

Reputation

REPUTATION

Level	Who Knows About You
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Others beyond your local area recognize your name.
6	Others beyond your local area know you on sight.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and screamsheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

When Gm believes character has done something worthy (good or bad) of reputation. When first meeting, Characters roll 1d10. A Character that rolls under the Reputation Level of the person they are meeting has heard of them.

face-downs

FACEDOWNS

Reputation in **Cyberpunk RED** has one other big effect: **Facedowns**. A lot of combat in **Cyberpunk RED** comes down to a duel of wills—who's tougher, meaner, and looks more ready to prove it. This often leads to what are called Facedowns, when two heavies on The Street square off just before a fight or to see who'll back down from a confrontation. The GM will call for a Facedown whenever they feel the scene calls for it. Making a Facedown, both participants will roll:

COOL + Reputation * 1d10

"If your defining Reputation Event is for cowardice your Reputation Level is treated as a negative number."

In a tie, both parties are unsure and nothing happens. Otherwise, the loser has the option of either:

Backing Down...
or

Taking a -2 to any future Actions made against this opponent due to fear until they have defeated them once

Street Slang

Booster

any member of a gang that affects cyberware, leather clothing, and random violence

Cracka-landia

poor areas, typically combat zones with lots of drug addicts

Burgue-sinha

Used to make fun of corpos and higher class who can't handle themselves outside of their safe beachfront apartments

Boasão

Someone too innocent for the world

choomba atta/c- hoomba

neo-afro slang for friend, family member

Street Slang (cont)

Funeki-aratica

A fan of funk-chromatic rock fusion; a rocker boy from the favelas

Carioca

someone from Rio

Paulista

someone from sao paulo

Sem-arv

someone the concrete jungles of Brazil

Cybered-Up

To get as much cyberware implanted as possible before going over the Edge

Entrad-a/Saida

a mechanistic term for a casual lover (input/output)

DVs

DIFFICULTY VALUES (DV)

Difficulty	Description
Simple	This is something most people can do without thinking, but which might be hard for a small child.
Everyday	This feat is something most people can do without a lot of special training.
Difficult	This feat is difficult to accomplish without training or natural talent.
Professional	This feat takes actual training and the user can be considered to be a professional skilled in their abilities.
Heroic	This is a highly skilled feat; one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.
Incredible	This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are of truly Olympian mettle.
Legendary	An awe-inspiring feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.

Cyberpsychosis

From the Hare Psychopathy checklists of psychopathy include:

- Grandiose sense of self
- Need for stimulation
- Cunning and manipulative
- Lack of remorse or guilt
- Callousness and lack of empathy
- Poor behavioral controls
- Impulsivity
- Failure to accept responsibility
- Criminal versatility

This game assumes that if you already have EMP, you will be more prone to these symptoms that the act of cramming unneeded cyberware your body may trigger this reaction.

Dissociation + Psychopathic Tendencies = Cyberpsychosis

or, put another way...

"I'm a thing."
+ "Everyone else is a thing."
"Why not just kill anything that gets in my way?"

So outside of a game mechanic, this works like

- You already have low Empathy. Which you are already prone to dissociative problems.
- You also have an underlying issue with psychopathological/schizophrenic illness (EMP to begin with).

Basic Combat		Basic Combat (cont)		Basic Combat (cont)		Basic Combat (cont)	
Attack	Make a Melee or ranged attack	Hold Action	Hold an Action until later in the Initiative Queue. You must choose a specified event to trigger the Action or a specific number in the Initiative Queue when the action occurs as well as what the Action is, and what its intended target is.	Throw	Throw a grabbed opponent to the ground or throw an object	equip/drop shield	Equipping and dropping a Shield takes an Action. p.183
Reload	Fully reload and replace a weapon's magazine with a single ammunition type.			Use an object	Manipulate an object in a way that doesn't require a Skill. 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 but stowing a held weapon on your person does.	get into vehicle	p.189
Get Up	Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.					Start a vehicle	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue
Run	Take an additional Move Action, but only if you have already taken a Move Action this Turn	Choke	Choke an opponent you have Grabbed	use a skill	Use one of your Skills to accomplish a quick task. A longer task will require multiple Actions over the course of multiple Turns, rolling only when the full time has been paid for in 3-second increments.	Vehicle Maneuver	Use your Action while driving to focus entirely on making a dangerous Maneuver
		Grab	Grab and hold an opponent or take away an object they are holding.			Your turn= 1 move action + 1 other action (listed above)	
		Stabilize	Stabilize a target to begin the natural healing process or pull them out of the Mortally Wounded Wound State to save their life. p.22			Movement: squares equal to your MOVE stat; do NOT times it by 2	
						Each turn is a 3 second increment	

Taking Damage

- Whenever you take damage:
1. Your Attacker rolls the damage for their attack.
 2. Subtract your armor's SP in that location (if they didn't target your head using Shot, this is always your body location) from the damage.* Subtract any remainder from your HP Points.
 3. If you ended up taking any damage, your armor at that location is still ablated, reducing its SP by 1 point, until it is repaired.
- *Some things that cause damage, like poisons and fire, bypass armor.

Whenever 2+ dice rolled for damage from a MELEE or RANGED attack come up 6, you've inflicted a critical injury.



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A temporary Limb (cont)

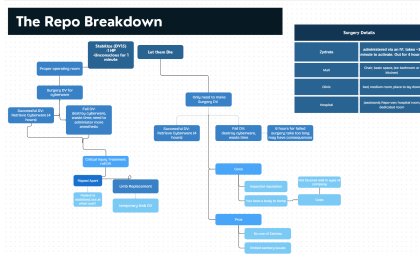
exotic hospital 500rb 4d6 DV17

Sometimes when you take cyberparts, you leave the person blind or something. Using body sculpting rules, you can replace these parts, at least temporarily. These procedures take 4 hours, and if failed, destroy the materials required for the surgery and waste 2 hours of operating time.

Street drugs

Can be used in place of anesthetics; check page 228-229

The Repo Job Flow Chart



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