Reputation

▶ Reputation

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.

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.

facedowns

Facedowns

Reputation in ***Cyberpunk RED*** has one other big effect: **Facedowns**. A lot of combat in ***Cyberpunk RED*** 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. When 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

Street Slang

Booster	any member of a gang that affects cyberware, leather clothing, and random violence	Boosterey
Cracka-landia	poor areas, typically combat zones with lots of drug addicts	
Burgue-sinha	Used to make fun of corpos and higher class who can't handle themselves outside of their safe beachfront appart-ments	Boo-ga-zeenha
Boasão	Someone too innocent for the world	bow-ah-soun
choomb atta/c-hoomba	neo-afro slang for friend, family member	shoom--batta/sho-om-ba

Street Slang (cont)

Funeki-aratica	A fan of funk-chro-matic rock fusion; a rocker boy from the favelas	funk-c-are-a--chica
Carioca	someone from Rio	care-e-oh-ka
Paulista	someone from sao paulo	paul-e-e-sta
Sem-arv	someone the concrete jungles of Brazil	same-R-v
Cybered-Up	To get as much cyberware implanted as possible before going over the Edge	Cyber ch-Up-ee
Entrad-a/Saida	a mechan-istic term for a casual lover (input/ou-tput)	en-tra-da/ si-e-da

DVs

▶ Difficulty Values (DV)

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 profession 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 of truly Olympian mettle.
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 con

Cyberpsychosis

From the Hare Psychopathy checkli ments 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 ha EMP, you will be more prone to these sympt that the act of cramming unneeded cyberw 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 g my way?"

So outside of a game mechanic, this works

- You already have low Empathy. Whic you are already prone to dissociativ problems.
- You also have an underlying issue v cho-pathological/schizophrenic illnes EMP to begin with).

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Basic Combat

Attack	Make a Melee or ranged attack
Reload	Fully reload and replace a weapon's magazine with a single ammunition type.
Get Up	Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.
Run	Take an additional Move Action, but only if you have already taken a Move Action this Turn

Basic Combat (cont)

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.
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

Basic Combat (cont)

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

Basic Combat (cont)

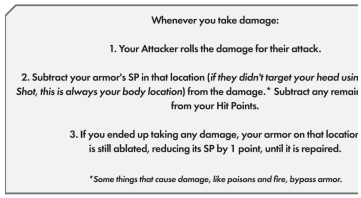
equip/drop shield	Equipping and dropping a Shield takes an Action. p.183
get into vehicle	p.189
Start a vehicle	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue
Vehicle Maneuver	Use your Action while driving to focus entirely on making a dangerous Maneuver

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

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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 t
for Characters without BODY 10 or higher to move without special equipm

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 H
Steel	50 HP	25 HI
Stone	40 HP	20 H
Bulletproof Glass	30 HP	15 HI
Concrete	25 HP	10 HI
Wood	20 HP	5 HP
Plaster/Foam/Plastic	15 HP	0 HP (Not

p.183-185

stabalize action

The DV to Stabilize a target (or yours depends on what Wound State yo target is in.

Lightly Wounded: DV1C
Seriously Wounded: DV1
Mortally Wounded: DV1

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)

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 C Injuries done to cyberware that have re 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 +2.

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 ment as it is a (x2) cost Skill.

Surgery

- Capable of Treating even the deadliest C 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 re

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
Mortally Wounded	Less than 1 HP	-4 to all Actions -6 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.
Dead	One failed Death Save	Death

Critical Injuries

Critical Injuries to the Body

Roll (2d6)	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	Collapsed Lung	-2 to MOVE (minimum 1) **Base Death Save Penalty is increased by 1.**	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.	Paramedic DV13
6	Broken Arm	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	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 Melee Attacks	First Aid or Paramedic DV13
10	Spinal Injury	Next Turn, you cannot take an Action, but you can still take a Move Action. **Base Death Save Penalty is increased by 1.**	Paramedic DV15
11	Crushed Fingers	-4 to all Actions involving that hand	Paramedic DV13
12	Dismembered Leg	The Dismembered Leg is gone. -6 to MOVE (minimum 1) You cannot dodge attacks. **Base Death Save Penalty is increased by 1.**	N/A

For list of crits for head, check page 189.

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 1HP 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.

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 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 multiply the damage that gets through the vehicle's SP 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 with a Melee Attack against a stationary vehicle because vehicles can't dodge and you automatically hit, **but if the vehicle is moving, you must beat a DV13 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. 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

Repo Cyberware

Cyberware reclaimed from cadavers has resale value on the market, provi
erly harvested. Only a Medtech is capable of harvesting cyberware (excep
removable with an Action, like Chipware or Cyberlimbs with Quick Change
a corpse without destroying it in the process (destroyed cyberware has n
market, but it could always be repaired with the Cybertech Skill), and the
equal to the DV to install the cyberware in a new body. Both procedures
and if failed, destroy the cyberware and waste 2 hours of operating time.
issue destroying the cyberware in the process you can reach for your mac
that Cyberarm in your pack in a minute. Just remember, it will have to be re
it's of any use. While the installation of any cyberware you purchase is p
there are many reasons why you may still want to do your own installatio
the grid, namely privacy. Your patient still suffers Humanity Loss from yo
as normal.

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

Typical Installation	Surgery DV (Medtech only)	Cost to Ins Hosp
Mall	DV13	100e (Premi
Clinic	DV15	500e (Expen
Hospital	DV17	1,000 (V. Expe

A temporary Limb

Type	Install	Material Cost	Hur loss
standard	clinic	100rb	n/a
improv	clinic	0-50rb	4d6

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A temporary Limb (cont)

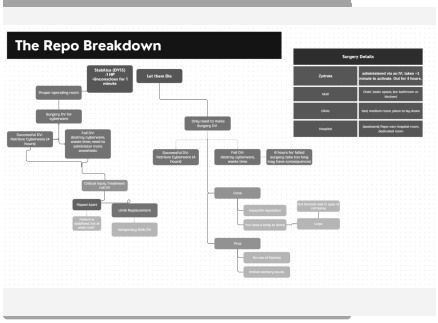
exotic hospital 500rb 4d6 DV17

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, nd 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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