

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

choombatta/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

Entrada/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 checklist 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 psycho-pathological/schizophrenic illness (EMP to begin with).



By Cutecthulhu

Published 8th February, 2026.
Last updated 9th February, 2026.
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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 obliterated, 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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Published 8th February, 2026.

Last updated 9th February, 2026.

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Cover

COVER HIT POINTS

Cover HP is determined by the material and its thickness.

Thin cover might be able to be moved slightly in a pinch, but **Thick** cover is not for Characters without BODY 10 or higher to move without special equipment.

Steel cover cannot be damaged by Martial Arts or Brawling attacks except by Characters with a Cyberarm or BODY 10 or higher.

Type of Cover	Thick HP	Thin HP
Steel	50 HP	25 HP
Stone	40 HP	20 HP
Bulletproof Glass	30 HP	15 HP
Concrete	25 HP	10 HP
Wood	20 HP	5 HP
Plaster/Foam/Plastic	15 HP	0 HP (Not a Cover)

p.183-185

stabilize action

The DV to Stabilize a target (or yourself) depends on what Wound State your target is in.

Lightly Wounded: DV10
Seriously Wounded: DV15
Mortally Wounded: DV20

Stabilization takes an Action and is rolled: **TECH + First Aid Skill** or **Paramedic Skill + 1d10**.

Once successful stabilization has been reached, the target will heal a number of Hit Points equal to their BODY for each full day they spend resting. p.223

Heal critical Injury: Quick fix or treatment (based on chart)

Healing Skills

NEEDED SKILLS

There are four healing Skills in **Cyberpunk Red**: **Cybertech**, **First Aid**, **Paramedic** (x2) and **Surgery**.

► CYBERTECH

- Not capable of Stabilizing Wound States.
- Can be used to Quick Fix and Treat Critical Injuries done to cyberware that have replaced parts like cyberlimbs or cybereyes.

► FIRST AID

- Capable of Stabilizing Wound States and Fixing only the most common Critical Injuries.

- Available to all Characters with minimal investment because it is always trained to at least For list of crits for head, check page 189.

► PARAMEDIC (x2)

- Capable of Stabilizing Wound States and Quick Fixing or Treating all but the deadliest Critical Injuries.
- Available to all Characters but is a costly investment as it is a (x2) cost Skill.

► SURGERY

- Capable of Treating even the deadliest Critical Injuries.
- Available only to Medtechs through their Role Ability, Medicine.

► CRITICAL INJURIES TO THE BODY

Roll (2d6)	Injury	Injury Effect	Quick Fix
2	Disembowed Arm	The Disembowed Arm is gone. You drop any items in that disembowed arm's hand immediately. Base Death Save Penalty is increased by 1.	N/A
3	Disembowed Hand	The Disembowed Hand is gone. You drop any items in the disembowed hand immediately. Base Death Save Penalty is increased by 1.	N/A
4	Collapsed Lung	-2 to MOVE (minimum 1) Base Death Save Penalty is increased by 1.	Paramedic: DV15
5	Broken Ribs	At the end of every Turn where you move farther than 4x/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paramedic: DV13
6	Broken Arm	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic: DV13
7	Foreign Object	At the end of every Turn where you move farther than 4x/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic: DV13
8	Broken Leg	-4 to MOVE (minimum 1)	Paramedic: DV13
9	Torn Muscle	-2 to Melee Attacks	First Aid or Paramedic: DV13
10	Spinal Injury	Next Turn, you cannot take an Action, but you can still take a Move Action. Base Death Save Penalty is increased by 1.	Paramedic: DV15
11	Crushed Fingers	-4 to all Actions involving that hand	Paramedic: DV13
12	Disembowered Leg	The Disembowered Leg is gone. -4 to MOVE (minimum 1) You cannot dodge attacks. Base Death Save Penalty is increased by 1.	N/A

Cyberware reclaimed from cadavers has resale value on the market, properly harvested. Only a Medtech is capable of harvesting cyberware (except removable with an Action, like Chipware or Cyberlimbs with Quick Change a corpse without destroying it in the process (destroyed cyberware has no market, but it could always be repaired with the Cybertech Skill), and the equal to the DV to install the cyberware in a new body. Both procedures and if failed, destroy the cyberware and waste 2 hours of operating time. If issue destroying the cyberware in the process you can reach for your med that Cyberarm in your pack in a minute. Just remember, it will have to be re-it's of any use. While the installation of any cyberware you purchase is possible there are many reasons why you may still want to do your own installation the grid, namely privacy. Your patient still suffers Humanity Loss from you as normal.

You can't do installation surgery on yourself unless the cyberware's typical installation is Mal

Typical Installation	Surgery DV (Medtech only)	Cost to Inst. Hosp
Mall	DV13	100e (Premium)
Clinic	DV15	500e (Expensive)
Hospital	DV17	1,000e (Extremely Expensive)

A temporary Limb

Type	Install	Material Cost	Humanity Loss
standard	clinic	100rb	n/a
improv	clinic	0-50rb	4d6

DEATH SAVED

At the start of each of your Turns where you are Mortally Wounded, you must make a Death Save. Roll a d10. If you roll under your BODY, you live, and can take your Turn as usual. If you roll a 10, you automatically fail your Death Save. Every time you roll a Death Save, your Death Save Penalty increases by 1, meaning each future Death Save you roll is made with an additional +1, making it progressively harder to stave off death. This Death Save Penalty continues to add up until you are brought back to 1 HP by Stabilization, where it resets to your Base Death Save Penalty, which can be increased by the nastiest Critical Injuries.

If you fail even a single Death Save, you die.

Vehicle Combat

STRUCTURAL DAMAGE POINTS

All vehicles have Structural Damage Points (SDP). As long as a vehicle has at least one SDP, it can still move. When it has no SDP left, the vehicle is considered Destroyed, is no longer considered cover, and cannot move unless it is repaired with the appropriate Vehicle Tech Skill.

Vehicles cannot dodge Attacks like a human, but while in a vehicle you can still dodge anything that you could typically dodge on foot when it's targeted at you instead of the vehicle. Shooting a vehicle with a ranged weapon still requires you to hit your shot using the range table.

While in a vehicle, you can still be targeted with attacks through the glass, which has no HP and provides no cover. Bulletproof Glass is a Nomad Upgrade, see their Role Ability on PG. 183.

AIMING FOR VEHICLE WEAK POINTS

Every vehicle has weak points: areas which can be aimed for using an Aimed Shot. As an Action you can aim a single shot or Melee Attack

at a vehicle's weak point, taking your whole Action and a -8 to your Check. If successful, you multiply the damage that gets through the vehicle's SDP by 2. This is how you aim for the tires, engine, gas cap, etc.

There's no reason not to aim for a weak point with a Melee Attack against a stationary vehicle because vehicles can't dodge and you automatically hit, but if the vehicle is moving, you must beat a DV13 to hit its weak point and the -8 penalty still applies.

GETTING YOUR VEHICLE STARTED

Getting into a vehicle is an Action. Getting out of one is not, it's just movement. Starting a vehicle and Stopping a vehicle is an Action. If you have Interface Plugs, part of this Action can include connecting/disconnecting them. **Using Interface Plugs to drive a vehicle means you can drive it with no hands!** Without Interface Plugs, one of your hands must be used for driving and can't be used to do anything else while you are driving. If you take this hand off the wheel, at the start of your next Turn you automatically Lose Control of the Vehicle (SEE PG. 192).

More rules p.193

If you lose control of a vehicle, the GM decides your entire movement for the Turn you lose control. If your vehicle impacts something, it is treated as if you had rammed it

A temporary Limb (cont)

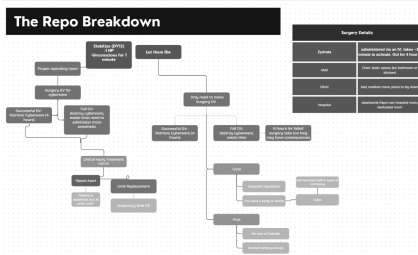
exotic hospital 500rb 4d6 DV17

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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Published 8th February, 2026.

Last updated 9th February, 2026.

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