

# CYBERDECK WORKSHEET

Type--



<b>MPCP</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> (Rating <sup>2</sup> )x8 <b>COOK TIME:</b> Rating x3 <b>Appropriate Skills [Target]</b> Design-- Computer [Rating] Cooking-- Computer (B/R) [Rating] Cost: (Rating <sup>3</sup> ) x50Y
Base Time [ ] [ ]	[ ] [ ]	<b>Limits--</b> Max Rating = designer's Computer Skill x 1.5 (rd) Upgrade-- Design-- (New - Old) Cook-- (New)
Cook Time [ ] [ ]	[ ] [ ]	

<b>SIMSENSE HARDWARE</b>	
Installed?--	
<b>BASE TIME:</b> 5 <b>COOK TIME:</b> None Required Appropriate Skills [Target] Computer (B/R) [4] Cost: 500Y	<b>Limits--</b> None Upgrade-- None

<b>HARDENING</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> MPCP x (Rating <sup>2</sup> ) x2.5 <b>COOK TIME:</b> (MPCP x Rating)/2 (rd) <b>Appropriate Skills [Target]</b> Design-- Computer [Rating + MPCP] Cooking-- Comp (B/R) [Rating + MPCP] Cost: (MPCP <sup>2</sup> ) x (Rating <sup>4</sup> )Y
Base Time [ ] [ ]	[ ] [ ]	<b>Limits--</b> Max Rating = 1/2 MPCP (round down) Upgrade-- Design-- (New - Old)
Cook Time [ ] [ ]	[ ] [ ]	

<b>VIDSCREEN</b>	
Installed?--	
<b>BASE TIME:</b> 1 <b>COOK TIME:</b> None Required Appropriate Skill [Target] Computer (B/R) [4] Cost: 100Y	<b>Limits--</b> None Upgrade-- Install New Unit

<b>ACTIVE MEMORY</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> MPs/100 (round up) <b>COOK TIME:</b> None Required Appropriate Skill [Target] Computer (B/R) [Target # 3] Cost: (MPCP x5) per MP
Base Time [ ] [ ]	[ ] [ ]	<b>Max Mps:</b> MPCP x 50Mps Upgrade-- Full value
Cook Time [ ] [ ]	[ ] [ ]	

<b>HITCHER JACK</b>	
Number Installed--	
<b>BASE TIME:</b> 2 days per jack <b>COOK TIME:</b> None Required Appropriate Skill [Target] Computer (B/R) [# of jacks + 1 Cost: MPCP x # of jacks x 100Y	<b>Limits--</b> MPCP rating Upgrade-- Install new jacks

<b>STORAGE MEMORY</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> MPs/100 (round up) <b>COOK TIME:</b> None Required Appropriate Skill [Target] Computer (B/R) [Target # 3] Cost: 2.5Y per MP
Base Time [ ] [ ]	[ ] [ ]	<b>Max Mps:</b> MPCP x 100Mps Upgrade-- Full value
Cook Time [ ] [ ]	[ ] [ ]	

<b>OFF-LINE STORAGE</b>	
Amount--	
<b>BASE TIME:</b> 1 day <b>COOK TIME:</b> None Required Appropriate Skill [Target] Computer (B/R) [3] Cost: Interface: MPCP x 50X Off-Line Memory: MPs x .5Y	<b>Limits--</b> None Upgrade-- Add new memory

<b>LOAD SPEED</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> (MPCP x (Rate)/25 (ru) <b>COOK TIME:</b> (MPCP x Rating)/100(ru) <b>Appropriate Skills [Target]</b> Computer (B/R) [MPCP x Rate]/100 (ru)] Cost: (MPCP x Rate) x 5Y (ru)
Base Time [ ] [ ]	[ ] [ ]	
Cook Time [ ] [ ]	[ ] [ ]	

<b>CASE</b>	
Impact--	
Ballistic--	
Cost--	

<b>I/O SPEED</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> (MPCP x Rate)/10 (ru) <b>COOK TIME:</b> (MPCP x Rate)/25 (ru) <b>Appropriate Skills [Target]</b> Computer (B/R) [(MPCP x Rate)/50 (ru) Cost: (MPCP x Rate) x 25Y (ru)
Base Time [ ] [ ]	[ ] [ ]	<b>Max I/O Speed:</b> MPCP x5 Upgrade-- Design-- (New-Old) Cook-- (New)
Cook Time [ ] [ ]	[ ] [ ]	

<b>CYBERDECK STATISTICS</b>	
MPCP	[ ] [ ]
Hardening	[ ] [ ]
Active Memory	[ ] [ ]
Storage Memory	[ ] [ ]
Load Speed	[ ] [ ]
I/O Speed	[ ] [ ]
Response	[ ] [ ]
Off-Line Storage	[ ] [ ]

<b>RESPONSE</b>		<b>Current Rating--</b>
Desired Rating--		<b>COST--</b>
	Required Elapsed	<b>BASE TIME:</b> (MPCP x Rating <sup>2</sup> ) x5 <b>COOK TIME:</b> (MPCP x Rating <sup>2</sup> )/10 (ru) <b>Appropriate Skills [Target]</b> Design: Computer [MPCP x Rating] Cook: Computer (B/R) [MPCP + Rating] Cost: (MPCP <sup>2</sup> x Rating <sup>2</sup> ) x 100Y
Base Time [ ] [ ]	[ ] [ ]	<b>Max Response:</b> MPCP /4 (rd) Upgrade-- Design-- (New) Cook-- (New)
Cook Time [ ] [ ]	[ ] [ ]	



