

Master Role List

SOLO (Cyberpunk 2020, pg. 7)

Combat Sense: Adds to both Awareness and Initiative in combat situations.

Awareness	Handgun
Brawling or Martial Arts	Melee
Weapons Tech	Rifle
Athletics	SMG
Stealth	

CORP OPERATIVE (Interface 1.3, pg. 47)

Combat Sense	Electronic Security
Interrogation	Pick Lock
Human Perception	Handgun
Expert: Corp. Admin	Martial Arts
Library Search	Resist Torture & Drugs
Awareness	

EX-CYBERSOLDIER (Interface 1.3, pg. 47)

Combat Sense	Operate Hvy Machinery
Drive or Pilot	Heavy Weapons
Basic Tech	Martial Arts
Endurance	Rifle
Weaponsmith	CyberTech
Awareness	

BODYGUARD (Interface 1.3, pg. 47)

Combat Sense	Electronic Security
Handgun or SMG	Grooming or W&S
Social	Pilot or Drive
Intimidate	Martial Arts
Human Perception	Melee
Awareness	

BOUNTY HUNTER (Interface 1.3, pg. 47)

Combat Sense	Streetwise
Wilderness Survival	Melee
Library Search	Pilot or Drive
Shadow/Track	Martial Arts
Disguise or Intimidate	Awareness
Expert: Exotic Weapons	

STREET SAMURAI (Interface 1.3, pg. 47)

Combat Sense	Wardrobe & Style
Streetwise	Handgun
Shadow/Track	Pilot or Drive
Persuasion & Fast Talk	Martial Arts
Intimidate	Melee
Awareness	

EUROSOLO (Solo Of Fortune, pg. 31)

Combat Sense	Awareness
Handgun	Martial Arts
SMG	Wardrobe & Style
Athletics	Weapons Tech
Corporate Policy	Expert (pick one)
+2 in General Knowledge	
+1 non-native European language (-1 pickup point)	

SHINOBI (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
Stealth
Disguise
Electronic Security
Pick Locks

Martial Arts: Ninjutsu
Hide/Evade
Shadow/Track
Athletics

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 (Geonghu): 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 (plus bows) Martial Arts weapons.

Diagnose Illness	Strength Feat
Athletics	Human Perception
Martial Arts 1	Social
Martial Arts 2	Awareness
First Aid	

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	Heavy Weapons
Rifle	Melee
Brawling or Martial Arts	Athletics
Basic Tech	PA 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+	Secondary:
Awareness	Demolitions
Athletics	Disguise
Handgun	Drive
Hvy Weapons	Electronic Security
Martial Arts	Endurance
Melee	First Aid
Rifle or SMG	Hide/Evade
Stealth	Human Perception
Swimming	Language
Wilderness Survival	Performance
Personal Grooming	Pick Lock
Pilot	Seduction
Persuasion & Fast Talk	Social

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 specialties.

Combat Sneak 3+

Primary:	Secondary:
Athletics 3+	Archery
Awareness 3+	Disguise
Endurance 2+	Electronic Security
Handgun 3+	Perform
Hide/Evade 3+	Rifle
Martial Art 3+	Shadow/Track
Melee 3+	Submachine Gun
Stealth 5+	Weaponsmith

COVERT TECH (Stormfront, pg. 95)

Athletics 2+	Awareness 2+
Endurance 2+	Martial Arts 2+
Handgun or SMG 2+	Basic Tech 3+
Plus Specialist Occupation Skills:	

REMOTE OPS

Jury Rig
Drive
Electronics
Electronic Security
Operate Hvy Machinery

INTRUSION OPS

Combat Sense 3+
Electronic Security 3+
Hide/Evade
Pick Lock 3+
Stealth

NETRUNNER OPS

Interface 3+
Library Search
Programming 3+
System Knowledge
Electronics

ELINT OPERATIONS

Electronics
Electronic Security
Expert: Electronic Warfare
Photo & Film

DEMOLITIONS OPERATIONS

Combat Sense 3+	Electronics 2+
Chemistry 2+	Demolitions 3+
Expert: Structural Architecture 2+	

DIVEMASTER (Stormfront, pg. 24)

You love the sea, or more specifically, being a part of the world under the water.

Aquatic Sense: Adds full level to Awareness/Notice, and half level to Initiative while underwater.

Swimming	Endurance
Human Perception	Leadership
Awareness	Nuscuba
Pilot: Deepp Dive Suit	Pilot: EVA Hardshell
Underwater Weapons	

DIVEMASTER/MINER (Stormfront, pg. 24)

Aquatic Sense	Endurance
Awareness	Pilot: EVPA
Pilot: EVA Hardshell	Pressure Suit Tech
Operate Mining Equipment	Underwater Combat
Underwater Survival	Underwater weapons

U.S. or EDF ARMY (HoB, pg. 74)

Special Ability*	Awareness
Brawling	Stealth
Endurance	First Aid
Heavy Weapons	Rifle

+AIT Skills
* Soldiers, pilots, drivers are Solos. The Army also has Techs, Medtechs, Cops, Netrunners, and Fixers.

MARINE CORPS (Home of the Brave, pg. 74)

Special Ability*	Awareness
Brawling	Stealth
Endurance	Swimming
First Aid	Wilderness Survival
Heavy Weapons	Melee
Rifle	

+AIT Skills
* Soldiers, pilots, drivers are Solos. The Marines also has Techs, Medtechs, Cops, Netrunners, and Fixers.

U.S. or EDF NAVY (HoB, pg. 75)

Special Ability*	Awareness
Handgun	Brawling
First Aid	Swimming
Basic Tech	Water Vehicles
+AIT Skills	

* Normal sailors are Techs. The Navy also has Solos, Medtechs, Cops, Netrunners, and Fixers.

USAF / EDF AIR FORCE (HoB, pg. 75)

Special Ability*	Awareness
Handgun	Basic Tech
Athletics	Electronics
First Aid	Zero-G Maneuver
+AIT Skills	

* The USAF also has Techs, Medtechs, Cops, Netrunners, and Fixers.

BRITISH COMBINED FORCES (UK, pg. 30)

Either Army, Navy, Marines, or Air Force.

Special Ability*	Rifle
Martial Arts	First Aid
Endurance	Awareness
Heavy Weapons	Athletics
Swimming	
+AT Skills	

JAPANESE SDF OFFICER (Pac Rim, pg. 14)

Special Ability*	Awareness
Handgun	Martial Arts
Accounting	Bureaucracy
Expert: Tactics	Expert: Law

RUNNER (Neo-Tribes, pg. 43; PAC, pg. 154)

Everyone needs packages securely delivered. You may be carrying for the biggest Corp or the smallest smuggler.

Vehicle Zen: Includes Kith if a nomad.

Awareness	Streetwise
Pilot/Drive (2 or more)	Tech (For vehicles)
Basic Tech	Hide/Evade
Brawling or Athletics	Handgun

PANZERBOY (Shockwave, pg. 27)

Your home is the wide-open spaces and open road, flying low with a cargo in back and an over powered engine out front.

Vehicle Zen: Adds to Awareness/Notice & Initiative, and adds half level to maneuvering rolls while in ground vehicles/hovercraft. Only adds half level to Awareness & Initiative rolls when not driving said craft.

Pilot: Hovercraft	Basic Tech
Brawling	Expert: Navigation
Heavy Weapons	Rifle
Choice of 2 from:	
Operate Hvy Machinery,	Driving or Motorcycle,
Handgun or SMG,	Awareness

SUBJOCK (Stormfront, pg. 25)

An underwater ace, part of a special ring of submariners who are the elite amongst the lesser seadogs.

Sub Tactics: Applied to INT in sub combat, half level added to Initiative rolls while in command of a sub.

Awareness	Navigation
Underwater Survival	Sonar Tech
Underwater Weapons	Swimming
Underwater Hvy Weap	Sub Tech (small/large)
Pilot: Submersible (small/large)	

AEROJOCK (Shockwave, pg. 28)

You took to the skies like a duck to water. There's nothing you can't fly (or at least try). Osprey, jet, prop-job, choppers, AV, even delta.

Aircraft Sense: A variation of Vehicle Zen. Adds to Awareness/Notice & Initiative rolls, and adds half level to maneuvering rolls while in aircraft. Only adds half level to Awareness & Initiative rolls when out of aircraft.

Choice of 2 Pilot Skills	Basic Tech
Awareness	Aero or AV Tech
Handgun	Brawling or Martial Arts
Athletics	Expert: Navigation

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 1.3, pg. 46)

Netrunners who specialise in hunting rogue AIs.

Interface	Basic Tech
Awareness	System Knowledge
Education	Decks or Electronics
CyberTech	Programming
Expert: World Net Sys	Expert: Computer Sys

TECHIE (Cyberpunk 2020, pg. 9)

Streetsmart Inventor, System Hardware Engineer

Jury Rig (TECH): A general repair skill that allows the Techie to alter/repair something for Levelx1D6 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	Awareness
Education	Library Search
Pharmaceuticals	Biogenetics
Expert: Deep Sea Zoology	Expert: Psychology
Underwater Survival	Diagnose

NOMAD (Cyberpunk 2020, pg. 14)

Include Agripacks, Native Americans, Gypsies, Carnies, 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): 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 MArts
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	Hide/Evade
Wilderness Survival	SMG or Rifle
Endurance	Athletics
Basic Tech	Brawling or MArts
Motorcycle or Drive	

PATHFINDER (Neo-Tribes, pg.40)

Reconnaissance Shadow/Track

Awareness	Hide/Evade
Wilderness Survival	SMG or Rifle
Endurance	Athletics
Basic Tech	Brawling or MArts

PIRATE (Pacific Rim, pg. 153)

Family	Swimming
Awareness	Navigation
Seamanship	Athletics or Brawling
Rifle	Basic Tech
Sailpower	
Pilot: Ship or Water Vehicles	

AQUATIC NOMAD ('Punk '21 1.3, pg. 43)

Marine Instinct (EMP): Added to Empathy in all marine related situations and leadership. Also includes the Nomad ability to call upon your family for help when on, in, or near water.

Astral Navigation	Marine Tech
Expert: Ocean Lifeforms	Handgun
Pilot: Sub (small/large)	Heavy Weapons
Expert: Vessel ID	Awareness
Pilot: Ship/Water Vehicles	Language

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
Wilderness Survival	Expert: Theology/History

FIXER / MOBSTER (Cyberpunk 2020, pg. 13)**Streetdeal (COOL):**

Awareness	Forgery
Handgun	Brawling
Melee	Pick Lock
Pick Pocket	Intimidate
Persuasion	

BLACK MARKETEEER (WildSide, pg. 20)

Streetdeal	Awareness
Persuasion	Intimidate
Brawling	Melee
Handgun	3 Speciality Skills

BRAINDANCE / VR

Expert: Braindance/VR
Braindance Editing
Electronics

DRUGS

Chemistry
Resist Torture/Drugs
Pharmaceuticals

WEAPONS

Expert: Small Arms
Weaponsmith
Forgery

CYBERNETICS

Forgery
Cybertech
Cryotank Operation

BODY PARTS

Biology
Diagnose Illness
Cryotank Operation

ELECTRONICS

Electronics
Basic Tech
Expert: High Tech

CARS

Drive
Basic Tech
Pick Lock
or Electronic Security

SLAVERY

Cryotank Operation
Pharmaceuticals
Psychology
or Expert: Torture

WETWARE

Expert: Wetware
Wetware Design
or Bio Tech
Human Perception

SOFTWARE

System Knowledge
Cyberdeck Design
or Electronics
Programming
or Expert: Software

INFORMATION BROKER (WildSide, pg. 21)

Streetdeal	Awareness
Persuasion	Interview
Forgery	Library Search
Interrogation	Human Perception
Education & Gen. Know.	Expert: (your choice)

SLEAZE (WildSide, pg. 24)

Streetdeal	Awareness
Forgery	Handgun
Brawling	Melee
Pick Lock	Pick Pocket
Intimidate	Persuasion

FACTOR (WildSide, pg. 24)

Streetdeal	Awareness
Persuasion	Interview
Accounting	Human Perception
Stock Market	Education & Gen. K.
Social	Business Sense

LOAN SHARK (WildSide, pg. 26)

Streetdeal	Awareness
Intimidate	Shadow/Track
Accounting	Human Perception
Interrogation	Melee
Brawling	Handgun

CREDSHARK (WildSide, pg. 26)

Streetdeal	Awareness
Intimidate	System Knowledge
Accounting	Programming
Handgun	Electronics
Interview	Melee

BOOKIE (WildSide, pg. 27)

Streetdeal	Awareness
Intimidate	Persuasion
Accounting	Human Perception
Gamble	Handgun
Brawling or Melee	Mathematics

TALENT SCOUT (WildSide, pg. 28)

Streetdeal	Awareness
Persuasion	Intimidate
Expert: (field)	Human Perception
Social	Education & Gen. K.
Culture	Interview

TALENT AGENT / MANAGER (WildSide, pg. 28)

Streetdeal	Awareness
Persuasion	Leader or Accounting
Interview	Human Perception
Social	Expert: Entertainment
Intimidate	Education & Gen. K.

NEGOTIATOR (WildSide, pg. 30)

Streetdeal	Awareness
Persuasion	Oratory
Brawling	Human Perception
Social	Expert: (field)
Language	Education & Gen. K.

SMUGGLER (WildSide, pg. 30)

Streetdeal	Awareness
Persuasion	Language
Brawling	Hide/Evade
Handgun	Forgery or Basic Tech
Leadership	Resist Torture/Drugs

TRADER (WildSide, pg. 31)

Streetdeal	Awareness
Human Perception	Language
Persuasion	Education & Gen. K.
Intimidate	Interview
Melee	Handgun

SNIFFER (WildSide, pg. 32)

Streetdeal	Awareness
Persuasion	Social
Shadow/Track	Library Search
Intimidate	Human Perception
Brawling	Handgun

OWNER (WildSide, pg. 32) NPC speciality

Streetdeal	Awareness
Persuasion	Social
Interview	Intimidate
Accounting	Human Perception
Brawling	Wardrobe & Style

SHOEMAKER (WildSide, pg. 22) NPC speciality

Streetdeal	Awareness
Forgery	System Knowledge
Programming	Library Search
Bureaucracy	Accounting
Stock Market	Education & Gen. K.

PUSHER (WildSide, pg. 23) NPC speciality

Streetdeal	Awareness
Persuasion	Intimidate
Brawling	Handgun
Melee	Pharmacology

FENCE (WildSide, pg. 25) NPC speciality

Streetdeal	Awareness
Persuasion	Intimidate
Brawling	Handgun
Melee	Forgery
Accounting	Basic Tech or Expert

PIMP (WildSide, pg. 28) NPC speciality

Streetdeal	Awareness
Persuasion	Handgun
Melee	Brawling
Seduction	Diagnose Illness
Intimidate	Education & Gen. K.

CORPORATE (Cyberpunk 2020, pg. 12)

Financier, In-house Consultant, Entrepreneur
Resources (INT): Ability to command corp resources.
Awareness Human Perception
Education Library Search
Social Persuasion
Stock Market Wardrobe & Style
Personal Grooming

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.
Admin Resources (INT): Same as Resources.

Awareness	Streetwise
Education & Gen. K.	Social
History or Area Know	Library Search
Rhetoric	Persuasion & Fast Talk
Bureaucracy	

MEDIA / FREELANCER

(Cyberpunk 2020, pg. 10. LD, pg. 52)
Credibility (INT): The ability to be believed.
Awareness Composition
Education Interview
Human Perception Persuasion
Photo & Film Social
Streetwise

INVESTIGATIVE REPORTER (LD, pg. 50)

Credibility	Composition
Awareness	Human Perception
Education	Library Search
Interview	Persuasion
Streetwise	Photo & Film/Oratory

POLICE BEAT REPORTER (LD, pg. 51)

Credibility	Composition
Awareness	Human Perception
Education	Intimidate
Interview	Persuasion
Streetwise	Photo & Film

WAR CORRESPONDENT (LD, pg. 51)

Credibility	Composition
Awareness	Human Perception**
Education	Electronics/Basic Tech*
Interview	Persuasion**
Tactics*	Photo & Film

** Can be replaced with Endurance

"ACTION" REPORTER (LD, pg. 51)

Credibility	Composition
Awareness	Human Perception**
Education	Expert (selected sport)
Interview	Persuasion**
Athletics	Photo & Film

** Can be replaced with Endurance

SOCIAL REPORTER /**CELEBRITY HUNTER (LD, pg. 51)**

Credibility	Composition
Awareness	Social
Education	Wardrobe & Style
Interview	Persuasion
Photo & Film/Pop Culture	Streetwise/Simper

ON-AIR STAR (LD, pg. 52)

Credibility	Composition/W&Style
Awareness	Human Perception
Corporate Policy	Culture
Education	Perform
Interview	Social

TABLOID-MONGER (LD, pg. 53)

Credibility**	Composition
Awareness	Perform
Education	Drive/Pilot/Electronics
Interview	Persuasion
Streetwise	Photo & Film

** This is a sort of anti-credibility, the crazier the better

THE SPIN DOCTOR (LD, pg. 53)

Credibility	Composition
Awareness	Culture
Education	Perform
Persuasion	Photo & Film
Social	
Plus one of the following:	Business Sense
Corporate Policy	Expert (chosen politics)

LAWYER (Interface 2.2, pg.9)

Credibility	Awareness/Notice
Education & Gen. Know	Expert: Law
Human Perception	Interrogation or Interview
Library Search	Oratory
Grooming/Wardrobe	Persuasion & Fast Talk

ATTORNEY/JUDGE (Protect & Serve, pg.70)

Reason	Awareness/Notice
Education & Gen. K.	Expert: Law
Human Perception	Persuasion & Fast Talk
Social	Composition
History	Library Search

ROCKERBOY (Cyberpunk 2020, pg. 6)

Braindancer, Underground Revolutionary

Charismatic Leadership (COOL): Can sway crowds equal to his level squared times 200.

Awareness	Perform
Wardrobe & Style	Composition
Brawling	Play Instrument
Streetwise	Persuasion
Seduction	

SHAMAN (Pacific Rim, pg. 155)

Your destiny is to teach others of a higher truth, of the spirits, or God. Your karma is to help people, and many come to hear your wisdom. You needn't worry about the corps or police, since your followers will lay down their lives to protect you. You might be a Priest, Minister, Witch Doctor, TV Evangelist, or a cult leader.

Charismatic Leadership (Shaman): In religious situations they display their full ability and their skills are boosted.

Awareness	Anthropology
Expert: Theology	Perform
Dance or Oratory	Human Perception
Expert: Fortune Telling	Persuasion & Fast Talk
Trance	

CULTIST (Crashpoint, pg. 77)

Part showmen, part preachers, part salesmen. They create a religion and market it as the next Great Way of Life.

Charismatic Leadership (Cultist): Can sway crowds equal to his level squared times 10.

Awareness	Intimidate
Education	Oratory
Leadership	Perform
Persuasion & Fast Talk	Teaching
Theology	

COP (Cyberpunk 2020, pg. 11; P&S, pg. 9)

Beat, Traffic, Vice, Robbery, Homicide, Special Investigations, SWAT, Max-Tac, Riot, Internal Affairs, LEDiv or HiWay.

Authority (COOL): The ability to intimidate and control others through your position.

Awareness	Handgun
Human Perception	Athletics
Education	Brawling
Melee	Interrogation
Streetwise	

PRIVATE INVESTIGATOR (Pac Rim, pg. 153)

Many PIs are ex-cops, ex-gangsters, or both. Your rivals are tough. You must be tougher.

Research	
Awareness	Interview
Handgun or Brawling	Human Perception
Streetwise	Shadow/Track
Intimidate	Persuasion & Fast Talk
Library Search	

PROWLER (WildSide, pg. 35)

A thief. Low level Prowlers pickpocket, mug and shop-lifting, while more accomplished Prowlers become B&E robbers and cat burglars.

Sneak: Full level adds to Stealth and Hide/Evade.

Awareness	Hide/Evade
Stealth	Pick Lock
Handgun	Athletics
Electronic Security	Disguise
Melee	

CON MAN (WildSide, pg. 36)

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

Con (COOL): The ability to separate a fool from his money. Can be countered by Streetwise.

Awareness	Disguise
Persuasion & Fast Talk	Streetwise
Human Perception	Seduction
Forgery	Gamble
Hide/Evade	

DANCER/PROSTITUTE (WildSide, pg. 37)

Vamp (EMP): Used to separate customers from their money.

Awareness	Streetwise
Personal Grooming	Wardrobe & Style
Human Perception	Seduction
Brawling or Melee	Perform
Endurance	

SCAVENGER (WildSide, pg. 36)

An expert in finding uses for junk. He knows what's thrown away, and what to do with it.

Scrounge (INT): Allows you to find salvageable materials.

Awareness	Streetwise
Basic Tech	Pick Lock
Electronic Security	Drive
Stealth	Handgun
Strength Feat	

STREETPUNK (WildSide, pg. 37)

Includes Posers, Boosters, Chromers, Dorphers, Guardians, Families, Skinheads, Partiers, Culties, Nihilists, Combaters, Primitives, Thrashers, and Bikers.

Gang Rank: Represents level of authority in the gang, works similar to Family. Can also be used as an Expert Knowledge skill about gangs in one's own area.

Awareness	Streetwise
Intimidate	Dodge & Escape
Handgun	Melee
Brawling	Wardrobe & Style
One Gang-Related Skill	

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

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

Chameleon	
Human Perception	Resist Torture & Drugs
Education & Gen. K.	Ranged Weapon Skill
Interrogation	Martial Arts
Shadow/Track	Basic Tech
Disguise	

WORKGANGER (Deep Space, pg.75)

Tought and self-reliant orbital construction crews and operational staff.

Workganger (INT): Variant of Family.

Zero G Maneuver	Strength Feat
Awareness	Pilot OTV
Space Survival	Operate Hvy Machinery
EVA	Basic Tech
Expert: Construction	Electronics

HIGHRIDER/PILOT (Deep Space, pg.75)

The rare breed who "fly" the many commercial, corporate and military vehicles which clutter space, and control much of the transport of equipment and personnel.

Brotherhood (INT): Variant of Family.

Awareness	Mathematics
Pilot Shuttle/Spaceplane	Physics
Pilot OTV	Basic Tech/Electronics
Astrogation	Space Survival
EVA	Programming

SALVER (Deep Space, pg.75)

This new breed of individual scouts around and collects these disused relics, which sometimes contain a wealth of equipment.

Salvage(TECH): The ability to spot a piece of valuable space-junk and to know how to harness it without crippling your own craft. It also functions as Jury Rig at half level.

Space Survival	
EVA	Zero-G Maneuver
Astrogation	Operate Hvy. Machinery
Pilot OTV	Basic Tech or Electronics
Awareness	Melee or Handgun

SPACE MARINE (Deep Space, pg.76)

Elite squads of cybered warriors with armored work-suits and heavily-armed spaceplanes. These squadrons patrol sections of space and are a law in their own right.

Space Combat: Adds to Zero-G Combat, and Zero-G Maneuver when involved in space based combats.

Space Survival	EVA
Zero-G Maneuver	Zero-G Combat
Awareness/Notice	Pilot OTV
Driving or Motorcycle	Handgun or Melee
Rifle or SMG	

SPOOK (Dark Metropolis, pg. 56)

Security and surveillance expert.

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

Awareness	Streetwise
Electronic Security	Electronics
Basic Tech	Pick Lock
Stealth	Photo & Film
Shadow/Track	

REAPERS (Dark Metropolis, pg. 58)

Repossessors, they reposes cars, merchandise, body parts, cybernetics and sometimes whole people.

Trace: Ability to find people or the merchandise they are after, using both human and computer information.

Awareness	Streetwise
Intimidation	Persuasion
Shadow/Track	Pick Lock
Martial Arts	Handgun
Electronic Security	

INQUISITOR PREDATOR (Night's Edge, pg.15)

Predator's seek out CyberVamps, or other humans who use cybernetics to mimic animals or supernatural creatures.

Ranking: Works like Gang Rank.

Awareness/Notice	Martial Arts: TKD
Athletics	Dodge & Escape
Melee	Stealth
Vampire Lore (max 2)	Strength Feat
Endurance	

COMBAT SOCCER STAR ('Punk '21 1.1, pg.41)

Professional combat soccer player, these guys can earn up to 80,000eb a game, get superstar status and are idolized for most of their adult lives.

Combat Sense	Combat Soccer
Strength Feat	Endurance
Intimidate	Brawling
Athletics	Awareness
Dodge & Escape	Martial Arts

ALTERNATE CHARACTER PACKAGES

All of the alternative character packages (i.e. Tatsujin & Shinobi) 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

Special Ability	Bonus
1-3	none
4-6	+1
7-8	+2
9	+3
10	+4

Additional Rules**CHANGING CHARACTER ROLES**

A character usually changes roles due to a significant event in their life that is roleplayed. After this happens their previous role's Special Ability score is halved, and their new Special Ability is equal to one half of that (one quarter of their original Special Ability score). Even though the character may increase their new Special Ability, they may never increase the old one.

[Listen Up You Primitive Screwheads, pg.59]

AWARENESS TASKS

Players of any Role should get a bonus if the Awareness task directly relates to their Special Ability; if a Medtech gets a fairly good Awareness roll, they may not realize they are walking into an ambush, but they will notice that the "Judas" is sweating profusely.

[Listen Up You Primitive Screwheads, pg.27]

RUNNING & MOVEMENT

Characters can move their MA in meters and perform an action without penalty, or move MA x 3 meters only. MA is reduced by the type of terrain being crossed.

Type	Example	Reduction
Easy	Sidewalk, Grass	None
Rough	Light Brush	MA/2
Very Rough	Mud, Snow	MA/4

CLIMBING

Characters can climb a number of meters equal to their MA in one round. An Average Athletics check should be made for every turn spent climbing. Failure indicates a possible fall. An Average BOD/Strength Feat check should be made for the character to hang on; climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 meters. The Ref should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed. [Chromebook 3, pg.15]

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.

[Chromebook 3, pg.24]