

SR6 - Build a Decker - Character Creation Worksheet Instructions

Step 1 – Define your **Role** and **History** (P. 58-63 CRB)

Use the space under Step 1 to decide what role your character will fill on the team, some details of your characters past, and what your characters attitude is toward some of the Sixth World's more common moral issues.

Step 2.1 – Select your **Priorities** (P. 64 CRB)

Using the spaces under Step 2, on the Character Worksheet, fill in your choices for the following Priorities.

- **Magic / Resonance** – Easy, you don't need this so **Pick E – Mundane**. Your Magic and Resonance are both 0
- **Metatype** – This choice also sets the Special Attribute Points (Edge / Racial Attribute Points / extra Resonance or extra Magic). As a Mundane you can only use this for Edge and if you are a metahuman, Racial Attribute Points.
- Pick your 3 remaining priority choices for **Attributes** _____, **Skills** _____, and **Resources** _____

You can't use the same choice twice and for the same reason you can't use E or the choice you used for your Metatype.

Beginning players think that Deckers need a nova-hot cyberdeck but what they really need are high dice pools for Matrix Skills. High Cracking and Electronics skills with a high Logic and Intuition make up those dice pools. Deckers have to balance the minimum Resources needed with good dice pools (in the 10-14 range) to get anything done in the Matrix.

Step 2.2 – Calculate your **Attributes** (P. 63-64 CRB)

Using the spaces under Step 2, on the Character Worksheet, calculate your Attributes. (don't spend any Karma here yet)

- Note your available Attribute points from your Priority choice.
- Divide up the points allotted from your Attribute Priority choice and write them in the first open spot.
- If your character is a metahuman you can add any available Racial Attribute Points to the marked attributes.
- Only ONE Attribute can be at the Attributes natural limit at character creation (for example 5 Charisma for a Troll, or 7 Agility for an Elf). The maximum final value for your other seven attributes can be no higher than 1 point lower than its Natural Limit (for example 5 for Humans), You must spend all of your Attribute points now.

Logic and Intuition are the main attributes needed for decking. Willpower determines how well you can resist biofeedback damage and sets your stun damage track, a decent Reaction doesn't hurt either. If you want a "Combat Decker" with some real word fighting effectiveness then a good Agility is needed as it's the base for your combat skills.

Step 2.3 – Pick your Active Skills (P. 65 & 92-97 CRB)

Using the space under Step 2, purchase your Active Skills. (don't spend any Karma here yet)

- Record the number of skill points from your Priority choice.
- Spend these skill points by placing between 1 and 5 points in your chosen skills, 1 skill may be chosen at Rank 6 (or 7 with the Aptitude quality). You may put points in as many skills as you want and you must spend all of your points.
- Skill points can be used for specialization (+2 rating when used for that specialty) at a cost of 1 Skill Point per specialty. A skill can only be given 1 specialization; expertise and second specializations are not available at Character Creation.

The Matrix is an unforgiving place for failure so you need the highest dice pools you can manage; there are no successful semi-skilled Deckers. Primary decker skills are Cracking and Electronics. Make sure to take advantage of Skill Specialization for an extra 2 dice with Hacking and Computer. Firearms are needed if you want to back up your team in combat and a rank or two of Perception, Influence, Stealth and maybe Piloting are also useful. You may also want to pick some other Logic / Intuition based skills to fill a secondary role in the group, like Engineering, Biotech or Outdoors.

Step 2.4 – Pick your Language and Knowledge Skills (P. 67 & 97-99 CRB)

Using the space under Step 2, purchase your Knowledge Skills and Languages. (don't spend any Karma here yet)

Characters get a number of free points equal to Logic to spend on knowledge skills and languages.

- Pick a native language, you get this for free at N (native) proficiency and language skill tests do not apply to it.
- Decide on what knowledge skills and other languages you want your character to have, See P. 97-99 of the CRB or the list labeled "Knowledge Skill Examples / Language Examples" for some ideas.
- Knowledge skills do not have ranks or specializations, these cost 1 free Logic point each.
- Languages start with base proficiency at a cost of 1 free Logic point each. Base language proficiency may be increased to specialist for 1 Logic point and expert for a second Logic point. Languages may never be increased to native proficiency.

Some Knowledge Skill suggestions for a Decker could be things like; Virtual Nightclubs, Hacker Groups, Matrix Gangs, Cyberdeck Repair, 20th Century Computers, or GOD Security Protocols.

Step 2.5 – Pick your Adept Powers / Spells / Rituals / Formula / Complex Forms

You're Mundane so skip this step

Step 3 – Select your Positive and Negative Qualities (p. 66 & 70-79 CRB)

Using the spaces under Step 3 on the Character Worksheet, note any Qualities taken, calculate your Total Net Karma.

- Descriptions of qualities are in the CRB, pages 70-79.
- Note any free racial qualities that your character may have from the metatype priority choice.
- You may choose up to 6 qualities, divided between positive and negative qualities. (The free racial qualities do not count towards this total.) Add the Karma from the positive qualities together, do the same for the negative qualities.
- Subtract the Karma deficit of the positive quality total from the Karma surplus of the negative quality total. The sum of these two totals is the Total Net Karma that gets carried over to Step 4. This number may not be higher than +20 Karma or lower than -50 Karma. (You add 50 Karma in step 4, so a negative number is not a problem at this point.)

Analytical Mind, Aptitude (Cracking or Electronics), Exceptional (Logic or Intuition), and Hardening are all good positive quality choices for a Decker. Addictions, Allergies, Dependents, Distinctive Style, Honorbound and SINner are typical Negative Qualities for picking up Karma, however it really comes down to what you want to role play.

Step 4 – Spend your Customization Karma (p. 66 & 68-69 CRB)

Add 50 Karma to your Total Net Karma from step 3, this is the amount of Karma you have for Character Customization.

- You may spend this Customization Karma to increase attributes, skills, or language proficiency. You may buy new active skills, knowledge skills, languages, or add specialties. You can also convert any amount of Karma into Nuyen.
- Up to 5 unspent Karma will carry over to the Current Karma number on your character sheet, any amount over 5 is lost.
- You may NOT use Customization Karma to have more than 1 attribute or skill at the maximum, or for skill expertise.
- Record your choices on the “Karma Spent” spaces in Steps 2.1 - 2.4 of the Character Worksheet.
- Use the advancement Karma costs below. (Also on page 68 of the CRB.)
 - Increase Attributes = 5 Karma x New Rank
 - Increase Active Skills = 5 Karma x New Rank
 - New Skill Specializations = 5 Karma
 - New Knowledge / Language Skills = 3 Karma
 - Convert to Nuyen (spent in step 5) = 2,000 Nuyen per 1 Karma (no limit on points of Karma converted)

Step 5 – Buy your Gear (p. 66 CRB - gear prices and descriptions are on 247-302 CRB)

Using the space under Step 5 on the Character Worksheet (or if you need the space, use a Gear Tracker sheet) list all the items purchased with your Resources. See the SR6 Packs for examples of what gear to buy.

- You must spend all of your resources during character creation except for up to 5,000 moved to starting nuyen.
- All characters must buy a lifestyle, even if it's just living for free on the street. Other basic items are a commlink, body armor, a ranged weapon with ammo, a melee weapon, a good fake SIN with licenses, and some type of vehicle.
- If you run short you can always go back to Step 4, make some changes there and convert additional Karma into nuyen at a rate of 1 Karma = 2,000 nuyen. Just make sure you keep track of what your changes are.

A decker needs a decent cyberdeck / cyberjack combo with programs, however anything better than Device Rating 4 is probably unnecessary for a beginning character. If you are a decker on a budget, a used-grade Cyberjack (+10% essence and -50% cost) can be a good deal or if you have Resources to spare, 'ware like a Cerebral Booster is a good investment.

Step 6.1 – Buy Contacts (p. 66, 50 & 211-215)

Using the space under Step 6 on the Character Worksheet, list your character contacts bought with Connection / Loyalty points. Characters get a number of free points equal to 6 x Charisma.

- Contacts are who your character knows and can be anything you can imagine. See the Contact Example list for ideals.
- They have 2 ratings describing how useful they are, Connection (Rating 1-12) and Loyalty (Rating 1-12). The Starting Connection and Loyalty ratings must be at least 1 but can't be higher than the characters Charisma

Examples of contacts for a Decker are; Cyber-technician, Fixer, Deck-mister, Information broker, or a Matrix Blogger.

Step 6.2 – Final Calculations

Using the space under Step 6.2 on the Character Worksheet work out the following numbers and record them

Initiative (Physical and Matrix) Attribute only tests	Attack / Defense ratings (Physical and Matrix) Starting Nuyen (leftover Resources)	Condition Monitor Boxes (Physical, Stun) Unspent Karma
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