



CYBERPUNK

R E D

DATA SCREEN



SKIP THE FLIP • FOUR PANELS OF ESSENTIAL DATA

► SKILL RESOLUTION

Attacker's STAT + Skill + 1d10 vs.
Defender's STAT + Skill + 1d10 or
Task Difficulty Value (DV)

► DIFFICULTY VALUES (DV)

Difficulty	Description	DV
Simple	This is something most people can do without thinking.	9
Everyday	Most people can do without special training.	13
Difficult	Difficult to accomplish without training or talent.	15
Professional	This feat takes professional level training.	17
Heroic	Generally requires high level training.	21
Incredible	Only the very best can accomplish it.	24
Legendary	This is something people write stories about.	29

► Critical Success ◀

If you roll a 10 on a 1d10 for a Check, roll again and add the 2nd roll to the 1st. Do not roll again if you roll another 10.

► Critical Failure ◀

If you roll a 1 on a 1d10 for a Check, roll again and subtract the 2nd roll from your STAT + Skill + 1st roll. Do not roll again if you roll another 1.

► Trying Again ◀

If you fail a Check, you can't try again unless your chances of success have improved for some reason.

► Complimentary Skills ◀

With GM approval, a Character can make a single complimentary Skill Check to give a +1 bonus to the main Skill Check.

► Taking Extra Time ◀

Get a single +1 bonus to a Skill Check by spending 4x the required time on it.

► Using LUCK ◀

Each point of LUCK spent gives +1 to a Skill Check.

► MODIFIER EXAMPLES

Condition	Mod
Poor lighting conditions	-1
Never done this before	-1
Complex task	-2
Missing right tools/parts	-2
Slept uncomfortable previous night	-2
Under extreme stress	-2
Exhausted	-4
Extremely drunk or sedated	-4
Trying to perform task secretly	-4
Task obscured by smoke, darkness	-4

► COSTS

Category	Cost
Cheap	10eb
Everyday	20eb
Costly	50eb
Premium	100eb
Expensive	500eb
Very Expensive	1,000eb
Luxury	5,000eb
Super Luxury	≥ 10,000eb

► ACTIONS

Action	Data
Move Action	Move up to MOVE x 2 m/yd.
Attack	Make a Melee or Ranged Attack.
Choke	Choke a Grabbed opponent.
Equip/Drop Shield	Equip or drop a Shield.
Get into a Vehicle	Get into a Vehicle.
Get Up	Get up after being Prone.
Grab	Grab and hold an opponent or take away an object they are holding.
Hold Action	Hold Action until later in the Round.
Human Shield	Equip someone you Grabbed as a Human Shield.
Reload	Reload a weapon with one ammo type.
Run	Take an additional Move Action.
Start a Vehicle	Start a Vehicle. Replace your MOVE w/ Vehicle's MOVE and jump to the top of the Initiative Queue.
Stabilize	Stabilize a target to begin the natural healing process or end the Mortally Wounded Wound State.
Throw	Throw Grabbed enemy or throw object.
Use NET Actions	Perform NET Actions inside the NET.
Use an Object	Manipulate an object. 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.
Use a Skill	Use one of your Skills to accomplish a quick task. A longer task might require multiple Actions and Rounds.
Vehicle Maneuver	Make a difficult vehicular Maneuver.

► FACEDOWNS

COOL + Reputation * + 1d10
vs. COOL + Reputation * + 1d10

**Treat Reputation as a negative number if defining Event is for cowardice.*

The loser must either back down or take -2 to all Actions vs. the winner until they have defeated them once.

► JOBS (PAYMENT IS PER PERSON)

Job Type	Pay
Easy Job (no armed resistance expected)	500eb
Typical Job (armed resistance expected)	1,000eb
Dangerous Job (overwhelming armed resistance expected)	2,000eb

▶ INITIATIVE

At start of combat:

REF + 1d10

▶ On Your Turn ◀

Your Turn = 1 Move Action + 1 other Action

▶ RANGED COMBAT RESOLUTION

Attacker's REF + Relevant Weapon Skill + 1d10

vs. **DV Determined by Range & Weapon**

or **Defender's DEX + Evasion Skill + 1d10***

**A Defender with a REF 8+ can choose to attempt to dodge a Ranged Attack using the Evasion Skill.*

▶ MOVE ACTIONS

Move a number of m/yds equal to MOVE x 2, or a number of squares (if playing on a grid) equal to MOVE, which can include moving diagonally.

▶ Prone ◀

If Prone, you can't use your Move Action until you use the Get Up Action. You can still perform other Actions.

▶ Split Movement ◀

When using your Move Action, you can take any Action in the middle of it and keep moving afterwards.

▶ Misc. Movement ◀

Swimming, Climbing, and Jumping (with a running start) all cost 2 m/yds of movement for every m/yd traveled or 2 squares for every 1 square (on a grid). When jumping from standing you can clear half the distance that you could with a running start.

▶ SINGLE SHOT DVs BASED ON RANGE [IN M/YDS]

Weapon Type	0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
Pistol	13	15	20	25	30	30	N/A	N/A
SMG	15	13	15	20	25	25	30	N/A
Shotgun (Slug)	13	15	20	25	30	35	N/A	N/A
Assault Rifle	17	16	15	13	15	20	25	30
Sniper Rifle	30	25	25	20	15	16	17	20
Bows & Crossbow	15	13	15	17	20	22	N/A	N/A
Grenade Launcher	16	15	15	17	20	22	25	N/A
Rocket Launcher	17	16	15	15	20	20	25	30

▶ FIRE MODES

▶ Suppressive Fire ◀

Costs 1 Action and 10 Bullets. Everyone within 25 m/yds out of cover and in line of sight must roll WILL + Concentration + 1d10 vs. your REF + Autofire + 1d10. Anyone who fails must do anything they can to reach cover during their next Turn.

▶ Autofire ◀

Costs 1 Action and 10 Bullets. Cannot make Aimed Shots. Targets with REF 8+ can try to dodge using Evasion Skill. Uses Autofire Skill and the table below.

Damage = 2d6 x amount Check beat the DV by (up to a maximum denoted by weapon's Autofire).

▶ AUTOFIRE DVs BASED ON RANGE [IN M/YDS]

Weapon Type	0-6	7-12	13-25	26-50	51-100
SMGs (Autofire 3)	20	17	20	25	30
Assault Rifle (Autofire 4)	22	20	17	20	25

▶ AIMED SHOTS

1 ROF. -8 to the Check.

Can aim Melee and Ranged Attacks (but not Autofire or area effects). On a hit, deal damage + effect.

Aiming for...

Effect

Head

Multiply damage that penetrates head armor x2.

Held Item

If damage penetrates armor, target drops held item of your choice to the ground.

Leg

If damage penetrates armor, target suffers the Broken Leg Critical Injury (if leg isn't already broken).

▶ WEAPON DAMAGE AND RATE OF FIRE BY TYPE [MELEE WEAPON DAMAGE IGNORES 1/2 SP]

Weapon Type	DMG	ROF
Medium Pistol	2d6	2
Heavy Pistol	3d6	2
Very Heavy Pistol	4d6	1
SMG	2d6	1
Heavy SMG	3d6	1

Weapon Type	DMG	ROF
Shotgun (Slug)	5d6	1
Assault Rifle	5d6	1
Sniper Rifle	5d6	1
Bows & Crossbows	4d6	1
Grenade Launcher	6d6	1

Weapon Type	DMG	ROF
Rocket Launcher	8d6	1
Light Melee	1d6	2
Medium Melee	2d6	2
Heavy Melee	3d6	2
Very Heavy Melee	4d6	1

▶ MELEE COMBAT RESOLUTION

Attacker's DEX + Relevant Melee Attack Skill + 1d10 vs. Defender's DEX + Evasion Skill + 1d10

Damage from Melee Weapon and Martial Arts Attacks ignore 1/2 armor SP. Damage from Brawling Attacks does not ignore 1/2 armor SP.

▶ BRAWLING

Brawling uses the Brawling Skill to attack and is 2 ROF.

Damage based on BODY.
Cyberarm always does at least 2d6.

Brawling is also the Skill used for initiating and defending against a Grapple.

▶ MARTIAL ARTS

Requires Martial Arts Skill.
Martial Arts Attacks are made at 2 ROF.

Martial arts uses the Martial Arts Skill to make Martial Arts Attacks and perform Martial Arts Special Moves.

Martial Arts Attacks ignore 1/2 armor SP.

BODY	≤ 4	5-6	7-10	≥ 11
Brawling and Martial Arts Damage	1d6	2d6	3d6	4d6

▶ Grab ◀

As an Action: Grab and hold someone, take an object they're holding, or escape a Grapple.

DEX + Brawling + 1d10 vs.

DEX + Brawling + 1d10

Anyone in a Grapple takes a -2 to all Actions. Defender cannot use Move Action and is dragged with Attacker when they Move. Attacker can end Grapple at any time.

▶ Choke ◀

Attacker in Grapple can use an Action to Choke. No Check required. Automatically does BODY STAT in damage directly to target's Hit Points. A target Choked for 3 successive Rounds goes Unconscious.

▶ Throw Object ◀

Throw an object up to 25 m/yds.

DEX + Athletics + 1d10 vs. DV

(based on Grenade Launcher on Ranged DV Table).

Anyone with REF 8 or higher can try to dodge using the Evasion Skill. Thrown Melee Weapons do not ignore 1/2 armor SP.

▶ ARMOR

Final Damage = Damage Roll - Armor SP
Melee Weapon and Martial Arts Attacks ignore 1/2 SP

If damage penetrates the armor lower armor's SP by 1.

Armor Type	SP	Penalty to REF, DEX & MOVE
Leathers	4	None
Kevlar®	7	None
Light Armorjack	11	None
Bodyweight Suit	11	None
Medium Armorjack	12	-2
Heavy Armorjack	13	-2
Flak	15	-4
Metalgear®	18	-4

▶ COVER

You are considered to be in cover if you are fully behind something that could stop a bullet. If it cannot stop a bullet, it is not cover. If they have line of sight on you, you aren't in cover.

▶ EXPLOSIVES

Target a specific 2m/yd square, not a specific target. All targets not behind cover within a 10m/yd squared area around target take damage.

Roll damage once, not per target. If the cover is destroyed by the explosion, any target behind the cover takes full damage.

Targets w/ REF 8 or higher can choose to dodge using Evasion.

Type of Cover	Thick HP	Thin HP
Steel	50 HP	25 HP
Stone	40 HP	20 HP
Bulletproof Glass	30 HP	15 HP
Concrete	25 HP	10 HP
Wood	20 HP	5 HP
Plaster/Foam/Plastic	15 HP	0 HP (Not Cover)

► WOUND STATES (STABILIZE USING FIRST AID OR PARAMEDIC SKILL)

Wound State	Wound Effect	Wound State	Wound Effect
Lightly Wounded Less than Full HP	None Stabilization DV10	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. DV15 to heal back to 1 HP, and Unconscious for 1 minute.
Seriously Wounded Less than 1/2 HP (round up)	-2 to all Actions Stabilization DV13		

► BODY CRITICAL INJURIES (SCORED IF 2+ DICE COME UP 6S DURING A DAMAGE ROLL)

2d6	Injury	Injury Effect (Bonus Damage for all Injuries is 5)	Quick Fix	Treatment
2	Dismembered Arm	Items held in hand are dropped. Base Death Save Penalty +1.	N/A	Surgery DV17
3	Dismembered Hand	Items held in hand are dropped. Base Death Save Penalty +1.	N/A	Surgery DV17
4	Collapsed Lung	-2 to MOVE (min. 1). Base Death Save Penalty +1.	Paramedic DV15	Surgery 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	Paramedic DV15 or Surgery DV13
6	Broken Arm	Broken Arm cannot be used. Drop any items in that arm's hand immediately.	Paramedic DV13	Paramedic DV15 or Surgery 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	Quick Fix removes
8	Broken Leg	-4 to MOVE (min. 1).	Paramedic DV13	Paramedic DV15 or Surgery DV13
9	Torn Muscle	-2 to Melee Attacks.	First Aid or Paramedic DV13	Quick Fix removes
10	Spinal Injury	Next Turn, you can't take any Action but a Move Action. Base Death Save Penalty +1.	Paramedic DV15	Surgery DV15
11	Crushed Fingers	-4 to all Actions involving that hand.	Paramedic DV13	Surgery DV15
12	Dismembered Leg	-6 to MOVE (min. 1). You cannot dodge attacks. Base Death Save Penalty +1.	N/A	Surgery DV17

► HEAD CRITICAL INJURIES (2+ DICE COME UP 6S DURING A DAMAGE ROLL FOR AN AIMED SHOT TO THE HEAD)

2d6	Injury	Injury Effect (Bonus Damage for all Injuries is 5)	Quick Fix	Treatment
2	Lost Eye	-4 to Ranged Attacks & Perception Checks involving vision. Base Death Save Penalty +1.	N/A	Surgery DV17
3	Brain Injury	-2 to all Actions. Base Death Save Penalty +1.	N/A	Surgery DV17
4	Damaged Eye	-2 to Ranged Attacks & Perception Checks involving vision.	Paramedic DV15	Surgery DV13
5	Concussion	-2 to all Actions	First Aid or Paramedic DV13	Quick Fix removes
6	Broken Jaw	-4 to all Actions involving speech	Paramedic DV13	Paramedic or Surgery 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	Quick Fix removes
8	Whiplash	Base Death Save Penalty +1.	Paramedic DV13	Paramedic or Surgery DV13
9	Cracked Skull	Damage for Aimed Shots to the head increases to x3. Base Death Save Penalty +1.	Paramedic DV15	Paramedic or Surgery DV15
10	Damaged Ear	Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. -2 to Perception Checks involving hearing.	Paramedic DV13	Surgery DV13
11	Crushed Windpipe	You cannot speak. Base Death Save Penalty +1.	N/A	Surgery DV15
12	Lost Ear	Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. -4 to Perception Checks involving hearing. Base Death Save Penalty +1.	N/A	Surgery DV17



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When your Crew's getting down to the Meat and the Metal and waiting on your call, you don't have time to dig through stacks of hardcopy or rely on CTRL + F to find the info you need.

That's why you need to interface with the **Cyberpunk RED Data Screen**. All the information you need to run the game faster and smarter plus four panels of gorgeous art to shield your notes from prying cybereyes.

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