

## Additional Rules

### FULL AUTO

When firing full-auto at multiple targets the distance between targets is included when dividing the number of possible hits. So two characters 5 meters apart = 7, 6 targets over 8 meters = 10, etc. The ROF of the weapon is divided by this number to determine the maximum number of hits per target. If ROF is 30 and targets are 5 meters apart (7 including targets themselves) then 30/7 = 4; a maximum of 4 rounds per target. Roll as per FULL AUTO FNFF rules. Naturally everything in the background (i.e. between the targets) makes a save as well. Natural 10 means the target takes extra hits (roll 1d10 again).

### MONOBLADES

Add 1D6 to damage, Soft armour is 1/3SP, Hard armour is 2/3SP.

Parry: Roll 1D10, 4 or less the blade breaks. The blade will also break on a fumble. 5x weapon cost.

### RUNNING & MOVING

Characters can move up to their MA in meters and do other actions with no penalty or move 3 x MA in meters and do nothing else.

Type	MPH	KPH	M/Phase
Human	10	16	30
Fast Car	200	320	300
Cheetah	70	112	105
Motorcycle	180	288	270

Movement is slowed by the type of terrain being crossed:

Type	Easy	Rough	Very Rough
Example	Sidewalk	Light brush	Mud, Snow
Reduction	None	Halves MA	Quarters MA

### FALLING

A character can safely negotiate REF/1.5 (round down) meters without taking damage.

Falls cause 1D6-1 damage per 3m fallen, and is applied to the whole body, modified by BTM and armor. Soft armor (including skinweave and subdermal armor) provides 1SP vs fall damage per 50SP, Hard armor provides 1SP vs fall damage per 25SP.

### CYBERWARE UPGRADES

Task	Diff	Hours
Modifying a new part to fit an old model	20	1D6
Upgrading the mountings for new model	20	2D6
Products over 5 years old		+1D3
Urbemensch or very early cyberware		+1D3

### SCANDINAVIAN CYBER CLINICS

You must book 6 months in advance, but an extra 10% of cost can boost you 1D6 months up the waiting list.

Roll Humanity twice, subtract the second result from the first to get the actual Humanity Cost.

The course lasts 1 day per maximum Humanity Cost, and costs 1000eb/day plus normal operation costs. Cheaper clinics can be found that cost 100eb less per -1 from each die of the second roll.

### CYBERWARE AND CHILDREN

The majority of nanotech, optics, audio and neuralware has no adverse effect on children after age 10. Most other cyberware must be replaced at each age level, as the body grows.

Children 10-11: H.Loss/3

Children 12-15: H.Loss/2

### LEGITIMATE USES OF THE NET

Interactive Television  
 Music Transmissions, Subscription, and "Net Jams"  
 Newsgroups and other info services  
 Data Havens  
 Education and Instruction  
 Video Games, Braindance, and VR simulation  
 Pay-per-View Movies  
 BBSs, Databases and Chat systems  
 Fax Communication and Publishing  
 Telecommunications

### TASKS IN THE NET

#### System Knowledge & Computer Use skill rolls

Access Encyclopedia	with a service	Easy
	without service	Very Difficult
E-Mailing	without being monitored	Very Difficult
Post a Notice at open/closed Mailbox		Average/Difficult
Link to a Flaproom/Unlisted Flaproom		Average/Difficult
Locate a Datafortress	Local	Average
	National	Difficult
	International	Very Difficult
	Hidden	+10 to difficulty

#### Programming skill rolls

Hacking the Internet to establish a BBS	25+
Insert commercial into network's programming	20+
Changing programming to allow half hour show	25+

### ELECTRONIC ADDICTIONS

#### VR Dramas/Sims

More than 4 hours without at least a 2 hour break requires an Average COOL roll or you'll want to re-enter the VR at the earliest possible opportunity.

#### Braindance

Average COOL roll to avoid being mildly hooked after two hours of use. Further Difficult to Very Difficult COOL rolls are required to keep from embracing the 'dancer's beliefs and emotional reactions.

#### Subliminals

Average COOL roll to avoid any minor habits due to low-key subliminals and to resist (eg. buy Soy-So chocolate). Difficult COOL to resist the implantation of intensive subliminals and to resist when exposed to the activating stimulus. Use applicable skill to:

Determining detection technique	Average
Spotting subliminals	Average
Cleaning up broadcast	Difficult
Creating simple subliminals	Difficult
Creating sophisticated subliminals	Very Difficult

**MEMORY UNITS**

- 1MU =25 megs
- =10,000 pages of text
- =60 minutes of audio
- =20 minutes of video
- =16 minutes of audio/video

Whether those datachips hold your diary, the latest Johnny Silverhand album, or a video of that perp blowing away your mother.

**SOFTWARE DEGRADATION**

Type	STR Loss	Min	Cost	Repair
Consumer	-1 every 2 weeks	1	50%	NA
Custom	-1 every month	50%	100%	Diff
Original	1 every 3 months	50%	500%	Diff

20% chance of bug

**Bugs:** Double Fumble when using a consumer program. -2 STR or crashes Deck. Takes 2D10 hours minus programming skill to repair. An Expert System cuts the debug time by half.

**Controllers:** 1% chance that the controller interface is radically different. Difficult programming roll to write a patch.

**TECHNOLOGY**

**Technology Levels**

- 0- An existing technology adapted to a new use.
- 1- A modification, refinement or improvement of an existing technology.
- 2- A new technology for an existing use.
- 3- A new technology with a new use.

Creating New Tech	Difficulty	Lasts for
Improvement Modifications	15+	Damaged
Innovation Radical Improvement	25+	1 year
Invention Truly Original Tech	20-30+	5 years

**ERRATA**

The stats of the Ramjet Rifle ammo are correct in Blackhand's Street Weapons (Damx2, SPx3). The results would be spectacular, but not very effective, tending to explosively fragment on any hard or semi-hard surface.

The SILS (subdermal induction loop smartgun) link is the same as the Mag-Duct Spots from Chrome 1, but for weapons only. 220eb, 1/2D6 HC, Surgery M.

The cost of the Militech RPV-400 is 150,000eb. That's with control equipment.

Correct CyberSteroids cost is 1500eb/+1.

**ENTERING EUROPE**

Application fee is 150eb, +250eb for a late application. A Permanent Resident Card (PRC) costs 750,000eb, or 250,000eb through Corporate or EC sponsorship. After 5 years with a clean PRC the holder can get full citizenship.

**Provision Alien's Cards (PAC)**

	Max	Eb/Wk
Tourist/White card: tourist areas	4 Wk	100eb
Short Stay/Green: non-restricted areas	10 Wk	200eb
Limited Work/Yellow: citizen areas	1 year	500eb
Official Guest/Red: where EC allows	upto EC	
Scandinavia: process time is doubled		+20%

Entering the NCE costs 20eb for a tourist visa, or 100eb for a temporary residence permit. A UK border permit costs 1,000 to 2,000eb.

**Through Greece:**

Streetwise & Streetdeal don't lower the price, but tell you the right amount in advance.

"On the spot" tourist visa	1000-10,000eb
"tax" for Drugs	500-5000eb
Weapons (handguns)	100-500eb
Military weapons	1000-10,000eb
Heavy weapons	5000eb+
Cyberdeck	1000eb
Black cyberware	200-2000eb+

**Interpersonal Skill Rolls**

**STABILITY**

**Stability=COOL x 2.5.** Stability is the difficulty number which represents how difficult a person is to sway when using Authority, Charismatic Leadership, Interrogation, Intimidation, and Seduction.

**STABILITY MODIFIERS (add to actor's skill roll)**

**Subject**

Humiliated if they give in	-1
Holds a "trump card" in the situation	-2
Has a melee weapon	-2
Has a gun	-4
On psychoactive drugs	+/-STR
Is a cyberpsycho (1D10: 1-5)	-2 to -10
Is a cyberpsycho (1D10: 6-10)	+2 to +10

**Actor**

On his home turf	+1
Bigger than subject	+1
Much bigger than subject	+2
Brandishing a melee weapon	+2
Brandishing a gun	+4
Has backup (1st goon)	+2
Additional goons (max +5)	+1
On psychoactive drug	+/-STR
Has a Reputation for X	+1/2 Rep
Seduction stat base	ATT+EMP/2

**NPC REACTIONS (Optional)**

Roll on the table below for reaction results upon the first encounter between any character and NPC.

**REACTION TABLE (roll 1D100)**

<b>Roll</b>	<b>Result</b>
<b>01-05</b>	<b>Blind Hatred:</b> The NPC hates the character and will act in the worst possible way. No cooperation is possible. Will attack if possible.
<b>06-15</b>	<b>Hatred:</b> The NPC hates the character and may betray the character if possible. 80% chance of attacking if possible.
<b>16-24</b>	<b>Strong Dislike:</b> The NPC may act against the character if profitable, but otherwise will ignore the character the character. 30% chance of attack.
<b>25-35</b>	<b>Dislike:</b> The NPC is not impressed, but may help the character if profitable. However, if possible, he may betray the character.
<b>36-65</b>	<b>Neutral:</b> The NPC doesn't really care one way or the other. May or may not help.
<b>66-80</b>	<b>Like:</b> The NPC is a little impressed by the character and may help if not too difficult. Probably won't betray the character.
<b>81-95</b>	<b>Strong Like:</b> The NPC really likes the character and will try to help as much as possible within reason. He will be very loyal.
<b>96-00</b>	<b>Love:</b> The NPC will either fall in love with or strongly like the character. The NPC will do practically anything for the character.

**REACTION MODIFIERS**

-20% .....	In combat situation
+5% .....	Character seems very powerful
-10% .....	Character has bad REP
+5% .....	Per 1 Character's ATT>8
-5% .....	Per 1 Characters ATT<4
+10% .....	Character has good REP
+5% .....	NPC is opposite sex

**CULTURE & FOREIGN COUNTRIES**

When using Streetslang in a foreign country the skill acts as 1/2 (round down) it's usual level.

**CULTURAL SIMILARITY TABLE**

<b>Same (0)</b>	<b>Similar (10)</b>	<b>Different (15)</b>	<b>Alien (20)</b>
American	Germanic	Russian	Highrider
English	French	Israeli	Zulu
Australian	Finnish	Jamaican	Aboriginal
Canadian	Swedish	Colombian	Japanese

**Situations requiring a Culture roll:**

The first encounter of the parties. Any critical interaction. Reputation Style Facedown. Use of the following skills: Authority, Charismatic Leadership, Credibility, Wardrobe/Style, Oratory, Streetwise, Interview, Leadership, Persuasion, Perform, Education, History (cultural perception), Seduction, Human Perception, Disguise, Teaching.

**FAUX PAS (1D10)**

1-4	Minor error of etiquette. -7 to your skill rolls.
5-7	Obvious error. You come off as a simple minded foreigner. -7 to your skill rolls, and -1 to any culture rolls with the same party.
8-10	Major insult. You totally blew it. You are a barbarian who cannot be dealt with. Don't bother making the skill roll, and add -3 to any future Culture rolls.

Players may have appropriate Culture skills at 1/2 the level of any languages they know.

No interpersonal communications skill can be used at a level greater than the speakers skill in that language.

**Streetdeal & Streetwise**

**INFORMATION GATHERING**

1 hour	Nearly Impossible
1 day	Very Difficult
1 week	Difficult

Streetdeal, Research, (Streetwise) roll.

For every 5 points that the roll exceeds the Diff. rating, reduce the time by 1 category.

**RESOURCES & STREETDEAL**

Everyday item	10
Common	15
Not Very Common	20
Poor Availability	25
Exotic/Rare	30

**Fixer Benefits**

- Safe places to hide
- Thugs to protect you or take out someone for you
- Money laundering services
- Favours owed to you

**FALSIFICATION TABLE**

Streetdeal Roll	Reliability	Diff to spot
30+	95%	30
28-29	90%	28
26-27	85%	26
25	75%	25
23-24	60%	20
21-22	40%	15
0-20	15%	10

**DRUG PURITY**

**Purity Check:** 1D10 lower than Pusher's Streetdeal  
**Optional:** Pusher's Streetdeal+buyer's LUCK+1D10 vs.15

**Failed Drug's Purity**

- 1-2 A Bit Low; duration reduced by 1/3
- 3-4 Poor; duration is 1/2, STR -1
- 5-6 Bad; duration 1/3, STR -2, BOD 10+ or be sick
- 7-8 Real Bad; duration 1/3, STR -3, BOD 15+ or sick
- 9-10 The Worst; either does nothing or causes some kind of physical or mental damage.

**Buying and Selling**

**An average Edgerunner spends his money on:**

30-40%	Food, crash space, clothing.
30%	Work stuff.
20-30%	Maintaining their Reputation.
10%	Saved in gold, opals, stones, metals.

**PRICE MODIFIERS**

Legal Stuff	Food, consumer goods	Listed Price
Grey Market	Legal stuff, untraced	25-50%
	Could be used in a crime	150-200%
Black Market	Illegal Stuff	300%+
Custom	Newtech, progs, etc.	400%+
Military	Very rare and illegal	600%+

**EQUIPMENT QUALITY**

Reliability	Cost	Malf.
UR	50%	30%
ST	100%	20%
VR	150%	10%
EX	300%	5%

**Fencing:**

Base price	30%
Minimum price	10%
Maximum price	50%

Fenced items are usually sold at 50% of their normal value.

**Contraband** can sell for up to 10x legitimate market value.  
**Locally unavailable items** are bought for a small percentage and sold for 1/2 price and up.

**Appraising**

The base difficulty depends on the Fixer's area of expertise. Figuring out the exact price rather than a ballpark figure increases the difficulty by 5.

**Negotiation/Haggling**

COOL+Skill+1D10 vs COOL+Skill+1D10  
 When the 2 skills are the same each 1 point of success results in a 2% change of price in favour of the winner.  
 When a Fixer haggles with a non-fixer his advantage becomes 5%. Under normal circumstances, the price will never deviate by more than 50% either way.

**Data**

50MU of random data takes 1D10x10hours to collate in a list worth between 100eb to 2,000eb

**BLACK MARKET SERVICES**

Forging Credchips (95%)	1D10x1000
Cracking a Credchip	25-50%
Cash Processing	2-5%

**MONEY & FACTORS**

**Money exchange:** 3-10% processing fee for cash.  
**Money laundering:** Up to 50% of the total.

**Facebanks**

Can perform transactions through the Net, phone, and fax, but not ATMs. No cash, electronic credit only.  
 5% chance that they disappear  
 5% chance that your money is unavailable  
 20% interest per year

**Credit Accounts**

Type	Max transaction	ID required
Standard	1000eb	SIN
Gold	10,000eb	SIN, thumb print
Platinum	100,000eb	SIN, thumb, voice
Black	1,000,000eb+	SIN, thumb, voice, retina

Credit accounts pay between 7 and 10% interest per year.

**Exchange Rates. 1eb is equal to:**

\$	American Dollar	\$.50
Y	New Yen	200Y
Eb	EuroDollar	1Eb

**Skill Modifiers**

**ATTR**

Bodycure (3 hrs, 450eb)	+2 ATTR for 1D6 days
Autotanner	+1 ATTR for 1D6 days
Royo Bodyfree Masks	+1/+2 ATTR
'Farinata' Tech Tool Kit	+1 Wardrobe/Style or REP
'Venedico' Electronics Tool Kit	+1 Wardrobe/Style or REP
'Francesca' Techscanner	+1 Wardrobe/Style
Buchsterhude Tool Kit	+1 Wardrobe/Style or REP

**BODY**

Anti-Plague Nanotech	+3 Disease/Biowar
T-Maxx Cyberliver	+4 Drugs/Poison (ingest)
Nasal Filters	+4 Drug/Poison (breath)
Toxin Binders	+4 Drug/Poison
Web Foot	+3 Swimming

**COOL/WILL**

Stress Chip	+1 COOL for morale
CompuMod Voice Stress An	+2 Interrogation
Voice Stress Analyser	+2 Interrogation
Hand Held Stress Analyzer	+1 Interrogation

**EMPATHY**

Stress Chip	+1 EMP human interaction
CompuMod Voice Stress An	+2 Human Perception
Voice Stress Analyser	+2 Human Perception
Hand Held Stress Analyzer	+1 Human Perception
AudioVox	+2 Perform
Soundmachine Guitar	+1 Perform w/o back-up
Nymph Perfume	+2 Persuasion/Seduction
Forked Tongue (A-Vox)	+1 Persuasion/Seduction
Mr.Studd/Midnight Lady	+1 Seduction
Maximum Lover Chip	+2 Seduction
Habit (6 month, 5000eb)	+2 Social

**INT**

Cyber-PCX	+1 INT/TECH skills
Cyber-"E-Book"	+2 INT/TECH skills
PhotoMemory RAM Chip	+2 INT (remember 15+)
Fibre-Optic Cable	+1 to Netrunning tasks
Trode Set	-2 to Interface skill
Terminal	-5 to Interface skill
Tactile Boost	+2 Awareness (touch)
Olfactory Boost	+2 Awareness (smell)
Image Enhancement	+2 Awareness (sight)
Amplified Hearing	+1 Awareness (hearing)
Sound Editing	+2 Awareness (specific)
Nanooptical Upgrade	+2 Awareness (night)
IR Combat Cloak	-5 Awareness if using IR
Militech "Ghostsuit"	-4/-2 Awareness (-1/10m)
Gibson "Sneak Suit"	-4 Awareness (-1/10m)
Militech "Mirage Gear"	-2/-1 Awareness (-1/10m)
Medscanner	+2 Diagnose
CompuMod Medscanner	+1 Diagnose
Archaesthetic	+1 Diagnose & Medtech
MedicGear Medical Armor	+2 to "on the spot" rolls
Blood Substitute	+1 stabilise rolls
Portable Intern Unit	+2 Diagnose, +1 stabilise
Visual Recognition Chips	+Level to Knowledge skill
Auditory Recognition Chips	+Level to Knowledge skill
Olfactory Boost	+2 Shadow/Track (scent)

**REF**

Speedholster	+1 Fastdraw Initiative
Quickdraw Armholster	+2 Fastdraw Initiative
Gyro-Stabillizer	+1 Athletics, 0-G maneuver
Dodgeball (30 sec)	+1 Brawl, MArts, Melee
Grip Foot	+2 Climb
Vehicle Link	+2 Drive, pilot, motorcycle
Smartgun Link	+2 Firearms attacks
Cyberoptic Targeting Scope	+1 Smartgun attacks

**TECH**

Cyber-PCX	+1 INT/TECH skills
Cyber-"E-Book"	+2 INT/TECH skills
'Francesca' Techscanner	+1 TECH
"Spider" MicroWaldo Bracer	+1 TECH (small/complex)
Micromanipulation Rig	+1 TECH (small/complex)
'Pembroke' Techscanner	+2/+1 TECH
Buchsterhude Tool Kit	+1 TECH
Techscanner	-3 repair difficulty
Interface Monitor	+2 to CyberTech skill
Cardlock Decryptor	+5 Electronic Security
VocDecryptor	+5 Electronic Security
Advanced Alarm Removal Kit	+1 Electronic Security
Mindscape Cyberholo Imager	+1 Paint/Draw skill
Silverhand Studios Loft	+1 to artistic skill/year
DPI Smart Drum Sticks	+1 Play Drums
"Hurricane" Ultrasynth	+2 Play Synthesizer
Digital Weapon Uplink	+2 Weaponsmith (unjam)

**MISCELLANEOUS**

Scholar Home Learning Sys	Learn skill +1/6 hrs (+2)
Low Impedance Cables	+1 to interfacing tasks
Natural Claws	-3 to manipulation rolls
Enhanced Antibodies	+1 Healing
Lifesaver Skinweave	+1 Healing, Enhanced AB
Nanosurgeons	Doubles healing rate