

CyberPunk 2080**Player Character Generation (Operator)****1. Pick Your Role**

Cop	* Corp	* Media
Nomad	* Fixer	* Netrunner/Hacker
Solo	* Med-Techie	* Rocker
Techie		

Note: * Requires a strong PC concept and a game that provides for the Role -- Speak with the GM beforehand.

2. Pick Your Background

Your background formed you, so it offers you some potential benefits. The most obvious are skill bonuses, but the GM will also use your Background to determine many other things behind the scenes. The skill bonuses, listed in the brackets below, apply only if it is one of your Career skills, or you take it as a Pickup Skill.

Streets	The streets were my only home. (+1 to Streetwise, Resist Torture & Drugs, Melee)
Nomad	I lived in a nomad pack (it's where I got the Nomad Bioware). (+1 to Basic Tech, Drive, Education & General Knowledge, Wilderness Survival)
Preppie	I had the easy life, in a safe suburban neighbourhood. (+1 to Education & General Knowledge, Persuasion & Fast Talk, Personal Grooming, Wardrobe & Style)
Nerd	I was a nerd/geek/gear head -- I love learning stuff! (+2 to Education & General Knowledge, and +1 to any 2 other Int or Tech Skills that your Nerdness is all about)
Corp	I was groomed for corporate life / I fought my way up the corporate ladder at an early age. (+1 to Education & General Knowledge, Human Perception, Social, System Knowledge)
Military	I lived on a military base -- yup an army brat. (+1 to Athletics, Education & General Knowledge, and 1 other Drive/Combat skill)

3. Pick How Cybered Up You Are

The GM will either provide you with a selection of cards or ask you to describe your Cybered Upness in descriptive terms -- not game terms/stats!

Pick one of the following:

All Natural	(+5 CS)	You're just a Luddite at heart and hate the thought of any Cyber inside you.
Total Borg	(-15 CS)	You went for it, total body replacement or an Exotics package.

Or pick one or more of the following:

'Ware & Links	(-3 CS)	Most people have this, at the very least.
Nomad Bioware	(-3 CS)	The Pack's doc made sure that you'd be able to survive outside the walls. (With a Nomad Background this cost 0 CS)
Cybered	(-5 CS)	You've replaced an appendage or have more cyberware than a normal person would legally have. ('Punks go for this)
Maximum Cyber	(-10 CS)	You've replaced 2 appendages or have more cyberware than the average 'Punk would sanely have. (Combat Junkies go for this)

4. Assign Your Career Skills (CS)

Assign your 60 CS -- less your Cybered Up costs -- into the Special Ability (SA) and 9 Skills that your Role starts with.

Skill Ratings: Minimum: 3 Maximum: 7

5. Create Your Personal Connections

For each of the connections created below -- in steps 5.1 & 5.2 -- write-up the following points for each:

1. Their Handle (hey, it might even be their real name)
2. A brief description of their connection to you.
 - e.g. Owe me one / My arch nemesis / My Sensei / etc.
3. A brief description of the resources that they have to help you or throw at you.
 - e.g. Just them / a few people / a gang / a corporation / an AV-9 / Hacking tools / Weapons / etc.
4. A brief description of who they are or at least what they do for you.
 - e.g. A weapons dealer that owes me one / The hottie at the coffee shop -- she's also a decent hacker / My Ex -- who wants me dead! / etc.
5. Whatever else you may want the GM to know about (but keep it short)

5.1. Create A Connection Between Your PC And 1 Or 2 Other PCs

In this day and age, you wouldn't be caught dead working with a group of total strangers -- you'd have to know at least one to cover your back. For this step, you only need to complete points 1 & 2.

- This can be how you met, why you're working together, etc.

5.2. Create 1 Or 2 Connections That Are A Hindrance To You

Enemies are a way of life in Cyberpunk, therefore to get to where you are you've had to make a few.

- This can be anyone/thing that could turn up during the game and make your life difficult.
 - e.g. The Ex / A Rival / A corporation, gang or group / An A.I. / Someone you've pissed off / A relative that only shows when they are in trouble / A co-worker that you screwed over or one that screwed you over / etc.
- If you pick 2 enemies, or a single powerful one (ask the GM), then you can create an ally to give you some help.
 - This can be anyone/thing that could turn up once during a game and help you out.
 - e.g. Your Sensei / A corporation, gang or group / An A.I. / A relative / A co-worker / etc.

6. Assign Your Pickup Skills (PS) And Pick Your Gear

Assign your 30 PS into any Skills -- except your Special Ability and Career Skills.

Skill Ratings: Minimum: 1 Maximum: 5

You can also spend your PS on starting gear and Reputation as follows:

Cost Item

- | | |
|---|---|
| 1 | 1 Point of Rep (Maximum: 5) |
| 1 | Melee Weapon / Very Common Item / Enhanced Personal A.I. Disc / 500eb in Cash |
| 2 | Lt. Armour (<= Stopping Power (SP) 10) / Legal Gun (<= 2D6 Damage) / Common Item |
| 4 | Med. Armour (<= SP 15) / Licensed Gun (<= 3D6) / Uncommon Item |
| 6 | Hvy. Armour (<= SP 20) / Restricted Gun (<= 4D6) / Stolen Citizen Cipher Implant (50% Chance) |

GM must approve of anything below:

- | | |
|----|---|
| 10 | Military Armour (<= SP 25) / Military Gun (<= 6D6) / Rare Item / Small Vehicle (Car/Bike/Truck) |
| 14 | Commercial or Military-grade Vehicle / Very Rare Item / Authentic Citizen Cipher Implant |
| 16 | Power-armour / Common AV / Unique Item |

7. All The Rest

This is Cyberpunk, so you don't start naked -- unless you want to -- therefore everyone starts with the following:

- **Cash In Hand:** Roll 2D6 x 100eb
- The clothing on your back.
- 1 clip of ammo for every gun you have / A full tank of fuel for every vehicle you have.
- The basic Personal A.I. Uplink (aka Link) -- this is your wallet, bank/credit cards, resume and intelligent phone for 2080 -- everyone, even the homeless, have one. (Runners, especially Solos, should really buy the enhanced version, or be broadcasting their current location constantly -- a bad thing for a Runner)
- Implanted State Work Cipher -- This is your SIN/SSN, without it you'd get arrested walking down the street.

On the first game day, bring your 7 steps, with full CS/PS breakouts, and roll your 9 attributes in front of the GM.

Character Role Descriptions:**Mainline****Cops**

"Maximum lawmen on the mean streets."

Real Cops

To you it's a matter of honour... it doesn't matter that the pays sucks and you're always a target... All that matters is that you do your job and at the end of the day you've helped someone. You true pay is that look of thanks, like from that mother last night, when you brought her kid out of that gang house, sure he was messed up & tried to kill you, but you knew it wasn't really him, just the drugs they'd pumped him up on.

Career Skills

Special Ability: Authority

Athletics
 Awareness/Notice
 Brawling or Martial Arts
 Education
 Handgun
 Human Perception
 Interrogation
 Melee
 Streetwise

Nomads

"Family is no longer what you're born into!"

True Nomads

The Corps foreclosed on your ass. Now you live in a mobile city of vehicles. Your Pack travels the deserted hi-ways of the old empire that was called the U.S.A. Now your eyes have been opened so that you can see what you truly own -- the not so empty nothingness between the sprawling cities.

Street Gangs (Booster Gangs)

Your story is similar to the Nomads, except that you went to ground in the lost cracks of the megacities. To survive you've joined up with others that share your beliefs, whether that's for good or bad. Now you're in a Gang, sure you may not be one of those violent, criminal gangs, but you're thrown in with them just the same, because you live on the streets and fight to protect your area.

Career Skills

Special Ability: Family

Nomad	Gang Member
Athletics	
Awareness/Notice	
Basic Tech	
Brawling or Martial Arts	
Drive or Motorcycle	Resist Torture & Drugs
Endurance	
Melee	
Rifle	Handgun
Wilderness Survival	Streetwise

Solos

"Hired assassins, bodyguards and soldiers."

You were born with a gun in your hand - the flesh and blood hand, not the metallic weapons factory that covers most of your other arm.

Not always military, you've always been the strong-arm, the hired thug, or the enforcer that keeps the other punks in line.

You're always on the move, always looking over one shoulder for the guy who has that bullet with your name on it. Your motto: Live by the gun, die by the gun... have fun in between.

Career Skills

Special Ability: Combat Sense

Athletics
 Awareness/Notice
 Brawling or Martial Arts
 Handgun
 Melee
 Rifle
 Stealth
 Heavy Weapons or Submachinegun
 Demolitions or Weaponsmith

Techs

"Mechanical geniuses that can fix anything."

You can't leave anything alone - if it sits near you for more than five minutes, you've disassembled it and made it into something new.

If you fix it, it will work. Great mantra. And in a world that runs on your kind of language, the electronic age is your personal reality. You can use a gun, but admire it more for the electronic artistry than the physical damage it inflicts. You tinker, and improve the original design, even if it's perfect. Without you, the world around us would grind to a shuddering halt.

Career Skills

Special Ability: Jury Rig

Awareness/Notice
 Basic Tech
 CyberTech
 Education
 Electronics
 Weaponsmith

(Select 3 Other Tech Skills)

Character Role Descriptions:**Concept Driven****Corps*****"Slick business raiders and Ladder-climbers."***

In the old days you were called a yuppie, but in today's cutthroat business world you're the Man. No one below you messes with you, at least to your face.

Last week you offed your boss, using your private Black-ops team, to get his position. This week you replaced your entire office staff because they messed up the assignment you were given, and somebody had to pay and it certainly wasn't going to be you!

In today's corporate environs, it truly is a dog eats dog world. One moment your flying high going up the corporate ladder, and the next, you could be living in the sewers or face down in one.

Career Skills

Special Ability: Resources

Awareness/Notice
Education
Human Perception
Library Search
Personal Grooming
Persuasion
Social
Stock Market
Wardrobe & Style

Fixers***"Deal makers, smugglers and Info-brokers."***

Hey you knew you didn't have the papers to be a Corp and you never really liked to pull the trigger like the street Solos.

But, you realised that you could do something, and you could do that really well. You had the knack of acquiring things for people, whether it's a gun, some drugs, data on someone's private life or just some food, for those poor suckers that happen to be in the latest restricted zone.

You've got a slogan: How much do you got, what do you want, and when do you need it by.

Career Skills

Special Ability: Streetdeal

Awareness/Notice
Brawling
Forgery
Handgun
Intimidate
Melee
Persuasion
Pick Locks
Pick Pocket

Rockerboys***"Rebel Musicians that fight The Man."***

If you live to rock, this is where you belong. Rockerboys are the street poets, social consciences and rebels of this age. You have the power to get the people up - to lead, inspire and inform. A song from you can give the timid courage, the weak strength, and the blind vision.

Rockerboy legends have led armies against Corporations and Governments. Rockerboy songs have exposed corruption, brought down dictators. It's a lot of power for a guy doing gigs every night in another city. But you can handle it. After all - you came to play!

Career Skills

Special Ability: Charismatic Leadership

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

Media

"Reporters who go to the wall for the truth."

They're bending the truth out there. And you're going to stop them. Someone has to do it. The Corporations rule the world. They dump toxics, destabilise economies and commit murders with equal impunity. The Government won't stop them - they own the Government. The only thing between them and world domination is the Media.

It isn't easy. They've tried to pressure your Mediacorp dozens of times. Sure, you've had stories suppressed. In an information-based world, the Runner is essential for finding things out, but the Media is the one responsible for getting it out there.

It's not what you know but how many people know what you know. Until it's out, you've got a Scope on your back.

Career Skills

Special Ability: Credibility

Awareness/Notice
Composition
Education
Human Perception
Interview
Persuasion
Photo & Film
Social
Streetwise

MedTechs

"Renegade doctors."

In a world where half of medicine is related to mechanics, it makes sense. You can do a black market surgical technique faster than a tech can fix a toaster, and the Solos are always running to you to patch up wounds or install new illegal cybernetics.

The ultimate in clean-up crew, you're comfortable working with both meat and mechanics. Your expertise is key in continuing the cybernetic improvements, and keeping the edgerunners running on the edge.

Career Skills

Special Ability: Medical Tech

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

Netrunners

"Cybernetic computer hackers."

At three, your parents bought you an old A.I. Comp and a wall screen, and your life was changed. By fifth grade, you'd already mastered everything the school computers could throw at you -- even cracking into the district's mainframe to change your grades. When you were thirteen, you got away clean with enough funds to finance your first interface plugs.

In an information-based world, you are in your element; skimming through the electronic circuitry like a schooner on a clear lake. You've made your place in the world, and it's virtual, baby.

Career Skills

Special Ability: Interface

Awareness/Notice
Basic Tech
Composition
CyberDeck Design
CyberTech
Education
Electronics
Programming
System Knowledge

Master Skill List

Special Abilities

Authority
Charismatic Leader
Combat Sense
Credibility

Family
Interface
Jury Rig

Medical Tech
Resources
Streetdeal

Skills

Everyman (Should Haves)

Athletics (Ref)
Awareness/Notice (Int)
Education (Int)
Streetwise (Cool)
System Knowledge (Int)

Attractiveness

Personal Grooming
Wardrobe & Style

Body

Endurance
Strength Feat
Swimming

Cool/Willpower

Interrogation
Intimidate
Oratory
Resist Torture/Drugs

Empathy

Human Perception
Interview
Leadership
Perform
Persuasion & Fast Talk
Seduction
Social

Intelligence

Accounting
Anthropology
Biology
Botany
Chemistry
Composition
Diagnose Illness
Gamble
Geology
Hide/Evade
History
Library Search
Mathematics
Physics
Programming
Shadow/Track
Stock Market
Teaching
Wilderness Survival
Zoology

Reflex

Archery
Brawling
Dance
Dodge & Escape
Driving
Fencing
Handgun
Heavy Weapons
Martial Arts
Melee
Motorcycle
Operate Heavy Machinery
Pilot: Gyro
Pilot: Power Armour
Pilot: Remote Drone
Pilot: Vectored Thrust
Pilot: [Pick Vehicle]
Rifle
Stealth
Sub-Machinegun
Thrown Weapons

Technical

Aero Tech
AV Tech
Basic Tech
Cryotank Operation
Cyberdeck Design
CyberTech
Demolitions
Disguise
Electronic Security
Electronics
First Aid
Forgery
Gyro Tech
Paint/Draw
Pharmaceuticals
Photography & Film
Pick Lock
Pick Pocket
Play Instrument
Weaponsmith

Special Abilities

- Authority (Cool):** This represents your ability to intimidate or control others through your position as a lawman -- calling on the force of Law and Government to get what you need. Use it to question suspects, arrest wrongdoers, and defend innocents. However, it's only as good as the one holding the badge -- if you appear uncertain, there's a good chance you'll get nailed by the criminals.
- Charismatic Leadership (Cool):** This ability allows you to sway crowds -- to control, incite and charm large numbers of people through your performance skills. When under your control, a group can easily be persuaded to act on your suggestions, but it only works on groups of ten or more as it's primarily mob leadership.
- Combat Sense (Int):** This ability is based your constant training and professionalism, it allows you to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. It gives you a bonus on both your Awareness skill and Initiative equal to your level.
- Credibility (Int):** This is the ability to be believed: by your viewers, by the police, by important and powerful people. This is critical to getting your story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story is really happening.
- Family (Int):** This is the ability to call upon the resources and help of any of your large, extended Family. This can be in the form of weapons, cash, information, or a small army. The threat of the Family's vengeance may in itself stop harm to you. It also determines your ranking and responsibilities within the Family.
- Interface (Int):** This reflects your ability to use your programming skills to manipulating the Net's Interface. Outside of the NETWATCH AIs -- that patrol the Net deleting anomalous programs to keep it stable -- you're one of the few who dares challenge the physics of the Net, making it do what you want it to.
- Jury Rig (Tech):** This is the nearly omniscient ability to figure out why a piece of tech is busted. It aids you in repairing or altering anything under pressure, but it's not permanent. After a time -- usually at the worst possible -- it will break again. But when you have the time to do it right, your work will hold up.
- Medical Tech (Tech):** This is the ability to perform major surgery and medical repairs. It is the professional schooling that separates you from the rest of what passes for doctors. For more about the use of this ability, see Trauma Team, pg 116.
- Resources (Int):** This represents your ability to command corporation resources. It is used as a persuasion skill, based on the scale of resources requested. This could include bodyguards, weapons, vehicles, buildings, money, etc. Your level determines exactly how much you can request without overreaching.
- Streetdeal (Cool):** This is the ability to deal with the underground information network. With it, you can uncover rumours and information, locate missing persons or things, put gossip out on the Street, pick up clues and score big deals. It's also a measure of how many informants you have and how secretive the information you can dig up.

Skill Descriptions

Everyman Skills

These are the skill that every 'Runner should have, as they make things easier for them to survive a Run.

Athletics (Ref):	This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program.
Awareness/Notice (Int):	This is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadows and other events. Players without this skill may only use their Intelligence Stat.
Education (Int):	This skill is the equivalent of a basic public school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill.
Streetwise (Cool):	The knowledge of the "seamy" side of life-where to get illegal and contraband things, how to talk to the criminal element, and avoiding bad situations in bad neighbourhoods.
System Knowledge (Int):	Basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and their weaknesses.

Attractiveness Skills

Personal Grooming:	This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasions.
Wardrobe & Style:	The skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit.

Body Type Skills

Endurance:	This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active after a long period without food, sleep or water.
Strength Feat:	The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlour tricks.
Swimming:	This skill is required to know how to swim.

Cool/Willpower Skills

Interrogation:	The skill of drawing information from a subject and forcing his secrets into the open.
Intimidate:	The skill of getting people to do what you want by force of personality or physical coercion.
Oratory:	The skill of public speaking. Rockers with an Oratory Skill of +6 or better can add +1 when using their Charismatic Leadership ability.

Resist Torture & Drugs: Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any interrogation attempt made by another party by one level.

Empathy Skills

Human Perception: The skill of detecting lies, evasions, moods and other emotional clues from others.

Interview: The skill of eliciting interesting anecdotes from an interview subject. This information will be of a more nonspecific and personal nature rather than specific knowledge (distinguishing this skill from the skill of Interrogation, where the user is trying to extract exact information. Example: Barbara Walters interviews, Mike Wallace interrogates).

Leadership: The skill of leading and convincing people to follow you.

Seduction: The skill of forming and maintaining romantic relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with other non-player characters and the intensity of these relationships. In certain cases, Referees may want to average this skill with a player's Attractiveness to get a more realistic outcome.

Social: The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the travelling cyberware salesman.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups.

Perform: The skill of trained acting, singing, etc.

Intelligence Skills

Accounting: The ability to balance books (or create false books), juggle numbers, create budgets and handle day to day business operations.

Anthropology: The knowledge of human cultures, habits and customs. Unlike Streetwise (which covers only the cultures and customs of the Street), or Social (which covers only what you should do in a given situation), Anthropology covers general customs and background of a culture. For example, with Streetwise, you know what alleys to avoid and what gangs are dangerous. With Social, you know the proper forms of address for a high ranking Japanese zaibatsu head. With Anthropology, you know that the customs of a N'Tanga tribesman require that a young man kill a lion in order to be accepted as an adult male.

Biology: General knowledge of animals, plants, and other biological systems.

Botany: The general knowledge of plants and plant identification.

Chemistry: The required skill for mixing chemicals and creating various compounds.

Composition: The required skill for writing songs, articles, or stories.

Diagnose Illness: The skill of clinically diagnosing symptoms and medical problems.

Expert:	You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc.
Gamble:	The skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill.
Geology:	A functional knowledge of rocks, minerals and geologic structures.
Hide/Evade:	The skill of losing pursuers, covering tracks and otherwise evading people on your trail.
History:	The knowledge of facts and figures of past events. In game play, this might be used to determine if a character is familiar with a particular clue related to a past event.
Know Language:	The knowledge of a foreign tongue. Each language known requires a separate Know Language Skill, however, one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family.
Library Search:	The skill of using databases, DataTerms, libraries and other compiled information sources to find facts.
Mathematics:	The skill of understanding calculations and mathematical formulas.
Physics:	The ability to calculate physical principles, such as gas pressures, mechanical energies, etc. This skill requires a basic Mathematics Skill of +4.
Programming:	The required skill to write programs and to re-program computer systems. This skill does not allow players to actually do repairs on a computer (this requires Electronics).
Shadow/Track:	The skill of shadowing and following people. This skill is primarily used in urban or inhabited areas rather than in wilderness (where the skill of Survival incorporates tracking game in the wilds).
Stock Market:	The ability to play the stock market, engage in routine stock transactions and manipulate stocks profitably.
Teaching:	The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometime). Players may not teach any skill unless they have a higher skill level than the student. The referee is the final arbiter of how long it takes to teach a skill.
Wilderness Survival:	The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for wood, track game, build shelters, make fires.
Zoology:	Knowledge of life forms, biological processes and their relation to the environment. At +8, you are knowledgeable on almost all animals, know their habits well, and have a +1 advantage to any Wilderness Survival Skills (you know where to find the game)

Reflex Skills

Archery:	The skill required to use bows, crossbows and other arrow-based ranged weapons. See Handgun for details.
Brawling:	The skill of fighting man to man with fist, feet and other parts of the body. Brawling is not a trained skill -- it is learned on the Street by getting into a lot of fights. Unlike Martial Arts, there are no specialized attacks and no damage bonuses based on level of mastery.
Dance:	The specific skill needed to become a professional dancer.
Dodge & Escape:	This skill is required to dodge attacks and escape grapples and holds. If an attack is made without your knowledge, you may not apply this skill to your Defence roll.
Driving:	This skill allows you to pilot all ground vehicles like cars and trucks.
Fencing:	The mastery of swords, rapiers and monoblades.
Handgun:	You must have this skill to effectively use handguns of any type, including cyberwear types.
Heavy Weapons:	The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers.
Martial Arts:	This skill covers any type of trained fighting style using hands, feet or specialized "martial arts" weapons. You must take a separate skill for each style. The primary advantage to martial arts is that each style has particular strengths/weaknesses that gives bonuses/penalties. The second advantage to martial arts styles is that there is a damage bonus on attacks equal to the level of the skill.
Melee:	The ability to use knives, axes, clubs and other hand to hand weapons in combat.
Motorcycle:	The required skill to operate motorcycles, cyberbikes and other two and three-wheeled vehicles.
Operate Heavy Machinery:	The required skill to operate tractors, tanks, very large trucks, construction equipment and hovercraft.
Piloting:	In general, this is the skill of controlling aircraft. Aircraft are broken into various categories, such as:
Gyro (3):	The ability to pilot all types of rotorwing aircraft, including copters & Ospreys
Power Armour (2):	The ability to pilot load lifters, moto-slaves & military grade Power Armour.
Remote Drone (3):	The ability to remotely pilot drones, large R/C style vehicles and UVAs.
Vectored Thrust (3):	The skill of piloting all types of vectored thrust vehicles, including hovercars, hover rafts and AV-4, 6 and 7 vehicles.
Rifle:	You must have this skill to use rifles/shotguns effectively.
Stealth (2):	The skill of hiding in shadows, moving silently, evading guards, etc.
Submachinegun:	You must have this skill to use any type of submachine gun effectively.

Technical Skills

Aero Tech (2):	The required skill for repairing fixed wing aircraft, including Ospreys, jets, and light aircraft.
AV Tech (3):	The required skill for repairing all ducted fan aerodyne vehicles.
Basic Tech (2):	The required skills for building or repairing simple mechanical and electrical devices, such as car engines, television sets, etc. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft.
Cryotank Operation:	The required skill for operating, repairing and maintaining life suspension and body chilling devices.
Cyberdeck Design (2):	The required skill for designing cyberdecks.
CyberTech (2):	The required skill for repairing and maintaining cyberwear.
Demolitions (2):	This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set timers and detonators, and how much explosive to use to accomplish a desired result.
Disguise:	The skill of disguising your character to resemble someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it is not the same as the ability to actually be an actor.
Electronics:	The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.
Electronic Security (2):	The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc.
First Aid:	This skill allows the user to bind wounds, stop bleeding, and revive a stunned patient (see Trauma Team, pg. 116 for details).
Forgery:	The skill of copying and creating false documents and identifications. This skill may also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.
Gyro Tech (3):	The skill of repairing and maintaining rotorwing aircraft such as helicopters.
Paint/Draw:	The skill of producing professional paintings and drawings.
Photography & Film:	The skill of producing professional-calibre photographs and motion pictures.
Pharmaceuticals (2):	The skill of designing and manufacturing drugs and medicines. A minimum Chemistry skill of +4 is required.
Pick Lock:	The skill required to pick locks and break into sealed containers and rooms.
Pick Pocket:	The required skill for picking pockets without being noticed, as well as "shoplifting" small items.
Play Instrument:	The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played.
Weaponsmith (2):	The required skill for creating, repairing and maintaining weapons.

