Cyberpunk 2020 Character Generation

Steps marked \* are optional

1. Select preferred role and character concept
2. Assign Character Points to the attributes  
   Int(elligence), Ref(lex), Tech, Cool, Attr(activeness), MA (move allowance), Body (type), Emp(athy), Luck.
3. \*Roll Ethnic Background and Family Structure (p34-35)
4. \*Roll Motivations (p36)
5. Roll Age 2d6+16
6. \*Roll Life Events, 1 per year over 16 (p36+)
7. Assign Career Skills, 40 points, to role skills only, min 2 max 6
8. Assign Pickup Skills, REF+INT+ half(Age-16), to non-role skills, max 6
9. Walk speed MA metres / round; Run =Walk x3, Leap = Run/4
10. Carry weight = Body x10, Deadlift = Body x40

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| --- | --- | --- | --- |
| **Body Points** | **Description** | **BTM** | **Damage Bonus** |
| 2 | Very Weak | 0 | -2 |
| 3-4 | Weak | -1 | -1 |
| 5-7 | Average | -2 | 0 |
| 8-9 | Strong | -3 | +1 |
| 10 | Very Strong | -4 | +2 |

1. Hit Points = Body x 8 +/- 1d4
2. Hits/Location as per table
3. Wound Levels

Light ¼ total HP, flesh wound

Serious ½ total HP, -25% to all skills

Critical ¾ total HP, -50% all skills

Mortal All HP. Dead

1. Select Cyberware
2. Humanity = Emp x 10, current = (Emp-HC) x10
3. Select armour, equipment, weapons
4. Description and Name
5. Rock’n’roll