

1) Personal Style

What do you look like?

DRESS AND PERSONAL STYLE			
Roll (d20)	Clothes	Hairstyle	Affectations
1	Leathers	Mohawk	Tattoos
2	Denim/Jeans	Long & Ratty	Shades/Glasses
3	Corporate Suits	Spiked	Scaring/Branding
4	Coveralls/Jumpsuits	Wild & All Over	Spiked Gloves
5	Short, Open	Bald/Shaved	Earrings
6	High Fashion	Striped	Long Fingernails
7	Cammos	Tinted/Dyed	Heels
8	Normal Clothes	Short, Neat	Weird Lenses
9	Lingerie/Nude	Short, Curly	Fingerless Gloves
10	Tribal Dress	Long, Straight	Jewellery
11	Generic	Dreads	Piercing
12	Ethnic/Historical	Natural, Long	Hats/Caps
13	Kung-Fu Pj's	Braids, Wraps	Gloves/Boots
14	Utilitarian	Shoulder Length	Make-up/Face Paint
15	Leisure Wear	Crew/Fade Cut	Skin Tints
16	Urban Flash/Yakuza	Slicked Back	Goggles & Gear
17	Big Suits	Perm/Big Hair	Androgyne Make-up
18	Bag Lady Chic	Tied	Bandanna/Hairband
19	Paramilitary	Box Fade	Waist Pouch
20	Mixed (Roll 2)	Tech Cut	Mixed (Roll 2)

2b) Additional Family Background

CHILDHOOD ENVIROMENT	
1	Spent on the street with no adult supervision.
2	Spent at home with little adult supervision.
3	Grew up working for parents from very young age.
4	Grew up hanging out with the local youth gang.
5	Grew up hanging out with tight group of close friends.
6	Under the supervision of older sibling or relative.
7	Grew up in boarding school.
8	Grew up under the close supervision of a 'nanny'.
9	Under the close supervision of a restrictive family.
10	Under the close supervision of a loving family.

FAMILY CONTACT	
1	5+ years no contact with any family members.
2-3	Only annual contact with one family member.
4-5	Only annual contact with core family.
6	Regular contact (monthly) with one family member.
7	Regular contact with core family.
8	Regular contact with core family & close contact with one family member.
9	Close contact with core family.
10	Close contact with core and extended family.

CHILDHOOD TRAUMA	
1	Was in a terrible accident
2	Mistreated/abused by parents.
3	Parent(s) lost their job.
4	Became violently ill with some disease.
5	Was horribly humiliated in front of peers.
6	Home destroyed in fire/war/riots/disaster.
7	Was tormented by gang/police.
8	Witnessed as close friend/family member was killed.
9	Held hostage for short period of time.
10	Hunted by stalker.

3) Motivations

PSYCHOLOGICAL PROFILE (GO TO 3B)

PRIME MOTIVATION	
1	Personal Egotism
2	Personal Honor
3	Love of Duty
4	Pleasure/Excitement
5	Knowledge
6	Love
7	Power
8	Wealth
9	Social Status
10	Vengeance

PARENTS	
1	Orphanage/Organisation
2	Adopted, roll again
3	Friend of parents
4	Relative
5-6	Mother
7-8	Father
9-10	Both Parents

PERSON YOU VALUE MOST

HOW DO YOU FEEL ABOUT PEOPLE?

YOUR MOST VALUED POSSESSION

3b) Psychological Profile

What you want, how you act, how you think, your beliefs and disorders, and the quirks that make you different.

<p>EXMODE How the character acts</p> <p>01-03 Antisocial/Solitary 04-06 Aloof/Spacey 07-10 Sober/Secretive 11-14 Shy/Quiet 15-19 Intellectual/Detached 20-25 Intuitive/Spiritual 26-34 Diplomatic/Courteous 35-40 Silly/Manic 41-45 Friendly/Helpful 46-50 Arrogant/Rude 51-60 Forceful/Aggressive 61-70 Suspicious/Nervous 71-75 Guilty/Depressive 76-82 Antagonistic/Hostile 83-90 Cheerful/Fluff-headed 91-95 Angry/Quick-Tempered 96-00 Assured/Stylish</p>	<p>INMODE How the character thinks & acts in private</p> <p>01-03 Optimist 04-06 Pessimist 07-09 Hedonist 10-12 Suspicious 13-15 Egotist 16-18 Mischievous 19-21 Curious 22-24 Moody 25-27 Trusting 28-30 Opinionated 31-33 Treacherous 34-36 Malevolent 37-39 Forgiving 40-42 Unforgiving 43-45 Vengeful 46-48 Jealous 49-51 Lazy 52-54 Driven 55-57 Cowardly 58-60 Brave 61-62 Honest 63-64 Ponderous 65-67 Scheming 68-70 Skeptic 71-74 Manipulative 75-77 Greedy 78-79 Pious 80-82 Lustful 83-85 Perverse 86-89 Nihilistic 90-93 Honorable 94-96 Compassionate 97-00 Disorder</p>	<p>QUIRKS Choose or roll up to three:</p> <p>01 Pious 02-04 Absent Minded 05 Religious 06-07 Eccentric 08 Clever 09-10 Impatient 11-12 Irreverent 13-15 Non-Conformist 16-18 Insomniac 19-21 Artist 22-24 Generous 25-30 Collector 31-34 Liar 35-37 Intolerant 38-41 Loquacious 42 Altruist 43-45 Seducer 46-47 Gambler 48-50 Passionate 51-52 Brutal 53 Spendthrift 54-56 Rebellious 57-58 Cunning 59-60 Phobic (table 3c) 61 Careless 62 Sedate 63-65 Obsessive 66 Truthful 67 Pacifist 68-70 Hypochondriac 71 Precise 72-73 Loyal 74 Musical 75 Alcoholic 76 Childish 77 Conservative 78 Miserly 79 Poet 80-83 Cynical 84-88 Paranoid 89-92 Radical 93-94 Compulsive 95-96 Honorable 97-98 Stubborn 99-00 Disorder</p>
<p>DISORDERS Serious mental illnesses</p> <p>01-03 Homicidal 04-06 Suicidal 07-10 Schizophrenic 11-15 Sociopath 16-22 Delusions 23-29 Technophobe 30-40 Addict 41-47 Agoraphobic 48-55 Hallucinations 56-64 Megalomania 65-75 Compulsive Liar 76-86 Pyromaniac 87-94 Martyr 95-97 Multiple Personalities 98-00 Sado-masochist</p>	<p>GO TO LIFE EVENTS</p>	

3c) Phobias

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PHOBIAS

Roll to see which:

01	Agoraphobia (Open spaces)	50	Poinophobia (Punishment)
02	Algophobia (Pain)	51	Pteronophobia (Feathers)
03	Altophobia (Heights)	52	Phobophobia (Of being afraid)
04	Ailurophobia (Cats)	53	Sciophobia (Shadows)
05	Androphobia (Men)	54	Selaphobia (Flashes)
06	Anthrophobia (Human beings)	55	Sitophobia (Food)
07	Asthenophobia (Weakness)	56	Tachophobia (Speed)
08	Batrachophobia (Reptiles)	57	Technophobia (Technology)
09	Brontophobia (Loud noises)	58	Teratophobia (Monsters)
10	Chaetophobia (Hair)	59	Thalassophobia (The Sea)
11	Claustrophobia (Enclosed spaces)	60	Traumatophobia (Injury)
12	Clinophobia (Going to bed)	61	Triskadecaphobia (Number 13)
13	Coprophobia (Faeces)	62	Trypanophobia (Injections)
14	Cynophobia (Dogs)	63	Xenophobia (The unknown)
15	Demophobia (Crowds)	64	Autophobia (Motor vehicles)
16	Doraphobia (Fur)		
17	Eisoptrophobia (Mirrors)		
18	Eleutherophobia (Freedom)		
19	Entomophobia (Insects)		
20	Eremitophobia (Being alone)		
21	Erythrophobia (Blushing)		
22	Genophobia (Sex)		
23	Gymnophobia (Nudity)		
24	Gynophobia (Women)		
25	Haematophobia (Blood)		
26	Haptophobia (Being touched)		
27	Hodophobia (Travel)		
28	Hypegiaphobia (Responsibility)		
29	Hypnophobia (Sleep)		
30	Kakarrophiaphobia (Failure)		
31	Katagelophobia (Ridicule)		
32	Kinetophobia (Motion)		
33	Linonophobia (String)		
34	Lyssophobia (Fear of Insanity)		
35	Mastigophobia (Flogging)		
36	Mysophobia (Dirt)		
37	Myxophobia (Slime)		
38	Necrophobia (The Dead)		
39	Nelophobia (Glass)		
40	Nyctophobia (The Dark)		
41	Odontophobia (Teeth)		
42	Ommetophobia (Eyes)		
43	Ophiophobia (Snakes)		
44	Panphobia (Everything)		
45	Peccatophobia (Sinning)		
46	Pharmacophobia (Drugs)		
47	Phonophobia (Speaking aloud)		
48	Photophobia (Strong light)		
49	Piscophobia (Fish)		

Pacific Rim Characters

JAPAN, KOREA & SINGAPORE

Use the Japanese LifePath charts in the PacRim book.

CHINA & TAIWAN

For Taiwan use the Japanese LifePath charts, but make proper Chinese substitutions.

PERSONAL STYLE

Roll	Clothes	Hairstyle	Affectations
1	Jeans	Mohawk	Tattoos
2	Corp suits	Short + spiky	Shades (Mirrors)
3	Big suits	Long + ratty	Ritual scars
4	Jumpsuits	Bald	Nose rings
5	Miniskirts	Box fade	Earrings
6	High Fashion	Colored	Fingerless gloves
7	Camos	Neat + short	Combat Boots
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgyne
10	SovUtilitaria	Tech cut	Weird lenses

FAMILY RANKING

- 1 Cadre
- 2 Corp Exec
- 3 Shopkeeper
- 4 Artisan
- 5 Triad Family
- 6-7 Peasant-Factory
- 8-9 Peasant-Farm
- 10 Refugee

CHILDHOOD ENVIRONMENT

- 1 On the streets with no supervision
- 2 Cadre compound; the life of luxury
- 3 Refugee pack; life of absolute squalor, desperation
- 4 Revolutionary camp; armed paranoia
- 5 Small village; Chinese beavertown
- 6 Triad family/Pirate pack
- 7 Buddhist temple compound
- 8 Farm work unit
- 9 Factory work unit
- 10 Family small business

GET LUCKY

- 1 Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.
- 2 Windfall! 1D10x100 YY/Eb
- 3 Score a deal! 1D10x100 YY/Eb
- 4-5 Gain a Sense! Tai Chi Chuan or Animal Kung Fu at +2, or add +1 to an existing Martial Art
- 6 Foreign corp owes you a favor
- 7 Refugee group befriends you. You can call on them for one favour a month, equivalent to Family +2
- 8 Make a Public Security friend. +2 Streetwise PubSec
- 9 Triad/gang likes you. One favor a month, Family +2
- 10 Find a teacher. Pick up any INT skill at +2, or add +1

SIBLINGS (roll 1D6)

You may have up to 2 siblings (due to population control [China] and the expense of education [Taiwan]).

- 1-2 That's the number of siblings
- 3-6 You're an only child

Sex of siblings (roll 1D6)

- 1-2 It's a girl
- 4-6 It's a boy

SOUTH EAST ASIA

Cambodia, Laos, Vietnam, Thailand, Brunei, Myanmar, Indonesia, Malaysia, New Philippines

LIFEPATH VARIATIONS

Myanmar/Burma: +3 to Family Status roll.

Laos: Parents: 1-3, Both living; 4-10 Something happened. Something Happened: Roll 1D10, if Even they were murdered by the Khmer Rouge; if Odd roll as normal.

Brunei: -4 from SEA Family Background, -5 from Childhood Environment.

Singapore: Use the Japanese LifePath charts.

ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages used under each country. Choose an ethnic group, or be an expatriate kid. Pick one language as your month tongue (+8), also because of the diversity in the area, you may pick another language to speak a +4.

FAMILY RANKING

- 1 Corporate Managers
- 2 Corporate Technicians
- 3 Military/Police/Government Bureaucrats
- 4 Factory workers (+3 Childhood Environment)
- 5 Farmers/Fishermen (+3 Childhood Environment)
- 6 Store owner/Artisan (+3 Childhood Environment)
- 7 Religious Fanatics/Radicals
- 8 Highland Tribe
- 9 Pirates/Gangs/Smugglers
- 10 Urban Homeless/Street Trash

Go To PARENTS (CP2020 p35)

SOMETHING HAPPENED TO PARENTS

- 1 Parents were murdered
- 2 Parents died in warfare
- 3 Parents died in an accident
- 4 Parents committed suicide
- 5 You never knew your parents
- 6 Parents are in hiding to protect you
- 7 You were left with relatives
- 8 Parents gave you up for adoption
- 9 Parents became fanatics/radicals
- 10 Parents sold you for money

Go To FAMILY STATUS (CP2020 p35)

CHILDHOOD ENVIRONMENT

- 1 Spent in the dorm of a school
- 2 Safe corporate suburb/arcology
- 3 Corporate farm/research facility
- 4 Normal city life
- 5 Street, with no adult supervision
- 6 Small village or town
- 7 Martial arts/religious training
- 8 Gand/Pirates/Smugglers
- 9-10 Worked in factory/store from age 8

European Characters**LIFEPATH MODIFICATIONS**

All European characters must take Education and a foreign European Language at +2 or better. Characters from core Europe must also take Programming at +2 or better.

FAMILY RANKING

Change #9 to "Urban Jobless". In core nations also change #8 to "Urban Jobless". For #1, #2, #3 roll 1D6: On a 5-6 change "Corporate" to "Commission".

SIBLINGS

Unless from Nomad or Pirate background roll 1D6. 1-2: you have one sibling; 3: you have two; 4: you have three; 5-6: you are an only child.

BIG PROBLEMS, BIG WINS

Change cash wins and losses to 3D10x100 euro.

Master Skill List

SPECIAL ABILITIES

Administrator Resources	WGF, pg.44
Authority (Cop)	CP, pg.36
Barter (Ridgerunner)	SA, pg.83
Brotherhood (Space Pilot)	DS, pg.75
Chameleon (Spy)	WGF, pg.47
Charismatic Leadership (Rocker)	CP, pg.36
Combat Sense (Solo)	CP, pg.36
Combat Sense (Spec.)	HoB, pg.74
Con (Con Man)	WS, pg.36
Counsel (Shaman)	NEO, pg.42
Credibility (Media)	CP, pg.36
Family (Nomad)	CP, pg.36
Family (Workganger)	DS, pg.75
Gang Rank (Streetpunk)	WS, pg.37; SOF
Interface (Netrunner)	CP, pg.36
Jury Rig (Techie)	CP, pg.36
Kith (2)	NEO, pg.38
Medical Tech (Medtech)	CP, pg.36
PA Combat Sense (Trooper)	MM, pg.52
Reason (Attorney)	PS
Recognition (Bounty Hunter)	SA, pg.83
Reconnaissance (Outrider, etc)	NEO, pg.40
Research (P.I.)	WGF, pg.46
Resources (Corp)	CP, pg.36
Salvage (Salver)	DS
Scrounge (Scavenger)	WS, pg.37
Sneak (Prowler)	WS, pg.35
Space Combat (Space Marine)	DS
Spy Craft (Spook)	DM, pg.57
Streetdeal (Fixer)	CP, pg.36
Street Tactics (IPC)	I1.1
Thief (Convict)	I1.1
Titillate (Tabloid Media)	I2.1, pg.7
Trace (Reaper)	DM, pg.58
Vagrant (Urban Survival)	WGF, CB3
Vamp (Dancer/Prostitute)	WS, pg.37
Vehicle Zen (Runner)	NEO, pg.43
Warpath (Warrior)	NEO, pg.40
Workgang (Workganger)	DS

ATTR

Personal Grooming	CP, pg.37
Wardrobe & Style	CP, pg.37

BODY

Controlled Hyperventilation	SA, pg.82
Endurance	CP, pg.37
Strength Feat	CP, pg.37
Swimming	CP, pg.37

COOL

Cadre Tactics	I1.2, pg.23
Interrogation	CP, pg.37
Intimidate	CP, pg.37
Meditation	NE, pg.56
Oratory	CP, pg.37
Resist Torture/Drugs	CP, pg.37
Rhetoric	PAC, pg.153
Streetwise	CP, pg.38

EMP

Animal Handling	NE, pg.56
Human Perception	CP, pg.38
Interview	CP, pg.38
Leadership	CP, pg.38
Palmistry	GCT, pg.20
Perform	CP, pg.38
Persuasion & Fast Talk	CP, pg.38
Seduction	CP, pg.38
Simper	WGF, pg.48
Social	CP, pg.38
Tarot Lore	GCT, pg.20
Trance (3)	PAC, pg.155
Voodoo Divination	GCT, pg.20

INT

Accounting	CP, pg.38
Anthropology	CP, pg.38
Area knowledge: (Area)	WGF, pg.48
Astrogation	DS, pg.76
Astrology	GCT, pg.20
Awareness/Notice	CP, pg.38
Body Language	NE, pg.56
Biology	CP, pg.38
Botany	CP, pg.38
Braindance Use	DS, pg.74
Bureaucracy	WGF, pg.48
Business Sense	SOF, pg.31
Chemistry	CP, pg.38
Composition	CP, pg.38
Corporate Policy	SOF, pg.31
Culture	WS, pg.86
Diagnose Illness	CP, pg.39
ECM	I1.2, pg.23
Education & General Knowledge	CP, pg.39
Eidetic Memory	NE, pg.56
Expert: (Subject)	CP, pg.39
Expert: Braindance/VR	WS, pg.21
Expert: Communications	I1.3, pg.47
Expert: Corp. Procedures	I1.3, pg.45
Expert: Exotic Weapons	I1.3, pg.47
Expert: High Tech	WS, pg.21
Expert: Law	P&S, pg.70
Expert: Military Procedures	I1.3, pg.45
Expert: PA Design	MM, pg.52
Expert: Small Arms	WS, pg.21
Expert: Software	WS, pg.21
Expert: Torture	WS, pg.21
Expert: Wetware	WS, pg.21
Gamble	CP, pg.39
Geology	CP, pg.39
Graphology	GCT, pg.20
Herbalism	GCT, pg.20
Hide/Evade	CP, pg.39
History	CP, pg.39
Language: CitySpeak	I1.1, pg.20
Language: Hand Jive	WS, pg.84
Language: PC-Speak	WS, pg.86
Library Search	CP, pg.39
Magic	GCT, pg.20
Mathematics	CP, pg.39
Navigate	HW, pg.21
Nuscuba	SF, pg.23

Physics	CP, pg.39	TECH	
Pilot: Ship (2)	HoB, pg.75	Aero Tech (2)	CP, pg.42
Programming	CP, pg.39	AV Tech (3)	CP, pg.42
Psychology	WS, pg.21; GCT, pg.20	Basic Tech (2)	CP, pg.42
Rune Lore	GCT, pg.20	BioTech (+15)	ES, pg.43
Sailpower	HW, pg.21	Braindance Editing	WS, pg.21
Seamanship	HW, pg.21	Calligraphy (European/Chinese)	PAC, pg.153
Shadow/Track	CP, pg.40	Cryotank Operation	CP, pg.42
Space Survival	DS, pg.76	Cyberdeck Design (2)	CP, pg.42
Stock Market	CP, pg.40	CyberTech (2)	CP, pg.42
Street Survival	PAC, pg.153	Demolitions (2)	CP, pg.42
Survival: (Environment)	HW, pg.21	Disguise	CP, pg.42
System Knowledge	CP, pg.40	Electronics	CP, pg.43
Tactics	WGF, pg.48	Electronic Security (2)	CP, pg.43
Teaching	CP, pg.40	First Aid	CP, pg.43
Theology	GCT, pg.20	Forgery	CP, pg.43
Underwater Survival	SF, pg.23	Gyro Tech (3)	CP, pg.43
Urban Survival	WGF, pg.48	Marine Tech/Underwater Equip	SA, pg.83/11.1, pg.40
Vampire Lore	NE, pg.16	Municipal Communication	I2.1, pg.9
Water Vehicles (INT or REF)	ES, pg.50	Origami	PAC, pg.153
Wilderness Survival	CP, pg.40	Paint or Draw	CP, pg.43
Zoology	CP, pg.40	PA Tech (3)	MM, pg.52
REF		Pharmaceuticals (2)	CP, pg.43
Action Game	PAC, pg.153	Photography & Film	CP, pg.43
Archery	CP, pg.40	Pick Lock	CP, pg.43
Athletics	CP, pg.40	Pick Pocket	CP, pg.43
Brawling	CP, pg.40	Play Instrument	CP, pg.43
Dance	CP, pg.40	Pressure Suit Tech	SF, pg.24
Dodge & Escape	CP, pg.40	Sonar Tech	SF, pg.25
Driving	CP, pg.40	Spacecraft Tech (4)	I1.4, pg.44
EVA	DS, pg.76	Sub Tech (Large/Small)	SF, pg.25
Fencing	CP, pg.40	Tattooing (Electric/Hand-picked)	PAC, pg.153
Handgun	CP, pg.40	Weaponsmith (2)	CP, pg.43
Heavy Weapons	CP, pg.41	Wetware Design	WS, pg.21
Magic/Illusion	NE, pg.56	PSY (used in Nights Edge, EMP can be substituted)	
Martial Arts: (Style)	CP, pg.41	Aura Reading	GCT, pg.20
Melee	CP, pg.41	Expert: (Blessing)	GCT, pg.20
Motorcycle	CP, pg.41	Expert: (Curse)	GCT, pg.20
Operate Heavy Machinery	CP, pg.41	Expert: (Ritual)	GCT, pg.20
PA Pilot (2)	MM, pg.53	Expert: (Spell)	GCT, pg.20
Pilot: Deep Dive Suit (2)	SF, pg.23		
Pilot: Dirigible (2)	CP, pg.42		
Pilot: EVPA (2)	SF, pg.23		
Pilot: Gyro (3)	CP, pg.42		
Pilot: Fixed Wing (2)	CP, pg.42		
Pilot: Hardshell (2)	SF, pg.23		
Pilot: OTV	DS, pg.76		
Pilot: Remote (3) (Av INT+REF)	Chr 2, pg.30		
Pilot: Space Plane/Shuttle	DS, pg.76		
Pilot: Sub (Large/Small)	SF, pg.25		
Pilot: Vectored Thrust (3)	CP, pg.42		
Rifle	CP, pg.42		
Sleight of Hand	GCT, pg.20		
Stealth (2)	CP, pg.42		
Sub Machinegun	CP, pg.42		
Zero G Combat	DS, pg.76		
Zero G Manoeuvre	DS, pg.76		
Underwater Combat (2)	SF, pg.24		
Underwater Heavy Weapons	SF, pg.25		
Underwater Weapons	SF, pg.23		
Water Vehicles (INT or REF)	ES, pg.50		

Master Role List

SOLO (Cyberpunk 2020, pg. 7)

Combat Sense: Adds to both Awareness and Initiative in combat situations.

Awareness	Handgun
Brawling or Martial Arts	Melee
Weapons Tech	Rifle
Athletics	SMG
Stealth	

CORP OPERATIVE (Interface v.1, i.3, pg. 47)

Combat Sense	Electronic Security
Interrogation	Pick Lock
Human Perception	Handgun
Expert: Corp. Admin	Martial Arts
Library Search	Resist Torture&Drugs
Awareness	

EX-CYBERSOLDIER (Interface v.1, i.3, pg. 47)

Combat Sense	Oper. Hvy Machinery
Drive or Pilot	Heavy Weapons
Basic Tech	Martial Arts
Endurance	Rifle
Weaponsmith	CyberTech
Awareness	

BODYGUARD (Interface v.1, i.3, pg. 47)

Combat Sense	Electronic Security
Handgun or SMG	Grooming or W&S
Social	Pilot or Drive
Intimidate	Martial Arts
Human Perception	Melee
Awareness	

BOUNTY HUNTER (Interface v.1, i.3, pg. 47)

Combat Sense	Streetwise
Expert: Exotic Weapons	Wilderness Survival
Library Search	Pilot or Drive
Shadow/Track	Martial Arts
Disguise or Intimidate	Melee
Awareness	

STREET SAMURAI (Interface v.1, i.3, pg. 47)

Combat Sense	Wardrobe & Style
Streetwise	Handgun
Shadow/Track	Pilot or Drive
Fast Talk	Martial Arts
Intimidate	Melee
Awareness	

TATSUJIN (Pacific Rim, pg. 157)

You strive for practice to increase your power. You only release your full power when you need it. You are a "duellist".

Combat Sense (Geonghu): You may not install any cyber, and you may not use guns. You use your full power in one-on-one combat only, when using Strike and Cast (includes bows) Martial Arts weapons.

Diagnose Illness	Strength Feat
Athletics	Human Perception
Martial Arts 1	Social
Martial Arts 2	Awareness
First Aid	

SHINOBI (Pacific Rim, pg. 156)

You a member of one of the ninja assassin clans. You will use almost anything to complete your mission, excluding cyber. Cyber is the easy way out and the cybered are scum.

Combat Sense (Nindo): Adds to Martial Arts, Hide/Evade and Stealth when you are trying to assassinate someone.

Awareness	Martial Arts: Ninjutsu
Stealth	Hide/Evade
Disguise	Shadow/Track
Elect. Security	Athletics
Pick Locks	

PA TROOPER (Shockwave, pg. 29)

ACPA Combat Sense: Adds to Awareness, initiative, and maneuver rolls while in the suit, but outside ACPA they get only 1/2 (round down) this skill to use as Combat Sense.

Awareness	Heavy Weapons
Rifle	Melee
Brawling or Martial Arts	Athletics
Basic Tech	PA Tech
Stealth	

COVERT SPECIALIST (Stormfront, pg. 93)

You're an expert at getting into places where you shouldn't be, without the expedient of noisy and messy explosions.

Combat Sneak: Adds half level to Stealth, Hide/Evade, Awareness, and Initiative.

Primary: 3+	Secondary:
Awareness	Demolitions
Athletics	Disguise
Handgun	Drive
Hvy Weapons	Electronic Security
Martial Art	Endurance
Melee	First Aid
Rifle or SMG	Hide/Evade
Stealth	Human Perception
Swimming	Language
Wilderness Survival	Performance
Personal Grooming	Pick Lock
Pilot	Seduction
Persuasion/Fast Talk	Social

ASSASSIN (Stormfront, pg. 94)

You're the ultimate trained killer. This demands a level of specialization that stands out even among the already elite covert mission specialities.

Combat Sneak 3+

Primary:	Secondary:
Athletics 3+	Archery
Awareness 3+	Disguise
Endurance 2+	Electronic Security
Handgun 3+	Perform
Hide/Evade 3+	Rifle
Martial Art 3+	Shadow/Track
Melee 3+	Submachine Gun
Stealth 5+	Weaponsmith

COVERT TECH (Stormfront, pg. 95)

Athletics 2+	Awareness 2+
Endurance 2+	Martial Arts 2+
Handgun or SMG 2+	Basic Tech 3+

Plus Specialist Occupation Skills:

REMOTE OPS

Jury Rig
Drive
Electronics
Electronic Security
Operate Hvy Machinery

NETRUNNER OPS

Interface 3+
Library Search
Programming 3+
System Knowledge
Electronics

DEMOLITIONS OPERATIONS

Combat Sense 3+	Electronics 2+
Chemistry 2+	Demolitions 3+
Expert: Structural Architecture 2+	

DIVEMASTER (Stormfront, pg. 24)

You love the sea, or more specifically, being a part of the world under the water.

Aquatic Sense: Adds full level to Awareness/Notice, and half level to Initiative while underwater.

Swimming	Endurance
Human Perception	Leadership
Awareness	Nuscuba
Pilot: Deep Dive Suit	Pilot: EVA Hardshell
Underwater Weapons	

DIVEMASTER / MINER (Stormfront, pg. 24)

Aquatic Sense	Endurance
Awareness	Pilot: EVPA
Pilot: EVA Hardshell	Pressure Suit Tech
Operate Mining Equipment	Underwater Combat
Underwater Survival	Underwater weapons

U.S. ARMY (Home of the Brave, pg. 74)

Special Ability*	Awareness
Brawling	Stealth
Endurance	First Aid
Heavy Weapons	Rifle

+AIT Skills

* Soldiers, pilots, drivers, etc are Solos. The Army also has Techs, Medtechs, Cops, Netrunners, and Fixers.

MARINE CORPS (Home of the Brave, pg. 74)

Special Ability*	Awareness
Brawling	Stealth
Endurance	Swimming
First Aid	Wilderness Survival
Heavy Weapons	Melee

Rifle

+AIT Skills

* Soldiers, pilots, drivers, etc are Solos. The Marines also has Techs, Medtechs, Cops, Netrunners, and Fixers.

U.S. NAVY (Home of the Brave, pg. 75)

Special Ability*	Awareness
Handgun	Brawling
First Aid	Swimming
Basic Tech	Water Vehicles

+AIT Skills

* Normal sailors are Techs. The Navy also has Solos, Medtechs, Cops, Netrunners, and Fixers.

USAF (Home of the Brave, pg. 75)

Special Ability* Awareness
 Handgun Basic Tech
 Athletics Electronics
 First Aid Zero-G Maneuver
 +AIT Skills

* The USAF also has Techs, Medtechs, Cops, Net-runners, and Fixers.

BRITISH COMBINED FORCES (UK, pg. 30)

Either Army, Navy, Marines, or Air Force.

Special Ability* Rifle
 Martial Arts First Aid
 Endurance Awareness
 Heavy Weapons Athletics
 Swimming
 +AT Skills

JAPANESE SDF OFFICER (Pac Rim, pg. 14)

Special Ability* Awareness
 Handgun Martial Arts
 Accounting Bureaucracy
 Expert: Tactics Expert: Law

RUNNER (Neo-Tribes, pg. 43; PAC, pg. 154)

Everyone needs packages securely delivered. You may be carrying for the biggest Corp or the smallest smuggler.

Vehicle Zen: Includes Kith if a nomad.

Awareness Streetwise
 Pilot/Drive (2 or more) Tech (For vehicles)
 Basic Tech Hide/Evade
 Brawling or Athletics Handgun

PANZERBOY (Shockwave, pg. 27)

Your home is the wide-open spaces and open road, flying low with a cargo in back and an over powered engine out front.

Vehicle Zen: Adds to Awareness/Notice & Initiative, and adds half level to maneuvering rolls while in ground vehicles/hovercraft. Only adds half level to Awareness & Initiative rolls when not driving said craft.

Pilot: Hovercraft Basic Tech
 Brawling Expert: Navigation
 Heavy Weapons Rifle

Choice of 2 from:

Operate Hvy Machinery, Driving or Motorcycle,
 Handgun or SMG, Awareness

AEROJOCK (Shockwave, pg. 28)

You took to the skies like a duck to water. There's nothing you can't fly (or at least try). Osprey, jet, prop-job, choppers, AV, even delta.

Aircraft Sense: A variation of Vehicle Zen. Adds to Awareness/Notice & Initiative rolls, and adds half level to maneuvering rolls while in aircraft. Only adds half level to Awareness & Initiative rolls when out of aircraft.

Choice of 2 Pilot Skills Basic Tech
 Awareness Aero or AV Tech
 Handgun Brawling or Martial Arts
 Athletics Expert: Navigation

SUBJOCK (Stormfront, pg. 25)

You're an underwater ace, part of a special ring of submariners who are the elite amongst the lesser seadogs.

Sub Tactics: Applied to your INT when in sub combat, half level is added to any Initiative rolls while in command of a sub.

Awareness Navigation
 Underwater Survival Sonar Tech
 Underwater Hvy Weapons Swimming
 Underwater Weapons
 Pilot: Submersible (small/large)
 Sub Tech (small/large)

NETRUNNER (Cyberpunk 2020, pg. 8)

Interface (INT): Used to operate menu functions in the Net.

Awareness Basic Tech
 Education System Knowledge
 CyberTech Cyberdeck Design
 Composition Electronics
 Programming

ROUGE HUNTER (Interface, v.1, i.3, pg. 46)

Netrunners who specialise in hunting rogue AIs.

Interface Basic Tech
 Awareness System Knowledge
 Education Decks or Electronics
 CyberTech Programming
 Expert: World Net Sys Expert: Computer Sys

TECHIE (Cyberpunk 2020, pg. 9)

Streetsmart Inventor, System Hardware Engineer

Jury Rig (TECH): A general repair skill that allows the Techie to alter/repair something for Level1D6 turns. Includes Scavenge skill, a tech can notice useful parts in what is considered junk and put together useable gear with it.

Awareness Basic Tech
 CyberTech Teaching
 Education Electronics
 3 other Tech skills

MED TECH (Cyberpunk 2020, pg. 9)

Pharmacist, Bioware Researcher

Medical Tech (TECH): The skill to perform major surgery and medical repairs.

Awareness Basic Tech
 Diagnose Illness Education
 Cryotank Operation Library Search
 Pharmaceuticals Zoology
 Human Perception

MARINE BIOTECH /

UNDERWATER GENETICIST (Stormfront, pg. 26)

You've cataloged new species, scanned thousands of new DNA samples, and learned more about the mechanics of life underwater than in the last twenty years.

Medical Tech (TECH) Awareness
 Education Library Search
 Pharmaceuticals Biogenetics
 Expert: Deep Sea Zoology Expert: Psychology
 Underwater Survival Diagnose

NOMAD (Cyberpunk 2020, pg. 14)

Include Agripacks, Native Americans, Gypsies, Carnies, Bikers and others. There are 7 Nations; Snake Nation, The Jodes, Blood Nation, Folk Nation, The Meta, The Aldecaldos, and the Thelas Nation (Pirates).

Family (INT): The ability to call upon your pack for help.

Awareness Endurance
 Melee Rifle
 Drive Basic Tech
 Wilderness Survival Brawling
 Athletics

WARRIOR (Neo-Tribes, pg.40)

Warpath: Adds to Initiative and Awareness, but is only half as effective when fighting none nomads. Also added to Melee at half Special Ability. Includes Kith

Awareness Wilderness Survival
 Weapon or Basic Tech Rifle
 Handgun or Hvy W Brawling or MArts
 Endurance or First Aid Dodge & Escape
 Melee or Fencing

OUTRIDER (Neo-Tribes, pg.40)

Reconnaissance: Adds to Awareness and Hide/Evade when the outrider/pathfinder is sneaking and reconnoitring. Also includes Kith.

Awareness Hide/Evade
 Wilderness Survival SMG or Rifle
 Endurance Athletics
 Basic Tech Brawling or MArts
 Motorcycle or Drive

PATHFINDER (Neo-Tribes, pg.40)

Reconnaissance Shadow/Track

Awareness Hide/Evade
 Wilderness Survival SMG or Rifle
 Endurance Athletics
 Basic Tech Brawling or MArts

PIRATE (Pacific Rim, pg. 153)

Family

Awareness Navigation
 Seamanship Athletics or Brawling
 Rifle Basic Tech
 Sailpower Pilot: Ship
 Swimming or Water Vehicles

DOCTOR (Neo-Tribes, pg.42)

Counsel: Half strength outside the nomad culture. Includes Kith if a nomad.

Awareness Education
 Diagnose Field Surgery
 Pharmaceuticals Human Perception
 Persuasion or Oratory Wilderness Survival
 Rifle or Other Weapon

SPIRITUAL LEADER (Neo-Tribes, pg.42)

Counsel Rifle or Other Weapon

Awareness Dance or Oratory
 Composition Trance or Perform
 Human Perception Persuasion
 Expert: Theology or History Wilderness Survival

FIXER/MOBSTER (Cyberpunk 2020, pg. 13)

Streetdeal (COOL):
 Awareness Forgery
 Handgun Brawling
 Melee Pick Lock
 Pick Pocket Intimidate
 Persuasion

BLACK MARKETEEER (WildSide, pg. 20)

Streetdeal Awareness
 Persuasion Intimidate
 Brawling Melee
 Handgun 3 Speciality Skills

BRAINDANCE/VR

Expert: Brainsdance/VR
 Brainsdance Editing
 Electronics

DRUGS

Chemistry
 Resist Torture/Drugs
 Pharmaceuticals

WEAPONS

Expert: Small Arms
 Weaponsmith
 Forgery

CYBERNETICS

Forgery
 Cybertech
 Cryotank Operation

BODY PARTS

Biology
 Diagnose Illness
 Cryotank Operation

ELECTRONICS

Electronics
 Basic Tech
 Expert: High Tech

CARS

Drive
 Basic Tech
 Pick Lock
 or Electronic Security

SLAVERY

Cryotank Operation
 Pharmaceuticals
 Psychology
 or Expert: Torture

WETWARE

Expert: Wetware
 Wetware Design
 or Bio Tech
 Human Perception

SOFTWARE

System Knowledge
 Cyberdeck Design
 or Electronics
 Programming
 or Expert: Software

INFORMATION BROKER (WildSide, pg. 21)

Streetdeal Awareness
 Persuasion Interview
 Forgery Library Search
 Interrogation Human Perception
 Education & Gen. Know. Expert: (your choice)

SLEAZE (WildSide, pg. 24)

Streetdeal Awareness
 Forgery Handgun
 Brawling Melee
 Pick Lock Pick Pocket
 Intimidate Persuasion

FACTOR (WildSide, pg. 24)

Streetdeal Awareness
 Persuasion Interview
 Accounting Human Perception
 Stock Market Education & Gen. K.
 Social Business Sense

LOAN SHARK (WildSide, pg. 26)

Streetdeal Awareness
 Intimidate Shadow/Track
 Accounting Human Perception
 Interrogation Melee
 Brawling Handgun

CREDSHARK (WildSide, pg. 26)

Streetdeal Awareness
 Intimidate System Knowledge
 Accounting Programming
 Handgun Electronics
 Interview Melee

BOOKIE (WildSide, pg. 27)

Streetdeal Awareness
 Intimidate Persuasion
 Accounting Human Perception
 Gamble Handgun
 Brawling or Melee Mathematics

TALENT SCOUT (WildSide, pg. 28)

Streetdeal Awareness
 Persuasion Intimidate
 Expert: (field) Human Perception
 Social Education & Gen. K.
 Culture Interview

TALENT AGENT/MANAGER (WildSide, pg. 28)

Streetdeal Awareness
 Persuasion Leader or Accounting
 Interview Human Perception
 Social Expert: Entertainment
 Intimidate Education & Gen. K.

NEGOTIATOR (WildSide, pg. 30)

Streetdeal Awareness
 Persuasion Oratory
 Brawling Human Perception
 Social Expert: (field)
 Language Education & Gen. K.

SMUGGLER (WildSide, pg. 30)

Streetdeal Awareness
 Persuasion Language
 Brawling Hide/Evade
 Handgun Forgery or Basic Tech
 Leadership Resist Torture/Drugs

TRADER (WildSide, pg. 31)

Streetdeal Awareness
 Human Perception Language
 Persuasion Education & Gen. K.
 Intimidate Interview
 Melee Handgun

SNIFFER (WildSide, pg. 32)

Streetdeal Awareness
 Persuasion Social
 Shadow/Track Library Search
 Intimidate Human Perception
 Brawling Handgun

OWNER (WildSide, pg. 32) NPC speciality

Streetdeal Awareness
 Persuasion Social
 Interview Intimidate
 Accounting Human Perception
 Brawling Wardrobe & Style

SHOEMAKER (WildSide, pg. 22) NPC speciality

Streetdeal Awareness
 Forgery System Knowledge
 Programming Library Search
 Bureaucracy Accounting
 Stock Market Education & Gen. K.

PUSHER (WildSide, pg. 23) NPC speciality

Streetdeal Awareness
 Persuasion Intimidate
 Brawling Handgun
 Melee Pharmacology

FENCE (WildSide, pg. 25) NPC speciality

Streetdeal Awareness
 Persuasion Intimidate
 Brawling Handgun
 Melee Forgery
 Accounting Basic Tech or Expert

PIMP (WildSide, pg. 28) NPC speciality

Streetdeal Awareness
 Persuasion Handgun
 Melee Brawling
 Seduction Diagnose Illness
 Intimidate Education & Gen. K.

CORPORATE (Cyberpunk 2020, pg. 12)

Financier, In-house Consultant, Entrepreneur
Resources (INT): Ability to command corp resources.
 Awareness Human Perception
 Education Library Search
 Social Persuasion
 Stock Market Wardrobe & Style
 Personal Grooming

ADMINISTRATOR (Pacific Rim, pg. 153)

A powerful and rich profession. The occupation table on WGF pg.47 shows your income if you're honest. With bribes you could make three times this, or more.
Admin Resources (INT): Same as Resources.
 Awareness Streetwise
 Education & Gen. K. Social
 History or Area Know Library Search
 Rhetoric Persuasion & Fast Talk
 Bureaucracy

MEDIA / FREELANCER

(Cyberpunk 2020, pg. 10. LD, pg. 52)
Credibility (INT): The ability to be believed.
 Awareness Composition
 Education Interview
 Human Perception Persuasion
 Photo & Film Social
 Streetwise

INVESTIGATIVE REPORTER (LD, pg. 50)

Credibility Composition
 Awareness Human Perception
 Education Library Search
 Interview Persuasion
 Streetwise Photo & Film/Oratory

POLICE BEAT REPORTER (LD, pg. 51)

Credibility Composition
 Awareness Human Perception
 Education Intimidate
 Interview Persuasion
 Streetwise Photo & Film

WAR CORRESPONDENT or "ACTION" REPORTER (LD, pg. 51)

Credibility Composition
 Awareness Human Perception**
 Education Electronics/Basic Tech*
 Interview Persuasion**
 Tactics* Photo & Film

** Can be replaced with Endurance

* "Action reporters" replace with Athletics and Expert (selected sport)

SOCIAL REPORTER / CELEBRITY HUNTER (LD, pg. 51)

Credibility	Composition
Awareness	Social
Education	Wardrobe & Style
Interview	Persuasion
Photo & Film/Pop Culture	Streetwise/Simper

ON-AIR STAR (LD, pg. 52)

Credibility	Composition/W&Style
Awareness	Human Perception
Corporate Policy	Culture
Education	Perform
Interview	Social

TABLOID-MONGER (LD, pg. 53)

Credibility**	Composition
Awareness	Perform
Education	Drive/Pilot/Electronics
Interview	Persuasion
Streetwise	Photo & Film

** This is a sort of anti-credibility, the crazier the better

THE SPIN DOCTOR (LD, pg. 53)

Credibility	Composition
Awareness	Culture
Education	Perform
Persuasion	Photo & Film
Social	
Corp Policy/Business Sense/Expert (chosen Politics)	

LAWYER (Interface v2.2)

Credibility	Awareness/Notice
Education & Gen. K.	Expert
Human Perception	Interrogation
Library Search	Oratory
Wardrobe & Style	Persuasion & Fast Talk

ROCKERBOY (Cyberpunk 2020, pg. 6)

Braindancer, Underground Revolutionary

Charismatic Leadership (COOL): Can sway crowds equal to his level squared times 200.

Awareness	Perform
Wardrobe & Style	Composition
Brawling	Play Instrument
Streetwise	Persuasion
Seduction	

SHAMAN (Pacific Rim, pg. 155)

Your destiny is to teach others of a higher truth, of the spirits, or God. Your karma is to help people, and many come to hear your wisdom. You needn't worry about the corps or police, since your followers will lay down their lives to protect you. You might be a Priest, Minister, Witch Doctor, TV Evangelist, or a cult leader.

Charismatic Leadership (Shaman): In religious situations they display their full ability and their skills are boosted.

Awareness	Anthropology
Expert: Theology	Perform
Dance or Oratory	Human Perception
Expert: Fortune Telling	Persuasion & Fast Talk
Trance	

COP (Cyberpunk 2020, pg. 11; P&S, pg. 9)

Beat, Traffic, Vice, Robbery, Homicide, Special Investigations, SWAT, Max-Tac, Riot, Internal Affairs, LEDiv or HiWay.

Authority (COOL): The ability to intimidate and control others through your position.

Awareness	Handgun
Human Perception	Athletics
Education	Brawling
Melee	Interrogation
Streetwise	

PRIVATE INVESTIGATOR (Pac Rim, pg. 153)

Many PIs are ex-cops, ex-gangsters, or both. Your rivals are tough. You must be tougher.

Research	
Awareness	Interview
Handgun or Brawling	Human Perception
Streetwise	Shadow/Track
Intimidate	Persuasion & Fast Talk
Library Search	

PROWLER (WildSide, pg. 35)

A thief no matter how his skills are applied. Low level Prowlers pickpocket, mug and shoplifting, while more accomplished Prowlers become B&E robbers and cat burglars.

Sneak: Adds to Stealth and Hide/Evade.

Awareness	Hide/Evade
Stealth	Pick Lock
Handgun	Athletics
Electronic Security	Disguise
Melee	

CON MAN (WildSide, pg. 36)

Hustler, Rip-off Artist, Grifter. The Con Man sets up elaborate schemes which fool his victims.

Con: COOL based skill which is the ability to separate a fool from his money. Can be countered by Streetwise.

Awareness	Disguise
Persuasion/Fast Talk	Streetwise
Human Perception	Seduction
Forgery	Gamble
Hide/Evade	

DANCER/PROSTITUTE (WildSide, pg. 37)

Vamp: EMP based skill used to separate customers from their money.

Awareness	Streetwise
Personal Grooming	Wardrobe & Style
Human Perception	Seduction
Brawling or Melee	Perform
Endurance	

SCAVENGER (WildSide, pg. 36)

An expert in finding uses for junk. He knows what's thrown away, and what to do with it.

Scrouge: INT based, that allows you to find salvageable materials.

Awareness	Streetwise
Basic Tech	Pick Lock
Electronic Security	Drive
Stealth	Handgun
Strength Feat	

STREETPUNK (WildSide, pg. 37)

Includes Posers, Boosters, Chromers, Dorphers, Guardians, Families, Skinheads, Partiers, Culties, Nihilists, Combaters, Primitives, Thrashers, and Bikers.

Gang Rank: Represents level of authority in the gang, works similar to Family. Can also be used as an Expert Knowledge skill about gangs in one's own area.

Awareness	Streetwise
Intimidate	Dodge & Escape
Handgun	Melee
Brawling	Wardrobe & Style
One Gang-Related Skill	

SPY (Pacific Rim, pg. 154; WGF pg. 46)

The Powers-that-be always need info on other corps, and even their own citizens.

Chameleon	
Human Perception	Resist Torture/Drugs
Education & Gen. K.	Ranged Weapon
Interrogation	Martial Arts
Shadow/Track	Basic Tech
Disguise	

SPOOK (Dark Metropolis, pg. 56)

Security and surveillance expert.

Spy Craft (TECH): Includes trashing, bugging, surveillance work and technical knowledge of spy gear.

Awareness	Streetwise
Electronic Security	Electronics
Basic Tech	Pick Lock
Stealth	Photo & Film
Shadow/Track	

REAPERS (Dark Metropolis, pg. 58)

Repossessors, they reposes cars, merchandise, body parts, cybernetics and sometimes whole people (Bounty Hunters).

Trace: The ability to find people or the merchandise they are after, using both human and computer information.

Awareness	Streetwise
Intimidation	Persuasion
Shadow/Track	Pick Lock
Martial Arts	Handgun
Electronic Security	

WORKGANGER (Interface, v.1, i.4, pg. 44)

Workganger	Zero G Maneuver
Awareness	Zero G Combat
Space Survival	Melee
EVA	Basic Tech
Spacecraft Tech	Electronics

HIGHRIDER (Interface, v.1, i.4, pg. 44)

Brotherhood	Zero G Maneuver
Awareness	Zero G Combat
Pilot Shuttle/Spaceplane	Melee
Pilot OTV	Spacecraft Tech
Astrogation	Space Survival

SALVER (Deep Space)

Salvage	Space Survival
EVA	Zero-G Maneuver
Astrogation	Operate Hvy. Mach.
Pilot	Basic Tech
Awareness/Notice	Melee

SPACE MARINE (Deep Space)

Space Combat Sense: Adds to Awareness, initiative, and maneuvering rolls whilst in a zero-gravity or outer space environment.

Space Survival	EVA
Zero-G Maneuver	Zero-G Combat
Awareness/Notice	Pilot
Driving	Handgun
Rifle	

INQUISITOR PREDATOR (Night's Edge)

Rank: Works like Gang Rank.

Awareness/Notice	Martial Art (choose)
Athletics	Dodge & Escape
Melee	Stealth
Vampire Lore	Strength Feat
Endurance	

ALTERNATE CHARACTER PACKAGES

All of these alternatives get bonuses in their special situations so they are much better than someone who just owns the skill. However, when out of their element, the special ability is only half.

BONUS TABLE

Special Ability	Bonus
1-3	none
4-6	+1
7-8	+2
9	+3
10	+4