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EDGERUNNER FOLIO

SPACE FOR ALL YOUR CHARACTER'S DETAILS

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V1.0

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Cyberpunk RED

Handle

Role

Luck (out of)

Death Save

HP (out of)

S Wounded

-2 to all Checks when HP < Above

INT

REF

DEX

TECH

COOL

WILL

MOVE

BODY

EMP

Role Ability

Rank

Humanity (out of)

Reputation

ARMOR

If damage penetrates armor, the SP goes down by 1

Body	vs Ranged/ Brawling	vs Melee/ Martial Arts

Head	vs Ranged/ Brawling	vs Melee/ Martial Arts

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Notes

SKILLS

Name	STAT	LVL	BASE

A Skill Check = 1d10 + BASE + Any Bonuses Not Already Included in the Base

Name	STAT	LVL	BASE

CYBERWARE

Name	Category

Notes

Name	Category

Notes

Name	Category

Notes

Name	Category

Notes

Name	Category

Notes

Additional Notes

CYBERWARE

Name	Category

Notes

Name	Category

Notes

Name	Category

Notes

Name	Category

Notes

Name	Category

Notes

Additional Notes

ATTACKS

Brawling

Hand-to-hand (or foot or headbutt or elbow... you get the idea) combat. You can do the following Actions with it.

- **Attack**: A straight up punch/kick/bodyblow. Does damage based on BODY. ROF2.
- **Grab**: Initiate a grapple. Your Brawling Base vs your opponent's Brawling Base. If you win, you now have them in a grapple. Anyone involved in the grapple takes a -2 to all Checks. You can drop the grapple at any time without an Action. ROF1.
- **Choke**: If you have a target in a grapple, you can automatically do damage to them equal to your BODY without a Check. This is done directly to their HP and not affected by armor. If you choke them for 3 Rounds in a row, they pass out regardless of how much HP they have left. ROF1.
- **Slam**: If you have a target in a grapple, you can automatically slam them into the ground without a Check. When you slam an opponent, you leave them in an adjacent square of your choice and damage to them equal to your BODY. This is done directly to their HP and not affected by armor. ROF1.

Name

Type	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Hands	Concealable?

Notes

DV based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800

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ADDITIONAL NOTES

GEAR

Name	Notes
Cash	

AMMUNITION

Name	Weapon Type	Ammo Type	Amount	Notes

HOUSING & LIFESTYLE

Type	Notes

Improvement Points

VEHICLE SHEET

NAME	SEATS
TYPE	
CONTROL SKILL	REPAIR SKILL

STATS

SDP	OUT OF	SP	OUT OF	SPEED (COMBAT)	SPEED (NARRATIVE)

ATTACKS

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INSTALLED UPGRADES

	NUMBER INSTALLED		NUMBER INSTALLED
○ Armored Chassis	☐	○ Onboard Flamethrower	☐
○ AV-4 Engine Upgrade	☐	○ Onboard Machine Gun	☐
○ Bulletproof Glass	☐	○ Onboard Melee Weapon	☐
○ Combat Plow	☐	○ Onboard Rocket Pod	☐
○ Communications Center	☐	○ Seating Upgrade	☐
○ Deployable Spike Strip	☐	○ Security Upgrade	☐
○ Enhanced Interface Plug Integration	☐	○ Smuggling Upgrade	☐
○ Heavy Chassis	☐	○ Vehicle Heavy Weapon Mount	☐
○ Housing Capacity	☐	○ _____	☐
○ Hover Upgrade	☐	○ _____	☐
○ NOS	☐	○ _____	☐

CYBDERDECK SHEET

Name

Type

STATS

Universal Slots	out of	Program Slots	out of	Hardware Slots	out of

Programs Loaded

○ Armor	☐	○ Shield	☐
○ Banhammer	☐	○ Speedy Gonzalvez	☐
○ DeckKRASH	☐	○ Superglue	☐
○ Eraser	☐	○ Sword	☐
○ Flak	☐	○ Vrizzbolt	☐
○ Hellbolt	☐	○ Worm	☐
○ Nervescrub	☐	○ _____	☐
○ Poison Flatline	☐	○ _____	☐
○ See Ya	☐	○ _____	☐

Number Loaded

Black ICE Loaded

○ Asp	☐	○ Raven	☐
○ Dragon	☐	○ Sabertooth	☐
○ Giant	☐	○ Scorpion	☐
○ Hellhound	☐	○ Skunk	☐
○ Killer	☐	○ Wisp	☐
○ Kraken	☐	○ _____	☐
○ Liche	☐	○ _____	☐

Number Loaded

Hardware Installed

○ Aerie		○ KRASH Barrier	
○ Backup Drive		○ Perfume Shoppe	
○ Bushido Accelerator		○ Range Upgrade	
○ Combat Recorder		○ Smithy	
○ Defense Sequencer		○ Snaketrap	
○ DNA Lock		○ Swamp Mist	
○ Feline Instinct		○ Swifty Clean	
○ Hangry Hangry Dragon		○ _____	
○ Hardened Circuitry		○ _____	
○ Insulated Wiring		○ _____	

Location

LIFEPATH

Cultural Origins

Personality

Clothing Style

Hair Style

Affectation

What Do You Value Most?

Feelings About People?

Most Valued Person

Most Valued Possession

Family Background

Childhood Environment

Family Crisis

Life Goals

Friends

Tragic Love Affairs

Enemies	*Who?*	*What Caused It?*	*What Can They Throw at You?*	*What's Gonna Happen?*

Additional Notes

Role Specific Lifepath

SKILL CHECKS

Attacker's STAT + Skill + 1d10 vs. **Defender's STAT + Skill + 1d10** or **Task Difficulty Value (DV)**
You must beat the DV (surpass the DV by 1 or higher) and not just meet the DV.

TASK DVs: 9 (*Simple*) • 13 (*Everyday*) • 15 (*Difficult*) • 17 (*Professional*)
21 (*Heroic*) • 24 (*Incredible*) • 29 (*Legendary*)

▶ Check Explosion ◀

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

▶ Check Implosion ◀

If you roll a 1 on a 1d10 for a Check, roll again and subtract the second 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.

INITIATIVE & MOVEMENT

When a combat starts, everyone rolls Initiative.

REF + 1d10

▶ On Your Turn ◀

Your Turn = 1 Move Action + 1 other Action

▶ Move Actions ◀

On your Turn you can move a number of m/yds = to your MOVE x2 or a number of squares = your MOVE.

You can split your Move Action to perform Check between movements (move, shoot, move).

Special movement (climbing, jumping, swimming, etc) is done at 1/2 MOVE.

RANGED ATTACKS

Attacker's REF + Relevant Weapon Skill + 1d10

vs. DV Determined by Range & Weapon

MELEE ATTACKS

Attacker's DEX + Relevant Melee Attack Skill + 1d10

vs. Defender's DEX + Evasion Skill + 1d10

RATE OF FIRE (ROF)

As part of an Attack Action, you can make a number of Checks = to the ROF.

This can be split across two weapons as long as both weapons are ROF 2.

AIMED SHOTS

-8 to the Attack Check in exchange for specifically aiming for the head, held item, or leg. ROF 1.

Can aim Melee and Ranged Attacks.