

# Cyberpunk 2020 GM & Player Cheat Sheet

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## Core Mechanics

- **Basic Skill Check:**  $1d10 + \text{STAT} + \text{SKILL}$  vs Difficulty Value (DV)
  - **Difficulty Values (DV):**
    - Very Easy: 5
    - Easy: 10
    - Moderate: 15
    - Hard: 20
    - Very Hard: 25
    - Nearly Impossible: 30
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## Combat Basics

- **Initiative:**  $1d10 + \text{REF} + \text{Combat Sense}$
- **Move:** MA (Move Allowance) x 3 meters per turn
- **Actions:** Cumulative -3 to additional actions beyond the first (e.g. If you wanted to move, then shoot, then reload, it would give you a -6 to any actions that round)

## Attack Roll:

- Melee:  $1d10 + \text{Melee Skill} + \text{REF}$
- Ranged:  $1d10 + \text{Weapon Skill} + \text{REF}$ 
  - DV based on range and cover

## Damage:

- Weapon's listed damage
- Subtract target's armor (SP - Stopping Power)
- Subtract target's BTM (minimum 1 damage)
- Reduce armor by 1 if attack hits but deals no damage (absorbed by armor), by 2 if damage gets through
- **Wound effects:**
  - Light (1-4 damage): No penalty
  - Serious (5-8): -2 to REF to all actions
  - Critical (9-12): 1/2 (round up) REF, INT and CL
  - Mortal 0+ (13+): 1/3 (round up) REF, INT and CL. Additionally, must make a Death Save every round: roll  $1d10 \leq (\text{BTM} - \text{Mortal Wound Level})$

## **Armor:**

- SP (Stopping Power): Reduces damage
  - **Damage past SP = ablates armor by 2**
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## **Actions in Combat**

- **Attack (Melee or Ranged)**
  - **Dodge/Take Cover**
  - **Move (MA x 3 meters)**
  - **Use Skill or Item**
  - **Reload (1 action)**
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## **Common Skills**

- Awareness/Notice: Perception checks
  - Athletics: Climbing, jumping, etc.
  - Handgun/SMG/Rifle: Firearms
  - Brawling/Fencing/Martial Art/Melee: Hand-to-hand or weapons
  - Stealth: Sneak or hide
  - Social Skills:
    - Persuasion
    - Fast Talk
    - Seduction
    - Intimidate
    - Social - etiquette skills
  - Cybertech/Basic Tech: Tech repair/install
  - First Aid: Heal HP (0.5/day on success)
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## **Healing**

- First Aid: DV = number of damage points to stabilize, separate check to heal 0.5 HP/day
  - Medical Tech: DV = number of damage points to stabilize, separate check to heal 1 HP/day
  - Natural: Suffer 2 HP loss/day without treatment
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## **Cyberware Notes**

- Each piece adds to your **Humanity Loss (HL)**
- HL = roll 1d6 (or as listed) per implant

- Humanity = (EMP + Cool + Body) x 3 (*House Rule*)
    - Humanity > 75% = No penalty
    - Humanity > 50% = -1 to social actions
    - Humanity > 25% = -2 to social actions
    - Humanity > 1% = -3 to social actions
    - At 0 EMP: Cyberpsychosis risk, Any fumble you must make a cool check (DV 15) or lose control for 1d6 rounds
    - Every loss of control reduces EMP by 1, If you lose 5 EMP, you become a cyberpsycho permanently
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### Other Useful Stats

- **EMP (Empathy):** Impacts ability to relate, lose it with too much chrome
  - **Cool:** Used in fear/pressure situations
  - **Luck:** You can add points of Luck (from your stat) to any roll, regens to full at the start of each session
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### Role-Specific Quick Reminders

- **Netrunners:** Use RUN dot NET system
  - **Solos:** Use Combat Sense (adds to initiative + awareness)
  - **MedTech:** Can heal others more effectively
  - **Fixers:** Start with contacts and black market access
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