

Reputation		Street Slang		Street Slang (cont)		DVs																						
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<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>Booster any member of a gang that affects cyberware, leather clothing, and random violence</p> <p>Boosterey Funeki-aratica A fan of funk-chromatic rock fusion; a rocker boy from the favelas</p>		<p>Carioca someone from Rio care-e-oh-ka</p> <p>Paulista someone from sao paulo paul-e-e-sta</p> <p>Sem-arv someone the concrete jungles of Brazil same-R-v</p> <p>Cybered-Up To get as much cyberware implanted as possible before going over the Edge Cyberch-Up-ee</p> <p>Entrad-a/Saida a mechanistic term for a casual lover (input/output)</p>		<p>DIFFICULTY VALUES (DV)</p> <table border="1"> <thead> <tr> <th>Difficulty</th> <th>Description</th> </tr> </thead> <tbody> <tr><td>Simple</td><td>This is something most people can do without thinking, but which might be hard for a small child.</td></tr> <tr><td>Everyday</td><td>This feat is something most people can do without a lot of special training.</td></tr> <tr><td>Difficult</td><td>This feat is difficult to accomplish without training or natural talent.</td></tr> <tr><td>Professional</td><td>This feat takes actual training and the user can be considered to be a professional skilled in their abilities.</td></tr> <tr><td>Heroic</td><td>This is a highly skilled feat: one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.</td></tr> <tr><td>Incredible</td><td>This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are truly Olympic material.</td></tr> <tr><td>Legendary</td><td>An awe-inspiring feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.</td></tr> </tbody> </table>	Difficulty	Description	Simple	This is something most people can do without thinking, but which might be hard for a small child.	Everyday	This feat is something most people can do without a lot of special training.	Difficult	This feat is difficult to accomplish without training or natural talent.	Professional	This feat takes actual training and the user can be considered to be a professional skilled in their abilities.	Heroic	This is a highly skilled feat: one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.	Incredible	This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are truly Olympic material.	Legendary	An awe-inspiring feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.						
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Basic Combat		Basic Combat (cont)		Basic Combat (cont)		Basic Combat (cont)	
Attack	Make a Melee or ranged attack	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.	Throw	Throw a grabbed opponent to the ground or throw an object	equip/drop shield	Equipping and dropping a Shield takes an Action. p.183
Reload	Fully reload and replace a weapon's magazine with a single ammunition type.	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.	get into vehicle	p.189
Get Up	Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.	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.	Start a vehicle	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue
Run	Take an additional Move Action, but only if you have already taken a Move Action this Turn	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			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 Shot, this is always your body location) from the damage. Subtract any remainder from your HP 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.



By **Cutecthulhu**

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A temporary Limb (cont)

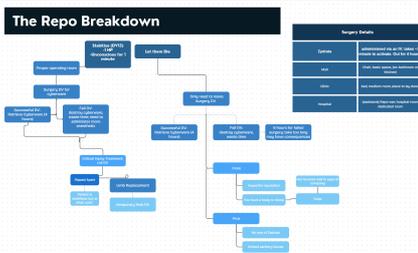
exotic hospital 500rb 4d6 DV17

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

Street drugs

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

The Repo Job Flow Chart



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