as a normal unarmed attack, but is a fast action and cannot be blocked.

DIVING BLOW: If you, in a single round, first move into point Blank range of an enemy and then attack them with an unarmed blow, you get a +2 modifier to the attack. This is called a diving blow. If the attack hits, you inflict damage normally, and both you and the target fall prone. If the attack fails, only you fall to the ground.

BLOCKING

When an enemy attacks you in close combat, you can roll for Melee to block their attack to avoid being hit. This is a fast action. You must declare that you are attempting to block the attack before the attacker rolls for their strike. This effectively turns the attack into an opposed roll. Every success you roll eliminates one from the attacker's roll. Excess successes have no effect.

BLOCKING UNARMED: If you are unarmed, you can only block unarmed attacks from other humanoids. To block an armed close combat attack, or an attack by an animal or beast of some type, you need to wield some kind of sturdy weapon or tool.

ACTIONS: Blocking breaks the turn order, but it does count against your two available actions in the round (one slow and one fast). For every block you perform, you get one less action when it is your turn, and once you have used both your actions during the round for blocks, you can no longer block further attacks. All actions are refreshed at the beginning of each new round. You can save unused actions to block later in the round, but never from one round to the next.

CLOSE COMBAT MODIFIERS

FACTOR	MODIFIER
Attacker prone	-2
Target prone	+2
Defenseless target	+3
Diving blow	+2

RANGED COMBAT

To attack someone with a hand-held ranged weapon, roll for Marksmanship, except for thrown weapons, which use Athletics. To draw a weapon is a fast action, while firing a weapon is a slow action.

DAMAGE: If your attack succeeds, you hit your target and inflict your weapon's damage on them. Each extra success increases the damage by 1 extra dice of damage. Roll for location and subtract target SP and BTM to damage rolled.

RANGE: The weapons tables indicate the range of each weapon, i.e. the maximum range category at which the weapon can be used effectively. The farther away your target is, the harder it is to hit. At Medium range you get a -1 modification, and at Long range you get -2. At Point Blank range you get -3, because it's hard to draw a bead on an opponent that close. You don't get this penalty if you fire at a defenseless or unwitting enemy - instead, you get a +3 modification.

TARGET SIZE: Firing at a large target, such as a vehicle, gives a +2 modifier to the attack. Firing at a small object, such a hatch or a hand-held item, gives a -2 modifier.

UNSEEN TARGET: If you can't see your target (because of darkness or cover) but still have a good idea of where they are, you can still fire, but with a -2 modifier.

AIMED FIRE

If you take the time to aim carefully before squeezing the trigger, you can choose your impact location, but this will result in a -2 to your attack roll. If you opt not to specify a location, you'll receive a +2 bonus to your attack roll instead. Aiming is a fast action. If you do anything else except shoot your weapon after you have aimed, or if you are hurt, you lose the

effect of the aim and you need to spend another fast action to aim again.

TELESCOPIC SIGHT: If your weapon has a telescopic sight, you can aim as a slow action and get a further +1 bonus (for a total of +3). Note that you cannot slow aim and fire in the same round.

RANGED FIRE MODIFIERS

FACTOR	MODIFIER
Aimed shot	+2/-2
Point Blank range	-3/+3
Close range	—
Medium range	-1
Long range	-2
Extreme range	-3
Large target	+2
Small target	-2
Dim light	-1
Darkness	-2

AMMUNITION

Simple single-shot weapons need to be reloaded after each shot. Reloading a firearm is a slow action.

BOWS & SLINGSHOTS

Bows and slingshots cannot be “reloaded” as such – instead, you need to spend a fast action to prepare the weapon by nocking an arrow or placing a stone in your sling. Once you have readied your weapon, you can’t do anything except shoot or aim (above) – if you do anything else, you must prepare the weapon again before you can shoot. Crossbows don’t need to be prepared in this manner. They can be carried loaded as a firearm, and loading it is a slow action.

SHOOTING MULTIPLE TIMES OR AUTO FIRE

Some weapons have the capability for multiple shots or full automatic fire.

DOUBLE TAP: If you have a gun with a Rate of Fire (RoF) of 2, you can opt for a double tap, firing two bullets in a single action. Roll as usual but with a -1 penalty. If you hit, add +1 dice to your damage roll. For example, 2d6+1 becomes 3d6+1.

SHORT BURST (3 or 5 rounds): Firearms with automatic capabilities can discharge short bursts. Roll as usual, but add 1 die to your final damage. For example, 2d6+1 becomes 3d6+1.

FULL AUTO (more than 5 rounds): Firing on full auto allows you to roll with a +2 modifier, but range penalties are doubled. Additionally, you gain an extra dice of damage per 10 bullets fired. For instance, if you shoot 20 bullets, you’d add +2 dice of damage. So, 2d6+1 would increase to 4d6+1.

OVERWATCH

As a fast action, you can assume an overwatch position in a specified direction, as long as you have a ranged weapon and no enemies within point Blank range. This means that you aim in the specified direction

and are ready to shoot. Between the time you assume the overwatch position and your time to act in the next round, you can fire your weapon against a target in the chosen direction.

You can fire whenever you want in the turn order, and your shot is resolved before all other actions – even if they are already declared. For example, if an enemy in the direction you are aiming declares that they want to fire a weapon, you can shoot first. The enemy is not allowed to change their attack after your overwatch attack.

Firing when in overwatch position counts as a normal attack (a slow action). Therefore, you must save your slow action in the round for any overwatch attack you want to make.

If both you and an enemy assume overwatch positions against each other, and both choose to fire against each other, then an opposed Marksmanship roll determines which attack goes first. This roll does not count as an action for either of you.

LOSING OVERWATCH: You keep your overwatch position until you break it, or any of the following occurs:

- You perform any action other than overwatch fire.
- You are attacked in close combat.
- You suffer damage.

COVER

When enemies are shooting at you, hunkering down behind cover – preferably something solid – can save your life. Taking cover in the zone you're in counts as a fast action. Cover has its own SP rating and hit points.

DAMAGE, WEAPONS AND BODY ARMOR

Everything to do with damage, armor, healing comes from the standard rules from Cyberpunk 2020 rulebooks. Unless stated here.

GETTING WOUNDED

Each time your character is hit with an attack, you subtract your armor (SP) and BTM to the damage (BTM cannot reduce to less than 1), the rest is applied in your wound track.

Health: Your character's health is divided into various levels: Light, Serious, Critical, and Mortal 0 to Mortal 4. Each level consists of four boxes, and you tick a box for each point of damage sustained. The more boxes you tick, the more severe the penalties for your injuries become.

At the Serious level, you'll incur a -1 penalty. At the Critical level, the penalty increases to -2. When you reach any Mortal level, the penalty becomes -4.

While at Mortal, you must make a Death Save each round, with a penalty equal to your Mortal level, as your character's survival hangs in the balance. A Death Save is an Endurance roll.

DARKNESS

In complete darkness, you have no choice but to feel your way around. To run in complete darkness requires a successful Athletics roll, and you take one point of damage if you fail.

You can attack opponents at Point Blank range normally in darkness, but with a -2 modifier. At Short

range, you must roll for Awareness/Notice successfully (no action) to be able to attack the target, also with a -2 modifier. You cannot hit targets at Medium range or more in total darkness.

DROWNING

All PCs are assumed to know how to swim. If you end up in water, you need to make an Endurance roll every stretch to stay afloat. If you wear metal armor, you sink. Under water, you need to make an Endurance roll every round to hold your breath. If you fail, you start to drown and suffer one D6 of damage every round until someone saves you. If you are unconscious when drowning, you die after one stretch.

COLD

When the cold is bitter and you don't have adequate clothes or shelter (GM's discretion), you must roll for Endurance at regular intervals. The colder it is, the more frequently you need to roll. A chilly fall day requires a roll per day – in winter, you might have to roll once every shift or even every stretch in extreme conditions. Extra protection, like a blanket, can give a bonus to your roll.

If you fail, you become hypothermic and suffer 2D6 of damage and one point of stress. You also cannot heal naturally. You must keep rolling for Endurance at the same interval, suffering more damage and stress each time you fail. If you are unconscious while hypothermic, you die the next time you need to roll. Only after you have warmed up, if only by a campfire, are you able to heal again.

STARVATION

You must eat a ration of food at least once every day. After a day without food, you starve. When starving, you don't heal damage normally. You heal stress normally. You also suffer 2D6 points of

damage per week. If you are unconscious while Starving, you die after another week without food. As soon as you have eaten, you are no longer starving.

SLEEP DEPRIVATION

You need to sleep for at least one shift each day. After one day without sleep, you cannot heal stress. If you are unconscious by stress while sleep deprived, you collapse and sleep for at least one shift, and are unable to wake up during that time. As soon as you have slept for at least a shift, you are no longer sleep deprived.

NETRUNNING

The only changes there are in Netrunning rules are about the dice to roll.

When rolling to see if a program functions, always roll your Interface (INT) skill, but modify the difficulty by the difference between your program STR and target STR. So attacking a Datwall with STR 5 with an Intrusion App or STR 3, would be an Interface(INT) roll at -2 modifier.