



IDENTECO BASIC RULES

Welcome to IDENTECO, Cyberpunk Roleplaying Game. We're excited you decided to pick up and try a new game—we know it's never easy to make the switch. In an effort to make it as seamless as possible, we created this two-page basic rules cheat sheet and blank character sheet for Game Runners who are looking to bring their groups over to a new system. We've used these rules for years during playtesting to show new players how easy it can be to jump into a new game. Enjoy!

Abilities

Each character in the game has six abilities, represented by a number that determines their proficiency in each area:

- Strength (STR)** – Pure muscle and power
- Determination (DET)** – Willpower, wisdom, and mental fortitude
- Agility (AGL)** – Speed and nimbleness
- Stamina (STA)** – Vitality and physical fortitude
- Intelligence (INT)** – Mental acumen and wits
- Charisma (CHA)** – Social charms and looks

Skill Checks

Skills are determined by rolling a D20 + Applicable Skill Bonus (Skill Points + Ability Modifier) vs. SR (Success Rating):

- Very Easy SR: 10
- Easy SR: 15
- Moderate SR: 20
- Hard SR: 25
- Extremely Difficult SR: 30 and up

A character must meet or beat this number to succeed. There are sometimes environmental factors that go into increasing or decreasing the difficulty of the SR.

Combat (Both Human and ROV combat)

In a single combat action a Character or NPC can do perform a Move Action (up to their base speed) and take a Single Attack Action (up to their base weapon speed), perform a Skill Check, or perform a Help Action. We encourage active combat, meaning Attackers roll their weapon or melee speed in D20s against a Defender's D20 roll. Unless otherwise caught off guard, grappled, or incapacitated, a Defender should **always** have a chance to defend.

Initiative = 1D20 + INIT Bonus (AGL Modifier + Phys. Skills + Cybernetics + Misc. Modifiers)

Attack Roll = D20 + ATK Bonus (Ability Modifier [STR for melee or AGL for thrown/guns] + Combat Proficiency Bonus + Misc. Modifiers [Cybernetics etc.]

Players may also elect to take an Aimed Shot/Deliberate Strike. If they do, they only make 1 attack roll, but add +2 to hit and choose the location of the hit. They may also choose to "Spray and Pray"/Pummel if they believe in quantity over quality. If they choose to do so, they add 1 to their weapon speed, but take a -4 penalty to hit. (Ex. If you have a 2/1 pistol, you would fire 3 shots in the same timespan with the penalty.

Defense Roll = D20 + AGL Modifier + Misc. Modifiers (Cybernetics + Cover). A defending character makes a single defense roll, no matter how many strike rolls are rolled for that action. The result of the defense roll is compared to the attacker's rolls. Any attack role that meets or beats the defense roll is considered a hit.

Cover modifiers

- ¼ cover = +1
- ½ cover = +3
- ¾ cover = +5
- 100% Cover = +7

Help Action

This takes your action in a combat round. If a character is helping another character, they add their skill bonus to the character's roll. Ex. Raine is making an investigation check and Peter is helping. Peter has a +2 to investigation, while Raine has a +2 as well. Raine will roll and add +4 for their roll when it is their turn.

Hacking

All computers and network systems within IDENTECO have the following Stats:

Intrusion Rating (ITR) – Stands for the strength and complexity of any piece of connected gear in the world. The more sophisticated the system, the harder it will be to crack.

Detection Rating (DTR) – The ability for the computer/network/gear to notice it is being hacked. The more

sophisticated the system, the more likely it is that it has software to detect criminal activity.

Detection Percentage (DTR%) – The chance someone is paying attention. Just because a firewall notices illicit activity does not mean someone is around to notice it in real time or even respond quick. The higher the percentage, the better chance someone is watching.

It appears on the network diagram as:

ITR: 15

DTR: 20

DTR%: 35%

Each piece of equipment on a given network, from a GLO phone, to a tablet, AR glasses, mainframes, routers, and more will have these three attributes. They follow the same success rating scale as above. Often, megacorporations routers, servers, and firewalls will be much higher than even the “Extremely Difficult” SR above. This generally means it will take multiple hackers to even crack the basic outer walls of the network. So proceed at your own risk.

Each piece of equipment connects together to create a “Network Diagram” that, given the right Networking rolls, tells the hacker where computers are in a given system and if they’re accessible from within the network. Think of a flow chart or like a dungeon crawl from other popular games, each corridor

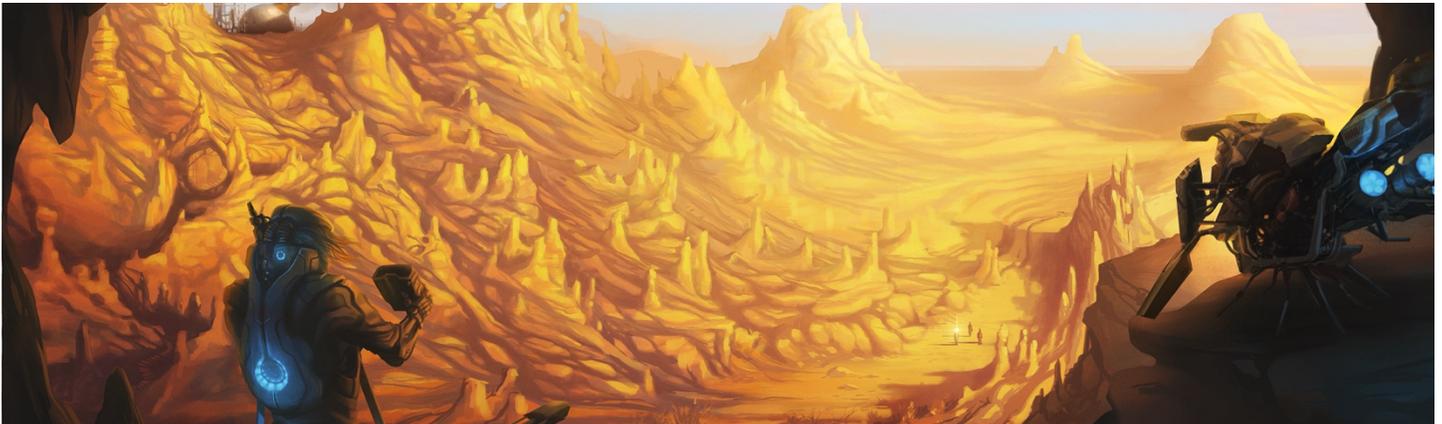
How to Hack a System

Gone are the days of keyboard jockeys and script kiddies, Hackers need access to computers and networks to be able to dismantle them, which means they need to be near the networks and computers they are hacking. Gone are the days of being able to find something just with a crawler, the GRID is far too packed to search it efficiently. That means Hackers are usually in the firefight with their teams. AR glasses and wireless rigs are as important as body armor and cold steel to hackers. Don’t forget a helmet while you’re at it.

Hackers have two main skill stats they use—Networks and Software. Both skills can be used in and out of combat. During combat, a hacker can use their Move Action, perform an attack action OR use either a Networks or a Software skill on their turn.

NETWORKING = INT BONUS + NETWORKING skill points + Equipment Bonus (if applicable) + Program Bonus (if applicable)
Networks is the skill that covers how computers, portable systems and the Net all tie together. It’s a hacker’s version of a search skill—it is used when trying to find a particular system within a network. It can also be used when trying to create and deploy listener bots, recoding network routers, or interrupting network traffic (such as using jammers).

SOFTWARE = INT Bonus + SOFTWARE skill points + Equipment Bonus (if applicable) + Program Bonus (if applicable)
Software is the skill that covers how computers and programs run. It’s the skill most used to crack into a system, disable security, or execute malicious or defensive programs.



Want to support? Go to www.playidentco.com to get the full Core Rule Book in hardback. You can also watch our LIVE actual plays each week over on twitch.tv/identeco and catch up with all of our previous series at YouTube.com/IDENTECO.

Thank you!

Any portion of this ruleset may be used in conjunction with new game works and additive content. We ask, but don’t require, you to give some attribution to IDENTECO and Humanoid Games if you choose to make and publish content relating to the game. Also, we’d love to see it. Tabletop Roleplaying Games are built with passion, love, and hard work. We love to see what people make with our rules system.

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NAME _____

PLAYER _____

CLASS _____

REPUTATION _____ LEVEL _____

SOLS _____

BACKGROUND _____

CHIP: REAL -OR- FAKE -OR- NONE

HEIGHT _____ WEIGHT _____

HAIR _____ AGE _____

INITIATIVE _____ PERCEPTION _____ SPEED _____

INT		
AGL		
STR		
DET		
STA		
CHA		

WEAPONS

NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE

HEALTH

[1] HEAD DEAD

FLESH WOUND (-1) _____ CONCUSSED (-3) _____ UNCONSCIOUS _____

HIT POINTS ARMOR

[2-4] BODY DEAD

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[5-6] L.ARM DESTROYED

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[7-8] R.ARM DESTROYED

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[9-10] L.LEG DESTROYED

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[11-12] R.LEG DESTROYED

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

COMBAT PROFICIENCIES

CYBERNETICS

NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

SKILLS

AGILITY	DETERMINATION	CHARISMA	INTELLIGENCE
ACROBATICS _____	ANIMAL HANDLING _____	DECEIT _____	COMMUNICATION _____
DRIVING _____	BUSINESS _____	INTIMIDATION _____	ECONOMICS _____
PILOTING _____	INSIGHT _____	PERFORMANCE _____	ELECTRONICS _____
SLEIGHT OF HAND _____	MEDICAL _____	PERSUASION _____	ENGINEERING _____
STEALTH _____	SALVAGE _____	POLITICS _____	INVESTIGATION _____
	SCIENCE _____	UNDERWORLD _____	NETWORKS _____
STRENGTH	STAMINA		PERCEPTION _____
ATHLETICS _____	SURVIVAL _____		SOFTWARE _____
			TACTICS _____

EQUIPMENT