
Character Creation Summary

Characters start with 100 character customisation points. Their starting budget for gear is 1000 Libredollars. (Ganzfelds start with 50 extra points, which have to be spent on Flow techniques. They can spend as many of their usual 100 points as they like on additional Flow techniques.)

Characters all have the statistics PHYS, CON, TUE, ACU, EDU and PPL. These statistics all start at 5; the character's chosen species may immediately modify one or more of them. Statistics have a maximum value of 10 (unless modified by Quirks).

All of those statistics have associated skills. All skills start at 0.

When characters do things in play, they usually use their skills. Players should raise the value of their character's skills in the areas they expect to use in play.

The highest value a skill can have is equal to the character's value in the associated statistic.

Statistics and skills are improved with character creation points. Specialties, subspecialties, and some quirks are also bought with character creation points.

Statistics and skills use exactly the same rules to improve them. Each +1 increase costs a number of character creation points equal to the increased value of the statistic or skill.

A specialty is a situational +1 bonus to a specific skill. A specialty doesn't apply to all uses of the skill. They cost 3 character creation points each.

A subspecialty is a situational +1 bonus which applies to a situation already covered by a specialty, but is more specific. A subspecialty doesn't apply to all uses of the specialty, but when it does, *both* apply, for a total of +2. Subspecialties cost 3 character creation points each.

Each character chooses a training package from the PEACE plan. Each training package gives the character a specialty in four specified skills — for a total cost of 0 character creation points. It also grants an *optional* loan on a specific manufacturer's gear.

Quirks represent individual peculiarities a character has. Some cost character creation points; some have other costs. The rules for them will tell you what they add to your character, and what it costs.

Unspent character creation points are lost. Up to 5 can be converted to Libredollars, at a rate of 100ℒ (or 50 in illegal cash) per point. (These can't be spent on starting gear; they add to the character's funds at the start of the game.)

Unspent starting gear funds are lost. Unless you "donate" 10% of the remainder to a clerk at the Graduate Grants office to look the other way. (This may invite future trouble.)

Quick Gear Packages

An extensive chapter of gear, especially firearms, is a staple of cyberpunk RPGs. For inexperienced players, it can be extremely intimidating: too much to look through, too much to think about, and not enough idea what's useful and personally *fun*.

With that in mind, here are seven preselected gear packages, each of which suggests some skills you'll probably need some points in to get the most out of. For simplicity's sake, none of these off-the-shelf options takes advantage of your PEACE plan credit deal: doing your own shopping can get you slightly more bang for your buck. (On the other hand, you start with one less loan to pay off.)

- **Brawler:** suggested skills — 1-Handed Melee Weapons, Martial Arts, Tactical Awareness, Gear Maintenance
1 Plasmadze, 1 S-Series 201 Hercules Powerframe and 1 S-Series Ablative KinetiCushion, 1 C480x Cottonmouth pistol and 6 rounds of 9mm ammo, 1 Dispos-a-brolly, 1 pack of Happi-Stix
- **Sniper:** suggested skills — Firearms, Stealth, Climb, Observation
Cyclops K80 rifle and 10 rounds of 8.5mm ammo, 1 optical sight, 1 nightsight visor, 1 taclight, 1 quick-draw harness, 1 weathersuit
- **Scout:** suggested skills — Navigaton, Tactical Awareness, Stealth, Tradecraft
1 OmniHUD modular helmet with Blindsight, LIDAR, and RangeZoom plugins, 1 A9000 Honey Badger carbine and 18 rounds of 12mm ammo, 1 vibroknife, 1 Xipetotec pistol and 15 rounds of 10mm ammo, 1 vat-leather trenchcoat, 3 Instant Hardpoints and Ringbolt attachments, 10m smart-line, 2 packs of Happi-Chus
- **Medic:** suggested skills — Medic, Observation, Concentration, Bureaucracy
1 S-Series 201 Hercules Powerframe, 1 Xipetotec pistol and 15 rounds of 10mm ammo, 1 SLAMStick (less-lethal model), 1 VitalSight Status Monitor, 1 DoseBuddy Paramedic and 10 shots of Jumpstart, 1 crashbag
- **Technician:** suggested skills — Software, Gear Maintenance, Mechanics, Investigation
1 Portable computer and 1 EnviroMonitor Expando-Card, 1 debug probe, 1 N2X "Puffball" shotgun and 8 Puffball cartridges, 1 Boomslang pistol and 12 rounds of 9mm ammo, 1 weathersuit, 1 pack of Happi-Stix
- **Social Engineer:** suggested skills — Public Relations, Bureaucracy, Memetics, Investigation
1 Fashionhaus[®] by Emerson[®] Gentleman II executive defencewear three-piece suit, 1 quickdraw harness, 1 DoseBuddy Max and 5 shots of ANG/R, 1 Conqueror's Fist revolver and 5 rounds of Wolf.25 ammo, 2 cans of Taktikal Blakk, 1 Dispos-a-brolly
- **Grunt:** suggested skills — Firearms, Tactical Awareness, Explosives, Gymnastics
1 Thor SMG and 25 rounds of 10mm ammo, 1 vat-leather trenchcoat, 1 weathersuit, 1 taclight, 1 combat knife, 1 3l bottle of Taktikal Blakk

Further details on all items can be found in the Gear section (p20).