

CYBER

SPACER

Sample file

CREDITS

AUTHOR/ DESIGNER: Tod Foley

ADDITIONAL DESIGN AND DEVELOPMENT:

Terry K. Amthor, Leo LaDell, S. Coleman Charlton, Kevin Barrett.

COVER ART: Rick Vietch

INTERIOR ART: Rick Lowry, Angela Bostick, Del Harris, Karl Martin.

ADDITIONAL ART & GRAPHICS: Will Hyde, Jennifer Kleine.

PROJECT SPECIFIC CONTRIBUTIONS: *Pagemaking:* Jennifer Kleine, Leo LaDell, Terry K. Amthor, Kevin Williams; *Layout:* Eileen Smith, Cheryl Kief, Andrew Christensen, Ted Dinwiddie, Larry Brook; *Cover Graphics:* Rick Britton; *Editorial Contributions:* Preston M. B. Eisenhower IV.

SPECIAL CONTRIBUTIONS: Michael Brown, Torey Foley, Brian MacLir, the mighty king Zoot, and most of all Dann McGee, who introduced me to the work of William Gibson.

PLAYTESTERS: Michael "Mr. Hand" Brown, Ronald "Red Eagle" Carnegie, Cathy "Marly" McGee, Dann "Blank Phranq" McGee, and Will "Tiny Tim" Ringer.

ICE MANAGEMENT — *Production Manager:* Terry Amthor; *Sales & Customer Service Manager:* Deane Begiebing; *Art Director:* Richard Britton; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Marketing Consultant:* John Morgan; *Licensing:* Kurt Fischer; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Art & Graphics Staff:* Haines Sprunt, Lydia Conder; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Leo LaDell, Jessica Ney, John Ruemmler; *Mustelid Staff:* S. Dinker Dü; *Production Staff:* Leo LaDell, Eileen Smith, Cheryl Kief, Jennifer Kleine, Paula Peters, Andrew Christensen, Will Hyde, Ted Dinwiddie, Kevin Williams, Larry Brook. *Sales & Customer Service Staff:* John Brunkhart, Heidi Heffner, Becky Pope; *Shipping Staff:* John "Frat" Breckenridge, Robert Crenshaw, David Johnson, Corey Wicks.

CYBERSPACE™

Copyright © 1989 by Iron Crown Enterprises. All rights reserved. No part of this book may be reproduced in any form or by any electronic or mechanical means, including information storage and retrieval devices and systems, without prior written permission from the publisher, except that brief passages may be quoted for reviews, and certain specifically noted forms may be reproduced for personal use.

First Printing. Printed in USA.

ISBN: 1-55806-045-6

Stock #: 5100

Produced and distributed by Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA, 22902

Phone: (804) 295-4280

FAX: (804) 977-4811

Sample file

DEDICATION

This work is humbly dedicated to the monumental thinkers and futurologists whose tremendous insight and profound knowledge of human nature made it possible: Isaac Asimov, John Brunner, Arthur C. Clarke, Philip K. Dick, William Gibson, Timothy Leary, John Lilly, Bruce Sterling, and Alvin Toffler.

EARTH, 2090

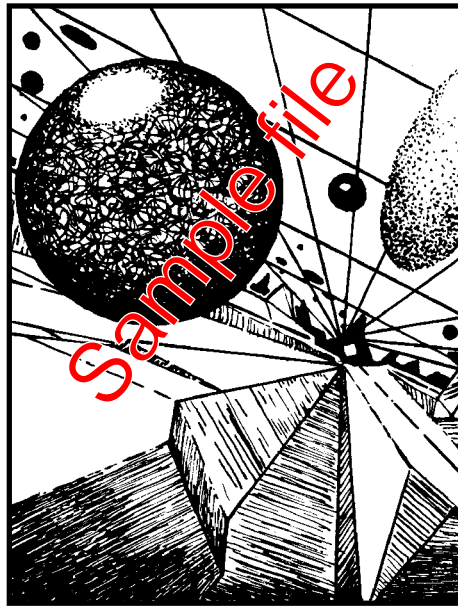
Below the glittering towers of the MegaCorp headquarters, millions of abused and hopeless citizens struggle to maintain some semblance of order in their puny lives. Massive airships course slowly over the choking metropolitan maze of the Pacific Sprawl, their iridescent advertisements burning rays of light into the otherwise dismal and polluted atmosphere...

MIKURA BIOLABS WANTS YOU —
BECOME AN ORGAN DONOR!

VISIT THE L-5 COLONY

IF THINE EYE OFFEND THEE...
IT ISN'T AN AUSTIN!

In the streets, the constant cacophony of the rabble continues; hovercraft engines whine loudly, burning alcohol fuel; the primal beat of neo-rock pounds through the walls of a crowded nightclub; street vendors shout their slogans, plying krill and unknown foodstuffs off their meager pushcarts; cries of pain erupt from a nearby alleyway as a local Sprawl gang assaults its latest victim — no one pays much attention anymore. Zaibatsu boardmembers make their world-spanning decisions via teleconference line, unmoved by the passions of the lives they effect, protected behind the austere holographics of the council room. Sensory stars record their latest money-making ventures, shot over the Global Telecommunications Net into the tired brains of millions without real lives of their own. Interplanetary shuttles take off and land on schedule, carrying residents and visitors to and from the orbital colonies and resorts. Lush suburban developments, packed with young over-achievers, are patrolled by automated and armed guards. Big money runs this show, and it's the same all over the world...



In the dark and hazy recesses at the back of an abandoned warehouse, a lone adventurer gears up for his dangerous mission. Removing a small plug from the back of his skull, he attaches a set of wires into the waiting aperture and sits down before a well-worn console. "Gotta get out", he mumbles, and then "Burn me if they want to... I got nothing to lose".

Sliding a small, shiny card into the console's slot, he half sings the chorus of a popular neo-rock tune: "tranquillizers... cigarettes... we're only human... we all get wet..." He scratches at the back of his right hand, where a shiny tattoo shows his moniker — "VidKid", and flips a switch on the console's plastic casing. Instantly, as if some invisible strings had been cut, his body slumps back into the overstuffed chair, eyes rolling in their sockets. Oblivious, he twitches slightly. The journey has begun. Sixty seconds later and two hundred miles away, a red light flashes on a computer workstation in the corporate headquarters of a local BioLab.

"Alert! Alert!" drones the mechanical voice of the security monitor, "Counter-espionage Breached! Deterrents ineffective!", but it is too late. By the time the on-line security personnel manage to locate the intruder, several important files have been removed from memory, and the central processor has begun slowing down dangerously. The data security chief links into the secondary processor and begins routing tracers through the Net as technicians swarm into the cooled central chamber, cutting into the system. The local and Corporate police are notified, and the phone company attempts to comply with their demands. Eventually, the insinuated Virus is detected, isolated, and removed, but the intruder is long gone.

"Ha!" VidKid yanks the trodes from his head and runs to the sink, where he douses his aching temples in cold water, and rubs the slightly burnt area around his trodejack. "Got the suckers!" He returns to the small console and removes the shiny card from its slot, recalling the stream of sensitive data he witnessed as he performed the last crucial download; bright squares of neon green, dancing in the bold red confines of the central processing unit. He recalls, too, the fierce jab of electric blue which fried him for a split second before he eluded its charge. Tucking his newfound meal-ticket into the pocket of his fatigues, the Kid replaces his dust plug and packs up his trusty CyberDeck. "It's time to hit the mean streets, boyo — someone'll pay megacredits for this file — gonna buy me a way out of this hole..." The small scar at the base of his neck hardly hurts anymore — hell, it was probably just a Mark 3 or 4.

PREFACE

P 1.0 INTRODUCTION.....	7
P 2.0 GENERAL INFORMATION.....	8
2.1 Abbreviations and Definitions.....	8
2.2 Dice Rolling Conventions.....	9
2.3 Difficulty Levels.....	9
2.4 Task Abbreviations.....	9

THE SYSTEM

PART I: PLAYER CHARACTER GENERATION

S 1.0 MENTAL AND PHYSICAL STATS.....	11
S 2.0 PROFESSIONS.....	12
S 3.0 SOCIAL CLASS.....	13
S 4.0 ADOLESCENCE SKILL DEVELOPMENT.....	15
S 5.0 APPRENTICESHIP SKILL DEVELOPMENT.....	17
5.1 Developing Skill Ranks.....	17
5.2 Level Skill Development.....	17
S 6.0 MONEY, EQUIPMENT, AND CYBERIZATION.....	18
6.1 Starting Money.....	18
6.2 Equipment.....	18
6.3 Cyberization.....	18
S 7.0 DETERMINING A CHARACTER'S BONUSES.....	19
7.1 Stat Bonuses.....	19
7.2 Profession Bonuses.....	19
7.3 Equipment Bonuses.....	20
7.4 Skill Rank Bonuses.....	20
7.5 Special Bonuses.....	20
7.6 Total Skill Bonuses.....	21
7.7 Defensive Bonus.....	21
7.8 Resistance Roll Bonuses.....	21
7.9 Handling Multiple Applicable Bonuses.....	21
S 8.0 SKILL DESCRIPTIONS.....	21
8.1 Maneuvering Skills.....	22
8.2 Weapon Skills.....	22
8.3 General Skills.....	22
8.4 Subterfuge Skills.....	23
8.5 Social Skills.....	23
8.6 Cyberspace Skills.....	23
8.7 Technical Skills.....	24
8.8 Special Skills.....	24
8.9 Secondary Skills.....	25
S 9.0 CHARACTER BACKGROUND (OPTIONAL).....	26
9.1 Background Options.....	26
9.2 Idiosyncrasies.....	27
9.3 Injuries and Handicaps.....	30
9.4 Ambidexterity.....	30
9.5 Advance Experience Levels Option.....	30
S 10.0 EXPERIENCE AND ADVANCING LEVELS.....	31
10.1 Experience Points.....	31
10.2 Character Experience Levels.....	32
10.3 Advancing a Level.....	33
S 11.0 MILITARY/PARAMILITARY TRAINING.....	33
11.1 The Edison Force.....	33
11.2 Transnet Regulatory AI League.....	33
11.3 World Allied Revolutionary Army.....	33
S 12.0 PATRONS.....	36
S 13.0 CYBERSPACE AND SPACE MASTER	36
13.1 Skills.....	36
13.2 Professions.....	37
13.3 Psions.....	38

PART II: RESOLVING CHARACTER ACTIONS

S 14.0 THE SEQUENCE OF ACTIONS.....	40
14.1 Opportunity Action.....	40
14.2 Canceling Action.....	41
S 15.0 MOVEMENT.....	41
15.1 The Encumbrance Penalty.....	41
15.2 Walking Movement Rate.....	42
15.3 Running – Double Movement.....	42
S 16.0 MANEUVERS.....	45
16.1 Static Maneuvers.....	45
16.2 Moving Maneuvers.....	45
16.3 Vehicular Maneuvers.....	45
16.4 Using Equipment.....	46
16.5 Construction and Research.....	46
16.6 Repairs.....	49
S 17.0 ATTACKS.....	49
17.1 Sequencing Attacks of the Same Type.....	50
17.2 Target Choice and Parrying.....	50
17.3 Unmodified Rolls.....	50
17.4 Maximum and Minimum Result Limitations.....	50
17.5 Attack Results.....	50
17.6 Range and Reloading.....	51
17.7 Drawing Weapons.....	51
17.8 Grenade, Rocket and Missile Attacks.....	52
S 18.0 CONFLICTING ACTIONS.....	53
S 19.0 VEHICULAR COMBAT.....	53
S 20.0 RESISTANCE ROLLS.....	54
S 21.0 INJURY, DEATH, AND HEALING.....	54
21.1 Injury.....	54
21.2 Death.....	54
21.3 Natural Healing.....	55
21.4 Medical Aid.....	55

RUNNING THE WORLD

R 1.0 THE 21ST CENTURY.....	60
R 2.0 THE WORLD OF CYBER SPACE.....	61
2.1 Corporate Cities and Business Parks.....	61
2.2 Corporate Suburbs.....	62
2.3 Inner Cities and Sprawls.....	62
2.4 Resource and Refining Zones.....	63
2.5 Arcologies and Aqualogies.....	63
2.6 Wilderness Preserves.....	64
2.7 Wastelands.....	64
2.8 The Homeless.....	64
2.9 Space Colonies.....	65
R 3.0 LIFE IN THE 21ST CENTURY.....	67
3.1 The Family.....	67
3.2 Education.....	67
3.3 Health Care.....	68
3.4 Transportation.....	69
3.5 Communications and Entertainment.....	70
3.6 Careers & Personal Finance.....	71
3.7 Law Enforcement.....	72
3.8 Privacy.....	73
3.9 Slang and Terminology.....	73
R 4.0 MAJOR ENTITIES.....	76
4.1 Corporations.....	77
4.2 Gangs.....	84
4.3 Governments.....	86
4.4 Arcologies.....	86
4.5 Other Groups.....	86
R 5.0 IMPORTANT NPCs.....	88
5.1 Hostiles.....	88
5.2 Neutrals.....	89
5.3 Patrons.....	92

Cyberspace is divided into several discrete sections. Other sections will be referred to by the part of the book and then the section within the part:
P—Preface; S—System; R—Running the World; T—Technology;
—Cyberspace; V—Adventure; A—Appendices. C

R 6.0 SAN FRANCISCO 94
 6.1 The City: Overview 94
 6.2 The Districts 95
 6.3 Places of Interest 97
 6.4 Outlying Districts 98
 6.5 The Napa Arcology 98

TECHNOLOGY

T 1.0 CYBERWARE 103
 1.1 Sensory Systems 106
 1.2 Somatic Systems 111
 1.3 Physiological Systems 114
 1.4 Neurological Systems 116
 1.5 Implementary Systems 117
 T 2.0 COMPUTERS 125
 2.1 The Role of Computers 125
 2.2 Processor Cores and Operating Systems 125
 2.3 Peripherals 127
 2.4 Computer Construction 128
 2.5 Programming Languages 128
 2.6 Programs and Descriptions 130
 2.7 Artificial Intelligence 136
 T 3.0 PERSONAL EQUIPMENT 138
 3.1 Clothing and Armor 138
 3.2 Armor and Suiting 139
 3.3 Tools and Powersources 141
 3.4 Weapons 142
 3.5 Data Storage and Retrieval Devices 146
 3.6 Personal Items 147
 3.7 Home and Office Machines 148
 3.8 Physical Security 149
 T 4.0 MEDICAL EQUIPMENT AND BIOACTIVE CHEMICAL 150
 4.1 Medical Equipment 150
 4.2 Drugs and Chemical Agents 151
 4.3 Medical Implants and Substitutes 154
 T 5.0 VEHICLES AND MOUNTED WEAPONRY 160
 5.1 Civilian Vehicles 160
 5.2 Commercial Transportation 162
 5.3 Military Vehicles 163
 5.4 Space Vehicles 164
 5.5 Satellites and Space Weapons 165
 5.6 Mounted and Mobile Weapons Systems 169
 5.7 Missiles 169

CYBERSPACE

C 1.0 CYBERDECK PROGRAMS 171
 1.1 Matrix Presentation Programs 172
 1.2 User Presentation Programs 172
 1.3 Intrusion Programs 173
 1.4 Remote Application Programs 173
 1.5 Cyberdeck Utility Programs 173
 1.6 Cyberspace Combat Programs 174
 C 2.0 TRAVEL THROUGH CYBERSPACE 176
 2.1 Moving Through the Net 176
 2.2 Area Reconnaissance 176
 2.3 Intrusion 176
 2.4 System Searching 177
 2.5 System Remote Control 177
 C 3.0 CHARACTER GROUPS IN CYBERSPACE 178
 C 4.0 CYBERSPACE COMBAT 178
 4.1 Combat Sequence 178
 4.2 Multiple Combatants 178
 C 5.0 REGIONS OF THE NET 179
 C 6.0 RUNNING THE NET 180

ADVENTURE

HOT ON THE HEELS OF LOVE

V 1.0 BACKGROUND DATA 183
 V 2.0 THE NPCs 183
 2.1 Arlus Desangue 183
 2.2 Lucinde 183
 2.3 Doctor Samda Gabril 183
 2.4 Meyerdome Corpcops 183
 2.5 Marco Vonn 183
 V 3.0 THE SETTINGS 184
 3.1 The Unicorn Qlub 184
 3.2 Marko Vonn's Place 184
 3.3 Meyerdome Headquarters 184
 3.4 Meyerdome R & D Building 184
 V 4.0 THE TASK 184
 4.1 Starting the Players 184
 4.2 Aids 184
 4.3 Obstacles 186
 4.4 Rewards 186
 V 5.0 ENCOUNTERS 186
 5.1 In the Net 186
 5.2 Meyerdome Headquarters 186
 5.3 Meyerdome R & D Building 186

APPENDICES

A 1.0 WORLD MAP 187
 A 2.0 CIRS CHARTS 188
 A 3.0 RANDOM PROGRAM GENERATION 189
 A 4.0 RANDOM BODY LOCATIONS 189
 A 5.0 NPCs 190
 5.1 Master Character Chart 190
 5.2 Random Cyber Systems Chart 190
 A 6.0 ENCOUNTER GENERATION CHART 194
 A 7.0 ATTACK TABLES 195
 7.1 Master Weapons Charts 191-193
 7.2 Small Projectile Attack Table 195
 7.3 Shotgun Attack Table 195
 7.4 Grenade/Explosive Attack Table 196
 7.5 Laser Attack Table 196
 7.6 Melee Weapon Attack Table 197
 7.7 Brawling (and Falls) Attack Table 197
 7.8 Vehicular/Mounted Weapon Attack Table 198
 A 8.0 CRITICAL STRIKE TABLES 199
 8.1 Puncture Critical Table 199
 8.2 Slash Critical Table 199
 8.3 Shrapnel/Automatic Critical Table 199
 8.4 Impact Critical Table 200
 8.5 Heat Critical Table 200
 8.6 Electricity Critical Table 200
 8.7 Brawling Critical Table 201
 8.8 Vehicular Critical Table 201
 A 9.0 FUMBLE, FAILURE AND MALFUNCTION TABLES 202
 9.1 Melee Weapon Fumble Table 202
 9.2 Firearm Fumble Table 202
 9.3 Brawling Fumble Table 202
 9.4 Moving Maneuver Fumble Table 203
 9.5 Vehicular Failure Table 203
 9.6 Projectile Weapon Malfunction Table 206
 9.7 Laser Weapon Malfunction Table 206
 9.8 Explosive Malfunction Table 206
 A 10.0 STATIC ACTION CHART 204
 A 11.0 SKILL PROGRAM COSTS CHART 205
 INDEX 206-207
 PRODUCT LIST 208

Sample file

PREFACE

Sample file

“She, born of the industrial revolution, had not held as conceivable... that men who live by pulling levers at an electronic switchboard, are not easily ruled, but men who live by digging the soil with their naked fingers, are...”

- Ayn Rand

*“Steer for the deep water only,
Reckless O soul exploring, I with thee and thou with me.
For we are bound where mariner has not yet dared to go.
And we will risk the ship, ourselves and all.”*

— Walt Whitman

1.0

INTRODUCTION

“The brain is an extra-terrestrial organ.”

—Timothy Leary

The world represented in Cyberspace may seem at first to be brutal, evil, almost an allegory of the present. In a way it is. But consider the trends in modern society. We tolerate things today that were unthinkable fifty years ago. Just look at our world today. We also take for granted things which were either ridiculous luxuries or simply unavailable just a few decades in the past. Entertainment, communication and travel have all been revolutionized — the latter two to the point that only permutations and refinements (gimmicks) remain to be seen.

On the other hand, overpopulation is a problem like never before; famines and diseases sweep some Third World countries, while others thrive on the profits of illegal drug sales. A black market on human organs is already a reality; people sell their kidneys to wealthy and unhealthy. ‘Sports’ have become a massive industry; athletes take drugs which artificially increase muscle size at the cost of their future health — can surgery and grafting be too far off? Superpowers manipulate smaller countries like pawns to fight minor wars, while they have become increasingly unweildy and incompetent at surgical military operations. Meanwhile, corporations have massive clout with politicians, lobbyists controlling the government with bribery and blackmail. Terrorism is rampant, using the media to further its ends. The homeless are on every street-corner; drugs have spawned gangs and gangs are murdering and looting in cities across the US. How long before this cancer on mismanaged capitalism spreads?

Misinformation, disinformation, propoganda, espionage, sabotage, have all become more sophisticated and prevalent with the electronic age. It’s bound to become a part of everyday life.

One hundred years in the future is not so different as it may seem — at least on the surface. One may argue that the technological advances between 1890 and 1990 changed the face of the planet, and they did. But the culture and morals of society were left far behind. And as we move into the 21st century, money is becoming a serious restraining factor on technological research, and as early as

2000 the breakdown began. Science took a more ominous and secretive path while the ‘common man’ became more and more alienated from the technology he had come to depend on.

RUNNING A CYBERSPACE CAMPAIGN

A role playing game needs “rules” (or guidelines) to define and control the physical realities of the world in which adventures may take place. Ideally, such rules are able to handle most of the common situations that might arise without detracting from the flavor and detail of the plot or setting of the game. This specific set of rules handles the physical realities of people, places and things in the dark future world of *Cyberspace*, where the ultra-powerful MegaCorps have all but enslaved mankind and doomed life on planet Earth to a dismal shadowy existence; where human beings have mastered the incredible interface of mind and machine; where fully one-third of the general population possesses cybernetic implants or enhancements; and tens of thousands have escaped to the orbital and lunar space colonies. In setting the tone and technological mood of the game, this work has drawn heavily from the writings of such dark-future masters as William Gibson, Bruce Sterling, Philip K. Dick, Walter J. Williams, and John Brunner, as well as many others whose visions are not quite so grim but nonetheless insightful. This text contains all the prospective Gamemaster (“GM”) needs to know about setting up a *Cyberspace* campaign.

The GM should keep in mind that these “rules” are really only guidelines to aid in the creation and running of a dark future role playing campaign. The GM should feel free to modify them to fit any specific view or style of role playing, and the Players should realize that the GM is the final authority when it comes to rules interpretations or changes. On the other hand, these rules and the GM’s decisions concerning them are the only guide that the Players have to their characters’ capabilities and the reality of the *Cyberspace* world. The GM must be consistent and fair when making decisions or the Players will lose the trust and confidence necessary for a truly enjoyable and satisfying role playing game.

The GM should first skim the rules to get an overall view of the system, and then reread all the rules thoroughly. If a section is not understood, it should be marked and referred to again after all the rules have been read. The GM need not memorize or fully analyze the significance of all the rules at first. The rules are organized so that many situations can be handled simply by referring to the specific rules sections when they first arise.

The Players should first read *Guidelines*, and then proceed to create a character by following the guidelines provided in *The System, Part I*. Finally, they should read *The System, Part II* to get an idea of what their options are in various tactical and other specific situations. It is not strictly necessary for Players to read *Running the World* and *Technology*, although it cannot hurt to do so — these Sections provide a clear view of the world and the technology available in it. If the Players do not care to do all that reading, the GM should paraphrase or have them read only the portions which relate to their character specifically. Players who are interested in the use of CyberDecks should read the *Cyberspace* Section. No Player should read the example adventure.

REFERENCING

Cyberspace is divided into several discrete sections. Other sections will be referred to by the part of the book and then the section within the part.

- P — Preface
- S — System
- R — Running the World
- T — Technology
- C — Cyberspace
- V — Adventure
- A — Appendices

2.0

GENERAL INFORMATION

The following section contains information useful for finding your way around the book and understanding the terminology.

A NOTE ON GENDER

ICE has employed the male gender throughout Cyberspace. This does not imply any chauvanism on our part (quite the contrary), but it is far more convenient than him/her/it, and less artificial than the new age constructs. It is also correct English that the 'male' pronoun represent the race as a whole: the Random House Dictionary defines 'he' in the second entry as 'anyone'.

2.1 ABBREVIATIONS AND DEFINITIONS

Commonly used terms are identified here; many are abbreviated in the text for convenience, so they are keyed in this section.

2.1.1 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

CHARACTER STATS

Ag	Agility
Co	Constitution
Em	Empathy
In	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength
Ap	Appearance

SKILL LIST

Acrobatics	Acr
Administration	Adm
Advanced Math	AdM
Ambush	Amb
Appraisal	App
Armored Body Suit	ABS
Armored Exoskeleton	AEx
Astrogation	Astg
Astronomy	Astr
Biological Technics	BioT
Biology	Biol
Body Development	BD
Chemistry	Chem
Combat	Com
Contortions	Cont
Culture	Cul
Cyber Attunement	CybA
CyberDeck Operation	CDOp

Cybernetics	Cyb
Cybernetics Technics	CybT
Drive	Drv
Drug Tolerance	DrT
Electronic Bypass	EBy
Electronics Technics	ElecT
Environ	Env
Equipment	Eq
Exploit	Exp
Falsification	Fls
Fire	Fir
Foraging, Rural	FoR
Foraging, Urban	FoU
Frenzy	Frz
Gambling	Gam
History	His
Intrusion	Int
Light Body Armor	LBA
Linguistics	Lng
Mechanical Bypass	MBy
Mechanical Technics	MecT
Media	Mda
Medical Practice	MeP
Melee	Mel
Missile	Mis
Mounted	Mtd
Music	Mus
No Armor	NoA
Perception	Per
Physics	Phy
Pilot	Plt
Planetology	Pl
Quick-Draw	QuD
Software Technics	SofT
Sport	Sp
Stalk & Hide	S&H
Streetwise	StW
Subduing	Sub
Trickery	Trk
Utility	Util

GAME TERMS

AT	Armor Type (four possible ATs are used in this game)
AT(DB)	Armor Type with Defensive Bonus given
Bon	Bonus
CF	Critical Failure (usually an unmodified roll of 05 or lower)
CIRS	Cybernetic Implant Rejection Syndrome (measured by CIRS Stat)
CN	Construction Project
CS	Critical Success (usually an unmodified roll of 96 or higher)

D	Die/Dice (ie, "1d10" = a ten-sided die roll)
DB	Defensive Bonus
DL	Difficulty Level
EP	Experience Points
GM	Gamemaster (Game Referee)
Lvl	Level (Experience Level)
MM	Moving Maneuver
Mod	Modifier or Modification
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character
Rd, Rnd	Round (a ten-second period)
RP	Repair Project
RR	Resistance Roll
RS	Research Project
SM	Static Maneuver
SRB	Standard Rank Bonus (progression of Mods gained by Rank/Rtg# progression; Ranks 1-10 add +5 each, Ranks 11-20 add +2 each, Ranks 21-30 add +1 each, and Ranks 30+ add +1/2 each)
Stat	Statistic or Characteristic

2.1.2 DEFINITIONS

The terms defined below are used throughout the text to refer to various aspects of the *Cyberspace* role playing game system. All terms which are defined within this Section are written in capitals.

Action: An action is the activity which a character may perform during a *Round* (10 seconds).

Campaign: An ongoing science fiction role-playing game which takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often an *Action* or event has a "chance" of succeeding or occurring, and this chance is usually stated in the form of a percentage. This means that if a roll (1-100) is made and the result is equal to or less than the indicated number, the *Action* or event succeeds (or occurs); otherwise it doesn't.

Critical Strike: Damage other than simply *Hits* which result from an attack.

Defensive Bonus (DB): The total subtraction from the opponent's attack roll due to the defender's quickness, position, and any other advantages.

Fumble: An especially ineffective attack or poor use of equipment, the result of which is disadvantageous to the attacker/user.

Gamemaster (GM): The referee/judge/narrator of the campaign. The person responsible for giving life to the game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls *Non-Player*

Characters, and resolves conflicts and actions.

Hits: Accumulated pain and bleeding, that can lead to shock and unconsciousness (also called concussion hits). Each character can take a certain number of hits (determined by his "Body Development") before he passes out.

Level: A character's level is a measure of his current stage of skill development, and is usually indicative of his capabilities and power.

Maneuver: An *Action* performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are called "Moving Maneuvers", and others are called "Static Maneuvers".

Melee: Hand-to-hand combat (i.e., combat not using projectiles, firearms, or missile weapons).

Non-Player Character (NPC): A character in the game whose actions are not controlled by a *Player*, but instead are controlled by the GM.

Offensive Bonus (OB): The total addition to an attack roll due to the attacker's *Stats*, *Skill*, position, weapon, and any other advantages.

Open-Ended Roll: See Section 2.2; "Dice Rolling Conventions".

Parrt: The use of part of a character's offensive capability to effect one opponent's attack.

Player: A participant in a role-playing game who controls one character (his own "Player Character").

Player Character (PC): A character whose actions and activities are controlled by a *Player* (as opposed to the Gamemaster).

Profession: A character's profession is a reflection of his training and thought patterns; in game terms, it effects how much effort is required to develop skill in various areas of expertise.

Resistance Roll (RR): A die roll which determines whether or not a character successfully resists the effects of a poison, drug, disease, or some other form of adversity.

Round (RD): The time (10 seconds) required to perform one *Action*.

Session: A single sitting of game adventure. A number of sessions form a *Campaign*.

Stat: One of the ten physical and mental characteristics which influence how effectively a character is able to perform various *Actions*.

Skill: Training in an area which influences how effectively a character performs a specific *Action* or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

2.2 DICE ROLLING CONVENTIONS

The dice used in *Cyberspace* consist of a pair of ten sided dice (or twenty sided dice with each set of digits appearing twice), which yield a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. In general, all roll directives are written in the form "#D#"; where the first # indicates the number of dice rolled and the second # indicates the type of die (e.g.; "3D10" would mean a roll of three ten-sided dice, added together).

■ **1-100 roll:** Most rolls in *Cyberspace* are "1-100" rolls (also called "D100" rolls). When both dice are rolled together and one die is treated as the "tens" die and other as the "ones" die, a random result between 01 and 00 is achieved ("00" is used as 100, not 0).

■ **Open-ended roll:** Most "D100" rolls are "open-ended". Such a roll can yield a result lower than 01 or higher than 100. If a roll is open-ended:

■ **A roll over 06** calls for a second roll to be made and subtracted from the first.

■ **A roll over 95** calls for a second roll to be made and added to the first.

■ **1-10 roll:** When a result between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is also called a "D10" roll.

■ **Other rolls:** Other rolls are variants of the above.

2.3 DIFFICULTY LEVELS

Difficulty Levels represent the inherent difficulty or ease associated with a specific task, and translate in game terms into a bonus or penalty which is applied to the dice roll made for the task. Often, the GM will have to decide upon the appropriate Difficulty Level to assign to a task suggested or attempted by the Players. This Mod is cumulative with any skill bonuses, stat bonuses, and miscellaneous modifiers applied to the situation.

DIFFICULTY LEVELS TABLE

Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100

Note: When the Personal Maneuver Chart is used to resolve an action, these modifiers are not applied to the die roll; the inherent difficulties have been reflected in the structure of the table itself.

2.4 TASK ABBREVIATIONS

A "Task" is any game situation which requires some sort of die roll to determine the degree of success or maneuver result (either Static or Moving). There are five "Task Types", and each is associated with a specific maneuver table or process, as noted below:

- CN = Construction Project (*Construction/Research Chart, p.47*)
- MM= Moving Maneuver (*Personal Maneuver Chart, p.44*)
- RP = Repair Project (*Malfunction/Repair Chart, p.48*)
- RS = Research Project (*Construction/Research Chart, p.41*)
- SM = Static Maneuver (*Static Maneuver Chart, p.43*)

Tasks presented in this text are recorded in the following abbreviated fashion, consisting of three parts:

- 1) The first two letters represent the Task Type, as shown above. This is followed by a slash (/).
- 2) The second abbreviation indicates the skill or stat(s) used to modify the dice roll. This is followed by a colon (:).
- 3) The last letter indicates the Difficulty Level of the Task, as explained above. It is always the initial letter of the DL "name" except that "X" is used for "Extremely Hard" ("E" means "Easy"). Some examples:

MM/Acrb:V = A *Very Hard* Moving Maneuver modified by Acrobatics skill.

CN/CybT:H = A *Hard* Construction Project modified by Cybernetics Technics skill

MM/St:S = A *Sheer Folly* Moving Maneuver modified by Strength.

THE SYSTEM

“Cyberspace is one of the slang terms for the world’s linked communications network. With the advent of fiber optics in the late 20th century, the conduits of data transfer became sophisticated enough to permit virtually instantaneous conveyance of intricate images and commands. The matrix could support very complex icons; a visual representation could be constructed from the data presented, and with the recent improvement of the Direct Neural Interface, users could actually unite their consciousness with the Net. This allowed humans to interact with computers on a level of intimacy previously undreamed-of. With an arsenal of the right programs, someone could enter the net and face all but the best computer defense mechanisms on an even footing. We have a problem.”

— Diane Hestus
From a Briefing to the
Executive Board of Intelligence Services
Cerebus, 2083

PART I: PLAYER CHARACTER GENERATION

The Cyberspace role playing system is designed to allow novice or experienced players to create interesting and detailed characters with a minimum of hassle. Players (and GMs) who are interested in more detailed character generation rules should read Section S 13.0, which discusses using *Space Master* with *Cyberspace*.

In order to better understand and present the world of *Cyberspace*, the GM should read the *Running the World* and *Technology* Sections before allowing players to create their first characters for his campaign.

GENERATING A CHARACTER

There are seven basic steps that must be followed to generate a character:

- 1) Determine stats (Section S 1.0)
- 2) Determine profession (Section S 2.0)
- 3) Determine social class (Section S 3.0)
- 4) Develop adolescence skill (Section S 4.0)
- 5) Develop apprenticeship skill (Section S 5.0)
- 6) Determine your starting money, equipment, and cyberization (Section S 6.0)
- 7) Determine your bonuses (Section S 7.0)

Each of the following seven sections discusses one of these steps. Each section contains boxed summaries of each step. An experienced role player can just read these summaries to get an idea of how to generate a *Cyberspace* character.

Before beginning to generate a character, a player should make a general decision as to what type of character he wants to have. This decision should concern the character's profession and his physical and mental attributes.

Note: Section S 9.0 presents a set of optional guidelines for giving characters a detailed background, idiosyncrasies, injuries, and handicaps. If a GM decides to use this material, the character background should be chosen between steps 3 and 4 of the procedure outlined above.

THE CHARACTER RECORD SHEET

The *Character Record Sheet*, found at the end of Section S 13.0 (page 39), is the key in generating a character. This sheet is organized to aid you during the generating process. As you follow each step of the process, you should record your results on this sheet. Use a pencil, since you will be changing and updating your character regularly.

THE MASTER CHARACTER CHART

If the Gamemaster and players wish to avoid the process of generating characters, they can use the *Master Character Chart*, located in Section A 5.0, which gives average skill bonuses for the various professions at various levels.

Example: Charlie Venom will be the example character in this section. He wants to be a Sneak; quick, alert, and clever. Charlie's completed Character Record Sheet can be found at the end of Section S 13.0 (page 38).

1.0

MENTAL AND PHYSICAL STATS

The base mental and physical attributes of a character are represented by eleven statistics called "stats":

Constitution	Co
Agility	Ag
Self Discipline	SD
Reasoning	Re
Memory	Me
Strength	St
Quickness	Qu
Empathy	Em
Intuition	In
Presence	Pr
Appearance	Ap

Each character has a numerical value on a scale of 1 to 100 for each of his stats. The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the worse a character will compare to his peers. Relatively high stats give bonuses (see below) which apply to attempts to accomplish certain activities.

To determine the values for your stats, make eleven rolls (1-100) and note the results on a piece of scratch paper. Then assign each roll to one of your stats as you see fit. Record each stat on your *Character Record Sheet* in the "Value" column of the Stat section

Example: The player creating Charlie rolls: 68, 73, 79, 90, 18 (ouch), 58, 96, 47, 80, 42, 77. That 18 will be a hindrance, but at least he has two 90+ scores to compensate. The player records all of the stats on his Character Record Sheet. He wants Charlie to be adept at Subterfuge Skills and firing a gun, so he consults the Skill List Chart (Section S 4.0) to get an idea of which stats will affect these skills. He places his stats as follows:
Co: 79 Ag: 80 SD: 42 Me: 58 Re: 68
St: 73 Qu: 96 Pr: 47 In: 90 Em: 18
Ap: 77

STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. Section S 7.0 will discuss how these bonuses are obtained and how they affect the character.

THE STATS

Constitution (Co): A character's general health and well-being; resistance to diseases, poisons and physical damage. This stat affects a character's ability to resist disease, poison, and bodily damage.

Agility (Ag): Manual dexterity and physical liveness. This stat affects character's capabilities in missile combat, movement and other maneuvers.

Self Discipline (SD): Control of your body and mind — the ability to push yourself, drawing upon inner reserves of strength.

Reasoning (Re): The ability to comprehend and categorize data for future use, and to draw logical conclusions from it.

Memory (Me): The ability to retain what you have learned; the basis of “common knowledge” type rolls.

Strength (St): Not brute musculature, but the ability to use your existing muscles to their greatest advantage. This stat affects character’s capabilities in melee combat, carrying loads, and other activities.

Quickness (Qu): A measure of reflexes & conscious reaction speed; affects overall Defense Bonus. This stat affects character’s defensive capabilities as well as driving skill and other activities.

Empathy (Em): Your relationship to the all-pervading force known as The Essence, which resides in all things natural. This stat affects a character’s personality and communicative skills.

Presence (Pr): Control of mind, self-image, bearing, charisma, and the ability to use these traits to affect and control others.

Intuition (In): A combination of wisdom, luck, genius, insight, and the “favor of the gods” (whoever they are). This stat affects character’s ability to perceive things, and might be used to grant “hunch” rolls.

Appearance (Ap): This stat gives a general idea of a character’s comeliness (an 01 or 02 indicates a truly ugly person, while a 99 or 00 would indicate a very handsome character). This is a very subjective rating and the GM should treat it as a general guideline during play.

OTHER FACTORS

In addition to stats (which affect his capabilities during play), it is desirable to have some measure of the other factors that go into a character. The Gamemaster should keep in mind that these factors are not essential to a game and may be bypassed in the interest of quicker play.

Personality: This is an indicator of the general attitude that the character seems to present to the world. It is up to the player (and GM), but typical personalities might include: calm, neutral, angry, sly, greedy, stubborn, stupid, rude, etc.

Physical Appearance Factors: Factors such as sex, height, weight, hair color and style, eye color, gender, age, skin tone and so on should be determined by the player (or GM).

Other Factors: Many other character traits can be chosen at this point to help flesh out the character: e.g., Mannerisms, Habits, Beliefs, Long and Short Term Goals, Motivations, etc.

Record your character’s personality, physical appearance, and other factors in the appropriate spaces on the Character Record Sheet. This step may be delayed until later if the player and the GM wish.

Example: Charlie will be the cool, calculating type, so his Personality is recorded as Calm, Sly. The generating player wants Charlie to maintain a low profile, so he chooses a height of 1.8m, a weight of 75 kg, short black hair, brown eyes, and pale skin. The young Sneak will be 24 years old when he begins his career.



2.0 PROFESSIONS

Each character must have a Profession, sometimes called a character class. This reflects the fact that early training has molded the character’s thought patterns, thereby dictating the ease (or difficulty) the character will have in pursuing mastery of various skills (described in Section S 8.0). A Profession does not prohibit the development of any skills, but it does make the skills for that profession’s “area of concentration” easier to develop.

Profession	Area of Concentration
Sleaze	Social Skills
Sneak	Subterfuge Skills
Killer	Weapon Skills
Net Junkie	Cyberspace Skills
Jockey	General Skills
Tech Rat	Technical Skills

Choose a profession and record it in the “Profession” space on your Character Record Sheet.

Example: As previously mentioned, Charlie will be a Sneak.

PROFESSIONAL BONUSES

Depending upon his profession, certain bonuses may apply to a character’s skills and activities. Section S 7.0 will discuss how these bonuses are obtained and how they affect the character.

THE PROFESSIONS

GM Note: The profession names given for Cyberspace are intended to convey the dark, cynical atmosphere of the game environment. If the GM wishes to use another term, several are included at the end of each definition. A more technical term which loosely corresponds to a **SM** Profession is also noted.

Sleaze: A Sleaze is an individual who relies primarily on *Social Skills* to perform his job. They often gain information through interaction or manipulating others with their sharp conversational abilities. Although they excel in the development of these skills, they have a rather difficult time learning many others. Examples of Sleaze include corporate and governmental administrators, salespeople, teachers, entertainers, and theologians.

Other names for this profession may include: Society Dude/Babe, Slime, Reagan, Socializer, Politico, Suit, Media Bum, Schmooser. **Space Master** Similar Profession: Administrator, Theologist, or Entertainer.

Sneak: These characters focus on the “hands-on” aspects of crime and security, and may be either cops or criminals. They are generally concerned with crimes of a physical nature rather than the high-tech computerized exploits of the Net Junkies. Their skill development opportunities are quite broad, although they (obviously) center on the *Subterfuge skills*. Other names for this profession may include: Security Man, Prowler, Eye, Hood. **Space Master** Similar Profession: Criminologist.

Killer: This profession covers all manner of fighters, from Sprawl thugs to corporate assassins. Regardless of group affiliation or social class, any character whose training is primarily concerned with weaponry, combat, military tactics and/or warfare is a Killer. Their primary areas of skill development are *Weapon skills* and *Maneuvering skills*. It is relatively difficult for Killers to learn scientific or social skills, as they have little use for such pursuits. Other names for this profession may include: Trigger-Boy/Girl, Scrapper, Punk, Jason, BrawlBoy, Thug, Fighter, Strongarm. **Space Master** Similar Profession: Armsman.

Net Junkie: Feared and renowned Neural Interface specialists, Net Junkies utilize their specialized machines called CyberDecks to move through the abstract dimensions of the Global Telecommunications Network (i.e., Cyberspace) and infiltrate security systems. They are quite good with *Cyberspace skills* and fairly good with *Technical skills*, but have a hard time with the more physical pursuits (they spend a lot of their time in another world). Other names for this profession may include: Net Jockey, Nethead, Brain, Bryce, Deck Jockey, Decker, Hacker.

Space Master Similar Profession: None.

Jockey: A Jockey is a individual whose specialized professional skills have to do with the operation of equipment; including his personal equipment. Jockeys specialize in *Maneuvering skills* and *General skills*. These are the citizens that make sure civilization “keeps running”: drivers, pilots, communications personnel, paramedics, etc.

Jockeys also have knowledge of basic computer operation (conceptually very different than the intuitive world of Cyberspace) and they use their understanding of computer/user interface to perform the more mundane operations in the Net (accessing satellite links, etc.). Jockeys do not necessarily know how their equipment works, they just know how to use it. Other names for this profession may include Fly-Boy, Controller, Fingers, Console Jock, Operater Keyboard Cowboy. **Space Master** Similar Profession: Pilot, Any Technician, Medic.

Tech Rat: This Profession covers a wide variety of character types, ranging from R&D scientists to simple mechanics. Tech Rat characters include: maintenance workers, free-lance special device-

riggers, engineers, physicians, scientists, cyber-designers, weapon makers, etc. They are often employed by one of the world-powerful MegaCorps; many are attached to CorpMerc teams or political military forces. A Tech Rat might even be a “Wormtech” practitioner, creating unauthorized works of genius for sale on the black market. Tech Rats fare well with *Technical skills*, but generally shun the more physical pursuits. Most Tech Rats have their own specific area of expertise (one of the technical skills). Other names for this profession may include: Mr Science, Handyman, Fixer, Toolie, Techie, Plumber, Repairman, Grease Monkey. **Space Master** Similar Profession: Any Technician, Researcher, Physician, Engineer, Planetologist.

3.0

SOCIAL CLASS

This section provides a means of varying and individualizing characters with an eye toward playability and immersion in the *Cyberspace* genre. The details of a character's place of origin and social status can have a great bearing on the opportunities he is presented with in adult life. Such important factors as observational skills, morals and ethics, and status all depend in part on the area and social class into which a person is born. Although there is no strict division of social classes in the *Cyberspace* world, these factors are non-etheless observed in the guidelines which follow.

In real life, social class often plays a part in determining which profession a person will enter (or be forced to enter). Since such a “realistic” system would eliminate the players' chance of choosing his own character profession, this situation is handled in reverse. Based upon the character's profession, a roll (1-100) on the *Social Class Chart* (page 14) following determines the circumstances of his birth.

If the GM is willing, a player may simply choose a social class for his character, provided that that social class is a possibility for the Profession in question, according to the chart that follows.

Note: The word “Family” is used rather loosely here; it refers not only to a person's biological family, but to whatever group or organization took care of the character as a youth. In the world of *Cyberspace*, as many people are raised outside of traditional families as in them.

Make a roll (1-100) and refer to the *Social Class Chart* to determine your character's social class. Record this information on your *Character Record Sheet*.

Example: Charlie rolls 1D100 and consults the *Sneak* column of the *Social Class Chart*. His roll is 58, which yields *LSprl* (Lower Sprawl) as his social class.

STARTING LANGUAGES

The number of languages that a starting character knows is based upon his social class as indicated by the Starting Language Chart. A character's first language is known to “degree” 5 (Section S 8.8). All other languages (if any) are known to “degree” 4.

STARTING LANGUAGE CHART

Social Class	Starting Languages
Corporate Upper Class (UCorp)	3
Corporate Middle Class (MCorp)	2
Corporate Lower Class (LCorp)	1
Sprawl Upper Class (USprl)	2
Sprawl Lower Class (LSprl)	1
Res. & Ref. Zones Worker (RRWrk)	1
Arcology (Arcol)	1
Wilderness or Wastelands (Wilds)	1
Urban Homeless (UHmls)	2
Nomadic Homeless (Gypsy)	1
Space Colony (SCIny)	3

SOCIAL CLASS CHART

Roll	PROFESSION					
	Sleaze	Killer	Jockey	Sneak	Tech Rat	Net Junkie
01-05	UHmls	SCIny	UHmls	SCIny	Gypsy	UCorp
06-10	RRWrk	Arcol	RRWrk	RRWrk	Wilds	Arcol
11-20	LSprl	LCorp	Gypsy	Gypsy	LSprl	LSprl
21-30	USprl	MCorp	Arcol	UHmls	USprl	USprl
31-40	Arcol	RRWrk	SCIny	UHmls	Arcol	USprl
41-50	LCorp	UHmls	LSprl	LSprl	RRWrk	LCorp
51-60	LCorp	Gypsy	USprl	LSprl	SCIny	LCorp
61-70	MCorp	Wilds	LCorp	USprl	LCorp	MCorp
71-80	MCorp	USprl	MCorp	LCorp	LCorp	MCorp
81-90	UCorp	LSprl	MCorp	MCorp	MCorp	SCIny
91-95	Gypsy	LSprl	Wilds	Arcol	MCorp	SCIny
96-00	SCIny	UCorp	UCorp	UCorp	UCorp	UCorp

CODE DESCRIPTIONS

UCorp — Corporate Upper class; “Family” is high-ranking Corporate Officer(s). PC will have easy access to company resources and vehicles, etc.

MCorp — Corporate Middle Class; “Family” is mid-level Corporate Executive/Director(s). PC has limited access to company resources.

LCorp — Corporate Lower Class; “Family” is low-level Corporate Administrator(s)/Clerk(s)/Researcher(s)/etc. PC has contacts in service levels of corporate structure.

USprl — Sprawl/Inner City Upper Class; “Family” is well known Merchant/Tradesperson. PC knows many Sprawl dwellers as : clientele.

LSprl — Sprawl/Inner City Lower Class; “Family” is urban poor. PC knows many Sprawl dwellers as friends/associates.

RRWrk — Resource and Refining Zones Workers; “Family” is Laborer(s)/Driver(s), possibly itinerant. PC has a small circle of loyal friends/colleagues.

Arcol — Arcology; “Family” is enclosed community. PC will always be welcome back at the Arcology (unless outcast for some reason).

Wilds — Wilderness or Wastelands; “Family” is outcast or reclusive, subsistence very poor. PC is familiar with the topography and inhabitants of the wilderness area he hails from.

UHmls — Urban Homeless; “Family” is Beggars/Criminals. PC is familiar with other street people from the same general area, may have knowledge of the sewers, etc.

Gypsy — Nomadic Homeless; “Family” is Gypsy Clan. PC has a clan of comrades who will welcome his back at any time (or do favors if asked).

SCIny — Space Colony (orbital, lunar, martian); “Family” is Explorer(s)/Astronaut(s)/Colonist(s). PC is often able to obtain interest/favors by speaking of his origins.

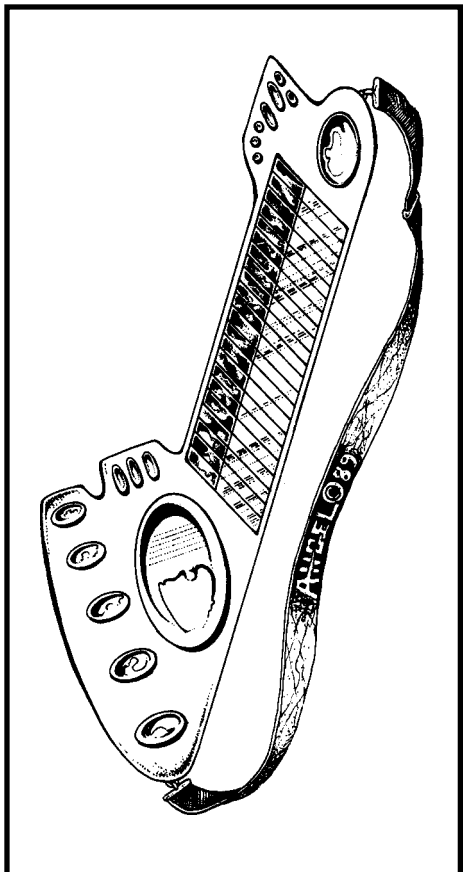
Examine the *Starting Language Chart* to determine how many starting languages you know. Record this information on your *Character Record Sheet* in the Language Section.

Example: Charlie receives only 1 starting language since he is from the Lower Sprawl (on his Character Record Sheet he records English, his native tongue, at Degree 5). He will receive Linguistic skill ranks during Adolescence Skill Development, and he may obtain more ranks during Apprenticeship Skill Development and each Skill Development thereafter (i.e., upon advancing levels).

If the GM is using background options (as we will assume he is in Charlie's case), we must determine Charlie's background before continuing to Step 4 of the character generation procedure. Consulting the Background Option Chart (Section S 9.1), we find that Charlie receives 4 background options, and one of them must be rolled on the Special Connections Category Chart. Charlie's player rolls on this chart first (1D100). He rolls 04, indicating that Charlie is connected with a well-known Sprawl Gang. The GM will determine how this will affect Charlie. The next pick is made on the Special Equipment Category Chart.

The roll is 61, and Charlie's player decides to take a +10 Gauss Pistol. Next Charlie's player goes for Special Wealth so that Charlie can afford some Cyberization. He rolls 84 (Yeah!), which yields 3500 dollars plus 600 per month. Charlie must have some sort of illicit operation going. The final roll is on the Special Status Category Chart. A roll of 38 reveals a Guild/Union background.

For the sake of illustration we will assume that the GM also wishes to use *Idiosyncrasies* (Section S 9.2). The player generating Charlie roll 1D100 to see how many idiosyncrasies Charlie has. A 44 indicates 1 idiosyncrasy. For this trait another D100 is rolled, and an 81 sends us to the Uncommon Idiosyncrasies Chart. The roll is 46, and we find that Charlie has a holographic memory! Ecstatic with this result, Charlie's player records the background information on his Character Record Sheet. Finally, we will determine whether Charlie is ambidextrous. The player controlling Charlie rolls 1D100 and consults the Ambidexterity Chart (Section S 9.4). A roll of 53 indicates that Charlie is not ambidextrous and will receive a penalty of -20 to maneuvers with the off hand. Charlie's player chooses right handedness and records the result on the Character Record Sheet.



4.0

ADOLESCENCE SKILL DEVELOPMENT

Every character begins the game with a certain number of skills which determine his effectiveness in performing certain actions and activities (e.g., fighting, driving, repairing equipment, etc.).

As the character develops and improves a skill his "skill rank" with that skill will increase, indicating a corresponding increase in his abilities with that skill. This section discusses what skill ranks a character develops during his adolescence.

SKILL RANK BONUSES

A skill rank will give a character a bonus that will affect his chances of accomplishing certain activities that use that skill. Section S 7.0 will discuss how these bonuses are obtained and how they affect the character.

THE SKILLS

The *Skill List Chart* in this section presents a list of all of the skills used in *Cyberspace*. Section S 8.0 provides complete descriptions of all of the skills. The skills are grouped into nine categories:

- Maneuvering Skills
- Weapon Skills
- General Skills
- Subterfuge Skills
- Social Skills
- Cyberspace Skills
- Technical Skills
- Special Skills
- Secondary Skills

ADOLESCENCE SKILL RANKS

The *Adolescence Skill Rank Chart* indicates what skills a character develops during his adolescence (early life). These skills are based strictly upon the character's social class, and represent basic schooling and observational learning acquired prior to the age of majority (generally around 18 years old). The numbers on the chart indicate how many skill ranks the character receives in each of the pertinent skills. Some skills are not included on the chart because they are not generally developed by adolescents of any social class.

On the *Adolescence Skill Rank Chart* examine the column corresponding to your social class. Record the skill ranks indicated on your *Character Record Sheet* in the "Skill Ranks" section for the appropriate skill.

Example: *The player controlling Charlie consults the Adolescence Skill Rank Chart to determine which skills he learned in his youth. Checking under the LSpri column, he finds that Charlie receives the following ranks:*

Skill	Ranks
No Armor	2
Light Body Armor	1
1st Weapon	3
2nd Weapon	2
Drive	1
Environ's	1
Equipment	1
Electronic Bypass	1
Mechanical Bypass	2
Ambush	2
Stalk & Hide	2
Streetwise	4
Exploit	2
Mechanical Technics	1
Body Development	2
Perception	2
Linguistics	3
Acrobatics	1
Appraisal	2
Drug Tolerance	4
Falsification	1
Foraging, Urban	1
Gambling	1
Sport	2
Subduing	1
Trickery	2

Charlie's player wants him to be very skilled with guns, so he chooses Fire as the 1st Weapon Skill, and Melee as the 2nd Weapon Skill. He will have a chance to further augment these skills during Apprenticeship Skill Development (Section S 5.0).

SKILL LIST CHART

Skill	Maneuver Type / Stat
Maneuvering Skills:	
No Armor	MM / Ag
Light Body Armor	MM / St
Armored Body Suit	MM / St
Armored Exoskeleton	MM / St
Weapon Skills:	
Melee	OB / St
Missile	OB / Ag
Fire	OB / Ag
Mounted	OB / Ag
General Skills:	
Drive	VM / Ag
Pilot	VM / Qu
Environ's	MM / SD
Equipment	SM / Me
Subterfuge Skills:	
Electronic Bypass	SM / In
Mechanical Bypass	SM / In
Ambush	SP / none
Stalk & Hide	MM,SM / SD
Social Skills:	
Culture	SM / Em
Streetwise	SM / Em
Administration	SM / Pr
Exploit	SM / Pr
Cyberspace Skills:	
Cyber Deck Operation	SM / SD
Combat	SP / Me
Intrusion	SP / In
Utility	SP / Re
Technical Skills:	
Biological Technics	SP / Em
Mechanical Technics	SP / Me
Electronics Technics	SP / Re
Software Technics	SP / Re
Cybernetics Technics	SP / Re
Special Skills:	
Body Development	SP / Co
Perception	SM / In
Cyber Attunement	SM / SD
Linguistics	SP / none

SKILL LIST CHART (CONT.)

Secondary Skills:

Acrobatics	MM / Ag
Advanced Math	SP / Re
Appraisal	SM / Re
Astrogation	SM / Me
Astronomy	SP / Re
Biology	SP / Re
Chemistry	SP / Re
Contortions	SM / SD
Cybernetics	SP / Re
Drug Tolerance	SM / Co
Falsification	SM / Re
Foraging, Rural	SM / In
Foraging, Urban	SM / In
Frenzy	SP / SD
Gambling	SM / In
History	SP / Me
Media	SM / Re
Medical Practice	SM / Em
Music	SM / Em
Physics	SP / Re
Planetology	SP / Re
Quick-Draw	SM / Qu
Sport	MM / Ag
Subduing	SP / Qu
Trickery	SM / Qu

Notes for the Adolescence Skill Rank Chart:

Weapon Skills: The Player may place the given number of ranks in the following categories: Melee, Missile, Fire, Mounted; e.g., a character from LSprl (Lower Sprawl) environment might place 3 ranks in Melee skill and 2 ranks in Fire skill.

Body Development: Each Rank yields 1D10 extra Hit Points.

Descriptions of the Social Classes are located on the Social Class Chart (Section S 3.0)

Note that while the total number of skill ranks provided is different for each social class, this is consistent with the way characters learn skills in Cyberspace. For example, Gypsy class characters have to learn many skills when young in order to contribute to their clan, while those who come from the Wilds or Resource and Refining Zones have limited access to many of the skills. Further, certain skills have little relative importance to some classes. A UCorp character will always know a little math, science, and history due to formal education, private tutoring, etc., but such skills are near-worthless to a UHmIs vagabond who relies on Streetwise and Urban Foraging for survival. The GM may modify the number of ranks given if he feels that play balance is threatened.

ADOLESCENCE SKILL RANK CHART

Skills	Social Class										
	UCorp	MCorp	LCorp	USprl	LSprl	RRWrk	Arcol	Wilds	UHmIs	Gypsy	SCIny
Maneuvering Skills											
No Armor	0	1	1	1	2	2	1	3	1	1	0
Light Body Armor	0	0	1	0	1	1	0	0	1	1	0
Armored Body Suit	0	0	0	0	0	0	0	0	0	0	2
Armored Exoskeleton	0	0	0	0	0	0	0	0	0	0	1
Weapons Skills:											
1st Weapon Skill	0	0	1	2	3	2	1	2	3	3	2
2nd Weapon Skill	0	0	0	1	2	1	0	1	2	1	0
3rd Weapon Skill	0	0	0	0	0	0	0	0	0	0	0
General Skills:											
Drive	3	2	1	2	1	2	0	0	0	0	0
Pilot	0	0	0	0	0	0	1	0	0	0	3
Environ	0	0	1	0	1	3	4	4	0	3	3
Equipment	2	2	2	2	1	2	1	0	0	1	4
Subterfuge Skills:											
Electronic Bypass	0	0	0	2	1	0	0	0	0	0	0
Mechanical Bypass	0	0	0	1	2	1	0	0	0	2	0
Ambush	0	0	0	1	2	0	0	1	2	3	0
Stalk & Hide	0	0	0	1	2	0	1	2	1	3	0
Social Skills:											
Culture	4	3	2	1	0	0	0	0	0	0	2
Streetwise	0	0	1	2	4	1	0	0	4	2	0
Administration	4	3	2	1	0	0	1	0	0	0	1
Exploit	3	2	1	2	2	0	0	0	1	3	0
Cyberspace Skills:											
CyberDeck Operation	0	0	0	0	0	0	0	0	0	0	1
Combat	0	0	0	0	0	0	0	0	0	0	0
Intrusion	0	0	0	0	0	0	0	0	0	0	0
Utility	0	0	0	0	0	0	0	0	0	0	0
Technical Skills:											
Biological Technics	0	0	0	0	0	0	2	0	0	0	0
Mechanical Technics	0	0	1	2	1	2	0	0	0	1	1
Electronics Technics	1	2	3	1	0	1	0	0	0	0	2
Software Technics	1	1	1	0	0	0	0	0	0	0	1
Cybernetics Technics	0	0	0	0	0	0	0	0	0	0	0
Special Skills:											
Body Development	0	0	0	1	2	4	1	4	1	2	0
Perception	1	0	0	1	2	0	1	3	2	3	1
Cyber Attainment	0	0	0	0	0	0	0	0	0	0	0
Linguistics	10	8	5	4	3	3	5	3	2	4	10
Secondary Skills:											
Acrobatics	0	0	0	0	1	0	0	1	0	0	1
Advanced Math	2	2	1	0	0	0	0	0	0	0	2
Appraisal	1	2	3	4	2	1	0	0	1	2	0
Astrogation	0	0	0	0	0	0	0	0	0	0	2
Astronomy	1	1	0	0	0	0	0	0	0	0	1
Biology	1	1	1	0	0	0	3	0	0	0	1
Chemistry	1	1	1	0	0	0	1	0	0	0	1
Contortions	0	0	0	0	0	0	0	1	0	1	0
Cybernetics	0	0	0	0	0	0	0	0	0	0	0
Drug Tolerance	0	0	1	2	4	1	0	0	1	1	0
Falsification	0	0	1	2	1	0	0	0	1	1	0
Foraging, Rural	0	0	0	0	0	1	3	4	0	2	0
Foraging, Urban	0	0	0	0	1	0	0	0	4	1	0
Frenzy	0	0	0	0	0	1	0	1	0	0	0
Gambling	1	2	1	2	1	0	0	0	1	1	0
History	3	2	1	0	0	0	2	0	0	0	1
Media	4	3	2	0	0	0	0	0	0	0	2
Medical Practice	0	0	0	0	0	0	0	0	0	0	0
Music	1	1	1	0	0	0	1	0	0	0	0
Physics	1	1	1	0	0	0	0	0	0	0	1
Planetology	0	0	0	0	0	0	1	0	0	0	1
Quick-Draw	0	0	0	0	0	0	0	0	0	1	0
Sport	1	1	2	1	2	1	1	0	0	0	0
Subduing	0	0	1	0	1	1	0	0	1	1	0
Trickery	0	0	0	1	2	0	0	0	0	3	0

5.0

APPRENTICESHIP SKILL DEVELOPMENT

Every character begins the game with a chance to develop certain skills which determine his effectiveness in performing certain actions and activities (e.g., fighting, driving, repairing equipment, etc.).

As the character develops and improves a skill his "skill rank" with that skill will increase, indicating a corresponding increase in his abilities with that skill. These skill ranks are cumulative with the character's adolescence skill ranks (Section S 4.0) and with the skill ranks he will later develop as he gains experience (Section S 10.0).

This section discusses what skill ranks a character may develop during his apprenticeship based upon his profession.

SKILL RANK BONUSES

A skill rank will give a character a bonus that will affect his chances of accomplishing certain activities that use that skill. Section S 7.0 will discuss how these bonuses are obtained and how they affect the character.

THE SKILLS

The *Skill List Chart* in Section S 4.0 presents a list of all of the skills in *Cyberspace*. Section S 8.0 provides complete descriptions of all of the skills. The skills are grouped into nine categories:

- Maneuvering Skills
- Weapon Skills
- General Skills
- Subterfuge Skills
- Social Skills
- Cyberspace Skills
- Technical Skills
- Special Skills
- Secondary Skills

5.1 DEVELOPING SKILL RANKS

Whenever a character reaches a new "level of experience" (Section S 10.0), he is given the opportunity to develop his skills (i.e., increase certain skill ranks). A character is assumed to have just reached 1st level immediately after his apprenticeship skill development.

DEVELOPMENT POINTS

The *Development Point Chart* indicates how much development potential a character has available at each "level" (i.e., stage) of development. This potential is given in terms of "development points" (DPs) which may be allocated to increase certain skill ranks.

The number of development points available to a character is based upon his profession (see the *Development Point Chart*).

ALLOCATING DPs

Development points may be allocated in the following manner:

- A Skill Rank may be increased by one (and one only), by allocating one DP from the appropriate category.
- A Skill Rank may be increased by two by allocating three DP.
- A Skill Rank may not be increased by more than two Ranks at a time (per level).
- Unallocated, untransferred points are lost.

TRANSFERRING DPs

Development points that have not been allocated may be transferred to another category as follows:

- If the category that the points are transferred to has an *initial* development point total that is zero (e.g., Maneuvering skills for a Net Junkie), then that category receives **one** development point for every **four** transferred.
- If the category that the points are transferred to has an *initial* development point total that is not zero, then that category receives **one** development point for every **two** transferred.

- The points being transferred may come from several categories.
- Points from any category or combination of categories may be used to develop Special and Secondary skills (i.e., transferred on a 1 to 1 basis).

5.2 LEVEL SKILL DEVELOPMENT

Apprenticeship skill development consists of allocating a character's DPs so that he begins the game at "1st Level" (Section S 10.0). This process of allocating DPs is repeated each time the character raises a level.

Using the *Development Point Chart* and the guidelines from Section S 5.1, allocate your DPs to your various skills. Record the skill ranks developed on your *Character Record Sheet* in the "Skill Ranks" section for the appropriate skill.

Example: Keeping in mind his original character conception, Charlie's player spends his apprenticeship development points as follows:

Skill	Ranks	Cost
Maneuvering Skills		
No Armor	1	1
Light Body Armor	1	1
Weapon Skills		
1st Weapon (Fire)	1	1
2nd Weapon (Melee)	1	1
General Skills		
Equipment	1	1
Drive	1	1

DEVELOPMENT POINT CHART

Category	CHARACTER PROFESSION					
	Sleaze	Sneak	Killer	Net Junkie	Jockey	Tech Rat
Maneuvering Skills	1	2	4	0	2	1
Weapon Skills	1	2	6	1	2	1
General Skills	2	1	1	1	6	3
Subterfuge Skills	1	6	1	1	0	1
Social Skills	8	3	0	0	1	1
Cyberspace Skills	0	0	0	6	2	0
Technics Skills	2	1	1	6	2	8
Special Skills	1*	1*	1*	1*	1*	1*
Secondary Skills	2*	2*	2*	2*	2*	2*

* — Points from other categories may be transferred on a one-to-one basis.

Note that Charlie only has one point to spend on General Skills, but he gets his second DP by trading points from Subterfuge Skills. Since his normal development point total for General Skills is not 0, he must only trade 2 points from Subterfuge Skills, where he will have 4 left. If he tried to receive a development point in Cyberspace Skills (where the normal development point total for Sneaks is 0), he would have had to trade 4 points from Subterfuge Skills — quite a sacrifice!

Subterfuge Skills		
Electronic Bypass	1	1
Mechanical Bypass	1	1
Ambush	1	1
Stalk & Hide	1	1
Social Skills		
Exploit	2	3
Cyberspace Skills		
	0	0
Technical Skills		
Electronics Technics	1	1
Special Skills		
Cyber Attunement	1	1
Secondary Skills		
Falsification	1	1
Quick-Draw	1	1

PURCHASING EQUIPMENT

A character may purchase and start the game with any equipment and supplies he can afford to buy. See the *Master Equipment Chart* in Section T 4.0 for a complete listing of equipment costs.

Choose your starting equipment and buy any additional equipment. Record your equipment and its weight on your *Character Record Sheet* in the Money and Equipment Section.

Note: If a GM is using background options (Section S 9.1), a character may start with additional equipment obtained by choosing the *Special Equipment* background option.

Example: For his three free pieces of equipment, Charlie chooses:

- 1) A brain-linked *Direct Neural Interface* (See Section T 1.5) for use with “smart” machinery, vehicles, and weapons.
- 2) Charlie already has a +10 *Gauss Pistol* (obtained from a background option), but he would like to fit it for use with his *DNI* (i.e., convert it to a smart gun). The GM rules that this counts as “equipment,” so the *Gauss Pistol* is ready to be jacked into Charlie’s wrist.
- 3) A suit of *Light Body Armor* for those dangerous situations.

6.0

MONEY, EQUIPMENT, AND CYBERIZATION

Once the player has performed the steps outlined in Sections S 1.0 to S 5.0, the character needs to determine his money, equipment, and cyberization.

6.1 STARTING MONEY

Each player character begins the game with a small but serviceable cash sum (or bank account). The amount is equal to:

(Class Factor x 1D10 x 20) Dollars

The *Class Factor* is based on the PC’s Social Class and may be obtained from the *Starting Money Chart*.

Roll 1-10 and multiply by 20 and by your character’s *Class Factor* obtained from the *Starting Money Chart*. Record your money on your *Character Record Sheet* in the Money and Equipment Section.

Note: If a GM is using background options (Section S 9.1), a character may start with additional money obtained by choosing the *Special Wealth* background option.

STARTING MONEY CHART

Social Class	Class Factor
UCorp	x10.0
MCorp	x5.0
LCorp	x4.0
USprl	x2.0
LSprl	x1.0
RRWrk	x0.5
Arcol	x1.0
Wilds	x0.5
UHmls	x0.5
Gypsy	x1.0
SCIny	x3.0

Example: Charlie’s social class is *LSprl*, so his *Class Factor* is 1.0. We multiply this by 1D10 (a 7 is rolled, and by 20 for a total of 140 dollars. Adding this to the 3500 dollars Charlie obtained as a background option, we find that he has a total of 3640 credits.

6.2 EQUIPMENT

Each character begins the game with:

- Three normal pieces of equipment of his choice, e.g., weapons, armor, electronic devices, etc. This equipment should be in keeping with the basic concept/profession of the character. This equipment may include Cybernetic Implants, see Section S 6.3.
- Two clips/charges for each piece of equipment (e.g., two clips of ammo for a weapon, two energy cells for a computer, etc.).
- A set of normal clothing, including coat/jacket, shoes/boots, sheaths for weapons, etc.
- Normal personal effects.

RESTRICTIONS

There are two restrictions concerning what equipment may be chosen:

- The character must have at least one skill rank for a skill that uses the piece of equipment.
- No piece of equipment may be worth more than 1000 Credits.

6.3 CYBERIZATION

A listing of available Cyber Systems is provided in Section T 1.0. Players who wish to place Cybernetic Implants in their characters prior to play are by all means encouraged to do so. They must spend the money for it or they must choose an implant as one of their pieces of starting equipment.

The benefit of implanting such systems before play begins is that the PC need not worry about the actual cost of implantation. Further, the PC may choose a type of power source for each implant: *Microcell*, *CNS-wiring*, or *Photovoltaic Cells*. Since the character is assumed to have had an income during his previous years, these costs are waived.

THE CIRS STAT

Once all desired/affordable Systems have been purchased, they are assumed to have been implanted. A player must total up the number of Cyber Implants and make one roll on the *CIRS Stat Chart* (See Section A 2.0). This will determine the character’s *CIRS Stat*.

CIRS STAT CHART

Roll	Systems Total							
	1-4	5-8	9-11	12-14	15-16	17-18	19	20+
01-05	0	0	0	2	4	6	8	10
06-10	0	0	1	3	5	7	9	11
11-20	0	1	2	4	6	8	10	12
21-40	0	2	3	5	7	9	11	13
41-60	1	3	4	6	8	10	12	14
61-80	1	4	5	7	9	11	13	15
81-90	2	5	6	8	10	12	14	16
91-95	3	6	7	9	11	13	15	17
96-00	4	7	8	10	12	14	16	18

CIRS stands for Cybernetic Implant Rejection Syndrome (Section T 1.0). The Character is assumed to have had no major difficulties caused by CIRS in the past — of course, that situation might change very soon!

Roll on the *CIRS Stat Chart* to determine your CIRS stat. Record the CIRS Stat on your *Character Record Sheet* in the Cyber Systems section.

Example: Feeling adventurous with his new smart Gauss Pistol, Charlie decides to invest in several Cyber Systems. (See Section T 1.0 for details about Cyberware). The GM decides to give Charlie two free systems (the GM likes Cyberized characters), but Charlie must buy any others. He chooses the following:

System	Cost in Dollars
Lowlight Rtg. 10	2800
Fasthand Rtg. 5	(Free)
Nerve Booster Rtg. 3	(Free)
Total: 2800 dollars	

With these Systems, Charlie will be lightning quick with his Gauss Pistol, and he will see well in the dark. Subtracting the 2800 dollars from his total wealth of 3640 dollars, Charlie has \$840 left, which he'll keep for the time being. Now we must determine his CIRS Stat. Charlie has four Cyber Systems (including the DNI he got as a piece of free equipment), but for purposes of the CIRS stat the Nerve Booster and DNI count as two implants each, plus Lowlight and Fasthand, for a total of 6. Charlie's player rolls on the CIRS Stat Chart and picks the '5-8' column. The roll is 32, indicating a CIRS Stat of 2. This will decrease his Empathy score by 2, which brings it down to 16. Charlie must be careful not to let the CIRS Stat get too high — or it's Cyber-Psychosis time. Charlie's player decides that all of his implants will be concealed, so they will not affect Charlie's Presence Stat (See Section T 1.0). Finally, the Cyber Systems and their effects are recorded on Charlie's Character Record Sheet.

STAT BONUS CHART

1-100 Stat	Bonus
102+	+35
101	+30
100	+25
98-99	+20
95-97	+15
90-94	+10
75-89	+5
25-74	0
10-24	-5
5-9	-10
3-4	-15
2	-20
1	-25

7.2 PROFESSION BONUSES

Each Profession receives "Profession Bonuses" for certain skills. These bonuses are added to the appropriate skill bonus totals, and will increase whenever the character experience level increases (Section S 10.0).

For each of the skill categories (e.g., Maneuvering, Weapons, General, Subterfuge, Social, Cyberspace, Technical, etc.), look up your character's professional bonus on the *Profession Bonus Chart* (p. 20). On your *Character Record Sheet* in the "Prof" column of the Skill section, record each professional bonus next to skills in the appropriate category. If a "—" appears in that column for a skill, no professional bonus applies.

Example: Charlie's player consults the Profession Bonus Chart and records them on his Character Record Sheet. At first level, Charlie's profession bonuses are:

- Weapon Skills: +1
- Subterfuge Skills: +3
- Social Skills: +1
- Perception: +1
- Body Development: +1

7.0

DETERMINING A CHARACTER'S BONUSES

When a character has completed the steps outlined in Sections S 1.0 - S 6.0, he is ready to record his bonuses. Then he must calculate and record his total skill bonuses and several other bonuses. An example of total bonus calculation can be found on the sample *Character Record Sheet* on page 38.

7.1 STAT BONUSES

These *stat bonuses* are given in the *Stat Bonus Chart* and should be recorded on your *Character Record Sheet*.

Only one stat bonus applies to each skill. The correspondence between stats and related skills is given in the *Skill List Chart* (Section S 4.0).

Record the stat bonus for each skill on your *Character Record Sheet* in the "Stat" column of the Skill section

Example: The player controlling Charlie consults the Stat Bonus Chart to determine the appropriate bonuses. Charlie's Stat Bonuses, including a special +15 to the Quickness bonus for his Rtg. 3 Nerve Booster System, are recorded on the Character Record Sheet.