

Reputation		Street Slang		Street Slang (cont)			Basic Combat																					
<div>► <b>REPUTATION</b></div> <table><thead><tr><th>Level</th><th>Who Knows About You</th></tr></thead><tbody><tr><td>1</td><td>Anyone who was there at the time knows.</td></tr><tr><td>2</td><td>Stories have gotten around to immediate friends.</td></tr><tr><td>3</td><td>All your co-workers and casual acquaintances know.</td></tr><tr><td>4</td><td>Stories are all over the local area.</td></tr><tr><td>5</td><td>Others beyond your local area recognize your name.</td></tr><tr><td>6</td><td>Others beyond your local area know you on sight.</td></tr><tr><td>7</td><td>A news story or two has been written about your exploits.</td></tr><tr><td>8</td><td>Your exploits regularly make the headlines and screamsheets.</td></tr><tr><td>9</td><td>Your exploits always make the screamsheets and TV.</td></tr><tr><td>10</td><td>You're known worldwide.</td></tr></tbody></table> <div><p>When Gm believes character has done something worthy (good or bad) of reputation. When first meeting, Characters roll 1d10. A Character that rolls under the Reputation Level of the person they are meeting has heard of them.</p><p><b>face</b>downs</p><p><b>FACEDOWNS</b></p><p>Reputation in <b>Cyberpunk RED</b> has one other big effect: <b>Facedowns</b>. A lot of combat in <b>Cyberpunk RED</b> comes down to a duel of wills—who's tougher, meaner, and looks more ready to prove it. This often leads to what are called Facedowns, when two heavies on The Street square off just before a fight or to see who'll back down from a confrontation. The GM will call for a Facedown whenever they feel the scene calls for it. Making a Facedown, both participants will roll:</p><div><p><b>COOL + Reputation * + 1d10</b></p><p><i>*If your defining Reputation Event is for cowardice your Reputation Level is treated as a negative number.</i></p></div><p>In a tie, both parties are unsure and nothing happens. Otherwise, the loser has the option of either:</p><div><p>Backing Down... or Taking a -2 to any future Actions made against this opponent due to fear until they have defeated them once</p></div></div>				Level	Who Knows About You	1	Anyone who was there at the time knows.	2	Stories have gotten around to immediate friends.	3	All your co-workers and casual acquaintances know.	4	Stories are all over the local area.	5	Others beyond your local area recognize your name.	6	Others beyond your local area know you on sight.	7	A news story or two has been written about your exploits.	8	Your exploits regularly make the headlines and screamsheets.	9	Your exploits always make the screamsheets and TV.	10	You're known worldwide.	<p>Booster</p> <p>any member of a gang that affects cyberware, leather clothing, and random violence</p> <p>Boosterey</p> <p>Cracka-landia</p> <p>poor areas, typically combat zones with lots of drug addicts</p> <p>Burgue-sinha</p> <p>Used to make fun of corpos and higher class who can't handle themselves outside of their safe beachfront apartments</p> <p>Boo-ga-zeenha</p> <p>Someone too innocent for the world</p> <p>choomb</p> <p>neo-afro slang for friend, family member</p> <p>atta/c-hoomba</p> <p>shoom--batta/shoom-ba</p>	<p>Funeki-aratica</p> <p>A fan of funk-chromatic rock fusion; a rocker boy from the favelas</p> <p>Carioca</p> <p>someone from Rio</p> <p>Paulista</p> <p>someone from sao paulo</p> <p>Sem-arv</p> <p>someone the concrete jungles of Brazil</p> <p>Cybered-Up</p> <p>To get as much cyberware implanted as possible before going over the Edge</p> <p>Entrad-a/Saida</p> <p>a mechan-istic term for a casual lover (input/output)</p> <p>funk-c-are-a--chica</p> <p>care-e-oh-ka</p> <p>paul-e-e-sta</p> <p>same-R-v</p> <p>Cyberch-Up-ee</p> <p>en-tra-da/ si-e-da</p>	<p>Attack</p> <p>Make a Melee or ranged attack</p> <p>Reload</p> <p>Fully reload and replace a weapon's magazine with a single ammunition type.</p> <p>Get Up</p> <p>Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.</p> <p>Run</p> <p>Take an additional Move Action, but only if you have already taken a Move Action this Turn</p> <p>Hold Action</p> <p>Hold an Action until later in the Initiative Queue. You must choose a specified event to trigger the Action or a specific number in the Initiative Queue when the action occurs as well as what the Action is, and what its intended target is.</p>
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Cyberpsychosis

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**From the Hare Psychopathy checklist, elements of psychopathy include:**

- Grandiose sense of self
- Need for stimulation
- Cunning and manipulative
- Lack of remorse or guilt
- Callousness and lack of empathy
- Poor behavioral controls
- Impulsivity
- Failure to accept responsibility
- Criminal versatility

This game assumes that if you already have a low EMP, you will be more prone to these symptoms and that the act of cramming unneeded cyberware into your body may trigger this reaction.

**Dissociation  
+ Psychopathic Tendencies =  
Cyberpsychosis**

**or, put another way...**

**"I'm a thing."  
+ "Everyone else is a thing." =  
"Why not just kill anything that gets in  
my way?"**

So outside of a game mechanic, this works out to be:

- You already have low Empathy. Which means you are already prone to dissociative mental problems.
  - You also have an underlying issue with psycho-pathological/schizophrenic illnesses (low EMP to begin with).
- 



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### Basic Combat (cont)

**Choke** Choke an opponent you have Grabbed

**Grab** Grab and hold an opponent or take away an object they are holding.

**Stabilize** Stabilize a target to begin the natural healing process or pull them out of the Mortally Wounded Wound State to save their life. p.22

**Throw** Throw a grabbed opponent to the ground or throw an object

### Basic Combat (cont)

**Use an object** Manipulate an object in a way that doesn't require a Skill. Drawing an easily accessible weapon into a free hand or dropping a held weapon (not a shield) onto the floor does not require this Action but stowing a held weapon on your person does.

**use a skill** Use one of your Skills to accomplish a quick task. A longer task will require multiple Actions over the course of multiple Turns, rolling only when the full time has been paid for in 3-second increments.

**equip/drop shield** Equipping and dropping a Shield takes an Action. p.183

**get into vehicle** p.189

### Basic Combat (cont)

**Start a vehicle** Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue

**Vehicle Maneuver** Use your Action while driving to focus entirely on making a dangerous Maneuver

Your turn= 1 move action + 1 other action (listed above)

Movement: squares equal to your MOVE stat; do NOT times it by 2

Each turn is a 3 second increment

### Taking Damage

Whenever you take damage:

1. Your Attacker rolls the damage for their attack.
2. Subtract your armor's SP in that location (if they didn't target your head using an Aimed Shot, this is always your body location) from the damage.\* Subtract any remaining damage from your Hit Points.
3. If you ended up taking any damage, your armor on that location is still obliterated, reducing its SP by 1 point, until it is repaired.

\*Some things that cause damage, like poisons and fire, bypass armor.

Whenever 2+ dice rolled for damage from a MELEE or RANGED attack come up 6, you've inflicted a critical injury.

### Cover

#### COVER HIT POINTS

Cover HP is determined by the material and its thickness.

**Thin** cover might be able to be moved slightly in a pinch, but **Thick** cover is for Characters without BODY 10 or higher to move without special equipment.

Steel cover cannot be damaged by Martial Arts or Brawling attacks except by Characters with a Cyberarm or BODY 10 or higher.

Type of Cover	Thick HP	Thin HP
Steel	50 HP	25
Stone	40 HP	20
Bulletproof Glass	30 HP	15
Concrete	25 HP	10
Wood	20 HP	5
Plaster/Foam/Plastic	15 HP	0 HP (None)

p.183-185

### stabilize action

The DV to Stabilize a target (or your own) depends on what Wound State your target is in.

**Lightly Wounded: DV10**  
**Seriously Wounded: DV15**  
**Mortally Wounded: DV20**

Stabilization takes an Action and is rolled: **TECH + First Aid Skill** or **Paramedic Skill + 1d10**.

Once successful stabilization has been reached, the target will heal a number of Hit Points equal to their BODY for each full day they spend resting. p.223

Heal critical Injury: Quick fix or treatment (based on chart)



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### Healing Skills

### Critical Injuries

### Repo Cyberware

### Street drugs

#### NEEDED SKILLS

There are four healing Skills in **Cyberpunk**: **Cybertechnician**, **First Aid**, **Paramedic** (x2) and **Surgery**.

#### ► CYBERTECH

- Not capable of Stabilizing Wound States.
- Can be used to Quick Fix and Treat Critical Injuries done to cyberware that have replaced meat parts like cyberlimbs or cybereyes.

#### ► FIRST AID

- Capable of Stabilizing Wound States and Fixing only the most common Critical Injuries.
- Available to all Characters with minimal investment because it is always trained to at least a 10.

#### ► PARAMEDIC (x2)

- Capable of Stabilizing Wound States and Quick Fixing or Treating all but the deadliest Critical Injuries.
- Available to all Characters but is a costly investment as it is a (x2) cost Skill.

#### ► SURGERY

- Capable of Treating even the deadliest Critical Injuries.
- Available only to Medtechs through their Role Ability, Medicine.

#### ► CRITICAL INJURIES TO THE BODY

Roll (2d6)	Injury	Injury Effect	Quick Fix
2	Disembled Arm	The Disembled Arm is gone. You drop any items in that disembled arm's hand immediately. <b>Base Death Save Penalty is increased by 1.</b>	N/A
3	Disembled Hand	The Disembled Hand is gone. You drop any items in the disembled hand immediately. <b>Base Death Save Penalty is increased by 1.</b>	N/A
4	Collapsed Lung	<b>Base Death Save Penalty is increased by 1.</b>	Paramedic: DV15
5	Broken Ribs	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points. The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic: DV13
6	Broken Arm	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paramedic: DV13
7	Foreign Object	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic: DV13
8	Broken Leg	-4 to MOVE (minimum 1)	Paramedic: DV13
9	Torn Muscle	-2 to Make Attacks	First Aid or Paramedic: DV13
10	Spinal Injury	Next Turn, you cannot take any Action, but you can still take a Move Action. <b>Base Death Save Penalty is increased by 1.</b>	Paramedic: DV15
11	Cashed Fingers	-4 to all Actions involving that hand	Paramedic: DV13
12	Disembled Leg	The Disembled Leg is gone. -4 to MOVE (minimum 1). You cannot dodge attacks. <b>Base Death Save Penalty is increased by 1.</b>	N/A

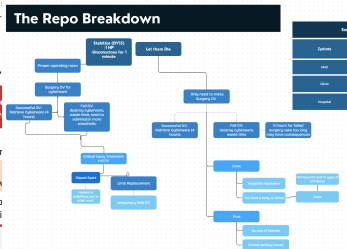
Cyberware reclaimed from cadavers has resale value on the market, provided it is properly harvested. Only a Medtech is capable of harvesting cyberware (except those easily removable with an Action, like Chipware or Cyberlimbs with Quick Change Modules); a corpse without destroying it in the process (destroyed cyberware has no value on the market, but it could always be repaired with the Cybertech Skill), and the DV to do so is equal to the DV to install the cyberware in a new body. Both procedures take 4 hours, and if failed, destroy the cyberware and waste 2 hours of operating time. If you have no issue destroying the cyberware in the process you can reach for your machete and have that Cyberarm in your pack in a minute. Just remember, it will have to be repaired before it's of any use. While the installation of any cyberware you purchase is part of its cost, there are many reasons why you may still want to do your own installation the grid, namely privacy. Your patient still suffers Humanity Loss from your as normal.

**You can't do installation surgery on yourself unless the cyberware's typical installation is Mall.**

Typical Installation	Surgery DV (Medtech only)	Cost to Install Hospital
Mall	DV13	1000eb (Premium)
Clinic	DV15	5000eb (Expensive)
Hospital	DV17	1,0000eb (V. Expensive)

Can be used in place of anesthetic; check page 228-229

#### Repo Job Flow Chart



For list of crits for head, check page 189.

#### A temporary Limb

Type	Install	Material Cost	Humanity loss	surgery DV
standard	clinic	100rb	n/a	DV15
improved	clinic	0-50rb	4d6	DV17
exotic	hospital	500rb	4d6	DV17

#### save

#### DEATH SAVES

At the start of each of your Turns where you are Mortally Wounded, you must make a Death Save. Roll a d10. If you roll under your BODY, you live, and can take your Turn as usual. If you roll a 10, you automatically fail your Death Save. Every time you roll a Death Save, your Death Save Penalty increases by 1, meaning each future Death Save you roll is made with an additional +1, making it progressively harder to stave off death. This Death Save Penalty continues to add up until you are brought back to 1 HP by Stabilization, where it resets to your Base Death Save Penalty, which can be increased by the nastiest Critical Injuries.

If you fail even a single Death Save, you die.

Sometimes when you take cyberparts, you leave the person blind or something. Using body sculpting rules, you can replace these parts, at least temporarily. These procedures take 4 hours, and if failed, destroy the materials required for the surgery and waste 2 hours of operating time.

### Wound State

Your Wound State is determined by the amount of Hit Points you have remaining.

Wound State	Threshold	Wound Effect
Lightly Wounded	Less than Full HP	None
Seriously Wounded	Less than 1/2 HP (rounded up)	-2 to all Actions
Mortally Wounded	Less than 1 HP	-4 to all Actions (Minimum 1) Must make a Death Save at start of each one of their Turns. Mortally Wounded Characters suffer a Critical Injury whenever they are damaged by a Melee or Ranged Attack. In addition, their Death Save Penalty increases by 1.
Dead	One failed Death Save	Death

#### STRUCTURAL DAMAGE POINTS

All vehicles have Structural Damage Points (SDP). As long as a vehicle has at least one SDP, it can still move. When it has no SDP left, the vehicle is considered Destroyed, is no longer considered covered, and cannot move unless it is repaired with the appropriate Vehicle Tech Skill.

Vehicles cannot dodge Attacks like a human, but while in a vehicle you can still dodge anything that you could typically dodge on foot when it's targeted at you instead of the vehicle. Shooting a vehicle with a ranged weapon still requires you to hit your shot using the range table.

While in a vehicle, you can still be targeted with attacks through the glass, which has no HP and provides no cover. Bulletproof Glass is a Nomad Upgrade, see their Role Ability on PG. 183.

#### AIMING FOR VEHICLE WEAK POINTS

Every vehicle has weak points: areas which can be aimed for using an Aimed Shot. As an Action you can aim a single shot or Melee Attack

at a vehicle's weak point, taking your whole Action and a -8 to your Check. If successful, you inflict damage that gets through the vehicle's SDP by 2. This is how you aim for the tires, engine, gas cap, etc.

There's no reason not to aim for a weak point on a Melee Attack against a stationary vehicle because vehicles can't dodge and you automatically hit. If the vehicle is moving, you must be able to hit its weak point and the -8 penalty still applies.

#### GETTING YOUR VEHICLE STARTED

Getting into a vehicle is an Action. Getting out of one is not, it's just movement. Starting a vehicle and Stopping a vehicle is an Action. If you have Interface Plugs, part of this Action can include connecting/disconnecting them. Using Interface Plugs to drive a vehicle means you can drive it with no hands! Without Interface Plugs, one of your hands must be used for driving and can't be used to do anything else while you are driving. If you take this hand off the wheel, at the start of your next Turn you automatically Lose Control of the Vehicle (SEE PG. 182).

#### More rules p.193

If you lose control of a vehicle, the GM decides your entire movement for the Turn you lose control. If your vehicle impacts something, it is treated as if you had rammed it



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