1) Personal Style
What do you look like?

**DRESS AND PERSONAL STYLE**

<table>
<thead>
<tr>
<th>Roll (d20)</th>
<th>Clothes</th>
<th>Hairstyle</th>
<th>Affectations</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Leathers</td>
<td>Mohawk</td>
<td>Tattoos</td>
</tr>
<tr>
<td>2</td>
<td>Denim/Jeans</td>
<td>Long &amp; Ratty</td>
<td>Shades/Glasses</td>
</tr>
<tr>
<td>3</td>
<td>Corporate Suits</td>
<td>Spiked</td>
<td>Scaring/Branding</td>
</tr>
<tr>
<td>4</td>
<td>Coveralls/Jumpsuits</td>
<td>Wild &amp; All Over</td>
<td>Spiked Gloves</td>
</tr>
<tr>
<td>5</td>
<td>Short, Open</td>
<td>Bald/Shaved</td>
<td>Earrings</td>
</tr>
<tr>
<td>6</td>
<td>High Fashion</td>
<td>Striped</td>
<td>Long Fingernails</td>
</tr>
<tr>
<td>7</td>
<td>Cammos</td>
<td>Tinted/Dyed</td>
<td>Heels</td>
</tr>
<tr>
<td>8</td>
<td>Normal Clothes</td>
<td>Short, Neat</td>
<td>Weird Lenses</td>
</tr>
<tr>
<td>9</td>
<td>Lingerie/Nude</td>
<td>Short, Curly</td>
<td>Fingerless Gloves</td>
</tr>
<tr>
<td>10</td>
<td>Tribal Dress</td>
<td>Long, Straight</td>
<td>Jewellery</td>
</tr>
<tr>
<td>11</td>
<td>Generic</td>
<td>Dreads</td>
<td>Piercing</td>
</tr>
<tr>
<td>12</td>
<td>Ethnic/Historical</td>
<td>Natural, Long</td>
<td>Hats/Caps</td>
</tr>
<tr>
<td>13</td>
<td>Kung-Fu P’d’s</td>
<td>Braids, Wraps</td>
<td>Gloves/Boots</td>
</tr>
<tr>
<td>14</td>
<td>Utilitarian</td>
<td>Shoulder Length</td>
<td>Make-up/Face Paint</td>
</tr>
<tr>
<td>15</td>
<td>Leisure Wear</td>
<td>Crew/Fade Cut</td>
<td>Skin Tints</td>
</tr>
<tr>
<td>16</td>
<td>Urban Flash/Yakuza</td>
<td>Slicked Back</td>
<td>Goggles &amp; Gear</td>
</tr>
<tr>
<td>17</td>
<td>Big Suits</td>
<td>Perm/Big Hair</td>
<td>Androgyn Make-up</td>
</tr>
<tr>
<td>18</td>
<td>Bag Lady Chic</td>
<td>Tied</td>
<td>Bandanna/Hairband</td>
</tr>
<tr>
<td>19</td>
<td>Paramilitary</td>
<td>Box Fade</td>
<td>Waist Pouch</td>
</tr>
<tr>
<td>20</td>
<td>Mixed (Roll 2)</td>
<td>Tech Cut</td>
<td>Mixed (Roll 2)</td>
</tr>
</tbody>
</table>

2b) Additional Family Background

**CHILDHOOD ENVIRONMENT**

1. Spent on the street with no adult supervision.
2. Spent at home with little adult supervision.
3. Grew up working for parents from very young age.
4. Grew up hanging out with the local youth gang.
5. Grew up hanging out with tight group of close friends.
6. Under the supervision of older sibling or relative.
7. Grew up in boarding school.
8. Grew up under the close supervision of a ‘nanny’.
9. Under the close supervision of a restrictive family.
10. Under the close supervision of a loving family.

**CHILDHOOD TRAUMA**

1. Was in a terrible accident
2. Mistreated/abused by parents.
3. Parent(s) lost their job.
4. Became violently ill with some disease.
5. Was horribly humiliated in front of peers.
6. Home destroyed in fire/war/riots/disaster.
7. Was tormented by gang/police.
8. Witnessed as close friend/family member was killed.
9. Held hostage for short period of time.

**PARENTS**

1. Orphanage/ Organisation
2. Adopted, roll again
3. Friend of parents
4. Relative
5-6 Mother
7-8 Father
9-10 Both Parents

3) Motivations

**PSYCHOLOGICAL PROFILE (GO TO 3B)**

**PRIME MOTIVATION**

1. Personal Egotism
2. Personal Honor
3. Love of Duty
4. Pleasure/Excitement
5. Knowledge
6. Love
7. Power
8. Wealth
9. Social Status
10. Vengeance

**PERSON YOU VALUE MOST**

**HOW DO YOU FEEL ABOUT PEOPLE?**

**YOUR MOST VALUED POSSESSION**
3b) Psychological Profile
What you want, how you act, how you think, your beliefs and disorders, and the quirks that make you different.

**EXMODE**
How the character acts
01-03 Antisocial/Solitary
04-06 Aloof/Spacey
07-10 Sober/Secretive
11-14 Shy/Qualified
15-19 Intellectual/Detached
20-25 Intuitive/Spiritual
26-34 Diplomatic/Courteous
35-40 Silly/Manic
41-45 Friendly/Helpful
46-50 Arrogant/Rude
51-60 Forceful/Aggressive
61-70 Suspicious/Nervous
71-75 Guilty/Depressive
76-82 Antagonistic/Hostile
83-90 Cheerful/Fluff-headed
91-95 Angry/Quick-Tempered
96-00 Assured/Stylish

**INMODE**
How the character thinks & acts in private
01-03 Optimist
04-06 Pessimist
07-09 Hedonist
10-12 Suspicious
13-15 Egotist
16-18 Mischievous
19-21 Curious
22-24 Moody
25-27 Trusting
28-30 Opinionated
31-33 Treacherous
34-36 Malevolent
37-39 Forgiving
40-42 Unforgiving
43-45 Vengeful
46-48 Jealous
49-51 Lazy
52-54 Driven
55-57 Cowardly
58-60 Brave
61-62 Honest
63-64 Ponderous
65-67 Scheming
68-70 Skeptic
71-74 Manipulative
75-77 Greedy
78-79 Pious
80-82 Lustful
83-85 Perverse
86-89 Nihilistic
90-93 Honorable
94-96 Compassionate
97-00 Disorder

**QUIRKS**
Choose or roll up to three:
01 Pious
02-04 Absent Minded
05 Religious
06-07 Eccentric
08 Clever
09-10 Impatient
11-12 Irreverent
13-15 Non-Conformist
16-18 Insomniac
19-21 Artist
22-24 Generous
25-30 Collector
31-34 Liar
35-37 Intolerant
38-41 Loquacious
42 Altruist
43-45 Seducer
46-47 Gambler
48-50 Passionate
51-52 Brutal
53 Spendthrift
54-56 Rebellious
57-58 Cunning
59-60 Phobic (table 3c)
61 Careless
62 Sedate
63-65 Obsessive
66 Truthful
67 Pacifist
68-70 Hypochondriac
71 Precise
72-73 Loyal
74 Musical
75 Alcoholic
76 Childish
77 Conservative
78 Miserly
79 Poet
80-83 Cynical
84-88 Paranoid
89-92 Radical
93-94 Compulsive
95-96 Honorable
97-98 Stubborn
99-00 Disorder

**DISORDERS**
Serious mental illnesses
01-03 Homicidal
04-06 Suicidal
07-10 Schizophrenic
11-15 Sociopath
16-22 Delusions
23-29 Technophobe
30-40 Addict
41-47 Agoraphobic
48-55 Hallucinations
56-64 Megalomania
65-75 Compulsive Liar
76-86 Pyromaniac
87-94 Martyr
95-97 Multiple Personalities
98-00 Sado-masochist

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### 3c) Phobias

by Andrew James - node16@ajames.force9.net

**PHOBIAS**

Roll to see which:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Phobia</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Agoraphobia (Open spaces)</td>
</tr>
<tr>
<td>02</td>
<td>Algophobia (Pain)</td>
</tr>
<tr>
<td>03</td>
<td>Altophobia (Heights)</td>
</tr>
<tr>
<td>04</td>
<td>Aliophobia (Cats)</td>
</tr>
<tr>
<td>05</td>
<td>Androphobia (Men)</td>
</tr>
<tr>
<td>06</td>
<td>Anthropophobia (Human beings)</td>
</tr>
<tr>
<td>07</td>
<td>Asthenophobia (Weakness)</td>
</tr>
<tr>
<td>08</td>
<td>Batrachophobia (Reptiles)</td>
</tr>
<tr>
<td>09</td>
<td>Brontophobia (Loud noises)</td>
</tr>
<tr>
<td>10</td>
<td>Chaetophobia (Hair)</td>
</tr>
<tr>
<td>11</td>
<td>Claustrophobia (Enclosed spaces)</td>
</tr>
<tr>
<td>12</td>
<td>Clinophobia (Going to bed)</td>
</tr>
<tr>
<td>13</td>
<td>Coprophobia (Faeces)</td>
</tr>
<tr>
<td>14</td>
<td>Cynophobia (Dogs)</td>
</tr>
<tr>
<td>15</td>
<td>Demophobia (Crowds)</td>
</tr>
<tr>
<td>16</td>
<td>Doraphobia (Fur)</td>
</tr>
<tr>
<td>17</td>
<td>Eiosiptophobia (Mirrors)</td>
</tr>
<tr>
<td>18</td>
<td>Eleutherophobia (Freedom)</td>
</tr>
<tr>
<td>19</td>
<td>Entomophobia (Insects)</td>
</tr>
<tr>
<td>20</td>
<td>Eremitophobia (Being alone)</td>
</tr>
<tr>
<td>21</td>
<td>Erythrophobia (Blushing)</td>
</tr>
<tr>
<td>22</td>
<td>Genophobia (Sex)</td>
</tr>
<tr>
<td>23</td>
<td>Gymnophobia (Nudity)</td>
</tr>
<tr>
<td>24</td>
<td>Gymnophobia (Women)</td>
</tr>
<tr>
<td>25</td>
<td>Haematophobia (Blood)</td>
</tr>
<tr>
<td>26</td>
<td>Haptopobia (Being touched)</td>
</tr>
<tr>
<td>27</td>
<td>Hodophobia (Travel)</td>
</tr>
<tr>
<td>28</td>
<td>Hypgeiaphobia (Responsibility)</td>
</tr>
<tr>
<td>29</td>
<td>Hypnophobia (Sleep)</td>
</tr>
<tr>
<td>30</td>
<td>Kakarrophiophobia (Failure)</td>
</tr>
<tr>
<td>31</td>
<td>Katagelophobia (Ridicule)</td>
</tr>
<tr>
<td>32</td>
<td>Kinetophobia (Motion)</td>
</tr>
<tr>
<td>33</td>
<td>Linonophobia (String)</td>
</tr>
<tr>
<td>34</td>
<td>Lyssophobia (Fear of Insanity)</td>
</tr>
<tr>
<td>35</td>
<td>Mastigophobia (Flogging)</td>
</tr>
<tr>
<td>36</td>
<td>Mysophobia (Dirt)</td>
</tr>
<tr>
<td>37</td>
<td>Myxophobia (Slime)</td>
</tr>
<tr>
<td>38</td>
<td>Necrophobia (The Dead)</td>
</tr>
<tr>
<td>39</td>
<td>Neloaphobia (Glass)</td>
</tr>
<tr>
<td>40</td>
<td>Nyctophobia (The Dark)</td>
</tr>
<tr>
<td>41</td>
<td>Odontophobia (Teeth)</td>
</tr>
<tr>
<td>42</td>
<td>Ommetophobia (The Dark)</td>
</tr>
<tr>
<td>43</td>
<td>Ophiophobia (Snakes)</td>
</tr>
<tr>
<td>44</td>
<td>Panophobia (Everything)</td>
</tr>
<tr>
<td>45</td>
<td>Peccatophobia (Sinning)</td>
</tr>
<tr>
<td>46</td>
<td>Pharmacophobia (Drugs)</td>
</tr>
<tr>
<td>47</td>
<td>Phonophobia (Speaking aloud)</td>
</tr>
<tr>
<td>48</td>
<td>Photophobia (Strong light)</td>
</tr>
<tr>
<td>49</td>
<td>Piscophobia (Fish)</td>
</tr>
<tr>
<td>50</td>
<td>Poinephobia (Punishment)</td>
</tr>
<tr>
<td>51</td>
<td>Pteronophobia (Feathers)</td>
</tr>
<tr>
<td>52</td>
<td>Phobophobia (Of being afraid)</td>
</tr>
<tr>
<td>53</td>
<td>Sciophobia (Shadows)</td>
</tr>
<tr>
<td>54</td>
<td>Selaphobia (Flashes)</td>
</tr>
<tr>
<td>55</td>
<td>Sitophobia (Food)</td>
</tr>
<tr>
<td>56</td>
<td>Tachophobia (Speed)</td>
</tr>
<tr>
<td>57</td>
<td>Technophobia (Technology)</td>
</tr>
<tr>
<td>58</td>
<td>Teratophobia (Monsters)</td>
</tr>
<tr>
<td>59</td>
<td>Thalassophobia (The Sea)</td>
</tr>
<tr>
<td>60</td>
<td>Traumatophobia (Injury)</td>
</tr>
<tr>
<td>61</td>
<td>Triskadecaphobia (Number 13)</td>
</tr>
<tr>
<td>62</td>
<td>Trypanophobia (Injections)</td>
</tr>
<tr>
<td>63</td>
<td>Xenophobia (The unknown)</td>
</tr>
<tr>
<td>64</td>
<td>Autophobia (Motor vehicles)</td>
</tr>
</tbody>
</table>
Pacific Rim Characters
JAPAN, KOREA & SINGAPORE
Use the Japanese LifePath charts in the PacRim book.

CHINA & TAIWAN
For Taiwan use the Japanese LifePath charts, but make proper Chinese substitutions.

<table>
<thead>
<tr>
<th>PERSONAL STYLE</th>
<th>Roll</th>
<th>Clothes</th>
<th>Hairstyle</th>
<th>Affectations</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Jeans</td>
<td>Mohawk</td>
<td>Tattoos</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Corp suits</td>
<td>Short + spiky</td>
<td>Shades (Mirrors)</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Big suits</td>
<td>Long + ratty</td>
<td>Ritual scars</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Jumpsuits</td>
<td>Bald</td>
<td>Nose rings</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Miniskirts</td>
<td>Box fade</td>
<td>Earrings</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>High Fashion</td>
<td>Colored</td>
<td>Fingerless gloves</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Camos</td>
<td>Neat + short</td>
<td>Combat Boots</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Kung fu pj's</td>
<td>Neat + long</td>
<td>Long fingernails</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>HS Uniforms</td>
<td>Braided ponytail</td>
<td>Androgyne</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>SovUtilitaria</td>
<td>Tech cut</td>
<td>Weird lenses</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FAMILY RANKING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cadre</td>
</tr>
<tr>
<td>Corp Exec</td>
</tr>
<tr>
<td>Shopkeeper</td>
</tr>
<tr>
<td>Artisan</td>
</tr>
<tr>
<td>Triad Family</td>
</tr>
<tr>
<td>Peasant-Factory</td>
</tr>
<tr>
<td>Peasant-Farm</td>
</tr>
<tr>
<td>Refugee</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CHILDHOOD ENVIRONMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>On the streets with no supervision</td>
</tr>
<tr>
<td>Cadre compound; the life of luxury</td>
</tr>
<tr>
<td>Refugee pack; life of absolute squalor, desperation</td>
</tr>
<tr>
<td>Revolutionary camp; armed paranoia</td>
</tr>
<tr>
<td>Small village; Chinese beavertown</td>
</tr>
<tr>
<td>Triad family/Pirate pack</td>
</tr>
<tr>
<td>Buddhist temple compound</td>
</tr>
<tr>
<td>Farm work unit</td>
</tr>
<tr>
<td>Factory work unit</td>
</tr>
<tr>
<td>Family small business</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GET LUCKY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.</td>
</tr>
<tr>
<td>2 Windfall! 1D10x100 YY/Eb</td>
</tr>
<tr>
<td>3 Score a deal! 1D10x100 YY/Eb</td>
</tr>
<tr>
<td>4-5 Gain a Sensei! Tai Chi Chuan or Animal Kung Fu at +2, or add +1 to an existing Martial Art</td>
</tr>
<tr>
<td>6 Foreign corp owes you a favor</td>
</tr>
<tr>
<td>7 Refugee group befriends you. You can call on them for one favour a month, equivalent to Family +2</td>
</tr>
<tr>
<td>8 Make a Public Security friend. +2 Streetwise PubSec</td>
</tr>
<tr>
<td>9 Triad/gang likes you. One favor a month, Family +2</td>
</tr>
<tr>
<td>10 Find a teacher. Pick up any INT skill at +2, or add +1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SIBLINGS (roll 1D6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>You may have up to 2 siblings (due to population control [China] and the expense of education [Taiwan]).</td>
</tr>
<tr>
<td>1-2 That’s the number of siblings</td>
</tr>
<tr>
<td>3-6 You’re an only child</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sex of siblings (roll 1D6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2 It’s a girl</td>
</tr>
<tr>
<td>4-6 It’s a boy</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SOUTH EAST ASIA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cambodia, Laos, Vietnam, Thailand, Brunei, Myanmar, Indonesia, Malaysia, New Philippines</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LIFEPATH VARIATIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Myanmar/Burma: +3 to Family Status roll.</td>
</tr>
<tr>
<td>Laos: Parents: 1-3, Both living; 4-10 Something happened.</td>
</tr>
<tr>
<td>Something Happened: Roll 1D10, if Even they were murdered by the Khmer Rouge; if Odd roll as normal.</td>
</tr>
<tr>
<td>Brunei: -4 from SEA Family Background, -5 from Childhood Environment.</td>
</tr>
<tr>
<td>Singapore: Use the Japanese LifePath charts.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ETHNIC ORIGINS AND LANGUAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Look up Ethnic Groups and Languages used under each country. Choose an ethnic group, or be an expatriate kid.</td>
</tr>
<tr>
<td>Pick one language as your month tongue (+8), also because of the diversity in the area, you may pick another language to speak a +4.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FAMILY RANKING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corporate Managers</td>
</tr>
<tr>
<td>Corporate Technicians</td>
</tr>
<tr>
<td>Military/Police/Government Bureaucrats</td>
</tr>
<tr>
<td>Factory workers (+3 Childhood Environment)</td>
</tr>
<tr>
<td>Farmers/Fishermen (+3 Childhood Environment)</td>
</tr>
<tr>
<td>Store owner/Artisan (+3 Childhood Environment)</td>
</tr>
<tr>
<td>Religious Fanatics/Radicals</td>
</tr>
<tr>
<td>Highland Tribe</td>
</tr>
<tr>
<td>Pirates/Gangs/Smugglers</td>
</tr>
<tr>
<td>Urban Homeless/Street Trash</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SOMETHING HAPPENED TO PARENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Parents were murdered</td>
</tr>
<tr>
<td>2 Parents died in warfare</td>
</tr>
<tr>
<td>3 Parents died in an accident</td>
</tr>
<tr>
<td>4 Parents committed suicide</td>
</tr>
<tr>
<td>5 You never knew your parents</td>
</tr>
<tr>
<td>6 Parents are in hiding to protect you</td>
</tr>
<tr>
<td>7 You were left with relatives</td>
</tr>
<tr>
<td>8 Parents gave you up for adoption</td>
</tr>
<tr>
<td>9 Parents became fanatics/radicals</td>
</tr>
<tr>
<td>10 Parents sold you for money</td>
</tr>
</tbody>
</table>

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Compiled by Andrew James 24/11/98. node16@ajames.force9.net
**European Characters**

**LIFEPATH MODIFICATIONS**
All European characters must take Education and a foreign European Language at +2 or better. Characters from core Europe must also take Programming at +2 or better.

**FAMILY RANKING**
Change #9 to "Urban Jobless". In core nations also change #8 to "Urban Jobless". For #1, #2, #3 roll 1D6: On a 5-6 change "Corporate" to "Commission".

**SIBLINGS**
Unless from Nomad or Pirate background roll 1D6. 1-2: you have one sibling; 3: you have two; 4: you have three; 5-6: you are an only child.

**BIG PROBLEMS, BIG WINS**
Change cash wins and losses to 3D10x100 euro.
### Master Skill List

#### SPECIAL ABILITIES
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- Authority (Cop): CP, pg.36
- Barter (Ridgerunner): SA, pg.83
- Brotherhood (Space Pilot): DS, pg.75
- Chameleon (Spy): WGF, pg.47
- Charismatic Leadership (Rocker): CP, pg.36
- Combat Sense (Solo): CP, pg.36
- Combat Sense (Spec.): HoB, pg.74
- Con (Con Man): WS, pg.36
- Counsel (Shaman): NEO, pg.42
- Credibility (Media): CP, pg.36
- Family (Nomad): CP, pg.36
- Family (Workganger): DS, pg.75
- Gang Rank (Streetpunk): WS, pg.37; SOF
- Interface (Netrunner): CP, pg.36
- Jury Rig (Techie): CP, pg.36
- Kith (2): NEO, pg.38
- Medical Tech (Medtech): CP, pg.36
- PA Combat Sense (Trooper): MM, pg.52
- Reason (Attorney): PS
- Recognition (Bounty Hunter): SA, pg.83
- Reconnaissance (Outrider, etc): NEO, pg.40
- Research (P.I.): WGF, pg.46
- Resources (Corp): CP, pg.36
- Salvage (Salver): DS
- Scrounge (Scavenger): WS, pg.37
- Sneak (Prowler): WS, pg.35
- Space Combat (Space Marine): DS
- Spy Craft (Spook): DM, pg.57
- Streetdeal (Fixer): CP, pg.36
- Street Tactics (IPC): I1.1
- Thief (Convict): I1.1
- Titillate (Tabloid Media): I2.1, pg.7
- Trace (Reaper): DM, pg.58
- Vagrant (Urban Survival): WGF, CB3
- Vamp (Dancer/Prostitute): WS, pg.37
- Vehicle Zen (Runner): NEO, pg.43
- Warpath (Warrior): NEO, pg.40
- Workgang (Workganger): DS

#### ATTR
- Personal Grooming: CP, pg.37
- Wardrobe & Style: CP, pg.37

#### BODY
- Controlled Hyperventilation: SA, pg.82
- Endurance: CP, pg.37
- Strength Feast: CP, pg.37
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#### COOL
- Cadre Tactics: I1.2, pg.23
- Interrogation: CP, pg.37
- Intimidate: CP, pg.37
- Meditation: NE, pg.56
- Oratory: CP, pg.37
- Resist Torture/Drugs: CP, pg.37
- Rhetoric: PAC, pg.153
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#### EMP
- Animal Handling: NE, pg.56
- Human Perception: CP, pg.38
- Interview: CP, pg.38
- Leadership: GCT, pg.20
- Palmistry: GCT, pg.20
- Perform: CP, pg.38
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- Seduction: CP, pg.38
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- Social: CP, pg.38
- Tarot Lore: GCT, pg.20
- Trance (3): PAC, pg.155
- Voodoo Divination: GCT, pg.20

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- Accounting: CP, pg.38
- Anthropology: CP, pg.38
- Area knowledge: (Area): WGF, pg.48
- Astrogaion: DS, pg.76
- Astrology: GCT, pg.20
- Awareness/Notice: CP, pg.38
- Body Language: NE, pg.56
- Biology: CP, pg.38
- Botany: CP, pg.38
- Braindance Use: DS, pg.74
- Bureaucracy: WGF, pg.48
- Business Sense: SOF, pg.31
- Chemistry: CP, pg.38
- Composition: CP, pg.38
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- Culture: WS, pg.86
- Diagnose Illness: CP, pg.39
- ECM: I1.2, pg.23
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- Eidetic Memory: NE, pg.56
- Expert: (Subject): CP, pg.39
- Expert: Braindance/VR: WS, pg.21
- Expert: Communications: I1.3, pg.47
- Expert: Corp. Procedures: I1.3, pg.45
- Expert: Exotic Weapons: I1.3, pg.47
- Expert: High Tech: WS, pg.21
- Expert: Law: P&S, pg.70
- Expert: Military Procedures: I1.3, pg.45
- Expert: PA Design: MM, pg.52
- Expert: Small Arms: WS, pg.21
- Expert: Software: WS, pg.21
- Expert: Torture: WS, pg.21
- Expert: Wetware: WS, pg.21
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- Geology: CP, pg.39
- Graphology: GCT, pg.20
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- Hide/Evade: CP, pg.39
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- Language: CitySpeak: I1.1, pg.20
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- Navigate: HW, pg.21
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Programming | CP, pg.39
Psychology | WS, pg.21; GCT, pg.20
Rune Lore | GCT, pg.20
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Tactics | WGF, pg.48
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Pilot: Gyro (3) | CP, pg.42
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Pilot: Remote (3) (Av INT+REF) | Chr 2, pg.30
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Expert: (Blessing) | GCT, pg.20
Expert: (Curse) | GCT, pg.20
Expert: (Ritual) | GCT, pg.20
Expert: (Spell) | GCT, pg.20

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Master Role List

SOLO (Cyberpunk 2020, pg. 7)
Combat Sense: Adds to both Awareness and Initiative in combat situations.
Awareness
Brawling or Martial Arts
Weapons Tech
Athletics
Stealth

CORP OPERATIVE (Interface v.1, i.3, pg. 47)
Combat Sense
Interrogation
Human Perception
Expert: Corp. Admin
Library Search
Awareness

EX-CYBERSOLDIER (Interface v.1, i.3, pg. 47)
Combat Sense
Drive or Pilot
Basic Tech
Endurance
Weaponsmith
Awareness

BODYGUARD (Interface v.1, i.3, pg. 47)
Combat Sense
Handgun or SMG
Social
Intimidate
Human Perception
Awareness

BOUNTY HUNTER (Interface v.1, i.3, pg. 47)
Combat Sense
Expert: Exotic Weapons
Library Search
Shadow/Track
Disguise or Intimidate
Awareness

STREET SAMURAI (Interface v.1, i.3, pg. 47)
Combat Sense
Streetwise
Shadow/Track
Fast Talk
Intimidate
Awareness

TATSUJIN (Pacific Rim, pg. 157)
You strive for practice to increase your power. You only release your full power when you need it. You are a "duellist".
Combat Sense (Geonhu): You may not install any cyber, and you may not use guns. You use your full power in one-on-one combat only, when using Strike and Cast (includes bows) Martial Arts weapons.
Diagnose Illness
Athletics
Martial Arts 1
Martial Arts 2
First Aid

SHINOB! (Pacific Rim, pg. 156)
You a member of one of the ninja assassin clans. You will use almost anything to complete your mission, excluding cyber. Cyber is the easy way out and the cybered are scum.
Combat Sense (Nindo): Adds to Martial Arts, Hide/Evade and Stealth when you are trying to assassinate someone.
Awareness
Martial Arts: Ninjutsu
Stealth
Disguise
Elect. Security
Pick Locks

PA TROOPER (Shockwave, pg. 29)
ACPA Combat Sense: Adds to Awareness, initiative, and maneuver rolls while in the suit, but outside ACPA they get only 1/2 (round down) this skill to use as Combat Sense.
Awareness
Rifle
Brawling or Martial Arts
Basic Tech
Stealth

COVERT SPECIALIST (Stormfront, pg. 93)
You're an expert at getting into places where you shouldn't be, without the expedient of noisy and messy explosions.
Combat Sneak: Adds half level to Stealth, Hide/Evade, Awareness, and Initiative.
Primary: 3+
Awareness
Athletics
Handgun
Hvy Weapons
Martial Art
Melee
Rifle or SMG
Stealth
Swimming
Wilderness Survival
Personal Grooming
Pilot
Persuasion/Fast Talk

ASSASSIN (Stormfront, pg. 94)
You're the ultimate trained killer. This demands a level of specialization that stands out even among the already elite covert mission specialists.
Combat Sneak 3+
Primary:
Athletics 3+
Awareness 3+
Endurance 2+
Handgun 3+
Martial Art 3+
Melee 3+
Stealth 5+

COVERT TECH (Stormfront, pg. 95)
Athletics 2+
Endurance 2+
Handgun or SMG 2+
Plus Specialist Occupation Skills:

REMOTE OPS
Netrunner Ops
Martial Arts 2+
Basic Tech

INTRUSION OPS
Network Ops
Electronics 2+

ELINT OPERATIONS
Electronics
Electronics
Expert: Elect Warfare

DEMOLITIONS OPERATIONS
Explosives
Demolitions 3+

COVERT SPECIALIST (Stormfront, pg. 93)
You're an expert at getting into places where you shouldn't be, without the expedient of noisy and messy explosions.
Combat Sneak: Adds half level to Stealth, Hide/Evade, Awareness, and Initiative.
Primary: 3+
Awareness
Athletics
Handgun
Hvy Weapons
Martial Art
Melee
Rifle or SMG
Stealth
Swimming
Wilderness Survival
Personal Grooming
Pilot
Persuasion/Fast Talk

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You're the ultimate trained killer. This demands a level of specialization that stands out even among the already elite covert mission specialists.
Combat Sneak 3+
Primary:
Athletics 3+
Awareness 3+
Endurance 2+
Handgun 3+
Martial Art 3+
Melee 3+
Stealth 5+

COVERT TECH (Stormfront, pg. 95)
Athletics 2+
Endurance 2+
Handgun or SMG 2+
Plus Specialist Occupation Skills:

REMOTE OPS
Netrunner Ops
Martial Arts 2+
Basic Tech

INTRUSION OPS
Network Ops
Electronics 2+

ELINT OPERATIONS
Electronics
Electronics
Expert: Elect Warfare

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Explosives
Demolitions 3+

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Primary: 3+
Awareness
Athletics
Handgun
Hvy Weapons
Martial Art
Melee
Rifle or SMG
Stealth
Swimming
Wilderness Survival
Personal Grooming
Pilot
Persuasion/Fast Talk

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Awareness 3+
Endurance 2+
Handgun 3+
Martial Art 3+
Melee 3+
Stealth 5+

COVERT TECH (Stormfront, pg. 95)
Athletics 2+
Endurance 2+
Handgun or SMG 2+
Plus Specialist Occupation Skills:

REMOTE OPS
Netrunner Ops
Martial Arts 2+
Basic Tech

INTRUSION OPS
Network Ops
Electronics 2+

ELINT OPERATIONS
Electronics
Electronics
Expert: Elect Warfare

DEMOLITIONS OPERATIONS
Explosives
Demolitions 3+

COVERT SPECIALIST (Stormfront, pg. 93)
You're an expert at getting into places where you shouldn't be, without the expedient of noisy and messy explosions.
Combat Sneak: Adds half level to Stealth, Hide/Evade, Awareness, and Initiative.
Primary: 3+
Awareness
Athletics
Handgun
Hvy Weapons
Martial Art
Melee
Rifle or SMG
Stealth
Swimming
Wilderness Survival
Personal Grooming
Pilot
Persuasion/Fast Talk

ASSASSIN (Stormfront, pg. 94)
You're the ultimate trained killer. This demands a level of specialization that stands out even among the already elite covert mission specialists.
Combat Sneak 3+
Primary:
Athletics 3+
Awareness 3+
Endurance 2+
Handgun 3+
Martial Art 3+
Melee 3+
Stealth 5+

COVERT TECH (Stormfront, pg. 95)
Athletics 2+
Endurance 2+
Handgun or SMG 2+
Plus Specialist Occupation Skills:
SUBJOCK (Stormfront, pg. 25)
You're an underwater ace, part of a special ring of submariners who are the elite amongst the lesser sea-dogs.
Sub Tactics: Applied to your INT when in sub combat, half level is added to any Initiative rolls while in command of a sub.
Awareness Navigation
Underwater Survival Sonar Tech
Underwater Hvy Weapons Swimming
Underwater Weapons
Pilot: Submersible (small/large)
Sub Tech (small/large)

NETRUNNER (Cyberpunk 2020, pg. 8)
Interface (INT): Used to operate menu functions in the Net.
Awareness Basic Tech
Education System Knowledge
CyberTech Cyberdeck Design
Composition Electronics
Programming

ROUGE HUNTER (Interface, v.1.1.3, pg. 46)
Netrunners who specialise in hunting rogue AIs.
Interface
Awareness System Knowledge
Education Decks or Electronics
CyberTech Programming
Expert: World Net Sys Expert: Computer Sys

TECHIE (Cyberpunk 2020, pg. 9)
Streetmart Inventor, System Hardware Engineer
Jury Rig (TECH): A general repair skill that allows the Techie to alter/repair something for Level x 1D6 turns. Includes Scavenge skill, a tech can notice useful parts in what is considered junk and put together useable gear with it.
Awareness Basic Tech
CyberTech Teaching
Education Electronics
3 other Tech skills

MED TECH (Cyberpunk 2020, pg. 9)
Pharmacist, Bioware Researcher
Medical Tech (TECH): The skill to perform major surgery and medical repairs.
Awareness Basic Tech
Diagnose Illness Education
Cryotank Operation Library Search
Pharmaceuticals Zoology
Human Perception

MARINE BIOTECH / UNDERWATER GENETCIST (Stormfront, pg. 26)
You’ve cataloged new species, scanned thousands of new DNA samples, and learned more about the mechanics of life underwater than in the last twenty years.
Medical Tech (TECH)
Awareness Library Search
Pharmaceuticals Biogenetics
Expert: Deep Sea Zoology
Underwater Survival

NOMAD (Cyberpunk 2020, pg. 14)
Include Agripacks, Native Americans, Gypsies, Carneys, Bikers and others. There are 7 Nations; Snake Nation, The Jodes, Blood Nation, Folk Nation, The Meta, The Aldecaldos, and the Thelas Nation (Pirates).
Family (INT): The ability to call upon your pack for help.
Awareness Endurance
Melee Rifle
Drive Basic Tech
Wilderness Survival Brawling
Athletics

WARRIOR (Neo-Tribes, pg.40)
Warpath: Adds to Initiative and Awareness, but is only half as effective when fighting none nomads. Also added to Melee at half Special Ability. Includes Kith
Awareness Wilderness Survival
Weapon or Basic Tech Rifle
Handgun or Hvy W Brawling or MArs
Endurance or First Aid Dodge & Escape
Melee or Fencing

OUTRIDER (Neo-Tribes, pg.40)
Reconnaissance: Adds to Awareness and Hide/Evade when the outrider/pathfinder is sneaking and reconnoitring. Also includes Kith.
Awareness Wilderness Survival
Hidd/Evade SMG or Rifle
Endurance Athetics
Basic Tech Brawling or MArs
Motorcycle or Drive

PATHFINDER (Neo-Tribes, pg.40)
Reconnaissance Shadow/Track
Awareness Hide/Evade
Wilderness Survival SMG or Rifle
Endurance Athetics
Basic Tech Brawling or MArs

PIRATE (Pacific Rim, pg. 153)
Family
Awareness Navigation
Seamanship Athletics or Brawling
Rifle Basic Tech
Sailpower Pilot: Ship
Swimming or Water Vehicles

DOCTOR (Neo-Tribes, pg.42)
Counsel: Half strength outside the nomad culture. Includes Kith if a nomad.
Awareness Education
Diagnose Field Surgery
Pharmaceuticals Human Perception
Persuasion or Oratory Wilderness Survival
Rifle or Other Weapon

SPIRITUAL LEADER (Neo-Tribes, pg.42)
Counsel Rifle or Other Weapon
Awareness Dance or Oratory
Composition Trance or Perform
Human Perception Persuasion
Expert: Theology or History Wilderness Survival
**FIXER/MOBSTER (Cyberpunk 2020, pg. 13)**

- **Streetdeal (COOL):**
  - Awareness
  - Handgun
  - Melee
  - Pick Pocket
  - Persuasion

**BLACK MARKETEER (WildSide, pg. 20)**

- **Streetdeal**
  - Awareness
  - Handgun
  - Melee
  - 3 Specialty Skills

- **BRAINDANCE/VR**
  - Expert: Braindance/VR
  - Brainsdance Editing
  - Electronics

**WEAPONS**

- **Expert: Small Arms**
  - Forgery
  - Cybernetics

**BODY PARTS**

- **Electronics**
  - Biology
  - Diagnose Illness
  - Cryotank Operation

**CARS**

- **Drive**
  - Basic Tech
  - Pick Lock
  - Electronic Security

**WETWARE**

- **Expert: Wetware**
  - Electronics
  - Expert: High Tech

**INFORMATION BROKER (WildSide, pg. 21)**

- **Streetdeal**
  - Awareness
  - Forgery
  - Interrogation
  - Education & Gen. Know.

- **SLEAZE (WildSide, pg. 24)**
  - Streetdeal
  - Forgery
  - Brawling
  - Pick Pocket

**FACTOR (WildSide, pg. 24)**

- **Streetdeal**
  - Awareness
  - Accounting
  - Stock Market
  - Social

**LOAN SHARK (WildSide, pg. 26)**

- **Streetdeal**
  - Awareness
  - Accounting
  - Brawling

- **CREDSHARK (WildSide, pg. 26)**
  - Streetdeal
  - Awareness
  - Handgun
  - Melee

- **BOOKIE (WildSide, pg. 27)**
  - Streetdeal
  - Awareness
  - Gambling
  - Brawling

- **TALENT SCOUT (WildSide, pg. 28)**
  - Streetdeal
  - Awareness
  - Persuasion
  - Social

- **TALENT AGENT/MANAGER (WildSide, pg. 28)**
  - Streetdeal
  - Awareness
  - Persuasion
  - Social

- **NEGOTIATOR (WildSide, pg. 30)**
  - Streetdeal
  - Awareness
  - Persuasion
  - Social

- **SNIFFER (WildSide, pg. 32)**
  - Streetdeal
  - Awareness
  - Persuasion
  - Shadow/Track

- **OWNER (WildSide, pg. 32)**
  - Streetdeal
  - Awareness
  - Persuasion
  - Accounting

- **SHOEMAKER (WildSide, pg. 22)**
  - Streetdeal
  - Awareness
  - Forgery
  - Programming

**EXPANDED CHARACTER CREATION**

- **PUSHER (WildSide, pg. 23)**
  - NPC speciality
  - Awareness
  - Persuasion
  - Brawling
  - Melee
  - Pharmacology

- **FENCE (WildSide, pg. 25)**
  - NPC speciality
  - Awareness
  - Persuasion
  - Handgun
  - Melee
  - Basic Tech or Expert

- **PIMP (WildSide, pg. 28)**
  - NPC speciality
  - Awareness
  - Persuasion
  - Melee
  - Seduction
  - Diagnose Illness
  - Intimidate
  - Education & Gen. K.

**ADMINISTRATOR (Pacific Rim, pg. 153)**

A powerful and rich profession. The occupation table on WGF pg.47 shows your income if you're honest. With bribes you could make three times this, or more.

**MEDIA / FREELANCER**

(Cyberpunk 2020, pg. 10. LD, pg. 52)

**Credibility (INT): The ability to be believed.**

- Awareness
- Education
- Human Perception
- Photo & Film
- Streetwise

**INVESTIGATIVE REPORTER (LD, pg. 50)**

**Credibility (INT):**

- Awareness
- Education
- Human Perception
- Social
- Streetwise

**WAR CORRESPONDENT or "ACTION" REPORTER (LD, pg. 51)**

**Credibility (INT):**

- Awareness
- Education
- Human Perception
- Streetwise

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**Expanded Character Creation**

- **Awareness**
  - Handgun
  - Melee
  - Seduction

- **Handgun**
  - Melee
  - Seduction

- **Melee**
  - Handgun

- **Seduction**
  - Awareness

- **Awareness**
  - Handgun
  - Melee

- **Streetwise**
  - Awareness
  - Human Perception

- **Human Perception**
  - Awareness
  - Streetwise

- **Streetwise**
  - Awareness
  - Human Perception

**ON-AIR STAR (LD, pg. 52)**

<table>
<thead>
<tr>
<th>Credibility</th>
<th>Wardrobe &amp; Style</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corp Policy</td>
<td>Social</td>
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<tr>
<td>Notice</td>
<td>Perform</td>
</tr>
<tr>
<td>Awareness</td>
<td>Photo &amp; Film</td>
</tr>
</tbody>
</table>

**THE SPIN DOCTOR (LD, pg. 53)**

<table>
<thead>
<tr>
<th>Credibility</th>
<th>Awareness/Notice</th>
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</thead>
<tbody>
<tr>
<td>Corp Policy</td>
<td>Business Sense</td>
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<tr>
<td>Business</td>
<td>Expert</td>
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<tr>
<td>Perception</td>
<td>Intergation</td>
</tr>
<tr>
<td>Library</td>
<td>Oratory</td>
</tr>
<tr>
<td>Search</td>
<td>Persuasion</td>
</tr>
<tr>
<td>Style</td>
<td>Persuasion &amp; Fast Talk</td>
</tr>
</tbody>
</table>

**PROWLER (WildSide, pg. 35)**

A thief no matter how his skills are applied. Low level Prowlers pickpocket, mug and shoplifting, while more accomplished Prowlers become B&E robbers and cat burglars.

**CON MAN (WildSide, pg. 36)**

Hustler, Rip-off Artist, Grifter: The Con Man sets up elaborate schemes which fool his victims.

**SCAVENGER (WildSide, pg. 36)**

An expert in finding uses for junk. He knows what’s valuable materials.

**STREETPUNK (WildSide, pg. 37)**

Includes Posers, Boosters, Chromers, Dorphers, Guardians, Families, Skinheads, Partiers, Cutties, Nihilists, Combatants, Primitives, Threshers, and Bikers.

**SALVER (Deep Space)**

- EVA
- Spacecraft Tech
- Electronics

**SPACE MARINE (Deep Space)**

- Space Combat Sense
- Space Survival
- EVA

**SPY (Pacific Rim, pg. 154; WGF pg. 46)**

The Powers-that-be always need info on other corps, and even their own citizens.

**Spy Craft (TECH):** Includes trashing, bugging, surveillence work and technical knowledge of spy gear.

**SCOPES (Dark Metropolis, pg. 56)**

- Security and surveillance expert

**REAPERS (Dark Metropolis, pg. 58)**

- Reposessors, they repos cars, merchandise, body parts, cybernetics and sometimes whole people (Bounty Hunters).

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INQUISITOR PREDATOR (Night’s Edge)

Rank: Works like Gang Rank.

Awareness/Notice: Martial Art (choose)
Athletics: Dodge & Escape
Melee: Stealth
Vampire Lore: Strength Feat
Endurance

ALTERNATE CHARACTER PACKAGES

All of these alternatives get bonuses in their special situations so they are much better than someone who just owns the skill. However, when out of their element, the special ability is only half.

BONUS TABLE

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<th>Special Ability</th>
<th>Bonus</th>
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<tr>
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<tr>
<td>4-6</td>
<td>+1</td>
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<tr>
<td>7-8</td>
<td>+2</td>
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<tr>
<td>9</td>
<td>+3</td>
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<tr>
<td>10</td>
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