

Reputation		Street Slang		Street Slang (cont)			Basic Combat		
► REPUTATION		Booster	any member of a gang that affects cyberware, leather clothing, and random violence	Boosterey	Funeki-aratica	A fan of funk-chromatic rock fusion; a rocker boy from the favelas	funk-c-are-a-chica	Attack	Make a Melee or ranged attack
Level	Who Knows About You				Carioca	someone from Rio	care-e-oh-ka	Reload	Fully reload and replace a weapon's magazine with a single ammunition type.
1	Anyone who was there at the time knows.							Get Up	Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.
2	Stories have gotten around to immediate friends.							Run	Take an additional Move Action, but only if you have already taken a Move Action this Turn
3	All your co-workers and casual acquaintances know.							Hold Action	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.
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	Cracka-landia	poor areas, typically combat zones with lots of drug addicts		Paulista	someone from sao paulo	paul-e-e-sta		
10	You're known worldwide.								
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.		Burgue-sinha	Used to make fun of corpos and higher class who can't handle themselves outside of their safe beachfront appartments	Boo-ga-zeenha	Sem-arrv	someone the concrete jungles of Brazil	same-R-v		
facedowns					Cybered-Up	To get as much cyberware implanted as possible before going over the Edge	Cyber-ch-Up-ee		
FACEDOWNS					Entrad-a/Saida	a mechan-istic term for a casual lover (input/ou-put)	en-tra-da/ si-e-da		
Reputation in <i>Cyberpunk RED</i> has one other big effect: Facedowns . A lot of combat in <i>Cyberpunk RED</i> 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:									
COOL + Reputation* + 1d10									
*If your defining Reputation Event is for cowardice your Reputation Level is treated as a negative number.									
In a tie, both parties are unsure and nothing happens. Otherwise, the loser has the option of either:									
Backing Down... or Taking a -2 to any future Actions made against this opponent due to fear until they have defeated them once		choomb atta/c-hoomba	neo-afr slang for friend, family member	shoom--batta/sho-om-ba					

Cyberpsychosis

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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Page 1 of 4.

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Basic Combat (cont)		Basic Combat (cont)		Basic Combat (cont)		Cover																					
Choke	Choke an opponent you have Grabbed	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.	Start a vehicle	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue	<p>COVER HIT POINTS</p> <p>Cover HP is determined by the material and its thickness.</p> <p>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.</p> <p>Steel cover cannot be damaged by Martial Arts or Brawling attacks except by Characters with a Cyberarm or BODY 10 or higher.</p> <table border="1"> <thead> <tr> <th>Type of Cover</th> <th>Thick HP</th> <th>Thin HP</th> </tr> </thead> <tbody> <tr> <td>Steel</td> <td>50 HP</td> <td>25</td> </tr> <tr> <td>Stone</td> <td>40 HP</td> <td>20</td> </tr> <tr> <td>Bulletproof Glass</td> <td>30 HP</td> <td>15</td> </tr> <tr> <td>Concrete</td> <td>25 HP</td> <td>10</td> </tr> <tr> <td>Wood</td> <td>20 HP</td> <td>5</td> </tr> <tr> <td>Plaster/Foam/Plastic</td> <td>15 HP</td> <td>0 HP (No HP)</td> </tr> </tbody> </table>	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 (No HP)
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Grab	Grab and hold an opponent or take away an object they are holding.	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.	Vehicle Maneuver	Use your Action while driving to focus entirely on making a dangerous Maneuver	p.183-185																					
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	equip/drop shield	Equipping and dropping a Shield takes an Action. p.183	Your turn= 1 move action + 1 other action (listed above)		stabilize action																					
Throw	Throw a grabbed opponent to the ground or throw an object	get into vehicle	p.189	Movement: squares equal to your MOVE stat; do NOT times it by 2		<p>The DV to Stabilize a target (or yourself) depends on what Wound State your target is in.</p> <p>Lightly Wounded: DV1 Seriously Wounded: DV2 Mortally Wounded: DV3</p> <p>Stabilization takes an Action and is rolled: TECH + First Aid Skill or Paramedic Skill + 1d10.</p>																					



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Page 2 of 4.

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Healing Skills

NEEDED SKILLS

There are four healing Skills in **Cyberpunk Cybertech, First Aid, Paramedic (x2) 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 For list of crits for head, check

► 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 DEATH SAVES

► SURGERY

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

Wound State

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

Wound State	Threshold	Wound Effect
Lightly Wounded	Less than Full HP	None
Seriously Wounded	Less than 1/2 HP (round up)	-2 to all Actions
		-4 to all Actions
		-4 to MOVE (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.
Mortally Wounded	Less than 1 HP	
Dead	One Failed Death Save	Death

Critical Injuries

Critical Injuries to the Body

Roll (d20)	Injury	Injury Effect	Quick Fix
2	Dismembered Arm	The Dismembered Arm is gone. You drop any items in that Dismembered arm's hand immediately. Base Death Save Penalty is increased by 1.	N/A
3	Dismembered Hand	The Dismembered Hand is gone. You drop any items in the Dismembered hand immediately. Base Death Save Penalty is increased by 1.	N/A
4	Colapsed Lung	At the end of every Turn where you move further than 4m/ys on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paracord DV15
5	Broken Ribs	The Broken Arm can't be used. You drop any items in that hand immediately.	Paracord DV13
6	Broken Arm	At the end of every Turn where you move further than 4m/ys on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paracord DV13
7	Foreign Object	First Aid or Paracord DV15	First Aid or Paracord DV13
8	Broken Leg	-4 to MOVE (minimum 1)	Paracord DV13
9	Torn Muscle	-2 to Melee Attacks	Paracord DV13
10	Spiral Injury	Next Turn, you cannot take an Action, but you can still take a Move Action. Base Death Save Penalty is increased by 1.	Paracord DV13
11	Crushed Fingers	-4 to all Actions involving that hand	Paracord DV13
12	Dismembered Leg	The Dismembered Leg is gone. -4 to MOVE (minimum 1). You cannot dodge attacks. Base Death Save Penalty is increased by 1.	N/A

Repo Cyberware

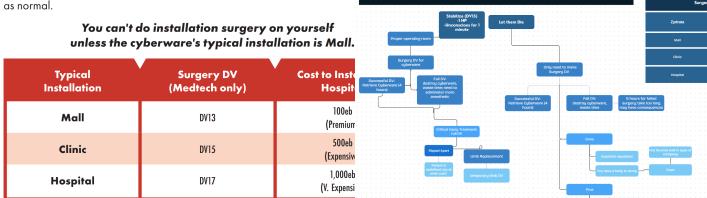
Can be used in place of anesthetics; check page 228-229

Street drugs

Cyberware reclaimed from cadavers has resale value on the market, provided it's properly harvested. Only a Medtech is capable of harvesting cyberware (except those easily removable with an Action, like Chipware or Cyberlimbs with Quick Change Motors), 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 or a knife 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 on the grid, namely privacy. Your patient still suffers Humanity Loss from your

Repo Job Flow Chart

The Repo Breakdown



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

Typical Installation	Surgery DV (Medtech only)	Cost to Inst Hospital
Mall	DV13	100b (Premium)
Clinic	DV15	500b (Expense)
Hospital	DV17	1000b (N. Expensi)

A temporary Limb

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

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, if failed, destroy the materials required for the surgery and waste 2 hours of operating time.

Vehicle Combat

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 cover, and cannot move unless it is repaired with the appropriate Vehicle Tech Skill.

Vehicles cannot dodge Attacks against a human, but while in a vehicle you can still **dodge attacks** that you could typically **parry** or **block** for yourself if targeted at the vehicle instead of the vehicle. Shooting a vehicle with a ranged weapon still requires you to hit the shot using the range table.

6 While in a vehicle, you can still be targeted with attacks through the glass, which has no cover and provides no cover. Bulletproof Glass is a Nomad Upgrade; see their Role Ability on PD, 193. **PD, 192:**

AIMING FOR VEHICLE WEAK POINTS
Every vehicle has weak points, areas which can be aimed for using an Aimed Shot. As on Action you can aim a single shot or Melee Attack.

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

There's no reason not to aim for a weak point, and a -2 to your Check. If successful, you do damage that gets through the vehicle's SP by 2. This is how you aim for the tires, gas, cop, etc.

GETTING YOUR VEHICLE STARTED
Getting into a vehicle is an Action. Getting out of a vehicle is not, it's just movement. Starting a vehicle and Stopping a vehicle is an Action. If you have Interface Plugs, you can start a vehicle and stop it without 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 PD, 192).

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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Page 3 of 4.

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