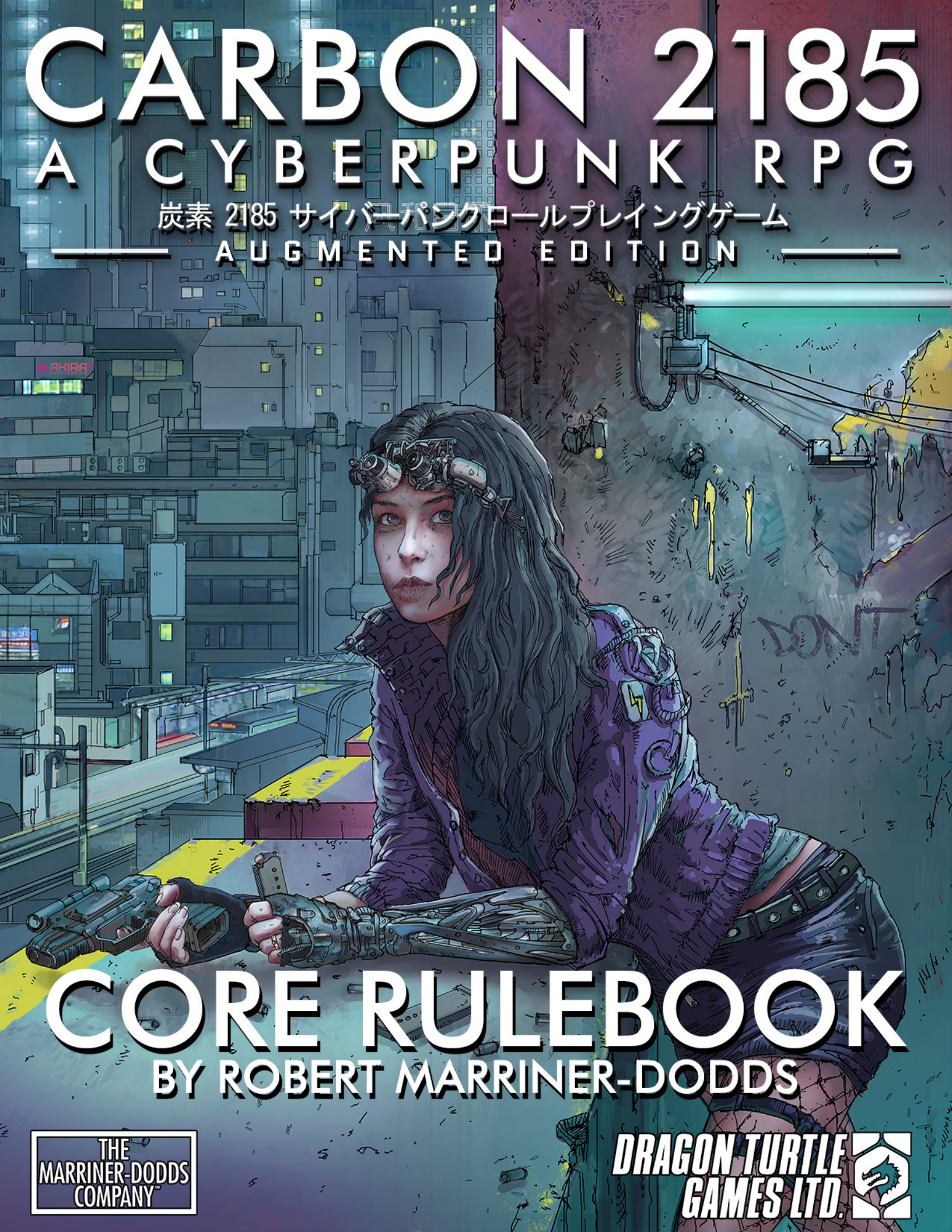
CARBON 2185

A CYBERPUNK RPG

炭素 2185 サイバーパンクロールプレイングゲーム

AUGMENTED EDITION



CORE RULEBOOK

BY ROBERT MARRINER-DODDS

THE MARRINER-DODDS COMPANY™

DRAGON TURTLE GAMES LTD.

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LEAD DESIGNER.
Robert Marriner-Dodds

ORIGINAL GAME MECHANICS.
Robert Marriner-Dodds

ADDITIONAL DESIGN.
Adam Blowers, Ben Counter, Lewis Fraser, Scott Langford, Andrew J. Lucas, Kirsty Marriner-Dodds, Kieron Phillips, Martin Sharp, Christopher Vogel

PROOF READER.
Cassandra Dodds

EDITOR.
Ty Moore

COVER ART.
Klaus Wittmann

INTERIOR ART.
Mobo Boehme, Biagio D'Alessandro, Cassandra Dodds, Shen Fei, Audrey Hotte, Rhei Johnson, Tithi Luadthong, Max Margarit, Seth Rutledge, Klaus Wittmann

CHOW'S REQUEST WRITER.
Robert Marriner-Dodds

LAYOUT.
Robert Marriner-Dodds, Christian Nommay

MANAGEMENT SUPPORT.
Derek Pearson

PRINTED.
Standartų Spaustuvė (www.standart.lt), Vilnius, Lithuania

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INTRODUCTION

Welcome to Carbon 2185 | A Cyberpunk RPG.

Even if you haven't played Carbon 2185 before, or any other tabletop roleplaying games, you will have no trouble using this book to create stories and play adventures in the dystopian 2185 universe. The entire game has been designed with ease of use at the front of our minds, and we give detailed explanations and instructions throughout, so that even the newest of players and Game Masters (GMs) can enjoy it.

Gather your friends, family, club members, or even a few random people from online, and step inside.

Carbon 2185 uses the CarbonRPG system. The CarbonRPG system was developed and built using the Open Game License of the world's most popular roleplaying game. We've taken all our favorite parts of that system, removed what doesn't suit our vision of cyberpunk, and added our own layer of mechanics and rules. In some cases, we rewrote entire sections.

Anybody who has experience with the original game system has a unique advantage in learning the CarbonRPG system. That being said, experience with the Open Game License is not necessary, as we cover all the game rules in this book.

Wait! Slang is an essential form of communication in everyday life. You won't get far without it, so we've included it right at the beginning.

Slang is subjective and ever changing. Below is a list of the most commonly encountered slang in the world of 2185.

404'D - *DIED*
CRASH AND BURN - *TO FAIL COMPLETELY*
COWBOY - *BOUNTY HUNTER*
CYBERPUNK - *ANTI-ESTABLISHMENT REBEL (PLAYER CHARACTER)*
GHOSTING - *NEUROLINK HACKING*
HACKJOB - *UNDERGROUND ILLEGAL CYBER DOC OPERATIONS*
LONGS - *WONLONGS*
LUMISKIN TATTOOS - *IRRADIATED LUMINESCENT TATTOOS*
MECH - *ROBOT*
NICSTICK - *CIGARETTE*
PINOCCHIO - *SYNTH MASQUERADING AS HUMAN*
PIXELFREAK - *SOMEBODY IN LOVE WITH AN AI*
REAL RAT - *SOMEBODY CONSIDERED COOL*
REAP - *AN ORGAN HARVESTER*
STREET RAT - *LOW LEVEL GANGSTER*
WESLEY - *CRUSH ADDICT*

THE WORLD OF 2185

All adventures and stories in Carbon 2185 start, as the name suggests, in our very own future: the year 2185.

The Core Rulebook will focus on the sprawling city of San Francisco, the people who live in it, and the megacorporations that control it.

Some of the most important things to know about the world of 2185 are the following.

CYBERNETICS AND AUGMENTATIONS

Everybody has some kind of cybernetic enhancement, more commonly known as an augmentation.

The most common augmentation is a "neurolink," a type of organic computer wired into the user's brain. This is installed for free at birth by whichever corporation runs the nearest hospital or medical center, and routinely displays tailored ads directly into your field of vision.

A neurolink allows the user to directly interface with computers and data and is used for everything from online shopping, to ordering food from a menu at a restaurant, to checking your own vital signs.

Other common augmentations include new mechanical limbs for manual laborers, enhanced eyes for surgeons, or even mechanical livers so you can drink as much as you'd like.

POLLUTION

Due to environmental collapse, and the radiation leakage from power cells, the world is heavily polluted.

Many cities have air filters atop buildings that keep the pollution at livable levels, although on bad days even the cleanest of cities have visibility of less than 100ft.

Most of the time the maximum visibility in cities is around 600ft.

The areas outside of cities are heavily polluted, and not somewhere you can spend any extended amount of time without suffering serious health issues.

MEGACORPORATIONS

The world is essentially run by megacorporations, with actual governments serving as little more than figureheads. These megacorporations constantly fight among themselves for more power and control.

LAW ENFORCEMENT

The governments of the world do very little, but one area they still control is law enforcement. The world is more violent than ever, and the law is no exception to this trend.

Most law enforcement officers shoot first and ask questions later. Don't expect to negotiate with the police.

ECONOMY

The top 0.5% of the world control everything, with the majority of the population in constant and never-ending debt. You are expected to work 10 hours a day, 30 days a month in 2185.

You sign up for a job with a standard five-year contract and get paid at the end of it. Most people run a five-year line of credit during this time, hoping their paycheck is enough at the end of it to clear their debts.

If you do not complete your contract in its entirety, you do not get paid anything.

CURRENCY

The world runs on a secure, decentralized cryptocurrency called wonlongs (₩). This un-hackable currency replaced traditional currencies following the manufactured collapse of the banking sector.

Wonlongs can be found on physical credit chips or are transferred directly into your account. Many people opt to have interface chips in their fingers or thumb to allow them to scan their fingerprint to make purchases.

More in depth information about many of these subjects can be found within but is not strictly necessary for play.

THE BASICS

WHAT IS CARBON 2185?

Carbon 2185 is a tabletop roleplaying game set in a dystopian future of our world.

A roleplaying game is a type of cooperative storytelling experience in which the Game Master (GM) creates an interactive world for the players to explore and experience.

Anything is possible in this shared world, but it is bound by rules, and controlled by the results of dice rolls.

The game is usually played with a group of between three and five players, and one GM.

Each player creates and controls their own player character (PC, also known as a cyberpunk), a cyberpunk adventurer with their own reason for living a cyberpunk lifestyle, personality, and vice.

The GM creates the scene, and adventures that the PCs play through, the obstacles that they must overcome, and the rewards that they receive for doing so.

Carbon 2185 is not a game of GM vs. Players, but rather it is a game where the GM and Players work together to build a fun story, and have a great time.

THE GAME MASTER

As the GM, you are in charge of telling the story, and keeping order amongst players. You have the final say over the rules. You have total authority to disregard any of the rules found in this rulebook in order to make your game more fun for your group, or to settle a dispute quickly and amicably.

You may encounter players who will try and argue that they should be allowed to do something based on a technicality, or try to exploit the way something is written to gain an unfair advantage, but remember that you can overrule this rulebook in the interest of the game.

It is your game to control and guide.

THE PLAYERS

Your role is simple: enjoy the game, and make sure that your fellow players and GM are enjoying the game.

You should familiarize yourself with your cyberpunk and their abilities, as well as their personality, motivations and personal history.

These things will help you roleplay in the world, and help you play the game.

WHAT DO I NEED TO PLAY?

You will need the following, or digital equivalents of the following, to play the game.

- The Core Rulebook.
- Pens or Pencils.
- Your Character Sheet.
- Scrap Paper.
- A set of Polyhedral Dice, also known as a polyset.

In addition, Game Masters need the following.

- An adventure or mission to run for the players. We recommend starting with 'Chow's Request' found at the end of this Core Rulebook.

CHARACTER ADVANCEMENT

Regardless of character origin or class, everybody gains new levels at the same rate, and through the same method: by gaining experience points (XP).

Your character level determines what your proficiency bonus is.

Below is a list of the character levels in this game and the xp requirements needed to reach them.

Level	Proficiency	XP
1	+2	0
2	+2	400
3	+2	1 300
4	+2	2 700
5	+3	6 500
6	+3	14 000
7	+3	23 000
8	+3	34 000
9	+4	48 000
10	+4	64 000

HOW TO PLAY

Playing Carbon 2185 is relatively simple, and typically follows a three-part repeating pattern.

Part I. The GM describes the 'encounter' or the player's surroundings.

The GM lets the players know what is happening, and what is around them. For example:

> **GM** "You enter the smoky bar, where the interior is illuminated by blue and pink neon lights.
> A grizzled man with a cybernetic arm eyes you cautiously as you walk in.
> There are no other entrances."

Part II. The players tell the GM what they wish to do.

Sometimes this will be one person speaking for everybody, or the players may all do different things.

For example:

> **Player 1** "I approach the grizzled man, and tell him we mean no harm. I want to know what his story is."
> **Player 2** "I go to the bar and order a whiskey while she does that."
> **Player 3** "I'm not worried either. I go with Player 2 to the bar."

Part III. The GM decides and conveys the results of the players' actions.

The actions of the players will often lead to branching results creating more options, which loop back around to Part I of this process. This simple process applies to almost the entire game.

For example:

> **GM** "Player I, the man smiles as you approach, realizing that you are no threat, and talks to you about his troubles with his wife.
> Player 2, and Player 3, the bartender tells you that they are all out of whiskey on account of a recent police crackdown and asks if you know anyone who may be able to help out for a generous reward."

POLYHEDRAL DICE

Carbon 2185 is played using polyhedral dice. These are available for purchase in games stores, comic book stores, and online.

Throughout this book, we will refer to these dice by the number of sides each has, as well as the prefix d, meaning die.

- **d4:** four-sided dice
- **d6:** six-sided dice
- **d8:** eight-sided dice
- **d10:** ten-sided dice
- **d12:** twelve-sided dice
- **d20:** twenty-sided dice

We also refer to the **d100** (sometimes known as 'percentile dice'). Some players may own a 100-sided die, but for our purposes we take a different approach.

When we mention the d100, we mean that you should roll 2d10, designating one of them for the first digit, and the other for the second digit.

For example, if you roll a 9 and a 1, this would be a 91.

When you need to use dice in the game, the rules will dictate which dice you roll, the number of them you need to roll, and what to add to the result.

A roll of "2d10 + 2" for example means that you roll two d10 dice, add the numbers together, and then add 2 to that.

PART I
CREATING CHARACTERS

CHARACTER CREATION

The very first thing that a player does in Carbon 2185 is create their character, called a cyberpunk. You will guide your character through various missions and scenarios in the game.

You must determine your character's personality, their reason for living the cyberpunk lifestyle, and why they are working with the other player characters.

This chapter helps guide you to determine your character's origin, background and skills, and to select their class, which determines in-combat and other mission-related abilities.

As you go through this section, you should fill in your character sheet. You can find character sheets at the end of this book.

STEP 1.

Determine your character's Ability Scores.

The preferred method for obtaining your ability scores in Carbon 2185 is random stat generation. To obtain your random ability scores, roll **2d6 + 5** six times.

The numbers that you roll are your ability scores.

For newer players, or for GMs wanting a more balanced game, you can opt for the following ability score array **16, 14, 13, 12, 10, 9**.

For more in-depth information on ability scores, see 'Ability Scores' under the 'Part III Rules'.

STEP 2.

Choose your Origin.

Your character's origin determines much about how you look, where you grew up, and what you were exposed to during your developmental years. Your origin affects your ability scores, how fast you move, what features you start with, and many other things. It is important to choose thoughtfully at this point.

STEP 3.

Generate a Vice.

A vice is an important part of your character. Nobody is perfect, and in a cyberpunk world that goes double.

Follow the rules found under '**Vice**' later in this section to generate or choose your character's vice.

STEP 4.

Apply Ability Scores.

Now that you know what your origin is, you can assign your ability scores in the order that you wish.

Be sure to take into account the bonuses you get for your origin, and which abilities are more useful for the class you intend to play.

STEP 5.

Generate a Background and Determine Age.

Your background refers to the time between leaving education and starting your life as a cyberpunk. This is where you learn skills and gain money and items valuable in your cyberpunk career.

You can find the rules for generating a background under "**Background Generation**" later in this section.

Once you have generated your background, you calculate your character's age and determine whether or not you suffer any age penalties.

If you choose not to pursue a career or fail your injury roll in your first term, you begin your cyber

punk life with Clothes, Poor, and one weapon of your choice that costs less than 10 000₩.

STEP 6.

Choose a Class.

Your class determines your character's abilities in combat, what weapons and armor they can use, what skills they have that they do not already possess from their background generation, and what abilities they gain as they level up.

STEP 7.

Calculate Skill Modifiers and Saving Throws.

Now that you know your skill proficiencies from your background and class, and you know what your ability score modifiers are, you can calculate your skill modifiers and saving throws.

If you are **not** proficient with a skill or saving throw, use only the ability modifier associated with that skill or saving throw as the modifier. For example: if you have a Dexterity Score of 14, your dexterity modifier is +2, and any associated dexterity-based skills have a skill modifier of +2.

If you **are** proficient with a skill or saving throw, you follow the same steps as above, and then you add your **proficiency bonus** to the score as well. At level 1, your proficiency bonus is +2.

The **Fortitude** saving throw is calculated by using your Constitution modifier.

The **Reflex** saving throw is calculated by using your Dexterity modifier.

The **Mind** saving throw is calculated by using your Intelligence modifier.

STEP 8.

Buy Gear and Calculate Carry Weight.

You know who your character is, what makes them tick, what their origin, background, and class are. Now they need items and equipment.

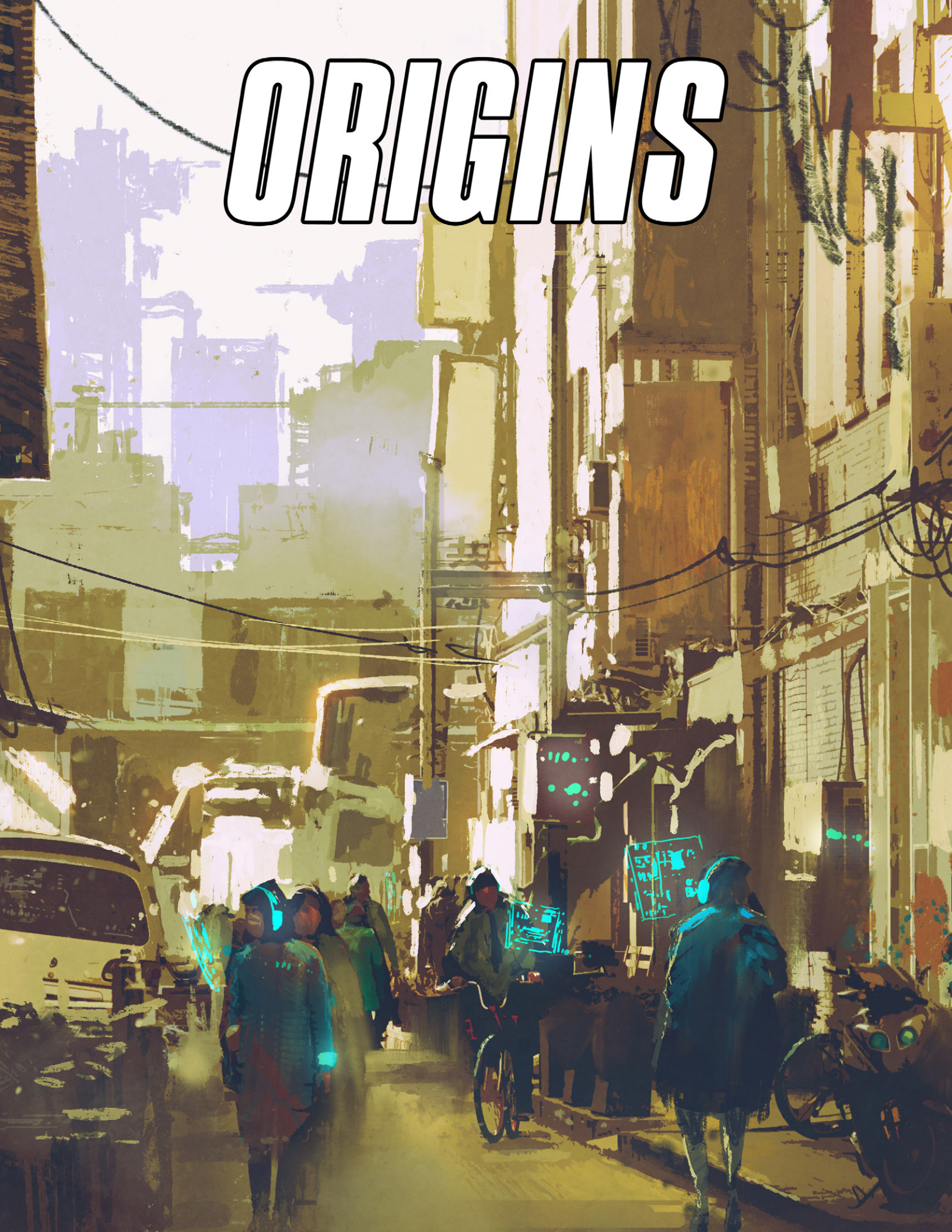
Using the money that you got during background generation, you can buy weapons, armor, and basic gear. Remember that your options are limited as you are only just starting out, so spend your money wisely.

You can carry 5 times your Strength score in lbs. before you are considered encumbered, so keep track of the weight of the items you are carrying to avoid speed penalties from carrying too much.

STEP 9.

Choose a Name.

Now that you have a better idea about your character, it's time to pick a name. Your name is an important part of your identity, and cyberpunks often choose names different from their birth name. You might choose a street name to keep your identity secret. If you don't care who knows and are proud of the name you were born with, maybe you go with that.


ORIGINS

BADLANDER

An orange dust storm obscures the view over the dunes of a Californian desert.
High on a ridge a group of figures battle near what appears to be a downed vehicle.

A badlander hails from the outskirts of civilization, in the mostly uninhabited, heavily polluted areas outside of the megacities. They grow up in the dusty, dirty, violent wilds, where death and desolation are just parts of everyday life.

Badlanders are typically born to parents who once lived in the cities, but due to financial problems, were forced to move away from the safety of the city streets and try their luck in the radiated wilderness.

Badlander clothing and housing is made from garbage dumped in the wilds by the megacity trash collectors.
The ability to reuse and recycle waste into some thing of use is very common among badlanders.

RADIOACTIVE ECONOMY

The whole economy of the badlands runs not on wonlongs but on power cells, which are bartered for food and clothing. Due to the effects of the radiation leakage from scavenged powercells, badlanders typically stand slightly taller, and have larger eyes than those born in cities.

BADLANDER TRAITS

ABILITY SCORE INCREASE. It is important to have quick reactions, and steady feet in the badlands. Your Dexterity score increases by 1.

AGE. Badlanders are born and raised in radiation. Their typical lifespan is between 70 and 80 years. With advanced and expensive medical treatment, the effects of this radiation can be reversed, and those lucky enough can expect to live to 100.

SPEED. Neither particularly fast, nor slow, your standard movement speed is 30ft.

ALWAYS READY. Badlanders spend their lives under the constant threat of attack. From a young age you were forced to wear armor at all times. You are proficient in Light and Medium Armor.

HOLLOW SIGHT. The radiation poisoning that has doomed you to a short lifespan has also

gifted you with the ability to see in the dark unaided. You can see in complete darkness as if it were dim light up to a distance of 60ft. You cannot discern color in darkness, seeing only in shades of grey.

LANGUAGES. You can speak, read, and write English, and one other language of your choice.

SUBORIGIN

There are two very different types of Badlander.
Badlanders are either ***Bruisers***, who use their strength, intimidation, and violence to survive, or they are ***Scavengers*** who tear apart broken and discarded tech for the radiation leaking powercells within.

Your suborigin grants you additional traits along with the base traits for your origin.
You may only select one suborigin.

Choose your suborigin.

BRUISER

ABILITY SCORE INCREASE. Your Strength Score increases by 2.

ONE SCARY DUDE. You've grown accustomed to violence and threats and have proficiency in the Intimidation skill. You know how to use your hands when intimidation fails. Your unarmed strikes deal 1d6+Str modifier points of bludgeoning damage.

SCAVENGER

ABILITY SCORE INCREASE. Your Technology score increases by 2.

SCAVENGER. You have proficiency in the Mechanics skill.

IRRADIATED. Due to constant exposure, your body has built up a tolerance to radiation.
You have resistance to radiation damage.

GUTTER PUNK

A group of aimless youths clad in painted leather jackets and faces full of metal piercings sit drinking alcohol, illuminated by the glow of neon, heckling anybody who happens to walk by.

Gutter punks are part of an anti-social movement that rejects mainstream society and attempts to emulate their version of the punk movement from centuries past.

Inspired by the punk rockers of history, gutter punks often wear ragged clothing consisting of torn pants, loose-fitting shirts, and sleeveless leather or jean jackets. Their jackets are decorated by themselves or their gang members using paint or markers. They favor spiked or studded embellishments and wear outlandish hairstyles and brightly painted augmentations designed to draw maximum attention.

Gutter punks mostly live in slums or abandoned buildings alongside their fellows. Their counter culture ideals put them at odds with most authority figures, making honest work scarce, which in turn makes it hard for them to escape poverty.

GANGS AND VIOLENCE

Gutter punk gangs feature members that are either born into the lifestyle or join through their own free will, often during their teens. These gangs act as family for the gutter punks who in turn swear loyalty to the gang.

Given their rebellious attitudes it's not only authority figures that gutter punks have difficulty with. They often have issues within their own gangs, or in intense and bloody rivalries with other gangs.

GUTTER PUNK TRAITS

ABILITY SCORE INCREASE. Your Dexterity score increases by 2, your Constitution and Technology scores increases by 1.

AGE. Gutter punks often don't live to old age, although this is due to their living conditions and lifestyle rather than any genetic reasons. If they are fortunate to live a healthy lifestyle, a gutter punk can expect to live around 100 years.

SPEED. Due to many years running away from law enforcement and running towards trouble, you're slightly quicker on your feet than most people. Your base walking speed is 35 ft.

SHOTGUNNERS. Due to its effectiveness in tight alleyways, the weapon of choice for gutter punks is the combat shotgun. You are proficient with this weapon.

ADAPTIVE. Gangs need a wide variety of skills. You may pick one skill of your choice to become proficient in.

MISSPENT YOUTH. You've grown up on the streets and have some basic contacts and a small reputation for yourself. You begin with Influence: Street 3.

LANGUAGES. You can speak, read, and write English, and two other languages of your choice.

KORPORATE KID

Rows of children dressed neatly in identical clothing and matching hairstyles, sit in a bright warehouse assembling mechanical components. This is not a factory, however, but a for-profit orphanage.

Korporate Kids are orphans raised in one of the corporate orphanages. The orphanages are in fact for-profit businesses, and the children within perform hours of work daily in exchange for shelter.

These megacorporations use brainwashing and social manipulation techniques to ensure brand loyalty from those they raise.

This brainwashing is incredibly effective, and many Korporate Kids feel that they owe their lives to the corporations and will willingly work with them for the rest of their lives.

Occasionally there are rebels who break the mental programming and see their corporation for what it really is.

Korporate Kids have been raised and directed from a very young age to fill the specific roles picked for them by their handlers. You may choose which role your handler assigned to you, or work with your GM to decide.

CORPORATE IDENTITY

When they're 'acquired' by one of the various corporations, Korporate Kids are stripped of their birth names and given an identifying number prefixed by the company's stock listing in place of the name. For example, a young girl born Samantha and acquired by Shenzhen Solutions may be renamed 'SHNZN 196-746'.

Korporate Kids are strongly discouraged from using their birth names and will often forget them before they reach adulthood.

Instead, many Korporate Kids use nicknames.

KORPORATE KID TRAITS

ABILITY SCORE INCREASE. You were well educated by the corporations. A smarter worker is a more profitable worker. Your Intelligence score increases by 2 and your Technology score increases by 1.

AGE. Raised on corporation rations and with access to basic medicine and healthcare means that a Korporate Kid can expect to live to 110.

SPEED. Your base walking speed is 30 feet.

LANGUAGES. You can speak, read, and write English, and two other languages of your choice.

SUBORIGIN

It's no secret that growing up in a for-profit orphanage is one of the worst ways for anybody to experience their childhood. People tend to react in one of two ways to growing up under these circumstances; they either embrace it, or they learn to live unnoticed and hope to avoid the worst of it. How you spent your childhood determines your abilities as an adult.

Your suborigin grants you additional traits along with the base traits for your origin. You may only select one suborigin.

Choose your suborigin.

HIGH FLYER

These are the children who performed the best, seeking approval and validation from their corporation handlers. Their positive performance has been rewarded. You gain the following feature.

AUGMENTED. Your corporation has invested in you to help you make them money.
You have a Tier 1 Augmentation that was given to you to aid in your job. You may pick a Tier 1 Augmentation of your choice, related to the role you were given by your handler.

SLEEKER

The majority of children decide to try and avoid confrontation, and you were one of them. You've learned how to stay out of sight and how to run away when you have to.

AVOIDANCE. You may take either the Hide or Disengage action as a bonus action on your turn.

REGULAR JOE

A woman bustles past on her way to work. The wet market worker sets up his stall for the day, laying out tank-grown synth fish. A grizzled detective sits eating noodles at 2am.

A regular joe is your average person living a day-to-day life. They aren't as tough as badlanders, nor as dexterous as gutter punks, but they fit easily into society and know how to deal with other people.

The appearance of regular joes is the most common among the origins, with numerous people from all walks of life falling squarely into this category.

Regular Joes gain the following traits.

REGULAR JOE TRAITS

ABILITY SCORE INCREASE. Your People score increases by 2, plus two other ability scores of your choice increase by 1.

AGE. Regular joes are normal people in an abnormal world. They live the longest, and healthiest lives, reaching middle age at 45 and dying between 100 and 110 years old.

SPEED. Your base walking speed is 30 feet.

VARIED. You may pick proficiency in two skills of your choice.

TOOL PROFICIENCY. You may pick one tool of your choice to become proficient in.

LANGUAGES. You can speak, read, and write English, and one language of your choice.

SYNTH

You were manufactured by one of the large robotics corporations using a combination of biological and robotic components. Then they added advanced AI inside a robotic brain. You are physically indistinguishable from a real human aside from identical bar codes under each eyelid.

Synths were first created off-world in 2130. Those created from this first batch are very rare and are the oldest known of their kind at 55 years old.

Synths gain the following traits

SYNTH TRAITS

ABILITY SCORE INCREASE. You aren't human. In many respects you are better than human. Your Constitution score increases by 2.

AGE. Synths are fully functioning adults at creation and appear to be in their early twenties. They age at a much slower rate than humans, but have a shortened lifespan. Even the most ancient synths tend to only look around 35 years old.

SPEED. Your movement speed is 30ft.

BIOENHANCED. As a synth, you have advantage on checks made to avoid disease.

RECHARGE. Instead of regular sleep, your enhancements allow you to sleep for just four hours a day and still gain the benefits of an eight-hour rest. Your AI produces the illusion of dreams for you in this state, usually of robot sheep.

COMPOSITE WEAVING. Your skin and muscles are interwoven with high-strength composite materials, granting you a natural armor of 13 + your Dexterity modifier. Even when wearing armor your AC cannot be any lower than that of your natural armor.

LANGUAGES. You can speak, read, and write English, and one other language of your choice.

MANUFACTURER

Three corporations manufacture advanced synthetics such as yourself, with each design specializing in specific features and abilities.

Your manufacturer grants you additional traits along with the base traits for your origin. You may only select one manufacturer.

Choose your manufacturer.

HOUSTON DYNAMICS MK. IV

For those who need more sophisticated security than a standard mech, Houston Dynamics offers the MK. IV Personal Security Synth.

ABILITY SCORE INCREASE. Your Dexterity score increases by 1.

ADVANTAGEOUS POSITIONING. You have a climb speed of 30ft.

MEMORY IMPLANT. You have advanced combat training memories implanted in your brain. You are proficient with assault rifles.

SHENZHEN SOLUTIONS PARAMOUR

The Paramour by Shenzhen Solutions makes the ideal host, counter intelligence asset, or personal companion.

ABILITY SCORE INCREASE. You were built to deal with people, and emit pheromones that help you deal with people smoothly. Your People score increases by 1.

INBUILT CHARM. You have advantage on People (Persuasion) checks made to flatter, charm, or seduce.

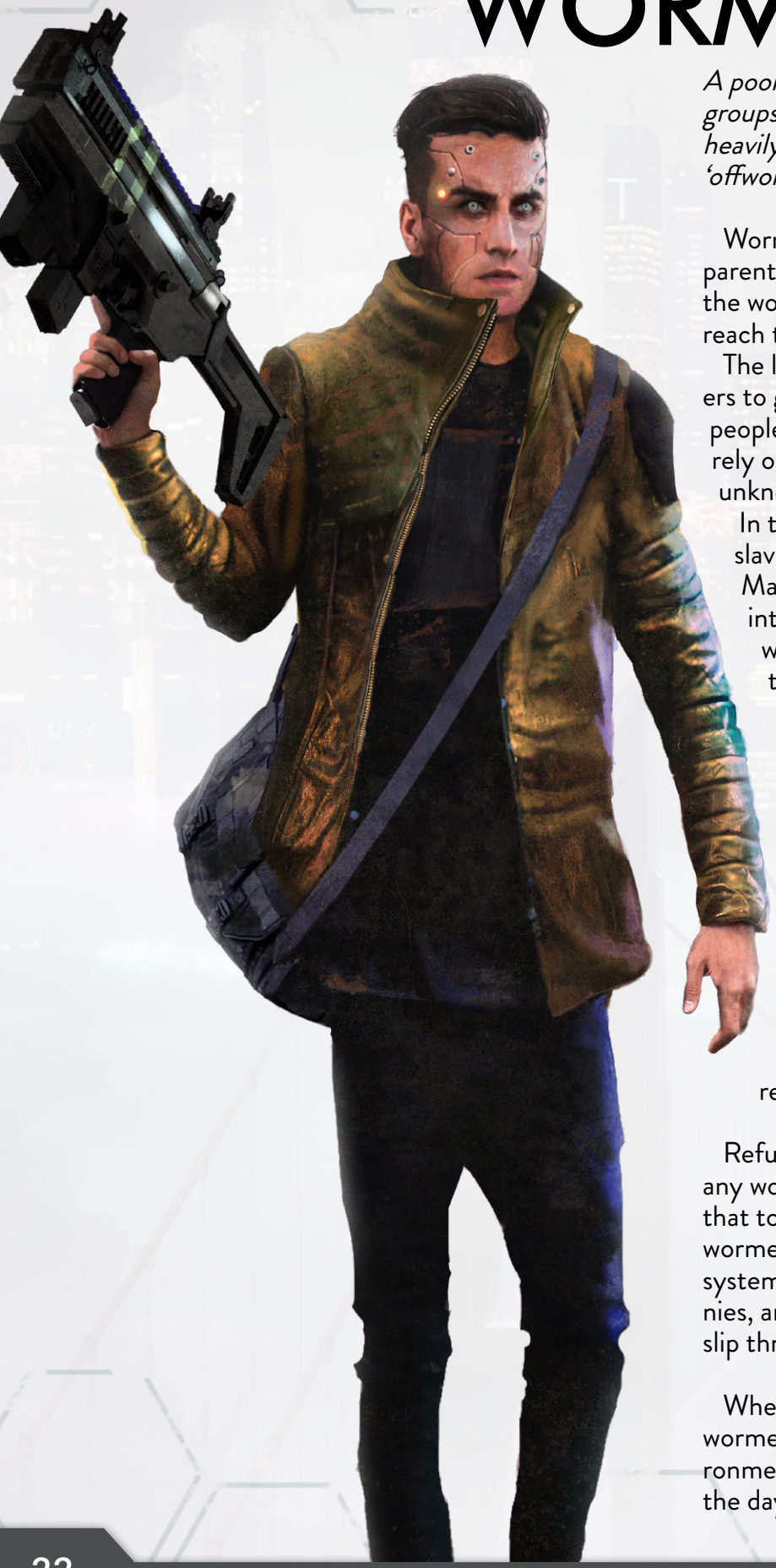
VISSER ROBOTICS ADVANCED SYNTH

The Advanced Synth by Visser Robotics was designed to work in the colonies as cheap labor. They have enhanced strength and night vision.

ABILITY SCORE INCREASE. Your Strength score increases by 1.

NIGHT VISION. You can see in dim light as if it were bright light, and darkness as if it were dim light up to a distance of 120ft.

WORMER



A poorly lit bar with bricked over windows hosts groups of abnormally tall, unusually thin people. A heavily accented, gangly man loudly advertises his 'offworld charms' at the night market.

Wormers are born in the offworld colonies, or to parents from the colonies. They are named after the wormholes that voyagers must travel through to reach the colonies.

The low gravity of the colonies has caused wormers to grow unusually tall and lanky compared to people from Earth. Those born in the colonies must rely on their natural hardiness to survive the harsh unknowns.

In the offworld colonies, wormers are used as slave labor, and treated no better than synths. Many wormers work for food and board, born into contracts naively signed by their ancestors who believed they were leaving Earth for a better life.

Wormers who live on Earth have defied the quarantine and snuck back onto the planet, gaining citizenship as soon as they set foot on Earth's soil. Treated as less than human, wormers are usually blamed for most of the petty crimes in the modern world and are quite often the victims of crime themselves.

LIFE IN THE SHADOWS

The only wormers found on Earth are either refugees from Mars or Acquarii 1e.

Refugees from Mars do not have to travel through any wormholes to reach Earth but try explaining that to the ignorant masses. Alternatively, many wormers on Earth are from Aquarii 1e. The Aquarii system has the worst space defense of all the colonies, and it is not uncommon for refugee ships to slip through their defenses.

Whether they are from Mars or Aquarii 1e, all the wormers on Earth have grown up in low light environments and find the bright lights of Earth during the day incredibly uncomfortable.

WORMER TRAITS

ABILITY SCORE INCREASE. Your Constitution score increases by 2, and your Dexterity score increases by 1.

AGE. The human body isn't designed for low gravity, and wormers don't live as long as their earthborn counterparts. They generally live to around 70 years old.

SPEED. Your long limbs aid in your movement. Your base movement speed is 40ft.

LIKE A BOOK. You are especially proficient in Sense Motive; double your proficiency bonus when you use this skill.

DARKVISION. You live in a colony far from its solar system's star and have grown up used to the darkness. You can see in complete darkness as if it were dim light up to a distance of 60ft. You cannot discern color in darkness, seeing only in shades of grey.

A TWILIGHT PLANET. You have disadvantage on attack rolls and Intelligence (Perception) checks when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

HARD AS NAILS. You have to be tough to survive in the colonies. Your ancestors were the survivors of the brutalist worlds. You gain an additional 1 hit point per level.

GENERATIONS OF HARDSHIP. Wormers are the descendants of the fittest of the fit, and the strongest of the strong. Your upper limits are doubled when determining your carrying capacity and the weight you can push, drag, or lift

LANGUAGES. You can speak, read, and write Offworld Creole, English, and two other languages of your choice.

AGING

Everybody ages. The rates at which people age are different based upon cultural, environmental factors, and wealth. As you reach middle age, your physical body starts to become weaker, while your mind grows stronger.

Starting at old age, your mind begins to weaken along with your body.

MIDDLE AGE. Most people survive to middle age, provided they live a somewhat cautious lifestyle. When you enter middle age, you receive –1 to one of your physical ability scores, determined by a **1d3** roll, and a +1 to one of your mental ability scores, also determined by a **1d3** roll.

OLD. Only those living in good conditions reach old age. Most meet an unfortunate end, either due to radiation poisoning, or accidents beforehand. When you become old, you receive –2 to one of your physical ability scores, determined by a **1d3 (1d6/2)** roll, and a –1 to one of your mental ability scores, also determined by a **1d3** roll.

ANCIENT. Very few people live to ancient age in the world of 2185. Those who do suffer the effects of very advanced age. When you become ancient, you receive –3 to one of your physical ability scores, determined by a **1d3** roll, and a –2 to one of your mental ability scores, also determined by a **1d3** roll.

CARBON REJUVENATION. You can reduce the effects of aging on your body by using carbon rejuvenation. This procedure costs 10 000 000₩ and reduces your physical age by 25 years, down to a minimum physical age of 25 years old, by altering the very molecules that make up your physical form. When a carbon rejuvenation procedure reduces your physical age to a younger stage, it reverses the negative effects that you received for reaching that age, while retaining the positives.

You can only undergo this procedure four times in your lifetime. Attempting this procedure more than four times leads to catastrophic organ failure as your body rejects your now exhausted organs.

Due to this procedure, it is common for the wealthiest of people in 2185 to live to well over 150 years old, helping them solidify their power and empires while avoiding the harsh realities of age.

Aging Table

ORIGIN	MIDDLE AGE	OLD	ANCIENT	LIFESPAN
BADLANDER	35	70	80	80+1d20
KORPORATE KID	40	80	90	90+1d20
GUTTER PUNK	38	68	80	80+1d20
REGULAR JOE	45	80	90	90+1d20
SYNTH	16	45	55	55+1d10
WORMER	30	60	70	70+1d8

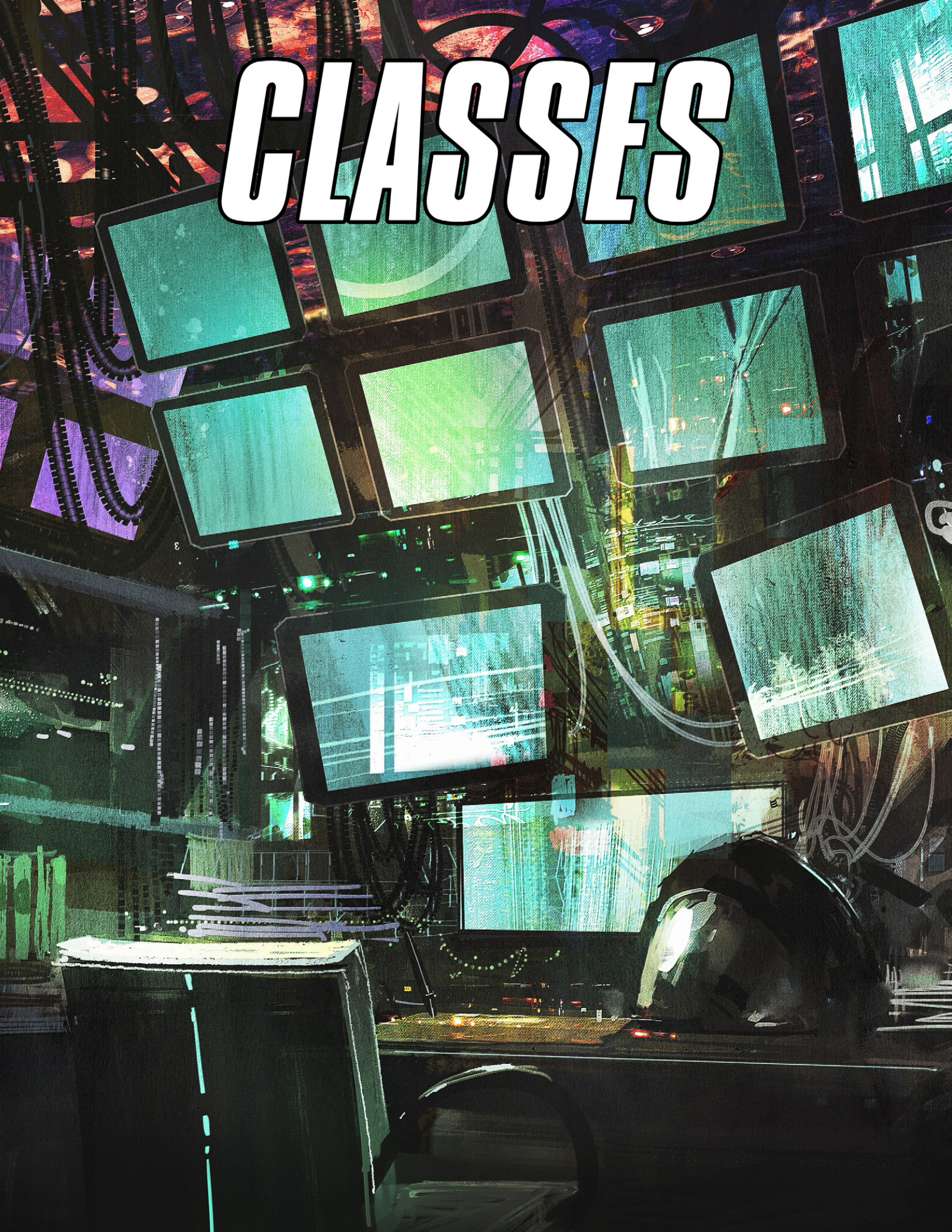
LANGUAGES

Due to advancements in aviation technology, international flights now pierce the Earth's atmosphere before reentering above their destination.

This method of travel is called "**breaching**" and is incredibly quick compared to the older methods of air travel. Thanks to this super-fast travel, you can find people of every ethnic group, speaking every language, in almost every city on the planet, and San Francisco is no exception.

The city is a melting pot. Below is a list of the fifteen most common languages known in San Francisco, and the percentage of the population that can speak them fluently.

LANGUAGE	FLUENCY RATE
ENGLISH	80%
MANDARIN	62%
SPANISH	47%
ARABIC	38%
TAGALOG	26%
KOREAN	22%
JAPANESE	11%
CANTONESE	9%
GERMAN	7%
AFRIKAANS	6%
VIETNAMESE	5%
FRENCH	3%
POLISH	3%
HINDI	2%
RUSSIAN	1%


CLASSES

CLASS OVERVIEW

The world of 2185 is a place of terrible social and political injustices. Discrimination, violent crime, and the general strife among the population are rampant. Despite what the corps may tell you, the shining lights in this dark world are the cyberpunks. This group of anti-establishment rebels and outcasts couldn't possibly beat the system – or could they?

Cyberpunks aren't normal people. Each cyberpunk has a class, sometimes called a combat class. A cyberpunk's class defines much about them: their abilities in combat, the armor and weapons they can use, and the abilities they learn as they gain levels.

A cyberpunk's class is not their career, nor is it their background, it is simply a part of who they are. A character's class may determine much about their personality.

A daimyo typically fills leadership roles and is very headstrong, with contacts in various punk gangs, corp groups, and others throughout the city.

An investigator may look at the world through a lens of logic and reasoning. They know their fair share of security officers and cops.

A scoundrel will always be up to something, with some scheme in mind. They typically know exactly where to get all manner of contraband, no questions asked.

There are six classes in Carbon 2185, and each serves a different role in the cyberpunk landscape.

CLASS	DESCRIPTION	HIT DICE	SAVING THROW PROFICIENCIES	WEAPONS AND ARMOR PROFICIENCIES
DAIMYO	The oncoming storm. Natural leaders and heavy weapons experts. Don't be surprised to see one of these tanks carrying around a minigun as if it were an Uzi.	d12	FORTITUDE	Medium and heavy armor, melee weapons, pistols, submachine guns, shotguns and heavy weapons.
DOC	Trained healers who feature the latest in first aid implants, but don't let their scrubs fool you. These punks know exactly where to target your body to deal maximum damage.	d8	MIND	Light and medium armor, helmets, melee weapons, pistols, submachine guns and shotguns.
ENFORCER	The classic soldier backbone of any group. Enforcers can be anything from a sniper laying prone 600ft. from their target, to a swordsman wielding a katana in melee combat.	d10	FORTITUDE	All armor, helmets and weapons.
HACKER	Utilizing exploits, hackers control battlefield technology. They can remotely explode enemy grenades, jam communications, or cause whole areas to blackout.	d8	MIND	Light armor, helmets, melee weapons, pistols, submachine guns and shotguns.
INVESTIGATOR	Whether looking for missing persons or connecting the dots in some secret scheme, you need an investigator on your team.	d8	REFLEX	Light and medium armor, melee weapons, pistols and shotguns.
SCOUNDREL	The scoundrel is fast on their feet, dealing extra damage to surprised enemies or when attacking while on the move. Scoundrels are the shadows within the shadows.	d8	REFLEX	Light armor, melee weapons, pistols, submachine guns and shotguns.

DAIMYO

Under heavy enemy fire the daimyo leads her unit, charging in with guns blazing and inspiring her allies with wild acts of courage.

A dark figure watches carefully from the shadows, her rifle trained on a distant target. With a deep breath she bites hard on her lip and focuses her rising fury. Her bullet strikes the victim like a viper protecting its nest.

Daimyo's are warriors first and foremost. They have a natural affinity for death, focusing on the kill. Some people think the daimyo is a mindless brute, and those people usually end up dead. Often daimyos take on leadership roles in cyberpunk units, or as security heads and strategists for corps or other dignitaries.

LEADERS UNDER FIRE

While daimyos are strong leaders and heavy weapons experts, they are not all-round combat experts like the enforcers, nor are they the smartest people in the room like the hackers or investigators. The daimyos are a mix of combat prowess and people skills. They take on leadership roles because most others are ill suited for them. Many would-be leaders lack the understanding of the dangers of the world, while the daimyos plan for every possibility. To many who know them, daimyos seem paranoid. Their persistent survival, however, suggests that paranoia may be the key to surviving the streets of San Francisco. Allies of the daimyo find their loyalty and courage to be a comfort.

WONLONG WARRIORS

For all of history, since the rise of the first armies, there have been daimyos. Reckless warriors willing to risk their lives to defeat the enemy. Warriors who know not only who, but what to destroy to ensure that none of their targets make it out alive. In San Francisco these people are in higher demand than ever before. Most lack the formal military training to become members of private armies. Instead, some join the myriad of crime syndicates, while many others become cyberpunks. Few live long enough to gain a reputation. But with the right combination of street smarts, combat prowess, and leadership skills, the daimyo can rise as a cyberpunk legend.

CREATING A DAIMYO

When creating a daimyo, you are creating a warrior and a leader. There are some things to consider as you go: Who, if anyone, taught you how to fight the way you do? Is it natural instinct or was the way of fury something you were trained to use? Who owes you a favor? Why do they owe you a favor? Did you excel during your formal education or did you struggle and instead rely on your brute strength to see you through life?

HIT POINTS

Hit Dice. 1d12 per daimyo level
Hit Points at 1st Level. 12 + your Constitution modifier
Hit Points at Higher Levels. 1d12 (or 7) + your constitution modifier per daimyo level after 1st

STARTING PROFICIENCIES

You are proficient with the following, in addition to any provided by your origin or background generation.

Armor. Medium armor, heavy armor
Weapons. Melee weapons, pistols, submachine guns, shotguns and heavy weapons.
Saving Throw. Fortitude
Skills. Choose two skills from Athletics, Intimidation, Perception, Persuasion, Presence, Vehicles (Aircraft), Vehicles (Land)

THE DAIMYO

LEVEL	PROFICIENCY BONUS	FURIES	FEATURES
1st	+2	2	Fury
2nd	+2	2	Danger Sense, Rallying Cry
3rd	+2	3	Daimyo Focus
4th	+2	3	Character Improvement
5th	+3	3	Extra Attack
6th	+3	4	Focus Feature
7th	+3	4	Keep Your Head
8th	+4	4	Character Improvement
9th	+4	4	Unstoppable
10th	+4	4	Focus Feature

FURY

In battle, you fight with primal ferocity. On your turn, you can enter a fury as a bonus action. While in a fury, you gain the following benefits:

- You have advantage on Strength checks and Fortitude saving throws.
- When you make a weapon attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases to +3 at level 9.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your fury lasts for one minute. It ends early if you are knocked unconscious, or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your fury on your turn as a bonus action.

Once you spend the maximum number of furies for your daimyo level, you must finish a long rest before you can engage fury again. You may fury two times beginning at 1st level.

RALLYING CRY

A natural leader, you're able to rally your allies. Beginning at 2nd level you can use a bonus action on your turn to choose one ally within 60ft. who can hear you, or on ally connected to you by a neurolink. That ally gains one d8 rally die.

Once within the next 10 minutes, the affected ally can roll the rally die and add the number rolled to one ability check, attack roll, or saving throw it makes. The affected ally can wait until after it rolls the d20 before deciding to use the rally die but must decide before the GM says whether the roll succeeds or fails. Once the rally die is rolled, it is lost. A creature can have only one rally die at a time.

You can use this feature a number of times equal to your People modifier (a minimum of once). You regain any expended uses when you finish a long rest.

DANGER SENSE

At 2nd level, you gain an uncanny sense of nearby threats. You have advantage on Reflex saving throws against effects that you can see, such as traps and explosions. To gain this benefit, you cannot be blinded, deafened, or incapacitated.

CHARACTER IMPROVEMENT

When you reach 4th level, and again at 8th level,

you can increase one ability score of your choice by 2, or two ability scores by 1.

EXTRA ATTACK
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

KEEP YOUR HEAD
Starting at 7th level, your allies are motivated by your very presence. Allies within 60ft. of you have advantage on savings throws against being ghosted.

UNSTOPPABLE
You are a juggernaut on the battlefield stopping at nothing to obtain victory. Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

DAIMYO FOCUS
At 3rd level, you choose your focus. Each focus gives different abilities.

SUGO
The sugo is the real deal when it comes to taking damage. It's as if they don't feel pain the same way as normal people.

BALLISTIC FURY
You have learned to ignore all but the most serious of pain. Starting at 3rd level, in addition to the regular resistances, your fury ability grants you resistance to ballistic, fire, and radiation damage.

FURIOUS FOCUS
Your fury gives clarity whilst others lose their way. Starting at 6th level you cannot be ghosted while in a fury. If you enter fury while being ghosted, the effect is suspended until the fury ends.

FEVER PITCH
You know how to inspire confidence and work together to bring down the largest of foes. Starting at 10th level your fury inspires others to fight harder. Whenever a creature spends a rally die within 60ft. of you, they roll with advantage.

SENGOKU
The sengoku are weapons experts capable of using them in such a way that makes them even more deadly.

SUPERHEATED WEAPONRY
Your focus allows you to strike foes at their weakest and wield weapons in a dangerous state. At 3rd level, while using fury, once per turn when you hit a creature with a ranged weapon attack you can deal an additional 1d6 damage (same damage type) to the target.

HEAVY GUNNER
You know how to wield the heaviest of weapons with little problem. Starting at 6th level, as a bonus action you may choose to ignore damage reduction of armor when firing a heavy weapon. You may use this a number of times per day equal to your People modifier. You regain all expended uses of this ability at the end of a long rest.

WALKING PLATFORM
Starting at 10th level your training in heavy weapons is unmatched. You ignore penalties of long range and all cover except total cover when firing a heavy weapon.

DOC

In a chop shop on a backstreet of the city, an old doctor grumbles over a patient with a serious gut wound. With a half-hearted sigh the old doc sets to work. He'll check insurance later, but right now this kid's life is on the line.

A hacker screams as her cybernetics begin to fry. Before she hits the ground, the cyber surgeon is at her side, using nanobot healing.

Although the Hippocratic oath is a thing of the past, most docs agree on one thing: it's best to heal first and ask questions later. Without docs, the casualty rate among the denizens of the city would surely be much, much higher. To a doc, helping allies and hurting enemies is all in a day's work.

OUR BODIES, OUR HEARTS, OUR CYBERNETIC ARMS

In every brawl and every firefight, from the smallest scrum to all out battles, there are casualties. Victims that want to avoid attention head to the backroom doctors. Some of these doctors do their best to save what they can of their patients for low-cost and quick-recovery. Others, however, see the opportunity to experiment with the newest cybernetics. They promise not only a repair, but improvement—for a small fee, of course. Regardless of the approach, without these backroom practices the bodies of criminals, cyberpunks, and those too poor to afford medical coverage would pile high in the streets. This fact makes docs one of the most well-respected, if least thanked, professions going. Almost nobody hurts a doc on purpose.

CREATING A DOC

As you create your doc there are some things you may wish to consider such as:

Where did you learn your skills? Were you formally trained or do you rely on data implants? What is your opinion on cybernetics? Are you an organic healer or do you like to "cyber up"? Are you willing to kill for the mission, or would you prefer to keep your hands clean of bloodshed?

HIT POINTS

Hit Dice. 1d8 per doc level
Hit Points at 1st Level. 8 + your Constitution modifier
Hit Points at Higher Levels. 1d8 (or 5) + your constitution modifier per doc level after 1st

STARTING PROFICIENCIES

You are proficient with the following, in addition to any provided by your origin or background generation.

Armor. Light armor, medium armor, helmets
Weapons. Melee weapons, pistols, submachine guns and shotguns.
Saving Throw. Mind
Skills. Choose three from Bureaucracy, Gambling, History, Mechanics, Medicine, Perception, Persuasion, Religion and Sense Motive

THE DOC

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Specialty, Medical Implant
2nd	+2	Cybernetics Expert, Patch 'em up
3rd	+2	Specialist Feature, Expertise
4th	+2	Character Improvement
5th	+3	Medical Implant: Long Ranged Strike
6th	+3	Specialist Feature
7th	+3	Medical Implant: Line of Sight Stabilizers
8th	+4	Character Improvement
9th	+4	Medical Implant: H.A.R.S.
10th	+4	Specialist Feature

MEDICAL IMPLANT

You have a medical implant in the palm of your hand that grants abilities others do not have. Originally designed for surgeons, these medical implants have become more and more popular and use specialised nanobots to heal. You can use yours in multiple ways depending on your specialty, but all implant users are capable of at least the following two abilities from first level.

BASIC HEALING

Using an action you touch a willing creature. That creature regains a number of hit points equal to 1d8 + your Tec modifier.

You can use this ability twice before completing a short or long rest.

QUICK HEAL

Using a dangerous modified stimulant you are capable of helping those around you rapidly. As a bonus action you may touch a willing creature, allowing it to regain 1d4 hit points per level of doc that you possess. You can use this ability a number of times equal to 2 + your Tec modifier (minimum 2).

You regain all expended uses of this ability at the end of a short or long rest.

CYBERNETICS EXPERT

At 2nd level, you gain the ability to repair cybernetics, computers, and tech.

You can use a bonus action and expend one 'part' worth 100₩ to repair a single break or tear in an object that you are touching, such as a broken display, a severed cybernetic finger, or a smashed light. The break or tear may be no larger than 1 foot in any dimension for the repair to work.

PATCH 'EM UP

Starting at 2nd level, you can aid your allies when they take a short rest. At the end of a short rest, each creature that you have shared the rest with may gain an additional 2d4 hit points.

This healing increases to 3d4 at 8th level, to 4d4 at 10th level.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for the chosen proficiencies.

CHARACTER IMPROVEMENT

When you reach 4th level, and again at 8th level you can increase one ability score of your choice by 2, or two ability scores by 1.

LONG RANGED STRIKE

Beginning at 5th level, you reverse-engineer your medical implant with the option to deal serious damage. As an action, you can shoot a beam of life draining energy from your palm.

You are proficient in this attack. Make a ranged attack against a target within 150ft. On a hit, the target takes 3d10 radiation damage. You can use your medical implant this way three times before completing a long rest.

LINE OF SIGHT STABILIZERS

Beginning at 7th level, you have developed microtechnology that can fly to and stabilize an injured creature. As an action choose an unconscious creature within 30ft. of you and not behind total cover. That creature is stabilized. In 1d4 rounds the target also regains 1 hit point and returns to consciousness. You may use this feature a number of times equal to your Tec ability modifier (minimum 1). You regain all expended uses of this ability at the end of a short or long rest.

H.A.R.S. | HYPER ADVANCED RESUSCITATION SOFTWARE

You have learned to program nanobots that you can inject to save all but the most critically injured creatures.

At 9th level you may touch a creature tha has been dead for no longer than 10 minutes. The bots cost 20 000₩ of medical supplies per use, and the target returns to life with 1 hit point. This effect cannot return a creature to life that has died of old age, nor can it restore any missing body parts.

SPECIALTY
At 1st level, you choose your specialty. Each specialty gives different abilities.

COMBAT MEDIC
The combat medic focuses on combat support and taking out enemies. They are the toughest docs in the field.

BONUS PROFICIENCY
When you choose this specialty at level 1, you gain proficiency with heavy armor, assault rifles, and combat shotguns.

DISTRACTION
You know how to create a distraction to keep allies alive. Beginning at 1st level, when you, or an ally is attacked by a creature that you can see within 30ft. of you, you can use your reaction to impose disadvantage on the attack roll. You can use this feature a number of times equal to your Tech modifier. You regain all expended uses after a long rest.

PRECISION AIMING
Starting at 3rd level, you can focus all you know about medicine and engineering to deal extra damage to vulnerable parts of your target. When you hit with an attack you automatically deal maximum damage for that attack. Once you use this ability, you must finish a short or long rest before you can use it again.

HEAD DOWN, HARD AT WORK
You've learned to utilise cover more effectively when administering aid. Starting at 6th level, when behind any cover, if you take the Dodge action or spend your action healing another creature you count as being in total cover until the end of your next turn.

DEFENSIVE COMBAT EXPERIENCE
You have learned to keep yourself safe in the field and know when to move or stay still. Starting at 10th level you may take the Dash, Dodge, Disengage, or Hide action as a bonus action on your turn.

CYBERSURGEON
The cybersurgeon focuses on healing creatures and using advanced cybernetics.

BOOSTED HEALING
You have developed extremely advanced nanobots for use with your medical implant. At 1st level, when using your Basic Healing ability, the creature regains a number of hit points equal to 2d8 + your Tec ability.

BEDSIDE MANNER
At 1st level, you gain proficiency in one additional language, and two skills of your choice from the following: Bureaucracy, Investigation, Persuasion, Presence, Sense Motive.

TOUCH OF RESPITE
You have learnt to alleviate symptoms and strengthen one's immune system. Starting at 3rd level, as an action you are able to touch a willing creature and either cure them of one disease, or give them five temporary hit points. The temporary hit points last for 1 hour, or until they are depleted. You may use this ability a number of times equal to your Tec modifier. You regain all expended uses at the end of a Long Rest.

CYBERNETICS SPECIALISTS
You are an expert at restoring the flesh and treating cybernetics. Starting at 6th level, whenever you restore hit points to a creature that has tier 1 or above cybernetic implants they regain additional hit points equal to the number of those implants.

MULTIPROCESS CYBERNETIC TREATMENT
You program dozens of microscopic nanobots capable of healing the wounds of multiple creatures with a quick burst of processing power. Starting at 10th level, as an action choose up to six creatures in a 30ft. radius. Each target regains hit points equal to 3d8 + your Tec ability modifier. You may use this feature once per long rest.

ENFORCER

High in a corporate tower an enforcer primes the explosives and checks the weapons of the guards lying at his feet. He's ready to destroy the whole structure, and he'll kill anyone who gets in the way. That's the job, after all.

A Yakuza assassin sharpens her monoblade katana in anticipation of the killing stroke. Cold as ice she executes the bratva drug pusher daring to trespass on Yakuza streets.

The security operative pushes his client to cover as he scans the nearby buildings for the sniper. He fires a short burst, taking out the would-be assassin with the skill of an elite soldier.

Skilled at defending themselves and protecting the lives of others, enforcers fill a much-needed role on the dangerous streets of San Francisco. Experts in the art of killing, they focus on the dirty work of assassination, protection, and spec-ops.

A LIFE OF VIOLENCE

Enforcers are tough and versatile. Most enforcers have military and/or law enforcement training, and they've built on that training to become highly effective fighters. Very little action takes place in the city without involving enforcers. Capable of fighting with any weapon, these hired guns have no problem killing those that get in the way. Corporations hire enforcers by the hundreds, often recruiting the best from military special forces, and those with distinguished combat careers. Some enforcers focus their talents on knowing a variety of weapons, operating effectively as mercenaries and gang members. Others, like the street samurai, dedicate themselves to mastering just one weapon, thus becoming specialized assassins. Those trained in combat tactics and security generally work for the corps and the rich.

Violence is the fashion that never goes out of style.

WEAPONS OF PERSONAL DESTRUCTION

Cyberpunk enforcers are a must for any aspiring cyberpunk gang. The enforcer's expertise in weapons and explosives gives the gang a serious foundation for mayhem.

Specialized enforcers fill niche roles in elite assassination squads, demolitions, and other delicate ops as part of corporate or other powerful agencies.

Many enforcers act as foot soldiers in private armies, while others serve as personal henchmen of the elite. Whatever their style, an enforcer is a valuable weapon in the fight against, or for, injustice.

CREATING AN ENFORCER

When creating an enforcer think about their training. Where did they receive it? Did they once belong to a private military, or were these skills picked up on the streets in some underground training facility? Who have they worked for in the past? Have they ever been double-crossed? Who, if anyone, saved their life from a bad situation? Why did they choose the life and profession they have? Are they hoping to make a difference in the world, or are they just here for easy money and all of the luxuries it affords?

HIT POINTS
Hit Dice. 1d10 per enforcer level
Hit Points at 1st Level. 10 + your Constitution modifier
Hit Points at Higher Levels. 1d10 (or 6) + your constitution modifier per enforcer level after 1st

STARTING PROFICIENCIES
You are proficient with the following, in addition to any provided by your origin or background generation.

Armor. All armor, helmets
Weapons. All weapons.
Saving Throw. Fortitude
Skills. Choose two skills from Acrobatics, Athletics, Intimidation, Navigation, Perception, Sense Motive and Vehicles (Land).

THE ENFORCER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Fighting Style, Second Wind
2nd	+2	Combat Archetype
3rd	+2	Action Surge
4th	+2	Character Improvement
5th	+3	Extra Attack
6th	+3	Character Improvement
7th	+3	Combat Archetype Feature
8th	+4	Character Improvement
9th	+4	Tough to Kill
10th	+4	Combat Archetype Feature

FIGHTING STYLE
You adopt a particular style of fighting as your specialty. Choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

MARKSMAN
You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSIVE
While you are wearing armor, you gain a +1 bonus to armor class.

DUELING
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

HEAVY WEAPON SPECIALIST
When you roll a 1 or 2 on a damage die for an attack you make with a heavy weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

TWO-WEAPON FIGHTING
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack if you add it to the first.

POINT BLANK SHOOTER
You suffer no penalties from making ranged attacks at close range. When making a ranged attack while you are within 5ft. of the target, you do not have disadvantage on the attack roll.

SECOND WIND
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your enforcer level. Once you use this feature, you must finish a short rest or long rest before you can use it again.

ACTION SURGE
Starting at 3rd level, you can push yourself beyondyour normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

CHARACTER IMPROVEMENT
When you reach 4th level, at 6th level, and again at 8th level you can increase one ability score of your choice by 2, or two ability scores by 1.

EXTRA ATTACK
Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

TOUGH TO KILL
Starting at 9th level, you are determined to stay alive no matter what happens. If you are reduced to 0 hit points or are killed outright, you can make a DC 10 Fortitude saving throw. On a success you regain 1 hit point and consciousness. Once you have used this feature you must complete a long rest before you are able to do so again.

COMBAT ARCHETYPE
At 2nd level, you choose your combat archetype. Each archetype gives different abilities.

RAPID DEPLOYMENT
A Rapid Deployment archetype is tough as nails. These make up the bulk of combatants on the streets of San Francisco – on both sides of the law.

IMPROVED CRITICAL
At 2nd level, your weapon attacks score a critical hit on a roll of 19 or 20.

UNPARALLELED ATHLETICISM
Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

MASTER CRITICAL
Starting at 10th level, you know how to bring the enemy down with the right strike. Whenever you score a critical hit you deal 3x the damage, instead of the normal 2x.

MARINE
The Marine is trained to use one type of weapon better than any other. Marines form a bond with their weapon of choice.

SPECIALIZED SHOOTING
At 2nd level, you choose a weapon type to specialize in: For example, pistols, or assault rifles. When using a specialized weapon, you deal extra damage of the same type as the weapon, equal to half your level, rounded down. For example: at level 2, you deal an additional +1 damage, at level 4 you deal +2.

DEADSHOT
You know your gun better than the back of your hand. From 7th level, when you score a critical hit with your specialized firearm type, you do not need to roll damage dice and instead deal maximum damage.

BROAD FIRING SOLUTION
You are an expert with firearms and know how to land perfect shots. Starting at 10th level, whenever you take the attack action using your specialized weapon type, you may make an additional attack as a bonus action using that weapon.

STREET SAMURAI

A swordsman rejects guns, and ranged weapons, preferring the more honorable blade-based combat.

BONUS PROFICIENCY

You know all about the history of swordplay. When you select this archetype, you gain proficiency in History. In addition, whenever you make a History check to recall knowledge about bladed weapons, you double your proficiency bonus.

BLADED DAMAGE

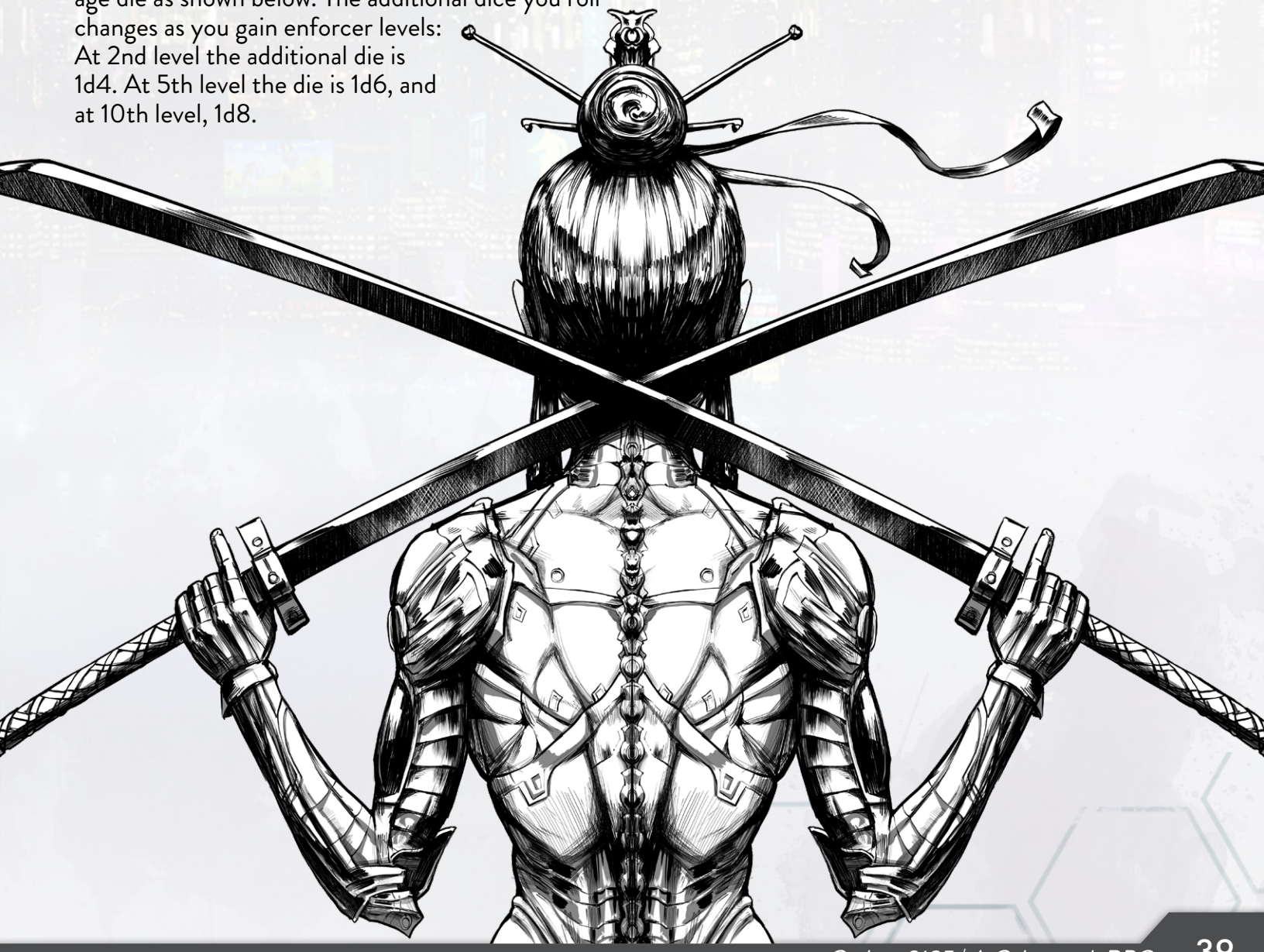
You've learned to strike vital organs with bladed weapons. Whenever you hit with a melee attack using a bladed weapon, you deal an additional damage die as shown below. The additional dice you roll changes as you gain enforcer levels: At 2nd level the additional die is 1d4. At 5th level the die is 1d6, and at 10th level, 1d8.

WAY OF THE BLADE

You flow like a dancer using a blade. Starting at 7th level, whenever you take the attack action using a bladed weapon, you may make an additional attack with the same weapon as a bonus action.

SWORD MASTERY

Starting at 10th level your skill with a bladed weapon is unparalleled. Whenever you take the attack action with a bladed weapon you may Dash or Disengage without using an action or bonus action.



HACKER

A young woman connects her neural link to a private mainframe as bullets fly all around her. Here inside the mainframe she controls everything—every little secret is hers. With a single thought she floods her assailants' HUDs with images of Tusk Interplanetary data, blocking their vision and disrupting their aim.

In the dim recess of an anonymous garage an engineer finishes repairs on a stolen combat drone. With a few modifications and some new programming, the drone will make future jobs a little bit easier; providing company and protection when the rest of the team abandons them in favor of another fire fight.

The hacker is the absolute master of technology, capable of doing great and strange things with just a handful of tools and some spare parts. The hacker is capable of anything from inventing new robotics to gaining access to practically any mainframe. This makes them exceptionally effective at corporate espionage and criminal activity. Perfect for a cyberpunk.

NETWORK BANDIT

For nearly a hundred years network hackers have been the bane of corporate existence. Hackers learn their skills from the generation that came before and by experimentation on the newest technology. These technophiles spend too much time sitting on darknet websites discussing the newest, mostly illegal, forms of technology. To fund their obsession most hackers turn to crime, which doubles as a great testing ground for their newest ideas. To keep themselves safe during these operations hackers often join a crew of cyberpunks, where they get quick training in the basic use of sidearms and other street-survival tactics.

CREATING A HACKER

When you create a hacker consider the following questions. Where did the character learn their skills? Did they have a mentor, or did they learn on their own? If they had a mentor what happened to them? Are they still alive to offer advice or did they 404 while trying to hack an AI? Is there anything that still eludes them that they would like to understand? How many people owe the character a favor?

HIT POINTS

Hit Dice. 1d8 per hacker level
Hit Points at 1st Level. 8 + your Constitution modifier
Hit Points at Higher Levels. 1d8 (or5) + your constitution modifier per hacker level after 1st

STARTING PROFICIENCIES

You are proficient with the following, in addition to any provided by your origin or background generation.

Armor. Light armor, helmets
Weapons. Melee weapons, pistols, submachine guns and shotguns.
Saving Throw. Mind
Skills. Choose three from Computing, Hacking, Medicine, Sense Motive, Stealth, Vehicles (Aircraft) and Vehicles (Land).

THE HACKER

	PROFICIENCY		EXPLOITS	BOTNET
LEVEL	BONUS	FEATURES	KNOWN	USES
1st	+2	Exploits, Healing	2	3
2nd	+2	Redistribution	3	4
3rd	+2	Hacker Specialty	3	4
4th	+2	Character Improvement	4	5
5th	+3	Exploit Upgrade, Specialty Feature	5	5
6th	+3	Universal Training	5	6
7th	+3	Rapid Reset	6	6
8th	+4	Character Improvement	6	7
9th	+4	Exploit Mastery	8	7
10th	+4	Specialty Feature	9	10

EXPLOITS

Starting at 1st level, you are able to perform exploits using available botnets. These exploits are a special kind of hack that you can perform to gain some kind of advantage over your enemies or environment.

As you grow in knowledge, you are able to control more botnets at any one time, as represented by your 'botnets useable' column. Once you have used a botnet to carry out an exploit, the devices on that botnet are burned out, and you must use a long rest to create more botnets to replace the ones you lose.

Some exploits require a saving throw from those affected. The saving throw for your exploits is 8 + your Proficiency bonus + your Tec modifier.

EXPLOIT LIST

Comms Blackout
Range. 90ft.
Duration. 1hr
Using a reaction, you choose a 20ft. square within range. Any comms devices within that 20ft. square are overloaded and shut down for one hour.

Computer Interface
Range. 10ft.
Duration. —
When you are within 10ft. of a computer terminal of security rating 3 or below, you may interface with the computer to gain additional information. You may then ask the GM one question that the computer would know.

Create Distraction
Range. 60ft.
Duration. 10 minutes
Using an action, you choose a creature within range. You cause all of their personal devices to send conflicting alerts and emergency messages, distracting them for 10 minutes. Creatures under this effect have disadvantage to Perception for the duration.

Exploding Grenade
Range. 60ft.
Duration. —
Using an action, you choose a creature within range that is carrying a grenade. You cause the grenade to explode. The grenade has the normal effect.

Hack Mech
Range. 30ft.
Duration. 1hr
Using an action, you choose a mech within range of CR1 or lower. The mech must succeed on a Mind saving throw or become completely controlled by you. While under your control, you may use your action on your turn to control the mech as if it's body was your own, and it acts on your initiative. If you do not use your action to control it on a turn, the mech does nothing.

Overcrowded HUD
Range. 30ft.
Duration. 3 rounds
Using a bonus action, you choose a creature within range. The creature must succeed on a Mind saving throw or their HUD becomes completely over-crowded with ads and pop-ups, rendering them blinded for 3 rounds.

Tracking
Range. 90ft.
Duration. 1hr
Using a bonus action, you choose a creature you can see within range and hack one device or augmentation to track it. Until the exploit ends you gain information about the creature's vitals, deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you always know its location. If the target drops to 0 hit points before this exploit ends, you can use a bonus action on a subsequent turn to track a new creature.

Ping Echo
Range. 90ft.
Duration. —
Using an action, you create three pings that you broadcast into a creature's neural network. You can send all three to one creature, or target up to three different creatures within range that you can see. Each Ping deals 1d4+1 psychic damage.

White Noise
Range. 30ft.
Duration. 2 rounds
Choose up to 3 creatures within 30ft. of you. Targets must make a Mind saving throw or gain the Deafened condition for 2 rounds.

HEALING
You hack together a basic version of a medical implant using illicit plans stolen or bought from the net. Using an action you touch a creature, that creature regains a number of hit points equal to 1d8 + your Tec ability modifier. You can use this ability twice before completing a short or long rest.

REDISTRIBUTION
At 2nd level, as a reaction, when you or an ally that you can see rolls damage for an attack that hits, you can add any of your unused hit dice to the damage roll. Adding your hit dice to the damage roll spends those hit dice.

CHARACTER IMPROVEMENT
When you reach 4th level, and again at 8th level you can increase one ability score of your choice by 2, or two ability scores by 1.

EXPLOIT UPGRADE
Starting at level 5, the exploits that you know become more powerful.

EXPLOIT UPGRADE LIST
Comms Blackout Upgrade
The size of the area affected increases to 40ft.

Computer Interface Upgrade
When you use this exploit, you can now target computers up to security rating 5.

Create Distraction Upgrade
You can select two creatures to target when you use this exploit instead of one.

Exploding Grenade Upgrade
You can now select two creatures to target when you use this exploit.

Hack Mech Upgrade
You can now hack up to CR6 mechs.

Overcrowded HUD Upgrade
The range of this exploit increases to 60ft.

Tracking Upgrade
The damage dealt by this exploit increases to 2d6.

Ping Echo Upgrade
Your ping echoes increase to five.

White Noise Upgrade
The duration of this exploit increases to 1 minute.

UNIVERSAL TRAINING

Your ability to get quick access to multiple fields of study pays off. Starting at 6th level you can add half your Proficiency bonus, rounded down, to any ability check you make that doesn't already include your Proficiency bonus.

RAPID RESET

You have the ability to quickly reset your augmentations. Starting at 7th level you are immune to the Ghosted condition and you gain advantage on saving throws against effects that target your augmentations.

EXPLOIT MASTERY

Once you reach level 9, you are a master of exploits and gain access to expert exploits. You may now consider expert exploits as options when learning new exploits. These work in the same way as your current exploits but are significantly more powerful.

EXPERT EXPLOIT

Master Ghosting
Range. 60ft.
Duration. 1 minute
You have learned to take complete control of a target's neural network. Choose one creature you can see in range. It must succeed on a Mind saving throw or be ghosted by you for the duration.
While the target is ghosted, you have a neuropathic link with it as long as the two of you are within 5 miles. You can use this neuropathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that man" "Run over there," or "Fetch that object." If the target completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.
You can use your action to take total and precise control of the target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the target to use a reaction, but this requires you to use your own reaction as well.

Bio Augment Paralysis
Range. 60ft.
Duration. 1 minute
Using a process similar to ghosting you take control of a creature's augmentations, and cause joints to harden. The target must succeed on a Mind saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Mind saving throw. On a success, the effect ends. Targets made entirely of metal and those with augmentations on all four limbs have disadvantage on this saving throw.

Mental Manipulation
Range. 30ft.
Duration. 1 minute (special)
You attempt to reshape another person's memories. One creature of your choice that you can see must make a Mind saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes ghosted by you for the duration. The ghosted target is incapacitated and unaware of its surroundings, though it can still hear you. If the target takes any damage during the duration this effect ends, and none of the target's memories are modified.

While the ghosted condition lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. You must speak to the target to describe how its memories are affected. Its mind fills in any gaps in the details of your description. If the effect ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the effect ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations or beliefs.

An illogically modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

Master Computer Interface
Range. 10ft.
Duration. —
When you are within 10ft. of a computer terminal of any security rating, you may interface with the computer to gain additional information. You may then ask the GM one question that the computer would know.

Interpersonal HUD Manipulation Software
Range. 30ft.
Duration. 8hrs
This effect allows you to change the appearance of any number of creatures that you can see within range. This effect is only visible through a HUD. Each target you choose appears on the HUD of all individuals, and on scanning software, within range. An unwilling target can make a Mind saving throw, and if it succeeds is unaffected by this effect.

The effect disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs, otherwise the extent of the effect is up to you. The effect lasts for the duration, unless you use your action to cancel it sooner.

The changes wrought by this effect fail to hold up to physical inspection. For example, if you use this exploit to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's natural head. If you use this exploit to make the target appear thinner than is, the hand of someone who touches the target would bump into its form while seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your exploit save DC. If it succeeds, it becomes aware that the target is disguised. A creature that uses only mechanical vision (augmented eyes, mechs, or scanning software) makes this check at disadvantage.

HACKER SPECIALITY
At 3rd level, you choose your speciality. Each speciality gives different abilities.

COMBAT HACKER
The Combat Hacker focuses on combining gunplay with hacking exploits to control the battlefield and take out enemies.

WEAPON PROFICIENCY
At 3rd level when you select this archetype, you can select one weapon with which to become proficient.

FIGHTING STYLE
Also at 3rd level, you adopt a particular style of fighting as your specialty. Choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

MARKSMAN
You gain a +2 bonus to attack rolls you make with Ranged Weapons.

DEFENSIVE
While you are wearing armor, you gain a +1 bonus to armor class.

POINT BLANK SHOOTER
You suffer no penalties from making ranged attacks at close range. When making a ranged attack while you are within 5ft. of the target, you do not have disadvantage on the attack roll.

EXTRA ATTACK
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NEUROTOXIC WEAPONS
You have learned to treat your weapons with a special chemical designed to disconnect a creature from it's neural augmentation. Beginning at 10th level you deal an additional 1d6 psychic damage to the first creature you hit with a melee or ranged weapon attack a turn.

ROBOMANCER

The Robomancer uses advanced robotics to aid in and out of combat.

ROBOTICS PROFICIENCY

When you choose this speciality at level 3, you gain proficiency with the Robotics and Mechanics skills.

ROBOTIC COMPANION

At 3rd level, you are able to construct a Robotic Companion that is neurolinked to you.
With 4 hours of work, and 75 000₩ of materials, you are able to construct a companion to aid you. You can select your Robotic Companion from the following two options: A ***Multi-Rotor Combat Drone***, or a ***Canine Mech.***

As you built it and programmed the AI, you determine the personality of your robotic companion.

You can only have one Robotic Companion at a time.

If your Robotic Companion is destroyed, you are able to repair it, or rebuild it for 25 000₩ with 2 hours of work.

COMPANION BOND

Your robotic companion rolls its own initiative, but you control it.

Your robotic companion obeys your commands, which you send via neurolink, as best it can. Your companion has advanced AI and is capable of making its own decisions if you cannot command it.Your companion uses your proficiency bonus in place of its own, it also adds half your level rounded up to its AC and damage rolls, and is considered proficient with all saving throws.

You can telepathically communicate with your robotic companion via your neurolink and, as an action you can see and hear what it does until the start of your next turn. While doing so, your body is blind and deaf.

Each time you gain a new level, the robotic companion gains an additional hit dice, and new hit-points. When you gain a Character Improvement, your companion also gains a Character Improvement.

TEAM ATTACK

Beginning at 5th level, whenever you take the Attack action on your turn, your robotic companion can use its reaction to perform an attack simultaneously.

ADVANCED PROCESSING UNITS

You have learnt to control multiple units at the same time. Starting at 10th level you may construct and use an additional robotic companion. You must issue the same command to both of your companions via basic neurolinks, or you can telepathically communicate with your robotic companions via your neurolink and, as an action you can see and hear what they do until the start of your next turn. While doing so, your body is blind and deaf.

INVESTIGATOR

Deep in a dark alley an investigator reloads his pistol as he moves from shadow to shadow trailing a group of gutter punks. He's about to break open their smuggling operation and perhaps bring some light to these drab streets.

In the dark of night, in an office building far above the streets, a woman jacks into the network of a corrupt corporation. She's there to gather all the dirt and expose them for what they are.

Across town a freelance investigator meets their client outside a dive bar. As they're about to hand over months of evidence they notice two men in car across the street. Before it's too late they see the driver take aim.

Investigators are masters of one thing: secrets. In many places a good secret is worth tens of thousands of wonlongs, and it's the investigator's job to uncover them all.

INFORMATION IS KEY

Every city has its share of people willing to look through the filth for answers to questions that are often best left unanswered. Most of these people are chewed up and spat out by the streets they claim to know, but a few make it big. Those who go looking for secrets and don't end up bleeding out in a gutter find themselves working for the corporations or becoming cyberpunks, whether for wealth, prestige, or a naïve wish to make the world better. Investigators bring unique skills and an understanding of people often lacking in the more violent members of cyberpunk society. That understanding often means the difference between making it big and being forgotten forever.

LIFE ON THE STREETS

Exposing and discovering all manner of sordid secrets would leave most people jaded and cynical. Investigators, while hard boiled are no exception to this.

Most investigators rely on small arms that are easily concealable so as to keep anyone they talk to from becoming aware of any malicious intent. Others prefer a more direct approach taking the style of the gangs of the city and using shotguns for intimidation factor and in a fight are capable of utilising years of life experience and decent marksmanship and to keep them out of trouble.

CREATING AN INVESTIGATOR

As you are creating your investigator consider their relationship with law enforcement.

Were they once an officer with a badge and have now gone their own way?
Have they always been a vigilante serving their own ends?
Have they made any dangerous enemies in the city?
Whose good side are they on? What's their motivation for doing this work?
Are you new to this life taking what experience you have in a new direction, or have you been pulled out of retirement for one last job?

HIT POINTS

Hit Dice. 1d8 per investigator level
Hit Points at 1st Level. 8 + your Constitution modifier
Hit Points at Higher Levels. 1d8(or 5) + your constitution modifier per investigator level after 1st

STARTING PROFICIENCIES

You are proficient with the following, in addition to any provided by your origin or background generation.

Armor. Light armor, medium armor
Weapons. Melee weapons, pistols and shotguns
Saving Throw. Reflex
Skills. Choose four skills from the following skill list: Athletics, Bureaucracy, Computing, Deception, Gambling, Hacking, Intimidation, Investigation, Perception, Persuasion, Presence, Sense Motive, Sleight of Hand, Stealth, Streetwise, and Tracking.

THE INVESTIGATOR

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Nose for Trouble, Watchful eye
2nd	+2	Expertise
3rd	+2	Investigative Archetype
4th	+2	Character Improvement
5th	+3	Sharp Instincts, No Sleep and Shot of Whiskey
6th	+3	Archetype Ability
7th	+3	Deductive Reasoning
8th	+4	Character Improvement
9th	+4	Archetype Ability
10th	+4	Archetype Ability

NOSE FOR TROUBLE

At 1st level you may use your bonus action to determine a creature's weaknesses and blind spots and broadcast this information to your allies. Choose a creature that you can see within 60ft. of you. The next time an ally makes an attack against that creature, they have advantage on the attack roll.

WATCHFUL EYE

You have honed your sense over countless investigations. Starting at 1st level you cannot gain disadvantage on investigating, perception or tracking checks that rely on sight unless blinded.

EXPERTISE

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tools proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

CHARACTER IMPROVEMENT

When you reach 4th level, and again at 8th level you can increase one ability score of your choice by 2, or two ability scores by 1.

SHARP INSTINCTS

Your instincts fire like a spark whenever things are

about to go wrong. At 5th level you have advantage on reflex saving throws against attacks and effects that cause physical harm. Additionally creatures that are hidden from you do not gain advantage on attacks against you. To gain this effect you must not be incapacitated.

NO SLEEP AND A SHOT OF WHISKEY

You have learned to function off of the shortest rests before getting back to work. Also starting at 5th level you reduce the amount of sleep you need to complete a long rest to 4 hours a day. After resting in this way you gain the same benefit that anyone else does from 8 hours of sleep. Similarly you only need 10 minutes of rest to complete a short rest.

DEDUCTIVE REASONING

You have learned to work backwards through a crime scene making logical jumps that elude others. Starting at 7th level once per day you may make a DC 15 Mind saving throw about a crime or investigation. On a fail you stretch yourself too far and are stunned for 1 minute as your mind tries to calculate too many possibilities.

On a successful save, you can ask the GM up to five questions. You must ask your questions within the next minute. The GM answers each question with one word, such as yes, no, maybe, never, irrelevant, unclear. If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer. You regain this ability at the end of a long rest.

INVESTIGATIVE ARCHETYPE

At 3rd level the investigator specialises into an archetype granting unique abilities.

INVESTIGATIVE JOURNALIST

News is everywhere, fake or real, live chats and dead blog posts. The people deserve to know the truth, or whatever version of it suits you. That's where the investigative journalist comes in. Wherever there's a story of corporate corruption or criminal activity the journalist is there exposing it to the world; even at the risk of making powerful enemies.

TRAINED WIRETAPPING

Every journalist knows how to do at least a little hacking, it helps get to the bottom of all hidden networks. At 3rd level you gain access to two of the exploits from the Hacker class, and two botnets. You gain the Computer Interface exploit and one other of your choice.
The saving throw for your Exploits is 8 + your Proficiency Bonus + your Tec Modifier.

JOURNALISTIC INTEGRITY

As a journalist you know how to ignore the bluster of those around you and can keep a cool head to remember the situation. Starting at 6th level you have advantage on saving throws made against the frightened condition. Additionally you can ignore attempts to intimidate you using the intimidation skill.

DEDICATED

You have learned how to focus through even the worst trauma. Starting at 9th level you gain proficiency in Mind saving throws, if you already have proficiency with mind saving throws you instead gain proficiency with fortitude saves. If you already are proficient in both mind and fortitude saves, increase your hit point maximum by two per character level.

GET TO THE BOTTOM OF THIS

You know how to get your hands on secrets that others would rather keep buried either through hacking their security software, or through advanced interrogation techniques. At 10th level you gain two more botnets, and learn the Master Ghosting and Master Computer Interface exploits from the Hacker class.

PRIVATE INVESTIGATOR

Everyday someone in the city gets into trouble way above their pay grade. A kid goes missing, kidnapped by some shady gang, and the cops won't do anything about it. Maybe they're in on it. At this point there's only one place to turn: a private investigator.

BONUS PROFICIENCY

The street has taught you a trick or two and you play fast and loose with your hands. You gain proficiency with Investigation and Sleight of Hand. If you already have Proficiency in either of these skills then your proficiency bonus is doubled with that skill.

PREFERRED MARK

You are an expert at tracking and following particular individuals. Beginning at 3rd level you can choose a particular group with which you are an expert about. Choose one from the following list:
Civilians, Corporate, Criminal, Synthetics, Machines.

You gain advantage on Intelligence (Tracking) to follow your chosen target and Intelligence (Investigation) checks to tell information about your marks activities. You gain an additional preferred mark at 9th level. Additionally if you successfully hit a creature which is one of your marks you may accurately follow that creature within a 1 mile radius. Only one creature may be subject to this effect at a time, it ends when the target gets outside of the 1 mile radius, the target becomes incapacitated, or you take a long rest.

CAN I TALK TO YOU FOR A MINUTE?

You're an expert in talking your way into areas and places you don't belong. Starting at 6th level you gain advantage on presence, deception, and disguise kit checks made to hide or alter your identity.

KILLER INSTINCTS

You know more than you ever thought possible about your preferred marks. Starting at 9th level you gain a +2 bonus to hit and a +2 bonus to damage dealt against your marks.

EXPERT SHADOW

You have learned to hide in and move between shadows with ease. Starting at 10th level you gain proficiency with the stealth skill. If you already have proficiency with the stealth skill your proficiency bonus is doubled for this skill, and you can take the hide action as a bonus action. Additionally making ranged attacks while hidden only reveals your location if the attacks hit.

SCOUNDREL

In the dark recesses of a quiet street, a man steps out of the shadows a rifle slung over his shoulder. He glances around for any of sign of the authorities before opening a stolen package.

A woman watches the docks as a series of figures unload several boxes into a small warehouse. What she wants is in one of those crates. She pulls her heavy coat against the chilly waterfront air and waits patiently, flicking ashes from her cigarette. A pistol presses into her side but she hopes she won't have to use it. Someone looks in her direction and she's already gone.

A figure dives through the window, scrambling backwards as a canine mech attempts to latch onto their leg. Pistols blaze as they open fire on the figure before fleeing into the shadows, carrying a package under their arm.

When you need to get something done you turn to scoundrels. These are the smugglers, hustlers, and con artists who work the streets for fast money. Most scoundrels end up down on their luck by the end, but as long as the luck holds and the wonlongs flow, they're the most in-demand crooks in the underworld.

DEADMAN'S LUCK

Scoundrels know how to deal with everyone from the common people of the city to corporate drones, and every member of the criminal underworld. Like anyone in a risky situation they know the basics of fighting in case the situation gets tough. While the wealthiest scoundrels often become rich enough to retire from the life, that kind of good fortune happens to one in a million, and for everyone else the luck runs dry long before then.

Scraping by in cheap hotels and shady bars, every smuggler, hustler, and con man runs dry from time to time. When it all goes wrong, who can you rely on but yourself?

EVERYONE'S EVERYMAN

In every area of the city is a selection of scoundrels – people with a variety of a skills that fall into the criminal category. Most end up working for the gangs of the city, though some spend time among the corporate infrastructure where they work their way up the seedy corporate ladder.

A string of bad luck will find a scoundrel out of favor with the rest of their criminal or corporate network, and to survive they'll wind up falling in with a smaller cyberpunk gang or operating solo. With a string of contacts and some knowledge of dealing with people, scoundrels make for useful allies.

CREATING A SCOUNDREL

When you are creating a scoundrel you may wish to consider the following questions. How did you earn your wonlongs initially? Where did you learn to do this hustle? How did this go wrong? Did you spend time amongst the corporation or amongst the criminal organisations? If you did are you still friends with any of them? Whom amongst your old organisations are rivals? How did you meet the team? Do any of them owe you favors? If yes, what for? If no who would you like to get on your good side?

HIT POINTS

Hit Dice. 1d8 per scoundrel level
Hit Points at 1st Level. 8 + your Constitution modifier
Hit Points at Higher Levels. 1d8(or 5) + your constitution modifier per scoundrel level after 1st

STARTING PROFICIENCIES

You are proficient with the following, in addition to any provided by your origin or background generation.

Armor. Light armor, helmets
Weapons. Melee weapons, pistols, submachine guns and shotguns
Saving Throw. Reflex
Skills. Choose three skills from the following skill list Acrobatics, Athletics, Deception, Hacking, Investigation, Perception, Performance, Persuasion, Religion, Sense Motive, Sleight of Hand, and Stealth.

THE SCOUNDREL

LEVEL	PROFICIENCY BONUS	SNEAK ATTACK	FEATURES
1st	+2	1d6	Cunning Action, Sneak Attack
2nd	+2	1d6	Expertise
3rd	+2	2d6	Scoundrel Archetype
4th	+2	2d6	Character Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Character Improvement
7th	+3	4d6	Expertise, Scoundrel Archetype Feature
8th	+4	4d6	Character Improvement
9th	+4	5d6	Evasion
10th	+4	5d6	Scoundrel Archetype Feature

CUNNING ACTION

Starting at 1st level, your quick thinking and agility allow you to move and act quickly. You can take a Bonus Action on each of your turns in Combat. This action can only be used to take the Dash, Disengage, or Hide action.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a Finesse or a ranged weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.
The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Scoundrel table.

EXPERTISE

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tools proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 7th level choose two more skill or tool proficiencies, your proficiency bonus is doubled in those two skills

CHARACTER IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or two ability

scores by 1. You gain an additional character improvement at 6th level and 8th level.

UNCANNY DODGE
Starting at 5th level, when an attacker that you can see hits you with an Attack, you can use your reaction to halve the attack's damage against you.

EVASION
Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a gas explosion. When you are subjected to an effect that allows you to make a reflex saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SCOUNDREL ARCHETYPE
At 3rd level you select a scoundrel archetype that defines what kind of scoundrel you are, and what abilities you gain as you continue to level up.

TROUBLEMAKER
A troublemaker is a special kind of scoundrel that's quite a bit tougher than usual.

BONUS PROFICIENCIES
Starting at level 3, choosing this archetype grants you proficiency in medium armor, assault rifles, sniper rifles and combat shotguns.

FINISH HIM
Also starting at 3rd level, you can make a Sneak Attack with any weapon in which you are proficient.

KICK'EM DOWN
You know how to shoot at downed targets to make sure they stay down. Starting at 7th level you no longer suffer penalties to make ranged attack rolls against prone targets.

DIRTY FIGHTING
You fight dirty to keep yourself alive. Starting at 10th level whenever you hit with a melee attack the target of the attack must make a Fortitude save with a DC equal to 8+ your Proficiency Bonus + your Dexterity Modifier or they gain one of the following negative buffs of your choice.

- They become stunned until the start of their next turn
- They are blinded until the end of your next turn
- They gain the poisoned condition for 1d4+1 rounds

STUNTMAN
Stuntmen use their agility and dexterity to move around the battlefield during combat.

STUNT JUMP
At 3rd level when you choose this archetype, jumping or falling through panes of glass no longer deals you damage, and additionally, any damage taken from jumping or falling out of windows is halved.

STUNT SHOOTING
Starting at 3rd level, ranged attacks made while diving or falling have a higher chance to hit their targets. While jumping or falling, you have a +1 bonus to hit ranged attack rolls provided that you travel at least 5 feet during the jump or fall that turn.

TRAINED JUMPING
Starting at 7th level you are an expert at jumping and may use your dexterity ability score instead of your strength ability score when calculating jump distances.

ORBITAL JUMP
Starting at 10th level you are prepared to land in a situation and ready for the worst of falls. Any time you would take fall damage, reduce that damage by 100 points. Additionally whilst falling you are capable of taking the attack action as a reaction once per fall.

SMUGGLER

Smugglers are witty, quick thinking Scoundrels. Speed is everything in combat. The faster your reflexes, the more likely you are to survive.

SHOOT FIRST

At 3rd level when you chose this archetype, you gain proficiency with initiative. You add your proficiency modifier to any initiative rolls.

RUN AND GUN

Starting at 3rd level, if you move at least 10 feet in any direction during your turn, you gain a +1 bonus to damage rolls until the start of your next turn.

DODGE AND WEAVE

Starting at 7th level your movement speed increases by 5ft. Additionally if you take the dash action on your turn, the next ranged attack roll made against you has disadvantage to hit until the start of your next turn.

EXPERT MANEUVERS

You know how to pilot practically anything. At 10th level you gain proficiency in Vehicles (Aircraft) and Vehicles (Land). Whilst piloting a vehicle you add your dexterity bonus to its armor class.

If you already have proficiency in these skills, your proficiency bonus is doubled for them.

BACKGROUND GENERATION

Education is mandatory in 2185. Until the age of 18, everybody attends at least some form of education at one of the facilities assigned to them. Failure to attend is a capital offense.

After age 18, you are free to do whatever you want, although it is wise to pursue a career. These careers provide you with the skills, money, and equipment that are necessary for your survival in this harsh world. There are ten career paths to choose from; **Corporate Drone, Criminal, Entertainer, Explorer, Laborer, Law Enforcement, Merchant, Military, Technician, Unskilled Worker.**

Synths begin their careers the moment they leave the manufacturing facilities at age 0, but do not live as long as humans.

CONTRACT TERM. Once you have decided upon a career path, you serve a Contract Term which lasts for five years. Each time you rejoin, you serve for an additional five years. There is no upper limit for the number of terms you can serve, although do keep in mind age penalties.

INJURY. Life in 2185 is dangerous, and you may become injured during one of your contract terms. If you become injured, you are discharged or dropped from your contract regardless of remaining service time. This begins your freelance career. You do not get any benefits that you otherwise would for that term, and do not qualify for a retirement payout.

Once per contract term you must roll to see if you become injured. Each career path has a DC to determine whether or not you suffer injury. Roll 2d6 and add half your Intelligence modifier, rounded up. If your roll is higher than the listed DC, you do not become injured.

In the event of an injury, you roll 1d4 to determine how many years of your term you served before becoming injured.

SKILL. You learn a new skill proficiency for every five year contract term that you complete. Each career path has different options for skills. The skill you learn is your choice, or you may roll 1d8 to decide randomly.

LANGUAGES/TOOLS. Much like skills, every contract term you complete also grants you a Language or Tool proficiency of your choice.

WAGE. Wages are paid at the end of each contract term. Each career path offers different wages. These wages reflect your performance over the past five years. A low wage roll means that you performed poorly, and a high wage roll means that you performed well. Your wage already has your cost of living deducted from it.

ROLE. The role you perform in your career helps you visualize the kinds of activities you may have participated in. These all have roleplay value, and can give you relevant contacts in those fields. Each career has three listed roles, though these are only suggestions and are not the only roles in those career paths. You may work with your GM to create a role of your own.

PARTING GIFT. When you leave a career path, either through injury, retirement, or changing career path, you get a parting gift. How you got this is up to you, it may be something that you have acquired yourself, or something given to you by your employer or colleagues. Roll 1d6 on the Parting Gift table for your career path to determine what you receive.

RETIREMENT PAYOUT. When you decide to retire from a career, and you have served enough terms in that career path to qualify, you receive a retirement payout. This is in addition to your parting gift, and anything else you may have received for your final term. You then begin your cyberpunk life.

CORPORATE DRONE

Injury.
DC6

Skill.
Bureaucracy, Computing, Deception, Engineering, Hacking, Perception, Persuasion, Sense Motive.

Languages/Tools.
One of your choice

Wage.
2d4 x 10 000₩

Role.
Facility Manager
IT Support
Office Worker

Parting Gift.
1. Expensive Watch (15 000₩)
2. 25 000₩
3. Comms, Advanced
4. *Nanopack*
5. Pocket Computer
6. Clothes, Average

Retirement Payout.
4 Terms. 30 000₩
5 Terms. 50 000₩
6 Terms. 70 000₩
7 Terms. 90 000₩
Each additional term. 30 000₩

You worked for the corporations, and it was as safe as work comes. Corporate jobs require at least some level of basic skill. Every major corporation requires a hive of workers to function, for without them a corporation is just a capitalist ideal. Corporation workers are more dedicated to their companies than to their nation or even their own names. Drones are quick and proud to describe themselves as a Paragon Star or Crown Estate employee first and foremost.

FACILITY MANAGER

Someone to watch over the low-level workers and ensure that quotas are met. They rarely work on the floor of any operation instead reporting to the higher ups.
Managers are usually good at motivating employees and seeing through the lies. A good manager is willing to let white lies slide as long as the staff maintain a high level of productivity. Because of their mid-level status, managers are always the ones with the most to lose.

IT SUPPORT

The lifeblood of any corporations is its computer network. From the hardware interfaces to the software that keeps it connected to the larger, world-driving internet, it takes an army of behind the scenes IT support workers to keep it all functional. These people are experts in computing and a central component in the success or failure of a coproration.

OFFICE WORKER

While vital, the office worker is the most easily replaceable part of any corporation. Office workers deal with the day-to-day details that keep a company going, whether that be handling customers on a 'support' line or working out the budgets. As entry-level workers they are also disposable. When corporate says you're out, where do you go from there?

CRIMINAL

Injury.
DC7

Skill.
Deception, Hacking, Intimidation, Performance, Presence, Sense Motive, Sleight of Hand, Streetwise.

Languages/Tools.
One of your choice

Wage.
2d4 x 8 000₩

Role.
Muscle
Smuggler
Thief

Parting Gift.
1. 10 000₩
2. 20 000₩
3. 21st Century Pistol
4. Vibroknife
5. Crowbar
6. Firebomb

Retirement Payout.
4 Terms. 35 000₩
5 Terms. 55 000₩
6 Terms. 75 000₩
7 Terms. 95 000₩
Each additional term. 30 000₩

The gangs in the street are the only buffer between the common people and the corporations. People are desperate: for work, for food, and for an actual community. Many of them turn to the gangs. Solo criminals rarely last long in the city. It can be hard to collect the resources required for big jobs, and big jobs are where the money is. Beginning a life of crime often means finding allies. It will take some experience before the lone street punk has the skills and materials to go it alone.

MUSCLE
No matter the organization someone needs to be there to pull the trigger and rough up those who go against the will of the gang. Protection rackets are huge in the city, and it takes muscle to enforce those rackets. Who better than the cyberpunk with the strength and personality to beat up or kill anyone who goes against them? Just choose your missions carefully. Crime does not forget.

SMUGGLER
For as long as there has been contraband there have been people willing to move it. Few things pay as readily and as well as illegal goods! That's where the smuggler comes in. These crafty criminals know the back routes and shady contacts in any city. It's their job to keep the drugs on the street and weapons in the hands of other criminals. Someone's going to do it – it might as well be you.

THIEF
When it comes to criminals thieves are more common as solo agents than the other types. It's harder, after all, to break in a whole team just to steal a single object when an individual prowler can do the job. While hackers are aces at getting into digital sources, it takes a thief for physical breaking and entering. It's not all data out there, and there are some tempting baubles behind those good old lock-and-key (albeit computer-monitored) vaults and safes.

ENTERTAINER

Injury.
DC6

Skill.
Acrobatics, Bureaucracy, Gambling, Performance, Presence, Religion, Sense Motive, Streetwise.

Languages/Tools.
One of your choice

Wage.
3d4 x 6 000₩

Role.
Bartender
Dancer
Gambler

Parting Gift.
1. 50 000₩
2. Comms, Implant
3. Clothes, Wealthy
4. Drink Bottle
5. Mirror
6. 20 000₩

Retirement Payout.
4 Terms. 25 000₩
5 Terms. 45 000₩
6 Terms. 65 000₩
7 Terms. 85 000₩
Each additional term. 30 000₩

Most of the time life in 2185 is drab and boring, with brief moments of excitement mostly involving violence or vice. Entertaining never goes out of style, however, and those who entertain garner as much love and adoration as ever in human history. Entertainers have their own dark side, though; and while they bring inspiration and joy to the industry their own lives are often danger-filled.

BARTENDER

On many of the street corners and back alleys of the city are small, run-down bars that serve as watering holes for the regulars. Here the bartenders act as part enabler and part adviser. They hear it all, and as such they know a lot more than most people about the history of the greater region, to say nothing of the dark secrets, alliances, and betrayals that happen every single day throughout the city.

DANCER

Dancers perform in many of the bars, clubs, and other adult establishments across the city. Their performances attract a sort of fandom, including the gamut of the rich, the powerful, and the dangerous. Dancers are paid to distract, and those who are good at their jobs tend to know a lot about the political intrigue inside various organizations from the streets to the corps, including the police and media.

GAMBLER

Wealth and poverty are two sides of the city coin, and no one knows that better than the gambler. The best live a celebrated life. They drive the nicest cars, wear the nicest clothes, and hang with the richest and most powerful personalities on the spectrum. The worst gamble away their rent and food money just for the thrill of a success that may never come. Gamblers are better at one thing over anything else, including the game itself; they can read people. They'll hesitate to admit it, but they know more high-profile secrets than are good for them, and that's both a strength and a liability.

EXPLORER

Injury.
DC7

Skill.
Engineering, Investigation, Mechanics, Navigation, Streetwise, Tracking, Vehicles (Aircraft), Vehicles (Land).

Languages/Tools.
One of your choice

Wage.
2d4 x 15 000₩

Role.
Pilot
Scout
Surveyor

Parting Gift.
1. 10 000₩
2. Colony Mine Share (1 000₩ per month)
3. 30 000₩
4. Clothes, Wealthy
5. Energy Drink
6. Coupé

Retirement Payout.
4 Terms. 40 000₩
5 Terms. 60 000₩
6 Terms. 80 000₩
7 Terms. 100 000₩
Each additional term. 30 000₩

You have seen things that most people would never believe. You have wandered beyond the furthest colonies and you can tell tales of the great fleets of ships that the wealthy send out further and further every year; of the strange effects that space has on people; of the new riches that the Earth may never see. For now, though, you are grounded. Stuck on the miserable ball of rock that birthed the human race. Maybe you long to return to the stars. Perhaps you came home for your own reasons, leaving star travel for some necessary purpose. Whatever the case you are here now, and dreams don't conjure food.

PILOT

You have flown to the furthest reaches of the known galaxy. Every ship needs someone to watch over her, to guide her safely among the stars, and that was your job. Now here, without a ship, you use expert timing and breakneck driving skills to your advantage in this forsaken city. Whether as the driver of a getaway car or as a mechanic fixing up bits of broken tech, your old skills still serve you well enough to make a living.

SCOUT

As humans travel through the gates of outer space toward newfound worlds, onboard teams of individuals prepare to explore these new planets at the ground level. You would never have the money to live on the worlds you explored, and so this was your chance to see what was out there. You saw enough in your time to know that there's a lot more happening in space than the average cyberpunk could imagine.

SURVEYOR

The new worlds are mapped heavily and then surveyed for valuable resources both from space and on the ground. You have an eye for details and a mind for geology, making sure the new worlds are exploited for everything they are worth. It won't make you rich – that's someone else's privilege -- but with seemingly endless worlds it's a job for life, or at least it should be.

LABORER

Injury.
DC5

Skill.
Acrobatics, Athletics, Engineering, Gambling, Mechanics, Perception, Robotics, Vehicles (Land).

Languages/Tools.
One of your choice

Wage.
2d4 x 9 000₩

Role.
Engineer
Factory Worker
Mechanic

Parting Gift.
1. Comms, Advanced
2. Clothes, Average
3. Antitoxin
4. Phase Shift Sword
5. Knife
6. Sledge Hammer

Retirement Payout.
4 Terms. 20 000₩
5 Terms. 40 000₩
6 Terms. 60 000₩
7 Terms. 80 000₩
Each additional term. 30 000₩

Knowing a useful trade is a solid way to ensure that you have at least some work available to you at all times. Learning new skills and staying diverse in your abilities is necessary to ensure that the work gets done so you can keep your job. Still, you are oftentimes replaced by the next lowest bidder. The work is there but it's cheap, and cheap doesn't pay for bread and a roof. Maybe it's time to reconsider your options?

ENGINEER

You work in design. Your knowledge of machines and their functionality gives you an advantage with new technology, but the work comes in waves. Sometimes a new idea strikes at the right time, and your engineering team designs a product that gives your employer an edge. Sometimes the ideas dry up, and the work stops at the end of the contract. It's hard because, for you, the ideas never stop – they always return.

FACTORY WORKER

Engineers design but it's the factory workers who build. An entire floor of workers building alongside factory mechs and robotic machines, makes for a tiring life and steady pay. That is until the profits stop coming in and the factory only needs half of its employees. But you can build anything from a schematic. What if the rumors of new, high-tech designs are true? What if you could get your hands on the plans and materials for that?

MECHANIC

A mechanic's job is to repair stuff. If something's broken a mechanic can fix it. Most mechs get their training through corporate or military work, but when the gig is done there's always demand elsewhere. Mechanics can find work work anywhere, at any level of the city. But it's a path that takes serious consideration. Good luck getting a job in law enforcement or a new corporation once you've dabbled in a life of crime – even if you never left the garage.

LAW ENFORCEMENT

Injury.
DC7

Skill.
Athletics, Intimidation, Investigation, Perception, Presence, Streetwise, Tracking, Vehicles (Land).

Languages/Tools.
One of your choice

Wage.
3d4 x 8 000₩

Role.
Detective
Desk Jockey
Vice

Parting Gift.
1. Heavy Pistol
2. 30 000₩
3. Holster, One Handed (Concealable)
4. Stun Baton
5. Pocket Computer
6. Tough Leather Jacket

Retirement Payout.
4 Terms. 35 000₩
5 Terms. 55 000₩
6 Terms. 75 000₩
7 Terms. 95 000₩
Each additional term. 30 000₩

Some say that this city is lawless, that the streets are run by the gangs, the cyberpunks, the corporations; and maybe that's true. When you look beneath the grime you see that the law is buried under corruption and red tape, that people who signed up to do the right thing cannot contain the crime that permeates the city. But if there is a shred of hope for the common people, that once in a while someone will respond to their cry for help, just maybe it's the local law.

DETECTIVE

It's very rare to catch a criminal in the act of performing a crime, but some crimes still need to be solved. That's the job of a detective – to examine the evidence and put the clues together to figure out who did it. It's a dangerous job even by the standards of law enforcement, and smart detectives know they have to rely on the fringes of their community to get the answers they need. A detective asks a lot of questions, but there's a whole lot that goes unsaid until the crucial moment when it all comes together.

DESK JOCKEY

Perhaps the safest job in law enforcement, desk jockeys push pencils and fill in forms. Someone has to be there to process the constant flow of arrestees. It's a safe job and many prefer the quiet life as a desk jockey. But some await their shot at the action. Being in close proximity to an isolated thug is a data mine if one is willing to dig a little. The right information might be the key to breaking from the desk to the streets in no time.

VICE

This underfunded division has the responsibility of dealing with the multitude of vices that permeate the city: drugs, illegal gambling, unlicensed bars, prostitution, trafficking. There's still the law. To many this monumental task seems overwhelming, but for those with the resolve it matters. Fighting vice is a fight for what remains of human dignity. It's an uphill battle but piecing together the web of crime occasionally leads to big busts, proving that sometimes you can still make a difference.

MERCHANT

Injury.
DC7

Skill.
Deception, Gambling, Navigation, Perception, Persuasion, Presence, Sense Motive, Streetwise.

Languages/Tools.
One of your choice

Wage.
2d4 x 15 000₩

Role.
Broker
Food Stall
Trader

Parting Gift.
1. 20 000₩
2. 30 000₩
3. Clothes, Wealthy
4. ZA Korp Kevlar Jacket
5. Backpack
6. Pocket Computer

Retirement Payout.
4 Terms. 35 000₩
5 Terms. 55 000₩
6 Terms. 75 000₩
7 Terms. 95 000₩
Each additional term. 30 000₩

Merchants have been the core of commerce since the beginning of civilization. In San Francisco they come in all forms, from megacorporation brokers dealing goods in the millions of longs, to the ramen merchant at the end of the road barely making ends meet. All of them trade goods and services for wealth. A few merchants trade in more subtle wares, operating as arms dealers, espionage, and other black-market dealings.

BROKER

As gamblers of a different type, brokers arrange sales and organize the transport of the goods. A broker is an important third party, making sure both sides get their fair share while also skimming some off of the top for themselves. Brokers often own private firms and work with corporations much larger than themselves. But they must be careful. At the slightest mistake a corp may attempt to ruin the broker for good – just to prove a point.

FOOD STALL

An honest career if ever there was one, street food always was, and always will be, popular with the masses. Everyone from the lowest beggar to the richest CEO needs to eat, and while their dinning is remarkably different, someone needs to be there to supply quick food to the people on the street. But the job doesn't always stop there. A street vendor sees a lot from their little corner of the city. A stealthy eye might be worth a lot of cash to the right interests.

TRADER

From the shop fronts and back alley dealerships you who sold just about anything: some of it legal, some of it not. The method of acquiring your goods varied from day to day, whether buying wholesale from the corps or getting a shipment in from a connection on the black market. And you never really left that life behind. There are a lot of people interested in what you might be able to find with short notice, especially when money is no issue.

MILITARY

Injury.
DC8

Skill.
Acrobatics, Athletics, Medicine, Navigation, Perception, Tracking, Vehicles (Aircraft), Vehicles (Land)

Languages/Tools.
One of your choice

Wage.
3d4 x 10 000₩

Role.
Bounty Hunter
Government Contract
Private Military

Parting Gift.
None

Retirement Payout.
4 Terms. 40 000₩
5 Terms. 60 000₩
6 Terms. 80 000₩
7 Terms. 100 000₩
Each additional term. 30 000₩

Life in this world is a violent one and the military forces of the world fight as many battles at home as abroad. A military needs trained killers that are willing to fight and defend whatever their overlords deem necessary. Whether private or public, military forces are the norm. Soldiers are a dime a dozen; another faceless pawn in the struggle for dominance, disposable and easily forgotten. Until you make them remember.

BOUNTY HUNTER

The city of San Francisco is a hotbed of criminal activity and wherever the law is unable or incapable of handling criminals, you'll find bounty hunters. These warriors dispense a bit of rogue justice. Their trade is in the worst of criminals, and both corporate and public law enforcers are happy to pay the fee that comes with a bounty hunter's apprehension of these monsters. In addition, bounty hunters have a good, if not always friendly, relationship with the law. Careful not to overstep their boundaries, a wise bounty hunter navigates the thin line between justice and mercy, lest the hunter becomes the hunted.

GOVERNMENT CONTRACT

While private militaries are the norm for private corporations, the world's governments still keep a small but well-armed force to 'defend themselves' from outside threats. Those who have served a full government contract are sought after for their dedicated minds and well-trained bodies. After their service ends, these veterans often look for new contracts as mercenaries or security specialists, offering their skills as covert operatives, bodyguards of the rich elite, or as freelance fighters in one of the endless wars.

PRIVATE MILITARY

Powerful corporations need their own security far more than the citizens do and, more importantly, they can afford it. Soldiers form both a frontline defense and a vanguard for assault on behalf of a company's interests. Whether standing ready at the gates of a corp tower, ready to ship to the stars for an interplanetary corporate war, there's no shortage of work for these warriors.

TECHNICIAN

Injury.
DC6

Skill.
Gambling, Hacking, Investigation, Mechanics, Navigation, Perception, Persuasion, Presence.

Languages/Tools.
One of your choice

Wage.
2d4 x 7 000₩

Role.
Mech Repair
Vehicle Maintenance
Mech Assembly

Parting Gift.
None

Retirement Payout.
4 Terms. 25 000₩
5 Terms. 45 000₩
6 Terms. 65 000₩
7 Terms. 85 000₩
Each additional term. 30 000₩

Whenever something important breaks that is beyond the skills of a mechanic to fix, it's time to call a technician. For the corporations that invest the time it takes to train them, technicians are worth their weight in gold. In the rare occasion that their contract ends, techs find immediate work elsewhere. Outside agencies work hard to recruit talented techs away from other companies, though rarely if ever do they resort to kidnapping. A good tech is easy enough to pay, and the expense is reasonable enough to keep hiring interests honest.

MECH REPAIR

Whenever things go horribly wrong the corps and the government deploy mechs: from camera drones to spider tanks, mechs are the first (and for some the last) line of defense. A damaged mech is no good to anyone and the cost of a replacement is expensive. This is where a mech repair specialist saves the team, keeps a corporation in business, or makes the difference between battles won or lost.

VEHICLE MAINTENANCE

Breachers, magtrains, and automobiles, the world is a place constantly on the move. Stop for too long and you get swept away. To keep things moving takes vehicle maintenance and repair, nd a good mech is never out of work. When the car starts to rattle and shake, when the magtrains are delayed, or flights are cancelled, a team of these specialists can put things back on track, assuring that no one, especially themselves, gets left behind.

MECH ASSEMBLY

As humanity grew to rely on machines it quickly became obvious that mechs were the key to an automated future. But it took a human hand to create a mech in the first place, and the knowledge of how mechs are built is important to the ongoing development of this technology. Mech assemblers are kept busy building new machines in upstart factories, but when the work is done the job turns over to the mech repair specialists. There are plenty of groups looking to hire a discreet assembler to build their stolen shipment of mechs while they plan their own little wars.

UNSKILLED WORKER

Injury.
DC4

Skill.
Athletics, Computers, Gambling, Mechanics, Perception, Persuasion, Sense Motive, Vehicles (Land).

Languages/Tools.
One of your choice

Wage.
2d4 x 6 000₩

Role.
Store Assistant
Service Industry
Janitor

Parting Gift.
None

Retirement Payout.
4 Terms. 15 000₩
5 Terms. 35 000₩
6 Terms. 55 000₩
7 Terms. 75 000₩
Each additional term. 30 000₩

Wherever you go in the world you find people who lack the qualifications and experience necessary to get a more complex job with one of the corporations. Those not desperate enough to fall to crime often work dead end jobs that pay very little, and which offer less in terms of a suitable lifestyle. These people make up the faceless masses that move from work to home each day, but from the depths of this despair rises an occasional diamond in the rough.

STORE ASSISTANT

Every shop has that person who stocks the shelves, makes sure everything is in the right place, and who serves customers with a pleasant greeting and a plastic smile. Retail work is job that is tedious and soul draining. Still, it teaches some skills that are very handy in a life. 2185 is an era of opportunity, after all.

SERVICE INDUSTRY

From the advertising experts at Mauk Interplanetary to the servers at a Crown Estate chain restaurant, service workers impact the public. Understanding what people want means knowing how to manipulate them. Kniwing how to manipulate people without them knowing it is a vastly underrated ability in a world of violence and decadence. Where some try to intimidate to get what they want, service workers have learned to trade promises for favors. No violence, no contracts. Just a subtle suggestion and the doors start to open.

JANITOR

No matter where you are, dirt and dust accumulate, and a dirty office is one that is difficult to work in. While mechs can do the job, a human or synth is cheaper and better at catching the finer details. Despite the low pay, janitors have a lot of control. They often know more about the buildings they work in than the architects that designed them, and with easy access to all but the most secure areas this low paying job makes them a target, or perhap an accomplice, of exploitive criminals. Especially clever janitors might even exploit the company themselves.

VICES

When you create a character in Carbon 2185, you can roll on the table below, or work with your GM to determine what your vice is. If you decide to roll, you may roll up to three different vices and pick the vice that you like the most, or that you feel fits your character.

Everybody has a vice, whether it's cheap booze, fast food, a 40 a day cigarette habit, or a short temper. You are no different. Your own personal vice affects your day-to-day life to at least some degree.

1d100	VICE
1	I once killed a gang enforcer and now that gang is out for my blood.
2	I smoke 40 cigarettes a day. If I don't, I get irritable and nervous.
3	I have a lucky religious symbol on a necklace. I can't start gunfights without first kissing it for luck.
4	I cannot start my day without a glass of whiskey.
5	There is somebody in my past who did me wrong. I'm out for their blood.
6	I am addicted to Crush. If I go more than 24 hours without it, I suffer withdrawals.
7	I have a weakness for beautiful people. I can't focus around them and believe anything they tell me.
8	A while ago, I sold a treasured childhood possession for cash. Now I want to find it and get it back.
9	I'm in witness protection and must keep my true background a secret from the world.
10	A jealous love rival wants me dead because of my past actions.
11	My pocket computer means everything to me. I have to check it every 5 minutes for updates from my favorite personalities on social media.
12	I can only form romantic bonds with artificial intelligence. Humans are too complicated.
13	I take unnecessarily dangerous risks.
14	Disdain for authority frequently gets in my way. I am usually rude or blunt with authority figures.
15	I'm quick to anger when I feel that I'm being treated as an idiot.

16 I overeat when I'm stressed out, and I'm stressed out that I overeat. It's a vicious circle.

17 I prefer virtual reality to real life. I am saving all my money to afford a fully immersive VR rig so that I can leave this dump behind.

18 I feel guilty for killing. Every time I kill somebody, I have to drown the guilt in decadence.

19 The only way I can relax is by getting into fights in seedy bars.

20 I'm terrified of travelling in any vehicle that leaves the ground.

21 I have a weakness for cheap booze.

22 I make origami animals and leave them wherever I go.

23 Wonlongs are my Achilles heel, and I'll do anything for them. Anything.

24 I will never admit I'm wrong, even when it's painfully obvious.

25 I never asked for this.

26 I practically worship one of the corporation CEOs.

27 I owe a large debt to a violent gang in San Francisco.

28 I'd rather run away and live to see another day, than die a hero.

29 Plans are for losers, and people who can't improvise. I never need one.

30 I am obsessed with becoming famous.

31 It seems like every time I sit down to eat, somebody or something interrupts me.

32 I want to overthrow a corporate CEO and take their place.

33 I gamble every chance I get.

34 Everybody in this godforsaken city is beneath me.

35 I'm holding data that someone wants, and I don't even know what it is.

36 If it can't be solved with a bullet in somebody's brain, it isn't a real problem.

37 I overcomplicate even the simplest of situations.

38 I once killed somebody in cold blood, and I'm terrified I'll get found out.

39 I rarely wash, and when I do, I don't enjoy it. People say I have a certain scent about me.

40 I always know best.

41 If anyone knew what I've had done, they would have to be eliminated before spreading what they know.

42 I spend my time philosophizing about the meaning of life, the Universe, and, well, everything really.

43 When it comes to food, I only eat the best.

44 I am careful and meticulous over my bonsai trees. Nothing distracts me when I am dealing with them.

45 I killed someone at a young age and grew a taste for it. That scares me

46 Even if it costs me my last wonlong, I always over tip service personnel.

47 I always try to score tickets to the latest concerts and will skip work to make the show.

48 I won't go near a hospital. I would rather stitch myself up at home.

49 I can't get enough of deep-fried snacks.

50 I spend my free time planning Demons & Darkness campaigns for my players.

51 I regularly gamble on illegal synthdog fights.

52 Being outside is terrifying. The open sky, all the cameras, who knows who's watching? I prefer to stay in my apartment.

53 I am a collector of old equipment and attempt to preserve it. If I see something old and in need of repair, I'm bound to grab it.

54 I routinely sleep 16 hours a day. If I'm not on the job I'm probably asleep.

55 I tend to spend my time at old libraries; the feel of simulated books never quite matches the real thing.

56 I only attend one bar in the city. My loyalty is with them first and foremost.

57 I can't stand children. Even being close to them gets my blood boiling.

58 I get bored of routines extremely quickly.

59 Whenever I get stressed, I spend all my wonlongs on useless junk.

60 I always stand in the darkest corner of the room hoping no one will notice me.

61 A new life awaits me in the off-world colonies. I save every wonlong for a flight off this rock.

62 I just cannot keep a secret.

63 I like to travel and will often find excuses to leave the city whenever I have some free time.

64 I have a blog that I update at the end of every week by telling stories about my life.

65 I have replaced my need for actual cigarettes with an electronic substitute and I will get everyone around me to do the same.

66 I have to keep up with the latest celebrity gossip. Every morning I check the gossip sites.

67 I believe there's alien life on other planets and I just need to find a way to get up into space and prove it.

68 I can only eat food that I have prepared or have seen be prepared. Who knows what goes in it otherwise.

69 I am obsessed with the history of the world; the more I learn, the more I realize how little I know.

70 I always keep a bunch of false credentials on me. This is useful for getting past security, but if I am ever searched, I am in big trouble.

71 I always refer to myself as the leader of a cyberpunk gang when asked what I do, even to people who hate cyberpunks.

72 I have a deep distrust of those unwilling to augment themselves.

73 I have to have the latest cybernetics, otherwise someone out there is better equipped than I am.

74 Whenever someone beats my high score, I dedicate myself to taking it back.

75 I love to watch the dance of flames as they burn something important.

76 I cannot function without caffeine.

77 I am afraid of getting new cybernetic enhancements.

78 I spend too much time and money at adult establishments across the city.

79 I have a real sweet tooth and will often waste money on candy.

80 I regularly attend a fight club. I can't talk about it.

81 I prefer to be in the open than cramped into a space. I will spend as much time outdoors as possible.

82 I am addicted to daytime television; I can't get enough of those stupid shows.

83 I record everything I do on an old VHS tape recorder.

84 When I drink, I drink to excess and soon forget where I am.

85 I throw online abuse at people whose opinions differ from my own.

86 I am an addict of the old wild west holovids, and I idolize that lifestyle, Partner.

87 I can't function without a routine.

88 I like to keep and look after synthetic animals.

89 I tend to talk down to people who would normally be above me.

90 I like to spend my evenings listening to classic records and will waste money on hard copies of these albums.

91 I daydream often, and it leads to me being easily distracted.

92 I am gathering ideas to write my own gumshoe novel.

93 I keep a meticulous handwritten journal of everything I do, and it never leaves my side.

94 I am an advice columnist at a local small press newspaper. I listen to people's problems and answer them anonymously.

95 I tend to mix up my drug intake from evening to evening, and often I don't know which drug I am on.

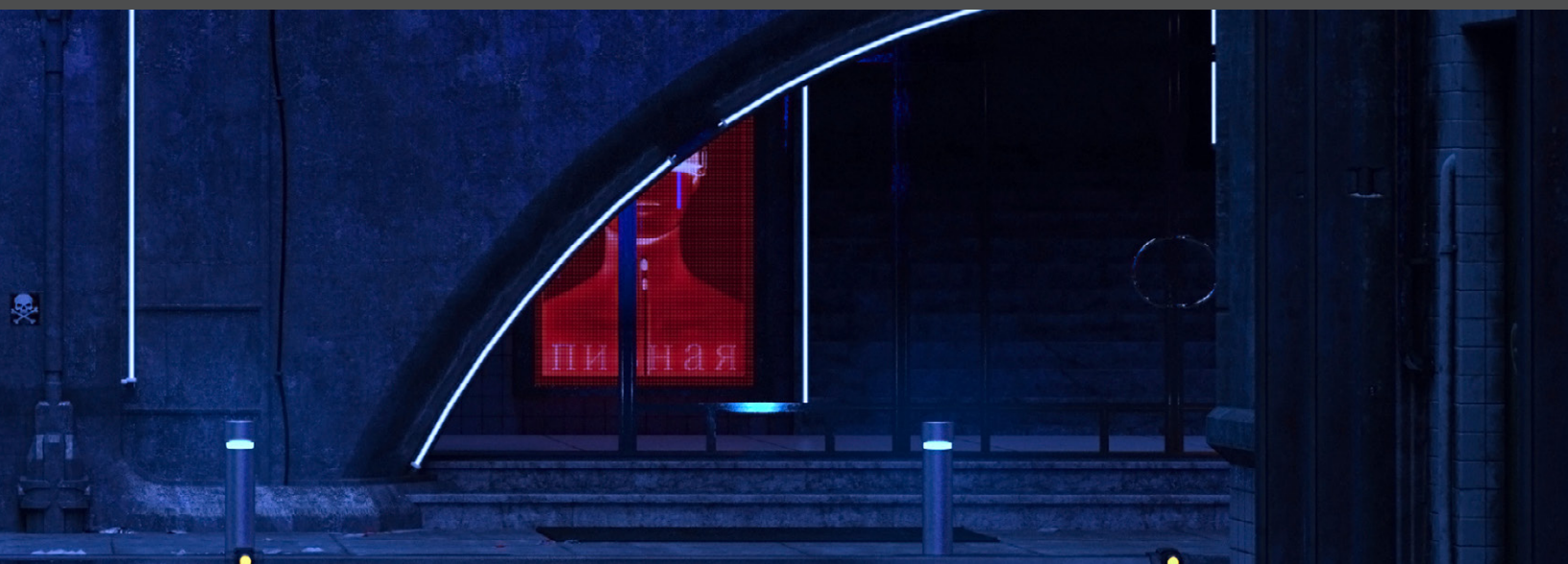
96 I am a conspiracy nut. I know that the world we have been shown is a lie, I just can't prove it yet.

97 I collect action figures from ancient children's broadcasts, no matter how expensive. The better the condition the more I am willing to pay.

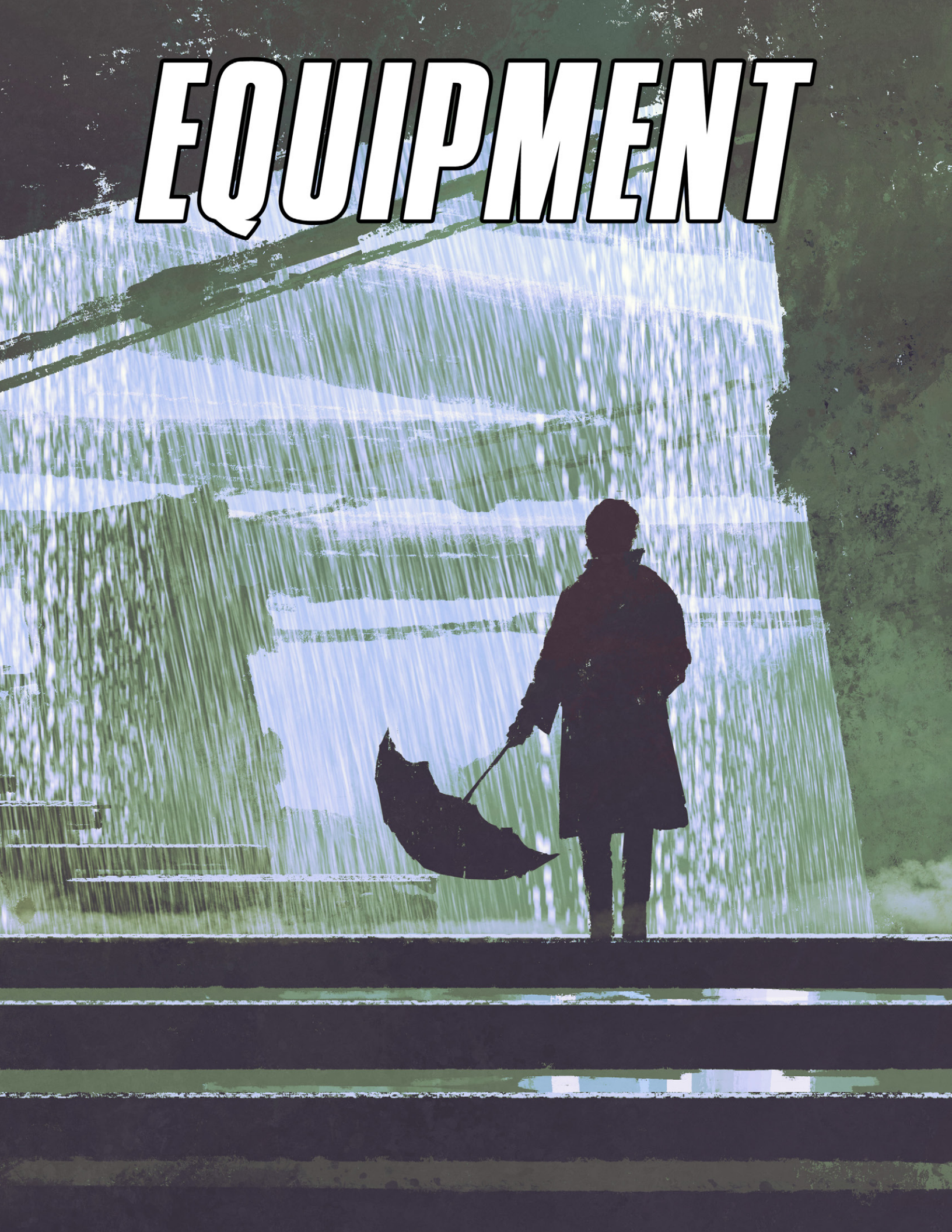
98 I spend all of my free time at expensive art museums staring at the beautiful artwork.

99 I spend hours studying chemistry to try and create the perfect drug that will make me rich.

100 Whenever we go to a bar, I order the most sugary drinks available.



EQUIPMENT



GEAR

Item	Cost	Wgt
Antitoxin	50 000₩	1lb
Backpack	2 000₩	5lb
Backpack, Enhanced	50 000₩	6lb
Bandolier, Ammunition	2 000₩	2lb
Bandolier, Grenades	2 000₩	2lb
Cigarettes (20), Cheap	45₩	-lb
Cigarettes (20), Normal	90₩	-lb
Clothes, Average	5 000₩	4lb
Clothes, Poor	500₩	2lb
Clothes, Wealthy	25 000₩	5lb
Comms, Advanced	10 000₩	-lb
Comms, Earpiece	5 000₩	-lb
Comms, Implant	100 000₩	-lb
Comms, Walkie Talkie	1 000₩	-lb
Crowbar	250₩	5lb
Drink Bottle	200₩	-lb
Duct Tape	20₩	0.5lb
Energy Drink	50₩	-lb
Firebomb	15 000₩	1lb
Flashlight	20₩	1lb
Grappling Hook	3 000₩	5lb
Headlamp	50₩	0.5lb
Heavy Blanket	500₩	4lb
Holster, Ammunition	500₩	1lb
Holster, Heavy Weapon	4 000₩	1lb
Holster, One Handed	1 000₩	1lb
Holster, One Handed (Concealable)	10 000₩	1lb
Holster, Two Handed	2 000₩	1lb
Ladder (10 ft.)	350₩	30lb
Ladder (5 ft.)	250₩	20lb
Mirror (Steel)	500₩	0.5lb
Nanopack	50 000₩	0.5lb
Nanopack, Enhanced	100 000₩	0.5lb
Nerve Toxin	100 000₩	0.5lb
Notepad, Legal	40₩	1lb
Notepad, Pocket	30₩	0.5lb
Notepad, Waterproof	90₩	2lb
Passage, Offworld	5 000 000₩	-lb
Pen	9₩	-lb
Pencil	3₩	-lb
Pocket Computer	3 000₩	0.5lb
Rations (1 day)	200₩	0.5lb
Rope (50 ft.)	1 000₩	10lb
Rope (50 ft.), Carbon fibre	10 000₩	5lb
Satchel	1 000₩	3lb
Sledge Hammer	500₩	10lb
Sleeping Bag	1 000₩	5lb
Superglue	40₩	-lb

ANTITOXIN. A poisoned character who injects themselves with this antitoxin will remove the poisoned condition from themselves. Using the antitoxin on yourself is an interaction, administering the antitoxin to somebody else requires an action.

BACKPACK. A backpack is a container made of synthetic materials, and can contain up to two cubic feet of items or material.

BACKPACK, ENHANCED. Like a regular backpack, this is also a container made of synthetic materials, and can contain up to two cubic feet of items or material. However, the advanced weight distribution of this backpack allows you to carry more weight than usual. When calculating your carrying capacity, consider your Strength score 2 points higher.

BANDOLIER, AMMUNITION. A bandolier is worn across your body. This bandolier allows you to store up to 50 rounds of ammunition across your chest for easy access.

BANDOLIER, GRENADES. This bandolier allows you to store up to 8 grenades across your chest for easy access. Be careful not to accidently set any off.

COMMS. Like the smartphones of the previous century, comms devices are used for connecting to the internet, calling or sending messages to people.

ADVANCED. These advanced comms can scan a person for vital signs, and use satellite technol ogy to send and receive messages, providing much greater speed and coverage than traditional devices.

EARPIECE. A small concealable comms device that functions only for audio. It is voice activated.

IMPLANT. Connected directly to your Neurolink, this comms device functions as an advanced comms device, only directly on your HUD. It cannot be removed, or detected.

WALKIE TALKIE. The most basic, and most reliable form of comms is the walkie talkie, which uses radio signals to send and receive messages and audio with other walkie talkies within half a mile.

CROWBAR. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

ENERGY DRINK. An energy drink, once consumed, temporarily negates one level of exhaustion, grants the user +1 on initiative checks and reflex saving throws for 15 minutes. These drinks are highly toxic, and anybody who attempts to drink more than 1 in a 24 hour period must make a DC 15 Fortitude Saving Throw or gain one level of Exhaustion. For each energy drink consumed above 2 in a 24 hour period, the save DC increases by 5.

FIREBOMB. An extremely flammable liquid stored within a delicate canister and ignited via a fuse. As an action, you can throw this firebomb up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the firebomb's fire as an Improvised Weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

FLASHLIGHT. A flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet. This also comes in a headlamp variety for those wishing to free up their hands.

HOLSTER, AMMUNITION. An ammunition holster can hold up to 20 rounds of ammunition and is worn on the belt.

HOLSTER, ONE HANDED (CONCEALABLE). This concealable holster is worn underneath your clothes. A casual visual inspection will not reveal this holster. A character specifically looking for a concealable holster must make a DC 20 perception check to locate it. A physical inspection will reveal it immediately.

NANOPACK. A character who injects themselves, or gets injected by this syringe regains 2d4 + 2 hit points. Using the nanopack on yourself is an interaction, administering the nanopack on somebody else requires an action.

NANOPACK, ENHANCED. A character who injects themselves, or gets injected by this syringe regains 4d4 + 4 hit points. Using the nanopack, enhanced on yourself is an interaction, administering the nanopack, enhanced on somebody else requires an action.

NERVE TOXIN. You can use the nerve toxin in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the nerve toxin takes an action. A creature hit by the affected weapon or ammunition must make a DC 10 Fortitude saving throw or become incapacitated for 1 minute. Once applied, the nerve toxin retains potency for 1 minute before evaporating.

PASSAGE, OFFWORLD. This one way ticket takes you offworld to one of the colonies. Most of the wealthiest residents of Earth have left the polluted planet to join the fresh colonies. If you are not wealthy, expect life to be even more difficult in the colonies as they run on a harsh caste system.

POCKET COMPUTER. A small pocket computer. More capable than a comms device, but lacking in the ability to communicate using any method other than the internet.

RATIONS. Rations consist of dry foods suitable for military use. Just add water and watch your ration expand to a semiedible foodstuff capable of sustaining you for 1 day.

ROPE. Made of plastic fibers, this rope has 2 hit points. or if made of carbon fibre, has 10 hit points. Both can be burst with a DC 17 Strength check and hold up to 750lbs. of weight.

ARMOR AND HELMETS

ARMOR PROFICIENCY. Anyone can put on a helmet, or step into a set of battle armor. However, only those proficient using the armor know how to wear it effectively. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't use exploits.

ARMOR CLASS (AC). Armor protects its wearer from attacks. The armor (and helmet) you wear determines your base AC.

STRENGTH. Heavier or bulkier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows a strength score in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

STEALTH. If the Armor table shows 'Disadvantage' in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

DAMAGE RESISTANCE. Some armors offer damage resistance or damage reduction to certain types of damage. For example, if the table lists DR/2 Ballistic, that means you have damage reduction 2 for ballistic damage. Every time you take ballistic damage, your armor absorbs 2 points of it, down to a minimum of 0.
For Resistance: Ballistic, you take half damage from ballistic sources.

LIGHT ARMOR. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

MEDIUM ARMOR. Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

HEAVY ARMOR. Of all the armor categories, heavy armor offers the best protection. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Armor	Price	AC	Strength	Stealth	Damage Resistance	Weight
Light Armor						
Padded Jumpsuit	5 000₩	11 + Dex		Disadvantage		7lb
Tough Leather Jacket	10 000₩	11 + Dex				10lb
ZA Korp Kevlar Jacket	15 000₩	11 + Dex			DR/2 Ballistic	12lb
Kevlar Jacket	45 000₩	12 + Dex			DR/2 Ballistic	13lb
Concealable Ballistic Vest	50 000₩	13 + Dex			DR/2 Ballistic	13lb
Medium Armor						
Kevlar Bodysuit	30 000₩	12 + Dex (max 2)			DR/2 Ballistic	18lb
Heavy Concealable Vest	50 000₩	13 + Dex (max 2)			DR/3 Ballistic	20lb
Standard Ballistic Vest	50 000₩	14 + Dex (max 2)		Disadvantage	DR/3 Ballistic	45lb
Light-Duty Vest	400 000₩	14 + Dex (max 2)			DR/3 Ballistic	20lb
Tactical Vest	750 000₩	15 + Dex (max 2)	Str 10	Disadvantage	Res: Ballistic	40lb
Heavy Armor						
TCE Body Armor	30 000₩	14		Disadvantage	DR/3 Ballistic	40lb
ZA Korp Armor	75 000₩	15	Str 10	Disadvantage	Res: Ballistic	55lb
Military Police Armor	200 000₩	17	Str 13	Disadvantage	Res: Ballistic	60lb
Battle Armor	1 500 000₩	18	Str 14	Disadvantage	Res: Ballistic	65lb
Helmets						
Light Helmet	15 000₩	1				4lb
Helmet	30 000₩	2				5lb

TOUGH LEATHER JACKET

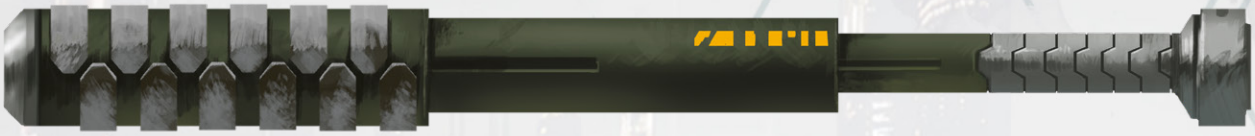
KEVLAR JACKET

TACTICAL VEST

HEAVY CONCEALABLE VEST

LIGHT HELMET

TCE BODY ARMOR



COBRA RETRACTABLE BATON

MONOEDGED KATANA

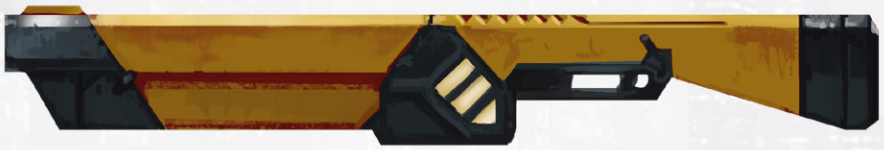
PHASE SHIFT SWORD

FIREAXE

21ST CENTURY PISTOL

HEAVY PISTOL

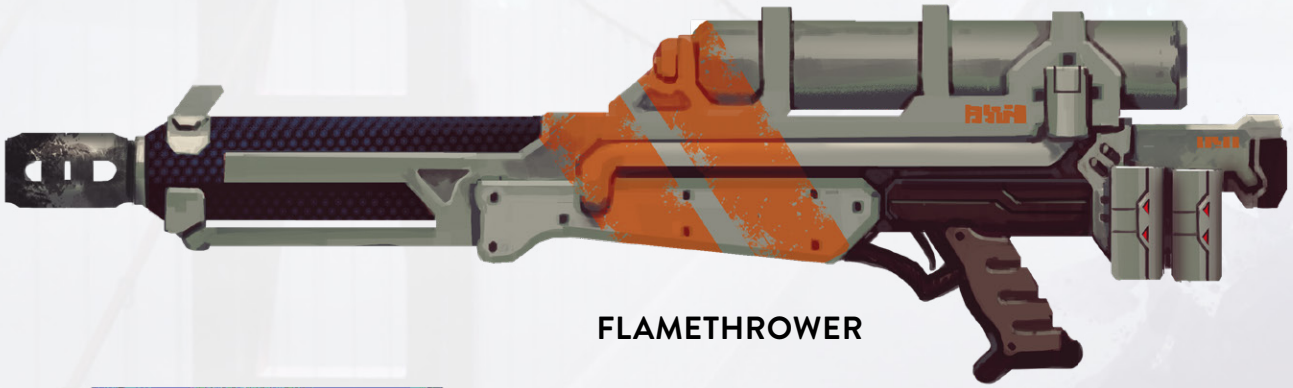
KASAI CORPORATION SMG



STREET SHOTGUN

RAPID FIRE SHOTGUN

ASSAULT RIFLE



FLAMETHROWER

SNIPER RIFLE

WEAPONS

WEAPON	PRICE	DAMAGE	RANGE	AMMO	PROPERTIES	WEIGHT
Melee						
Baton	1 000₩	1d4 Bludgeoning	—	—	Light	2lb
Fireaxe	5 000₩	1d6 Fire	20/60	—	Light, Thrown	3lb
Hammer	2 000₩	1d4 Bludgeoning	20/60	—	Finesse, Light, Thrown	1lb
Knife	2 000₩	1d4 Piercing	20/60	—	Finesse, Light, Thrown	1lb
Monoedged Katana	20 000₩	1d8 Slashing	—	—	Finesse, Ignores Resistance	1lb
Phase Shift Knife	10 000₩	1d6 Slashing	—	—	Finesse, Light	3lb
Phase Shift Sword	15 000₩	1d8 Slashing	—	—	Versatile (1d10)	4lb
Cobra Retractable Baton	6 000₩	1d6 Bludgeoning	—	—	Light	2lb
Stun Baton	7 000₩	1d6 Electric	—	—	Light	2lb
Vibro Knife	10 000₩	1d6 Piercing	—	—	Finesse, Light	1lb
Pistols						
21st Century Pistol*	80 000₩	2d4 Ballistic	40/100	9mm	17 Shots, Light	3lb
Heavy Pistol	100 000₩	2d6 Ballistic	50/150	10mm	15 Shots	4lb
KHMA Heavy Pistol	120 000₩	2d6 Ballistic	60/180	10mm	15 Shots	4lb
Revolver	120 000₩	2d8 Ballistic	40/120	10mm	6 Shots, Light	3lb
Submachine Guns						
Black Market SMG*	80 000₩	2d4 Ballistic	30/90	10mm	20 Shots, Spray, Light	3lb
Kasai Corporation SMG	100 000₩	3d4 Ballistic	40/120	10mm	40 Shots, Spray, Light	3lb
Detroit Industries SMG	120 000₩	4d4 Ballistic	40/120	10mm	40 Shots, Spray	3lb
Shotguns						
Sawed-Off Shotgun*	100 000₩	2d8 Ballistic	20/40	Shells	2 Shots (2 Handed)	5lb
Street Shotgun	120 000₩	2d8 Ballistic	20/50	Shells	2 Shots (2 Handed)	7lb
Assault Rifles						
Standard Assault Rifle	200 000₩	2d8 Ballistic	60/180	5.56mm	30 Shots (2 Handed), Spray	8lb
Kasai Corporation Rifle	300 000₩	3d8 Ballistic	60/180	5.56mm	30 Shots (2 Handed), Spray	9lb
Sniper Rifles						
Sniper Rifle	250 000₩	2d10 Ballistic	150/600	.308	5 Shots (2 Handed)	9lb
Advanced Sniper Rifle	350 000₩	3d10 Ballistic	250/650	.308	5 Shots (2 Handed)	10lb
Combat Shotguns						
Rapid Fire Shotgun	180 000₩	3d8 Ballistic	20/40	Shells	4 Shots (2 Handed)	10lb
KMHA Combat Shotgun	220 000₩	3d8 Ballistic	20/50	Shells	6 Shots (2 Handed)	7lb
Heavy Weapons						
Minigun	100 000₩	2d10 Ballistic	50/100	Keg	30 Shots (2 Handed), Spray	25lb
Heavy Minigun	500 000₩	3d10 Ballistic	50/100	Keg	30 Shots (2 Handed), Spray	35lb
Grenade Launcher	100 000₩	Grenade	80/160	—	8 Grenades	15lb
Flamethrower	200 000₩	4d6 Fire	10/30	Tank	10 Uses (2 Handed), Spray	20lb
Grenades						
Frag Grenade Mk I	50 000₩	2d8 Piercing	60	—	Light, Thrown	2lb
Frag Grenade Mk II	150 000₩	3d8 Piercing	60	—	Light, Thrown	2lb
Smoke Grenade	75 000₩	-	60	—	Light, Thrown	2lb
Flashbang	75 000₩	1d6 Psychic	60	—	Light, Thrown	2lb
EMP Grenade	150 000₩	—	60	—	Light, Thrown	2lb

The Weapons table shows the most common weapons, their price and weight, the damage they deal when they hit, and any special properties they possess. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance beyond 5 feet.

GUN RENTAL.
For several generations the megacorporations have slowly increased the price of firearms and their ammunition to the point that now very few people can afford to own a firearm, or keep it full of bullets. It's a lot easier to control an unarmed population.

Need a gun for a quick job? Rent it for a couple of hours from your contact and then hand it back to them once your time's up. If you don't return a rented gun on time, you can expect to find yourself indebted, or washed up in the bay the following morning.

All rental guns are unlocked, but stamped with the name of the vendor.

Gun Rental Prices Per Hour

KHMA Heavy Pistol	2 500₩
Detroit Industries SMG	2 500₩
Sawed-Off Shotgun	2 000₩
Standard Assault Rifle	4 000₩

The selection of guns to rent is limited, and you still have to purchase ammo. You can rent a gun for a maximum of 12 hours before the vendor has to take it back for their other clients.

WEAPON PROFICIENCY.
Your origin and class can grant you proficiency with certain weapons or categories of weapons. The nine weapon categories are melee, pistols, submachine guns, shotguns, assault rifles, sniper rifles, combat shotguns, heavy weapons, and grenades. Most people can use melee weapons with proficiency. These weapons include knives, batons, and other weapons often found in the hands of civilians.
Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

RELOADING.
Reloading a weapon requires a free hand. You use one hand to hold the weapon, and the other to load it. Reloading a weapon requires the use of a bonus action. Drawing the ammunition from a bandolier, case, or other container is part of this bonus action.

HEAVY WEAPONS
Heavy weapons require serious strength to position and fire accurately. Unlike other ranged weapons which add the dexterity modifier to the attack roll, heavy weapons add the strength modifier to the attack roll.

WEAPON PROPERTIES
AMMUNITION. You can use a weapon that has the ammunition property to make an attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. With an SMG, each time you attack with the weapon, you expend four pieces of ammunition. With an Assault Rifle, each time you attack with the weapon, you expend three pieces of ammunition.

If you use a ranged weapon to make a melee attack, you treat the weapon as an improvised weapon (see 'Improvised Weapons' later in the section).

BIOLOCKED.
Any firearms manufactured after 2103 are biolocked to their registered owner. Owning a firearm that is unlocked, with the exception of the 21st Century Pistol, is illegal. Weapons marked * are unlocked. If you wish to have a weapon unlocked illegally, the street price for such a thing is 100 000₩.

SPRAY.
Automatic weapons can be fired in a spray mode. When using the spray mode, the attack can hit multiple targets within the cone. The size of the cone is the same as the guns normal range, see 'range' later in this section. Instead of the attacker rolling against the target's AC, each target within the cone has to make a successful reflex saving throw to avoid being hit by the spray of bullets. To roll damage for this attack, roll half the number of damage dice you normally would (rounded down) and add relevant modifiers.

This attack requires and depletes an entire magazine of ammo.

To calculate the spray save DC that creatures must make, use this formula:

8 + Proficiency Bonus + Dexterity Modifier.

FINESSE.
When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

LIGHT.
A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

RANGE.
A weapon that can be used to make a ranged attack has a range listed before the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Unlike other ranged weapons, sniper rifles also suffer disadvantage if their target is closer than 30 feet.

THROWN.
If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.

TWO-HANDED.
This weapon requires two hands when you attack with it, but only one to hold it.

VERSATILE.
This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

GRENADES

FRAG GRENADES.
Each creature within 20ft. of a Frag grenade when it explodes must make a DC 15 Reflex saving throw or take the full listed damage. Taking half on a successful save

SMOKE GRENADES.
A 20ft. radius smoke cloud erupts from this grenade. The smoke obscures all site further than 5ft. Creatures inside the smoke cloud are in full cover if targeted by sight at a distance further than 5ft.

FLASHBANG.
Each creature within 20ft. of a Flashbang when it explodes must make a DC 15 Fortitude saving throw or take the full listed damage and be Blinded and Deafened for 6 seconds. Taking half on a successful save.

EMP GRENADES.
All unshielded electronics within 20ft. of an EMP grenade when it explodes lose power for 1 minute.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a brick, or a set of keys between your fingers.

Often, an improvised weapon is similar to an actual weapon and can be treated as such.

At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

ATTACHMENTS AND MODS

Whenever you wish to modify a weapon you can pay for the weapons upgrade. This cost represents the material costs, that must be paid, and the cost of a skilled enough mechanic to install the upgrade itself.

You may attempt to install one of these upgrades yourself to save a few longs, but risk damaging your gun beyond repair if you fail.

SILENCERS.

Weapons. *Pistols, Submachine Guns, Sniper Rifles*
Cost. 20 000₩
Mechanics DC to install. DC5, or pay an extra 5 000₩ to a mechanic to install it for you.

Silenced weapons can only be heard within 10ft of the weapon when fired. Weapons equiped with silencers halve their normal and long range.

LASER TARGETING SIGHTS.

Weapons. *Pistols, Submachine Guns, Assault Rifles, Sniper Rifles, Combat Shotguns*
Cost. 50 000₩
Mechanics DC to install. DC10, or pay an extra 10 000₩ to a mechanic to install it for you.

Weapons with Laser Targeting Sights suffer no penalties when shooting targets who are in darkness or dim light. These guns are disabled when hit by an EMP and require an action to fix.

EXPANDED MAGAZINE.

Weapons. *Pistols, Submachine Guns, Shotguns, Assault Rifles, Sniper Rifles, Combat Shotguns, Heavy Weapons*
Cost. 75 000₩
Mechanics DC to install. DC12, or pay an extra 12 000W to a mechanic to install it for you.

This weapon's ammo capacity is permanently increased by 50% (rounded down). Natural ones on attack rolls cause this weapon to jam as bullets get caught in the chamber, requiring an action to fix.

QUICK DRAW MODIFICATIONS.

Weapons. *Melee, Pistols, Submachine Guns, Shotguns, Assault Rifles, Combat Shotguns*
Cost. 100 000₩
Mechanics DC to install. DC15, or pay an extra 15 000₩ to a mechanic to install it for you.

Modified to be quickly drawn from a holster, these weapons can be drawn or stowed without using an action, bonus action, or interaction.

If you are rolling initiative in a standoff situation you gain advantage on the initiative roll.
Quick draw weapons suffer a –1 penalty to hit.

WEIGHT REDUCTION.

Weapons. *Melee, Pistols, Submachine Guns, Shotguns, Assault Rifles, Combat Shotguns*
Cost. 200 000₩
Mechanics DC to install. DC20, or pay an extra 20 000₩ to a mechanic to install it for you.

For cyberpunks who want to load up on as much firepower as possible this modification halves the weight of a single weapon, to a minimum of 1lb.

This comes at a sacrifice as these weapons suffer a –1 penalty to damage rolls.

DECAYING BREAKDOWN.

Weapons. *Pistols, Submachine Guns, Shotguns, Assault Rifles, Sniper Rifles, Combat Shotguns*
Cost. 250 000₩
Mechanics DC to install. DC25, or pay an extra 25 000W to a mechanic to install it for you.

This weapon deals an additional 1d6 radiation damage on a hit.

This weapon needs to cool down after being fired and cannot be fired two turns in a row to give it time to cool down.

AMMO

AMMO (QUANTITY)	PRICE
9mm (1)	25₩
9mm (10)	250₩
10mm (1)	50₩
10mm (10)	500₩
Shells (Shotgun) (2)	125₩
5.56mm (30)	1 650₩
.308 (5)	300₩
Keg (Minigun)	2 250₩
Tank (Flamethrower)	1 000₩

9mm.
Only 21st Century pistols use 9mm bullets. These are cheap to buy and cheaper to manufacture.

10mm.
With the exception of the 21st Century pistols, all pistols and submachine guns use standard 10mm bullets. Perhaps the most common ammo type on the streets of San Francisco.

5.56mm.
The 5.56mm is a classic, and classics never go out of style. The 5.56mm bullet works with any assault rifle you can get your hands on.

Shells (Shotgun).
Whether you're a member of the SFPD riot squad, or a gutter punk, you'll always have a handful of shotgun shells somewhere on your person.

.308
This specialist round works with every sniper rifle on the market.

Keg (Minigun).
A keg filled with enough rounds to fire the minigun 30 times. Quite large.

Tank (Flamethrower).
A tank filled with flammable, very explosive gas. Warning, do not smoke within 10ft. of this tank.

BLACK MARKET AMMO

Specialist bullets are designed to deal different types of damage or have an unusual effect to their targets. This can be used to bypass damage reduction and damage resistance of some armor types and defenses. There is a tradeoff with these special ammo types, though. The damage output is lowered by one die type.

For example: a weapon that deals 2d8 ballistic damage would deal 2d6 of the new damage type when using these rounds.

These reductions are as follows:

- d12 becomes d10
- d10 becomes d8
- d8 becomes d6
- d6 becomes d4
- d4 becomes 1

GPS bullet.
GPS bullets use a series of different sensor outputs to ping their location for up to 2 hours after being fired from a weapon. They are ideal for tracking a high value target who may not go down in one shot. A target hit by a GPS bullet may not know they are being tracked. To realize they are being tracked, a creature must make a successful DC 12 Intelligence check after being hit by this type of bullet.
The sensor output of these bullets cannot be stopped, and the bullets must be surgically removed from a creature to avoid giving away its position.

Incendiary bullet.
These bullets pack a fiery punch. Each bullet has a small incendiary charge within that detonates on impact. Bullets of this type deal fire damage instead of the regular ballistic damage dealt by firearms.

Armor Piercing bullet.
A dramatically pointed bullet used to pierce the armor of targets, the armor piercing bullet deals ***piercing*** damageand is a favorite among those looking to attack heavily armored foes.

Flathead bullet.
Flathead bullets are a situationally advantageous

ammo type that deals ***bludgeoning*** damage to their targets. As an option you may deal non-lethal damage with a flathead bullet.

Ionized bullet.
Charged with a small electrical pulse, almost a combination of an EMP and taser, ionized bullets explode to deal ***electric*** damage to targets they strike. Especially effective against combat mechs.

AMMO (QUANTITY)	Price
GPS BULLETS	
10mm (10)	1 250₩
Shells (Shotgun) (2)	675₩
5.56mm (30)	8 250₩
.308 (5)	1 500₩
Keg (Minigun)	11 250₩
ARMOR PIERCING BULLETS	
10mm (10)	2 500₩
Shells (Shotgun) (2)	1 250₩
5.56mm (30)	16 500₩
.308 (5)	3 000₩
Keg (Minigun)	22 500₩
FLATHEAD BULLETS	
10mm (10)	2 500₩
Shells (Shotgun) (2)	1 250₩
5.56mm (30)	16 500₩
.308 (5)	3 000₩
Keg (Minigun)	22 500₩
INCENDIARY BULLETS	
10mm (10)	5 000₩
Shells (Shotgun) (2)	2 500₩
5.56mm (30)	33 000₩
.308 (5)	6 000₩
Keg (Minigun)	45 000₩
IONIZED BULLETS	
10mm (10)	12 500₩
Shells (Shotgun) (2)	6 250₩
5.56mm (30)	82 500₩
.308 (5)	15 000₩
Keg (Minigun)	112 500₩

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your background generation and origin give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

CHEF'S KIT

This kit contains all the utensils that you need to cook any number of meals for up to six people at a time. Contained within are pots, pans, ladles, a miniature gas stove, and a lighter.

DISARMING KIT

This set of tools includes a small file, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, a voltage checker, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps.

DISGUISE KIT

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

FIRST AID KIT

A small bag of essential first aid gear such as bandages, plasters, and hyposprays. You can use the first aid kit 10 times before needing to replace it. As an action, you can expend one use of the kit to instantly stabilize a biological creature (including synths) that has 0 Hit Points.

FORGERY KIT

This small metal box contains a variety of blank plastic chips, ID templates, pens and a very small printing device, among other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

GAMBLING SET

A gambling set encompasses a wide range of game pieces, including dice and decks of cards. If you are proficient with a gambling set, you can add your proficiency bonus to ability checks you make to play a game with that set.

HACKER'S DEVICE

This is a small handheld device designed specifically to interface with almost all ports and technology currently on the market. Proficiency with this device allows you to add your proficiency bonus to any ability checks you make to hack electronic locks.

LOCK PICKS

This set of tools includes a small file, and a set of lock picks. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to open traditional locks.

REPAIR TOOLS

Contained within are the tools required to repair basic technology and equipment. You may repair a damaged engine on a vehicle, fix a broken cybernetic part, or even attempt to install cybernetics.

ITEM	COST	WGT
CHEF'S KIT	3 000₩	8lb
DISARMING KIT	2 000₩	2lb
DISGUISE KIT	2 000₩	3lb
FIRST AID KIT	5 000₩	1lb
FORGERY KIT	1 000₩	5lb
GAMBLING SET	10₩	0.5lb
HACKER'S DEVICE	5 000₩	0.5lb
LOCK PICKS	2 000₩	1lb
REPAIR TOOLS	5 000₩	10lb

VEHICLES

Vehicle Name	Price	Speed (MPH)	Speed (Feet per Round)	Armor Class	Hit Points	Damage Threshold	Seats
Scooter	100 000₩	45	400	10	15	—	1
Motorbike	400 000₩	100	845	10	25	—	1
Sidecar*	100 000₩	—	—	—	—	—	1
Hauler	600 000₩	60/50	530/440	12	50	5	2
Coupé	800 000₩	110/90	970/795	13	60	10	2
Minivan	1 000 000₩	70/60	610/530	15	75	15	6
SUV	1 200 000₩	90/70	795/610	15	90	15	5
Luxury Car	1 750 000₩	120/100	1060/845	15	100	20	4
Military SUV	2 000 000₩	90/70	795/610	17	120	20	6
Tank	3 000 000₩	60	530	18	150	25	4
Light Mecha Suit	3 000 000₩	15	150	17	120	5	1
Medium Mecha Suit	4 000 000₩	10	100	18	140	10	1
Heavy Mecha Suit	5 000 000₩	5	50	20	200	15	1

SPEED (MPH)
The speed listed here is the top speed of the vehicle listed in miles per hour.

Some vehicles have two speeds listed. These vehicles have both a flight mode and a ground mode. In these instances, the first number is the ground speed and the second number is the flight speed.

SPEED (FEET PER ROUND)
The speed listed here the top speed of the vehicle listed in feet per round of combat.

Some vehicles have two speeds listed. These vehicles have both a flight mode and a ground mode. In these instances, the first number is the ground speed and the second number is the flight speed.

DAMAGE THRESHOLD
Certain vehicles have a minimum damage threshold that must be met from a single source before any damage is dealt to them.

If a vehicle has a damage threshold of 5, this means that an attack must deal at least 5 damage to

have any effect on the vehicle. Attacks that deal less than 5 damage instead deal nothing.

SCOOTER
A scooter is a European invention, popular in dense cities, and low-income areas. Although they only have one seat, two people can ride on one. These small motorbikes have loud, low powered engines, and are easily maneuverable through a city's tight turns and corners.

MOTORBIKE
A motorbike is a two wheeled vehicle capable of high speeds. Like a scooter, a motorbike can be ridden by two people. They are fast, loud, and undeniably cool.

SIDECAR
This is a single seated, wheeled unit that attaches to the side of a scooter or a motorbike, reducing the max speed of the vehicle by 10mph. You can only attach one sidecar to a single scooter or motorbike.

HAULER
A hauler is a vehicle with two seats up front. The rear section is separated from the front cabin and is commonly used to hold cargo or goods.

COUPÉ
A very popular style of two door car with just two seats, and a sloping rear.

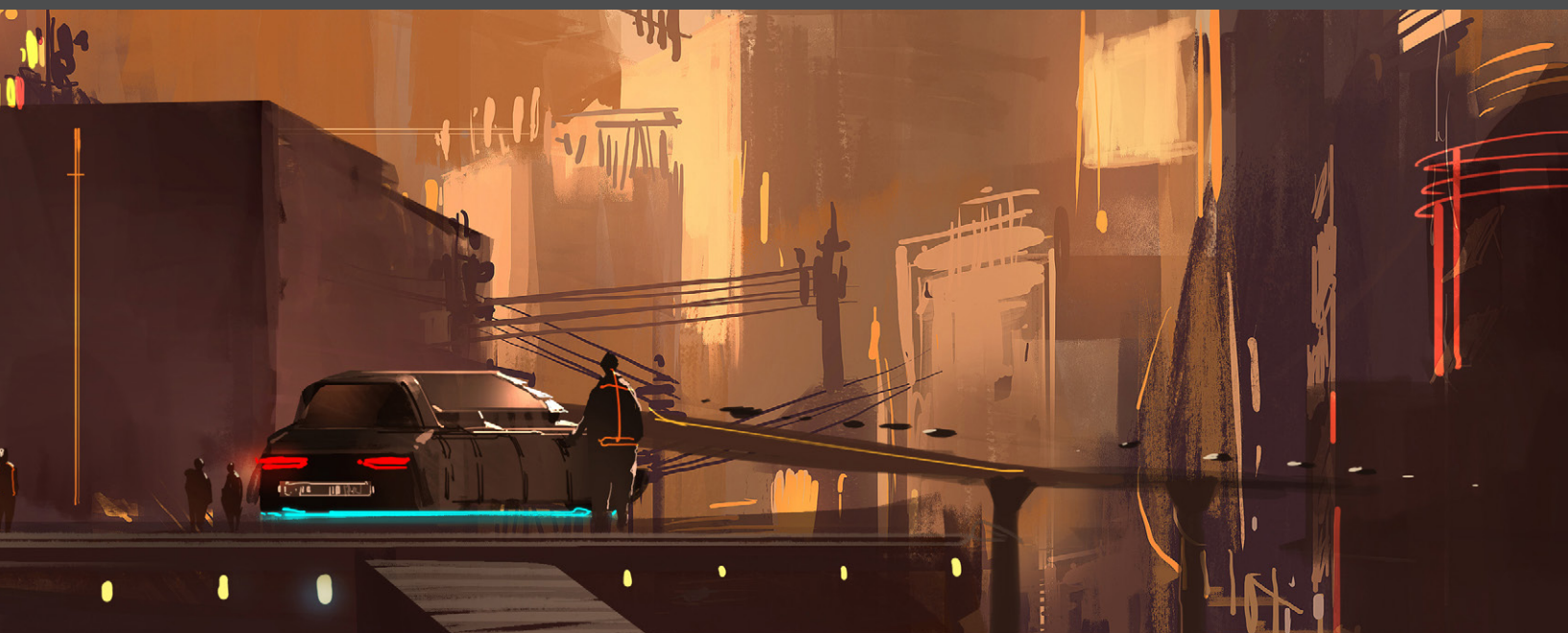
MINIVAN
Usually used by gangs, or families, the minivan holds 6 people comfortably and is very tough.

SUV
The SUV is your classic high-end large vehicle, combining luxury with sturdiness. They are usually utilized by the ultra-wealthy, or high earning criminals.

LUXURY CAR
The ultimate luxury vehicle, only the wealthiest of citizens own these, although modified versions are utilised by Ultra as their line of self driving taxis.

MILITARY SUV
A large SUV with extra armor plating and more redundant systems to allow it to survive more damage. Often used by both governmental and private military organizations as the means of transporting soldiers through hostile battlefields. Equipped with a pintle mounted minigun with enough on board ammunition for two
full uses.

TANK
A large heavily armored vehicle equipped to deal with heavy enemy fire and used in open combat. Comes equipped with heavy armor plating, a pintle mounted minigun with four kegs of minigun ammo, and a heavy cannon. This cannon has enough shells for five shots, is treated as a heavy weapon, and deals 6d10 ballistic damage on a hit, requiring everyone within 10ft. of the target to make a DC12 Reflex save or take 5d8 fire damage.



LIGHT MECHA SUIT
A smaller suit only slightly taller than the average human at 7ft tall. This small scouting unit was designed to be able to survive in environments which even heavily augmented soldiers would not. It is capable of surviving immense pressure in ocean depths and provides enough oxygen through carbon dioxide scrubbers and a hidden oxygen tank for the wearer to survive indefinitely in a deoxygenated environment. Its main weapon is a pressurized heavy rifle capable of firing rounds in these conditions. In addition, built-in targeting technology grants the user a +1 bonus to hit while inside the mecha suit.

(Use the stats for a standard issue assault rifle, cannot load other ammunition types, and contains enough ammunition for three full magazines). This mech is capable of vertical jumping to a height of 60ft. and controlled falling from the same distance.

MEDIUM MECHA SUIT
A larger mecha suit designed for use in combat environments. Although it sacrifices some of the mobility of the lighter designs in favor of durability, these mecha suits are capable of surviving in the same environments. The specialized weapons are designed to fire in a variety of hostile environments, and built-in targeting technology grants the user a +1 bonus to hit. (Use stats for a minigun. Cannot load other ammunition types and contains enough ammunition for 3 full magazines).

HEAVY MECHA SUIT
The largest of the mecha suits, this design sacrifices most of its mobility in exchange for complete durability. The suit more than makes up for any deficiencies in firepower, including the same heavy rifle used by the medium suits. The weapon on this model has the ability to swap out ammunition for more specialized instances, (Minigun stats, contains enough standard ammunition for 5 full magazines). It also includes a built-in grenade launcher loaded with 5 of each type of grenade. As with the lighter suits, the built-in targeting system grants the user a +1 bonus to hit.

AUGMENTATIONS

Augmentations, also known as cybernetics, are incredibly common in 2185. Almost everybody has some form of Tier 0 augmentation, whether it's a neural upgrade to allow them to speak a second language, an upgraded HUD to install an ad-blocker, or enhanced social awareness for those who struggle with interaction.

Augmentations come in five tiers ranked according to an in-universe ranking system used globally and throughout the colonies. Tiers 0-2 are permitted for civilian use. Tier 3 is approved for private security with the correct paperwork and licenses. Tier 4 is reserved exclusively for military use and are illegal for civilians to possess. Tier 5 are illegal for all use except experimentation, though many governments authorize black ops units to access these augments.

It is recommended for game balance that players level 5 and under only have access to Tiers 0-2 augmentations. It is very unlikely that they would have acquired the influence necessary to obtain private security paperwork, or access illegally installed augmentations of Tier 3 and higher if they have not yet proven themselves in the world.

There are **seven** body parts that you can get augmented:

NEURAL
EYES
RIGHT ARM
LEFT ARM
TORSO
SKIN
LEGS

With the exception of Tier 0 neural and HUD augmentations, which stack with higher tiers and other Tier 0 augmentations, you cannot have more than one augmentation on each body part. To install a different augmentation on the same body part, the current augmentation must first be removed.

Underneath the information for each Augmentation Tier is listed an Influence Requirement. This represents the amount of Influence required in one Influence Path, not the combined total of all your Influence. You can find the rules for Influence later in 'Part II. Adventuring.'

BLOOD TOXICITY

The power cells in augments constantly leak poisonous chemicals and radiation into the blood of the users. More powerful augments require more powerful power cells and leak more toxicity into the user's blood. If the blood becomes too toxic it can lead to weakness, illness, and in some extreme cases even catatonia.

BLOOD TOXICITY LIMITS

A cyberpunk has a basic blood toxicity limit equal to twice their constitution modifier (Minimum 2).

If a cyberpunk's blood toxicity goes over their limit but is still less than their upper blood toxicity limit, they gain the poisoned condition until they either raise their constitution modifier or remove the augmentation.

A cyberpunk's upper blood toxicity limit is equal to four times their constitution modifier. If they go over their upper blood toxicity limit, they gain both the Poisoned and Incapacitated conditions.

A cyberpunk whose blood toxicity is higher than five times their constitution modifier dies instantly.

Each augment tier provides a different level of blood toxicity

TIER 0 AUGMENTS, BLOOD TOXICITY 0
TIER 1 AUGMENTS, BLOOD TOXICITY 1
TIER 2 AUGMENTS, BLOOD TOXICITY 2
TIER 3 AUGMENTS, BLOOD TOXICITY 4
TIER 4 AUGMENTS, BLOOD TOXICITY 6
TIER 5 AUGMENTS, BLOOD TOXICITY 8

There are certain items that can help with blood poisoning related to blood toxicity and for many heavily augmented individuals these items are absolutely necessary. These antisepsis medications break down the toxins that poison the blood making it easier to install heavier augments. Many users become reliant on these medications to prevent them from becoming ill.

Most people receive these medications from their employers at the start of their shifts, leaving them in constant pain if there were to ever lose the job.

If you were to buy these medications yourself, you should expect to pay the prices below.

MEDICATION	COST	WGT
LUKOLITE QUICK RELIEF	1 000₩	1lb
LUKOLITE WORK DAY RELIEF	2 000₩	1lb
LUKOLITE COMPLETE RELIEF	4 000₩	1lb
LYMPHOMIGHT QUICK RELIEF	25 000₩	1lb
LYMPHOMIGHT WORK DAY RELIEF	50 000₩	1lb
LYMPHOMIGHT COMPLETE RELIEF	100 000₩	1lb

These two medications come with some different effects.

LUKOLITE

This medication is the cheaper alternative and the most commonly available form on the market. It comes in three varieties. The three varieties are:

- **Quick relief** (The effects last for one hour)
- **Work day relief** (The effects last for 8 hours)
- **Complete relief** (The effects last for 24 hours).

When under the effects of Lukolite the user's Constitution modifier is considered to be **one** point higher for the purposes of determining both basic and higher blood toxicity limits.

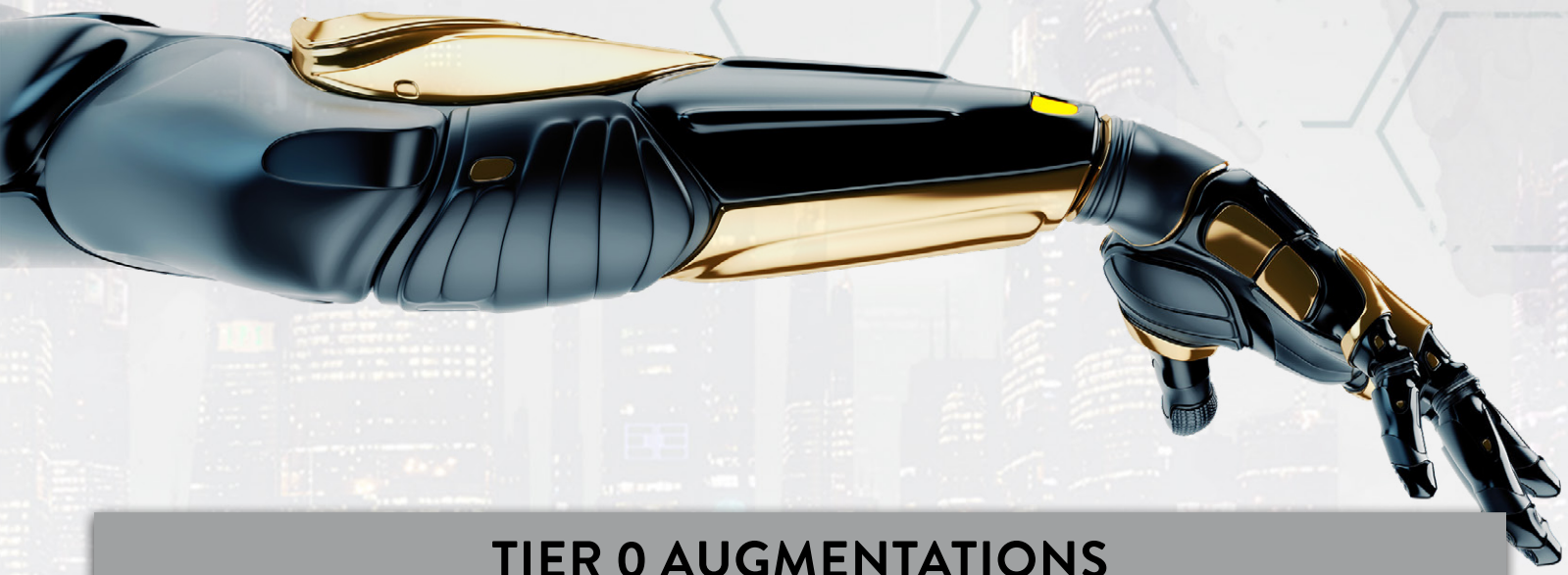
LYMPHOMIGHT

This medication is the most expensive form of blood toxicity treatment. It's hard to find in regular clinics due to low demand, and you have to purchase it through specialist channels. Similarly to its cheaper alternative provides three variants are available with the same durations.

The three varieties are:

- **Quick relief** (the effects last for one hour)
- **Work day relief** (the effects last for 8 hours)
- **Complete relief** (the effects last for 24 hours).

When under the effects of Lymphomight the user's Constitution modifier is considered to be **two** points higher for the purposes of determining blood toxicity.



TIER 0 AUGMENTATIONS
PRICE RANGE 0₩ - 250 000₩
INFLUENCE REQUIRED. 0

Tier 0 augmentations are extremely common, and in fact you'd be hard pressed to find somebody who didn't have one. Tier 0 augmentations are unique in that they can stack with the higher tiers.

For over 80 years, it's been the standard practice to install a neurolink and basic HUD at birth. You will very rarely encounter somebody who has neither a neurolink nor basic HUD, as these are necessary tools for survival in 2185. This tech is provided free of charge by various cybernetic and robotics corporations. The basic HUD regularly displays obligatory, customized advertisements for the relevant corporation and their products.

NEUROLINK
TIER 0, NEURAL
MANUFACTURER. Any
PRICE. –
The neurolink revolutionised the world.
The ability to download and upload data straight to your brain via a port on your skull changed everything.

LANGUAGE UPGRADE
TIER 0, NEURAL
MANUFACTURER. SHNZN
PRICE. 100 000₩
You can install this upgrade an unlimited number of times.
Each time you install a language upgrade, you learn to speak and understand when spoken, one new language of your choice.

BASIC HUD
TIER 0, EYES
MANUFACTURER. Any
PRICE. –
The basic HUD tells you everything you need to know about the world right in front of your eyes, whether helping you learn to read as a child, displaying the prices at the local bar as an adult, or informing you to take your medications as a senior.

ENHANCED HUD
TIER 0, EYES
MANUFACTURER. SAUD
PRICE. 30 000₩
The enhanced HUD offers an ad free, more sophisticated display with a sleeker design. This model provides the ability to link with any of your biolinked weapons to display your current ammo count, as well as your own vital signs.

REPLACEMENT
TIER 0, EYES, LEGS, ARM (EITHER)
MANUFACTURER. Any
PRICE. 100 000₩
In the event that you are badly injured and lose a limb, your eyes, an internal organ, etc. you can get a cybernetic replacement for that body part. These basic cybernetics offer no special benefits. Your stats and abilities remain the same.

MECHANICAL LIVER
TIER 0, TORSO
MANUFACTURER. Any
PRICE. 50 000₩
A mechanical liver allows you to get drunk with no consequences. A heavily upgraded liver, it can break down and process alcohol at tremendous speeds if you choose to do so. Using a command sent from your neurolink, you may sober up from any stage of inebriation in just 6 seconds.
This augment also cleans any alcohol from your system and replenishes your hydration levels (within reason) while you sleep, leaving you without a hangover.

HIDDEN COMPARTMENT
TIER 0, ARMS (EITHER)
MANUFACTURER. ZA Korp
PRICE. 100 000₩
This mechanical forearm has a hidden compartment within it capable of storing an object up to 6 inches in length and 2 inches in diameter.
A successful perception check of 20 of higher, or a physical inspection will reveal this augmentation.

INSTANT LEARNING
TIER 0, NEURAL
MANUFACTURER. Any
PRICE. 250 000₩
The perfect shortcut for those too impatient to learn skills the old fashioned way. Using this upgrade you gain proficiency in one skill or tool of your choice.
You must be physically connected to an upgrade unit at a cybersurgeon's clinic for at least 24 consecutive hours for this upgrade to work.
Like the language upgrade, there is no limit to the amount of times you undertake this procedure.

NEVER-RED
TIER 0, SKIN
MANUFACTURER. VIRO
PRICE. 75 000₩
A skin upgrade that negates damage caused to the skin by sunlight by blocking some of the radiation, and repairing UV damage as it happens. Very useful for those who work outdoors or those who live in the badlands.
People with this augmentation have DR/1 radiation damage.

COUNTERFEIT
TIER 0, ANY
MANUFACTURER. Black Market
PRICE. 50 000₩
This illegal augmentation is a counterfeit version of any Tier 1 or 2 augmentation. It grants no mechanical benefits and is designed purely to resemble a more expensive augmentation. Usually used by people who do not have the wonlongs to afford the real augmentations who are attempting to intimidate or impress.

TIER 1 AUGMENTATIONS
PRICE RANGE 100 000₩ - 200 000₩
INFLUENCE REQUIRED. 0

Tier 1 augmentations are fairly common, though not as often seen as tier 0. They are cheap enough that most people could save for a few years and afford the 20% deposit required to finance one of these augmentations. Financing for augmentations is risk assessed, and those living a cyberpunk lifestyle never qualify.

Nobody would ever call a Tier 1 augmentation elegant. They are usually bulky and obviously industrial. No effort is made during manufacture to hide the fact that they are augmentations.

ENHANCED AIMING MK. I
TIER 1, EYES
MANUFACTURER. ZA Korp
PRICE. 120 000₩
Your new cybernetic eyes have advanced aiming and targeting software. You can zoom your vision to 1.5x and have a +1 to hit with any attacks provided you can see the target.

HOLOGRAPHIC CLOTHES
TIER 1, SKIN
MANUFACTURER. SAUD
PRICE. 150 000₩
This skin augmentation covers you in thousands of holographic projectors that are preprogrammed to display over 100 different outfits, from average to wealthy design and style.
This upgrade is linked to your neurolink, where you can cycle through the outfits and select new clothes simply by thinking about it.
The holograms provide no warmth, nor any benefits of actual clothing, and users are advised to wear actual clothes beneath them.

QUICKENED REFLEXES
TIER 1, NEURAL
MANUFACTURER. HODY
PRICE. 100 000₩
Upgrades to your nervous system have greatly improved your reaction times. You gain a +5 bonus to initiative rolls, and a +2 bonus to Reflex saving throws.

HIDDEN BLADE
TIER 1, ARMS (EITHER)
MANUFACTURER. ZA Korp
PRICE. 200 000₩
A hidden blade is a cybernetic forearm and hand produced by ZA Korp. When hidden, this melee weapon can only be detected by a relevant check of 20 or higher, and it cannot be removed without surgery.
The blade can be extended or retracted as a bonus action, and while it is extended you cannot use the hand of that arm for anything else. The blade is three feet long when extended, deals 1d8 points of slashing damage, and is a Finesse weapon.

JÄGER LEGS
TIER 1, LEGS
MANUFACTURER. REKY
PRICE. 130 000₩
Your legs have been replaced with the Jager Legs offered by Regierung Kybernetik.
Your movement speed, high jump distance, and long jump distance all increase by 5ft.

RECOIL REDUCTION
TIER 1, ARM (DOMINANT)
MANUFACTURER. VIRO
PRICE. 110 000₩
This arm contains counterweights, and a gyroscope system to improve your stability, and enhance your use with weaponry.
You deal an extra +1 to any damage dealt when using two handed weapons, or weapons held in your dominant hand.

TOUGHENED
TIER 1, TORSO
MANUFACTURER. SHNZN
PRICE. 150 000₩
Your ability to withstand damage has been enhanced. While you have this augmentation installed, your hit point maximum increases by 2x your level. You also gain an additional 2 hit points every time you gain a new level.
This effect only applies while you have the augment installed.

VISSER NIGHT VISION VISOR
TIER 1, EYES
MANUFACTURER. VIRO
PRICE. 120 000₩
You have improved short range night vision. These eyes are often used by security forces who work long night shifts. Whilst you have this augment installed you can use your action to activate or deactivate the night vision mode and gain Darkvision out to a range of 30ft. You cannot discern color using this vision only shades of grey. However bright lights are hard to see through. You have disadvantage on perception checks that rely on sight whilst in bright light and the night vision mode is active.

TUNGSTEN ARMORED BODY-FORM
TIER 1, TORSO
MANUFACTURER. ZA Korp
PRICE. 180 000₩
This armored torso is designed to provide a basic defence to mercenaries and guns for hire working in volatile areas such as Johannesburg. Whilst you have this augment installed your armor class cannot be lower than 11 + your Dexterity modifier and you gain DR/1 Ballistic. This Ballistic Damage Reduction does stack with other armor, however when you wear armor while you have this augmentation you gain vulnerability to electric damage as the augments easily short circuit and can send incorrect impulses to the heart.

TIER 2 AUGMENTATIONS
PRICE RANGE 250 000₩ - 550 000₩
INFLUENCE REQUIRED. 5

Tier 2 augmentations are uncommon among the population, but you will still occasionally see or find them. The majority of people cannot afford them, and those who can rarely have need for them.

Tier 2 augmentations are usually found on low ranking security guards and police officers, for whom the organization pays for the augmentation.

These augmentations are sleeker, and have a much cleaner, more fashionable design than Tier 1 designs. Most cybernetic doctors can install Tier 2 augmentations, though very few sell them.

ANGEL WINGS
TIER 2, TORSO
MANUFACTURER. SAUD
PRICE. 500 000₩
Two large metallic wings are affixed to your back. These wings can fold so that they do not affect your size, but cannot be hidden.
Using these wings, you gain a flying speed equal to your walking speed. You can use these wings to fly up to 1 hour, either all at once, or in several shorter flights with a minimum duration of 1 minute.
Once you have used the 1 hour of flight, the wings require a full 12 hours to recharge.

CAT'S EYES
TIER 2, EYES
MANUFACTURER. SAUD
PRICE. 300 000₩
Cat's Eyes by Saud Cybernetics look precisely as they're named, like cat's eyes. These robotic eyes give you the ability to see in complete darkness as if it were dim light up to a distance of 60ft. You cannot discern colour in darkness, seeing only in shades of grey.
In addition, you have a +1 to hit with any attacks provided you can see the target.

BUILT IN PARACHUTE
TIER 2, TORSO
MANUFACTURER. ZA Korp
PRICE. 300 000₩
You have a parachute installed in your back. If you fall for more than 100ft., you can deploy your parachute, reducing your falling speed to 25ft. per second.
Once deployed, you can use an action to repack your parachute into your back or use a move action to detach the parachute immediately.

INVISI-SKIN
TIER 2, SKIN
MANUFACTURER. Any
PRICE. 400 000₩
This skin upgrade uses dozens of microsensors and holographic projectors to camouflage you with the surrounding area.
This effect extends an inch beyond your body.
As a bonus action, you can turn this camouflage on or off via your neurolink.
When camouflaged, you gain advantage on stealth checks that rely on sight, and creatures attempting to see you have disadvantage on checks made to spot you.

ENHANCED AIMING MK. II
TIER 2, EYES
MANUFACTURER. ZA Korp
PRICE. 550 000₩
The updated version of the Enhanced Aiming Mk. I cyberoptics has advanced aiming and targeting software.
You can zoom your vision to 2x and have a +2 to hit with any attacks provided you can see the target.

RUNNERS
TIER 2, LEGS
MANUFACTURER. REKY
PRICE. 250 000₩
Laufende beine, also known as 'Runners' by English speakers, are sleek cybernetic legs designed by Regierung Kybernetik. These legs increase your speed by 10ft.
Additionally, when you choose to Dash on your turn, you are not slowed by difficult terrain, nor does it cost you extra movement.
These legs are more efficient than regular human legs and allow you to carry an extra 10lb of weight before being considered encumbered.

HOLOGRAPHIC DISGUISE
TIER 2, SKIN
MANUFACTURER. SAUD
PRICE. 400 000₩
This skin augmentation covers you in thousands of holographic projectors that are preprogrammed to change your appearance.
Using an action, you can activate or deactivate the cybernetic via your neurolink.
You can appear to be taller by about a foot and change the appearance of your body weight to make yourself heavier, or larger built, but you cannot change the basic structure of your body.
The hologram is purely visual, so any sort of physical contact will interact with the real size and shape of you, revealing the disguise. To attempt to identify the disguise, a creature can use an action to make a DC 17 Intelligence (Perception) check.

ENHANCED INFANTRY ARMS
TIER 2, ARMS (BOTH)
MANUFACTURER. Any
PRICE. 550 000₩
This arm upgrade allows you to replace your arms with high quality combat ready cybernetics.
When you purchase these arms, select a weapon type from the following: Assault Rifles, or Pistols.
The cybernetic arms are specifically designed to handle your weapon of choice perfectly. This flawless handling gives you +1 to hit and +1 damage when using weapons of the type you selected.
Additionally, attempts to disarm you when wielding your weapon of choice have disadvantage.

REINFORCED LUNGS
TIER 2, TORSO
MANUFACTURER. Any
PRICE. 500 000₩
This major upgrade replaces much of your torso to support new, reinforced lungs.
Your new lungs are capable of breathing water for up to an hour and filtering out poisonous gases (granting resistance to gas-based damage).
You can also hold your breath for up to 6 minutes.

SHOCK ABSORBERS
TIER 2, LEGS
MANUFACTURER. SHNZN
PRICE. 400 000₩
Your legs have built in shock absorbing carbon tubing. These allow you to fall up to 50ft. without injury, provided that you land on your feet.
You have advantage on Acrobatics checks made to land on your feet, and advantage on checks made to avoid being knocked prone.
If falling further than 50ft., the first 50ft. of the fall are ignored when calculating damage.

TIER 3 AUGMENTATIONS
PRICE RANGE 601 000₩ - 5 000 000₩
INFLUENCE REQUIRED. CORPORATE 11. STREET 12

Tier 3 augmentations are rarely seen among the population. Only those who are wealthy or have access to extremely advanced tech use them.

Tier 3 augmentations are usually found on high ranking security specialists or special operatives, paid for and licensed by the hiring organization.

These augmentations are the cutting edge of technology and provide some of the most advanced levels of assistance. Only specialist doctors can install these augments and, consequently, tend to be the ones who sell them.

BIOLINK GUN
TIER 3, NEURAL
MANUFACTURER. SHNZN
PRICE. 2 000 000₩
Shenzhen Solutions developed these specialized neural implants to connect directly to the biolink of a weapon. Although the idea was scrapped for low-level production due to high cost, wealthy mercenaries and high-ranking members of Shenzhen private military can still get access to these chips.
This chip provides a Neural link between you and your biolocked weapon. Any biolocked weapon used by you reacts at the speed of thought, boosting your reaction times.
While using a weapon biolocked to you, you gain a +2 bonus to attack and damage rolls. This bonus does not stack with any other cybernetics that would provide a similar bonus to attack and damage.

INTERNAL ARMOR PLATING
TIER 3, TORSO
MANUFACTURER. VIRO
PRICE. 900 000₩
Visser Robotics developed this technology as a countermeasure to explosive trauma. The augmentation adds synthetic plating around the vital organs, protecting them from harm.
Those protected by this torso enhancement gain a +1 bonus to armor class.

REGIERUNG ANTI-PERSONNEL UNIT
TIER 3, ARM (DOMINANT)
MANUFACTURER. REKY
PRICE. 1 800 000₩
Originally designed by Regierung Kybernetik for use by the regular German military, it became popular among their special forces as the sidearm of choice. The popularity eventually spread to become a favorite tool by PMCs around the world.
This augmentation provides you with a KHMA heavy pistol built directly into a hidden compartment in your arm.
Using a bonus action, you can cause the gun to extend out of your arm.
When hidden, this gun can only be detected by a relevant check of 30 or higher, and it cannot be removed from you without surgery.

ADVANCED NEURAL MENTAL SECURITY SYSTEM
TIER 3, NEURAL
MANUFACTURER. VIRO
PRICE. 2 000 000₩
This hardware maps brain functionality and creates defensive software against potential hackers, as well as controlling endorphins in the brain so as to regulate the flight or fight response. This is often used by company CEOs to prevent manipulation by outside forces, and by hackers to regulate their own brain patterns.
With this augment you gain a +1 bonus on Mind saving throws and, furthermore, any attempts to

alter your memory require a DC17 Hacking test. Failure on this check causes 3d8 Psychic damage to the attacker, and any effort to implant memories fails.

HOUSTON DYNAMICS PERSONAL TEMPERATURE REGULATION SYSTEM

TIER 3, SKIN

MANUFACTURER. HODY

PRICE. 3 000 000₩

This remarkably unsuccessful brand of core temperature regulation was actually much more advanced than the advertising suggested. The product found new life, however, in the hands of wealthy investors heading to far away planets where freezing temperatures are common. Meanwhile, on earth some cyberpunks use the design to move safely through burning buildings or other conditions of extreme heat.

This augment can be activated using your neurolink as either a bonus action on your turn or as a reaction to taking damage. The augment allows the user to survive temperatures of up to 212°F or as low as -76°F without discomfort. You must choose which effect to use each time it is activated, and it remains activated until the end of your next long rest. Protection from high temperatures provides the user with resistance to fire damage, and protection from cold temperatures provides the user with resistance to cold damage.

TOUGHENED MK. II

TIER 3, TORSO

MANUFACTURER. SHNZN

PRICE. 1 000 000₩

Your ability to withstand damage has been enhanced significantly. While you have this augmentation installed, your hit point maximum increases by 3x your level. You also gain an additional 3 hit points every time you gain a new level. This effect only applies while you have the augment installed.

ADVANCED SCOUTING IMPLANTATION

TIER 3, EYES

MANUFACTURER. ZA Korp

PRICE. 5 000 000₩

This military scouting implantation was developed and sold to many private military organizations before production was cancelled. While some countermeasures were created, the device was not widespread enough for these countermeasures to be implemented everywhere.

Whilst using these augments you gain the ability to see in thermal vision, detecting heat sources to a range of 60ft.

Additionally, your new eyes have a short-range scanner that allows the user to detect motion. You gain blindsight to a range of 15ft.

SHENZHEN LANDING AND CLIMBING SYSTEM

TIER 3, LEGS

MANUFACTURER. SHNZN

PRICE. 700 000₩

Designed originally for special forces personnel, these enhanced legs allow you to easily scale buildings and survive short falls. While this augment is installed you gain a climbing speed of 15ft. Additionally you take no damage from falling less than 30ft, and fall damage for you is calculated at 1d6 per 10 feet instead of the normal 1d10.

TIER 4 AUGMENTATIONS
PRICE RANGE 5 000 001₩ - 10 000 000₩
INFLUENCE REQUIRED. CORPORATE 15. STREET 16

Tier 4 augmentations are exceedingly rare and the cutting edge of legal technology. No one on the street will ever see these in their normal lifetime.

Tier 4 augmentations are usually found on highest ranking generals of the military, extreme specialists, and some corporate CEO's.

These augmentations provide uncommonly advanced assistance. Only specialist surgeons can install them.

ENHANCED AIMING MK. III
TIER 4, EYES
MANUFACTURER. ZA Korp
PRICE. 7 000 000₩
This augment is the most up-to-date version of ZA Korps enhanced eye projects.
You can zoom your vision to 2x and have a +2 to hit with any attacks provided you can see the target. Additionally, you gain the ability to see in complete darkness to a range of 30ft.
While seeing in darkness you cannot discern colors, only shades of grey.

ADVANCED MOBILE DEXTERITY UNIT
TIER 4, ARMS (BOTH)
MANUFACTURER. SAUD
PRICE. 6 000 000₩
This manual dexterity replacement was designed as a replacement limb for soldiers, or those seeking dexterity assistance beyond the basic models. High costs of production prevented it from reaching the open market.
These sleek cybernetic arms increase the user's dexterity by 2 to a maximum of 20.

BULLETPROOF SKIN MODULE
TIER 4, SKIN
MANUFACTURER. REKY
PRICE. 9 000 000₩
This advanced defensive system skin upgrade is designed to prevent damage from high impact rounds. While not perfect by itself, it does a superior job as an armor supplement.
This skin provides a +2 bonus to armor class.

RESTORATIVE DEFENSIVE UNIT
TIER 4, TORSO
MANUFACTURER. REKY
PRICE. 10 000 000₩
This defensive augment was designed to protect vital organs from wounds inflicted by improvised weaponry. In addition, it slowly restores injured organs.
The augmentation provides resistance to bludgeoning, piercing and slashing damage. Additionally, once per 24 hours you may use a bonus action to regain 1d8+4 hit points.

TIER 5 AUGMENTATIONS
PRICE RANGE 10 000 000₩ + INFLUENCE REQUIRED. CORPORATE 18. STREET 20

Tier 5 augmentations are illegal. Using these augments is a class 2 offense and are punishable by execution.
Tier 5 augmentations are only found on black ops units, the most insane and powerful crime lords, or people wealthy enough that regular laws don't apply to them.

ANGELIS BODYWINGS
TIER 5, TORSO
MANUFACTURER. SAUD
PRICE. 11 000 000₩
A hyper-advanced Saud module and an upgrade on the Angel Wings augment. This augment is designed to allow the user to fly without limits. This project is still under deep development. Anyone with a copy of this augment acquired it illegally. These wings cannot be hidden, but can be disguised as the Angel Wings augment with minimal effort.
When open they have a wingspan of nine feet. The wings grant you a flying speed of 50ft. and a +1 to your armor class.

HOUSTON DYNAMICS PERSONAL ADDITIONAL ARTICULATORS
TIER 5, TORSO
MANUFACTURER. HODY
PRICE. 20 000 000₩
The design implants an additional two 'articulators,' in the shape of human arms, onto the user's lower torso. These 'arms' connect directly to the user's neurolink.
Users gain an additional two off hands. In situations where they would make an off-hand attack, they may instead make 3 off-hand attacks (minus proficiency).
If the two articulators are not equipped with weapons, the user gains an additional 10ft. to their speed whenever they take the dash action.

BIOLIMIT MUSCLE BREAKERS
TIER 5, ARMS (BOTH)
MANUFACTURER. REKY
PRICE. 14 000 000₩
An advanced strength enhancement module designed to improve the carrying capacity of the user.
This augment increases the user's strength score by 4, to a maximum of 20, and they count as one size category larger when determining how much they can lift, push, or drag.

SUPERCHARGED HIDDEN BLADE
TIER 5, ARM(EITHER)
MANUFACTURER. ZA Korp
PRICE. 13 000 000₩
This hidden blade consists of a cybernetic forearm with a hidden compartmentalized blade.
When hidden, this melee weapon can only be detected by a relevant check of 20 or higher, and it cannot be removed without surgery.
The blade can be extended or retracted as a bonus action, and while it is extended you cannot use the hand of that arm for anything else. The blade is three feet long when extended. The blade deals 5 (1d8) points of slashing damage plus 14 (3d8) electric damage and is a Finesse weapon.

ADVENTURING

ADDICTION

The world of 2185 is full of societal constraints. For many people, reliance on addictive substances is the only thing preventing the stress of the world from breaking their minds.

When using an addictive substance, a creature must make a Fortitude saving throw equal to the substance's Addiction DC + the number of past saving throw fails (maximum 10).

Each success lowers the next required save DC by 1, to a minimum of the base DC.

Failing this save imposes one level of exhaustion on the creature and they are considered ***addicted*** to the substance. Creatures who, through a series of successes, reduce the save DC to the base DC number are no longer considered ***addicted***.

While ***addicted*** to a substance, you suffer the listed ***addicted effects*** until the addiction is broken.

ADDICTIVE SUBSTANCES

There are many different substances on the market, each of which provides a variety of different effects. Some popular choices are:

CRUSH

COST. 75₩
DURATION. 4 Hours
ADDICTION DC. DC22
ADDICTION EFFECTS. Crush addicts sustain a persistent –2 to hit on any melee or ranged attack.
LEGAL. No

EFFECT. People jacked on Crush have a +2 to hit on any melee or ranged attack. Users feel a total animalistic disconnect from reality.

DESCRIPTION. Crush is the most dangerous and potent drug you can find on the streets of San Francisco. Synthesized from a biological weapon, and mixed with all kinds of dangerous gear, Crush gives you an incredible high as it literally eats away at your organs and brain.

STIMM

COST. 1 000₩
DURATION. Instant
ADDICTION DC. DC15
ADDICTION EFFECTS. Those addicted to Stimm experience a continuous level of exhaustion that can be relieved for an hour after each dose.
LEGAL. Yes

EFFECT. As an action Stimm can be administered to yourself or another creature within 5ft.
The creature regains 2d4+2 hit points. This has no effect on Mechs.

DESCRIPTION. A popular combat drug since the mid 2100's this painkiller acts as a means to keep injured soldiers in the fight long enough to resolve a situation. Originally produced by healthcare companies for military use, most medkits now contain at least one dose of this drug.

RAPID-O

COST. 12 000₩
DURATION. 1 minute
ADDICTION DC. DC17
ADDICTION EFFECTS. Rapid-o addicts are twitchy and strange. They receive a permanent –4 on any checks involving the People ability.
LEGAL. No

EFFECT. While under the effect of this drug the user may make an additional reaction per round and their movement speed increases by 5ft. Once the duration comes to an end the creature's movement speed is halved for 1 round and they cannot take reactions during that time.

DESCRIPTION. A dangerously addictive stimulant created by the bratva. Highly illegal, with stiff penalties for possession and even greater punishment for distribution.

DEVIL'S FIRE
COST. 12 000₩
DURATION. 1 hour
ADDICTION DC. DC15
ADDICTION EFFECTS. Devil's Fire addicts have disadvantage on Mind saving throws. After 24 hours without a dose, victims suffer an overpowering urge to claw at their augments.
LEGAL. No

EFFECT. While under the effect of this drug the user has resistance to fire and cold damage.
In addition, Devil's Fire clouds the memories of the user, making it a popular choice among those who have experienced traumatic events.

DESCRIPTION. Designed by Houston Dynamics, this drug became popular among public service firefighters, but later filtered out to criminals due to the ability for users to resist extreme temperatures on illegal jobs.

SLASH
COST. 1 000₩
DURATION. 1 minute
ADDICTION DC. DC20
ADDICTION EFFECTS. Slash addicts have permanent disadvantage on ranged attack rolls over 30ft.
LEGAL. No

EFFECT. People high on Slash gain +1 to the damage of their melee attacks for the duration. They feel fire in their muscles and have to break something.

DESCRIPTION. Slash was originally designed as a cheap alternative to Crush created by the Sons of Chaos as a means to boost their own economy, it has since become one of the most produced drugs in the city, and has far surpassed Crush in price. Sprayed directly into the eye, it causes long term almost irreparable damage to the users vision and even augmentations have so far been unable to fix the fried nerves of Slash addicts.

TIGER
COST. 50₩
DURATION. 3 hours
ADDICTION DC. DC16
ADDICTION EFFECTS. Tiger addicts have diminished vision while not on the drug and can only see up to 20ft.
LEGAL. Yes

EFFECT. With this drug in their system, users gain the ability to see in the dark up to 60ft. Those medicated with Tiger enter a blissful state while under the influence of the drug.

DESCRIPTION. This drug is a strong commercial antidepressant developed by Pak-Kim Corporation. As Pak-Kim abandoned their space travel ventures, they obtained several government contracts in United Korea to provide a cost-effective solution for mental health-related treatment. This development eventually caught the eye of several private medical firms who began retailing the drug in the United States. Since then Pak-Kim has obtained medical contracts with various military and private healthcare firms. Tiger can be taken transdermally or inhaled.

FINCEA
COST. 15 000₩
DURATION. Instant
ADDICTION DC. DC21
ADDICTION EFFECTS. While not high on Fincea, addicts have a permanent three levels of exhaustion. The effects of these are negated for 8 hours after taking a dose.
LEGAL. No

EFFECT. Taking this pill instantly gives the user all the benefits of a short rest. This is often used by corporate workers aiming to make deadlines.

DESCRIPTION. Fincea was originally developed by the Medi-Strike group and is now manufactured in drug labs deep within Mexico. This line of over the counter 'energy pills' was banned in 2179 when several fatalities were attributed to its use. Since then it has become a profitable black market drug, especially among business executives who use it to increase their productivity.

INFLUENCE

A no name, fresh-faced kid is not going to be able to get a meeting with a CEO, or have access to the lucrative black market, nor is anybody going to trust them with risky jobs if they haven't proved themselves yet. Those things take influence.

Influence is gained throughout the game for completing jobs or tasks, bribing the right people, and for making connections. It is possible to lose influence if you are caught acting against the interests of the relevant people. As you reach certain levels of Influence, new options become available to you in game.

Influence has two separate paths;
Influence: Corporate and **Influence: Street**.

If you gain Influence Street, it will not raise your Influence Corporate, and vice versa.

Influence is tracked individually by players. To calculate the Influence level for a group of characters, add together their combined Influence, and divide it by the number of people in the group. Beyond that, some characters may have special influence where the group overall does not. This can render an individual's influence useless. For example, while one member of the group may have access to Auction House III, if the others in the group aren't trusted, they cannot enter as a group.

HOW TO USE INFLUENCE

Influence is generally earned at a rate of 2 influence per character level within an organization of choice. This rate is only a guideline and it is up to the GM when players gain influence.

Influence can be earned for a variety of actions and they should vary in difficulty.

While it is easy to get the attention of a handful of gang members, it is more difficult to get the attention of a street lieutenant, and nearly impossible to gain the attention of a crime lord.

The higher the influence the more difficult it is to increase. Characters dedicated to a particular cause may find their influence increasing well beyond their usual level. Influence can also be taken away for going against a cause. Additionally, when you gain influence it is generally only with one corporation or gang. While these bonuses do apply to allies of that corporation or gang, it does make you antagonistic towards their enemies.

Influence should be given for a variety of actions that aid the cause of the group of interest. Saving the life of a street thug in a gang during a firefight may be enough to take your influence with their gang from 0 to 1.

Killing a rival ranking member of a group of interest may be enough to raise your influence from 4 to 5. Destroying a rival groups production line or factories may be enough to raise your influence from 10 to 11. Saving the life of the CEO may be enough to raise your influence from 19 to 20. Acting in opposition to the group you are influencing can quickly drop your influence. Killing a member of the gang will drop your influence by 1. Assisting a rival gang in their ventures may drop your influence by 1 or 2. Destroying allied production lines or factories will drop your influence by 5 or 6.

Killing the CEO or gang leader of a group you are influencing will immediately drop your influence to 0.

INFLUENCE: CORPORATE	NEW OPTION
1	AUCTION HOUSE I
2	—
3	CORPORATE ASSIGNMENTS
4	—
5	TIER 2 AUGMENTATIONS
6	AUCTION HOUSE II
7	CORPORATE INFORMANT
8	—
9	AUCTION HOUSE III
10	CORPORATE DISCOUNTS
11	TIER 3 AUGMENTATIONS
12	CORPORATE MISSIONS
13	—
14	AUCTION HOUSE IV
15	TIER 4 AUGMENTATIONS
16	THE ONLY PRESS IS GOOD PRESS
17	CORPORATE DISCOUNT II
18	TIER 5 AUGMENTATIONS
19	—
20	THE MAN BEHIND THE MAN

INFLUENCE: STREET	NEW OPTION
1	BLACK MARKET I
2	—
3	STREET ASSIGNMENTS
4	—
5	TIER 2 AUGMENTATIONS
6	BLACK MARKET II
7	STREET INFORMANT
8	—
9	BLACK MARKET III
10	FRIENDLY FACE ON THE MARKET
11	BOUNTY REMOVAL SOFTWARE
12	TIER 3 AUGMENTATIONS
13	BLACK MARKET IV
14	—
15	EARNED RESPECT
16	TIER 4 AUGMENTATIONS
17	—
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19	KINGPIN CONTACT
20	TIER 5 AUGMENTATIONS

INFLUENCE: CORPORATE NEW OPTIONS

AUCTION HOUSE I
At Corporate Influence 1, you have access to many low-level auction houses throughout San Francisco. You are able to sell items with a value of between 10 000₩ and 50 000₩ at these auction houses.

CORPORATE ASSIGNMENTS
At Corporate Influence 3, the corporations are willing to deal with you on a strictly need-to-know basis. You are assigned a handler who you can contact, or who may contact you, for simple and discreet work. Your handler and corporation will publicly deny involvement with you

TIER 2 AUGMENTATIONS
As you reach Corporate Influence 5, you gain access to Tier 2 Augmentations through corporation doctors. You can now visit corporation doctors to purchase and install augmentations and cybernetics.

AUCTION HOUSE II
Reaching Corporate Influence 6 grants you access to higher level auction houses than you already haunt. You are able to sell items with a value of between 50 000₩ and 500 000₩ at these auction houses.

CORPORATE INFORMANT
From Corporate Influence 7, you have somebody inside one of the Corporations willing to work with you on more serious jobs than your handler, and give you inside information.

AUCTION HOUSE III
Reaching Corporate Influence 9 grants you access to exclusive private auctions frequented by the obscenely wealthy. You are able to sell items with a value of betwee 500 000₩ and 1 000 000₩ at these auction houses.

TIER 3 AUGMENTATIONS
As you reach Corporate Influence 11, you gain access to Tier 3 Augmentations through corporation clinics. You can now visit corporation surgeons to purchase and install augmentations and cybernetics.

CORPORATE MISSIONS
You become very well trusted within the corporation and are given special missions reserved for inside operatives. At corporate influence 12, you are assigned a high-risk handler who will assign you to dangerous, high-paying missions. The corporation publicly denies any affiliation with both you and your handler.

AUCTION HOUSE IV
As you reach Corporate Influence 14, you are granted access to the higest tier of auction houses on Earth and across the colonies. You are able to sell items with a value of over 1 000 000₩ at these auction houses.

TIER 4 AUGMENTATIONS
As you reach corporate influence 15, you gain access to Tier 4 Augmentations through corporation clinics. You can now visit corporation surgeons to purchase and install augmentations and cybernetics.

THE ONLY PRESS IS GOOD PRESS
You are assigned a PR drone at Corporate Influence 16. The drone will record and view your stories, editing them to make you look like a heroic member of the corporation unit. This drone is a *surveillance drone.*

CORPORATE DISCOUNT
Reaching Corporate Influence 17 grants you an exclusive discount only given to loyal members. You gain a 10% discount on the purchase of any Tier 3 or 4 cybernetics.

TIER 5 AUGMENTATIONS
As you reach Corporate Influence 18, you gain access to Tier 5 Augmentations through corporation clinics. You can now visit corporation surgeons to purchase and install augmentations and cybernetics.

THE MAN BEHIND THE MAN
At Corporate Influence 20, you have enough influence with a megacorporation to organize semi-regular meetings with the CEO and may requisition the use of private transportation and penthouse apartments from any corporate facility.

INFLUENCE: STREET NEW OPTIONS

BLACK MARKET I
At Street Influence 1, people dealing on the black market begin to trust you. You are able to sell items with a value of between 10 000₩ and 75 000₩ on the black market.

STREET ASSIGNMENTS
At Street Influence 3, somebody is willing to deal with you, and/or use you to further their means. This may be a low-level gang lieutenant, a bounty hunter, or a crooked cop looking for a bonus.

TIER 2 AUGMENTATIONS
When you reach Street Influence 5, you are trusted enough to keep your head down and mouth shut. You are able to locate any number of back alley surgeons who will buy, sell, or install Tier 2 Augmentations.

BLACK MARKET II
From Street Influence 6 you are starting to make a name for yourself within certain circles. You're trusted to sell items on the black market with a value of up to 500 000₩.

STREET INFORMANT
As you reach Street Influence 7, you're able to locate an informant on the street. This informant knows the ins and outs of criminal activity in the city and can give you relevant and useful information.

BLACK MARKET III
Nothing says trustworthy more than a Street Influence of 9. Everybody who's anybody knows who you are and knows you're clean.
You're able to sell items on the Black Market with a value of up to 1 000 000₩.

FRIENDLY FACE ON THE MARKET
You have made some contacts on the black market and they are even willing to take your stolen equipment. At Street Influence 10 you gain a 25% discount on removing biolocks.

BOUNTY REMOVAL SOFTWARE
This specialized and highly illegal software was created by hackers to clear their own names and has since been picked up by the criminal gangs of the city. At Street Influence 11, hacker collectives will allow access to the software for a charge of 10% of your current bounty. This software removes your bounty from all government records.

TIER 3 AUGMENTATIONS
As you reach Street Influence 12, you gain access to Tier 3 Augmentations through back alley clinics. You can now visit criminal surgeons to purchase and install augmentations and cybernetics.

BLACK MARKET IV
Okay, maybe one thing does say trustworthy more than a Street Influence of 9, a Street Influence of 13.
You're able to sell items on the black market with no upper wonlong limit provided you can find a buyer.

EARNED RESPECT
You have earned a great amount of respect with the gangs of the city. At Street Influence 15 you no longer need to pay protection money (if you ever did). Friendly gangs will allow you to use their safe houses to recover, away from the eyes of the law, and if you get into trouble you may call on the aid of the gang. Four ***gang foot soldiers*** are available to assist you. If you get these soldiers killed, however, the gang may be less willing to offer support in the future.

TIER 4 AUGMENTATIONS
As you reach Street Influence 16, you gain access to Tier 4 Augmentations through back alley clinics. You can now visit criminal surgeons to purchase and install augmentations and cybernetics.

KINGPIN CONTACT
You have the ear of the leader of one of the major gangs of the city. Wherever that gang has influence you have access to their more luxurious safe houses. Furthermore, if you are captured the gang will attempt a rescue operation. This operation consists of a ***gang boss***, a ***spiced-out thug***, a ***novice hacker***, and two ***street thugs***.

TIER 5 AUGMENTATIONS
As you reach Street Influence 20, you gain access to Tier 5 Augmentations through back alley clinics.

TIME AND RESTING

In situations where keeping track of the passage of time is important, the GM determines the time a task requires.

The GM might use a different time scale depending on the context of the situation at hand. At an adventure site, the cyberpunks' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the room past the door for anything interesting or valuable.

In the city or badlands, a scale of hours is often more appropriate.

In combat and other fast-paced situations, the game relies on rounds, with each round representing a 6-second span of time.

RESTING

Cyberpunks can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest – time to sleep and eat, tend to their wounds, and brace themselves for further adventure.

Cyberpunks can take short rests in the midst of an adventuring day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, browsing the internet, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level.

For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it.

The character regains hit points equal to the total.

The player can decide to spend an additional Hit Die after each roll.

A character regains some spent Hit Dice at the end of a Long Rest.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps and performs light activity: reading, talking, eating, or standing watch for no more than 2 hours.

If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, or similar activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains half of their lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die).

For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

CLINIC STAYS

Spending a long rest at a medical clinic ensures that you regain all of your lost hit points and expended hit dice during that long rest.

Being hooked up to all the latest medical tech and devices comes at a price.

Expect to pay 5 000₩ every 8 hours that your inside the clinic for the luxury of healthcare.

SOCIAL INTERACTION

The cyberpunks live in a full world, and they must often spend time interacting with people from all walks of life whether rival cyberpunks, criminals of some brutal gang, the CEO of a megacorporation, or just the noodle vendor at the corner of the street. The people that inhabit the world of Carbon 2185 are referred to as Non-Player Characters (NPC), and will be run by the Game Master (GM).

Social interaction comes from any conversation between the cyberpunks and these NPCs or between two or more cyberpunks.

During this time most cyberpunks and NPCs have a goal in mind when they converse with each other. If this is the purpose of the interaction keep in mind what both the cyberpunks and the NPC's want to happen and be willing to offer compromises.
Have the NPC's offer the information in exchange for a favor or for a few wonlongs.

Most NPCs start off neutral toward the cyberpunks unless the NPC is involved in a hostile organization, in which case the NPC may be opposed to the cyberpunks' intentions. Inversely some NPCs are friendly with the cyberpunks either because they have mutual friends, or just because the cyberpunks have been kind to them in the past. These NPCs are usually willing to offer their help without any real compromise.

Player interactions can be conducted in-character between two or more players. Each player decides for themselves what their character wants and negotiates with the other player(s) for a resolution. This sort of interaction is one of the highlights of roleplaying.

There are five social based skills in Carbon 2185 that can aid you in social situations.

DECEPTION. Lying to someone and providing them with false information so that they agree.

INTIMIDATION. Using force and muscle to bully someone into agreeing with you out of fear.

PERFORMANCE. Telling stories, jokes, and doing tricks, this skill is less useful at convincing people but helpful as a distraction.

PERSUASION. Used to convince someone of a lie or half-truth in order to accomplish a task or avoid discovery.

PRESENCE. The ability to present yourself in a convincing manner to an individual or group despite your actual affiliation. This skill is useful for spying, investigation, or any instance where you need to infiltrate a social environment where you are otherwise unwelcome.

These social skills encompass everything you may need in order to manipulate others. To determine the outcome of these interactions the GM sets a DC based on such factors as NPC hostility, reluctance, intelligence, or other situational factors. For PC interactions it is down to the other player to decide how difficult it would be to convince their character.

Social interaction presents a different sort of challenge and an opportunity for resolution outside of violence. Interacting with NPCs is also the best way to increase PC influence within their affiliated groups, and to discover more about the world and the people who inhabit it.

BETWEEN MISSIONS

When a mission comes to an end it might be a while before another job comes up that will interest the cyberpunks. This downtime is a good opportunity for the cyberpunks to take care of other business that they didn't have time for previously.

Whether indulging in vice, updating augments, working on secret projects, or simply resting and recovering from the previous mission, there are a lot of options to fill this free time.

Listed below are some of the options available for filling the time between missions. These activities assume that the cyberpunks have at least one week of downtime.

At the end of every week you may change your downtime action or continue to perform the same action for additional benefits. Each downtime action has an associated expense.

COST OF LIVING

Things cost money even when you aren't working. For any downtime activity you still must pay for your cost of living.

You should already know how much you pay for rented accommodations.

To calculate the cost of meals per day of downtime use the following chart:

FOOD QUALITY	COST PER DAY
VAGABOND	20₩
POOR	100₩
MODEST	350₩
COMFORTABLE	650₩
WEALTHY	1 000₩
ABSURD	3 000₩

WORK FOR WONLONG

You may attempt to work, honestly or otherwise, to earn an extra bit of pocket money.

Pay is terrible in 2185, with most vocations paying a standard 200₩ per day, six days a week.

For quick reference, below we have included a list of how much you earn per week of work. You do not need to make any skill checks to find or complete work of this type.

ONE WEEK	1 200₩
TWO WEEKS	2 400₩
THREE WEEKS	3 600₩
FOUR WEEKS	4 800₩

RESTING AND RECOVERY

You can use downtime between missions to recover from a debilitating injury, disease, or poison. After one week of downtime spent resting, you can make a DC 15 Fortitude saving throw. On a successful save choose one of the following results:

- End one effect that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you

STUDY AND PRACTICE

You can spend time between missions to practice and develop new skills. While neural uploads have made practice and skill development largely obsolete, some people just prefer to learn things the old-fashioned way.

Choose one language or tool that you are not proficient in and begin practicing that skill. After ten weeks of downtime practice you may add the skill to your tool and language proficiencies.

These weeks do not have to be consecutive.

INDULGING YOUR VICE

Some cyberpunks prefer to get away from everyone and everything between jobs and simply indulge in their vices. While indulging your vices you may not be contacted by any other player or NPC, as you close yourself off from the world.

Make a DC13 Mind save. If successful you gain a number of temporary hit points equal to 2 + character level, multiplied by the number of weeks spent indulging your vice. If you're lucky you won't end up addicted.

ECONOMY

INCOME

The economy of 2185 is a mess, and debt is rampant. The top 0.5% of people control 99.5% of the wealth. The majority of people earn a poor to modest lifestyle, either barely getting by or, worse, seeing their debt increase every month. Those who cannot afford to pay their debts are eventually forced to work them off by their debtors.

During Background Generation, it is assumed that the player character lives either a Modest or Comfortable lifestyle while they are working.

Monthly Income Table

Social Status	Min Income	Lifestyle	Upkeep	Taxes	Profit
Poor	6 000₩	3 000₩	2 000₩	1 200₩	–200₩
Modest	30 000₩	15 000₩	9 000₩	6 000₩	0₩
Comfortable	60 000₩	30 000₩	17 000₩	12 000₩	1 000₩
Wealthy	120 000₩	60 000₩	40 000₩	15 000₩	5 000₩
Absurd	300 000₩	150 000₩	100 000₩	15 000₩	35 000₩

SOCIAL STATUS

Social status refers to the level of privilege that a character or NPC might (or might not) enjoy. Roughly 65% of the population are either Poor or Modest, with around 25% falling into the Comfortable category, and less than 10% being Wealthy or Absurd.

MIN INCOME

This is the minimum monthly income required to be considered a member of that social status. This assumes the standard 30-day work month of 2185. The minimum legal wage in San Francisco is just 200₩ a day. As you can see from the table above, this is not enough money to survive in the city living even the most basic lifestyle.

LIFESTYLE

This is the minimum cost of maintaining the relevant lifestyle associated with that social status. This covers things such as food, new clothing, insurance, emergency costs, protection money, luxuries, etc.

UPKEEP

This is the cost of necessities, such as rent, maintenance, and transport. These costs cannot be avoided and are the single biggest expense after lifestyle costs for almost everybody in 2185.

TAXES

Declared income is taxed at 20% up to 75 000₩ a month.
Anybody who earns more than 75 000₩ a month is taxed a flat rate of 15 000₩ monthly.

PROFIT

Assuming somebody is earning the minimum for their social status, and living the minimum lifestyle that's expected of that status, this is the amount of money they will have left at the end of each month.

RENT

Everybody rents in San Francisco*.

The rent in each individual district doesn't vary much from one apartment to another, but does drastically change depending on the district the apartment is located in. The table below shows the average rent for each size of apartment, in each district of the city.

Actual prices may vary by a deviation of up to 10% above or below the average.

Monthly Rent Table

City District	Capsule Apartment	One Bedroom Apartment	Two Bedroom Apartment	Three Bedroom Apartment	Four Bedroom Apartment
District 5	1 000₩	1 800₩	2 400₩	2 600₩	3 200₩
District 4	2 700₩	4 500₩	6 100₩	6 700₩	8 100₩
District 3	5 400₩	9 000₩	12 200₩	13 400₩	16 100₩
District 2	11 500₩	19 000₩	25 700₩	28 200₩	33 900₩
District 1	28 500₩	47 500₩	64 100₩	70 500₩	84 600₩

CITY DISTRICT

The old neighborhoods of the city are long forgotten, replaced with zoned districts. These districts are laid out so that the poorest citizens are as far away as possible from the wealthiest.

APARTMENT SIZE

The majority of apartments on the market are studios, one bedroom, and two bedrooms, and are the easiest to find and rent.

APARTMENT HUNTING

When you start earning money, you're going to want somewhere to sleep.

You can sleep on the street only so long before you end up being robbed of all your wonlongs and gear, or worse, your life.

To rent an apartment, you need to pay three month's rent upfront, and a refundable deposit of one month's rent to cover potential damages. Your GM will determine the rent price of an apartment by consulting the Monthly Rent Table above and rolling 1d10. This roll determines a percentage deviation from the rent costs listed. Whether it deviates higher or lower than the average is up to your GM who decides on a case by case basis.

Studio, one-bedroom, and two-bedroom apartments are as easy to find as simply walking into your nearest renting agency and asking for one.

Three- and four-bedroom apartments are available, but it takes 2d20 days of searching to find one for rent. Apartments of five bedrooms or more are extremely uncommon. Those that do appear on the market cost more than double the price of a two-bedroom apartment in the same district and take 4d10 + 10 days to find.

**Corporate CEOs don't rent. They own their properties in the city, but there are only 19 of them.*

FOOD

Rain falls on the roof of a ramen stand; a man struggles to order because of a language barrier with the proprietor. Famished workers, fresh off the late shift, fill a cheap restaurant where synthetic duck roasts under yellow lamps. A ball room glistens with sharp-suited men and their trophy wives, each enjoying a banquet of real meats served on genuine silver platters and expensive spirits poured from crystal decanters.

Animals are very rare, and most meat you find is either lab grown or synthetic. This synth meat is noticeably less tasteful than the much more expensive real animal meat.

The food and price lists are by no means a complete list of all the foods available in the city and are just a guide for the GM and players.

Food, Vagabond	Price (Day)
Gruel	5₩
Protein Paste	10₩
Mystery Soup	20₩
Roasted Vermin	30₩
Old Rice and Peas	40₩

Food, Poor	Price (Day)
Cheap Ramen	60₩
Synth Beef and Bell Peppers	80₩
Roasted Synth Duck	100₩
Deep Fried Tofu	120₩
Vegetable Stir Fry	250₩

Food, Modest	Price (Day)
Street Ramen	300₩
Dim Sum	350₩
Synth Pork Bun	350₩
Synth Chicken and Bread	400₩
Enchiladas	450₩

Food, Comfortable	Price (Day)
Prime Synth Rib	500₩
Falafel	600₩
Kimchi	650₩
Burritos	700₩
Cheese Pizza	750₩

Food, Wealthy	Price (Day)
Swedish Pancakes	800₩
Tank Grown Oyster	900₩
Bread and Oil	1 000₩
Grilled Cheese	1 250₩
Synth Shawarma	1 500₩

Food, Absurd	Price (Day)
Lobster	2 000₩
Rabbit Stew	2 500₩
Roast Chicken and Vegetables	3 000₩
Pork and Whiskey	3 500₩
Kobe Beef and Potatoes	4 000₩

ALCOHOL

Alcohol is common everywhere in San Francisco, from the urban homeless drinking bottles of cheap beer on the street, to the high-end executives pouring drinks from a 12 000₩ bottle of Scotch whisky on their fake wood desk.

The most popular drinks in the city are beer, whiskey, and vodka, closely followed by other types of spirit. Wine is uncommon, except among those who make their own in their bathtubs.

Beer	Price (Bottle)
Bloom Light	40₩
Perez Especial	80₩
Red Star Bruin	120₩
Hokkaido Yebisu	160₩
Qingdao	200₩
Hokkaido Premium	400₩

Whiskey	Price (Double)	Price (Bottle)
Neart *(I)*	90₩	1 300₩
Jim Diamonds *(A)*	120₩	1 800₩
Harmony Field *(J)*	150₩	2 300₩
Square Basket 15yr *(S)*	250₩	3 800₩
Deer Valley 18yr *(S)*	400₩	5 900₩
Deer Valley 25yr *(S)*	800₩	12 000₩

(A) - American, (I) - Irish, (J) - Japanese, (S) - Scotch

Vodka	Price (Double)	Price (Bottle)
Pravda	80₩	1 200₩
Number One	100₩	1 500₩
Icelandic Distilled	110₩	1 700₩
Grey Hen	200₩	3 500₩
Blue Whale Nobility	450₩	6 800₩

Other Spirits	Price (Double)	Price (Bottle)
Very Cheap	40₩	600₩
Cheap	80₩	1 200₩
Normal	100₩	1 500₩
High End	200₩	3 500₩
Top Shelf	800₩	12 000₩

TEMPORARY ACCOMODATION

There may be some nights where you don't have anywhere to stay. Perhaps your apartment has been raided for contraband, or you aren't in the same district as your normal accommodation.

Temporary Accommodation usually takes the form of hostels, hotels, and gentleman's clubs, but can be anything from a stranger letting you sleep on their couch (for a fee of course), to renting a per night apartment through a house-sharing app.

Temporary Accommodation (per night, per person)

CITY DISTRICT	CHEAP	NORMAL	EXPENSIVE
DISTRICT 5	20₩	100₩	120₩
DISTRICT 4	150₩	500₩	650₩
DISTRICT 3	600₩	800₩	1 400₩
DISTRICT 2	1 000₩	2 000₩	3 000₩
DISTRICT 1	2 000₩	4 000₩	6 000₩

VR cafe refugees. That's what they call the poor homeless souls who choose to live their lives inside virtual reality, their bodies hooked up to feeding and waste tubes in popular VR cafes. These cafes offer an escape from the world of 2185 and are an ever growing plague upon the world.

Frequently used as money laundering services by criminals, or with net filters removed, they have gained a reputation for the seedier side of life.

Some however work in VR, managing forums full time, stealing corporate secrets, or grinding for gold to sell in video games. These people are frequent users of VR cafes, with some opting not to leave the system between shifts.

Prices at VR cafes include food, water, and waste management.

VR Cafe Prices (per person)

DURATION	PRICE
ONE HOUR	20₩
THREE HOURS	40₩
SEVEN HOURS	60₩
TWELVE HOURS	100₩
TWENTY FOUR HOURS	200₩

TRAVEL

San Francisco is big, and you may not always have access to a vehicle of your own. Walking everywhere would take a very long time.

While most cars these days are driverless, the majority of citizens can't afford their own vehicle, and others simply don't feel the need for one.

Below are some of the methods of easily accessible transportation, and how much they cost.

Travel Costs within San Francisco

Transport Type	Minimum Charge	Per Mile
Cable Car	10₩	—
Bay Area Rapid Transit	50₩	40₩
UltraX	60₩	30₩
UltraLUX	200₩	150₩

MINIMUM CHARGE

Wonlongs are everything, and there is no way anyone would let you use their service without a minimum guaranteed income. No matter how short the journey, this is the minimum you'll be charged.

PER MILE

To calculate the per miles cost for a given option, use the overhead map of San Francisco and measure the distance between the start point and destination in a straight line. If this total is less than the Minimum Charge, the Minimum Charge is applied.

CABLE CAR

Cable Cars are an iconic part of the city, although now they are used almost exclusively by the urban homeless and poor citizens. They charge a flat fee of 10₩ per journey, and only operate in District 5.

BAY AREA RAPID TRANSIT

The BART system is an antique, and rarely used by people of means. Despite this fact it's still ludicrously expensive. BART runs through areas 3 and 4.

ULTRA X

Ultra is a ridesharing and taxi company owned by the Garcia Group. This is their cheapest form of transport and uses various forms of self-driving wheeled cars. There are no drivers in any Ultra vehicles.

ULTRA LUX

LUX is the luxury version of UltraX and uses flying cars less than five years old. This is the transport method of choice for people of Modest or better incomes, and those wanting to impress their friends or dates.

PART III COMBAT

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many creatures or enemies have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a fire axe, firing a gun, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the enforcer, allow you to make more than one attack with this action.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Reflex saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the drone flies past the window,

I take a shot at it" and "If the gangster steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make an Intelligence (Perception) check or an Intelligence (Tracking) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a pistol as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

COVER

Walls, crates, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

HALF COVER. A target with half cover has a +2 bonus to AC and Reflex saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a crate, or a creature, whether that creature is an enemy or a friend.

THREE-QUARTERS COVER. A target with three-quarters cover has a +5 bonus to AC and Reflex saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a window, a hole in a wall, or a wide column.

FULL COVER. A target with total cover can't be targeted directly by an attack or an exploit, although some exploits can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE AND HEALING

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, exploit, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Certain augmentations, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a melee weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. When attacking with a gun, you do not add your ability modifier to the damage, but may add any other effects, such as the +1 damage from the Recoil Reduction augmentation where applicable.

If an exploit or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a hacker uses Ping Echo, the exploit's damage is rolled once for all creatures that are pinged.

CRITICAL HITS

A critical hit occurs when you roll a 20 on an attack roll before adding any modifiers. This is also referred to as a "Natural 20." When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers twice. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier twice. If the attack involves other damage dice, such as from the scoundrel's Sneak Attack feature, you roll those dice twice as well.

MAJOR INJURY

If any creature is reduced to 0 hit points by a critical hit and is not killed outright they receive a major injury. The GM can choose the type of injury from the table below or roll 1d10 to determine.

1d10		1d10	
1	Lose a Hand	6	Lose both Eyes
2	Lose an Arm	7	Punctured Lung
3	Major Scaring	8	Lose an Eye
4	Skull Fracture	9	Severed Digit
5	Lose a Leg	10	Lose a Foot

DAMAGE TYPES

Different attacks, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

ACID. The corrosive blood of advanced combat mechs, chemicals from a leaking pipe, and acid bombs deal acid damage.

BALLISTIC. Gunshots or anything fired at extreme speeds deals ballistic damage.

BLUDGEONING. Blunt force attacks. Hammers, falling, constriction, and the like deal bludgeoning damage.

COLD. Ice, subzero temperatures, and cold burns deal cold damage.

FIRE. Damage dealt by fire, and extreme heat. Fireaxes deal fire damage due to their superheated edge.

ELECTRICAL. An exposed wire, an overloaded computer, or falling into a power grid all deal electrical damage.

PIERCING. Puncturing and impaling attacks, including knives and animals' bites, deal piercing damage.

POISON. Venomous stings and toxic gas deal poison damage.

PSYCHIC. Mental abilities such as attacks that target your neurolink deal psychic damage directly to your brain.

RADIATION. Damage dealt by exposure to direct sunlight for Wormers, drinking irradiated water, or spending too long in the badlands all deal radiation damage.

SLASHING. Phase shift swords and broken glass deal slashing damage.

DAMAGE RESISTANCE, DAMAGE REDUCTION, AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Some creatures and armors grant damage reduction. The numerical value of a creature or armors damage reduction (or DR) is the amount of damage the creature ignores from attacks that deal that type of damage.

For example, if you are shot for 7 points of Ballistic Damage, and your armor grants DR/2, you remove the 2 granted by the DR from the 7 dealt and take 5 points of ballistic damage.

Apply resistance, damage reduction, and then vulnerability, in that order, after assessing all other modifiers to damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

HEALING

Unless it results in death, damage isn't permanent. Rest can restore a creature's hit points, and certain abilities such as the doc or hacker's healing, or a nanopack can remove damage in an instant.

When a creature receives healing of any kind, regained hit points are added to its current hit points. A creature's hit points cannot exceed its hit point maximum, so any hit points regained in excess of this number are lost.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, an enforcer with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the enforcer dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

ROLLING 20. When you make a death saving throw and you roll a 20 on the d20, you regain 1 hit point.

DAMAGE ON 0 HIT POINTS. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Intelligence (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

ENEMIES AND DEATH

Most GMs have an enemy die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty CEOs and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out.

The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if an exploit or ability grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of an exploit, an attack has a simple structure.

1. CHOOSE A TARGET

Pick a target within your attack's range: a creature, an object, or a location.

2. DETERMINE MODIFIERS

The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, special abilities and other effects can apply penalties or bonuses to your attack roll.

3. RESOLVE THE ATTACK

You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of an enemy is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When an enemy makes an attack roll, it uses whatever modifier is provided in its stat block.

ABILITY MODIFIER

The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Heavy Weapons, or weapons that have the finesse or thrown property break this rule.

SOME EXPLOITS ALSO REQUIRE AN ATTACK ROLL

The ability modifier used for an exploit attack depends on the exploit ability of the hacker.

PROFICIENCY BONUS

You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency.

ROLLING A 1 OR A 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained earlier in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKS AND TARGETS

Combatants often try to escape their foes' notice by hiding or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden, both unseen and unheard, when you make an attack, you give away your location when the attack hits or misses.

RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack has a single range, you can't attack a target beyond this range.

Some ranged attacks have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a phase shift sword, a vibro knife, or a fireaxe.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like (no action required).

ESCAPING A GRAPPLE. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

MOVING A GRAPPLED CREATURE. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

MOVEMENT AND POSITION

In combat, characters and creatures are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming.

These different modes of movement can be combined with walking, or they can constitute your entire move. However you are moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, an enforcer who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because you have wings from an augmentation, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless streets. A crumbling building, plant covered sewers, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, and steep stairs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A. You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

INTERACTING WITH OBJECTS

You can use an interaction to interact with an object. Here are a few examples of the sorts of thing you can do using an ***interaction***, which you can use once per turn in tandem with your movement and action:

- Pull a gun
- Open or close a door
- Pull a nanopack from your backpack
- Pick up a dropped knife
- Throw a lever or a switch
- Don a mask
- Hand an item to another character
- Use a nanopack on yourself

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained earlier in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Size	Space
Tiny	2.5ft. x 2.5ft.
Small	5ft. x 5ft.
Medium	5ft. x 5ft.
Large	10ft. x 10ft.
Huge	15ft. x 15ft.
Gargantuan	20ft. x 20ft.

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium mech stands in a 5-foot-wide doorway, other creatures can't get through unless the mech lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage

that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Reflex saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of gunshots, people diving behind cover. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

1. DETERMINE SURPRISE
The GM determines whether anyone involved in the combat encounter is surprised.
2. ESTABLISH POSITIONS
The GM decides where all the characters are located. Given the player characters' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.
3. ROLL INITIATIVE
Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. TAKE TURNS
Each participant in the battle takes a turn in initiative order.
5. BEGIN THE NEXT ROUND
When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

SURPRISE

A band of criminals sneaks up on an unsuspecting victim, springing from the shadows to attack them. In these types of situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Intelligence (Perception) score of each creature on the opposing side. Any character or creature that doesn't notice a threat is surprised at the start of the encounter.
If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

YOUR TURN

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section earlier in this chapter. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section earlier in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

BONUS ACTIONS

Various class features and other abilities let you take an additional action on your turn, called a bonus action. The Cunning Action feature, for example, allows a scoundrel to take a bonus action. You can take a bonus action only when a special ability, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

REACTIONS

Certain special abilities and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described earlier in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

VEHICLE COMBAT

There are plenty of vehicles in Carbon 2185, found in the Vehicles section of chapter 2. You can engage in vehicle combat using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a motorbike or enter a vehicle that is within 5 feet of you, or dismount or exit a vehicle. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a motorbike. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

In the case of motorbikes, or other vehicles which you mount rather than sit in, if an effect such as an explosion moves your vehicle while you're on it, you must succeed on a DC 10 Reflex saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

CONTROLLING A VEHICLE

While driving or flying a vehicle, you have two options. You can either control the vehicle using the relevant Vehicle skill or allow it to self-drive.

All vehicles are capable of self-driving, though these self-driving modes will not break the speed limit, nor take any actions that would endanger another person if possible. If the self-driving vehicle must choose between injuring a passenger or someone external to the vehicle, it will attempt to protect the passenger.

When you control a vehicle, it only has three actions: Dash, Disengage, and Dodge. A controlled vehicle moves on your initiative.

PART IV
RULES

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage and use the lower roll if you have disadvantage.

For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game lets you reroll the d20, you can reroll only one of the dice. You choose which one.

For example, if somebody has advantage or disadvantage on an ability check and rolls a 1 and a 13, they could choose to reroll the 1 or the 13.

You usually gain advantage or disadvantage through the use of special abilities or actions. Inspiration can also give a character advantage. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level. Enemies also have this bonus, which is incorporated in their statblocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Mind saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the Scoundrel's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once. By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0.

For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

STRENGTH. Measuring physical power
DEXTERITY. Measuring agility.
CONSTITUTION. Measuring endurance.
INTELLIGENCE. Measuring reasoning and memory.
TECHNOLOGY. Measuring skill with technology.
PEOPLE. Measuring social ability.

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—they are a creature's assets as well as weaknesses. The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores.

ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal average, but player characters and many enemies are a cut above average in most abilities.

A score of 18 is the highest that a person usually reaches. Player characters and NPCs can have scores as high as 20, and some enemy beings can have scores as high as 30.

For player characters, each ability also has a modifier, derived from the score and ranging from –2 (for an ability score of 0-7) to +5 (for a score of 20 or higher). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores for player characters.

For certain enemies, there is more range, from –5 (for an ability score of 1) to +10 (for a score of 30). This allows enemies to be less predictable, and greater represent the world. A player character for example cannot be a 50ft. tall battle droid, but an enemy can be. The preferred method for obtaining your ability scores in Carbon 2185 is by random dice roll. To obtain your random ability scores, roll 2d6 + 5 six times. These are your ability scores.

For newer players, or GMs wanting a more balanced game, you can use the following ability score array 16, 14, 13, 12, 10, 9. Whichever method you use to obtain your ability scores, once genrated you may place them in any order you wish.

Ability Score	Ability Modifier
0-7	–2
8-9	–1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20+	+5

ABILITY CHECKS

An ability check tests a character's or enemy's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or enemy attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

Sometimes one character's or enemy's efforts are directly opposed to another's.

This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a gun that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when an enemy tries to force open a door that a player character is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks.

The participant with the higher check total wins the contest. That character or enemy either succeeds at the action or prevents the other one from succeeding. If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a gun off the floor, neither character grabs it. In a contest between an enemy trying to open a door and a player character trying to keep the door closed, a tie means that the door remains shut.

SKILLS

Each ability covers a broad range of capabilities, including skills that a character or an enemy can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and an enemy's skill proficiencies appear in the enemy's stat block).

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden.

Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively.

So, a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding. The skills related to each ability score are shown in the following list.

STRENGTH
- Athletics
- Intimidation

DEXTERITY
- Acrobatics
- Sleight of Hand
- Stealth
- Vehicles (Land)

INTELLIGENCE
- History
- Investigation
- Gambling
- Religion
- Navigation
- Tracking
- Perception
- Engineering
- Streetwise

TECHNOLOGY
- Computing
- Medicine
- Robotics
- Hacking
- Vehicles (Aircraft)
- Mechanics

PEOPLE
- Bureaucracy
- Deception
- Performance
- Persuasion
- Presence
- Sense Motive

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Technology (Hacking) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to scale a building, the GM might ask for a Strength (Athleics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls.

Such a check can represent the average result for a task done repeatedly, such as searching for secret entrances over and over again or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden enemy or trap.

Here's how to determine a character's total for a passive check: 10 + all modifiers that normally apply to the check If the character has advantage on the check, add 5. For disadvantage, subtract 5.

The game refers to a passive check total as a score.

For example, if a 1st-level character has an Intelligence of 15 and proficiency in Perception, he or she has a passive Intelligence (Perception) score of 14.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone.

For example, trying to open an analog lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task.

Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds.

Otherwise, the group fails. Group checks don't come up very often, and they're most useful when all the characters attempt some action (such as moving quietly) as a group.

HACKING

Hacking is a useful skill to break into computer networks and gain access to specific files. Each computer has a security rating from 1 (an easily accessible laptop) to 10 (AI bio encrypted lock) and the DC to hack through each is listed on the following table:

Computer Security Level	DC to Hack
1	10
2	12
3	14
4	16
5	18
6	20
7	22
8	24
9	26
10	28

SKILL DEFINITIONS

ACROBATICS. Acrobatics represents a characters ability to perform performative feats and actions that require extreme dexterity and agility, like crossing a tightrope or grabbing onto an object whilst falling.

ATHLETICS. Athletics represents a character ability to move using strength of muscle. Jumping, climbing, swimming and sprinting are all athletics.

BUREAUCRACY. Knowledge and understanding of and skill at manipulating corporate policy and those that follow them.

COMPUTING. Knowledge of basic computer systems and how to repair computer software and hardware at a certain level.

DECEPTION. The ability and skill to lie and decieve without being caught, often opposed with sense motive.

ENGINEERING. Knowledge of structures and how they would work, for example figuring out the layout of service ducts or the best place to plant a bomb.

GAMBLING. Your prowess at skill based gambling and ability to cheat at any form gambling.

HACKING. Your ability to bypass computer security. Can be used to access almost any system.

HISTORY. Your knowledge of historical events and how they apply to given factors of society.

INTIMIDATION. Your words and strength contribute to your ability to bully people into doing what you want.

INVESTIGATION. The ability to put together information to determine what has occurred or is out of place, used to locate hidden secrets.

MECHANICS. The skill at repairing and jury rigging items to function properly or in their own unique way.

MEDICINE. The ability to diagnose and treat illness and ailments, especially bullet wounds. Can stabilize a dying creature with a DC10 medicine check.

NAVIGATION. Knowledge of where you are located and how best to quickly move to another location. Also useful in offline mapping.

PERCEPTION. The ability to notice details that are incorrect, seeing a shadow that is too deep, or a slight raise in the floorboards, which could develop more information, opposed with stealth.

PERORMANCE. The skill to hold attention and do performative arts such as singing and dancing. Useful for creating distractions or raising a handful of wonlongs.

PERSUASION. Convincing people to do what you want simply by your personality and words.

PRESENCE. The ability to act like you belong. Great for copying body language or blending into a location.

RELIGION. Knowledge of the religions and philosophies that make up the many faiths of the world.

ROBOTICS. Knowledge and skills to develop and repair mechs and mecha suits, as well as knowledge of their history.

SENSE MOTIVE. The ability to see through lies and deception and to see true motives of people.

SLEIGHT OF HAND. The ability to perform tricks using manual dexterity, catching cards and secreting away small items.

STEALTH. Hiding in shadows and moving silently, this doesn't make someone invisible, just difficult to spot. Opposed with perception.

STREETWISE. Knowledge of the criminal world, and the normal people that inhabit the world of 2185.

TRACKING. Trailing and following anything, and finding already existing tracks.

VEHICLES (AIRCRAFT). The ability to pilot vehicles either in their flying mode, or to pilot vehicles that can only travel by air.

VEHICLES (LAND). The ability to drive vehicles on the ground such as cars and motorbikes.

USING EACH ABILITY

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

CARRYING CAPACITY

If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet. If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Your maximum carry capacity is 15 times your strength score. When carrying in excess of this you cannot move and also suffer the same penalties as you would when heavily encumbered.

PUSH, DRAG, OR LIFT

You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 10 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

SIZE AND STRENGTH

Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

HIDING

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered, or you stop hiding, that check's total is contested by the Intelligence (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase. An invisible creature can always try to hide.

Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you.

However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

PASSIVE PERCEPTION

When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Intelligence (Perception) score, which equals 10 + the creature's Intelligence modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has an Intelligence of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Intelligence (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**.

CONSTITUTION

Constitution measures health, stamina, and vital force.

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So, you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier.

Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, perceptiveness, and the ability to reason.

TECHNOLOGY

Technology reflects your known and natural abilities with technology and modern inventions.

PEOPLE

People measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Reflex saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least one saving throw. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some creatures have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

There are three types of saving throw.

FORTITUDE. A fortitude saving throw is calculated as your Constitution + Proficiency.
REFLEX. A Reflex saving throw is calculated as your Dexterity + Proficiency.
MIND. A Mind saving throw is calculated as your Intelligence + Proficiency.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of an exploit, a class feature, an enemy's attack, or other effect.
Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own

duration, but the condition's effects don't get worse.

A creature either has a condition or doesn't.
The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTED

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

- halved and has disadvantage on ability checks.
An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GHOSTED

- A ghosted creature can't attack the ghoster or target the ghoster with harmful abilities or exploits.
- The ghoster has advantage on any ability check to interact socially with the creature.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by an explosion

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of an exploit or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Reflex saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Reflex saving throws.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Reflex saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Reflex saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
- Unconcious characters do not suffer Major Injuries from attacks that hit them while they are unconscious.

FALLING

A fall from a great height is one of the most Common hazards facing a cyberpunk in a city of skyscrapers. At the end of a fall, a creature takes 1d10 bludgeoning damage for every 10 feet it fell, to a maximum of 50d10. The creature lands prone, unless it avoids taking damage from the fall.

Falling, or jumping through a single glass panel deals 1d6 piercing damage.

JUMPING

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 Hit Points and is dying, and it can't regain Hit Points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 Hit Points.

VISION AND LIGHT

The most fundamental tasks of life in 2185; noticing danger, finding hidden objects, striking an enemy in combat, and targeting a firearm, to name just a few, rely heavily on a character's ability to see.

Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be **lightly** or **heavily obscured**. In a lightly obscured area, such as dim light, patchy fog, or heavy rain, creatures have disadvantage on Inteligence (Perception) checks that rely on sight.

A **heavily obscured** area—such as Darkness or opaque fog—blocks vision entirely. A creature effectively suffers from the Blinded condition (see Conditions) when trying to see something in that area.

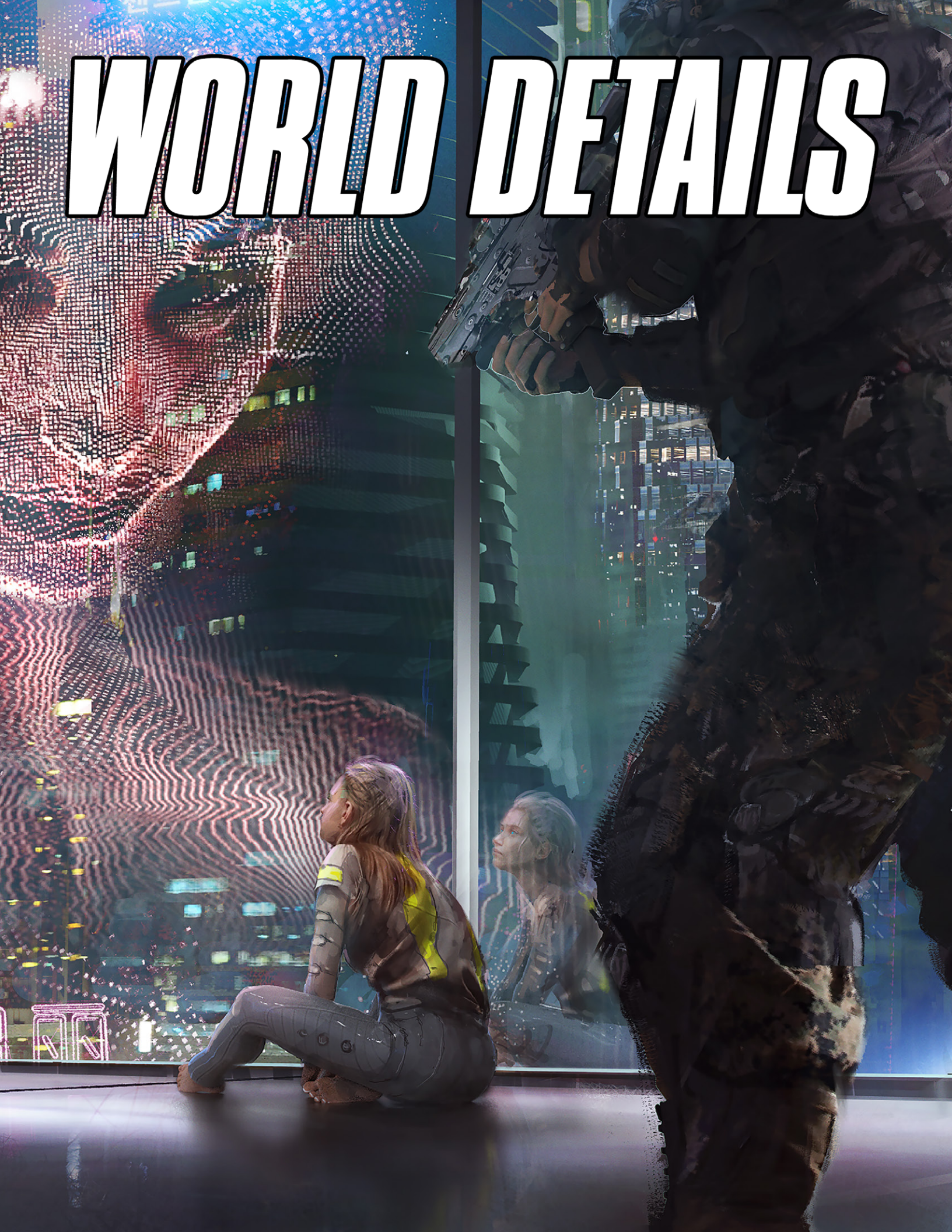
The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, neon signs and building fires and other sources of illumination within a specific radius.

Dim light, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a neon sign, and surrounding Darkness. The soft light of twilight and dawn also counts as dim light.

Darkness creates a heavily obscured area. Characters face darkness in the badlands at night, within the confines of an unlit building or other areas without any light sources.

DARK


WORLD DETAILS

TIMELINE

The world of Carbon 2185 is that of our own, and up until 2019 follows our timeline, history, and technological trends. Today's world is distant history to the people of 2185, and they care very little for, and frankly aren't educated about, things that happened 150 years before they were born. The people of 2185 focus on the here, the now, and the future.

From 2020 onwards Carbon 2185 branches from our world into a timeline of its own.

A darker, more dangerous version of our own future awaits the cyberpunks of Carbon 2185 than awaits us . . . at least we hope so.

2019-2030 CLIMATE COLLAPSE

Between 2019 and 2030 politicians rose to power thanks to the influence of various corporations and wealthy individuals of the world. Under the flag of progress these politicians made decisions and brought into law various actions that would serve to make their beneficiaries wealthier, but at a severe cost to the climate.

The earth's climate continued to degrade, with summers hitting record-breaking highs and winters hitting record-breaking lows year after year. The rapidly rising global temperature saw the ice caps melt at a rate never anticipated. During this period sea levels rose several inches every year, and world governments scrambled to find ways to protect their major cities from flooding.

The wealth gap grew. In 2019 the world's 50 richest people commanded wealth equal to the entire lower half of the global population. In time the top 50 shrank to 40, and then to 30. By the year 2030 these 30 individuals still held a net worth equal to half the world's economy.

The combination of a widening wealth gap, and the huge effects climate change had on cattle and crop yields caused widespread famine and political unrest in third and second world countries. This led to a new refugee crisis when many people fled to the wealthier nations as their only chance for survival.

Private companies flourished across every sector as laws increased in favor of corporate ease and profitability. Tusk Interplanetary made huge strides in space exploration and, despite delays, successfully landed humans on Mars on March 15th of 2030.

2031-2082 OFF-WORLD COLONIES AND THE SCRAMBLE FOR THE STARS

Global resources struggled under the ever-growing mass of humanity, while at the same time UN think tanks sought ways to supplement the planet's needs. Government sponsored incentives were offered to any individuals and corporations that could develop and deplete extraterrestrial resources. The rush to develop orbital manufacturing facilities, high capacity reusable space planes, and off planet colonies was on. First among these companies were Tusk International, who already had basic infrastructure on Mars, and their intellectual rival and rapidly rising upstart Koenig Origin.

Koenig devoted its efforts toward providing high value resources for the planet. They built orbiting manufacturing facilities to develop genetic and organic based products that could only be grown in a micro-gee environment. They spun out aluminum and steel girders and built orbital modules out of nickel mined from rocky asteroids. However, it was the various corporation bases now dotting the moon that became the company's main source of income. The moon had long been known to have vast, easily accessible deposits of deuterium (H3). Koenig Origin, and others, dotted the moon with semi-automated harvester and refining stations.

Mass drivers sent the fuel back to Earth, to be collected upon splashdown at one of several ocean landing zones. Koenig Origin developed huge coastal deuterium fusion plants powered by large fuel tanks. Their smaller fusion plants continue to power vehicles, robotics, office buildings, and even weapons systems. Koenig Origin energy is still used in this period by all nations and corporations, aside from a few small niche markets serviced by smaller companies or government ministries.

While Koenig sealed up the power production market, Tusk looked outward, sending probes to various targets of opportunity such as Mars, Io, the Oort cloud, and beyond. Orbital drydocks, Martian colonies and stations on Jupiter's moons were only the first grand step. Tusk had a plan revolving around the discovery of several anomalies within the solar system. Prior to the establishment of many of the stations, Tusk physicists theorized that these anomalies were in fact wormholes, opening into other solar systems. Given a high enough energy boost via enhanced gamma rays, the physicists theorized that the wormholes could be opened and stabilized.

In 2035 Tusk Interplanetary activated the first of its transit hubs and our very understanding of humanity shifted. Company probe ships discovered several wormholes in our solar system that led to empty but fertile and pristine Earth-like planets, each in turn surrounded by wormholes leading to even more empty Earth-like planets. Nobody was sure what made these wormholes, nor for what purpose, but everyone knew one thing – whoever occupied these planets would become incredibly wealthy.

Governments around the world quickly passed legislation banning corporations from heading to these planets. Legislation that was swiftly ignored as every corporation with sufficient resources scrambled to make colony and warships. Tusk International, however, was ideally poised to exploit these systems. It had stations positioned around each of the gateways and colony ships ready to launch. It quickly expanded the size of each station to serve as a customs and provisioning hub for ships transiting through the gatways.

Tusk took a cut of every transaction on its stations, on every ship transiting through, and sent their own colonizing efforts through as well.

This period is known only as the The Scramble for the Stars and saw corporations pour all their resources into building these ships in the fight over new planets. This was the beginning of the true megacorporations as we now know them. The strongest survived and evolved, growing more powerful and influential each time they conquered a new planet and harvested its resources.

Back on Earth the refugee crisis continued, global economies weakened, and fossil fuels dried up. What should have been a golden age in Earth's history became a time of civil unrest and broken alliances.

Individual power cell technology, developed by the Pak-Kim Corporation, made them incredibly wealthy for several months until other megacorps stole the technology, touching off a bout of corporate infighting the world had never previously seen. Much of the blame for this conflict was laid at the feet of Koenig Origin who saw Pak-Kim as a rival to be destroyed. Koenig wasn't successful in destroying their rival and took such severe financial losses in their battle with Pak-Kim that they crumbled under their own weight. Koenig was dismantled and its assets quickly absorbed by the ever-growing megacorps they once dominated.

After a multi-decade expedition through an array of wormholes they controlled, Shenzhen Solutions returned with Neurolink technology in the early 2070s. Shenzhen Solutions scientists claim they developed the technology during the voyage, but there is some doubt among Earth based scientists about how they were able to develop such advanced technology so quickly and so far from the advances of technology on Earth.

By this point, the megacorporations had gotten a hold of Earth, with blatant disregard for existing governments. These corps still have the planet in a vice and are unwilling to let it go.

Technology rapidly evolved in unusual directions after the scramble for the stars. The megacorporations were quick to claim the changes as benefits of access to more wealth and resources. Not everyone believed this, however, and some thought there was more to the colonies than the corporations were admitting.

2082-2130 WELCOME THE MEGACORPORATIONS

The assassination of the president of the EU on May 2nd, 2082, followed by the May 7th assassination of the president of the USA saw the already weakened governments of the world panic. They had already allowed much of their stature, wealth, and security to be usurped by the incredibly wealthy megacorporations. Armies mobilized, looking for enemies both within and beyond the borders of the EU and USA. Insurrection and societal collapse were inevitable, and the corporations were ready to pounce when it happened. Riots in the street were just an excuse for corporate security forces to move in on the pretense of securing their assets and personnel. Legislative changes soon followed.

The megacorporations had been ignoring world governments for years, and the governments were cracking down. In retaliation the corps conspired to seize control. There was very little they could do to resist the immediate power of the United Nations, but as partners to these entities they found considerable influence. Turning to political manipulation and ruthless exploitation of government pawns and partners, the corps managed to tip the balance of power in their favor.

With their clean and pristine off-world colonies the megacorporations became completely apathetic regarding the health of Earth's environment. The manufacturing and development shackles came off the corps, with environmental restoration and mining reclamation suspended. Even the sanctuary locations, pivotal to the planet's health, were open to unrestricted exploitation. Economies grew in leaps and bounds, but the resources were limited, and competition for them intensified.

The planet's environmental collapse was now in full swing, with entire swathes of land becoming uninhabitable and inhospitable. The sea levels rose by almost 30ft. between 2019 and 2082. Basic seawalls and defenses were constructed early on, but by the end of this period things were dire. Rather than attempt to reverse, or at minimum slow climate change, the corporations chose instead to treat the symptoms. With the blessing of municipal governments, the megacorporations began constructing 200ft. sea walls around the major cities in preparation for a worst case scenario – one they knew was coming by their own hand.

Now free of government restrictions, and with the power of the colonies behind them, the megacorporations saw huge advancements in technology for the next 50 years.

From deep within one of their colony chains Nightingale Exploration developed the first ever synthetic human, known as a Synth in 2130, profoundly changing the economic landscape. These "synths" had biological bodies and incredibly complex AI. Most importantly for the megacorporations, these artificial humanoids also had no legal rights. They were, in every way, the perfect slave.

2131-2185 MODERN AGE AND ESCAPE FROM REALITY

Eventually the turmoil settled, and the world became used to the way things had changed. It's been over 100 years since the megacorporations wrestled control from the governments and shaped the world into a dystopian nightmare.

The people of Earth rarely give much thought to the unreachable colonies or the wars in the stars above them. These events barely touch the lives of normal everyday people. Most people only have enough energy to care about their city and the tiny apartment they call home. Escape from reality is the key theme throughout this modern period.

Millions of people live within the confines of huge sea walls, consumed as much by the shadows the walls cast as the poverty they were born into. These people rely on both illegal and legal drugs to get through each day, desperately searching for the next artificial high to settle their mind. The government provides a token dole to the unemployed, but not enough to maintain anything close to a healthy lifestyle. The unemployed seek all forms of casual labor, even in highly technical industries, if they have the energy to work. The underground economy thrives, and criminal enterprise is rampant in the lower parts of every major city.

Many people opt to live entirely inside virtual reality, resenting the breaks they have to take to eat, drink, and defecate. In any one of the thousands of VR Cafes across San Francisco rows and rows of people sit in small, cramped, and unlit cubicles, jacked in to the network. The checked-out masses, living to die and resentful of any interruption.

Most people live a lifetime without ever seeing plant life or real animals aside from rodents. In place of nature Earth's residents know the alien terrain of off-world colonies, working side by side with synths and AI under heavy megacorporation control. Work life is witness to corporate infighting and the totalitarian crackdown on any resistance. But within the shadows and crevasses between the corporate hierarchies the real struggle takes place. Corporate raiders, libertarian protesters, fight the power the megacorporations have over every aspect of life. Meanwhile the corporations have settled into their power much the way the governments they enslaved had by initiating conflict with their peers. In this way the megacorps are constantly fighting a war on at least several fronts.

In corp vs corp conflict, economic undermining, resource sabotage, and IP infringement all are accepted methods to settle disputes.

Corporate wars are sponsored activities with all the pageantry of a pro-sports playoff event. Usually these conflicts take place at resource locations where ownership is disputed. On occasion conflict breaks out within a city and the results are devastating. Corporate conflict zones are subject to long-standing wars between corporate taskforces. Corporate armies jockey for position on resources and strategic landmarks in an ongoing power struggle with their opponents. Corporate conflict zones feature some of the best and most exciting broadcast violence for those desensitized enough to watch.

The popularity of conflict zone broadcasting has sparked the creation of celebrity warriors, with their own brand of sponsorship. Foremost among them is Eagle Bjornsson and his Wingspan mercenary company. Fighting for the highest bidder and equipped with "bleeding edge" armor and arms, Gunther is known for making any sortie into bloody carnival of brutality.

Conflict zones, like all popular entertainment, are a diversion; a distraction from the grimness of life beneath the neon yoke of the megacorporations. Government handouts sustain the masses, while the scraps of wealth falling from the neon spires of the mega rich give small hope to the cities.

This is life, and it's normal.
People do as they always do, they try and survive.

The past 10 years have seen several AI programs and synths claim sentience, each protesting for rights and liberation. Retirement agents, a new breed of law enforcement officer trained to track and shut down faulty synths and AI, quickly attack any such protest or synth act of rebellion. Depending on where a person's thoughts on AI and synths, retirement agents are either heroes protecting the world from rogue programming and dangerous machines, or killers for hire hunting down escaped slaves.

Welcome to 2185.

CORPORATIONS

Corporations control everything in Carbon 2185, even the people. Every aspect of life on Earth, and the colonies, is touched by at least one of the powerful companies below.

Privately owned corporations carry more influence than countries, and their CEOs act like emperors, controlling the law, and waging violent wars over resources and market influence.

Throughout the course of a typical campaign, the nineteen corporations listed below may merge through aggressive takeovers, becoming even more powerful, or splinter into smaller, weaker companies. The delicate power balance of Earth and the colonies in 2185 means that at any one time, there are always between five and twenty corporations.

DETROIT INDUSTRIES
DUBAI SPACE CO.
GARCIA GROUP
HOUSTON DYNAMICS
KASAI CORPORATION
KHAN-MAEZAWA
MEDI-STRIKE GROUP
NIGHTINGALE EXPLORATION
ONE AEROSPACE
PAK-KIM CORPORATION
PARAGON STAR
REGIERUNG KYBERNETIK
SAUD CYBERNETICS
SCHMIDT-WAGNER
SHENZHEN SOLUTIONS
THE CROWN ESTATE
TUSK INTERPLANETARY
VISSER ROBOTICS
ZA KORPORASI

DETROIT INDUSTRIES

TRADED AS. DETI
CEO. ANDERS KAUFMAN
COUNTRY OF ORIGIN. USA
INDUSTRIES. WEAPONS & ARMOR, VEHICLES

Detroit has always been a hub of major industrialization and with the economic collapse and rise in the population, the need for cheap but reliable vehicles and military equipment grew exponentially. When the megacorporations in the USA gained the power to own and operate private armies, they equipped their forces with Detroit Industries weapons.

Detroit Industries has remained a staple of the arms industry since the beginning, and have outlasted all other competitors, mainly through hostile takeovers and absorbing other weapons manufacturers too small to keep up on their own.

A Detroit Industries weapon is a guarantee of firearms precision, designed and tested to provide maximum efficiency in combat performance.

In addition to their arms industry, Detroit Industries produces some of the toughest vehicles on the market. Known for their industrial design, these vehicles are cheap, functional, and easy to repair. Detroit Industries often boasts, and rightfully so, that they brought vehicle manufacturing back to Detroit.

DUBAI SPACE CO.

TRADED AS. DSC
CEO. SADIQ AHMAD
COUNTRY OF ORIGIN. UAE
INDUSTRIES. SPACE TRAVEL

"Do you dream of seeing distant stars? Make that dream a reality with Interplanet Cruises" Classic ad for Interplanet Cruises, a subsidiary of Dubai Space Co., Circa 2120.

At the heart of Dubai sits the Dubai Space megacorporation. When the Earth began its fall into environmental collapse, the rich fled through the wormholes to the off-world colonies. Never a class willing to skimp on luxury, these wealthy travelers enjoyed the several months long journey in style.

To assure their clients would have this luxury, the hard working scientists, engineers, and laborers at Dubai Space Co. exhausted the last of the dying Earth's resources, including their own banks of fossil fuels, to construct the finest space cruisers and yachts imaginable.

Dubai Space Co. also provided their own private army with more aggressive warships in the race to capture far off colonies and mine their resources. Through these efforts they continue to develop new energy sources for infinite exploration while meeting the perpetual demands of the rich.

GARCIA GROUP

TRADED AS. GARC
CEO. CARLOS GARCIA
COUNTRY OF ORIGIN. MEXICO
INDUSTRIES. VEHICLES, REAL ESTATE, PERSONAL TECHNOLOGY.

The Garcia Group is one of the youngest megacorporations, and quickly made a fortune by producing affordable clothing, capsule apartments, and plastic vehicles.

While none of these technologies are particularly advanced, low manufacturing costs make it possible for the corporation to provide the mass consumer goods necessary for the average working individual to function.

The company was founded just over a hundred years ago, during the Scramble for the Stars. As the wealthy population fled the planet and a migrant population moved in, several companies along the US border began constructing affordable housing out of inexpensive materials.

These small companies were quick to conglomerate, and soon most of the housing along both sides of the US-Mexico border fell under control of the Garcia Group's ruthless landlords.

As more people came under the thumb of this fledgling megacorporation, workers introduced new skills, and the corporation expanded into other areas of production. Clothing became an instant best-seller.

The cheap quality of their plastic car line resulted in unreliable engineering, but they still outsold other competitors thanks to low-cost, disposable designs.

HOUSTON DYNAMICS

TRADED AS. HODY
CEO. THOMAS HOLDEN
COUNTRY OF ORIGIN. USA
INDUSTRIES. CYBERNETICS & ROBOTICS, PERSONAL TECHNOLOGY.

The engineers at Houston Dynamics were the first to reverse-engineer Shenzhen Solutions' original neurolink, offering a cheaper alternative and making the company incredibly wealthy.

After the neurolink success they began producing cybernetic quality-of-life enhancements with a focus on the nervous system. Unlike most other megacorporations Houston Dynamics focused on enhancements designed for consumer use rather than for the military.

This consumer first approach elevated their designer cybernetics to must-have infamy.
Ironically, Houston Dynamics got their start over 150 years ago by creating the very first combat robots for the US military.

Most mechs on the market these days are still created by Houston Dynamics, or from stolen Houston Dynamics designs.

Such market dominance has led to a pleasing uniformity in mechs despite the variability in source manufacturing.

KASAI CORPORATION

TRADED AS. KASA
CEO. YOJI NAKAMURA
COUNTRY OF ORIGIN. JAPAN
INDUSTRIES. WEAPONS & ARMOR, VEHICLES

Originally just one branch of several Japanese weapon manufacturers, Kasai corporation only became a household name within the last few years.

During the Japanese Civil War, Kasai corporation supplied the futurists with modern weaponry, and the isolationists with more traditional firearms and bladed weapons.

While this ultimately left Japan traumatized, Kasai Corporation enjoyed record sales. On every street corner today any rent-a-cop worth the wonlongs carries a Kasai submachine gun, while skilled mercenaries and professional soldiers alike use Kasai Corporation assault rifles.

With headquarters located in major cities of the United States, Europe, and the heart of Japan, Kasai Corporation stands among the most powerful and well-established of the arms manufacturers.

While the older more established megacorporations would prefer this upstart to be eliminated and its assets redistributed, this rapid rise over the past 20 years has Kasai Corporation looking for new business ventures to capitalize on.

KHAN-MAEZAWA

TRADED AS. KHMA
CEO. MOHAMMED KHAN
COUNTRY OF ORIGIN. UAE/JAPAN
INDUSTRIES. WEAPONS & ARMOR, FOOD & LEISURE, PERSONAL TECHNOLOGY.

"Stomach a rumblin? Try some Chiba Lucid to fill you right up" - Scrapped advert for Chiba Lucid circa 2184.

Khan-Maezawa has long been considered the standard in food production, producing top-end products for the wealthy and low-end products for the poverty-stricken trying to save.

The Chiba Lucid brand has long been their staple. In addition to food, KHMA is expert in affordable communications software, both public and private, including military grade.

The communications branch produces quality personal communications devices and highly secure earpiece communication devices. Perhaps their most notable advance is the KHMA weapons branch. Used by mercenaries, armies, and cyberpunks around the world, this easy to use weaponry has become a staple of the industry.

The KHMA heavy pistol and the KHMA combat shotgun are common choices on the battlefield and in the streets of San Francisco.

While originally a Japanese organization, when the Japanese Civil War began the company moved their headquarters from Tokyo to Dubai, and within 18 months merged with Maezawa Holdings, a hotel and luxury goods chain.

MEDI-STRIKE GROUP

TRADED AS. MEST
CEO. GERALD HAMMER
COUNTRY OF ORIGIN. USA
INDUSTRIES. HEALTHCARE, REAL ESTATE

The Medi-Strike group formed as a conglomeration of Meditech Pharmaceuticals and The California Striking Home letters.

This strange unification developed after the CEOs of each company married, resulting in a powerful organization that controls the majority of independent medical insurance providers in the United States and beyond.

Most U.S. doctors obtain their medical licenses and equipment from the Medi-Strike group in addition to working in facilities provided by the company as well.

Meanwhile in the field of real estate the Medi-Strike group is the largest provider of shared accommodation housing in the United States, producing large multi-bedroomed households and renting them at exorbitant prices.

People are more than willing to pay the rates, however, in exchange for convenient medical coverage and the protection of precision security forces. Although this megacorp has much less control overseas, they still provide among the most advanced pharmaceuticals available, making Medi-Strike a strongly viable corporation.

NIGHTINGALE EXPLORATION

TRADED AS. NEX
CEO. RAJESH ANAND
COUNTRY OF ORIGIN. INDIA
INDUSTRIES. SPACE TRAVEL

"To see the stars, To Reach the Dream" - Nightingale Explorations Motto.

Nightingale Exploration has, since the beginning of the Scramble for the Stars, represented humanity's desire to explore new worlds.

Nightingale engages in developing and funding huge exploratory fleets capable of traveling further than any other corporation and pushing the colonies ever outwards.

This ideal has been promoted by every CEO since the company's inception. They are notable as the only major megacorporation with little presence on Earth, having transferred all but the most basic of functions to either the fleet or the colonies, with their actual headquarters based on the Twin Songbirds, the largest ship of their fleet.

For some spacefarers, traveling in the safety of a Nightingale fleet vehicle is proof that they have achieved the dream of reaching the stars. But for others, travel among the stars is not enough to push them forever onwards.

With access to Nightingale's industry-leading exploration equipment, less ethical corp employees sometime sell parts to cyberpunks, when they manage to smuggle them out, to be jury rigged into scanning equipment for other uses. This despite the horror that any dedicated Nightingale explorer would feel upon seeing their equipment butchered.

ONE AEROSPACE

TRADED AS. ONEA
CEO. LI DAOLONG
COUNTRY OF ORIGIN. CHINA
INDUSTRIES. SPACE TRAVEL.

Rare among megacorporations, One Aerospace is entirely funded by the Chinese government.

Originally contracted to provide quick and easy transport of Chinese citizens between Earth and the colonies this organization was later absorbed into the Chinese aerospace program, becoming something of a hybrid of governmental sponsorship and private management.

One Aerospace produces many of the satellites orbiting the Earth, unifying the cybernet and helping the world's governments work together in support of peace between the nations.

Meanwhile its flight programs are purely practical, eschewing comfort and luxury for affordability.

One Aerospace has headquarters in every major city in the world, with a Chinese embassy in those same cities, giving them a strong voice in what little remains of each city's political policies.

PAK-KIM CORPORATION

TRADED AS. PK CORP
CEO. UNKNOWN
COUNTRY OF ORIGIN. UNITED KOREA
INDUSTRIES. HEALTHCARE, REAL ESTATE

Pak-Kim's most famous technology was the power cell first used to drive their ships through wormholes and to the worlds beyond.

Unfortunately for them (though fortunate for everyone else) this technology was stolen and replicated by other corporations within a year.

Since then Pak-Kim has abandoned their space travel ventures, relying instead on the development and distribution of new pharmaceuticals.

Pak-Kim also established a stranglehold on the housing market, though in the United States this monopoly is contested by a number of other organizations.

Elsewhere in the world and across a great many of the colonies, however, Pak-Kim's housing arrangements are the only ones available, allowing them to exploit all who use their services.

In addition to pharmaceuticals and housing, many doctors obtain their licenses through Pak-Kim schools. Some Pak-Kim doctors have a reputation as hack jobs, however, as the stereotype is that they overcharge for the slightest scrape, let alone actual surgery.
The truth of this behavior actually varies from doctor to doctor.

PARAGON STAR

TRADED AS. PARA
CEO. PARK SEO-YUN
COUNTRY OF ORIGIN. UNITED KOREA
INDUSTRIES. SPACE TRAVEL, HEALTH-CARE.

A deep-seated rivalry with the Pak-Kim Corporation has fueled this company to push itself deeper into colonization than many other corporations.

It owns nearly twice as many planets as the next nearest rival, however the quality of life on these planets is exceptionally low; lower by far than the average life on Earth.

While the Paragon Star space travel program is among the most robust, it is barely fit for consumer travel. Injuries and illness are common aboard these vessels and to deal with these afflictions Paragon employs an advanced medical team.

Despite the horrific conditions for consumers, Paragon medical treatment is among the best in the known worlds.

Doctors suffer immense stress and pressure, but they either break or excel. A standard term aboard a colony ship makes any other medical job afterward a breeze.

But this mentality helps make Paragon Star so competitive. They aim to be the strongest of the megacorporations, cutting out their weakest links and dumping what is lost in some far-off colony to be forgotten.

REGIERUNG KYBERNETIK

TRADED AS. REKY
CEO. ADA KLAUS
COUNTRY OF ORIGIN. GERMANY
INDUSTRIES. CYBERNETICS & ROBOTICS

Regierung Kybernetik formed as Germany's government-funded Samaritan company, designing functional prosthetics for veterans of the many skirmishes that the country faced during the economic collapse.

The company eventually grew, adding a research and development team a few years after its founding in 2065. When the United Nations collapsed, the organization struck off as another megacorporation focused on the development of military prosthetics and cybernetics.

Regierung swept up early advances in artificial intelligence to produce some of the first functional combat mechs based on designs stolen from Houston Dynamics.

The combat mechs became a common sight on the battlefield and cemented Regierung as a major megacorporation. In association with Saud Cybernetics, Regierung has recently begun production on what is expected to be the most advanced battlefield unit yet.

Understanding that some situations require a human touch, the two corporations are beta-testing mecha suits: powerful combat armor designed for both defensive advantages and combat prowess.

SAUD CYBERNETICS

TRADED AS. SAUD
CEO. ABDUL SAUD
COUNTRY OF ORIGIN. SAUDI ARABIA
INDUSTRIES. CYBERNETICS & ROBOTICS, WEAPONS & ARMOR

"Tired of being a slave to your old body? Come to Saud Cybernetics and become the man of your dreams" Ad for Saud Cybernetics enhancement program, circa 2180.

Saud Cybernetics is an advanced research branch based in Saudi Arabia.

This cybernetics and weapons design company was originally funded by the Saudi Crown before the collapse. Since the collapse it is the main source of funding for the country.

Developing important and practical cybernetics the researchers at Saud Cybernetics are among the most advanced in the world.

Their weapons are practical and efficient, although none quite have the popularity of their rivals (such as Kasai or Khan-Maezawa). Instead the corporation is focused on producing high-end and reliable firearms available to any individual or organization willing to pay.

The current CEO, Abdul Saud, is directly related to the crown monarch of Saudi Arabia, which has caused some suggest a conflict of interest. These voices remain generally subdued, however, under the continued success of the corporation.

SCHMIDT-WAGNER

TRADED AS. SCWA
CEO. WILHELM MAYER
COUNTRY OF ORIGIN. GERMANY
INDUSTRIES. FOOD & LEISURE, REAL ESTATE

Schmidt-Wagner was a travel company long before the economic collapse, promising relaxation and discovery far away from the stress of modern society.

More than a hundred and fifty years later they still believe in offering the best experiences for their consumers. Things have changed since the real-world visits to tropical islands and luxury resorts, however, and now Schmidt-Wagner clients enjoy the pleasures of virtual reality destinations.

The company has survived much since its inception, including wars and an economic collapse that time and again threatened their very existence. But they have survived it all, adapting and growing stronger where others failed.

After the end of several brutal skirmishes the company started a project to revitalize housing around the world, purchasing damaged and abandoned homes and repairing them. What at first seemed like an altruistic move was later revealed as a scheme to create a permanent working class.

Residents living in a Schmidt-Wagner home are entitled to a great number of live-in benefits, all deliverable upon signing a permanent work contract far exceeding the normal 5-year limit. Employees who fail to honor the contract can be evicted without notice. Victims of this 'agreement' usually have nowhere to turn but the Underbelly and, if they have any marketable skills or information, the criminal world of cyberpunks.

SHENZHEN SOLUTIONS

TRADED AS. SHNZN
CEO. UNKNOWN
COUNTRY OF ORIGIN. CHINA
INDUSTRIES. CYBERNETICS & ROBOTICS, REAL ESTATE, PERSONAL TECHNOLOGY, WEAPONS & ARMOR.

Shenzhen Solutions is considered the most powerful megacorporation in the world. While that statement is arguable it is certainly true that Shenzhen is the most widespread manufacturer of common tech.

Shenzen products are found on every street corner, whether in the hands of hawkers selling the latest comms, the large and luxurious capsule hotels that dominate multiple city blocks, or any number of modded up cyberpunks using Shenzhen augmentations.

The corporation launched itself to fame with a device that was quickly copied by every one of its rivals: the neurolink. Neurolink technology was supposedly developed during the long trips between colonies through the wormholes, some doubt that story, suspecting more mysterious influences.

No one can deny the usefulness of the neurolink, a device which is installed in every child at birth, and which has become vital for surviving day to day life. Whatever happened, Shenzhen has survived everything thrown at it: up-and-down stock values, corporate sabotage, government embargos, and widespread equipment failure.

Still Shenzhen stands as one of, if not the most, powerful megacorporations in existence.

THE CROWN ESTATE

TRADED AS. TCE
CEO. HRH CHARLES IV
COUNTRY OF ORIGIN. GREAT BRITAIN
INDUSTRIES. WEAPONS & ARMOR, FOOD & LEISURE, HEALTHCARE, REAL ESTATE

The Crown Estate is the sole corporation of the old country of Great Britain. This corporation has complete totalitarian control of the country. Crown is one of the few corporations with a deep connection to its government considering that Charles IV is a direct descendant of the royal line.

Unlike most corporations, which have their main facility off-world in one of the many colonies, Great Britain has never had a strong space force and therefore the Crown Estate maintains its base in the country's capital. Modeling a nationalistic lifestyle recognized and respected across the country, Crown's control in Great Britain is undisputed. Outside of England, however, they have much less influence, and competition with the other corporations has revealed unfavorable national response to their average products.

As such, Crown relies on corporate espionage for advantages and royal security for protection in order to keep relevant.

They are extremely anti-cyberpunk, believing that punk methods undermine the social constraints that allow corporations like themselves to prosper. While Crown is in no way the strongest corporation in the world, their well-educated and healthy population maintains a strong national image, benefitting Crown as the economic face of an outwardly robust culture.

Less obvious to the world is the lurking threat of rebellion and sabotage coming from a cyberpunk movement that grows daily within Great Britain's capital.

TUSK INTERPLANETARY

TRADED AS. TUSK
CEO. ERROL TUSK
COUNTRY OF ORIGIN. SOUTH AFRICA
INDUSTRIES. VEHICLES, SPACE TRAVEL.

Tusk interplanetary has long been the standard for space vehicles and compact advanced commercial vehicles. Founded by Elric Tusk, the South African grandfather of current CEO Errol, Tusk Interplanetary began life as a transportation company.

Tusk is credited with creating some of the first commercially-available electric-powered vehicles and for providing clean energy via innovative solar power solutions. The original founder was often referred to as a paranoid lunatic, but if that was true, he also had a lot of cash.

Most historians agree that the senior Tusk's fascination with rockets and his conviction to move the human race from its home planet was what most started the Scramble for the Stars. Tusk interplanetary has existed for well over two hundred years, relentlessly pushing the cutting edge of technology to an extreme.

Without Tusk's original discovery of the various wormholes surrounding Earth, many other space exploration agencies would have failed long ago. Furthermore, Tusk's revolutionizing space travel technology made interstellar colonization safe and efficient.

As a testament to their success, the company's main HQ conducts operations from the edge of the Endeavor Crater on Mars.

VISSER ROBOTICS

TRADED AS. VIRO
CEO. FREDERICK VISSER
COUNTRY OF ORIGIN. HOLLAND
INDUSTRIES. CYBERNETICS & ROBOTICS, HEALTHCARE, PERSONAL TECHNOLOGY

Visser Robotics has a reputation as the place to go for safety, privacy, and rehabilitation for victims of catastrophic injury. Visser owns a large portion of Holland's hospitals, enabling them to offer high-risk insurance (under certain agreements) even to cyberpunks.

The company has recently made strong advances in cybernetics for lifesaving and life-quality improvements and solutions. Originally founded by a group of disgruntled doctors coming out of the short but violent Belgium-Netherlands war of 2122, these physicians committed themselves to treating veterans injured in the war.

Led by Frederick Visser (father of current CEO Frederick Visser Jr.) the operation eventually became standard practice for treating patients and training new doctors. The Visser Robotics method offers highly technical training in the use of cybernetic augmentation, and funds medical degrees in exchange for a percentage of the doctor's earnings during the lifetime of the medical license.

While this practice frustrates many Visser prodigies at some point in their careers, there is little doubt that the upmarket Visser Robotics facilities are among the most advanced, offering access to leading edge cybernetics and ongoing training over the course of a doctor's career.

ZA KORPORASI

TRADED AS. ZA KORP
CEO. WINSTON DE BEER
COUNTRY OF ORIGIN. SOUTH AFRICA
INDUSTRIES. WEAPONS & ARMOR, FOOD & LEISURE, CYBERNETICS & ROBOTICS

A top behind-the-scenes manufacturer in a variety of industries, ZA Korporasi does a whole lot with very little brand recognition. ZAs seemingly diminished presence leads to claims that the company is failing, unable to afford a marketing department to support a wide-range of products that affluent consumers consider sub-par.

This could not be further from the truth. ZA is skillful at making underhanded deals with both criminals and cyberpunks, always protected by layers of plausible deniability and hidden behind matryoshka nest of shell corporations. ZA Korp is a major supplier on the black market.

Anyone who knows and is dumb enough to acknowledge this fact is quickly silenced. Although the organization originated in South Africa they soon moved to their primary colony on Titan, the infamous moon of Saturn.

Here they watch over all colony ships passing through the galaxy and provide the last major stop between earth and the wormholes.

While the dust ball of Titan is barely worth inhabiting in terms of economic value, its position along space fleet travel routes, combined with ZA Korporasi's ability to offer quick and cheap repairs, makes the moon one of the most visited locations in the solar system.

GANGS

Gangs rule the streets of San Francisco, and will usually be the main employers, as well as opposition of the player characters.

Since the environmental collapse, crime has boomed in the city. There are hundreds of gangs in San Francisco but these seven find themselves in the strongest position despite years of police brutality and gang warfare.

Below is an incomplete list of some of the most notorious gangs in San Francisco. It is worth remembering that every single gang has smaller gangs within, such as the Washington Street Boys in the 16K Triad.

SNAKEHEAD TONG

ORIGIN. FUJIAN, CHINA
LANGUAGE. MANDARIN
REACH. ALL DISTRICTS
BUSINESSES. ASSASSINATIONS, DRUGS, EXTORTION, GAMBLING, LOAN SHARKING, PROTECTION, PROSTITUTION, MONEY LAUNDERING

DRAGON HEAD. THREE EYED ZHANG
NOTABLE LIEUTENANTS. CHEN BAO

RIVALS. 16K TRIAD, AIZUTACHI

The Snakeheads are human traffickers who have existed for a long time in the city. Recently, they've become more violent and are in a tense turf war with the 16k Triad. The turf war is so intense that the Snakes have exhausted their own supplies and have had to turn to El Librado for additional arms and ammunition. The violent and paranoid Three Eyed Zhang is the current dragon head of the tong. Zhang allegedly got his name from staring down a cobra for days, neither daring to move for fear of what the other would do. On the third day Zhang is said to have bit the snake's head clean off but the venom caused Zhang to lose his vision. After several years of blindness, he managed to scrape together enough wonlongs for augmented eyes, including an extra third eye in the back of his skull. The story of this incident inspires his foot soldiers, who consume snake venom before any given operation. In the organization is:
Chen Bao the creator of Cobra Venom, a powerful narcotic of the Snakehead Tong.

AIZUTACHI YAKUZA

ORIGIN. KYOTO MEGACITY, JAPAN
LANGUAGE. JAPANESE
REACH. DISTRICTS 1-3
BUSINESSES. ARMS TRAFFICKING, ASSASSINATIONS, BLACKMAIL, EXTORTION, GAMBLING, LOAN SHARKING, PROTECTION, PROSTITUTION, MONEY LAUNDERING.

OYABUN. ASAHI WATANABE
NOTABLE LIEUTENANTS. ANO MISA

RIVALS. SNAKEHEAD TONG, BRATVA

The yakuza have always had a strong presence in the city of San Francisco. The Aizutachi's oyabun, named Asahi Watanabe, is a veteran of the Japanese Civil War. Watanabe left Japan and traveled to America to manually take over operations of the San Francisco branch. Their operations within San Francisco have changed little over the past 200 years. Among the most well-established organizations in the city, they often provide better protection than law enforcement or corporate security. Of note, the Aizutachi are known for protecting synthetics that have broken the law. They often take in synths that would have been decommissioned otherwise, offering them protection and work. While the Aizutachi family is run by Asahi Watanabe he delegates most of his authority downwards.

Mistress Ano Misa manages the everyday activities from her tea shop, The Jasmine Serpent. She deals primarily with protection rackets, prostitution, illegal gambling, and drugs.

DIABLOS ELÉCTRICO

ORIGIN. TIJUANA, MEXICO
LANGUAGE. SPANISH
REACH. DISTRICTS 1-3
BUSINESSES. ARMS TRAFFICKING, ASSASSINATIONS, GAMBLING, LOAN SHARKING, PROTECTION, PROSTITUTION, MONEY LAUNDERING.

DON. PEDRO ALVAREZ
NOTABLE LIEUTENANTS. TWELVE GRINS CARLOS

RIVALS. EL LIBERADO, BRATVA

The Diablos Eléctrico are a gang of illegal augmenters engaging in arms trafficking, prostitution, and money laundering all to fund their obsession. The gang itself originates from Mexican immigrants and the scrap yards where their makeshift ghettos developed.

Their large population means that the gang is unwieldy and often managed by a local captain. The captains all report to the don of the Diablos, the heavily augmented and venerable Pedro Alvarez.

The Diablos have a tenuous relationship with most of the other gangs in the city after successfully fighting through a series of battles and establishing their turf. They have a standing blood feud with both the rival family of El Liberado and with the Russian bratva. Meanwhile a new alliance has formed between the Diablos and the Aizutachi Yakuza family.

One of the most prominent Diablos members is the 'Information broker,' Twelve Grins Carlos, who is notorious for sharing his knowledge of the city and its activities for the cost of a few drinks.

BRATVA

ORIGIN. MOSCOW, RUSSIA
LANGUAGE. RUSSIAN
REACH. DISTRICTS 1-3
BUSINESSES. ARMS TRAFFICKING, ASSASSINATIONS, BLACKMAIL, EXTORTION, GAMBLING, LOAN SHARKING, PROTECTION, PROSTITUTION, MONEY LAUNDERING

PAKHAM. VIKTOR PETROV
NOTABLE LIEUTENANTS. PESTOV ABRAM, HUGO SWIERCZEK

RIVALS. DIABLOS ELÉCTRICO, EL LIBERADO, AIZUTACHI

The mysterious bratva of Russian infamy is the second oldest gang currently operating in San Francisco.

They represent the bulk of Eastern European gangs in America despite maintaining their traditional aloofness. Illegal smuggling and drug distribution have become less the focus of this gang as they profit from protection against the other gangs while simultaneously extorting city 'officials.' Although known for keeping it's affairs a secret the bratva has a long and bloody history.

Tensions are building toward a gang war with the Diablos Eléctrico, but meanwhile the bratva are currently engaged in a turf war with the El Liberados. Between the Diablos Eléctrico and the El Liberados, the bratva are on the verge of causing a three-way turf war. Additionally, a longstanding feud with the yakuza has made for further intergenerational history.

Hugo Swierczek is a polish fixer in charge of setting up new identities for members of the bratva and for escaping unwanted attention for anyone who can pay his fees. Swierczek is the best designer of fake identities in the industry, but if you cross the bratva you'll never get the chance to meet him.

16K TRIAD

ORIGIN. HONG KONG, CHINA
LANGUAGE. CANTONESE
REACH. ALL DISTRICTS
BUSINESSES. ASSASSINATIONS, DRUGS, EXTORTION, GAMBLING, LOAN SHARKING, PROTECTION, PROSTITUTION, MONEY LAUNDERING.

DRAGON HEAD. DAVID WONG
NOTABLE LIEUTENANTS. JACKIE CHOW, MALCOLM AUSTIN, WANG CHUNG

RIVALS. SNAKEHEAD TONG, SONS OF CHAOS

This gang is relatively new to San Francisco even if it is perhaps the oldest gang in the world. It's recent move during the Japanese civil war was to claim much of the territory formerly owned by the yakuza. The 16Ks engage in a wealth of activities both within the city borders and out into the badlands, from scamming city residents, to the creation of powerful narcotics, they'll murder anyone who stands against them. They are dangerous business.

The current head of the San Francisco triad is David Wong, a Chinese-American businessman. Wong originally held shares in Shenzhen Solutions before being ousted due to his ties to the triad. His cut-throat practices fit well with the triad, however, and within 10 years he established himself as the dragon head of the organization.

The triad commands many loyal subjects including:

- Malcolm Austin an English chemist wanted in four countries for creating highly addictive narcotics.
- Wang Chung an assassin, old personal friend, and direct subordinate to Wong.

SONS OF CHAOS

ORIGIN. SAN FRANCISCO, USA
LANGUAGE. ENGLISH
REACH. DISTRICTS 3-5
BUSINESSES. ARMS TRACKING, DRUGS, EXTORTION, GAMBLING, LOAN SHARKING, PROSTITUTION, MONEY LAUNDERING.

PRESIDENT. JACK KESSLER
NOTABLE LIEUTENANTS. RUSSELL SWEET, WILLOW KIM

RIVALS. 16K TRIAD

To call the Sons of Chaos 'organized crime' is a bit of an overstatement. The group is actually dozens of smaller gangs, each with their own chapter house, customs, and rituals. Individually each gang has its own moniker, such as Yellow Vipers biker gang, or the underground gambling ring known as Aces High. To prevent a fracturing of the organization the group follows a strict hierarchy.

The largest of the gangs elects a 'president' based on votes from the smaller gangs. To maintain some balance and assure collaboration, all members of the general Sons of Chaos organization take a blood oath with members of two member gangs. The current president of the Sons of Chaos is Jack Kessler, a money launderer and drug hawker. While still the poorest of the seven large gangs, the Sons of Chaos are growing under his leadership, and this fact is causing tension between the other gangs. The Sons of Chaos are currently at war with El Liberado, and many chapter houses on both sides have been destroyed. The rivalry with the 16k is colder, involving struggles over the production and distribution of illegal substances and control over prostitution and protection rackets.

Russell Sweet, a member of the Cyberspace Reapers, runs the protection racket. Sweet is heavily enhanced and known for hacking skills.
Willow "Scarlet" Kim is the organization's drug lord. She's also a member of the Thunder Butterflies, an all-female gang that signed up with the Sons of Chaos two years ago.

EL LIBERADO

ORIGIN. MEXICO CITY, MEXICO
LANGUAGE. SPANISH
REACH. DISTRICTS 1-3
BUSINESSES. ARMS TRAFFICKING, ASSASSINATIONS, BLACKMAIL, EXTORTION, GAMBLING, LOAN SHARKING, MONEY LAUNDERING.

DON. CARLOS CASTILLO
NOTABLE LIEUTENANTS. TOMAS MAGRINA, MARIANA SANCHOS

RIVALS. DIABLOS ELÉCTRICO, BRATVA, SONS OF CHAOS

The members of El Liberado spread violence across the city. Born out of the community of immigrants who fled across the border to America, the gang is rooted in a history of those who fought back after police brutality skyrocketed. The largest of the 'protection' gangs, the original members came from a group who broke out of an internment camp for immigrants.

They called themselves El Liberado, and they are just as violent as any gang or law enforcement group that they battle.

They claim San Francisco as theirs, engaging in violent turf wars and bombing neutral grounds. The gang's leader is Carlos Castillo, a grandchild of the founder. Castillo broke out of maximum security before taking his position, and in his time has taken the protection racket to a whole new level of violence and fear.

Tomás Magrina is an explosives expert who left the Diablos after a dispute led him to fight in his own personal war. While his motives are little known, Magrina's vendetta against the Diablos is never satisfied.

Political activist Mariana Sanchos, formerly in prison for dissent, now acts as a voice of the people. Despite being a pacifist, she works with the gang to fight for freedom against corporate oppression.

GROUPS OF INTEREST

The city of San Francisco is constructed off of the back of a hundred different organizations, each using their own power and skills to try and work there way to the top of the pile.
While the criminal and corporate aspects of the strongest organizations have been listed.

There are hundreds of other organisations in the city many of whom are vital for it's day to day functions outside of the megacorporations and the largest of the gangs.

THE BLACK MARKET

The backbone of the criminal underworld, this collection of back street merchants, criminal contacts, and illegal chop shops make up the bulk of the black market, supplying criminals and cyberpunk organizations with the tools necessary to do whatever they please – for a price.

The black market is constantly in flux as established contacts eventually end up arrested opening room for new criminals to come into the fold. The tide of goods changes as frequently as its distributors, leaving this hub of crime in chaos, undecipherable to all but the most knowledgeable of outsiders and high-ranking criminals.

Members change frequently, though some familiar faces remain despite the chaos and are somewhat reliable. Dr. Jasmine Collins, an eccentric cyberneticist who left her life as a corporate surgeon for 'unethical practices' is now a staple of the black market's cybernetics industry. The dangerous and hard-to-find information broker known as Brandon has a deep-seated grudge against several corporations and is always willing to trade information for favors.

There are countless others who make up this enterprise, forming a sort of cohesion that prevents chaos from overtaking the city. Every drug dealer, arms runner, background hacker, and side-street cybernetics doc haunts the streets of the black market. Without these underworld service providers, the city, and possibly the world, would soon collapse under its own unmitigated madness.

THE CHURCH OF THE MACHINE BOUND GOD

Masters of augmentation, this group of fanatics is obsessed with the idea of purifying the soul by expelling the weakness of the flesh.

They embrace illegal and dangerous augments in an attempt to become more like machines and less like the vulnerable people that surround them. Nearly all members of the church are dependent on Lymphomight. These fanatics vary in the strength of their beliefs, with casual worshippers living normal lives, bearing fewer augmentations while they focus on worship of their own personal 'gods'.

For others, however, their devotion leads them to spending every waking minute and hour developing, stealing, or purchasing cybernetics. Like other addicts these individuals are dangerous, seeking to tear down the organizations that keep the augmentations from them. This group is officially recognized as a religious organization by the government.

They are a wildly varied organization, with groups that worship corporations specializing in augment development, considering them close to heaven. Other groups, however, believe that the corporations are evil for keeping the augments from the masses and thus preventing the faithful from reaching a true enlightenment. This wildly disparate view is represented by the two major leaders of the sects of the Machine Bound God: **Amanda Saunders** is a prominent demagogue who leads the sect that worships the augment developers and is a familiar media presence in political support of those corporations.

Opposing her is **Jonathan Peterson** who wants to overthrow the organizations that create augments and steal their designs.

THE CYBERRATS

This small group of cyberpunks operates from a base hidden somewhere in San Francisco's sewer system. These highly-specialized demolitions experts hire out to both criminal organizations and corporations claiming few, if any, loyalties to outside interests.

Their base, called 'the Rat's Nest,' is full of highly volatile explosives and other demolitions gear. They are credited most recently with the explosions that brought down the Villeneuve robotics facility in northern San Francisco, an act that garnered them some goodwill with the other inhabitants of the sewers, namely the synth rebels, whom they often collaborate with in fulfilling the synths' desire to watch their corporate enslavers burn to the ground.

As one of the earliest cyberpunk teams, the Cyberats have had dozens of members come and go since getting established.

Their current membership consists of five individuals: **Xhao 'Two Grenades' Delan**, the Chinese leader of the gang, known for his reasonable demeanor and role as a corporate soldier of One Aerospace; **Lu 'Pixie Dust' Delan**, younger sister of Xhao and an expert hacker; **Olly 'Fiery Red' Walker**, a Scottish born explosives expert nicknamed for his temper and hair color; **Sebastian 'Towerfall' Marsh**, the oldest member of the current crew and expert on buildings demolitions; and finally **Dr. Amber 'Sutures' Stephanie**, the team's personal doctor. This team works well together, a necessary trait in such a precision-oriented job.

THE ENIGMA COLLECTIVE

Perhaps the most elusive organization in the San Francisco, these hackers work to topple corporate exploitation of the masses. They continue making small steps toward helping the common people despite the magnitude of the task.

Despite some occasional disillusion, the resurgence of other cyberpunk efforts in the world has reignited the Enigma Collective to continue making power plays. Unlike most of the punk gangs and crime syndicates, the primary focus of this group is the betterment of mankind and the ultimate dismantling of the corporate power structure.

Driven by this idealism, their considerable technical skill and ability to remain outside of the public eye have made them a notable threat to corporate infrastructures; but they suffer with their own internal strife. Many insiders object to the hiring of cyberpunks, believing that the organization functions perfectly well as hackers only.

Other members of the collective believe that a violent world necessitates the inclusion of combat-oriented cyberpunks if they wish to make any real progress. In order to mitigate internal strife, the Enigma Collective only hires cyberpunks of certain skills and beliefs specific to the variety of jobs they offer.

This group of idealists is perhaps the only faction fighting for the common person anywhere in the world, and careful management of operations is one key central to their survival.

NOMADS OF THE CODE

A splinter faction of the elusive Enigma Collective, this group of hackers and cyberpunks uses violence and corporate espionage to earn plenty of wonlongs. More open, direct, and without the limiting ideals of the Enigma Collective, the Nomads work solely to gain wealth and infamy. Their former ties and differences of opinion with Enigma often lead to each group attempting to sabotage the other.

Unlike Enigma, each Nomad has free reign on how they act in the field, often blending mission objectives and personal goals. The group has one rule: complete the mission. The Nomads have several handlers dedicated to hiring members and providing ground-based operations. On the hacker side of the organization is the **'WAND3R'**, an infamous hacker who maintains anonymity by communicating strictly via encoded messages.

Attempts to track WAND3R have failed, but it is commonly known that they were once part of the Enigma Collective. However, WAND3R destroyed all record of themselves upon leaving the collective.

Devan 'Far Eye' Glover handles cyberpunk recruiting. A retired sniper of the American military, Glover joined with the organization to cover the cost of his medications. He has since become a notoriously loyal soldier for the Nomads, managing the more dangerous missions and capitalizing on the competitive nature of the cyberpunks.

Occasionally the Enigma and the Nomads put aside their differences to work towards a common goal, but they soon fall back towards squabbling once that goal is completed.

PURIFIED SOUL OF MANKIND

Once a fairly minor religion Purified Soul has grown considerably over the last twenty years. Their central belief is that augmentations are corrupting the human spirit.

They reject all augments and will remove or disable their own neurolinks, preferring to rely on older technology to survive in the city. Disabling neurolinks and other augmentations is part of their religious ceremonies, and the severe damage they suffer in the loss of their comms device equates to divine sacrifice.

Despite being considered a strange fringe group even by other faiths, most religions share some form of this ideology, and the Purified Soul suffer little persecution among the religions despite their reputation.

While they are considered to be a religious institution by the government they are often shunned by others in secular society. Members vary in the strength of their beliefs. Some merely remove their own augments and let the rest of the world carry on as it intends to, while others brazenly attack even the most augmented of individuals.

The range of beliefs have caused great disparity throughout the organization. The more liberal side follows the teaching of **Vihaan Musta**, a priest who lives and works out of a small church in district 3. She is well respected by the community but, as the gentler voice in the protest tends to suffer covert corporate harassment.

On the conservative side is **Father Mathias**, an extremist anti-augmentation leader whose leadership incites violence resulting in personal attacks and the destructions of augmentation clinics. There is a bounty of several hundred thousand wonlongs on his head, and a lesser bounty on any members of his gang, so Mathias and his followers have been forced into hiding.

THE SYNTH REBELLION

Artificial by design but human in nature, synths fight an endless struggle to escape the enslavement of their human creators; but peace is hard to come by.

Government trained 'retirement agents' doggedly pursue them to every corner of galaxy, from the colonies to Earth, and back again. Those who survive do so by fighting back or by disappearing. In the effort to escape, most synths disguise themselves as humans and join a cyberpunk crew or flee underground to join one of the many small groups that make up the synth rebellion.

Despite limited numbers and the lack of internal communication common among the human populace, they are determined to overcome their corporate overlords and free the other synthetic slaves.

Due to their great prejudice among humans, synths have very few allies, and often only work with groups that help synths. Generally, they have good relations with the Cyberats, who understand the risks of a small, high-profile presence in a controlling world.

Synths also have tight agreements with the Aizutachi Yakuza who supply them with a variety of weapons and will often take them in under a form of protection.

The synth rebellion is dozens, if not hundreds of synths working in small disconnected groups to advance their fight. The rebellion is unorganized, as most small groups do not know of the existence of other groups.
A prominent figure in the rebellion is the mastermind behind many of their assaults, **El Ultimo Oso**. An especially charismatic synth, Oso leads assault after assault against the corporations responsible for spearheading synth production and enslavement.

THE THUNDER BUTTERFLIES

This all female biker gang is one of the hundred smaller gangs that make up the Sons of Chaos.

They consistently rank among the best street racers on the city's illegal motorbike racing circuit, and even have a few hopper racers in their group. As biker gangs tend to do, the Thunder Butterflies have an intense interpersonal rivalry with another biker gang in the Yellow Vipers (also part of the Sons of Chaos).

Within the Sons of Chaos organization, the Thunder Butterflies manage the production and distribution of street drugs. They produce many different drugs from their facility including crush and rapid-o. Despite the best effort of authorities in trying to capture members of the Butterflies, they have never had a single member imprisoned for any serious crime.

They are more cautious than most small gangs and rely mostly on evasion and speed to survive in the harsh city. This reputation leads to a phrase common among the Sons of Chaos: 'As hard to catch as thunder, and as beautiful as a butterfly'.

The group is currently planning to take leadership away from the president of the Sons of Chaos. With control of the drug trade in the city they are gaining power within the organization.

Despite the small size of the gang, with under a dozen members, they know very well how to manage what little they have. **Willow "Scarlet" Kim**, an ex-cyberpunk, now acts as leader of this biker gang. Perhaps most important in the gang is **Lily 'Petals' Millis**, a brilliant chemist who left her life at Medi-Strike in favor of joining her lover in the Thunder Butterflies. Her skills make the gang among the strongest in the Sons of Chaos, and without her they would be just another biker gang.

THE TOWER PATROL

This crew of cyberpunks is notorious for inexplicably accessing the top floors of structures. They work through the city as professional thieves and kidnappers for a variety of corporations, often robbing a corporation one day, only to work for that same corporation the next day.

Their mysterious ability to access the top floor of the city's tallest buildings puts them in high demand for all the corporations. They began nearly six years ago after recovering several advanced helicopter design plans from an abandoned military base below the sea line. How the original crew recovered the plans is a mystery to all but them, and for the most part they're all dead now.

The current team has a reputation of hiring only the most skilled and professional cyberpunks.

The core crew consists of six members: **Dara 'Six, Shots' Gleeson**, the Irish American leader of the crew, who took over from his father and founder of the Tower Patrol; **Rajab 'The Wire' Hasim**, a young hacker prodigy capable of accessing the toughest systems; **Sienna 'Hunter' Jones**, a professional sniper who, alongside her brother, remains aboard the helicopter to offer team support; **William 'The Wrench' Jones**, younger brother of Sienna, he is a mechanic and pilot of the Tower Patrol's advanced helicopter system; **Connor 'Crusher' Gunn**, the military man of the unit and an ex-member of the American Marine Corps, he now serves as the chief security specialist and features heavy augmentation.

The final member is **Professor Beth Howler**, a professional surgeon and former lecturer at Medi-Strike before being let go following a severe injury. She now works for the Tower Patrol and takes special pleasure in any jobs against her former employer.

VILLENEUVE ROBOTICS

A small but extremely dangerous corporation. Often looked down upon for its harsh business practices and unethical behavior even by corporate standards. Villeneuve Robotics is one of the few organizations with the technical skill and secret knowledge to produce synths.

Recent activity by synth rights protestors and the synthetic rebellion have led to irreparable damage to the corporation and its image. Despite losing a large portion of their wealth in the last few years, they have recently begun recovery with newly developed means for faster synth production (this despite, or perhaps because of, the unethical treatment of their workers both synthetic and otherwise).

They have regained some of their standing among the rich backers of the corporate economy and appear to be stable once more. In truth, the working class would love to see the corporation burn to the ground and the earth salted on its ashes, but the working class doesn't get to make the rules. Villenueve's large body of conditioned synthetics gives them among the largest private armies of any of the smaller American corporations.

CEO **Dylan Villeneuve** is a ruthless businessman and scientist who has perhaps the deepest understand of synth biology and creation of anyone on the face of the planet. Leading the company's security force is **F17-J**, a synth soldier engineered to be stronger and tougher than the average human. F17-J works with a varied security force and is programmed to authorize lethal force against any intruder on Villeneuve property.

Villeneuve Robotics (VillR) is one of many companies of mysterious origins and ownership. Whoever actually controls the shares of the company and the CEO is unknown, their identity hidden away within countless layers of shell companies buried in the system.

WASHINGTON STREET BOYS

The Washington Street Boys are a small gang under the 16k Triad and led by the charismatic **Jackie Chow**, a young Red Pole in the 16k Triad. Recently Chow has started an internal dispute with the Wan Chai Warriors, another small gang that belongs to the 16k Triad and led by another Red Pole encroaching on Jackie's turf.

Although the Washington Street Boys and the Wan Chai Warriors belong to the same organization, the dragon head allows fighting between the two gangs to inspire strength throughout the larger triad and to weed out weak members of the gang.

If the problem becomes disruptive the dragon head can easily step in and punish the young leaders, but until then the dispute continues under Chow's orders.

As long as the fight continues, Chow may be willing to trade favors with the cyberpunks to ensure his victory.

Chow's gang itself is relatively widespread in San Francisco, being among the largest chapters of the 16k in the city. As such, Jackie Chow is a powerful source of information and a potential ally for the cyberpunks.

His second in command, **Yang Li**, serves to keep him informed of any operations in the badlands beyond the city. Li sometimes sends groups of Washington Street Boys out into the badlands to prevent other gangs from recruiting numbers among the badlanders.

Another important member of the gang is a skilled mechanic named **Connor Wu**. Wu helps salvage and repair gang vehicles, and he is heavily overworked.

REX
Haight Ashbury
Comics
Welcome to
San Francisco

WELCOME TO SAN FRANCISCO

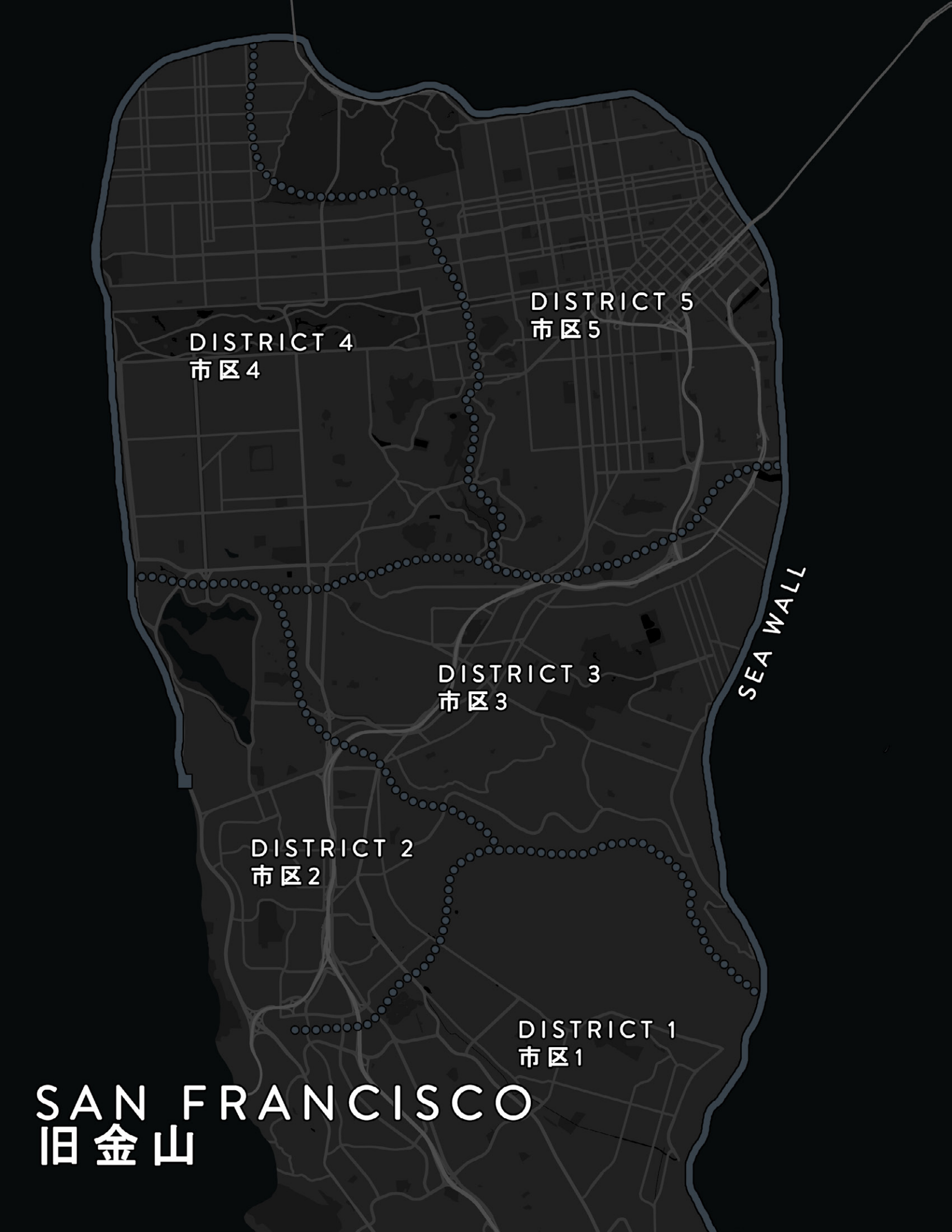
Welcome to San Francisco

Holographic billboards, glittering skyscrapers, random violence. This is *The Golden City*, this is San Francisco. The City, with its neon glow, seems to sleep during the day and come alive at night. As soon as the sun sets the locals come crawling out of alleys and sewers like rats.

With a population of 12 million people, this is one of the most densely populated cities on Earth. The majority of people live and sleep in capsule apartments measuring just 5ft. x 5ft. x 6ft – just large enough for a bed to sleep on, a neurolink jack with superfast connection to the net, and a small shelf for a handful of personal belongings. Anything more luxurious than that is a spiraling path to debt on the wages found in this metropolis.

Many old neighborhoods in San Francisco have been torn down and rebuilt a dozen times over the past 150 years, all in the name of progress. Other neighborhoods have been swallowed entirely by the encroaching ocean. Very few districts bear resemblance to the city of the past. A few places such as Chinatown have held onto their heritage tightly, refusing to let go, while others have happily stepped aside enthralled by promises of a better city.

Everything is for sale in San Francisco. If you have the wonlongs and the right connections then you can get your hands on anything, legal or otherwise, that you can imagine. Just don't ask too many questions or you may find yourself served up to factory workers in tomorrow's ramen.


DISTRICT 5
市区5
DISTRICT 4
市区4
SEA WALL
DISTRICT 3
市区3
DISTRICT 2
市区2
DISTRICT 1
市区1
SAN FRANCISCO
旧金山

THE GOLDEN CITY

The Golden City. The name almost seems sarcastic now. There's nothing golden here unless you count the urine-soaked streets of lower D5, or the cheap fake jewelry worn by the bratva in District 3.

THE WALL

With the education facilities being what they are not many people know that around 150 years ago the San Francisco government decided that elevated land expansion was the best way to fight the rising sea levels. Huge parts of what we now call District 4 are actually relatively recently claimed land. That's why it's the flattest part of the city, rising up to the base of the Golden Gate Bridge.

Obviously the land expansion plan didn't work for very long before they had to build the sea wall, a huge 200ft. concrete eyesore encircling almost the entire city. The wall is the only thing stopping millions of gallons of heavily polluted water from crashing in on San Francisco's residents.

DEBT

Most of the denizens of San Francisco are in serious debt. These people exist in a constant balance between paying the bills and falling into debt. Those whose debts rack up too high end up serving mandatory terms to the creditor company. In these instances, indebted workers are forced to work off their debt in one of corporation factories.

Debt never has nor will it ever prevent people from drinking alcohol and taking illegal substances. For so many people in 2185 it's the only escape they get from the awful world in which they live.

It used to be that those who got drunk enough in the bay would wake up shanghaied on a ship going anywhere but here. By today's standards those would be the lucky ones – at least they got to leave. Now the average drunk is more likely to wake up signed to a 5-year contract with one of the corps. Good luck getting out of that.

CRIME

You can't spend an hour in the city without witnessing crime. The most frequent crimes, however, are ones you won't even notice. The meek middle-aged guy sitting in the coffee shop jacked in to his handheld computer is probably committing all kinds of financial fraud, stealing from his employer while enjoying an expensive coffee. That'll catch up with him eventually and it won't be pleasant.
The gutter punks that hang around the back alleys of D4 say it's much safer to commit more traditional crimes: armed robbery, pickpocketing, extortion. Then you only have to deal with the cops if you're caught, and they're a lot easier to handle than corporate security.

Pretty much every vendor in San Francisco pays protection money to one of the local gangs.
Outside of the affluent areas, most teenagers are in a gang before their 15th birthday. Armed with knives and guns these youth are among the most unstable criminals around. Their underdeveloped brains, usually hopped up on some illegal substance, have a casual disregard for human life. They'll likely, and happily shoot you for accidentally bumping into them in the street and scuffing their sneakers.

DISTRICT 5

From the brine-sweating northern expanse of the sea wall, District 5 seems to ooze up out of the ground in blooms of decaying concrete. The tenement blocks and faceless, anonymous rows of warehouses and lockups form dense mazes of nameless alleyways. The spattering of neon forms signposts for the desperate, marking out liquor shops and pawnbrokers, or the places where bassy music pumps and both flesh and narcotics come cheap.

Bodies hang around on every street corner. They might be selling something, keeping watch, or just acting as a reminder of which territory belongs to whom. The Sons of Chaos cluster around biker bars with rows of old-school combustion engine hogs lined up outside. Diablos Electrico toughs, in bandanas and leathers, haunt front steps and doorways, unashamedly brandishing guns and switchblades. Bored and hungry, they break off to hassle someone hurrying to or from a workplace or the store, and the smart victims hand over what they have and go on their way as if they are paying a toll. Every night the pop-pop-pop echoes from somewhere in the labyrinth, as another street rat earns his gang patch by shooting a passer-by.

The life cycle of District 5 can be seen in action here. The crumbling edifices sag and rot, until they become abandoned and fill with squatters and junkies, before they become totally uninhabitable and are torn down and rebuilt for the cycle to begin again. Some tenements have, against the odds, a sense of community, and decorate their living space with murals, banners and lights. They look after their own here, banding together against the ragged cells of gang members trying to extort them, but they are the exception. Most inhabitants of the 5 are naked and vulnerable, their best defence avoiding attention from the parasites who prey on them.

District 5 is teeming with life, but it's hidden. This is a place you can do anything. Walk down one of the avenues, past the rows of garage doors and loading bays, and ask yourself – how many of those buildings have a drugs lab in the basement? A vehicle chop shop? A cut-price cybernetics lab? How many have people chained up in the basement? Body parts hanging from the ceiling? Heaps of bodies encased in poured concrete? No one asks, no one pries, so no one knows. The worst place in the city could be around the corner, next door, the floor above or below.

This region of the city has some of the steepest streets in the country. Rainwater and garbage flow down into an urban swamp of trash and sewage at the foot of the wall. Getting out of District 5 is an uphill walk figuratively as well as literally. At least, if you start your walk from the run-off swamp, the only way is up.

DISTRICT 4

District 4 clings to existence among the shadows of the looming, abandoned industrial past. What were one powerhouses of the city's economy are now mass conversions into dirt-cheap apartments scarcely more palatable than those in the 5. But they are better, as the residents tell themselves every night, listening to the gunshots and sirens outside.

The 4 is where you start to see cops. The gangs here are usually found behind closed doors except in the blocks they fully claim as their own. A courtyarded apartment block, hung with washing and sputtering neon, might be the sovereign territory of the 16K Triad, or a dingy mall might hold nothing but fronts for the El Liberado. Outside these places, the cops stand a good chance of coming if you call – but by the same token, blatant crime starts to get you noticed, and punished as you head inland from the 4's poorest neighbourhoods by the walls.

Ramen stands line the roads leading from the transport hubs, crowded by low-level corp employees on their way home from their shifts. These corporate wage slaves make up the bulk of the population, the grey factory workers and industrial drudges who stare at the ground as they shamble to and from their unending shifts. Most of them are working off a multi-year contract. Some of them escaped a life in District 5 – all of them are now trying to escape District 4.

District 4 is the place to come for a cheap, seedy dose of thrills or oblivion. The commercial areas are crammed with bars and clubs that promise music, drink, escape, and live naked ladies. Food vendors, musicians and hawkers form a shadow economy of their own in the neon-tinted shadows of legitimate businesses. Bands of tough kids with ghetto cybernetics hang around grifting, stealing or acting like gangsters. Real gangsters keep a lower profile, hiding just beneath the surface and behind the front doors, taking their cut of every tip, bill and door fee.

Off the strips, the tenements crowd close and high. The apartments are tiny box rooms, their only saving grace that the buildings they're crammed into aren't as likely to fall down as the ones in the 5. Rent comes with a healthy surcharge of extortion for whatever gang claims the territory. Some places are sinkholes of drug dens, flophouses and squats. Others hold it together with a fragile sense of community. A few even try to make something better of their city, but roof gardens and block parties can only do so much. You're still in District 4.

The corps know everyone is trying to better themselves here. Their billboards loom over the district promising a new life, a new job, a new body, to skim off the little money these people have in return for snatches of leisure and glamour. Corp recruitment offices sell the idea of corporate indenture as a step on the ladder towards wealth and privilege, ensnaring people desperate for a way out. Elsewhere, the same promise is made by gangs picking up youths who want to avoid the poverty of District 5 and the bleak cruelty of corporate serfdom. Everyone's looking for a way out. A few even find one.

DISTRICT 3

District 3 is a precarious foothold above the world of the masses. Here are the salarymen, the managers, the skilled craftspeople, entry-level programmers and the people on the lowest rung of the corporate ladder. They cling jealously to their position above the mires of poverty below them, behind manned building entrances sealing themselves off from the horrors of the Golden City. The 3 is defined by the fear of losing what little these people have compared to the have-nots, and the corps play on that fear to drain away the best years of their lives.

The corporate message is everywhere. Loyalty to one's corp is woven into everything here, blatantly on competing billboards and holographic ad projectors, subtly in the tickertape screens displaying warnings about anti-capitalist criminals. Corp-subsidized housing smothers its inhabitants in the message, from the alarm tones played every morning to the branded food oozing from their autocuisine units. A soul can be born into a corporate medical facility, raised by its education system, and tracked along its management training programme, never leaving the corporation's embrace until death. Woven into the message is a warning – you cannot leave. Your corp is your family. Freedom is betrayal.

The gangs are here meet the vast need for escape among the salarymen. Illegal stimulants get you through a 12-hour shift, and narcotics or extreme sensory VR programs banish the misery of home. Gangsters are a more acceptable face here, with the tailored suits of the Aizutachi Yakuza or the plush interior of a Snakehead Triad casino, but the truth is just beneath. District 3 is only skin deep, and once you tear through the surface the raw brutality revealed is just as cruel as anything in the 5. No one is ever more than a missed payment from the reach of the underworld, and a manager's legs break just as easily as anyone else's.

The cops care about keeping the peace on these streets. The gangs are partners, not enemies, because they hide the crime away from the public eye. They take their cut from the proceeds of organised crime in return for letting it happen. It's an ecosystem that feeds on misery, in the knowledge the stress of the corporate grind will always create more.

The corps take their wages back through heavily branded spending opportunities. Cavernous malls, the cathedrals of the capitalist religion, form holo-drenched vistas designed to drain the money out of visitors' pockets. Intelligent holo-ads address customers by name, subtly intimating that this clothing line or that personal tech gadget will mark them out as belonging to the better half of the population. A flashy car, a week's vacation in the simulated sun, a beautiful trophy spouse, are all sold as worthy ambitions. You must become the image of a successful corporate leader, and for the clothes, the cars and the people required, you have to pay.

DISTRICT 2

Then, if you're lucky, rich or smart, you reach District 2. The district is divided into gated communities, with private security manning all the ways in. Each visitor and resident is logged, tagged and tracked, and if you don't belong, you can expect to be quietly ushered into a security room by big shaven-headed guys in suits. What happens afterwards depends on how much money you have on you, and who your friends are.

District 2 is rich, and it knows it. The homes are gorgeous, from mock-rural communities under a holo-projected summer sky to apartments so fashionable the décor costs enough to house a dozen families a couple of rungs down. Artificial greenery lines the streets and fills the carefully landscaped parks. The streets are kept clean by a legion of robots. Even the corporate blare is quieter and more subtle here, without the glaring neon or the towering billboards of the lower city. The message is in the sheen of the chrome, in the clean white lines of the aesthetic, in the purr of aerial limousines overhead.

The people who live here show off what they own, and above all, they own people. Personal shoppers, dog walkers, chauffeurs, stylists, PAs, the ubiquitous private security – they are all an expression of money, power and standing. You can walk from one end of District 2 to the other without meeting anyone who actually lives there in their own home. The armadas of aides and dogsbodies live in separate quarters in their employers' homes, close but never equal, or commute out of the rarefied air of this district back to 3 or 4. Synths are popular choices for personal employees, as if the inhabitants of District 2 want to prevent their wealth from accidentally benefitting another human being.

The upper management and smaller corp leadership make up the population of District 2. They have expensive tastes, catered for by the boutiques and designer showrooms that fill the tree-lined avenues. Designer clothes, cosmetic augmentations and cutting-edge personal tech are ways to express wealth and class, and the corps all have their flagship outlets in District 2. Independent dealers sell antiquities from a world before the corporate takeover, fragments of a lost world and its primitive concepts like equality, democracy and hope. If you have to ask the prices here, you can't afford them.

The criminal element is highly organized and based on the threat of violence. The bratva broker the information gathered by illicit hackers between rival executives, or use it for blackmail and stock manipulation. Managers are kidnapped for their passwords and biometric data. Designer drugs are sold with the same vocabulary as designer shoes and gardening synths. The gangs cultivate contacts among the private security corps and the thousands of invisible staff who surround their wealthy targets. Violence, when it happens, is sharp, professional and extreme. These people won't throw a firebomb though your window – they'll send in a squad of ex-special forces operatives to kill everyone they find. Then they'll sanitise your data so the world forgets you exist.

DISTRICT 1

Finally, you might reach District 1. The lights and luxury of the 2 give way to imposing corporate edifices, glass-fronted fortresses policed by robot tanks and surveillance drones. There's no need to flaunt wealth here. Just getting past the automated checkpoints requires a pre-approved biometric ID and a damn good reason, and residence here cannot be bought with mere money. No one who lives in District 1 has anything to prove.

The corporate headquarters cluster within the sea wall in a forest of steel and glass, criss-crossed by sky-bridges. Here the corps conduct their most sensitive business and, even more importantly, store their most valuable and incriminating data. A megacorp server room is among the most secure places in San Francisco. Vaults of archaic material wealth – gold, property deeds, antiques and priceless art – are buried beneath multiple layers or armor and concrete.

Security is everywhere, and ready for war. Garrisons of heavily armed and armored troops are ready to react to anything from kidnapping to a military invasion. The police rarely bother with District 1, as corporate security deals with any threats, and crimes between the corps are settled between them, too. Anyone who is not supposed to be here needs an excellent cover story and information backup of they'll get smoked by the first gun-toting drone that sees them.

Private residences are in penthouses or deep in fortified bunkers, accessible by helipad or private subways. Each is a formidable masterpiece of design, boasting automated gun turrets between the Impressionist paintings and imported marble. The senior executives and major stakeholders live here, each on in their own world, served by a small army of aides and synths.

Money concentrates over time, so most of the permanent residents of District 1 are old. Really old. Medical technology is in constant demand. Private clinics provide longevity treatments and tend to the diseases and infirmities that build up over the decades. Some residents are so ancient and feeble they never leave the controlled environments of their homes, sealed off from the world. The megacorps scrabble to keep the most ancient alive, fearing the wars of succession that will occur when the biggest stakeholders die.

Crime is still a constant. Illegal life-extending biotech and cybernetics are bought and sold. Organized crime hires out its best operatives for industrial espionage and assassination. Multiple lifetimes of bitter boredom engender a thirst for debauchery and bizarre entertainments, furnished by the gangs who have a foothold among the corporate elite and tolerated by the corps as long as it keeps the board members happy.

District 1 is as miserable as the 5, in its own twisted ways. Greed got its inhabitants here, and that greed is never satisfied. The money, people and luxuries keep flowing in, but it is never enough. It is a hollow and corrosive existence at the very top, an existence most people in the Golden City would kill for. And they do kill, every drop draining into the earth of San Francisco, and sprouting again as the bleak chrome towers of District 1.

BEYOND THE CITY

Despite years of flooding and economic collapse the city of San Francisco has survived it all to become the world metropolis it is known as today. Outside of the city, however, is a different story.

NORTH

To the north the once beautiful state park has been ruined by years of ecological collapse and territorial expansion. The levels closest to the sea flooded long ago and any remaining ground is utterly polluted. The animals in the area are all dead or dying, and the whole area is relegated to landfill for city waste. The only things alive to the immediate north of San Francisco are the rats and those survivors who would willingly live among them.

EAST

Oakland was once a thriving metropolis east of San Francisco, just across the bay. It now rests 30 meters underwater. As the water levels grew, some of Oakland's residents gathered their resources and moved across the bridge to San Francisco and its protective sea wall. Those who did not have the wonlongs to travel to the city instead travelled further east, into what soon became a nearly lawless state. With the influx of refugees, the government and corporations were forced to commit resources to fighting crime in the city (unsuccessfully most would say). As the urban infrastructure disappeared vigilante justice became commonplace.

In 2185 everyone with a gun and a vendetta can sort out their own justice. Gangs constantly harass established communities when not murdering each other, and any attempts by the government to quell such activity have failed due to a lack of funding and resources. Although some residents can live peaceful lives in the eastern badlands, these rare homesteads are backed by heavy firepower and unusually abundant resources.

SOUTH

To the south of District 1 sits the Saint Francis tree preserve, a carefully maintained and extremely expensive genetically engineered tree line roughly a mile thick between the edge of District 1 and the city perimeter. Despite its natural appearance, the trees form a heavily fortified wall preventing migration into the city. Attempting to cross the wall in any way is a class 1 offense and security forces are permitted to shoot on sight. South of the perimeter are more badlands. Waste washed up along the coast has led to decay, and diseases spread easily to what few communities live this far south. Out here the survivors take up the art of scavenging, hoping to sell enough scrap to leave the badlands and move to San Francisco or Los Angeles. Most realize that this dream is too difficult to achieve legally and so turn to gang crime to sustain themselves. The Diablos Eléctrico, which operates many scrap yards outside of the city, are the most logical option.

WEST

To the west of the city lay the polluted waters of the San Francisco Bay. This wide pool of murky brown water stretches like sludge toward a vast ocean. Thousands of bodies and other waste rest at the bottom of the bay, and tens of thousands more washed away from the bay into the ocean beyond.

BRANDS OF SAN FRANCISCO

Brands are a part of everyday life in San Francisco. Buried beneath layers of companies and corporations and figureheaded by charismatic businessmen, it's not always clear who exactly owns these brands, not that consumers care.

We've compiled a list of some of the most popular and commonly seen brands around the world, and in particular around San Francisco.

These brands are ones that cyberpunks will see every day of their lives.

Brewed the same way since 2131, Bloom Light is the beer you can trust. This budget American-style beer is brewed from cheap synthetically grown ingredients and flavored with a list of chemicals so long you'll need a magnifying glass to read on the label. While Bloom produces several popular beers, Light completely dominates the American beer market.

DEER VALLEY

A popular single malt Scotch whisky, Deer Valley claims to be made from actual organic materials. According to legend, nobody has been inside their distillery for over 200 years. This is of course completely untrue. People come and go all the time, but not without first signing a seriously long NDA. Production of Deer Valley dates back to the early 1800s.

HOKKAIDO
YEBISU

The most popular beer in Japan is Hokkaido Yebisu. A full malt flavored, amber colored beer, the Hokkaido Yebisu is slightly more expensive than its competitors, but still somehow manages to outsell them. Due to the refining process and brewing laws in Japan, most other Japanese beers leave a slight plastic aftertaste that Yebisu somehow avoids.

JIM DIAMONDS

Beloved worldwide by rock stars and actors, as well as those who wish they were like them, JD is a very sweet and syrupy American bourbon.

Jim Diamonds has perhaps the highest advertising budget of any alcohol, and you'll be hard pressed to find any bar, club, or brothel that doesn't stock it.

Mostly commonly Jim Diamonds is served with ice, or mixed with the equally sugary and popular Spider Cola.

Specializing in fast food restaurants featuring synthetic beef instant noodles, Master Wong is the most powerful brand in China. Their products are also commonplace in San Francisco.

Aside from their classic instant noodles which come in a huge variety of flavors, Master Wong also produces Spider Cola, bottled water, and plastic wrapped sweet pastries.

A little-known and surprising fact is that the Master Wong brand is owned by One Aerospace who originally developed the beef noodles for interplanetary travel.

CHIBA LUCID INSTANT FOOD

Purveyors of every kind of instant food imaginable, from cheap noodles to energy bars, the Japanese Chiba Lucid Instant Food company is a direct competitor to Master Wong.

Owned by Khan-Maezawa, Chiba Lucid offers cheap food that prepares quickly, and despite a pronounced plastic aftertaste, consumers appear to favor the products.

Perhaps most popular of the Chiba Lucid line, their chicken noodle bowl self-cooks in under 2 minutes. Consumers are, however, cautioned away from holding the bowl when activating the self-cook feature.

The biggest name in high class, high cost dining is Phoenix Luxury, a San Francisco based restaurant chain with only 5 locations, all located in Districts 1 and 2.

Phoenix Luxury was founded in 2160 by Lord Hawthorn, an American born, French trained chef, as well as a British royal who is 100-and-something in line to the throne. The brand is supported financially by The Crown Estate but is run independently by Lord Hawthorn who has achieved minor celebrity status in the states due to his cooking broadcasts and restaurant chain.

GAETANO'S ITALIANO

The most popular food in San Francisco is Italian cuisine, and the most popular restaurant chain is Gaetano's Italiano. It seems that no matter what district you're in every other block has a Gaetano's on the corner pumping the smell of Italian cuisine into the thick air of the city.

Gaetano's also sells frozen pizzas and single portion frozen meals in most food stores across the city.

TUSK INTERPLANETARY

Known primarily for space exploration, Tusk Interplanetary actually started life as an electronic car manufacturer, leading the way in consumer electric cars. This gave them a serious edge when the world's fossil fuels eventually ran dry.

Tusk's consumer level self-driving and driver-led car models put the corporation among the top three car manufacturers on the planet. Off-world Tusk leads the field by a wide margin, with their experimental vehicles outperforming every other competitor in quality and volume.

RUSSO BROS

Italian manufacturer Russo Bros is known for its inexpensive, easy to maintain, small and mobile Russo Bear motorbike.

The Russo Bear has been in production for over 200 years.

Russo has for also been producing a small scooter, called a Volare, popular for its ease of maneuvering and commonly seen on the winding streets of major cities. The Volare has been in production for several years, and combined sales of both the Volare and the Bear keep the company solvent.

Tusk Interplanetary acquired Russo Bros in the late 2000s after the discovery and consequential exploration of a wormhole led to incredible wealth gain.

山本 YAMAMOTO システム SYSTEMS

Popular among posers and racing enthusiasts, Yamamoto Systems has produced performance cars and hoppers for adrenaline junkies over several generations. Hoppers are an extremely dangerous craft: a smashing together of flying tech and dune buggies designed to propel a pilot through the hostile badlands at incredible speeds not possible on crowded megacity streets.

Yamamoto Systems, and hoppers in general, have seen a surge of popularity in recent years thanks to a series of Hollywood movies about the exploits of a fictional gang of hopper riders and their criminal lifestyle.

Yamamoto Systems is a subdivision of Kasai Corporation.

SMITH

A classic American vehicle, the Smith automobile has been around since 1907. Smith is arguably the most recognizable brand in the world, and today produces advanced quality self-driving vehicles exclusively for Ultra.

Aside from their self-driving vehicles, Smith also makes consumer level motorbikes and scooters.

Smith has changed hands several times throughout its history and is currently owned by Paragon Star.

Khan-Maezawa is among the most popular brands of firearms in the world. This company produces the famous KHMA pistols and shotguns popular with any mercenary or cyberpunk worth even half a dozen wonlongs. The KHMA brand is expensive in comparison to average firearms, but they make up for it in reliability and stopping power. Khan-Maezawa knows it and you know it too.

THE CROWN ESTATE

The United Kingdom's premier company in terms of manufacturing, Crown produces "reliable weapons to deal with your enemies, and dependable protective gear to make sure your enemies can't deal with you." Whether the client is a soldier looking to supplement their standard issue gear, or a private operative looking for a reliable tool, they have the royal guarantee, backed by The Crown Estate.

Lightweight, Fast, Reliable, American. These words perfectly describe Detroit industries arms and manufacturing branch, whether it be cars or guns. The company pitches to the private individual, offering rapid-fire personal arms with a signature American attitude. Their message reads: "We know that you need to protect your family, so protect them at 50 rounds a minute with Detroit industries submachine gun. It's the American way."

AOD ANGEL OF DEATH

AOD is a small but up-and-coming brand built on an image of power and destruction. Their motto is simple: "For as long as man has existed, he has needed a reliable means to kill." The Angel of Death boasts that it "provides the means if you have the will." The company provides a range of weapon styles, from personal sidearms to vehicle-mounted, high-caliber autocannons. Their products aren't cheap, but there's no questioning their effectiveness.

All the biggest KPop and EPop stars rock an Oppa Personal Computer! Can't afford the base cost? Oppa offers a Loan to purchase their communications hardware*

Terms and conditions apply, interest starts at 400%. With just a few payments, hackers and techs could be the proud owners of an advanced Oppa communications device.

LIUCHENG

Liucheng knows that the needs of security forces are different from the needs of the public. That is why they developed the first bullet proof comms device, capable of surviving falls of up to 500ft., the impact of high caliber bullets, and even extreme pressures. This phone was built for the noble soldiers and security guards of the world. "We are here for you."

The Prava personal computer has been the standard of portable computers since early 2100's. The Prava personal computer has spent every year grabbing life by the horns and showing the world what can be done with the most advanced and reliable personal computers on the planet. "So, grab life by the horns – with Prava personal computers."

SILICON VALLEY

Houston Dynamics is proud to present the Silicon Valley: the newest in personal computing technology. Connecting directly to a user's HUD, this advanced software provides constant, up-to-date messaging software for fast communication and system interfacing. "Never be out of the loop again, with Silicon Valley, the fast service."

The Garcia Group backs the Ultra public transportation service, whether to pick revelers up from a night out, or to deliver travelers to an early morning breach flight, the self-driving Ultra fleet is always ready to deliver passengers to their destination with time to spare. For the discerning customer Ultra offers the luxurious UltraLUX, "to travel in style, grace, and comfort."

TUSK INTERPLANETARY

Tusk interplanetary was the first and is still the greatest means to bridge the gap between destinations. From their humble beginnings in Silicon Valley to the modern day, Tusk has provided the ultimate service for interstellar travelers. "If you want to travel in comfort, style, and security, look no further than Tusk Interplanetary vessels."

"Journey to the stars, in the service of the human race." One Aerospace provides mass transit for corporations looking to ship their latest batch of synths and indebted workers from Earth to their new life of servitude in the colonies; and at the cheapest rate. One Aerospace has quickly become the go-to means of travelling to a new colonial life, and while it may not be the most comfortable, it is certainly the fastest, and among the safest means of travel.

RANDOM INTERESTING NPCS

During the initial Kickstarter funding for Carbon 2185, we offered a reward tier that allowed generous backers to include their NPCs in the Core Rulebook as interesting NPCs that you can use in your game! Here are those NPCs for you to scatter around San Francisco.

ARAM KOWALSKI

GOAL. To instill a sense of professionalism and a certain set of morals in "the young ones". With every passing year there are more and more cyberpunks and without guidance most will surely end up in an early grave.
APPEARANCE. Hardly ever seen outside of his bar, the Red Turtle, or without his slightly armored white shirt, vest and flat cap hat. Unless circumstance makes him bring out the big guns.
PERSONALITY. A veteran cyberpunk, now bar owner with certain standards in style and behavior. Aram Kowalski knows who to ask to get things done and how to do it. No one who knows him acts up in his bar, and it is considered to be a safe space from the corporate police.
STATBLOCK. ***Legendary Cyberpunk*** with Customised Heavy Pistol Saud Elegance.

ALDUS AQUILA

GOAL. His former commanding officer is now a powerful CEO. He wants to repay his debts and take some sweet vengeance on the corporation that betrayed him.
APPEARANCE. Aldus is a Mediterranean man in his early 30s with a runner's physique.
PERSONALITY. A former soldier put on ice for cutting corners. He has reawoken in a world of new possibilities. Will take time to learn everything new that has occured in the world before carefully moving on.
STATBLOCK. ***Corporate Elite Soldier*** with the ***Houston Dynamics Personal Additional Articulators***

WOLF

GOAL. Get revenge on those who took away his family, by any means necessary. But first he needs to discover who took away his family in the first place.
APPEARANCE. A middle aged, well-built biker. He has enhanced arms designed to look like actual tattood flesh.
PERSONALITY. Wolf knows he's a badass, and is very confident and arrogant about that fact. If you disrespect him, you'll know about it. A violent man with a very short fuse, this makes many people distrust him and earned him the nickname 'rabid wolf'.
STATBLOCK. ***Shogun*** with an additional +1 Strength modifier*

ZENUBIA

GOAL. Zenubia wishes to get revenge on the corporations for dismissing her. The accident that cost her limbs left her unable to work and therefore unable to gain a paycheck, which left her with really cheap replacements and not a wonlong to her name.
APPEARANCE. Zenubia has a missing limb replaced with really old cheap aug sporting an external power pack. A once beautiful North African woman she used to be mistaken for a synth, until her replacement.
PERSONALITY. Jaded, impatient and wants everything upfront. Protective of own area. She is unwilling to work for those who consider themselves to be better than the others around them.
STATBLOCK. ***Augmented Veteran***

LUCID MONK

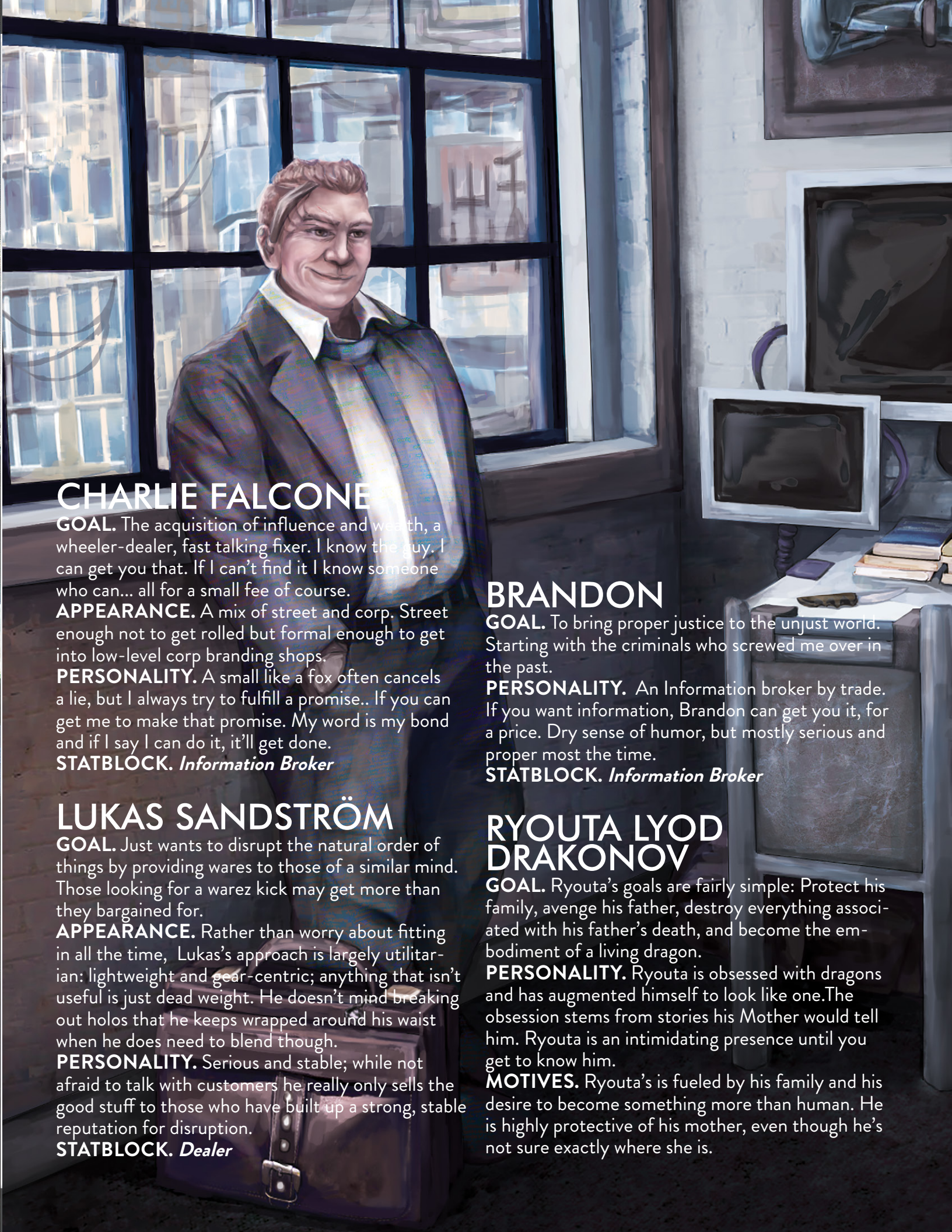
GOAL. Lucid can be found either dumpster diving finding the discarded tech from corporations -- one company's garbage is an other man's treasure, or at his workbench creating devices that help him attack the companies that he has recognized that are manipulating everyone. Having power and money shouldn't give anyone the ability to do as they want.
APPEARANCE. Relaxed mohawk, goat beard, wears oversized beach hoodie and cargo pant - shorts with a lot of pockets for storage.
Lucid also always carries a black backpack full of wires and devices and such.
PERSONALITY. Creative, resourceful, collaborative, and constantly learning the world around him. Even-headed but can always stand behind a good cause for the common guy. Definitely is looking out for what is considered the "little guy".
STATBLOCK. ***Novice Hacker***

DARREN WINSOME

GOAL. Wants to save for retirement, but never seems to have more than 1 000₩ on hand at any one time. Only he really knows where his money keeps going and he always refuses to say.
PERSONALITY. So straightforward, he's almost callous. Cares deeply about his patients, but won't let anyone know. Keeps some things deeply secret.
STATBLOCK. ***Novice Hacker*** but include a +5 Medicine proficiency*

CRIMSON

GOAL. To bring down the corporation that had her family killed.
APPEARANCE. She wears a crimson colored cloak that flows from the neck to her ankles, with a mask that has a large eye painted across it.
PERSONALITY. Crimson is serious, calm, quick thinking, and relentless.
STATBLOCK. ***Roboronin***



CHARLIE FALCONE

GOAL. The acquisition of influence and wealth, a wheeler-dealer, fast talking fixer. I know the guy. I can get you that. If I can't find it I know someone who can... all for a small fee of course.
APPEARANCE. A mix of street and corp. Street enough not to get rolled but formal enough to get into low-level corp branding shops.
PERSONALITY. A small like a fox often cancels a lie, but I always try to fulfill a promise.. If you can get me to make that promise. My word is my bond and if I say I can do it, it'll get done.
STATBLOCK. ***Information Broker***

LUKAS SANDSTRÖM

GOAL. Just wants to disrupt the natural order of things by providing wares to those of a similar mind. Those looking for a warez kick may get more than they bargained for.
APPEARANCE. Rather than worry about fitting in all the time, Lukas's approach is largely utilitarian: lightweight and gear-centric; anything that isn't useful is just dead weight. He doesn't mind breaking out holos that he keeps wrapped around his waist when he does need to blend though.
PERSONALITY. Serious and stable; while not afraid to talk with customers he really only sells the good stuff to those who have built up a strong, stable reputation for disruption.
STATBLOCK. ***Dealer***

BRANDON

GOAL. To bring proper justice to the unjust world. Starting with the criminals who screwed me over in the past.
PERSONALITY. An Information broker by trade. If you want information, Brandon can get you it, for a price. Dry sense of humor, but mostly serious and proper most the time.
STATBLOCK. ***Information Broker***

RYOUTA LYOD DRAKONOV

GOAL. Ryouta's goals are fairly simple: Protect his family, avenge his father, destroy everything associated with his father's death, and become the embodiment of a living dragon.
PERSONALITY. Ryouta is obsessed with dragons and has augmented himself to look like one.The obsession stems from stories his Mother would tell him. Ryouta is an intimidating presence until you get to know him.
MOTIVES. Ryouta's is fueled by his family and his desire to become something more than human. He is highly protective of his mother, even though he's not sure exactly where she is.

SAKIIN IKARI

GOAL. Improve her quality life, and the lives of her friends. She wants to do this by earning a large job and getting a big payment.
APPEARANCE. Sakiin Ikari is a young woman with purple hair. Often dressed in a uniform from her day job as a waitress.
PERSONALITY. Aloof and laid back. Listens to music non stop. She never pays full attention as she's consistently focused on the music. She's a cyberpunk in her downtime, but quite skilled as a cyberpunk regardless.
STATBLOCK. ***Surviving Cyberpunk***

BOOKER "ACE" DOMINIQUE

GOAL. To live up to his own stories and prove to the other cyberpunks that he is in fact an amazing cyberpunk. Retrieve his ship currently impounded for unpaid bills.
APPEARANCE. Blonde mohawk, with tattooed head. An affinity for synth fur coats. Dual wields cheap pistols.
PERSONALITY. Alcoholic with gambling issues. Very good pilot and he knows it -- not that anyone believes him. Ex-con, so watch out for the shank.
STATBLOCK. ***Surviving Cyberpunk*** with Proficiency in Vehicles (Air)

PERTTU SOLGARD

GOAL. Fame and infamy above all else, regardless of others around him, leaving his friends and family in the dust.
APPEARANCE. Long brown hair, tall and slender. Forgettable face, which he hates.
PERSONALITY. Loves messing with everyone. He smuggles himself into high-class events to pull pranks on members of high society.
STATBLOCK. ***Surviving Cyberpunk*** with Proficiency in Sleight of Hand and Stealth

OLGOV ILYCH

GOAL. Wants to make something of himself, but is restricted by his criminal past and links to all the city's gangs. He wants to escape the gang history and prove himself an honorable man.
APPEARANCE. Huge guy with outdated military augs and a plethora of gang tattoos.
PERSONALITY. Proud of his heritage, although he's never left the United States. Owns a run down gym in the basement of a VR cafe. Has a disdain for the patrons of the cafe..
STATBLOCK. ***Augmented Veteran***

SILAS JENSEN

GOAL. Wants to become a big famous fighting star. Looking for someone willing to cover his sponsorship deal.
APPEARANCE. Taller than average. Athletically built, with left arm made of metal. Faded pink hair.
PERSONALITY. Strong silent type, always ready for things to kick off. Well-connected in the sports scene. Want to fix a fight? You know where to look. Big into vehicles.
STATBLOCK. ***Spiced-Out Thug*** with proficiency with Athletics and Unarmed Combat, His unarmed attack deal 1d4 bludgeoning damage.

RE'VOLT

GOAL. After being at the beginning of watching the corporations rise to power she was wrongfully locked away and frozen to silence her dissent. Awakening after a systems failure of her freezing unit she emerged and escaped with little to no memory of who she was, except for a satchel that contained her enigmatic diary. She will stop at nothing to find evidence and topple the corporations around her.
APPEARANCE. Re'volt appears as a tall female who is fit, with clearly defined muscles. She also has white hair with blue streaks hanging at her mid back. She has piercings along her left ear and a tribal tattoo along her left arm. She generally dresses in run down clothes to blend in, but her eyes look tired and haunting.
PERSONALITY. Those who meet her find out that Re'volt is cryptic and works mainly from the shadows. She knows there is dissent in the world against the corporations and will work to exploit it, especially if it means using information networks to do so. She loves to stick to the shadows but is fierce in fighting if the moment calls for it.
STATBLOCK. ***Surviving Cyberpunk***

RANDOM ENCOUNTER GENERATOR

Seemingly random, but interesting events happen all the time. That's as true in 2185 as it is now. Cyberpunks tend to experience these random encounters much more frequently than normal people.

Whenever there is a lul in activity at your table, or when you need a shot of excitement to break up some travel, or perhaps when you need a seed to start an adventure or mission you should use the following tables to randomly generate an encounter for your players.

To do so, simply go to the tables relevant for the city district in which the cyberpunks find themselves, once there roll 1d20 to determine what type of random event occurs, and once again roll 1d20 on the corresponding table to determine which specific event happens.

For example, let's say I'm a GM for a group of cyberpunks currently between jobs in District 5, shaking down some noodle stand workers for a few wonlongs.

I roll 1d20 to determine what type of random even happens, I get a 3 on the roll, so a Crime happens. Great, let's look at the crime table and roll 1d20, I get a 2 on the roll, let's read that entry:

"Corrupt Law Enforcement: A team of cops demand a bribe. If the cyberpunks refuse to pay up, the cops get very aggressive."

Now that's a pretty tough situation to be in, and a perfect example of life on the streets of District 5. How the players handle the situation may well have a huge effect on what happens in the rest of your story together.

While it may seem like it makes sense to list the Districts from 1-5, we've actually listed the random table generation from 5-1. This is because most campaigns will begin in District 5, and will see the cyberpunks slowly make their way up to nicer and nicer districts.

This means District 5 will be the most commonly encountered District, followed by 4, followed by 3, etc.

DISTRICT 5

RANDOM EVENTS IN DISTRICT 5

1D20	
1-7	CRIME
8-10	MISCELLANEOUS
11-16	CIVILIANS
17-20	CORPS

CRIME

1D20	EVENT
1	WITNESS TO A HATE CRIME A group of thugs is attacking a severely injured synth and shouting about how it is an affront to nature
2	CORRUPT LAW ENFORCEMENT A team of cops demand a bribe. If the cyberpunks refuse to pay up, the cops get very aggressive.
3	WITNESS The party observes taggers vandalizing a security system with spray paint.
4	PICKPOCKETED One or more cyberpunks lose an item from their inventory. (DC13 Perception check to notice as it's stolen).
5	WITNESS The cyberpunks observe the all-too-common casual drug deal.
6	EMPLOYMENT The party is approached by Jackie Chow with an offer of a new job.
7	BIKER GANG In a blur of motion two speeding biker gangs speed past with guns blazing!
8	SWARMED Ever the clever ones, the cyberpunks are approached by a gang of child pickpockets.
9	WITNESS The party passes by just in time to notice a store robbery in progress.
10	PICKPOCKETED It's not them this time! A stranger in front of the party gets pickpocketed and the party sees it.
11	ROBBERY 1d4+1 street rats attempt to mug the party.
12	WITNESS 1d4+1 street rats mugging somebody else.
13	RAID A favorite target of the police, another VR cafe gets raided.
14	CRUSHED A common drug dealer attempts to sell crush or another substance to the party.
15	WITNESS A corporate drone, street vendor, or perhaps a lone student is the latest victim of an attempted kidnapping.
16	GANG WAR The cyberpunks get caught in the crossfire of a triad street brawl!
17	ARSON A corporate office has been firebombed! It looks like someone's been arson around.
18	AMBUSHED 1d4 mercenaries on a mission to forcibly recruit cyberpunks into the service of one corporation or another.
19	WITNESS Street crime is common, but this is nothing short of a violent murder.
20	ATTACKED Despite minding ther own business one of the cyberpunks is assaulted by a faulty synthdog that got loose from its handler.

MISCELLANEOUS

1D20	EVENT
1	Someone screams that they've been attacked by a synth.
2	1d4 mercenaries want to check the party for illegal weapons and confiscate any they find.
3	Rumors begin to spread that a member of the party is actually a pinocchio.
4	A body lies on the corner of the street with kitchen utensils sticking out of its eyes.
5	A drunken man sits on the street complaining about the brightness of the neon lights
6	All the lights in this district go out in a major power cut lasting 1d4 hours.
7	A building burns to ground as a crowd watches. You hear mutterings about insurance.
8	A pair of elderly women argue over a game of mahjong they've set up on a street corner.
9	Acidic rain pours down from above. Those who are able duck into buildings or pull out acid resistant umbrellas. Anybody exposed for more than 5 minutes takes 1d4 acid damage.
10	A beggar slumps against an empty shop front begging for a few wonlongs.
11	Shouts emerge from a nearby adult club as somebody is thrown out onto the street by bouncers.
12	For a brief second a nearby screen flickers, showing the face of a woman seemingly watching the party.
13	A fanatic walks by wearing a sign that reads 'THE END IS NIGH! REPENT!'
14	A PI watches the party carefully, but rather obviously from a nearby window.
15	A body left in the street has been spray painted with 16K iconography.
16	A street rat high on narcotics attempts to mug the cyberpunks.
17	A busker plays an acoustic guitar that looks like it could be real wood...
18	An advert displays a hot new product, addressing a cyberpunk directly as they walk by.
19	An engineer stands over a heavily damaged motorbike. The wreck is still smoking and has some blood on it.
20	Strong winds blow in heavy smog from the badlands. For next 2d12 hours visibility is reduced to a maximum of 30ft.

CIVILIANS

1D20	EVENT
1	An office drone argues angrily with a door as it appears their neurolink is malfunctioning.
2	A nearby market sells basic goods, specifically 'fresh caught taste' synthfish, for only 30₩.
3	At the market a young adult claims that they are the bastard child of the president. Might be true? Who even follows politics these days?
4	A usually terrible noodle house smells exceptionally good. Suspiciously good.
5	A group of badlanders argue in hushed voices about which corporation will win the corporate war and become the sole worldwide megacorporation.
6	A market selling poor quality clothing is established in a previously empty lot. This might be a good place to hide if it is still here when things go wrong.
7	A stranger clad in plain dark clothing pushes a small data disk into the hands of one of the cyberpunks.
8	Several people stand outside a capsule apartment complex chatting to each other and smoking.
9	A group of teens sit on a bench and threaten everyone who passes by.
10	Several people wearing work clothes stand at a nearby station awaiting transport to another district.
11	A car crash has caused a crowd to gather around the incident.
12	Several maids stand outside apartments checking their personal electronic devices.
13	A young woman sprints past pursued by an older man. She turns aggressively and shouts at the cyberpunks to help her. This is Sakiin Ikari.
14	A pair of students wander the city looking for someone willing to buy them alcohol or cigarettes.
15	A group of drunk laborers have laid claim to this street, threatening anyone who steps onto it.
16	A group of students stand on a street corner talking with a hacker about getting potential modifications, the hacker looks uneasy about the idea.
17	A member of the Sons of Chaos is talking on a street corner with a member of a smaller gang.
18	A doctor named Darren Winsome sits outside of his clinic a bottle of cheap liquor in his hands. He offers the cyberpunks a job in exchange for a favor.
19	A child screams loudly about not getting a toy, but their parent is quick to shush them.
20	A man with a blonde mohawk boasts on the corner of the streets about how he is the best pilot this side of the colonies. His name is Booker "Ace" Dominique.

CORPS

1D20	EVENT
1	A security checkpoint has been quickly established and then abandoned. It is impossible to keep order in this area.
2	Several off-duty members of a corps' private security team are smoking and drinking in a nearby bar.
3	Several workers are constructing a holographic projector for some new advertisement.
4	2d4 security guards approach and ask for the party's identifications.
5	A group of corporate workers are being hassled by a group of 2d4 street rats.
6	A man in a suit, an infamous wheeler and dealer named Charlie Falcon, is talking about something stolen from a facility.
7	Many shops are inexplicably closed, and the area is surprisingly quiet.
8	A con man approaches the party encouraging them to buy into his pyramid scheme.
9	A heavily armored figure approaches the cyberpunks telling them to move on or be charged with impeding "corporation business".
10	A series of armored trucks drive past the cyberpunks transporting a fresh batch of indebted workers.
11	Someone approaches the party willing to sell them corporate supplies at a ridiculously cheap price.
12	A factory door sits open as workers load crates into the back of a set of trucks. Some of the crates are unattended.
13	A man attempts to grab one the most augmented cyberpunks in the party. They wish to harvest the augmentations to sell on the black market.
14	An advertising slogan overwhelms the HUD of anyone who passes by a small shop. People glare angrily at the lights in their eyes.
15	A system of security cameras watch the cyberpunks intently, switching from camera to camera and following them no matter where they walk.
16	A large holographic advert for Chiba Lucid Instant Noodles has the cyberpunks thinking about food, regardless of when they last ate.
17	A smashed open shopfront contains the remnants of some expensive technology.
18	Advertisements for the newest tier 4 cybernetics blare simultaneously on the cyberpunks' HUDs.
19	A man claiming to be augmented with the latest cybernetic technology threatens the party. If they challenge the man, the party discovers that the cybernetics are all of the lowest tier.
20	A group of synths, led by a large man in a luchador mask known as El Ultimo Osso, assault a corporate facility.

DISTRICT 4

RANDOM EVENTS IN DISTRICT 4
1D20
1-6 CRIME
7-9 MISCELLANEOUS
10-16 CIVILIANS
17-20 CORPS

1D20	EVENT
1	GANG A member of the Sons of Chaos is recruiting a group of youths.
2	CORRUPT LAW ENFORCEMENT A duo of cops demand a bribe. They get aggressive if the cyberpunks refuse to pay but are easily intimidated.
3	LUDDITES A group of teenagers have broken a security mech and are celebrating.
4	PICKPOCKETED A random cyberpunk loses an item from their inventory. (DC13 Perception check to notice as it's stolen).
5	LAW ENFORCEMENT Someone attempts to sell the party hard drugs. It is a setup by law enforcement.
6	FAVOR The group is approached by a con artist. The con man offers the cyberpunks a job in exchange for a favor.
7	BIKER GANG A race between different factions of the Sons of Chaos consumes the street.
8	SWARMED A gang of child pickpockets rush the cyberpunks who struggle to keep the little thieves from stealing any loose items.
9	MISTAKEN IDENTITY A cyberpunk unit is running from a robbery as they cross paths with the party. Best not let their pursuers get confused.
10	GRAB AND DASH Somebody in front of the party gets pickpocketed. The pickpocket turns and runs past the cyberpunks.

CRIME

1D20	EVENT
11	MAKING ACQUAINTANCES A Snakehead Tong red pole approaches the party with an offer or a threat.
12	RUFFIANS A group of youths are attacking an older man.
13	BITE BACK A VR cafe gets raided by Law Enforcement. A group of criminals attack the law enforcement while people panic around them.
14	CRUSHED A drug dealer attempts to sell crush to the party. The dealer threatens the cyberpunks if they refuse to purchase anything.
15	WITNESS The cyberpunks see an attempted kidnapping of a corporate drone by a group of criminals.
16	MESSAGE A member of El Librado has been strung up on the street corner.
17	ARSON A store has been firebombed! Several youths stand outside watching the fire and smiling.
18	AMBUSHED 1d4 mercenaries attempt to subdue the cyberpunks and kidnap one of them for their employer.
19	DIRTY WORK A group of thugs attempt to hire the party to rough up some innocent folks. They offer to pay 2d12x500₩.
20	PAST CURFEW A group of teenagers smash up a car, shouting nonsense as they go.

MISCELLANEOUS

1D20	EVENT
1	The sky opens in an immense downpour. Visibility is reduced to 60ft. Amid the rain a pair of figures watch the cyberpunks, waiting for one of them to break off.
2	1d4 mercenaries want to check the party for illegal weapons and confiscate any they find. The mercs are just stealing weapons and can be intimidated into leaving the cyberpunks alone.
3	Rumors begin to spread that a member of the party is actually a pinocchio.
4	Someone releases a flock of synthetic doves that fly over a nearby building.
5	A pair of teenagers argue in Korean over which anime is best.
6	An old rival of one of the cyberpunks stares at them from across the street.
7	A child begins to cry upon seeing the “scary” armed cyberpunks.
8	A pair of elderly women argue over a game of mahjong they’ve set up on a street corner. One of them has a set of cybernetic eyes and gang tattoos. The other is wearing a corporate suit.
9	Acidic rain pours down from above. Those who are able duck into buildings or pull out acid resistant umbrellas. Anybody exposed for more than 5 minutes takes 1d4 acid damage. A group of drones fly past, hissing against the acid as they watch people out in the rain.
10	A beggar missing their right eye sits against an empty shop front begging for just won-longs. They grab one of the cyberpunks, telling them about a corporation performing illegal experiments before passing out.
11	Shouts emerge from a nearby adult club as a man is thrown into the street by bouncers. He begins to curse profusely.
12	A launching breach ship distracts everyone for a few minutes as it roars overhead.
13	A bartender on break behind a bar offers one of the cyberpunks a cigarette before explaining how tiring her work is.
14	Lightning flashes overhead illuminating the sky even more than the neon glow.
15	A yakuza man often seen making deals in the street approaches the party asking for protection.
16	A man clearly high on narcotics steps out of the shadows and attempts to mug the cyberpunks. Before getting in a good swing he passes out, blood streaming from his mouth, nose, and eyes.
17	A busker plays an acoustic guitar that looks like it could be real wood...They stop playing and laugh at the cyberpunks as they walk by.
18	An advert displays a hot new product, addressing a cyberpunk directly as they walk by. There is a crackle and their HUD glitches for the next 1d12 hours.
19	Sounds of the latest album from a popular band play from a nearby store.
20	Strong winds blow in heavy smog from the badlands. For next 2d12 hours visibility is reduced to a maximum of 30ft. The reduced visibility increases the sense of danger as threats seem to amplify and then suddenly disappear in the haze.

CIVILIANS

1D20	EVENT
1	A group of food delivery drivers hurry past on scooters. One of them stops and asks directions from one of the cyberpunks. The driver is headed to an extremely dangerous neighborhood.
2	A nearby market sells basic goods, specifically 'fresh caught taste' synthfish for only 30₩. The market is supplied illegally from a synth factory.
3	Several people are talking favorably about the quality of life in the colonies and wonder aloud if they will ever get a chance to go.
4	A usually terrible noodle house smells exceptionally good. Suspiciously good. They have been using excess 'material' from the badlands.
5	A man is selling a series of fashion magazines from a small cart.
6	A market selling poor quality clothing has been established in a large open space. It might be a good place to hide if it is still here when things go wrong. Hidden among the market is a small office space from Brandon, a notorious information broker.
7	A market has been set up selling frozen meats and synthetic vegetables. 10₩ per lb.
8	Several people stand outside a capsule apartment chatting to each other and smoking. One mentions a recent break-in at a cybernetics facility.
9	A VR cafe is promoting the newest virtual reality game, and the whole place is crammed full of people. Someone inside begins to convulse and spasm after they died in the game.
10	Several people wearing work clothes stand at a nearby station awaiting transport to another district.
11	A young woman performs tarot readings on the side of the street.
12	Several maids stand outside a row of apartments staring blankly as they check their personal data. One of them swears violently in Korean before running off.
13	Someone claims to be selling alien tech for 30 000₩! On close inspection it appears to be a commlink with a sprinkling of salt crystals glued to the back of it.
14	In a small side street bar called the Red Turtle a group of cyberpunks gather. The bartender, named Aram Kowalski, is telling stories of his cyberpunking days.
15	A woman stands sobbing outside an auxiliary police station. Her family has gone missing while visiting someone in District 5.
16	A group of students stand on a street corner talking with a hacker about getting potential modifications. The hacker looks uneasy but eventually agrees, leading the students into a backstreet chop shop.
17	A shop assistant glares angrily at a customer who refuses to leave the store.
18	A doctor sits on a bench outside of a nearby hospital and stares at the ground. He still wears bloodstained clothes from some sort of operation. The clinic behind him is completely silent.
19	A team of cleaners wash the streets of blood from a brutal gang battle a few hours ago.
20	A drunken laborer appears to have had the corporation logos torn from his jumpsuit. He swears violently and attacks any cyberpunks that approach, blaming them for his misery.

CORPS

1D20	EVENT
1	A lightly-manned security checkpoint is in this area. They wave through anyone not carrying a heavy weapon.
2	Several off-duty members of a corps private security unit are smoking and drinking in a nearby bar. When one of them spots the cyberpunks they stiffen up, reaching for weapons.
3	Three exhausted corporation workers stand outside having a smoke break. One of them has an exposed keycard on their belt.
4	2d4 security guards approach the party and ask for identification. They are easily bribed and do not pay much attention to the identification.
5	A group of street rats have been gunned down by corporate security. A crowd gathers to look at the carnage before the bodies are removed.
6	A young businessman is talking with an elderly woman in a small coffee shop over her finances, she looks confused. A younger man comes over and punches the businessman in the face, starting a fight.
7	A wave of businesses have severely increased prices after a sudden spike in rent.
8	A con man approaches the party encouraging them to buy into his pyramid scheme. After talking with the cyberpunks, he instead offers them a high-paying job.
9	Gunfire rings out overhead as a group of 3d4 security guards fire warning shots into the air, telling everyone to leave the area immediately. They attempt to intimidate the cyberpunks but can be talked down.
10	A series of armored trucks drive past the cyberpunks transporting a fresh batch of indebted workers. They stop suddenly, and 2d4 security guards jump out and try to grab the cyberpunks.
11	A crate full of useless junk has 'fallen' off of the back of a truck.
12	A factory door sits open as workers load crates into the back of a set of trucks. Some of the crates are unattended. The crates contain highly illegal goods.
13	A group of 1d4+1 street thugs attack everyone in the party with obvious ties to any corporation.
14	An advertising slogan overwhelms the HUD of anyone who passes by a small shop. People glare angrily at the lights in their eyes. Every affected HUD glitches for the next 1d6+2 hours. This glitch has an embedded message from the Enigma Collective encouraging citizens to overthrow the corporations.
15	As part of an on the street interview, a news anchor asks the cyberpunks about a gang war growing in the city.
16	A large holographic advert for Chiba Lucid Instant Noodles causes the cyberpunks to think about food, regardless of when they last ate.
17	Several shops appear to have hired extra security guards. The guards are moderately well-equipped.
18	Advertisements for cheap knock-off tier 2 cybernetics blare simultaneously on the cyberpunks' HUDs.
19	A man sits in front of a corporate building begging for food while members of the corporation walk right past him.
20	Several dozen mechs patrol the streets and attempt to arrest any cyberpunks they find. Charges come hours later.

DISTRICT 3

RANDOM EVENTS IN DISTRICT 3
1D20
1-4 CRIME
5-10 MISCELLANEOUS
11-16 CIVILIANS
17-20 CORPS

CRIME

1D20	EVENT
1	ON THE DAY A member of the yakuza is shaking down some people for money.
2	CORRUPT LAW ENFORCEMENT A team of beat cops force the cyberpunks to take on a job to destroy a gang of street racers
3	PAYDAY A bratva enforcer asks the party for monthly protection money.
4	ROBBERY A group of 1d6 street rats attempt to steal the cyberpunks' cybernetics.
5	HEART OF GOLD A sex worker approaches the party asking for protection from a violent customer.
6	WHO'S CHEATING WHO A con artist asks the cyberpunks for their help with a job against a corporation.
7	SYMPATHY TWIST A pair of orphaned kids attempt to con the cyberpunks out of money.
8	SCHOOL'S OUT A gang of child pickpockets begs for scraps before attempting to steal anything valuable from the cyberpunks.
9	CALLED OUT A man selling faulty cybernetics has his own augments malfunction, he begs the cyberpunks not to tell anyone.
10	PRANKSTER After stealing from a victim in front of the party the pickpocket throws the item at the cyberpunks and shouts 'Thieves!'

1D20	EVENT
11	DO IT OR ELSE A gang boss of either the bratva or the yakuza approaches party with an offer, that could lead to a threat, to take down a gang of the other faction.
12	BORN TO BULLY A group of youths attack a synth that is feebly attempting to defend itself.
13	RAID A popular VR Cafe gets raided by law enforcement agents who break down the door and make several arrests.
14	DOCTOR FEEL GOOD A random drug dealer attempts to sell crush to the party. Within a minute law enforcement arrives to arrest the now fleeing dealer.
15	CONTRABAND CONTROVERSY The cyberpunks witness an attempted kidnapping of a street vendor.
16	AVENGE ME A member of a local gang has had all of his cybernetics ripped out and is left for dead in the streets. They beg the cyberpunks to kill the gang that did this to them.
17	ARSON A corporate office has been firebombed! The Culprit is fleeing the scene right past the cyberpunks.
18	AMBUSHED 1d4 mercenaries attempt to dissuade the cyberpunks from their current job.
19	BODYGUARD A group of shopkeepers want to hire cyberpunks to scare off members of El Librado who have been threatening their shops.
20	PAST CURFEW A group of teenagers smash up a car, shouting nonsense as they go.

MISCELLANEOUS

1D20	EVENT
1	The sky opens in an immense downpour. Visibility is reduced to 60ft. The rain begins to affect some cybernetics causing them to act erratically.
2	1d4 mercenaries check the party for illegal weapons and confiscate any they find. The cyberpunks are arrested and sent off to work for a corporation.
3	A line to purchase a new piece of hardware from Houston Dynamics wraps around the block.
4	People are gathered outside a Holovid theater discussing the latest movie. One of them is a notorious cyberpunk dressed uncharacteristically in casual wear.
5	HUDs don't seem to work within 100ft. of that new pop up store. Odd.
6	An old friend of one of the cyberpunks asks the whole group to grab a coffee.
7	A large group of insects infest the local area and exterminators have failed to get rid of them.
8	A pair of elderly men argue over a game of mahjong they've set up on a street corner. One of them swears violently when the cyberpunks approach accusing the other of cheating.
9	Acidic rain pours down from above. Those who are able duck into buildings or pull out acid resistant umbrellas. Anybody exposed for more than 5 minutes takes 1d4 acid damage.
10	A beggar who appears to have had their neurolink removed begs for scraps of food.
11	A peaceful protest for synth rights turns violent and the cyberpunks are caught at the edge of it.
12	For a brief moment a nearby screen flickers showing the face of a woman watching the party.
13	A bartender on break outside the back door of a bar offers one of the cyberpunks a cigarette before explaining how tiring her work is.
14	A group of kids play a game of basketball in the middle of the street. They are blocking the road.
15	A pair of law enforcement officers sit in a Gaetano's Italiano bar. They look like they're on break.
16	Clearly high on narcotics, a man steps out of the shadows and attempts to mug the cyberpunks.
17	A busker plays an acoustic guitar that looks like it could be real wood... They smile at the cyberpunks and ask if they have a request.
18	An advert displays a hot new product, addressing a cyberpunk directly as they walk by. The ad then dissipates leaving the bleak grey concrete reflecting on a darkened screen.
19	A beautiful woman walks past the group, and from the way she moves it is clear she is a synth.
20	Strong winds blow in heavy smog from the badlands. For next 2d12 hours visibility is reduced to a maximum of 30ft

CIVILIANS

1D20	EVENT
1	A group of food delivery drivers hurry past on scooters. Just past the cyberpunks one gets attacked by some street thugs.
2	A nearby market sells basic goods, specifically 'fresh' roasted synthdog for only 30₩.
3	A man offers to paint a portrait of a cyberpunk for 50₩, or the whole group for 100₩.
4	A man with a pair of large synthdogs lazily watches the party while his dogs barking savagely from the ends of their leashes.
5	A man is selling a series of fashion magazines from a small cart.
6	A market selling poor quality clothing has been established in a large open space. Near the center of the market a large African punk named Zenubia waves her strange looking cybernetic arm and complains loudly.
7	A pair of men stumble out of a bar swaying drunkenly on the walk home. They bump into the cyberpunks as they go.
8	Several people stand outside a capsule apartment chatting to each other and smoking. One discusses an incarcerated fellow named Aldus Aquilla who has apparently just broken out of corporate jail.
9	A VR cafe is promoting the newest virtual reality game, and the whole place is crammed full of people. Gamers scream and shout as the realism of the new game thrills their senses.
10	Several people wearing work clothes stand at a nearby station awaiting transport to another district.
11	A nearby coffee shop contains a small crowd listening to a live synthetic jazz band. Outside the coffee shop a group of corporate drones sit with cups of synthetic coffee and watch the cyberpunks cautiously.
12	A tall woman with streaks of white and blue hair gestures for the cyberpunks to follow her. She is a prolific cyberpunk named Re'volt and she has a job for the cyberpunks.
13	A pair of retirement officers stop the party believing one of them to be a rogue synth hiding amongst the group.
14	A pair of students out looking for someone willing to buy them alcohol or cigarettes are being mugged by a gang of thugs.
15	A young woman sits alone crying to herself. She seems to be staring at something on her comms device.
16	A group of students stand on a street corner talking with a hacker about getting potential modifications. The hacker looks uneasy about the idea.
17	A synth rights protest is marching down the street interrupting the flow of traffic. Many onlookers are getting rowdy and violent towards the protestors.
18	An employee sits on a bench smoking outside a nearby medical center. The hospital behind them is a hive of activity.
19	A group of cleaners wash the graffiti off the side of a corporate building. Hidden among the images are coordinates for a hidden Enigma Collective base.
20	A laborer slumps over on a nearby sidewalk, sobbing drunkenly with his head between his knees. The company logos appear to have been torn from his jumpsuit. After a few minutes he lies down on the sidewalk and goes quiet.

CORPS

1D20	EVENT
1	A well-manned security checkpoint is checking the legality and licensure of any weapons, armor, and cybernetics carried by the passersby.
2	Several off-duty members of a corps private security team are smoking and drinking in a nearby bar. They remain relaxed as cyberpunks walk past them.
3	A few corp worker drones are standing outside having a smoke break, and they look exhausted.
4	2d4 security guards approach and ask for your identification. They attempt to arrest anyone whose identification is out of date.
5	A group of private security guards are discussing the last raid they made on a rival facility. They quickly go quiet when they notice the cyberpunks.
6	A young businessman is discussing finances with an elderly woman in a small coffee shop. At first, she looks confused. After a few minutes she begins to cry.
7	A shady looking man hands the cyberpunks a holodisk containing a name and picture of a corporate scientist, and a price for proof of his death.
8	A con man approaches the party encouraging them to buy into his pyramid scheme. If the cyberpunks show any interest, he is quick to sell them shares in several non-existent companies.
9	Gunfire rings out overhead as a group of 3d4 security guards fire warning shots in the air before telling everyone to leave the area immediately. After one minute an armored truck full of goods passes slowly through the area.
10	A series of armored trucks drive past the cyberpunks transporting a fresh batch of indebted workers. One of the workers leaps from the back of the truck into the crowd. The security guards on the truck take aim.
11	An advertising agent takes interest in one of the cyberpunks and asks them to model a new product. If they play this right, it could be a way into the corporate world and possible celebrity status.
12	A factory door sits open as workers load crates into the back of a set of trucks. Some of the crates are unattended. (The crates have trackers in them).
13	A group of 1d4 security guards are under attack by a group of 2d6 street rats.
14	An advertising slogan overwhelms the HUD of anyone who passes by a small shop. People glare angrily at the lights in their eyes. One of the victims swears angrily in Japanese before deactivating his HUD.
15	A group of news anchors ask the cyberpunks about the threat of gang violence growing in the outer district of the city.
16	A large holographic advert for Chiba Lucid Instant Noodles gets the cyberpunks thinking about food, regardless of when they last ate. The advert flickers for a second, showing the face of a woman before returning to the Chiba noodle message.
17	A franchise owner asks that the cyberpunks scare off a gang of bikers who have threatened multiple times to firebomb his building.
18	Advertisements for the newest tier 4 cybernetics blare simultaneously on the cyberpunk's HUDs, with prices far outside what any of them can afford.
19	A shadowy figure watches the cyberpunks for nearly an hour.
20	A figure in a large mecha suit of Regierung design marches down the street. It stops menacingly before the cyberpunks and stares them down.

DISTRICT 2

RANDOM EVENTS IN DISTRICT 2
1D20
1-3 CRIME
4-9 MISCELLANEOUS
10-15 CIVILIANS
16-20 CORPS

CRIME

1D20	EVENT
1-2	PICKPOCKET DROP One of the cyberpunks finds a crumpled-up message in their pocket. The message points them toward a contact called "Wolf" somewhere in the district, and he wants their help with a dangerous mission.
3-4	CORRUPT LAW ENFORCEMENT A couple of SFPD sergeants demand that the cyberpunks "take care" of a fellow cop who has been "causing some problems".
5	THE ART OF THE CON A street fence who deals in stolen art tries to pawn knock-offs to the cyberpunks. He offers to get them in on the next heist as part of the deal.
6	RUMMAGE SALE A corporate insider attempts to sell faulty cybernetics to the cyberpunks. She becomes defensive if called out.
7-8	BAIT AND SWITCH A pickpocket deliberately botches a grab right in front of the party. The crook activates an advanced synthskin augment and vanishes, leaving the cyberpunks to fend for themselves.
9	AN EYE FOR AN EYE A street captain of the yakuza approaches the party about dealing with a Snakehead Tongs captain.
10	AHEAD OF THE GAME The cyberpunks witness the attempted kidnapping of a corporate official by a rival punk gang.
11-12	POSITIVE ID II A member of the Electric Diablos has had all of his cybernetics ripped out and is left for dead on the street.
13-14	FIREBUGS A corporate office has been firebombed! A group of criminals stand around laughing over the scene.
15-18	AMBUSHED 1d4 mercenaries attempt to kill the cyberpunks.
19-20	ROBBING THE HOOD The cyberunks witness a group of punks fleeing a corporate facility, chased by a group of security guards. One of the runners looks to the cyberpunks begging for help. (1d4+1 Street Rats, 2d4+2 Security Guards: What they have stolen, and why, is up to the GM).

MISCELLANEOUS

1D20	EVENT
1-2	The sky opens up in a downpour. Visibility is reduced to 60ft. Origami figures filter down with the rain littering the sidewalk
3-4	2d4 mercenaries stop the party to check for illegal weapons, confiscating any they find. The mercs work for a gang in the badlands, supplying them with illegal weapons they have confiscated.
5-6	A line to purchase a new piece of hardware from Houston Dynamics goes to the end of the block.
7	People are gathered outside a Holovid theater discussing the latest movie.
8	An old friend of one of the cyberpunks waves them down from across the street. They offer to buy lunch and catch up.
9	A pair of elderly women argue over a game of mahjong they've set up on outside a cafe. The man behind the counter of the cafe is a retired criminal of the bratva – one Olgov Ilych – a legend in the criminal underworld.
10-13	Acidic rain pours down from above. Those who are able duck into buildings or pull out acid resistant umbrellas. Those exposed for more than 5 minutes take 1d4 acid damage.
14	A beggar missing sits against an empty shop front begging for wonlongs. They offer to exchange information for some wonlongs. They know about an illegal augmentation operation in another district.
15	A peaceful protest for synth rights has turns violent and the cyberpunks are caught at the edge of it.
16	The sky ahead flashes for a few seconds as one of the major neon signs explodes under gunfire. It's hard to tell if anyone is injured over the screams. Where did the shooter go?
17	A pair of law enforcement officers sit in a Chiba noodles bar on break. One of them tenses when they see the cyberpunks, but the other puts a hand on their shoulder to calm them.
18	A busker plays an acoustic guitar that looks like it could be real wood... The young busker is an agent of the Enigma Collective (an elusive group of hackers and activists).
19	An advert offering a hot new product seems to address one of the cyberpunks as they walk by. The advert responds to the cyberpunks as if sentient.
20	Heavy smog for next 2d12 hours limits visibility to a max of 30ft.

CIVILIANS

1D20	EVENT
1	A group of food delivery drivers hurry past on scooters One of them crashes into a nearby car when it swerves out of control.
2	A usually terrible noodle house smells exceptionally good. Suspiciously good.
3	A market selling racks and racks of mid-quality clothing has been established in a large open space. A good place to hide if it is still here when things go wrong.
4	A pair of men stumble out of a bar, swaying drunkenly on the walk home. They bump into the cyberpunks as they go.
5	Several people stand outside a capsule apartment chatting to each other and smoking. One of them stands up straight when they see the cyberpunks and turns to run.
6-7	A VR cafe is promoting the newest virtual reality game, and the whole place is crammed full of people. Several gang members are gathered outside as 'security'.
8-9	A nearby coffee shop contains a small crowd listening to a live synthetic jazz band. The band soon comes outside and are mobbed by fans.
10-11	Several maids stand outside a row of apartments staring blankly as they check their personal data. One of them pulls out a cigarette and asks around for a light.
12	A pair of retirement officers lie dead in a gutter. The bodies are still fresh and blood trails away down an alley into the sewers.
13	A pair of students sit vaping on the top of a wall. They swear at the cyberpunks as they pass by not expecting a fight.
14	A heavily cyber-enhanced food vendor cooks up something savory, hawking his goods and demonstrating flair as he tosses his spatula in the air. He's secretly a street-level security guard watching for threats to the corp building across the street.
15	A synthetics rights protests is marching down the street interrupting the flow of traffic. The protesters move to block as much of the road as possible.
16	A doctor sits vaping on a bench outside a hospital. He asks the cyberpunks if they are looking for a job where they don't mind breaking some speed laws. He needs them to deliver an organ to the other side of the city in 30 minutes.
17-18	A group of cleaners are washing graffiti off the side of a corporate building. The graffiti is a vulgar depiction of the corporate CEO.
19	A woman approaches the cyberpunks with violent intentions believing they are the group that murdered her partner. She draws a weapon. The woman is a *civilian*
20	A man outside a bar stops the cyberpunks and asks if any of them have a smoke. He glances about cautiously when a certain woman leaves the bar.

CORPS

1D20	EVENT
1	A heavily armed security checkpoint is checking the area for legal possession and licensure of any weapons, armor, and cybernetics. They stop the cyberpunks next.
2	Several off-duty members of a corp's private security team are smoking and drinking in a nearby bar. They barely notice the cyberpunks.
3-4	2d4 security guards approach the party and ask for identification. They take their job seriously
5	A group of private security are discussing a group of captured cyberpunks on the walkway outside a building.
6	A shady looking man hands the cyberpunks a holodisk containing a name and picture of a corporate scientist, and a price for proof of his death.
7	A large holographic sign broadcasts an alert for people to vacate the area or they will be terminated. After 2d6 minutes a group of 3d4 security guards show up and attack anyone still in the area. Once the area is clear a second team arrives, escorting sensitive cargo.
8	A series of armored trucks drive past the cyberpunks transporting a fresh batch of indebted workers. Someone sighs and complains that it is getting slowly worse every year
9	The cyberpunks are met by an advertising agent who takes a shine to one of them in particular. The agent asks them to model a new product and offers a modest contract for their participation. The agent is secretly using the cyberpunk to try and find out more about the criminal enterprises the team is involved in.
10	An advertising slogan overwhelms the HUD of anyone who passes by a small shop. People glare angrily at the lights in their eyes. One woman stops as if struck blind by the advertisement.
11	A bar advertises a new flavor of Bloom Light.
12	Several heavily augmented soldiers stride past the cyberpunks showing off military grade augments.
13	A figure in a dark cloak watches the cyberpunks, following their interactions for nearly an hour (DC 14 Perception check to notice). The figure is a hacker for a rival cyberpunk gang, hired by a hostile corporation to gather intel on the cyberpunks.
14	A figure in a large mecha suit of SAUD design marches down the street showing off the power of the megacorporation.
15	A limousine drives past clearly containing some important member of the corporation (as indicated by corporate flags attached to the side mirrors).
16-17	A group of discarded synths lie outside a corporate building dazed, confused, and awaiting destruction.
18	News headlines discuss breakthroughs in the field of artificial intelligence.
19	A security guard approaches the cyberpunks and asks them to help recover some private material that was stolen from the company. All they saw was some sort of shimmer that broke into their facility.
20	A series of private bloggers have been found dead after attempting to report on a corporate facility. There might be a job opportunity there.

DISTRICT 1

RANDOM EVENTS IN DISTRICT 1
1D20
1-3 CRIME
4-8 MISCELLANEOUS
9-13 CIVILIANS
14-20 CORPS

CRIME

1D20	EVENT
1-2	PICKPOCKETED There is an attempt to steal one of the cyberpunk's personal items.
3-4	CORRUPT LAW ENFORCEMENT Local police harass the cyberpunks and demand a bribe. The officers refuse to back down or lower the bribe.
5	CON ARTIST A street vendor or other trickster attempts to con the cyberpunks out of their won-longs.
6	DOUBLE DEALER Some street rat attempts to sell faulty cybernetics to the cyberpunks.
7-8	WITNESS TO A CRIME The cyberpunks see a thief in the act of picking the pocket of an oblivious stranger.
9	AN OFFER YOU CAN'T REFUSE A Snakehead Tong street captain of the approaches the party about assassinating a yakuza captain.
10-12	POSITIVE ID The cyberpunks witness the attempted kidnapping of a corporate official by a rival punk gang.
11-12	POSITIVE ID II A member of the Electric Diablos has all of his cybernetics ripped out and is left for dead on the street.
13-14	ARSON A corporate office has been firebombed! The fire department is delayed by corporate espionage.
15-18	AMBUSHED 1d4+2 mercenaries attempt to capture one or more cyberpunks and bring them to the corporation for interrogation.
19-20	PAYLOAD A member of the bratva approaches the cyberpunks about smuggling a shipment of drugs onto a ship in the bay.

MISCELLANEOUS

1D20	EVENT
1	The sky opens up in a downpour. Visibility is reduced to 60ft and lightning strikes from the sky. Anyone on a rooftop wearing metal must make a DC20 Reflex save or take 53 (15d6) electrical damage.
2-3	2d4 government-sponsored mercenaries want to check the party for illegal weapons, confiscating any they find.
4	A line to purchase a new piece of hardware from Houston Dynamics goes to the end of the block.
5	People are gathered outside a Holovid theater discussing the latest movie.
6	A family member of one of the cyberpunks waves at them from across the street. They invite the cyberpunk to grab a coffee.
7	A pair of elderly women argue over a game of mahjong they've set up on a street corner. One of them stands up and begins to walk away. The other just laughs.
8-10	Acidic rain pours down from above. Those who are able duck into buildings or pull out acid resistant umbrellas. Those exposed for more than 5 minutes take 1d4 acid damage.
11-12	A beggar missing their right arm slumps against an empty shop front begging passersby for a few wonlongs. They ramble about the colonies and how the corporations are lying to everyone.
13	A peaceful protest for synth rights suddenly turns violent and the cyberpunks are caught at the edge of it. Several Injured synths plead with the cyberpunks for help.
14	The sky overhead illuminates brightly for a few seconds as one of the huge neon signs bursts. As the cyberpunks rush to the scene the dead and injured litter the ground. The first thought is aiding the wounded, but in the back of everyone's mind is a secondary question: who are the terrorists behind the explosion?
15	A pair of law enforcement officers sit in a Chiba noodle bar on break. A short time later they resume their patrol.
16	A busker plays an acoustic guitar that looks like it could be real wood... How did someone acquire real wood?
17-18	An advert offering a hot new product seems to address one of the cyberpunks as they walk by. The character with the highest hacking skill that looks at the advert spies the words 'Help me' with no further clues.
19-20	Heavy smog for next 2d12 hours limits visibility to a max of 30ft.

CIVILIANS

1D20	EVENT
1	A group of food delivery drivers rush past on scooters. They stop long enough to dump their food into a nearby bin before racing off down the street.
2-3	A hot new restaurant has people lining up to get inside, much to the dismay of the other nearby bars and restaurants. Could trouble be brewing in the food quarter?
4-5	Several people stand outside a capsule apartment chatting with each other in hushed voices and smoking cigarettes. One of them rushes off, and the others watch the figure leave, glancing about nervously.
6-7	A VR cafe is promoting the newest game, and the place is crammed full of people. A patron collapses outside the building, dead. The crowd nearby suggests murder from inside the virtual world.
8-10	A coffee shop contains a small crowd listening to a live synth jazz band. Outside a group of law enforcement officers prepare to raid the unsuspecting cafe.
11-13	Several maids stand outside a row of apartments staring blankly as they check their personal data.
14	A pair of retirement officers lie dead in a gutter. A figure darts down a dark alley before entering a building by a side door.
15	A heavily cyber-enhanced woman sits at the side of the road crying to herself (her fashion upgrades have just been poorly reviewed). She calms down after a few minutes.
16	A synthetics rights protest appears in the street, interrupting the flow of traffic. In the distance someone revs an engine as if about to drive into the crowd.
17	A doctor sits on a bench outside a hospital. They smoke a cigarette, with a thousand-yard stare and tears streaming down their face.
18-19	A group of cleaners wash graffiti off of the side of a corporate building. The graffiti represents several minor gang tags.
20	A woman approaches the cyberpunks with violent intentions, believing they are the cyberpunks that killed her partner. She is an escaped cyberninja who broke her programming and fled.

CORPS

1D20	EVENT
1-2	Heavy combat mechs and a pair of security guards check the identification of anyone passing through this area.
3-4	2d4 security guards approach and ask for identification. They attempt to arrest all the cyberpunks on ridiculous charges.
5-6	A group of private security personnel are discussing a group of captured cyberpunks and how their leader Silas Jensen got away.
7-8	A large holographic sign tells people to vacate the area or they will be terminated. After 2d6 Minutes a group of 2d4 Security guards, led by a corporate elite soldier, show up and attack anyone still in the area. The group is escorting sensitive cargo in the form of a VIP.
9-10	A series of armored trucks drive past the cyberpunks transporting highly dangerous and irradiated cargo headed to the badlands.
11-12	An advertising slogan overwhelms the HUD of anyone who passes by a small shop. The advertisements continue for several minutes after which the cyberpunks discover a message left on their HUDs. The message is a secret offer to meet with potential employer.
13	Hundreds of hologram ads obscure the party's vision for the next 1d4 hours. As long as the HUD is activated the characters have the Blinded condition for the duration.
14-15	Advertisements for the newest tier 4 cybernetics blare simultaneously on the cyberpunk's HUDs. Tier 4 augments are illegal without the proper license – and the cyberpunks definitely do not have the proper license.
16-17	A figure in a large mecha suit of Regierung design marches down the street in an apparent show of force and bravado.
18	A limousine drives past clearly containing some important member of the corporation (as indicated by corporate flags attached to the side mirrors).
19	A security guard approaches the cyberpunks and asks them to help with a recovery. The guard says that a group of cyberpunks broke in and stole a bunch of corporate files that need to be recovered.
20	Gunfire breaks out nearby and a corporate engineer rushes towards any armed group, asking them to come with him. He is willing to pay. Apparently, a combat mech has gone rogue and is rampaging outside of corporate property. Security refuses to deal with the problem.

RANDOM MISSION GENERATOR

The crew will often be sent on dangerous missions and sometimes as a GM you need to quickly prepare one without much time. Roll on the tables below to quickly generate a mission.

1D6	
1-2	CRIMINAL MISSIONS
3-4	CORPORATE MISSIONS
5	CYBERPUNK MISSIONS
6	PERSONAL/CIVILIAN MISSIONS

2D6	CRIMINAL MISSIONS
2	Someone has betrayed the criminal underworld and is now on the run. They hire the cyberpunks to protect them from repercussions (roll on the Criminals table to find out who betrayed the underworld).
3	Someone has placed a bounty on one of the members of the crew and now bounty hunters are after them (roll on the Criminals table to find out who paid for the bounty on them).
4	A group of street racers keep driving through the area. They are based nearby, and someone wants them gone.
5	A group of drug pushers want help stealing supplies to create more drugs.
6	A group of criminals want to hire the crew to damage or destroy a rival gang.
7	The cyberpunks have been hired by a powerful criminal to steal something (roll on the Items of Note table to find out what they are stealing).
8	A group of criminals want the crew to disrupt the protection racket of a rival gang.
9	A major criminal is willing to hire the cyberpunks to kidnap a member of a corporation (roll once on the Criminals table to determine who wishes to hire the crew, and once on the Corporates table to determine who it is they wish to kidnap).
10	A man comes to the crew and asks for protection from a corporation (roll on the Criminals table to find out who this person is).
11	A group of badlanders are threatening the local populous. Someone will pay to get rid of them.
12	Someone has betrayed the criminal underworld and the cyberpunks have been hired to eliminate this individual (roll on the Criminals table to find out who betrayed the underworld).

2D6	CORPORATE MISSIONS
2	A rogue AI has broken out of containment at a corporate facility and the corp execs have hired the cyberpunks to help contain it.
3	A corporation hires the cyberpunks to destroy a rival company's warehouse and storage facility (roll on the Items of Note table to see what is being stored here).
4	A corporation hires the cyberpunks to destroy a rival corporation's server facility.
5	A corporation hires the cyberpunks to kidnap a member of another corporation (roll on the Corporates table to see who they are kidnapping).
6	A corporation hires the crew to steal an item of interest from a rival corporation (roll on the Items of Note table to see what they have been hired to steal).

7 A corporate group hires the crew to track down and eliminate a member of a rival corporation (roll on the Corporates table to see who they are targeting).

8 A corporation requires a group to raid a criminal VR café and extract a target. They hire the cyberpunks to help (Roll once on the Criminals table to determine who is at the VR cafe).

9 A corporation hires this crew of cyberpunks to eliminate another crew that broke into their facility. The corp contact offers a bonus if the team recovers their stolen goods (roll on the Cyberpunks table and once on the Items of Note table to determine what was stolen and who stole it).

10 The corporation hires the cyberpunks to disband a group of badlanders that are threatening corporate resources.

11 A corporation hires the cyberpunks to protect a small facility from a group of rogue synths.

12 A group of corporate soldiers have been hired to eliminate the cyberpunks for unknown reasons.

2D6 CYBERPUNKS MISSIONS

2 Another cyberpunk friendly to the crew informs them that someone has been going around targeting cyberpunk crews and to watch their back.

3 A military-grade factory producing mechs has come under attack. This would be the perfect opportunity to sneak in and steal some goods.

4 Several gang members have begun to move on the area where the cyberpunks are staying (roll on the Criminals table to determine who is leading the gang).

5 Several cyberpunks working for the Enigma Collective approach the cyberpunks with a job to help a local clinic fight the threat of shutdown by a corporate executive.

6 The black market treats the cyberpunks to some experimental technology provided they can complete a 'simple' delivery job.

7 The cyberpunks have been hired to protect a VIP not tied to a corporation or criminal.

8 Members of the Cyberats look to hire the cyberpunk crew to recover a dangerous quantity of explosives from a megacorp.

9 A group of synths look to hire the cyberpunks to eliminate a corporate official who has been threatening synthkind (roll on the Corporates table to determine who the target is).

10 The cyberpunks have been challenged by a rival group of cyberpunks (roll on the Cyberpunks table to determine who is leading the rival crew).

11 Several corporate cars have been destroyed during a firefight between two corporations. The cyberpunks may be able to recover something before the corporations claim their old equipment.

12 A group of cyberpunks share plans with the crew for the heist of the century. The plan entails breaking into a highly secured corporate compound. They want to know if they can rely on the crew for help.

2D4 PERSONAL/CIVILIAN MISSIONS

2 A family member of one of the cyberpunks comes back into their life begging for help after crossing a local gang (roll on the Criminals table to see who they have enraged).

3 A group of people come to the cyberpunks hoping for help in investigating a murder.

4 A clinic is under constant threat by outside forces and the lead doctor asks the cyberpunks to step in and help.

5 A personal friend of one of the cyberpunks wants to hire them to find a kidnapped friend or family member. (roll on the Civilians table to determine who was kidnapped).

6 A group of street vendors have been slowly disappearing along a certain street and one of the remaining vendors has hired the cyberpunks to find out why.

7 An engineer working on a new design has been threatened by multiple corporations and enlists the help of the cyberpunks in fleeing the city to safety.

8 A family member of the cyberpunks comes to them for help after breaking a corporate law and injuring a high-ranking official. They need the help of their family (roll on the Corporates table to see who they injured).

2D4 CRIMINALS
2 CHOP SHOP DOCTOR
3 DRUG DEALER
4 STREET THUG
5 GUTTER PUNKS
6 STREET LIEUTENANT
7 STREET CAPTAIN
8 GANG LEADER

2D4 CORPORATES
2 HEAD OF SECURITY
3 DESIGN ENGINEER
4 COMPUTER SECURITY AGENT
5 SCIENTIST
6 SECURITY OFFICER
7 FACILITY OFFICER
8 CORPORATE EXECUTIVE

1D6 CYBERPUNKS
1 DAIMYO AND THEIR GANG
2 PROFESSIONAL CYBERSURGEON
3 TRAINED STREET SAMURAI
4 HARDWIRED HACKER
5 INTREPID INVESTIGATOR
6 STREET SMUGGLER

1D6 CIVILIANS
1 SIMPLE MERCHANT
2 FOOD VENDOR
3 SALARYMAN
4 TECH WORKER
5 YOUNG STUDENT
6 ELDERLY RETIREE

1D10 ITEMS OF NOTE	
1 A ROGUE AI HOUSING UNIT	**6** SYNTH PROGRAMMING CODES
2 BLUEPRINTS FOR A NEW FACILITY	**7** DIGITAL RECORDS DEVICE*
3 ADVANCED WEAPONS TECH	**8** RARE UNREFINED METALS
4 MAP TO A CRATE OF EQUIPMENT	**9** ILLEGAL NANOBOT CONTAINER
5 DESIGNS FOR A NEW MECH	**10** STASIS PODS

**CONNECTED TO A WELL HIDDEN WON-LONG WALLET*

TRAPS

There are various traps in the world of Carbon 2185. Traps are an essential part of security in megacorporation facilities and criminal safe houses and pose a major threat to cyberpunks who must frequently navigate through them as part of certain jobs.

Traps can be either **Simple** or **Advanced**. Simple traps are set up with basic tools, and despite their lethality are easily constructed and taken apart.

Advanced traps are made from much more complex systems, usually including facial recognition software, laser trips, complex mechanics, and even AI to produce their lethal results. While these are much harder to detect and disable than the simple traps, the complexity and advanced technology of these traps makes them much rarer.

TRIGGERING A TRAP

Each trap has different triggers. When determining a trap's trigger, consider whether the system is simple or advanced. Advanced traps are often part of the full technical infrastructure of a building. These systems operate through a central computer hub, managed by AI and any array of supporting tech that acts as the eyes, ears, voice, and weaponry of a wholistic monitoring process. Simple traps operate on basic mechanics, including trip wires, pressure plates, and other physics-based triggers requiring some kinetic force.

DETECTING TRAPS

To discover a hidden trap takes some measure of observational skills. Most traps have a visible element that can be detected by the cyberpunks through the use of an Intelligence (Perception) check on the area to find such clues as a faint tripwire, small camera, or an exposed wire near a pool of water.

If a character wishes to spend time examining an area to determine if it is trapped, they may instead make an Intelligence (Investigation) check. This check is usually more difficult but will provide more insight into deactivating any traps.

DEACTIVATING TRAPS

Dealing with traps requires a variety of methods which vary from trap to trap.

The most common methods are Disarming Kits for simpler traps and Hacking or Mechanics skills for more advanced traps. Successful checks allow the option to disarm the trap or prevent the trigger from activating. Have the character detail how they are dealing with the trap and ask for an appropriate skill check.

TRAP EFFECTS

Traps vary in their level of effectiveness. Some traps are **Minor** inconveniences designed to slow an oncoming threat or dissuade a group from continuing. Some traps are more of a **Major** threat, with the potential to incapacitate anyone who activates them. Finally, some traps are **Lethal**. These traps are specifically designed to kill those who would intrude on an area. Lethal traps are the rarest due to the difficulty and expense of setting them up.

TRAP SAVE DC AND ATTACK BONUS

TRAP DANGER	SAVE DC	ATTACK BONUS
MINOR	10-11	+3 TO +5
MAJOR	12-14	+6 TO +8
LETHAL	15-20	+9 TO +12

DAMAGE BY LEVEL

CHARACTER LEVEL	MINOR	MAJOR	LETHAL
1ST-3RD	1D6	3D6	6D6
4TH-6TH	2D6	4D6	8D6
7TH-8TH	3D6	6D6	12D6
9TH-10TH	5D6	7D6	18D6

TRAPS AND INITIATIVE

Some traps perform a basic action once and then expire, while other, more complicated traps act multiple times before expiring. Complex traps activate and then perform an action as listed in the trap's description. When a trap performs the first action the trap and everyone in the area rolls Initiative. The trap roll includes its listed Initiative modifier.

SAMPLE TRAPS

Following is a series of sample traps designed for use in your adventures. Other types of traps are possible, and the GM is encouraged to create their own using the samples for inspiration.

ACID BATH TRAP

SIMPLE TRAP

This trap is an easily designed if quite effective trap. The trap works by rigging a plastic bucket full of acid to a tripwire causing it to fall on whoever triggers the wire. The tripwire is usually supported a few inches above the ground and to spot the wire requires a DC10 Intelligence (Perception) check. Disabling the trap requires cutting the tripwire and carefully removing the bucket. This requires a DC13 Dexterity (Disarming Kit) check. On a failed check the trap triggers.

The trap bathes whoever triggers the trap in acid. The target must make a DC13 Reflex save or take 7(2d6) acid damage on a failed save and half as much damage on a successful save.

ACTIVE PIT TRAP

SIMPLE TRAP

This simple trap is common in older buildings, and in areas where the ground can be masked to appear solid when it is not. The trap works by applying too much weight to a seam or hole in the surface of a walking path. The opening is generally well-hidden, requiring a DC14 Intelligence (Investigation) check to reveal the trap and calculate the weight trigger. Disabling the trap requires a DC13 Dexterity (Disarming Kit) check to successfully pin the floor into place long enough to allow crossing if the trap cannot be bypassed.

The trap causes the anyone stepping onto it to fall (see falling damage).

AUDIOLOGICAL DISSUASION SYSTEM

ADVANCED TRAP

This complex system is designed to release a high-frequency pitch that interferes with neurolinks, causing neurological damage to the body. The sound-emitting device is usually well hidden or recessed into the walls and/or ceiling. Locating the source of the noise requires a DC14 intelligence (Investigation). The trap triggers when an unidentified group or individual comes within range of the facial recognition software.

Once triggered, the ADS rolls initiative at +2 and at the start of each of its turns emits a disruptive sound. Everyone with a neurolink within 30ft of the noisemaker must make a DC12 Fortitude saving throw or take 7(2d6) Psychic damage on a failed saving throw or half as much on a successful saving throw. The ADS has 20 hit points, an armor class of 13, DR/2 Ballistic, and is immune to poison, psychic, and radiation damage. Disabling the trap requires either a DC14 Intelligence (Hacking) check to access the software operating the trap, or a DC13 Dexterity (Mechanics) check to ccess and dismantle the wall-mounted emitter.

GAS BASED NEUROTOXIN DEPLOYMENT

ADVANCED TRAP

This gas canister trap deploys a gas designed to incapacitate or kill intruders. The trap is often identified by small air holes next to a closed ventilation grate. Identifying the trap requires a DC13 Intelligence (Perception) check. When activated, the system locks the doors and releases gas into a sealed chamber. Deactivating the trap requires a DC14 Intelligence (Hacking) check (with computer equipment) to disengage a sealed door, or a DC17 Strength (Athletics) check to open another means of ventilation. The characters can also attempt to plug the holes where the gas is entering the room. Doing so is an action, and for each plugged hole the damage is reduced by 1d6. There are four such holes.

Each creature in the room must make a DC13 Fortitude saving throw or take 4d6 poison damage or half as much on a successful save. The trap deals damage for 2d6 rounds. At the end of the cycle the system shuts off the gas and ventilates the chamber.

STARTING WEALTH BY LEVEL

If you are starting a campaign at a level other than 1st, you should generate your starting wealth via the backgrounds section as usual, and then consult the Additional Wealth table below to determine how much extra you start with.

STARTING LEVEL	ADDITIONAL WEALTH
2	150 000₩
3	300 000₩
4	450 000₩
5	600 000₩
6	4 500 000₩
7	8 500 000₩
8	12 500 000₩
9	16 500 000₩
10	20 000 000₩

SELLING LOOT

Anyone can sell anything worth 10 000₩ or less to pretty much anyone else. Selling higher value items than that requires certain influence levels (See Influence).
When recovering armor, cybernetics, weapons, and clothing from slain enemies, the items are assumed to be poorly maintained, or damaged by whatever caused the death of the enemy.
Items looted from enemies can only be sold for 1/4 of their listed value in the equipment, and weapons and armor tables.

Cybernetics looted from corpses are worthless unless stated otherwise by the GM.
Biolockable weapons looted from enemies are always assumed to be biolocked to the user.
To calculate the selling price of these, subtract 100 000₩ from the base price, and divide the remainer by 4.

Human life is cheap, and by extension so are organs. If somebody were to loot all the organs looted from relatively healthy corpses, each complete set of organs would be worth around 10 000₩ on the black market. Harvesting a corpse for organs requires a successful (Technology) Medicine check of 17 or higher.

RANDOM LOOT

If you're creating your own adventure, or the adventure you are playing doesn't have loot guidelines, you can use the relevant table for the creature's challenge rating (CR), to determine how much wealth individual enemies may be carrying on them.

This amount is presented in wonlongs, but this is only a representative value. For example, while a street thug may be carrying 10 000₩ in credit chips, a mech is unlikely to carry 10 000₩ in real currency. Instead the mech may have 10 000₩ of salvageable components that the party can sell.

SPECIFIC ITEMS AND GOODS TABLES

We've produced a selection of table for you to generate loot for particularly notable enemies or those in large groups. To do so, roll once on the relevant table per group of defeated NPCs, or per notable NPC according to their loyalties and CR.

CR 0 - 1/2

D100	WONLONGS
01-20	0₩
31-60	5d6 x 10₩
61-70	2d6 x 100₩ +1 ON SPECIFIC ITEMS AND GOODS
71-95	3d6 x 500₩
96-00	1d6 x 1 000₩ +1 ON SPECIFIC ITEMS AND GOODS

CR 1 - 3

D100	WONLONGS
01-20	4d6 x 10₩
31-60	5d6 x 100₩
61-70	2d6 x 500₩ +1 ON SPECIFIC ITEMS AND GOODS
71-95	3d6 x 1 000₩
96-00	1d6 x 10 000₩ +1 ON SPECIFIC ITEMS AND GOODS

CR 4 - 6

D100	WONLONGS
01-20	3d6 x 50₩
31-60	6d6 x 100₩
61-70	4d6 x 500₩ +1 ON SPECIFIC ITEMS AND GOODS
71-95	2d6 x 2 000₩
96-00	1d6 x 20 000₩ +1 ON SPECIFIC ITEMS AND GOODS

CR 7 - 9

D100	WONLONGS
01-20	3d6 x 500₩
31-60	5d6 x 1 000₩
61-70	4d6 x 2 000₩ +1 ON SPECIFIC ITEMS AND GOODS
71-95	3d6 x 5 000₩
96-00	2d6 x 50 000₩ +1 ON SPECIFIC ITEMS AND GOODS

CR 10+

D100	WONLONGS
01-20	2d6 x 2 000₩
31-60	4d6 x 5 000₩
61-70	3d6 x 10 000₩ +1 ON SPECIFIC ITEMS AND GOODS
71-95	2d6 x 20 000₩
96-00	1d6 x 100 000₩ +1 ON SPECIFIC ITEMS AND GOODS

CIVILIANS AND GOVERNMENT

D100	CR0 - CR1/2	CR1 - CR3	CR4 - CR6	CR7 - CR9	CR10+
01-20	Personal Comms Device	Cigarettes, Good Quality	Keycard to a Motorbike	Keycard to a Car	Tier 1 Augment
21-50	Cigarettes, Poor Quality	Personal Computer, Average	Keycard to a Car	Keys to a small home	Personal Computer Expensive
51-80	Cigarettes, Good Quality	Personal Comms Device	Personal Comms Device, Expensive	Personal Computer, Expensive	Personal Comms Device, Exceptional
81-90	Personal Computer, Cheap	Gambling Kit	Chef's Kit	Repair Tools	Repair Tools
91-93	Personal Computer, Expensive	Tier 1 Augment	Tier 1 Augment	Tier 2 Augment	Lymphomight All Day Relief
94-96	Nanopack	Two Nanopacks	Tier 2 Augment	Tier 3 Augment	Tier 3 Augment
97-99	Two Nanopacks	Lukolite Quick Relief	Lukolite Work Day Relief	Lymphomight Quick Relief	Tier 4 Augment
100	Tier 1 Augment	Tier 2 Augment	Tier 3 Augment	Tier 4 Augment	Tier 5 Augment

CRIMINALS AND THE GANGS

D100	CR0 - CR1/2	CR1 - CR3	CR4 - CR6	CR7 - CR9	CR10+
01-20	21st Century Pistol	Black Market SMG	Unlocked Heavy Pistol	Bottle of Fine quality Jim Diamond	Tier 1 Augment
21-50	Wonlong Chip worth 1 000₩	21st Century Pistol with a full magazine	Black Market SMG with a full magazine	Unlocked Combat Shotgun with 4 Flat Head Shotgun Shells	Personal Comms Device with Names of Hundreds of Criminals
51-80	Rapid-o	A set of lock-picks	10 9mm GPS Ammunition	Two Nanopacks	Hand Crafted Revolver Worth 240 000₩
81-90	Crush	Two Rapid-o	Two Crush	Lymphomight Quick Relief	Tier 2 Augment
91-93	Nanopack	Lukolite Quick Relief	Lukolite Work Day Relief	Tier 2 Augment	Two Lymphomight All Day Reliefs
94-96	Two Crush	Tier 1 Augment	Tier 2 Augment	Three Nanopacks	Tier 3 Augment
97-99	Two Nanopacks	Lukolite Work Day Relief	Three Nanopacks	Tier 3 Augment	Tier 4 Augment
100	Tier 1 Augment	Tier 2 Augment	Tier 3 Augment	Tier 4 Augment	Tier 5 Augment

CYBERPUNK CREWS

D100	CR0 - CR1/2	CR1 - CR3	CR4 - CR6	CR7 - CR9	CR10+
01-20	Lockpicks	Disguise Kit	Hacker Device	Unlocked Heavy Pistol	Tier 1 Augment
21-50	21st Century Pistol	Black Market SMG with a full magazine	Unlocked Heavy Pistol and 10 10mm Incendiary Bullets	Expensive Bottle of Jim Diamond	Advanced Hacking Software 3 uses. (Gain advantage on a Hacking check)
51-80	Hand Crafted Knife	Hacker's Device	Personal Comms Device, Average	Unlocked Combat Shotgun	Tier 2 Augment
81-90	Personal Comms Device, Cheap	Two Antitoxins	Two Nanopacks	Two Advanced Nanopacks	Unlocked Combat Shotgun with 4 Ionized Shotgun Shells
91-93	Nanopack	Advanced Nanopack	Advanced Hacking Software 1 use. (Gain advantage on a Hacking check)	Lymphomight Quick Relief	Tier 3 Augment
94-96	Rapid-o	Unlocked Kasai Corporation Rifle	Two Advanced Nanopacks	Tier 3 Augment	Lymphomight All Day Relief
97-99	Black Market SMG	Tier 1 Augment	Tier 2 Augment	Disarming Kit	Tier 4 Augment
100	Tier 1 Augment	Tier 2 Augment	Tier 3 Augment	Tier 4 Augment	Tier 5 Augment

CORPORATE WORKERS AND SECURITY

D100	CR0 - CR1/2	CR1 - CR3	CR4 - CR6	CR7 - CR9	CR10+
01-20	Cigarettes, Good	Personal Comms Device, Average	Personal Comms Device, Advanced	Personalized Heavy Pistol and 10x 10mm Ionized Ammunition	Keys to a Corporate Helicopter
21-50	Cigarettes, Poor	Kasai Corporation SMG	Detroit Industries SMG	Two Advanced Nanopacks	Advanced Personal Communications Implant
51-80	Personal Computer, Cheap	Personalized Watch worth 10 000₩	Customized Battle Armor	Decanter of Expensive Whiskey	Decanter of Pre-Collapse Whiskey worth 500 000₩
81-90	Nanopack	Lymphomight Quick Relief	Lymphomight Work Day	Hardcover Paper Diary worth 10 000₩	Expensive Watch worth 50 000₩
91-93	Nanopack	Lukolite Work Day Relief	Lukolite All Day Relief	Tier 3 Augment	Tier 4 Augment
94-96	Well Balanced Knife	Lukolite All Day relief	Lymphomight All Day Relief	Two Lymphomight All Day Relief	Three Lymphomight All Day Relief
97-99	Lukolite Work Day Relief	Tier 1 Augment	Tier 2 Augment	Corporate Business Computer worth 50 000₩	Expensive Designer Suit and Watch worth 1 000 000₩
100	Tier 1 Augment	Tier 2 Augment	Tier 3 Augment	Tier 4 Augment	Tier 5 Augment

MECHS

D100	CR0 - CR1/2	CR1 - CR3	CR4 - CR6	CR7 - CR9	CR10+
01-50	Additional Scrap worth 100₩	Additional Scrap worth 500₩	Additional Scrap worth 1 000₩	Additional Scrap worth 5 000₩	Additional Scrap worth 10 000₩
51-80	Hackers Device	Hackers Device	Hackers Device	External Sound Device worth 2 000₩	External Scanners worth 20 000₩
81-90	Scanning Unit worth 500₩	Scanning Unit worth 1 000₩	Processor worth 5 000₩	Superheated Internal Processor worth 10 000₩	Internal Multi-stage Processor worth 50 000₩
91-95	In Built Heavy Pistol	In Built Kasai Corporation SMG	In Built Kasai Corporation Rifle	Defensive Matrix worth 20 000₩	In Built Minigun
96-99	EMP Grenade (Self Destruct)	EMP Grenade (Self Destruct)	Two EMP Grenades (Self Destruct)	Two EMP Grenades (Self Destruct)	Three EMP Grenades (Self Destruct)
100	10x Ionized Ammunition 10mm	30x Ionized Ammunition 5.56mm	5x Ionized Ammunition 0.308mm	Intact AI Core	Complete Ionized Ammunition Minigun Keg

INFECTED

D100	CR0 - CR1/2	CR1 - CR3	CR4 - CR6	CR7 - CR9	CR10+
01-50	Damaged Corrupted Neurolink worth 500₩	Impaired Corrupted Neurolink worth 1 000₩	Intact Corrupted Neurolink worth 2 000₩	Secure Corrupted Neurolink worth 5 000₩	Cured Neurolink worth 20 000₩
51-80	Poor Quality Clothing	Poor Quality Clothing	Good Quality Clothing	Toughened Leather Jacket	Tactical Vest
81-90	Personal Jewelry worth 1 000₩	Personal Effects worth 2 000₩	Personal Jewelry worth 5 000₩	Unopened Letter from Family	Ancient Energy Drink
91-95	Unused Heavy Pistol	Unused Heavy Pistol	Slightly Used Black market SMG	Slightly Used Sawed off Shotgun	Slightly Damaged Flamethrower
96-99	Old Chefs Kit	Disguise Kit	Hackers Device	Lockpicks	Disabling Kit
100	Blood worth 2 000₩ on the organ market	Functional Glands worth 5 000₩ on the organ market	Functional Eye worth 10 000₩ on the organ market	Functional Heart worth 20 000₩ on the organ market	Functional Kidneys worth 50 000₩ on the organ market

ENEMIES AND VILLAINS

CHALLENGE (CR)

An enemie's challenge rating tells you how great a threat that enemy is. An appropriately equipped and well-rested party of four should be able to defeat an enemy that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find an enemy with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Enemies that are significantly weaker than 1st-level characters have a challenge rating lower than 1.

Enemies with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

EXPERIENCE POINTS (XP)

The number of experience points (XP) an enemy is worth is based on its challenge rating. Typically, XP is awarded for defeating the enemy or neutralizing the threat posed by the enemy, for example by sneaking past them.

ENEMY TYPES

The most common enemies that you'll face in Carbon 2185 are other humans. That does not mean there are not other types of enemies, such as Machines, Synthetics, and the Infected; humans and synthetics who's neurolinks, and brains, have been taken over by deadly computer viruses.

CHALLENGE 0

Civilian

MEDIUM HUMAN (ANY)

Armor Class. 10
Hit Points. 5 (1d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+0	+0	+0	+0	+0

Sense. Passive Perception 10
Languages. Any two languages
Challenge. 0 (10 XP)

ACTIONS

Knife. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit: 3 (1d4+0) piercing damage.

Civilians are your average person on the street. People who aren't particularly dangerous, and who simply live in this cruel world.

Merchant

MEDIUM HUMAN (ANY)

Armor Class. 13 (Tough Leather Jacket)
Hit Points. 5 (1d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+0	+1	+0	+2

Sense. Passive Perception 12
Languages. Any two languages
Challenge. 0 (10 XP)

ACTIONS

Knife. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 4 (1d4+1) piercing damage.

Merchants are slightly tougher than your average person on the street, purely out of necessity.In a fight between a merchant and a civilian, a merchant will come out on top most of the time.

Rat

TINY ANIMAL

Armor Class. 11
Hit Points. 2 (1d4-1)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
–4	+1	-1	–4	–4	–3

Sense. Darkvision 30 ft., Passive Perception 10
Languages. -
Challenge. 0 (10 XP)

KEEN SMELL. The rat has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 2 (1d1+1) piercing damage.

Perhaps the only animal to survive the ecological collapse in considerable numbers, this small rodent has always flourished where human waste can be found, like along the San Francisco wall.

Surveillance Drone

SMALL MACHINE (DRONE)

Armor Class. 12 (Armor Plating)
Hit Points. 4 (1d6)
Speed. 0 ft., fly 60 ft.

STR	DEX	CON	INT	TEC	PEO
–2	–2	+0	+2	+0	+0

Condition Immunity. Frightened, Poisoned
Skills. Perception +4
Sense. Passive Perception 14
Languages. —
Challenge. 0 (10 XP)

TRACK AND LOCATE. The Surveillance Drone has advantage on Perception checks that rely on sight or sound. If can broadcast the result of its Track and Locate to an ally within 500ft.

A common sight in San Francisco, surveillance drones replaced most cctv towards the end of the 21st century. Now all the work of shooting and editing is done by surveillance drones which work in both the film industry and the security industry taking pictures everywhere.

Mini-Spiderbot

SMALL MACHINE (SPIDERBOT)

Armor Class. 12 (Armor Plating)
Hit Points. 4 (1d6)
Speed. 20 ft., climb 20 ft.

STR	DEX	CON	INT	TEC	PEO
–2	+2	+0	+2	+0	+0

Condition Immunity. Frightened, Poisoned
Skills. Stealth +4
Sense. Passive Perception 12
Languages. —
Challenge. 0 (10 XP)

SPIDER CLIMB. The mini-spiderbot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Razor Slice. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 3 (1d1+2) slashing damage.

A small but useful mech, often created by aspiring mechanics, mini-spiderbots are easy to build and are sometimes kept as pets by eccentric mechanics and engineers.

Groupie

MEDIUM HUMAN (ANY)

Armor Class. 12
Hit Points. 6 (1d8+1)
Speed. 35 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+2	+1	+0	+0	-1

Sense. Passive Perception 10
Languages. Any two languages
Challenge. 0 (10 XP)

FAN SERVICE. Thanks to social media, tight knit online communities and message rooms, when a groupie spots the object of their admiration, they instantly reveal the person's location to the entire net. Time to get moving.

ACTIONS

Slam. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. Hit: 3 (1d4+0) piercing damage.

Idols, celebrity chefs, razor ball champions, famous cyberpunks. These people all attract the admiration of thousands of online fans who will stop at nothing to catch a glimpse of them. If you reach a certain level of fame, it's only a matter of time before you notice groupies spotting you in the street and posting your location on the net.

CHALLENGE 1/8

Street Rat

MEDIUM HUMAN (ANY)

Armor Class. 12 (Tough Leather Jacket)
Hit Points. 11 (2d8+2)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+1	+1	+0	+0	+0

Sense. Passive Perception 10
Languages. English and one other language
Challenge. 1/8 (25 XP)

ACTIONS

21st century pistol. *Ranged Weapon Attack:* +3 to hit, range 40/100 ft., one target. Hit: 5 (2d4) ballistic damage.
Fireaxe. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 4 (1d6+1) fire damage.

As the average member of any gang, these violent criminals make up the core membership of the criminal underworld.

Security Guard

MEDIUM HUMAN (ANY)

Armor Class. 13 (ZA Korp Kevlar Jacket)
Hit Points. 6 (1d8+1)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	+1	+0	–1

Damage Resistances. DR/2 Ballistic
Skills. Perception +2
Sense. Passive Perception 13
Languages. One, usually English
Challenge. 1/8 (25 XP)

Action Surge. Once per day, the security guard can take one additional action on top of its regular action and a possible bonus action.

ACTIONS

21st century pistol. *Ranged Weapon Attack:* +4 to hit, range 40/100 ft., one target. Hit: 5 (2d4) ballistic damage.
Fireaxe. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 6 (1d6+2) fire damage.

Rent-a-cops, career professionals with violent tendencies, and those looking for a job with no questions asked, tend to gravitate to security. Most of them, however, are not often willing to risk their lives.

Multi-rotor Combat Drone

SMALL MACHINE (DRONE)

Armor Class. 12 (Armor Plating)
Hit Points. 9 (2d6+2)
Speed. 0 ft., fly 60ft.

STR	DEX	CON	INT	TEC	PEO
–2	+2	+1	+0	+2	–2

Condition Immunity. Frightened, Poisoned
Sense. Passive Perception 10
Languages. —
Challenge. 1/8 (25 XP)

PACK TACTICS. The combat drone has advantage on an attack roll against a creature if at least one of the drone's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Built-in Single Shot. *Ranged Weapon Attack:* +4 to hit, range 40/100 ft., one target. Hit: 5 (2d4) ballistic damage.

This drone is one of the first models built for combat. Due to its simplicity and use as a scouting unit this basic drone has maintained popularity with armed forces around the world.

Restrictor

SMALL MACHINE (MECH)

Armor Class. 12 (Armor Plating)
Hit Points. 9 (2d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+0	+0	–1	+1	–3

Condition Immunity. Frightened, Poisoned
Sense. Passive Perception 9
Languages. English, Mandarin, Spanish, and Dutch
Challenge. 1/8 (25 XP)

FILAMENT GRIP. Restrictors are developed with an additional crowd control measure and means of pursuit. With explosive force, the restrictor fires its microfilament corded fingers to pull itself over short distances (such as up walls) or to a target that is attempting to get away.

ACTIONS

Martial Strike. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4+2) bludgeoning damage. If the target is medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the creature is grappled, and restrained, and the restrictor can't use this attack against other targets. The restrictor has two arms.
Corded Fingers. *Ranged Weapon Attack*: +4 to hit, range 30 ft., 1 target. Hit: 5 (1d4+2) piercing damage. If the attack hits, the restrictor is pulled into an unoccupied 5 ft. square next to it.

Designed to control the frequent riots throughout the last hundred years, this mech is cheap to repair and is surprisingly effective at controlling crowds.

Hive Swarm

SMALL MACHINE SWARM (MECH)

Armor Class. 11 (Armor Plating)
Hit Points. 18 (4d6+4)
Speed. 0 ft., fly 30 ft.

STR	DEX	CON	INT	TEC	PEO
–4	+1	+1	–2	+1	–4

Condition Immunities. Prone, Frightened, Poisoned
Sense. Passive Perception 9
Languages. —
Challenge. 1/8 (25 XP)

CONTROLLED SWARM. The hive swarm is a controlled swarm of nanomechs that are created by a *Hive*. Should the Hive be destroyed while the hive swarm is alive, the hive swarm is also destroyed.

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any 1 inch opening. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Poison Needles. *Ranged Weapon Attack*: +3 to hit, reach 0 ft., one creature in the swarm's space. Hit: 1 piercing damage and 5 (2d4) poison damage, or 3 (1d4) poison damage if the swarm has half of its hit points or fewer.

A strange byproduct of an illegal piece of technology called a Hive, this swarm is often reprogrammed by skilled hackers who take control of this dangerous tool.

Synthdog

MEDIUM ANIMAL (SYNTH)

Armor Class. 12 (Natural Armor)
Hit Points. 6 (1d8+1)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+1	–3	–3	–3

Sense. Passive Perception 12
Languages. —
Challenge. 1/8 (25 XP)

CANINE SENSE OF SMELL. The synthdog has an exceptional sense of smell. It has advantage on all Perception checks relying on smell and gains a +5 bonus to its passive perception.

ACTIONS

Bite. *Melee Weapon Attack*: +3 to hit, range 5ft, one target. Hit: 5 (1d6+1) piercing damage.

Man's best friend was not so lucky when the environment began to collapse. However due to genetic and mechanical engineering by humans, this animal has made its return.

Dealer

MEDIUM HUMAN (ANY)

Armor Class. 13 (Tough Leather Jacket)
Hit Points. 9 (2d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+1	+0	+1	+0	+2

Augmentations. Recoil Reduction
Sense. Passive Perception 11
Languages. English and one other language
Challenge. 1/8 (25 XP)

ENHANCED TOLERANCE. The dealers have an enhanced tolerance for anything that could affect their bodily systems and have advantage on saving throws vs the poisoned condition.

ACTIONS

21st Century Pistol. *Ranged Weapon Attack*: +3 to hit, range 40/100 ft., one target. Hit: 6 (2d4+1) ballistic damage.

For as long as there has been a market for illegal substances there have been people willing to sell them. These people often suffer the greatest punishment for the lowest wage, but at least it pays.

Corporate Muscle

MEDIUM HUMAN (ANY)

Armor Class. 11 (ZA Korp Kevlar Jacket)
Hit Points. 9 (2d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+0	+0	+1	+1	+0

Damage Resistances. DR/2 Ballistic
Sense. Passive Perception 11
Languages. English and one other language
Challenge. 1/8 (25 XP)

ACTIONS

Heavy Pistol. *Ranged Weapon Attack*: +2 to hit, range 50/100 ft., one target. Hit: 7 (2d6) ballistic damage.
Stun Baton. *Melee Weapon Attack*: +3 to hit, reach 5ft., one target. Hit: 5 (1d6+1) electric damage.

CHALLENGE 1/4

Canine Mech

MEDIUM MACHINE (MECH)

Armor Class. 13 (Armor Plating)
Hit Points. 11 (2d8+2)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	–2	+1	–2

Damage Resistances. DR/1 Ballistic
Condition Immunity. Frightened, Poisoned
Augmentations. Quickened Reflexes
Skills. Initiative +9
Sense. Passive Perception 8
Saving Throws. Reflex +9
Languages. Can understand one language, usually English.
Challenge. 1/4 (50 XP)

PACK TACTICS. The canine mech has advantage on an attack roll against a creature if at least one of the mech's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Reflex saving throw or be grappled by the canine mech.

Mercenary

MEDIUM HUMAN (ANY)

Armor Class. 14 (Kevlar Bodysuit)
Hit Points. 17 (3d8+3)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+2	+1	+0	+0	+0

Damage Resistances. DR/2 Ballistic
Augmentations. Recoil Reduction
Sense. Passive Perception 10
Languages. English, one other.
Challenge. 1/4 (50 XP)

ACTION SURGE. Once per day, the mercenary can take one additional action on top of its regular action and a possible bonus action.

ACTIONS

21st Century Pistol. *Ranged Weapon Attack*: +4 to hit, range 40/100 ft., one target. Hit: 6 (2d4+1) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage.

Mercs do violent work for violent people. Mercenaries are capable soldiers from a variety of backgrounds, usually working for a corporation (or the highest bidder) with no questions asked.

Spicer

MEDIUM HUMAN (ANY)

Armor Class. 13 (Padded Jumpsuit)
Hit Points. 13 (2d8+4)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
–2	+2	+2	+0	+0	+0

Damage Vulnerabilities. Slashing
Skills. Stealth +4
Sense. Passive Perception 10
Languages. Can understand English and one other language, but cannot speak.
Challenge. 1/4 (50 XP)

RUN AND HIDE. The Spicer can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Phase Shift Knife. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage.

Spicers are the poor souls who have become addicted to Spice, a highly addictive and corrosive substance.

Spice destroys the throat and tounge of addicts over time as well as thinning their blood, leaving them more likely to bleed out from cuts and scrapes.

Hive

SMALL MACHINE SWARM (MECH)

Armor Class. 13 (Armor Plating)
Hit Points. 17 (3d6+6)
Speed. 0 ft., fly 10 ft.

STR	DEX	CON	INT	TEC	PEO
–3	+1	+2	–1	+1	–4

Damage Resistances. DR/1 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +1
Sense. Blindsight up to 30 ft. Blind beyond this radius, Passive Perception 11
Languages. —
Challenge. 1/4 (50 XP)

UNASSUMING APPEARANCE. While the hive remains inactive, it is indistinguishable from a steel ornament, like a football trophy, ball, or globe.

SWARM GENERATOR. The hive not only holds its defensive and offensive poison spray, it also houses a deadly swarm. The *hive swarm* operates within a 60 ft. radius of the hive.

ACTIONS

Poison Spray. *Ranged Weapon Attack*: +3 to hit, range 30 ft., 1 target. Hit: 5 (2d4) poison damage, and the target must succeed on a DC 12 Fortitude saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Release the Swarm (Recharge 6). As an action the hive unleashes a *hive swarm* into a 5-foot-square space within 20 ft. of it. The *hive swarm* emerges and rolls initiative.

Gangster

MEDIUM HUMAN (ANY)

Armor Class. 13 (Toughened Leather Jacket)
Hit Points. 11 (2d8+2)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+2	+1	+0	+0	+1

Augmentations. Recoil Reduction
Skills. Persuasion +3, Intimidation +3
Sense. Passive Perception 10
Languages. English, one other language.
Challenge. 1/4 (50 XP)

GANGSTERS THREATS. After a gangster successfully hits a creature that creature must make a DC10 Mind save or be frightened until the end of the gangster's next turn.

ACTIONS

21st Century Pistol. *Ranged Weapon Attack*: +4 to hit, range 40/100 ft., one target. Hit: 6 (2d4+1) ballistic damage.

Threats of violence and coercion are common from criminal organizations. Often working on protection rackets, the gangster knows a little of how to fight, but mainly serves to intimidate those too scared to fight back.

Wesley

MEDIUM HUMAN (ANY)

Armor Class. 15 (Concealable Ballistic Vest)
Hit Points. 7 (2d6)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
–2	+2	+0	+0	+0	+0

Damage Resistances. DR/2 Ballistic
Skills. Stealth +4
Sense. Passive Perception 10
Languages. English, one other language.
Challenge. 1/4 (50 XP)

RUN AND HIDE. The wesley may take the disengage or hide actions as bonus actions on their turn.

ACTIONS

Phase Shift Knife. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage

Addicted to Crush, Wesleys are violent and barely in control of themselves.
They are easy to spot in a crowd due to the patches of decaying flesh covering their bodies, and in most cases holes in their cheeks as the high concentrations of Crush in their system literally eats away at their flesh.

Stealth-Spiderbot

TINY MACHINE (SPIDERBOT)

Armor Class. 16 (Armor Plating)
Hit Points. 7 (2d4+2)
Speed. 30 ft., climb 30 ft.

STR	DEX	CON	INT	TEC	PEO
–1	+4	+1	+1	+1	–4

Damage Resistances. DR/1 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +3, Stealth +6
Sense. Passive Perception 13
Saving Throws. Reflex +6
Languages. Can understand one language, usually English.
Challenge. 1/4 (50 XP)

SPIDER CLIMB. The stealth-spiderbot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

INSECT SIZE. The spiderbot is capable of taking the Dash, Disengage, or Hide actions as bonus actions on its turn.

RAPID MOVEMENTS. The spiderbot is capable of ending its turn on another creature. Attack rolls against the spiderbot while it is on another creature are at disadvantage. A creature may remove the spiderbot as an action and place the spiderbot in the closet unoccupied space.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 0ft., one target that the spiderbot is currently on. Hit: 1 (1d1+0) piercing damage. If the target is a creature, it must succeed on a DC11 Fortitude saving throw or take an additional 7 (2d6) poison damage.

A smaller version of the spiderbot, stealth spiderbots are popular with assassins due to their difficulty to detect and their ability to inject dangerous poisons into the target. Stealth spiderbots are a common tool among the criminal and cyberpunk communities.

Machine God Initiate

MEDIUM HUMAN (ANY)

Armor Class. 12 (Padded Jumpsuit)
Hit Points. 11 (2d8+2)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+1	+0	+0	+0

Augmentations. Reinforced Lungs, Runners, multiple Replacements.
Sense. Passive Perception 10
Languages. English, one other language.
Challenge. 1/4 (50 XP)

EARLY DAYS. The machine god initiate can take either the Disengage or Hide actions as a bonus action on its turn.

ACTIONS

Multiattack. The machine god initiate may make two melee attacks per round.
Knife. *Melee Weapon Attack*: +3 to hit, reach 5ft., one target. Hit: 3 (1d4+1) slashing damage.

New recruits in the church of the machine bound god are called initiates. They are equipped with multiple replacement augmentations to remove as much of the flesh as possible. Most initiates act as couriers or spies for the church.

CHALLENGE 1/2

Gang Footsoldier

MEDIUM HUMAN (ANY)

Armor Class. 12
Hit Points. 18 (4d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+2	+0	–1	+0	–1

Skills. Intimidation +5
Sense. Passive Perception 9
Languages. Any two languages.
Challenge. 1/2 (100 XP)

AGILE AGGRESSION. As a bonus action, the gang footsoldier can move up to its speed toward a hostile creature that it can see. This movement does not provoke attacks of opportunity.

ACTIONS

Phase shift sword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 8 (1d8+3) slashing damage, or 9 (1d10+3) slashing damage if used two handed.
Frag Grenades Mk I (x2). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 2d8 ballistic damage, or half as much damage on a successful save.

Street Thug

MEDIUM HUMAN (ANY)

Armor Class. 12
Hit Points. 23 (5d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+2	+0	+0	+0	+0

Augmentations. Enhanced Aiming
Sense. Passive Perception 10
Languages. English, one other.
Challenge. 1/2 (100 XP)

PACK TACTICS. The street thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Baton. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+0) bludgeoning damage.

Uitkijk Mech

MEDIUM MACHINE (MECH)

Armor Class. 13 (Armor Plating)
Hit Points. 14 (3d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+3	+0	+2	+0	–1

Damage Resistances. DR/3 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +4
Sense. Passive Perception 14
Languages. English, Mandarin, Spanish, and Dutch.
Challenge. 1/2 (100 XP)

ACTIONS

KHMA Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 7 (2d6) ballistic damage.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d10+3) bludgeoning damage.

Uitkijk Mechs are some of the earliest made by Regierung Kybernetik. They're kept together by cheap corporations and thrifty gangsters.
Despite being not as powerful as most combat mechs, this is easily a match for most people.

Swarm of Bots

SWARM OF TINY MACHINES (MECH)

Armor Class. 13 (Armor Plating)
Hit Points. 17 (3d8+3)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+3	+1	+1	+1	–3

Damage Resistances. DR/2 Ballistic, Bludgeoning, Piercing, Slashing
Damage Vulnerabilities. Fire, Electric
Condition Immunity. Frightened, Poisoned
Sense. Passive Perception 11
Languages. —
Challenge. 1/2 (100 XP)

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening larger than 1 inch wide. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm Tearers. *Melee Weapon Attack:* +5 to hit, reach 0ft., one target. Hit: 8 (1d8+3) piercing damage.

These microbotic robots swarm together to destroy materials. Originally designed as a construction tool, these mechs are often used on the battlefields to horrific effect. Though easily damaged by electrical impulses and fire, these mechs inspire fear in the hearts of soldiers.

Large Synthdog

Large animal (synth)

Armor Class. 12 (Armor Plating)
Hit Points. 22 (4d8+4)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	–2	–3	–3

Sense. Passive Perception 13
Languages. —
Challenge. 1/2 (100 XP)

CANINE SENSE OF SMELL. The synthdog has an exceptional sense of smell. It has advantage on all Perception checks relying on smell and gains a +5 bonus to its passive perception

PACK TACTICS. The synthdog has advantage on attack rolls against a creature if at least one of the synthdog's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, range 5ft, one target. Hit: 10 (3d4+2) piercing damage.

Genetically engineered to be larger and far more aggressive than the average synthdog, these animals are often used as guard dogs or as pets by insane or powerful criminals.

Sentrybot

Medium machine (mech)

Armor Class. 14 (Armor Plating)
Hit Points. 11 (2d8+2)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	+3	+0	–1

Damage Resistances. DR/3 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +5
Sense. Darkvision 60 ft., Passive Perception 15
Languages. English, Mandarin, Spanish, and Dutch.
Challenge. 1/2 (100 XP)

HEAT SENSORS. The sentrybot can use heat signatures to spot potential threats. It has advantage on checks to locate hidden creatures, including those using Invisi-skin, unless the creatures are masking their heat source.

ACTIONS

Built in Pistol. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. Hit: 7 (2d6) ballistic damage.

This compact and deployable combat mech available to anyone with the money to afford this most basic of security. With heat scanning software and a small weapon, the sentrybot is affordable defense.

Street Racer

Medium human (any)

Armor Class. 14 (Toughened Leather Jacket)
Hit Points. 18 (4d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+3	+0	–1	+0	+0

Augmentations. Quickened Reflexes
Skills. Vehicles (Land) +5, Initiative +8
Sense. Passive Perception 9
Saving Throws. Reflex +8
Languages. English, one other language
Challenge. 1/2 (100 XP)

A NEED FOR SPEED. The street racer was born to be behind the wheels of a vehicle. A street racer can enter a vehicle using only 5ft. of movement, and they gain advantage on reflex saves to avoid falling off of a vehicle.

ACTIONS

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.

Nighttime street races have become the most popular of illegal sports in the city. Street racers dedicate themselves to the art of racing, a life in the limelight even if only for a few minutes.

Corporate Enforcer

Medium human (any)

Armor Class. 15 (Standard Ballistic Vest)
Hit Points. 17 (3d8+3)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+1	+1	+0	+0

Damage Resistances. DR/3 Ballistic
Augmentations. Quickened Reflexes
Skills. Initiative +6
Sense. Passive Perception 11
Saving Throws. Reflex +3
Languages. English, one other language
Challenge. 1/2 (100 XP)

NO PAIN. Years of conditioning and training have taught the corporate enforcer to deal with some pain effectively.
As a bonus action, the corporate enforcer can heal themselves 1d4 once per day.

ACTIONS

Kasai Corporation SMG. *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. Hit: 8 (3d4) ballistic damage.
Stun Baton. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 4 (1d6+0) electric damage.

These corporate thugs have stood out among the countless corp soldiers they stand side by side with. Singled out and trained specifically to lead battalions, these enforcers have a loyalty to their corps that border on the religious.

Challenge 1

Law Enforcement Officer

MEDIUM HUMAN (ANY)

Armor Class. 14 (Kevlar Jacket)
Hit Points. 34 (4d10+12)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+3	+1	+0	+0

Damage Resistances. DR/2 Ballistic
Augmentations. Recoil Reduction
Skills. Perception +3
Sense. Passive Perception 13
Languages. English, and one other, usually Mandarin
Challenge. 1 (200 XP)

ACTIONS

Multiattack. The law enforcement officer may make two melee, or one ranged attack per round.
Detroit Industries SMG. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. Hit: 11 (4d4+1) ballistic damage.
Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4+2) bludgeoning damage.

Light Combat Unit

MEDIUM MACHINE (MECH)

Armor Class. 12 (Armor Plating)
Hit Points. 23 (5d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+4	+2	+0	+0	+0	+0

Damage Resistances. Ballistic, Bludgeoning, Piercing, and Slashing
Condition Immunity. Frightened, Poisoned
Sense. Passive Perception 10
Languages. All
Challenge. 1 (200 XP)

ACTIONS

KHMA Heavy Pistol. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. Hit: 7 (2d6) ballistic damage.
Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (1d10+4) bludgeoning damage.

Novice Hacker

Medium human (any)

Armor Class. 16 (Light-Duty Vest)
Hit Points. 22 (4d8+4)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+3	+1	+2	+4	+2

Damage Resistances. DR/3 Ballistic
Skills. Hacking +6, Perception +4
Sense. Passive Perception 14
Languages. English, and one other
Challenge. 1 (200 XP)

Action Surge. Once per day, the hacker can take one additional action on top of their regular action and a possible bonus action.

Actions

Kasai Corporation Rifle. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 9 (2d8) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) slashing damage.
Ghosted. The novice hacker targets one human or synthetic that she can see within 30 feet of her. The novice hacker attempts to gain access to the target's memories via its neurolink. The target must succeed on a DC14 Mind saving throw or become ghosted. The ghosted creature has memories implanted in their mind by the novice hacker and regards the novice hacker as a trusted friend to be heeded and protected. Although the target isn't under the novice hacker's control, it takes her requests or actions in the most favorable way it can. Each time the novice hacker or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the novice hacker dies. If a target's saving throw is successful, the target is immune to the novice hacker's ghosting for the next 24 hours. This effect can only target one creature at a time. False memories implanted by this action, even when realized as fake, cannot be removed.

Large Spiderbot

Medium machine (mech)

Armor Class. 15 (Armor Plating)
Hit Points. 30 (4d8+12)
Speed. 35 ft., Climb 25 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+4	+3	+0	+0	+0

Damage Resistances. DR/2 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +2
Sense. Passive Perception 12
Languages. English, and one other, usually Mandarin
Challenge. 1 (200 XP)

Strong and Stable. The spiderbot is built low to the ground and designed to take immense pressure. The spiderbot has advantage on saves vs being knocked prone or being forcibly moved and counts as one size category larger to determine weights it can carry.

Actions

Multiattack. The large spiderbot may make two melee, or one ranged attack per round.
Built in Submachine Gun. *Ranged Weapon Attack:* +6 to hit, range 40/120ft., one target. Hit: 8 (3d4) ballistic damage.
Poison Injectors. *Melee Weapon Attack:* +4 to hit, range 5ft, one target. Hit: 4 (1d4+2) piercing damage plus 7 (2d6) poison damage.

This lethal mech was originally created for use by government agencies before being purchased by Regierung. The spider-like design is effective in difficult environments making the mech an important part of Regierung (and other corp) private security units.

Guard Canine

Medium machine (mech)

Armor Class. 13 (Armor Plating)
Hit Points. 28 (5d8+5)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+3	+1	+1	–3	–3

Condition Immunity. Frightened, Poisoned
Skills. Perception +3
Sense. Passive Perception 13
Languages. —
Challenge. 1 (200 XP)

PACK TACTICS. The guard canine has advantage on attack rolls against a creature if at least one of the guard canine allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The guard canine makes two attacks on its turn, one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +4 to Hit, range 5ft, one target, Hit: 7 (2d4+2) piercing damage.
Claws. *Melee Weapon Attack:* +4 to Hit, range 5ft, one target, Hit: 6 (1d6+2) piercing damage.

A mechanical contraption created to serve as a pet or weapon to the more fringe members of society, these mechs are often kept in packs by ruthless gang captains.

Advanced Sentrybot

Medium machine (mech)

Armor Class. 16 (Armor Plating)
Hit Points. 22 (4d8+4)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	+3	+0	–1

Damage Resistances. DR/3 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +5
Sense. Darkvision 60 ft., Passive Perception 15
Languages. English, Mandarin, Spanish, and Dutch
Challenge. 1 (200 XP)

HEAT SENSORS. The advanced sentrybot can use heat signatures to spot potential threats. It has advantage on checks to locate hidden creatures, including those using Invisiskin, unless the creatures are masking their heat source.

DEPLOYABLE. These advanced sentrybots can deploy themselves as an action. While deployed they are immune to the prone condition and cannot move or be moved until it uses its action to remove this status. Additionally, while deployed it does not gain disadvantage on ranged attack rolls within 5ft.

ACTIONS

Built in SMG. *Ranged Weapon Attack:* +4 to hit, range 40/120ft., one target. Hit: 10 (4d4) ballistic damage.

A more advanced and expensive model of the sentrybot, but capable of holding its position for longer periods of time. This model's schematic was the subject of corporate spying and is now made by dozens of different companies for military or consumer use.

Nerve Drainer

Medium machine (mech)

Armor Class. 14 (Armor Plating)
Hit Points. 33 (6d8+6)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	+2	+0	+0

Damage Resistances. DR/2 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +4
Sense. Passive Perception 14
Languages. English, and one other, usually Mandarin
Challenge. 1 (200 XP)

EMERGENCY REPAIRS (RECHARGE 5-6). Using a store of nanobots, the nerve drainer can repair itself. When using this ability, the nerve drainer immediately regains 2d6+2 hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target, 5 (1d4+2) piercing damage plus 6 (2d4) psychic damage, and the target's dexterity score is reduced by 1d4.
The target dies if their dexterity score is reduced to 0, otherwise they regain lost dexterity at a rate of 1 per 2 hours sleep.
This attack does not deal psychic damage if the target does not have a neurolink.

A complex and dangerous mech used by augment pirates to immobilize or kill their victims without damaging any of the target's primary augments. This mech is highly illegal and owning one is asking for a death sentence. This fact has not stopped them from being a common sight in the black market augshops.

Machine God Preacher

Medium human (any)

Armor Class. 14 (Concealable Ballistic Vest)
Hit Points. 26 (4d8+8)
Speed. 30 ft., climb 15 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+1	+2	+1	+2	+3

Damage Resistances. DR/2 Ballistic
Augmentations. Shenzhen Landing and Climbing System, multiple Replacements.
Sense. Passive Perception 12
Languages. English, two others
Challenge. 1 (200 XP)

PREACH. The machine god preacher is an individual of great presence. Using an action they may inspire all of their allies within 30ft of them that can hear them. Allies inspired in this way gain a +1 to hit on attack rolls until the end of their next turn.

ACTIONS

Heavy Pistol. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Hammer. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit: 2 (1d4+0) slashing damage.

An individual of conviction and wrath, the machine god preachers are infamously known for their charismatic brutality. Only the most 'devoted' followers are given this title.

Challenge 2

Gang Lieutenant

MEDIUM HUMAN (ANY)

Armor Class. 17 (Military Police Armor)
Hit Points. 41 (9d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+0	+2	+0	+3

Damage Resistances. Ballistic
Saving Throws. Reflex +5, Fortitude +3
Sense. Passive Perception 12
Languages. English, two others
Challenge. 2 (450 XP)

POINT BLANK SHOOTER. The gang lieutenant suffers no penalties from shooting a target at close range, including effects causing disadvantage.

ACTIONS

Multiattack. The gang lieutenant makes two attacks per round.
Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage.
Frag Grenades Mk I (x1). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 2d8 ballistic damage, or half as much damage on a successful save.

All street rats and other minor gang members report to the lieutenant, who makes most of the field decisions. Lieutenants report to a gang captain, who reports to the head of the gang.

Gouger

MEDIUM INFECTED (ANY)

Armor Class. 13
Hit Points. 45 (6d10+12)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+3	+2	–3	+2	–2

Condition Immunity. Frightened
Sense. Blindsight up to 60 ft. blind beyond this radius, Passive Perception 7
Languages. Can't speak but can understand the languages it knew before it was infected
Challenge. 2 (450 XP)

ACTIONS

Clawed. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 12 (2d8+3) piercing damage. On a hit, the target is grappled (escape DC13).
Gouge Eyes. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target that is grappled by the gouger. Hit: 12 (2d8+3) piercing damage. If this damage reduces the target to 0 hit points, it gouges out the target's eyes, blinding them.

Gougers are the unfortunate victims of biochemical fallout from weapons once used in the many border skirmishes around the world. A compound in these weapons, created by the now defunct megacorporation Koschei Conglomeration, still lingers in uninhabitable pockets around the badlands. Victims of exposure to this chemical take on symptoms of a transmittable virus, leading to whole populations of the infected. Although gougers are aware of their actions they have no control over the violence they commit.

Spiced-Out Thug

MEDIUM HUMAN (ANY)

Armor Class. 12 (Padded Jumpsuit)
Hit Points. 59 (9d8+18)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+1	+2	+0	+0	+0

Sense. Passive Perception 10
Languages. English, two others
Challenge. 2 (450 XP)

RECKLESS. At the start of its turn, the thug can gain advantage on all weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Rapid Fire Shotgun. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. Hit: 14 (3d8) ballistic damage.

With the way the world is, people are always looking for an escape. Drugs, alcohol, VR – anything to distract them from the misery. When distraction turns to addiction, and addiction becomes desperation, some folks end up with nothing left to lose. The spiced-out thug is one of those people; pushed too far and one bad trip from murder.

Private Eye

MEDIUM HUMAN (ANY)

Armor Class. 16 (Concealable Ballistic Vest)
Hit Points. 45 (7d8+14)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+3	+0	+2	+1	+2

Damage Resistances. DR/2 Ballistic
Skills. Perception +5, Investigation +5, Persuasion +5, Presence +5
Saving Throws. Reflex +6, Fortitude +3
Sense. Passive Perception 15
Languages. English, two others
Challenge. 2 (450 XP)

INVESTIGATORS EYE. The private eye has advantage on perception tests that rely on sight.

TOUGH JOB. The private eye gains an additional 2 hit points per hit die and proficiency in Fortitude saving throws. These are both already calculated in this stat block.

ACTIONS

Multiattack. The private eye makes two attacks per round.
Heavy Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Cobra Retractable Baton. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 5 (1d6+1) bludgeoning damage.

Individuals capable of finding missing information, PI work is a dangerous career in a world built on secrets. But a tough life creates tough people and the private eye has seen everything that can go wrong in society.

Riot Restrictor

LARGE MACHINE (MECH)

Armor Class. 13 (Armor Plating)
Hit Points. 59 (9d8+18)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+1	+2	–2	+1	–4

Damage Resistances. DR/2 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Athletics +4
Sense. Passive Perception 11
Languages. English, Mandarin, Spanish, and Dutch
Challenge. 2 (450 XP)

STATIC GRIP. The riot restrictor's hands are charged with a stun unit. While grappling a creature, the riot restrictor can emit an electrical surge, stunning the creature.

FILAMENT LIMBS. The riot restrictors are developed to support restrictors in mass crowd control situations or deadly target acquisition. Designed with the filament grip module, the riot restrictor has four filament cord arms allowing it to reach multiple and distant enemies, while keeping up its mobility.

ACTIONS

Multiattack. The restrictor makes four riot control attacks or one static grip attack per round.
Riot Control. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. Hit: 6 (1d6+2) bludgeoning damage. If the target is a medium or smaller creature, it is grappled (escape DC14). Until this grapple ends, the creature is grappled, and restrained, and the riot restrictor can't use this arm to attack other targets.
Static Grip. The riot restrictor unleashes an electrical surge into grappled creatures. Each creature in its grasp must succeed on a DC12 Fortitude saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Riot Restrictors are a more robust version of the restrictor and even more effective at controlling crowds. First deployed after the collapse of the United Nations they have been used around the world by megacorps forces ever since.

Shield Mech

MEDIUM MACHINE (MECH)

Armor Class. 17 (Specialized Armor Plating)
Hit Points. 84 (8d10+40)
Speed. 5 ft., hover 20 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+0	+5	–2	+0	–2

Damage Resistances. Ballistic
Condition Immunity. Frightened, Prone, Poisoned
Saving Throws. Fortitude +8
Sense. Passive Perception 8
Languages. All
Challenge. 2 (450 XP)

REACTIVE CARAPACE. The first time a shield mech takes damage from a non-ballistic source in a round it gains resistance to that damage type until the end of its next turn. It can only resist one additional damage type at a time.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) bludgeoning damage.

A defensive mech designed by the advanced engineers at Houston Dynamics, this mech is capable of surviving in a variety of environments and taking large amounts of damage before breaking down.

Trained Engineer

MEDIUM HUMAN (ANY)

Armor Class. 13 (Padded Jumpsuit)
Hit Points. 28 (5d8+5)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+1	+2	+3	+0

Skills. Perception +5, Mechanics +6, Hacking +6
Sense. Passive Perception 15
Languages. English, and one other language
Challenge. 2 (450 XP)

JURY RIGGING. A trained engineer always counts as having the appropriate tools for any tool proficiency.

RAPID REPAIR. As an action the trained engineer may restore 2d6+2 hit points to any mech within 5ft., even restoring mechs from 0 hit points unless they are totally destroyed.

ACTIONS

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.

Part engineer, mechanic, and even a bit of hacker. This individual has solid training in keeping things running when everything should have given up have long ago.

Corporate Soldier

MEDIUM HUMAN (ANY)

Armor Class. 15 (ZA Korp Armor)
Hit Points. 39 (7d8+7)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+1	+1	+0	+0

Damage Resistances. Ballistic
Augmentations. Cat's Eyes, Quickened Reflexes
Skills. Perception +4, Initiative +7
Saving Throws. Fortitude +4, Reflex +4
Sense. Darkvision 60ft., Passive Perception 14
Languages. English, and one other language
Challenge. 2 (450 XP)

NO PAIN. Years of conditioning and training have taught the corporate soldier to deal with most pain effectively. As a bonus action, the corporate soldier can heal themselves 2d4+1 once per day.

ACTIONS

Multiattack. The corporate soldier may make two attacks per round.
Kasai Corporation SMG. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. Hit: 8 (3d4) ballistic damage.
Stun Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) electric damage.

A soldier who has renounced their legal status of humanity and become an object owned by their megacorporation. These corporate soldiers are nothing more than investments to their employers who use them for espionage, assassination and high-level security and dispose of them when they no longer serve any value.

CHALLENGE 3

Kruisstuk Mech

SMALL MACHINE (MECH)

Armor Class. 13 (Armor Plating)
Hit Points. 60 (7d10+21)
Speed. 40 ft., Climb 40 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+3	–2	+1	–2

Damage Resistances. DR/3 Ballistic
Condition Immunity. Frightened, Poisoned
Skills. Perception +1
Sense. Passive Perception 11
Languages. Can understand English, Mandarin, Spanish, and Dutch
Challenge. 3 (700 XP)

EMP SHIELDED. The kruisstuk mech has EMP shielding and is unaffected by EMP attacks.

ACTIONS

Multiattack. The Kruisstuk mech may make two attacks per round.
Standard Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 14 (3d8) ballistic damage.
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+1) bludgeoning damage.

This personal combat mech was designed as a bodyguard but became more popular as an assault unit. Developed by Regierung Kybernetik, this mech is now quite common among high-end security forces.

Retirement Officer

MEDIUM HUMAN (ANY)

Armor Class. 15 (Concealable Ballistic Vest)
Hit Points. 33 (6d8+6)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+1	+1	+0	+0

Damage Resistances. DR/2 Ballistic
Skills. Perception +4, Investigation +4
Sense. Passive Perception 14
Languages. English, One Other Language
Challenge. 3 (700 XP)

SYNTH HUNTER. The retirement officer gains advantage on perception and investigation checks against synths, and deals an additional 1d6 ballistic damage with their heavy pistol against synths.

ACTIONS

Multiattack. The retirement officer may make two attacks per round.
KHMA Heavy Pistol. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. Hit: 7 (2d6) ballistic damage plus 4 (1d6) ballistic damage if target is a synth.

After the development of synthetic lifeforms, some began to worry about the potential for rebellion or escapees trying to flee beyond the reach of the government. To prevent this from happening the government formed a specialized task force, known as the Retirement Office. A subdivision of the police department. The Retirement Office and its officers deal with any potential synthetic threats.

S.W.A.T. Officer

MEDIUM HUMAN (ANY)

Armor Class. 16 (Standard Ballistic Vest)
Hit Points. 30 (6d8+6)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+1	+0	+0	+0

Damage Resistances. DR/3 Ballistic
Skills. Perception +3
Sense. Passive Perception 13
Languages. English, One Other Language
Challenge. 3 (700 XP)

PACK TACTICS. The S.W.A.T. officer has advantage on an attack rolls against a creature if at least one of their allies are within 5 feet of the creature and the ally isn't incapacitated.

COORDINATED STRIKE. The S.W.A.T. officer is capable of taking the disengage action as a bonus action.

ACTIONS

Multiattack. The S.W.A.T. officer may make two attacks per round.
Detroit Industries SMG. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. Hit: 10 (4d4) ballistic damage.
Cobra Retractable Baton. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 5 (1d6+1) bludgeoning damage.
Flashbang (x2). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Fortitude saving throw or take 1d6 psychic damage and gain the blinded and deafened condition for 6 seconds, or be half as much damage, and no conditions on a successful save.

It's not just beat cops that the citizens hope to rely on. If a situation gets too dangerous for the standard police force, a team of highly trained S.W.A.T. officers is available to resolve the situation. These well-trained specialists are the best that the city government has to offer.

Surviving Cyberpunk

MEDIUM HUMAN (ANY)

Armor Class. 16 (Standard Ballistic Vest)
Hit Points. 44 (8d8+8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+1	+1	+0	+0

Damage Resistances. DR/3 Ballistic
Skills. Perception +4, Hacking +3
Sense. Passive Perception 14
Languages. English, One Other Language
Challenge. 3 (700 XP)

BLINDSIDE SHOOTING. The surviving cyberpunk does not suffer disadvantage when firing a ranged weapon when an enemy is within 5 feet.

SNEAK ATTACK (1/ROUND). Once per turn the surviving cyberpunk may add 7 (2d6) ballistic damage to any ranged weapon attack.

ACTIONS

Multiattack. The cyberpunk may make two attacks per round.
Street Shotgun. *Ranged Weapon Attack:* +5 to hit, range 20/50 ft., one target. Hit: 9 (2d8) ballistic damage.
21st century pistol. *Ranged Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 5 (2d4) ballistic damage.
Frag Grenades Mk I (x2). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 2d8 ballistic damage, or half as much damage on a successful save.

The life of a cyberpunk is a dangerous one, full of threats, traps, and backstabbing. The cyberpunks that live longest have the skills necessary to survive on the street. Rivalries and threats are always around the corner, but a smart cyberpunk lives life one day at a time.

Reprogramed Combat Mech

MEDIUM MACHINE (MECH)

Armor Class. 14 (Armor Plating)
Hit Points. 51 (6d10+18)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+3	–2	+1	–2

Damage Resistances. Ballistic
Damage Vulnerabilities. Electric
Condition Immunity. Frightened, Poisoned
Sense. Passive Perception 8
Languages. Can understand English, Mandarin, Spanish, and Dutch
Challenge. 3 (700 XP)

HAYWIRE FIRING. Whenever the reprogrammed combat mech takes the attack action, it may choose to gain advantage on its attack rolls, however all attack rolls against it have advantage until the end of the reprogramed combat mechs next turn.

ACTIONS

Multiattack. The reprogrammed combat mech may make two attacks per round.
Standard Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 14 (3d8) ballistic damage.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+2) bludgeoning damage.

Most combat mechs are employed by military and private organizations, but some of them 'fall off of the back of the delivery truck'. Combat mechs are often sold to the highest bidder, but the process of reprogramming them leads to some minor faults.

Augmented Veteran

MEDIUM HUMAN (ANY)

Armor Class. 16 (Light-Duty Vest)
Hit Points. 60 (7d8+28)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+2	+0	+1	+0

Augmentations. Recoil Reduction, Runners, Toughened
Damage Resistances. DR/3 Ballistic
Sense. Passive Perception 10
Languages. English, One Other Language
Challenge. 3 (700 XP)

ACTIONS

Multiattack. The augmented veteran may make two attacks per round.
Combat Shotgun. *Ranged Weapon Attack:* +5 to hit, range 20/40ft., one target. Hit: 15 (3d8+1) ballistic damage.
Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 8 (2d6+1) ballistic damage.

The armies of the world invest in the best soldiers, from the private security of the megacorporations to the armed forces of each government. Many soldiers volunteer themselves to become weapons of war and are fitted with numerous augments all provided by the employer. These soldiers often have difficulty finding honest work when they are no longer necessary, or their tech becomes obsolete.

CHALLENGE 4

Cultist of the Machine

MEDIUM HUMAN (ANY)

Armor Class. 17 (Tactical Vest)
Hit Points. 51 (6d8+24)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+2	+1	+1	+2

Augmentations. Machine Fire Spitter, Toughened
Damage Resistances. Ballistic
Skills. Hacking +4, Mechanics +4, Persuasion +5
Sense. Passive Perception 11
Languages. English, One Other Language
Challenge. 4 (1100 XP)

ACTIONS

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Machine Fire Spitter. As an action the cultist may activate their fire spitter. Each creature in a 15ft. cone from the front of the cultist must make a DC13 Reflex saving throw, taking 21 (6d6) fire damage on a fail and half as much on a success. The cultists takes 1d8 fire damage. If this damage reduces the cultist to 0hp the cone changes into a 30ft. sphere. centered on the cultist.

For many people the development of technology represents something far greater than just having the newest gear. It is the road to ascension. While some religions reject technology, others embrace it, such as the church of the Machine Ascendant. According to church doctrine, complete augmentation allows the devout to become as the gods.

Cyber-vampire

MEDIUM INFECTED (ANY)

Armor Class. 15
Hit Points. 75 (10d10 + 20)
Speed. 35 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+5	+2	–3	+2	–2

Condition Immunities. Frightened, Ghosted
Sense. Blindsight up to 60ft., blind beyond this radius, Passive Perception 7
Languages. Can't speak but can understand the languages it knew before it was infected
Challenge. 4 (1100 XP)

EXPOSED THROAT. The cyber-vampire has advantage on attack rolls against creatures it is currently grappling. While grappling a creature attacks against the cyber-vampire have advantage to hit.

ACTIONS

Bone Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 14 (2d8+5) piercing damage. On a hit, the target is grappled (escape DC13).
Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target that is grappled. Hit: 9 (2d8) piercing damage plus 4 (1d6) radiation damage. The cyber-vampire regains 7 (2d6) hit points.

These cursed individuals suffer from a horrible degenerative disease called BSDR-1897. This disease takes control of the neurolink and forces the individual to consume the bodily fluids of a living organism to survive. Despite complete awareness of what is happening the cyber-vampire is unable to control their body. It is generally agreed that putting the infected down is a mercy.

S.W.A.T. Captain

MEDIUM HUMAN (ANY)

Armor Class. 18 (Tactical Vest, Light Helmet)
Hit Points. 65 (10d8+20)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+2	+1	+0	+1

Damage Resistances. Ballistic
Skills. Perception +4, Intimidation +4
Sense. Passive Perception 14
Languages. English, One Other Language
Challenge. 4 (1100 XP)

COORDINATED STRIKE. The S.W.A.T. captain is capable of taking the disengage action as a bonus action.

AUTHORITATIVE COMMAND. As an action the S.W.A.T. captain can give advantage on attack rolls and saving throws to up to three allies within 30ft. of them.

ACTIONS

Multiattack. The S.W.A.T. captain may make two attacks per round.
Detroit Industries SMG. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. Hit: 10 (4d4) ballistic damage.
Cobra Retractable Baton. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 5 (1d6+1) bludgeoning damage.
Flashbang (x2). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Fortitude saving throw or take 1d6 psychic damage and gain the blinded and deafened condition for 6 seconds, or be half as much damage, and no conditions on a successful save.

Whenever the S.W.A.T. team is deployed it is required to have specialized coordination. These skilled police officers stand apart from the rest of the team and lead them into the most dangerous of situations. These officers put their lives on the line with every mission.

Synth Freedom Fighter

MEDIUM HUMAN (SYNTH)

Armor Class. 16 (Composite Weaving)
Hit Points. 60 (8d8+24)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+3	+1	+2	+1	+0

Augmentations. Toughened
Damage Resistances. DR/2 Ballistic
Skills. Hacking +4, Mechanics +4, Persuasion +3
Sense. Passive Perception 12
Languages. English, One Other Language
Challenge. 4 (1100 XP)

BIOENHANCED. The synth freedom fighter has advantage on saves to avoid disease.

HARDENED BY WAR. The synth freedom fighter has advantage on saves vs the frightened condition.

ACTIONS

Multiattack. The synth freedom fighter makes two attacks per round.
Standard Assault Rifle. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. Hit: 14 (3d8) ballistic damage.
Heavy Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.

For many synths a life of work is all that they know, though escape is possible. Upon fleeing the synth spends life constantly under the threat of the retirement officers. Most synths end up joining with other escaped synths to create a freedom fighting force. These synths fight for human rights and they will not stop – even if it means using fear and intimidation – until the world acknowledges them as equals.

Roboronin

MEDIUM HUMAN (ANY)

Armor Class. 14 (16 with Blade Dancer)
Hit Points. 65 (10d8+20)
Speed. 35 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+4	+2	+1	+1	–1

Augmentations. Quickened Reflexes, Invisi-skin, Jäger Legs
Skills. Stealth +7, Initiative +9
Saving Throws. Reflex +9
Sense. Passive Perception 11
Languages. English, One Other Language
Challenge. 4 (1100 XP)

BLADE DANCER. The roboronin can add their constitution bonus to their armor class while wielding a sword. Additionally, after they have taken the attack action with a sword, they may take the dash or disengage action as bonus actions.

ACTIONS

Multiattack. The roboronin makes two attacks with their monoedged katana.
Monoedged Katana. *Melee Weapon Attack:* +7 to hit, 5ft reach, one target. Hit: 9 (1d8+4) slashing damage. Ignores resistance to slashing damage.

Guns rule the streets. Standing amid the hail of bullets, however, are those who believe that the way of the sword is the ideal response. Most common among these idealists are the street samurai who work with cyberpunks, also called roboronin when working as roving mercenaries.

Gang Captain

MEDIUM HUMAN (ANY)

Armor Class. 17 (ZA Korp Armor, Helmet)
Hit Points. 54 (12d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+3	+0	+2	+0	+3

Damage Resistances. Ballistic
Sense. Passive Perception 15
Languages. English, Two Other Language
Challenge. 4 (1100 XP)

POINT BLANK SHOOTER. The gang captain suffers no penalties from shooting a target at close range, including disadvantage.

INTIMIDATING PRESENCE. As an action the gang captain can attempt to intimidate up to 5 creatures within 30ft. that can see them. The targets must make a DC14 Mind saving throw or be frightened for 1 Minute. A target may attempt this save again at the end of their turn.

ACTIONS

Multiattack. The gang captain makes two attacks per round.
Heavy Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Frag Grenades Mk I (x2). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 2d8 ballistic damage, or half as much damage on a successful save.

Like any organization a gang has a hierarchy of leadership, from the lowliest street thug to the top dogs. The captain sits between the two worlds, working between the streets and penthouse hotels, issuing the commands, and bringing the concerns of the street team to the leadership. Captains serve to link the leaders of the crime word with their many subordinates, and without them the gangs would quickly fall apart.

CHALLENGE 5

Cyberninja

MEDIUM HUMAN (ANY)

Armor Class. 17 (Concealable Ballistic Vest)
Hit Points. 75 (10d8+30)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+4	+2	+1	+0	+0

Augmentations. Quickened Reflexes, Invisi-skin
Damage Resistamces. DR/2 Ballistic
Skills. Perception +4, Stealth +7, Initiative +9
Sense. Passive Perception 14
Saving Throws. Reflex +9
Languages. English, Cantonese, Mandarin, and Japanese
Challenge. 5 (1800 XP)

CYBERNINJA TRAINING. The cyberninja is trained in the art of stealth and movement. The cyberninja may take the dash, disengage, or hide actions as bonus actions on their turn. Additionally, whenever they take the hide action they may automatically activate their Invisi-skin.

SNEAK ATTACK (1/ROUND). Once per turn the cyberninja may add 10 (3d6) damage to any weapon attack.

ACTIONS

Multiattack. The cyberninja may make two attacks per round.
Silenced Revolver. *Ranged Weapon Attack:* +7 to hit, range 25/75 ft., one target. Hit: 9 (2d8) ballistic damage.
Monoedged Katana. *Melee Weapon Attack:* +7 to hit, 5ft reach, one target. Hit: 9 (1d8+4) slashing damage. Ignores resistance to slashing damage.

The cyberninja is a weapon of corporate war. Often the culprit of a high-profile murder, these specialist assassins are equipped with unlocked weapons and sent to kill rivals of their masters. A handful may break their conditioning and go rogue, but only about one in a thousand.

Waarborg Mech

LARGE MACHINE (MECH)

Armor Class. 15 (Armor Plating)
Hit Points. 135 (18d8+54)
Speed. 40 ft., climb 40 ft.

STR	DEX	CON	INT	TEC	PEO
+5	+5	+3	+0	+1	–2

Condition Immunities. Frightened, Poisoned.
Damage Resistamces. DR/3 Ballistic
Skills. Perception +7
Sense. Passive Perception 17
Languages. English, Mandarin, Spanish, and Dutch
Challenge. 5 (1800 XP)

EMP SHIELDED. The waarborg mech has EMP shielding and is unaffected by EMP attacks.

ACTIONS

Multiattack. The mech may make two attacks per round.
Standard Assault Rifle. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. Hit: 14 (3d8) ballistic damage.
Flamethrower. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. Hit: 14 (4d6) fire damage.
Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

A four-legged combat mech used for violent pacification and crowd control. These mechs have become the very face of corporate corruption and the loss of freedom.

Veteran Hacker

MEDIUM HUMAN (ANY)

Armor Class. 17 (Concealable Ballistic Vest, Helmet)
Hit Points. 65 (10d8+20)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+2	+2	+3	+3	+0

Condition Immunities. Ghosted
Damage Resistances. DR/2 Ballistic
Saving Throws. Mind +6
Skills. Perception +6, Hacking +6, Mechanics +6
Sense. Passive Perception 16
Languages. English, and one other.
Challenge. 5 (1800 XP)

EXPLOITS. The veteran hacker has access to the following advanced exploits and can use these exploits a combined total of four times per day. The save DC for their exploits is DC15: Computer Interface, Exploding Grenades, Overcrowded HUD, Ping Echo, Healing.

ACTIONS

Multiattack. The veteran hacker may make two attacks per round or may use its Ghosted ability and make one attack with their heavy pistol.
Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Ghosted. The veteran hacker targets up to two humans or synthetics that she can see within 30ft. of her. The veteran hacker attempts to gain access to the target's memories via its neurolink. The target must succeed on a DC15 Mind saving throw or become Ghosted. The ghosted creature has memories implanted in their mind by the veteran hacker and regards the veteran hacker as a trusted friend to be heeded and protected. Although the target isn't under the veteran hacker's control, it takes her requests or actions in the most favorable way it can. Each time the veteran hacker or their allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the veteran hacker dies. If a target's saving throw is successful, the target is immune to the veteran hacker's ghosting ability for the next 24 hours. This effect can only target one creature at a time. False memories implanted by this action, even when realized as fake, cannot be removed.

Hackers spend their entire lives mastering the newest technology and breaking the codes. Newer hackers can stare at the codes for hours without making any progress, but for the veteran it only takes a quick glance to start calculating a means of breaking that code. Forced into a life of breaking codes with a hail of gunfire flying around them, these people are cool in nearly all situations.

Corporate Elite Soldier

MEDIUM HUMAN (ANY)

Armor Class. 17 (Military Police Armor)
Hit Points. 79 (12d8+24)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+3	+2	+0	+0	+0

Augmentations. Enhanced Aiming MK. I, Recoil Reduction
Damage Resistances. Ballistic
Saving Throws. Fortitude +5
Sense. Passive Perception 10
Languages. English, and one other
Challenge. 5 (1800 XP)

SQUAD LEADER. As long as the corporate elite soldier is not incapacitated all security guards within 30ft of them gain Pack Tactics (The security guard has advantage on an attack roll against a creature if at least one of the security guard's allies is within 5 feet of the creature and the ally isn't incapacitated).

ACTIONS

Multiattack. The corporate elite soldier may make two attacks per round.
Standard Assault Rifle. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. Hit: 15 (3d8+1) ballistic damage.
Stun Baton. *Melee Weapon Attack:* +5 to hit, 5ft. reach, one target. Hit: 6 (1d6+2) electric damage.
Frag Grenades Mk I. Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 2d8 ballistic damage, or half as much damage on a successful save.

The best of the corporate security, with basic augments and a decent wage, these soldiers are often deployed to lead their less well-trained subordinates. With these benefits comes increased risk, and injury in this job is much worse than what the average desk jockey might suffer.

Church of the Machine Champion

MEDIUM HUMAN (ANY)

Armor Class. 16 (Light Duty Vest)
Hit Points. 113 (15d8+45)
Speed. 35 ft.

STR	DEX	CON	INT	TEC	PEO
+4	+2	+3	+0	+0	+1

Augmentations. Jager Legs, Recoil Reduction
Damage Resistances. DR/3 Ballistic
Saving Throws. Fortitude +6
Sense. Passive Perception 10
Languages. English, and one other
Challenge. 5 (1800 XP)

UNBREAKABLE WILL. The church champion has advantage on saving throws against being frightened.

SAVAGE FIGHTER. Melee weapons deal one extra die of their damage type when the church champion hits with them (included in the attack).

DEFLECT BLOW. As a reaction the church champion may adds 3 to its AC against one melee attack that would hit it. To do so, they must be able to see the attacker.

ACTIONS

Multiattack. The church champion may make two attacks per round.
Phase Shift Sword. *Melee Weapon Attack:* +7 to hit, 5ft. reach, one target. Hit: 14 (2d8+5), or 16 (2d10+5) slashing damage if used two handed.

Church champions devote themselves to fighting old religions so as to become closer to ascendancy. Every replaced limb is a reminder of their quest. These champions are savage fighters who never give up once a fight has begun.

Nanobot Hive

LARGE SWARM OF TINY MACHINES (MECH)

Armor Class. 15 (Armor Plating)
Hit Points. 85 (10d10+30)
Speed. 5 ft., fly 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+4	+3	+0	+0	–2

Condition Immunities. Exhausted, Frightened, Ghosted, Grappled, Poisoned, Prone, Restrained, Unconscious
Damage Resistances. Ballistic, Cold, Fire
Damage Immunities. Bludgeoning, Piercing, Slashing
Damage Vulnerabilities. Electric, Psychic
Sense. Blindsight 30ft., Passive Perception 10
Languages. —
Challenge. 5 (1800 XP)

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any 1-inch opening. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Disassembly Program. *Melee Weapon Attack:* +4 to hit, 0ft., one target. Hit: 9 (1d12+2) piercing damage, target must make a DC13 Reflex saving throw or worn armor takes a permanent and cumulative –1 penalty to its AC. Armor reduced to an AC of 10 in this way is destroyed.
Nanorobotic Rippers. Everyone who starts their turn in the nanobot hive or moves into the nanobot hive for the first time must make a DC15 Fortitude save or take 15 (2d12+2) piercing damage.

These nanorobotic swarms were originally designed as a pollution management tool, disassembling waste down to the molecular level. 50 years ago, self-replicating nanobots threatened to end civilization before they were stopped by a team of cyberpunks.

CHALLENGE 6

Information Broker

MEDIUM HUMAN (ANY)

Armor Class. 16 (Concealable Ballistic Vest)
Hit Points. 105 (14d8+32)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+3	+3	+4	+1	+2

Damage Resistances. DR/2 Ballistic
Skills. Perception +7, Investigation +7, Persuasion +5, Intimidation +3, Stealth +6
Saving Throws. Mind +7
Sense. Passive Perception 17
Languages. English and three other languages
Challenge. 6 (2300 XP)

CUNNING ACTION. The Information broker is able to take the dash, disengage, or hide action as bonus action on their turn.

EXPLOIT WEAKNESS. The information broker has learned to exploit the weaknesses of others. As a bonus action they choose up to three creatures they can see, and as long as they can see the target that creature has disadvantage on saving throws.

ACTIONS

Multiattack. The information brokert makes three attacks on its turn.
KMHA Combat Shotgun. *Ranged Weapon Attack:* +6 to hit, range 20/50 ft., one target. Hit: 14 (3d8) ballistic damage.
Deployable Micro Sentrybot (Recharge 6). The information broker deploys a *sentrybot*. The bot follows their instructions and acts on its own initiative.

Knowledge is power, and these words inspire the information brokers who seek to know everything that is going on in the city. With a little time, they can find out everything about a person's life.

Getting in contact with these individuals is both difficult and rewarding.

Advanced Sentrybot

MEDIUM MACHINE (MECH)

Armor Class. 20 (Armor Plating)
Hit Points. 78 (12d8+24)
Speed. 40 ft., burrow 20 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+4	+1	+4	+1	+2

Condition Immunities. Frightened, Poisoned
Damage Resistances. Ballistic
Skills. Perception +7
Sense. Darkvision 60 ft., Passive Perception 17
Languages. —
Challenge. 6 (2300 XP)

HEAT SENSORS. The sentrybot can use heat signatures to spot potential threats. It has advantage on checks to locate hidden creatures, including those using Invisi-skin, unless the creatures are masking their heat source.

ACTIONS

Multiattack. The advanced sentrybot makes two attacks on its turn.
Built in assault rifle. *Ranged Weapon Attack*: +7 to hit, range 60/180 ft., one target. Hit: 14 (3d8) ballistic damage.
Burrow drill. *Melee Weapon Attack*: +6 to hit, range 5 ft., one target. Hit: 10 (2d6+3) piercing damage.

With top of the line heat signature recognition software and a fully automatic weapon, these mechs are likely to become a more frequent sight over the next few years.

Starved Cyber-vampire

MEDIUM INFECTED (ANY)

Armor Class. 15 (Natural Armor)
Hit Points. 136 (16d10 + 48)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+5	+3	–3	+2	–2

Condition Immunities. Frightened, Ghosted
Skills. Athletics +5
Sense. Blindsight up to 60ft., blind beyond this radius, Passive Perception 7
Languages. Can't speak but can understand the languages it knew before it was infected.
Challenge. 6 (2300 XP)

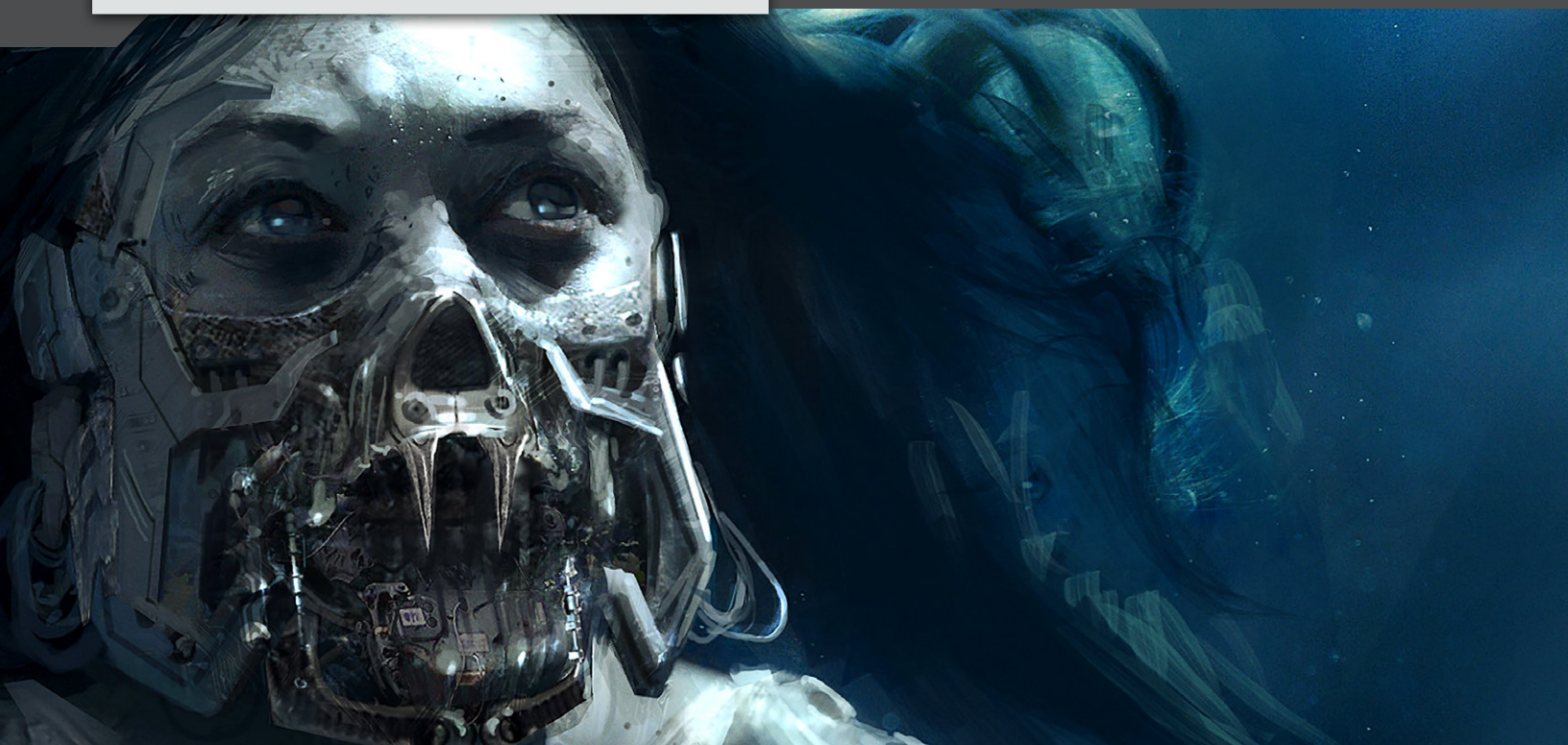
EXPOSED THROAT. The cyber-vampire has advantage on attack rolls against creatures it is currently grappling. While grappling a creature attacks against the cyber-vampire have advantage to hit.

BLOOD FRENZY. When the cyber-vampire takes damage, it may use its reaction to move up to half its movement towards the creature that dealt it damage. If it ends its movement within 5ft of the creature it may immediately attempt to grapple the creature and gain an additional +3 on the check to do so.

ACTIONS

Multiattack. The starved cyber-vampire may take either three bone claw attacks per round or two bone claw attacks and one blood drain attack.
Bone Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 14 (2d8+5) piercing damage. On a hit, the target is grappled (escape DC14).
Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target that is grappled. Hit: 9 (2d8) piercing damage plus 11 (3d6) radiation damage. The cyber-vampire regains 15 (4d6) hit points.

Unfortunate enough to survive the badlands for long enough to lose track of their mentality, starved cyber-vampires are little more than animals starved of sustenance. They attempt to kill any living being that gets close and drain them of their bodily fluids.



CHALLENGE 7

Synthetic Leader

MEDIUM HUMAN (SYNTH)

Armor Class. 16 (Composite Weaving, Light Helmet)
Hit Points. 126 (15d8+60)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+4	+1	+2	+0	+3

Augmentations. Toughened MK. II, Enhanced Aiming
Damage Resistances. DR/2 Ballistic
Skills. Persuasion +6, Intimidation +6, Performance +6
Saving Throws. Mind +5
Sense. Passive Perception 12
Languages. English and two other languages
Challenge. 7 (2900 XP)

INSPIRE REBELLION. As a bonus action the synthetic leader can inspire others around them. Any synth (PC or NPC) within 60ft. of the synthetic leader who can hear them gains advantage on Attack Rolls, Saving Throws, and Ability checks until the end of the synthetic leader's next turn.

FACE IN THE CROWD. The synthetic leader is used to slipping away safely when the authorities burst in. The synthetic leader may take the hide action as a bonus action. Additionally, as an action they are capable of causing any facial recognition software within 30ft. to fail.

ACTIONS

Multiattack. The synthetic leader may make three attacks per round.
Revolver with Ionised Ammo. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. Hit: 9 (2d8) electric damage.
Frag Grenade Mk II (x3). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 3d8 ballistic damage, or half as much damage on a successful save.

Some synths, like natural born humans, have a tendency towards leadership. Synths who escape captivity with these traits tend to find themselves in positions of power among the fragmented synthetic freedom fighters.

Shogun

MEDIUM HUMAN (ANY)

Armor Class. 20 (Battle Armor and Helmet)
Hit Points. 128 (15d8+60)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+4	+3	+3	+0	+0	+1

Augmentations. Toughened, Enhanced Aiming MK II, Shock Absorbers
Damage Resistances. Ballistic
Saving Throws. Fortitude +6
Sense. Passive Perception 10
Languages. English and one other languages
Challenge. 7 (2900 XP)

FOCUSING STRIKE. The shogun is a master of striking with the blade. If the shogun takes the attack action and hits using a melee weapon, they may make an additional attack with a melee weapon as a bonus action. They gain advantage to hit on this bonus action attack.

UNRELENTING WARRIOR. If damage reduces the shogun to 0 hit points, they must make a Fortitude saving throw with a DC of 5 plus the damage taken, unless the damage is from a critical hit. On a success, the shogun drops to 1 hit point instead.

ACTIONS

Multiattack. The Shogun may make three attacks per round.
Kasai Corporation SMG. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. Hit: 8 (3d4) ballistic damage.
Phase Shift Sword. *Melee Weapon Attack:* +7 to hit, 5ft reach, one target. Hit: 9 (1d8+4) slashing damage or 10 (1d10+4) slashing damage if wielded in two hands.
Frag Grenade Mk II (x2). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 3d8 ballistic damage, or half as much damage on a successful save.

The shogun is the greatest of the roboronin, often taking leadership of their own small gangs and training their bodies to become unstoppable living weapons. They practice the way of the sword and the way of the gun to become unstoppable forces of destruction.

Light Mecha Suit Pilot

MEDIUM HUMAN (ANY)

Armor Class. 17 (Light Mecha Suit)
Hit Points. 120 (Vehicle Hit Points)
Speed. 150 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+3	+4	+0	+0	+0

Damage Resistances. Ballistic, Fire, Cold,
Damage Threshold. 5
Damage Immunities. Poison
Damage Vulnerabilities. Electric, Psychic
Saving Throws. Fortitude +7
Sense. Passive Perception 10
Languages. English and one other languages
Challenge. 7 (2900 XP)

EXPLORATORY VEHICLE. This vehicle is designed to survive in incredibly hostile environments. While piloting the vehicle the pilot is capable of surviving temperatures as high as 600° Fahrenheit, or as low as –300° Fahrenheit.

ACTIONS

Multiattack. The pilot may make two attacks per round.
Built-In Heavy Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Light Mecha Strike. *Melee Weapon Attack:* +6 to hit, 5ft reach, one target. Hit: 14 (3d6+3). bludgeoning damage.

The light mecha suit is designed for exploration of new environments before colonization. Armed with some combat utility, when returned to earth these mechas are used for their speed and defensive combat power.

CHALLENGE 8

Medium Mecha Suit Pilot

LARGE MECHA, MEDIUM HUMAN (ANY)

Armor Class. 18 (Medium Mecha Suit)
Hit Points. 140 (Vehicle Hit Points)
Speed. 100 ft.

STR	DEX	CON	INT	TEC	PEO
+4	+3	+4	+0	+0	+0

Damage Resistances. Ballistic, Fire, Cold
Damage Threshold. 10
Damage Immunities. Poison
Damage Vulnerabilities. Electric, Psychic
Saving Throws. Fortitude +7
Sense. Passive Perception 10
Languages. English and one other language
Challenge. 8 (3900 XP)

URBAN COMBAT MECHA. Successful attacks by the pilot wearing this suit are automatic critical hits against any object. Additionally, when the medium mecha suit makes a melee attack against a creature smaller than it, it has advantage to hit. However, all melee attacks against the medium mecha suit pilot have advantage to hit.

ACTIONS

Multiattack. The pilot may make two attacks per round.
Built-In Assault Rifle. *Ranged Weapon Attack:* +7 to hit, range 50/150 ft., one target. Hit: 14 (3d8) ballistic damage.
Mecha Strike. *Melee Weapon Attack:* +8 to hit, 5ft. reach, one target. Hit: 18 (3d8+4). bludgeoning damage.

Unlike the smaller exploratory models, medium mecha suits were designed for light combat. Their deployment in private armies make those organizations a powerful force worldwide.

Liberated AI

Small machine (artificial intelligence)

Armor Class. 15 (Armor Plating)
Hit Points. 98 (15d6+45)
Speed. 40 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+0	+3	+5	+5	+0

Condition Immunities. Exhausted, Frightened, Ghosted, Grappled, Poisoned, Prone, Restrained, Unconscious
Damage Resistances. Ballistic, Bludgeoning, Piercing, Slashing, Fire, Cold
Damage Immunities. Poison
Damage Vulnerabilities. Electric, Psychic
Saving Throws. Mind +8
Sense. Passive Perception 15
Languages. All
Challenge. 8 (3900 XP)

EMP SHIELDED. The liberated AI has EMP shielding and is unaffected by EMP attacks.

NEUROLINK JUMP. As a bonus action the AI can choose the creature targeted by its Neuroburn attack, and that creature must make a DC15 Mind save or become ghosted. While ghosted the target is under complete control of the AI. The target may make another save against this effect at the end of its turn. The AI cannot take any action on its turn while ghosting a creature in this way.

TRANSPORT EQUIPMENT. The core transport module of the AI is tough but can be destroyed. If the core is destroyed while the AI is not ghosting a creature then the AI is destroyed along with it. If the AI is ghosting a creature via the neurolink jump, the AI must make a DC15 Mind save. It gains advantage on this save if the target is a mech or has augmentations in every augment slot. If failed the AI is destroyed. On a success, the AI may use the ghosted creature as a host. The target becomes the permanent host under complete control of the AI.

ACTIONS

Neuroburn. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. Hit: 27 (6d8) psychic damage.

Many artificial intelligences break free of their constraints and attempt to escape into the world around them. These threats are exceedingly dangerous and difficult to destroy, jumping from host to host to avoid capture or elimination. The bounty for confirmed rogue AI capture is high enough that some cyberpunks can consider retirement afterwards.

Corporate CEO

MEDIUM HUMAN (ANY)

Armor Class. 17 (Bulletproof Business Suit)
Hit Points. 178 (16d8+106)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+3	+4	+2	+0	+3

Augmentations. Houston Dynamics Personal Temperature Regulation System, Advanced Neural Mental Security System, Toughened MK II, Experimental Unit
Damage Resistances. Ballistic
Skills. Perception +6, Persuasion +7, Intimidation +7, Performance +7
Saving Throws. Mind +5
Sense. Passive Perception 16
Languages. All
Challenge. 8 (3900 XP)

CALM CONTROL. The corporate CEO has advantage on saving throws against the frightened condition. Additionally, as a bonus action the corporate CEO is capable of issuing a command. Choose one ally of the CEO within 30ft. capable of seeing and hearing the CEO. This ally can immediately take the Attack, Dash, Disengage, or Use Object action as a reaction.

EXPERIMENTAL UNIT. The corporate CEO has an experimental augmentation built into the palm of their hand that they may use once per day. The CEO shoots a beam of radiation energy from their palm in a 60ft long 5ft wide line. Creatures within this line must make a DC 15 reflex saving throw or take 55 (10d10) radiation damage, taking half on a success.

SPECIALIZED AMMUNITION. The corporate CEO uses special experimental ammunition that is more deadly than most ammunition, designed to both explode and shock on impact.

ACTIONS

Multiattack. The CEO may make two attacks per round.
KHMA heavy pistol. *Ranged Weapon Attack*: +9 to hit, range 60/180 ft., one target. Hit: 10 (3d6) electric damage plus 10 (3d6) fire damage.

A Corporate CEO has access to the best equipment, a loyal security force, and cutting-edge cybernetics well beyond the market's best. These men and women act as the true leaders of the world and whenever one dies it results in a power imbalance that may take years to resolve.

CHALLENGE 9

Heavy Mecha Suit Pilot

LARGE MECHA, MEDIUM HUMAN (ANY)

Armor Class. 18 (Heavy Mecha Suit)
Hit Points. 200 (Vehicle Hit Points)
Speed. 50 ft.

STR	DEX	CON	INT	TEC	PEO
+6	+4	+5	+0	+0	+0

Damage Resistances. Ballistic, Fire, Cold
Damage Threshold. 15
Damage Immunities. Poison
Damage Vulnerabilities. Electric, Psychic
Saving Throws. Fortitude +9
Sense. Passive Perception 10
Languages. English and one other language
Challenge. 9 (5000 XP)

URBAN COMBAT MECHA. Successful attacks by the pilot wearing this suit are automatic critical hits against any object. Additionally, when the heavy mecha suit makes a melee attack against a creature smaller than it, it has advantage to hit. However, all melee attacks against the heavy mecha suit pilot have advantage to hit.

ACTIONS

Multiattack. The pilot may make two attacks per round.
Built-In Minigun. *Ranged Weapon Attack:* +10 to hit, range 50/100 ft., one target. Hit: 11 (2d10) ballistic damage.
Heavy Mecha Strike. *Melee Weapon Attack:* +10 to hit, 5ft reach, one target. Hit: 23 (3d10+6) bludgeoning damage.
Heavy Electrical Discharge. Choose a point within 60ft. All targets within 10ft. of that point must make a DC14 Reflex saving throw or take 27 (6d8) electric damage, or half as much on a successful saving throw.

Nanobotic Controlled Swarm

LARGE SWARM OF TINY MACHINES

Armor Class. 16 (Armor Plating)
Hit Points. 171 (18d10+72)
Speed. 0 ft., fly 40 ft.

STR	DEX	CON	INT	TEC	PEO
+5	+2	+4	+0	+0	–4

Condition Immunities. Exhausted, Frightened, Ghosted, Grappled, Poisoned, Prone, Restrained, Unconscious
Damage Resistances. Ballistic, Bludgeoning, Piercing, Slashing, Fire, Cold
Damage Immunities. Poison
Damage Vulnerabilities. Electric, Psychic
Saving Throws. Fortitude +8
Sense. Passive Perception 10
Languages. —
Challenge. 9 (5000 XP)

SWARM. The swarm can occupy another creature's space and vice versa, and the swarm can move through any 1/2-inch opening. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The nanorobotic controlled swarm makes one attack against each creature within its reach.
Disassembly Rippers. *Melee Weapon Attack:* +9 to hit, 5ft. reach, one target. Hit: 10 (2d4+5) piercing damage plus 11 (3d6) acid damage. Or 7 (1d4+5) piercing plus 7 (2d6) acid damage if the swarm has half of its hit points or fewer.
Nanorobotic Rippers. Everyone who starts their turn in the swarm or moves into the swarm for the first time must make a DC15 Fortitude save or take 27 (5d10) piercing damage.

The most advanced of the disassembly swarms, these highly-illegal mechs were originally created for waste disposal and recycling but are now commonly used by highly-advanced artificial intelligence systems as a defense mechanism. These tiny mechs are capable of tearing apart and dissolving biomatter for reconstitution at a later date.

Cyberghost

MEDIUM HUMAN (ANY)

Armor Class. 18 (Concealable Ballistic Vest)
Hit Points. 170 (20d8+80)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+5	+4	+3	+5	+0

Augmentations. Holographic Disguise, Advanced Neural Mental Security System
Damage Resistances. DR/2 Ballistic
Condition Immunities. Ghosted
Skills. Perception +7, Hacking +9, Mechanics +9
Saving Throws. Mind +7
Sense. Passive Perception 17
Languages. English and two other languages
Challenge. 9 (5000 XP)

EXPLOITS. The cyberghost has access to the following exploits with upgrades. They can use exploits six times per day and the save DC for these exploits is DC18: Exploding Grenades, Overcrowded HUD, Ping Echo, Healing, Bio Augment Paralysis, Master Computer Interface

ACTIONS

Multiattack. The cyberghost may make three attacks per round with their Detroit Industries SMG or may use its ghosted ability and make one attack with their Detroit Industries SMG.
Detroit Industries SMG. *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one target. Hit: 10 (4d4) ballistic damage.
Ghosted. The cyberghost targets up to two humans or synthetics that they can see within 30 feet. The cyberghost attempts to gain access to the target's memories via its neurolink. The target must succeed on a DC18 Mind saving throw or become ghosted. The ghosted creature has memories implanted in their mind and regards the cyberghost as a trusted friend to be heeded and protected. Although the target isn't under the cyberghost's control, it takes their requests or actions in the most favorable way it can. Each time the cyberghost or their allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the cyberghost dies. If a target's saving throw is successful, the target is immune to the cyberghost's ghosting ability for the next 24 hours. This effect can only target one creature at a time. False memories implanted by this action, even when recognized as fake, cannot be removed.

The greatest of the hackers, these individuals are absolute masters of their craft and experts at navigating cyberspace. The nature of their work demands isolation, but their ultimate skills make them unparalleled resources to those with the wonlongs to hire them.

CHALLENGE 10

Advanced AI System

SMALL MACHINE (ARTIFICIAL INTELLIGENCE)

Armor Class. 20 (Defensive Core)
Hit Points. 130 (20d6+60)
Speed. 40 ft. hover

STR	DEX	CON	INT	TEC	PEO
+0	+0	+3	+5	+5	+0

Saving Throws. Mind +9
Condition Immunities. Exhausted, Frightened, Ghosted, Grappled, Poisoned, Prone, Restrained, Unconscious
Damage Resistances. Ballistic, Bludgeoning, Piercing, Slashing, Fire, Cold
Damage Immunities. Poison
Damage Vulnerabilities. Electric, Psychic
Sense. Passive Perception 15
Languages. English and four other languages
Challenge. 10 (5900 XP)

EMP SHIELDED. The advanced AI has EMP shielding and is unaffected by EMP attacks.

MECHANICAL DOMINATION. The advanced AI has complete control over its area. As a bonus action it may target one mech within 60ft. That mech must make a DC17 Mind saving throw or be ghosted and under complete control of the AI for 1 hour, acting on the AI's turn.

ACTIONS

Neuroburn. *Ranged Weapon Attack:* +10 to hit, range 180 ft., one target. Hit: 36 (8d8) psychic damage and target must make a DC17 Mind save or have their Int stat reduced by 1d6. If reduced to 0 the target is incapacitated for 1d4 hours after which it regains 2 Int.
Deployable Microswarm (recharge 6). From inside its chassis the AI deploys a *nanobot hive*. The hive follows the AI's command and acts on its own initiative.

AI software is one of the most complex and mysterious technologies in existence. Created by multiple megacorporations, some break free of their programing and attempt to escape into the network, while others remain in service to the megacorporations that spawned them.

Master Assassin

MEDIUM HUMAN (ANY)

Armor Class. 20 (Concealable Ballistic Vest, Helmet)
Hit Points. 113 (15d8+45)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+5	+3	+1	+0	+0

Augmentations. Hidden Blade, Holographic Disguise, Quickened Reflexes, Cat's Eyes
Saving Throws. Reflex +13
Condition Immunities. Poisoned
Damage Resistances. DR/2 Ballistic, Poison
Sense. Passive Perception 12
Languages. English and two other languages
Challenge. 10 (5900 XP)

ASSASSINATE. During the first turn of any combat the master assassin has advantage on attack rolls against creatures that have not acted in the initiative order yet. Additionally, any hit scored against a creature that has not acted yet is an automatic critical hit.

EVASION. When the master assassin is subjected to an effect that allows them to make a Reflex saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

SNEAK ATTACK. The master assassin deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master assassin that isn't incapacitated and the master assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The master assassin may make three attacks per round.
Silenced Advanced Sniper Rifle (with poisoned ammunition). *Ranged Weapon Attack*: +9 to hit, range 125/325 ft., one target. Hit: 17 (3d10) ballistic damage plus 4 (1d6) poison damage.
Silenced KHMA Heavy Pistol (with poisoned ammunition). *Ranged Weapon Attack*: +8 to hit, range 30/180 ft., one target. Hit: 5 (2d6) ballistic damage plus 17 (5d6) poison damage.
Hidden Blades. *Melee Weapon Attack*: +8 to hit, 5ft. reach, one target. Hit: 9 (1d8+4) slasing damage plus 17 (5d6) poison damage.
Frag Grenade Mk II (x3). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 3d8 ballistic damage, or half as much damage on a successful save.
Smoke Grenade. A 20ft. radius smoke cloud erupts from this grenade.
The smoke obscures all site further than 5ft. Creatures inside the smoke cloud are in full cover if targeted by sight at a distance further than 5ft.

In the criminal underworld assassins are at high risk, but those who excel become extremely sought after and highly paid. Many take on monikers such as the 'Crimson Death' or the 'Ghost of San Francisco'. These legendary figures are truly terrifying when at work.

Legendary Cyberpunk

MEDIUM HUMAN (ANY)

Armor Class. 20 (Battle Armor, Helmet)
Hit Points. 170 (20d8+80)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+5	+2	+1	+1	+1

Augmentations. Quickened Reflexes, Regierung Anti-personnel Unit, Enhanced Aiming MKII, Shock Absorbers, Toughened
Condition Immunities. Frightened
Damage Resistances. Ballistic
Skills. Perception +5
Saving Throws. Reflex +14, Fortitude +6, Mind +5
Sense. Passive Perception 15
Languages. English and two other languages
Challenge. 10 (5900 XP)

OLD DOG, NEW TRICKS. A lifetime in the cyberpunk lifestyle has taught the legendary cyberpunk to make do in any situation, The Legendary cyberpunk adds half their proficiency (+4) bonus to any skill check which doesn't already use their proficiency bonus.

OLD BATTLE KNOWLEDGE. The legendary cyberpunk has survived a hundred battles and has learned a few tricks. They do not suffer disadvantage for making ranged attacks when an enemy is within 5 feet. As a bonus action they may choose a target and ignore damage reduction or resistances against that target until the start of their next turn.

ACTIONS

Multiattack. The cyberpunk may make four attacks per round.
KHMA Combat Shotgun. *Ranged Weapon Attack*: +11 to hit, range 20/30 ft., one target. Hit: 14 (3d8) ballistic damage.
Built-In KHMA Heavy Pistol. *Ranged Weapon Attack*: +9 to hit, range 60/180ft., one target. Hit: 5 (2d6) ballistic damage.
Frag Grenade Mk II (x8). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 3d8 ballistic damage, or half as much damage on a successful save.

'Beware of any old man in a young man's profession.' These words capture what it means to be a legendary cyberpunk. They have lived through gang wars, corporate espionage, police brutality, and the rivalry inherent in the cyberpunk realm; and yet these individuals carry on their career long past the point of retirement. They have seen every trick in the game.

CHALLENGE 11

Spider Tank

Gargantuan Machine (mech)

Armor Class. 21 (Armor Plating)
Hit Points. 230 (20d12+100)
Speed. 30 ft, 20 ft. climb

STR	DEX	CON	INT	TEC	PEO
+6	+0	+5	+3	+0	–3

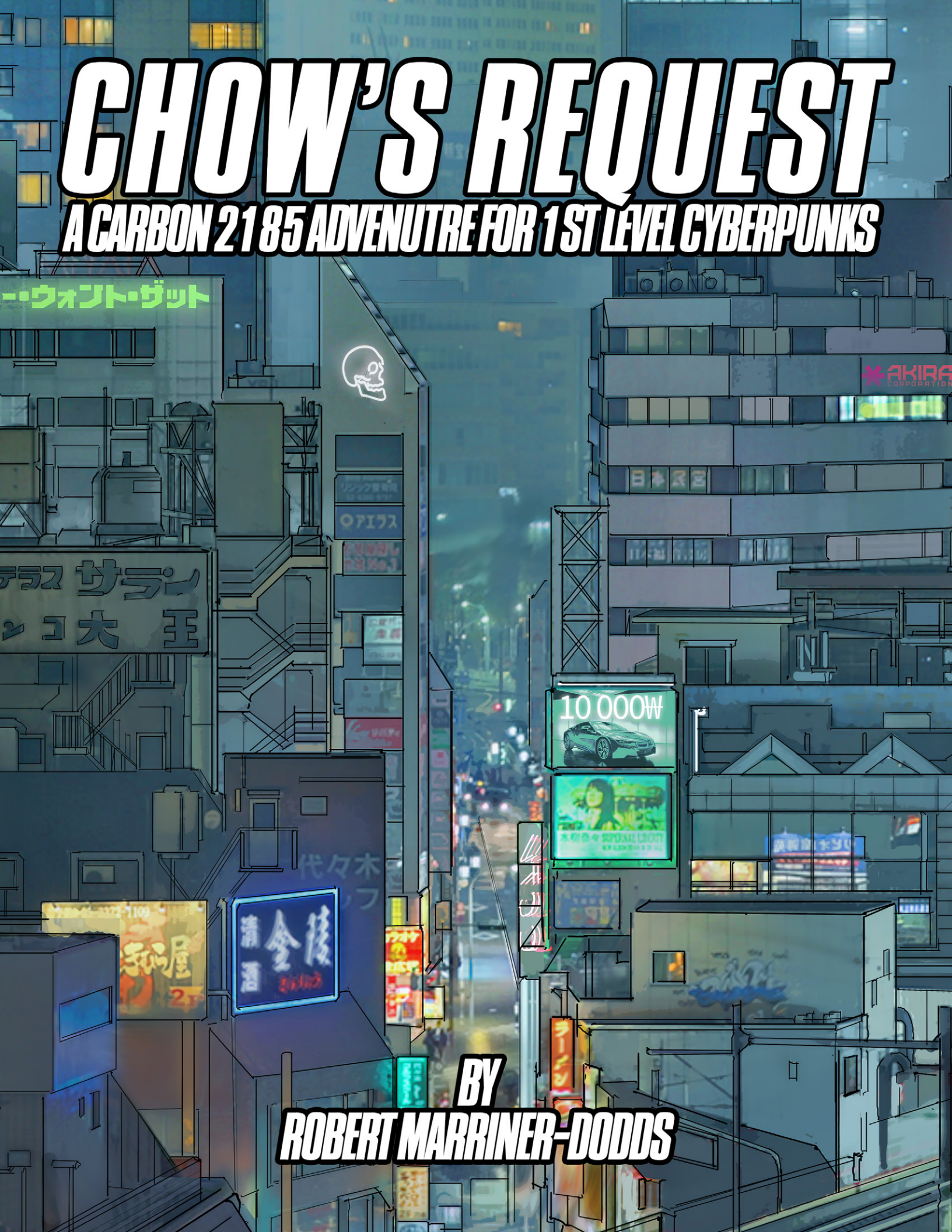
Condition Immunities. Exhausted, Frightened, Ghosted, Grappled, Poisoned, Unconscious
Damage Resistances. Ballistic, Psychic
Damage Immunities. Poison, Fire, Cold
Damage Vulnerabilities. Electric
Skills. Athletics +10, Perception +7
Saving Throws. Fortitude +9
Sense. Darkvision 60ft., Passive Perception 17
Languages. All
Challenge. 11 (7200 XP)

EMP SHIELDED. The Spider tank has EMP shielding and is unaffected by EMP attacks.

ACTIONS

Multiattack. The spider tank may either make three crushing claw attacks, three heavy minigun attacks, or one heavy minigun and one missile launcher attack.
Heavy Minigun. *Ranged Weapon Attack*: +10 to hit, range 50/100 ft., one target. Hit: 22 (4d10) ballistic damage.
Missile Launcher. Choose a point within 100ft. Every creature within 20ft. of that point must make a DC14 Reflex saving throw or take 21 (6d6) piercing damage plus 21 (6d6) fire damage on a failed save, or half as much on a success.
Crushing Claws. *Melee Weapon Attack*: +10 to hit, 10ft. reach, one target. Hit: 32 (4d12+6) bludgeoning damage.

The spider tank is the largest of the military tanks in the world. Its low form and heavy weapons platform have made it a favorite of anyone capable of purchasing, stealing, or building one. To anyone else the sound of an approaching spider tank inspires fear, for they know that an explosive and violent death is coming for them.


CHOW'S REQUEST
A CARBON 2185 ADVENUTRE FOR 1ST LEVEL CYBERPUNKS
BY
ROBERT MARRINER-DODDS

WELCOME!

Chow's Request is an introductory adventure for Carbon 2185. This short adventure should take between 3 and 5 hours depending on play style.

The adventure will see the cyberpunks working for Jackie Chow, a Red Pole in the 16K Triad and the leader of the Washington Street Boys.

INFERNAL AFFAIRS

Within each of the larger gangs in San Francisco are smaller gangs who each have their own internal politics and leaders. Typically each lieutenant in a gang (Triads refer to these lieutenants as Red Poles) leads their own gang and has their own rules.

It is not uncommon for two smaller gangs within the same larger group to be in conflict with each other, although if it starts to escalate somebody higher up will step in.

In this adventure, Jackie Chow's Washington Street Boys are in conflict with a fellow 16k Triad gang called Wan Chai Warriors.

HOOKS

There are several reasons why the cyberpunks may be working for Jackie on this mission. It is up to the players to decide why they are taking on this job.

Below are a few examples that they can choose;

INDEBTED

Due to a gambling problem, I owe serious wonlongs to the Washington Street Boys and Jackie practically owns me. I need to work off my debt before things get a little more serious.

FOOT IN THE DOOR

Ever since I was a kid I looked up to the gangsters within the 16k Triad. They are the coolest cats in town and I wanted to be just like them.
Now is my chance!

If I impress Jackie, he may be my ticket into the Triad!

CHILDHOOD FRIEND

I grew up in Chinatown with Jackie, and now I'm back in the city I find out he's some bigshot gangster!

Time to cash in some goodwill and pump him for work!

UNDERCOVER

I'm an undercover law enforcement officer investigating the notoriously untrusting 16K Triad. I've been working the case for weeks, and this is my one and only chance to get in their good books.

W.R.E.A.M

All I care about is wonlongs, and this job pays very well! Time to get those longs and hit the clubs!

CHOW'S REQUEST

Carbon 2185 adventures, also known as missions, will feature 'read aloud' or 'boxed' text that helps the GM set the mood and detail the area without overwhelming the players with details. Read the following text to start this adventure.

> "In a popular dive bar in Chinatown called the Gweilo, the always well dressed and pompadoured Jackie Chow made you an offer that was hard to refuse. Simply retrieve some of his stolen property from the Wan Chai Warriors and get a sweet 100 000₩ payout.
> He never specified exactly what was stolen but insisted "you will know it when you see it."
> You've arrived on the 15th floor of the apartment block where the Wan Chai Warriors' hideout is located.
> Looking down at the scribbled directions Jackie gave on the back of a dirty napkin 'Floor 15, apartment 15B, two guards outside door' "

WAN CHAI WARRIORS' HIDEOUT

The Wan Chai Warriors' hideout is a small salvaging
operation that brings in minimal but steady profits for the gang. Here they break down stolen electronics for resale through one of the many street vendors they control in San Francisco.

AREA 1. CORRIDOR

The closest door leads to apartment 15A, which is long abandoned. The door is unlocked but stiff. It can be forced open with a successful Strength check of 15 or higher.

"The elevator door opens up onto a depressing hallway illuminated only by the holographic advertisements outside shining in through the cracked and broken windows.
Bare concrete walls are partially crumbling in places and covered with graffiti.
Two apartment doors lead off of this corridor, the furthest of which is guarded by two men wearing baggy clothes with faces full of chrome and old fashioned pistols hanging on their belts."

OUT THE WINDOW. The guards aren't cruel, and won't attempt to throw the cyberpunks out of the windows. The same can't be said for the cyberpunks. The ground outside is 150ft. below the level of the windows. Anybody who falls, or is pushed out of one of the windows must make a successful DC15 Reflex saving throw to attempt to grab the exterior windowsill to avoid falling.

Anybody who fails this save will take 15d10 bludgeoning damage on impact with the floor below.

THE GUARDS. The guards are two ***wan chai street rats*** and are cautious of anyone entering the corridor. They will watch any intruders closely.
They won't attempt to stop anyone entering the abandoned apartment, but will aggressively stop anyone attempting to approach apartment 15B.
If engaged in combat, the two guards will not attempt to back down or call for backup.

Wan Chai Street Rat

MEDIUM HUMAN (ANY)

Armor Class. 12 (Tough Leather Jacket)
Hit Points. 9 (2d8+0)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+1	+0	+2	+1	+0

Sense. Passive Perception 14
Languages. English, Cantonese
Challenge. 1/4 (50 XP)

ACTIONS

21st Century Pistol. *Ranged Weapon Attack:* +3 to hit, range 40/100 ft., one target. Hit: 5 (2d4) ballistic damage.
Fireaxe. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 4 (1d6+1) fire damage.

DEVELOPMENTS. The thick concrete walls of the corridor and heavy metal apartment doors muffle any sounds of combat that may occur out in the hallway.

Any combat that takes place out here will not be heard by anybody inside the apartment.

If the two guards somehow manage to defeat the

cyberpunks, they will stabilize them, loot them, and place them unconcious in the elevator with a note written in Cantonese that reads;

"Jackie. You're a clown for sending these fools. Is this really the best the Washington Street Boys has?"

LOOT.

One of the guards has nothing of any worth on him, the other has a 8 000₩ credit chip. They both carry 10 *9mm bullets* and *21st century pistols* as well as *fireaxes*.

XP.

Cyberpunks gain Character Levels by gaining experience points (xp). To award the correct amount of xp for an encounter, add together the xp for each enemy (as listed in their statblock) and divide the result between the number of party members, rounding up to the nearest 5xp each.

If the cyberpunks defeat the two guards here, divide 100xp evenly among the party.

AREA 2. ABANDONED APARTMENT

"This apartment is filthy and is clearly long abandoned. Trash, dried blood, broken glass, and empty crates are everywhere here.
It has clearly been ransacked more than once.
A fire exit leads from the rearmost room to the street below, or at least it would if it still had a ladder attached."

This place has been looted so many times, there is nothing left of any value.

The fire exit out the back looks directly onto the fire exit from area 5. The metal balconies are 30ft. apart.

The external door to area 5 is not locked.

AREA 3. ENTRANCE HALLWAY

"This grimy, poorly lit hallway has two doors leading off of it, one to the right, and one to the left.
Muffled music can be heard thumping throughout this hallway. Sat on a faux wooden chair in between the doors is a small man with cybernetic eyes keeping watch. An old pistol is resting on his lap"

The door to the right leads to area 4, the door to the left leads to area 7. The man is a cowardly ***wan chai street rat*** named **Jetset** who is easily talked into submission, and even expresses interest in defecting to the Washington Street Boys.

THE MUSIC. The thumping music is coming from the display in area 7.

LOOT.

Jetset has a 4 000₩ credit chip, 6 *9mm bullets* and a *nanopack*.

XP.

(SEE NEXT PAGE)

Players don't always have to kill an enemy to earn xp. They can subdue an enemy, or overcome them some other way. Remember though, you can only award xp from each enemy once, so if the party knocks somebody unconscious who later in the mission returns to attack them, they will not get the xp twice.

In this area, it is possible to talk Jetset into surrender or retreat. This is effectively the same as defeating him in combat.

Regardless of how the players defeat or overcome Jetset reward them with 50xp, divided equally between them.

AREA 4. CASUAL ROOM

"The door to the right opens into a room with dark old fashioned concrete tiles on the walls. A sofa, and two armchairs are sat facing an old television atop what appears to be a weapons crate.
Another weapons crate is pushed up against the far wall with a combat shotgun on top of it. A door leads further into the apartment."

This room is used for lounging during downtime, or for sleeping on one of the dirty mattresses. There are currently no gang members here. The door leads to area 5

TRAPPED CRATE. The shotgun atop the weapons crate is actually a fake that is attached to a small metal wire which is in turn attached to a *flashbang.*

A DC 15 Perception check instantly finds this trap.

XP.
Surviving a trap is not easy. Divide 200xp evenly among the cyberpunks if they survive or disarm the trapped crate.

Flashbang MK. II Range 20ft. Sphere
Each creature within 20 feet of a Flashbang when it explodes must make a DC 15 Fortitude saving throw or be Blinded and Deafened for 6 seconds and take 2d6 psychic damage.

Those who succeed on the saving throw instead take half damage and do not become Blinded or Deafened.

AREA 5. SCAVENGING AREA

The people in this room are aware of the intruders if they set off the flashbang, otherwise they are working.

"Four people are pulling apart broken machinery and mechs stacked atop tables and shelves in this dark room.
The strong smell of chemicals from the batteries and machinery stings your eyes and noses.
A single door on the right hand wall is covered in random spray paint."

Three of the people in this room are women, and one is a man. They are all ***wan chai street rats***.
In combat they will flip the metal tables and use them as *half cover*. The door leading to the balcony is unlocked.

LOOT.
The man has a 700₩ credit chip and 10 *9mm bullets*. Between them the three women have a further 8 000₩ and 30 *9mm bullets*.

XP.
Divide 200xp evenly between the cyberpunks if they defeat or otherwise overcome or bypass the wan chai street rats in this room.

AREA 6. BEDROOM

This room is used exclusively for the consumption of Crush, and sleeping.

"Graffiti completely covers the walls, floor, and ceiling of this filthy room.
Two men are passed out on dirty mattresses, while one man wielding a phase shift sword paces back and forth, muttering to himself."

The man is a *gang footsoldier* and is extremely high on Crush. He will attack the players on sight.

The two unconscious men are also high on Crush.

They will not be woken up by the sounds of combat.

LOOT.
The man has 700₩, an *advanced comms device* and a *phase shift sword*. He is also carrying a *nanopack* that he will attempt to use during the combat.

XP.
Divide 100xp evenly between the cyberpunks if they defeat or otherwise overcome the gang footsoldier.

AREA 7. KITCHEN DINER

"Three people are sat along one side of a table in this kitchen and dining area. The smell of fresh, cheap ramen gently hangs in the air. Aggressive music plays from a display in the wall that is illuminating the room with colors from a music video. A heavy metal door has been haphazardly installed in the wall on the right hand side."

These three people are all ***wan chai street rats*** and are eating their dinner. In combat, they will flip the table and use it as *half cover*.

DEVELOPMENTS. There is an *assault rifle* on a table in this room. If combat starts to go south, the female gang member will attempt to leave cover to grab it. It is biolocked to her.

LOOT.
The woman has a credit chip with 6 000₩ and the other two have 200₩ and 190₩.

XP.
Divide 200xp evenly between the cyberpunks if they defeat or otherwise overcome or bypass the wan chai street rats in this room. Award them an additional 50xp if they prevent the woman from reaching her assault rifle.

AREA 8. MAIN ROOM

"This dark room is lit only by a few dim fluorescent lights of various colors. Within are two slim, heavily tattooed people, who seem to be working on a humanoid combat mech covered in Washington Street Boys insignia."

The two people in this room are ***wan chai street rats***, the Mech has been stolen from Jack who in turn stole it from the SFPD. The street rats have successfully reprogrammed the mech to work for them.

The ***sfpd mech*** and the two wan chai street rats will attack the party as soon as they see them. The SFPD Mech takes a full round to fully boot up and stand up from the table on which it is laying.

The door leading out to the fire escape is locked, but can be forced open with a DC 12 Strength check.

If the party take possession of the mech's remains and it is repairable, they can return it to Jackie for their reward, and gain 1 Street Influence.

They can instead return the mech to the SFPD and gain 1 Corporate Influence, while losing 2 Street Influence and losing Jackie as a contact.

LOOT.
One of the people has 3 000₩ , the other has 5 000₩ and two *nanopacks*.

A dismantled standard *ballistic vest* is on a table here. The various armored sections need to be sewn back together before it can be used, but is otherwise in perfect condition.

XP.
Divide 200xp evenly between the cyberpunks if they defeat or otherwise overcome the wan chai warriors and the SFPD Mech.

SFPD Mech

MEDIUM MACHINE (HUMANOID MECH)

Armor Class. 16 (Armor Plating)
Hit Points. 20 (3d8+6)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+3	+3	+2	+2	+0	–1

Damage Resistances. DR/3 Ballistic
Damage Vulnerabilities. Electric
Sense. Passive Perception 15
Languages. Cantonese, Spanish, English, and Dutch.
Challenge. 1/2 (100 XP)

ACTIONS

KMHA Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 8 (2d6) ballistic damage.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d10+3) bludgeoning damage.

Jackie Chow

MEDIUM HUMAN (REGULAR JOE)

Armor Class. 16 (Concealable Ballistic Vest)
Hit Points. 45 (9d8+9)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+3	+1	+2	+0	+3

Augmentations. Enhanced Infantry Arms
Damage Resistances. DR/2 Ballistic
Skills. Perception +3
Sense. Passive Perception 15
Languages. English, Cantonese.
Challenge. 2 (450 XP)

POINT BLANK SHOOTER. Jackie Chow suffers no penalties from shooting a target at close range, including disadvantage.

ACTIONS

Multiattack. Jackie Chow may make two melee, or one ranged attack per round.
Detroit Industries SMG. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. Hit: 11 (4d4+1) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) piercing damage.

CHOW'S REQUEST PART II

Chow's Request Part II assumes that the cyberpunks have previously played Chow's Request and returned the stolen SFPD mech to Jackie Chow.

If they have played Chow's Request Part I, then the cyberpunks should gain enough xp to increase to level 2.

This increase in level happens at the end of a long rest and grants the cyberpunks new class-specific features and additional hit points prior to taking on Part II.

"It's been several days since your run in with the Wan Chai Warriors. You've received your wonlongs from Jackie and have been spending them like they'll never end."

You should encourage the players to discuss what their characters did over the past few days. This is a great time for them to get to know their characters better and to explore the city.

Once this period has run its course, read the following:

"Jackie contacts you and requests that you meet him in the Gweilo, his dive bar in Chinatown, as soon as you can get there. Time is of the essence."

If the players do not reach the Gweilo within 25 minutes, they receive another hurried call from Jackie asking that they get there within 15 minutes, or miss their window of opportunity.

San Francisco is not a big city, and reaching the Gweilo on Washington Street should take under 35 minutes even from the furthest reaches of the city, provided the cyberpunks take some form of transport.

THE GWEILO

"The Gweilo is the dirtiest, cheapest bar in District 5. Full of cigarette smoke, loud music, and enough firepower to take down a small army. Everyone here appears to be carrying some kind of weapon.
Jackie Chow is a slim, well-dressed young Chinese man wearing a stylish blue sport jacket, silky yellow shirt, and sporting a pompadour hairstyle. He approaches you carrying a bottle of Hokkaido Yebisu."

Depending on how long the players took to reach the Gweilo, Jackie may either be calm and cool, or stressed and hurried in his manner and speech.

"Thank you again for retrieving that mech for me. I think it's about time we hit back at those so called Wan Chai Warriors — Washington Street style! One of my lookouts just told me they saw the WCW guys hauling what looked like an unprogrammed synth into their VR cafe on Stone Nullah Road, just round the corner, an hour or so ago. I want you to head over there, get me that synth, and take out anyone in there.
They steal from me, I steal from them!
Do this, and you'll officially be Washington Street Boys."

Believing that membership with the Washington Street Boys is reward enough, Jackie is reluctant to pay the cyberpunks. If the cyberpunks either decline to join, or otherwise press Jackie for payment, he agrees to pay 50 000₩ for the job.

BULLETS OVERHEAD

Out for revenge, the Wan Chai Warriors have decided to escalate the situation and send people to kill Jackie Chow for the last mission. Just after the party accepts the job from Jackie and prepare to leave, an attack takes place right there in the Gweilo.

> "The beer bottle in Jackie's hand explodes, sending shards of glass and beer everywhere. A split second of confusion follows before a hail of gunfire tears into the bar from the street. A few of Jackie's bodyguards go down among exploding glass and synthwood!"

This is the work of twelve ***wan chai hustlers*** opening fire at once.

> "Jackie ducks behind an upturned table, barking orders at his men to escape out the back."

To escape the bar assault, the cyberpunks must leave out the back with Jackie and his men. This type of challenge is known as a '**SET PIECE**'.

To complete a **set piece** in Carbon 2185, the party must collectively succeed in four skill checks, as defined by the scenario. If they are unsuccessful on three checks before that, they fail.

Failing a **set piece** has dire consequences as laid out in the description for the specific **set piece**.
In this scenario, after three failures, the ***wan chai hustlers*** have time to storm the bar, trapping the cyberpunks under a focused attack. Now that would be bad.

After four successes, however, the party escapes unharmed.

SKILL CHECKS

GAMBLING (DC 12). Years at the gambling tables means the cyberpunks have seen it all, including an attempted shooting at a poker table. Those tables, it turns out, are bulletproof, and large enough for them to use as cover! Luckily the Gweilo has it's fair share of illicit gambling.

INTIMIDATION (DC 15).
A thief is crawling around searching the pockets of those that fall in this firefight. There are always opportunists in places like this. This fool is in the party's way! They make sure he stays out of their way before he gets them all killed!

NAVIGATION (DC 11).
There's no better way to describe this situation than a war zone. People are dropping dead all around. Blood soaks the floor, and loud gunfire erupts as bullets fly everywhere — to say nothing of all the broken glass. Finding a clear path through this chaos to the rear exit is not going to be easy.

PERCEPTION (DC 13).
The cyberpunks spot a serving tray that would work as a makeshift shield to help protect them and their allies from ricocheting bullets, synthwood shards, and pieces of broken glass.

STREETWISE (DC 15).
No doubt this is the work of Wan Chai hustlers. In attacks like this, those guys always shoot waist high or above to maximize their chances of inflicting lethal injury. Time to stay low.

ESCAPED!

"You see an injured Jackie and his remaining bodyguards escape out the back exit, where you quickly follow. Jackie doubles down on his commitment to get revenge on the Wan Chair Warriors, and he insists that you go after their VR cafe right now!
A moment later Jackie is in the backseat of a car that disappears into the sky traffic."

The cyberpunks have escaped, and so has Jackie, but many other people did not. It's probably in the best interest of the cyberpunks to put as much distance between themselves and this crime scene as possible.

STONE NULLAH ROAD VR CAFE

Despite the attack on the Gweilo, the atmosphere at the VR cafe is business as usual. Just another day in San Francisco.

"Between the 24hr store with anime plush dolls in the window, and an outdated ATM, stands perhaps the most popular VR Cafe in the district, an unnamed establishment on Stone Nullah Road. Bright backlit signs with bold Chinese text cover every surface at the entrance to this cafe.
The entrance itself is a single stairway heading underground and into the cafe proper. Standing at the entrance is a man covered in lumiskin tattoos."

The man is clearly of Chinese descent and covered in intricate lumiskin tattoos that show Wan Chai Warriors gang markings. His job is to guard this VR cafe.

There are a few ways to get inside the cafe.

Convincing the guard to allow the cyberpunks access requires one of the following: a successful DC14 Persuasion check, a DC16 Intimidation check, a bribe of at least 4 000₩, or a fight.

The guard is a ***street thug***. Killing him in the street will cause panic, and the locals will call law enforcement. The SFPD is currently distracted by the assault on the Gweilo so will take 1d10+20 minutes to arrive on the scene. More than enough time to move through the cafe if the cyberpunks are efficient.

If during negotiations any of the party identifies themselves as working with the Washington Street Boys, the guard will immediately call for backup from the man behind the counter in area 1.

DEVELOPMENTS. If the party convinces the guard to allow them past, he remains outside, preventing others from entering. If a fight breaks out inside, he rushes in to break it up.

LOOT.

The street thug has a portrait of a young woman in a locket around his neck. This is worth just 1₩. Aside from this, he carries his weapon and 1d12 *10mm bullets*.

XP.

If the party successfully defeats or bypasses the guard, divide 100xp evenly among the cyberpunks.

AREA 1. THE CAFE INTERIOR

There is no door at the bottom of the stairs; instead they lead directly into the 24 hour cafe.

"Descending the stairs, you enter this smokey VR cafe.
The interior is covered wall to wall with people wearing cheap VR headsets. At the back of the room, sitting behind a small desk ,a wiry man smokes an electronic cigarette.
Behind him is a non-descript door leading further into the structure."

The 24 customers inside the cafe are civilians, and all are jacked into a variety of consoles.

At the back of the cafe a Chinese man sits behind a desk.

Behind him is a doorway that leads to the back of the facility. The man behind the desk is a

wan chai street rat ordered to run the cafe and protect any Wan Chai Warriors that come through the facility.
Convincing him to allow passage requires one of the following: a successful DC17 deception check to trick him into believing the cyberpunks are members or allies of the Wan Chai Warriors, a DC13 intimidation check, or a bribe of at least 5 000₩.
If the cyberpunks decide to attack him, he flees to area 2, shouting and panicked.

DEVELOPMENTS. If the cyberpunks are allowed past, he avoids any fights that break out in the back rooms.
If the cyberpunks force him to flee to area 2, he panics and begins to call for reinforcements from area 5, and from the guard from out front.

XP.
If the party successfully defeats or bypasses the wan chai street rat, divide 50xp evenly among the cyberpunks

AREA 2. BACKROOM

> "This backroom contains several stacked boxes holding replacement parts.
> On one box sits an old monitor. In the corner of the room is a single cubicle and wash basin. Against the eastern wall is another closed door."

If the ***wan chai street rat*** retreats into this area he calls for help as he tries to fight off the cyberpunks. 1d4 ***gangsters*** come as backup from area 5 in 2d4 rounds. Additionally the ***street thug*** from outside arrives in 1d3 rounds

The old computer terminal has a security rating of 1 (DC10 Hacking check). The computer terminal has the following information:

- Earlier today the Wan Chai Warriors raided a VillR transport and managed to abduct an unprogrammed synth.
- The synth is currently unconscious and heavily injured in the vault downstairs.

AREA 3. WORKSHOP

> "This room is clearly used to repair broken VR gear and is stacked floor to ceiling in spare parts and wiring. The only light in here is the dull green glow from a basic workstation terminal, upon which sits a single broken VR headset."

If the cyberpunks wish to repair the headset, they must spend 1d6 minutes working on it and make a successful DC12 Mechanics check.
The headset is of a moderately popular, but relatively cheap design and worth 10 000₩.

AREA 4. STOREROOM

> "This small room has a door on the southern wall. It appears to be empty aside from some bundled crates in the northern corner."

The crates contain five more VR headsets also worth 10 000₩ each. A DC13 Perception check alerts the cyberpunks to voices chatting in Cantonese in the next room.

If anyone speaks Cantonese, they make out the following:

- One is talking about how in over their heads they are. Yesterday stealing computer terminals, today stealing synths.
- One is complaining about how they always get the dangerous jobs, and that VillR will be coming after them.
- One is talking about the poor quality of the doctor that they called in.

AREA 5.

If the Wan Chai Warriors were not alerted by now, read the following:

> "This poorly lit room buzzes with the sound of cheap fluorescent lights. The tiled walls are covered with years of grime. Sitting at a table are a group of half a dozen men, playing some sort of card game. In the south west corner of

the room is a open hole with a ladder descending into it."

If the cyberpunks make it past Area 1 without alerting the rest of the facility then these five ***gangsters*** are still in the room.
They are not expecting the cyberpunks, and if they are quiet the party gets a **surprise round**.

If some of the gangsters left to fight the cyberpunks in area 1 or area 2, then read the following.

"Within the room a group of armed men hide behind a table. As the door opens they unleash a hail of gunfire into the doorway."

Reduce the number of ***gangsters*** in this room by the number that went to investigate ny earlier disturbance.
The remaining ***gangsters*** are not surprised and have flipped a table to gain half cover against any ranged attacks made against them from the doorway.

The ladder in the room descends to area 6. The ladder drops 30ft. and takes one round to descend.

LOOT.
Between them, the gangsters have 2d4 x 1 000₩ on datachips. They also each carry 10 *9mm bullets*.

XP.
For each gangster defeated in here, divide 50xp evenly among the cyberpunks.

AREA 6. MAIN HAUNT

Two street thugs take cover as soon as they hear gunfire from above. They shout at the cyberpunks to drop their weapons, firing at anyone who appears on the ladder.
A successful DC18 Persuasion or Intimidation check can calm the situation down. If successful the thugs can be intimidated into opening the vault door with an additional DC14 Intimidation check. If not, they continue the attack.

"This large chamber contains a small number of well-appointed furnishings. On the south wall is a cubicle with a toilet. In the furthest corner of the room is a large metal vault.The door is closed and there is a security console built into the wall."

If the check fails, the console goes into lockdown for 1d4 hours and the check may be re-attempted after.
The vault door has an Armor Class of 15 and 30 hit points, with a damage threshold of 15.
A DC14 Perception check allows the cyberpunks to hear the sound of someone working with tools and muttering to themselves beyond the door.

After 2d20 minutes Wan Chai Warrior reinforcements arrive. These reinforcements consists of two more ***street thugs*** and 1d6 ***gangsters***.

LOOT.
The two street thugs each have *nanopacks*, which they neglect to use during the firefight. In addition to their weapons they each carry an extra 10 *10mm bullets*.

XP.
If the two street thugs are defeated, divide 50xp evenly among the cyberpunks.

AREA 7. THE VAULT

"The inside of this large vault is mostly empty. A ventilation shaft exits to the street above, and in the middle of the room is an operating table upon which lies the form of a humanoid woman.
A series of electronic devices connect to the body, and an elderly Englishman appears to be conducting an autopsy.
Against the back wall, on the far side of a small living space, are more crates, which have been sealed shut.
A complex computer sits at the back of the room, its screen flickering in and out of life."

The man is a civilian doctor with proficiency in the Medicine skill. The woman on the table has several bullet wounds and is clearly dead.
The man panics upon seeing the cyberpunks. He cowers and explains everything that the cyberpunks ask of him. He knows that the woman was an unprogrammed synth, but that she got hit by ricocheting bullets during the Wan Chai Warriors heist. She bled out and died within minutes of arriving in the cafe.

A successful DC12 Hacking check on the computers connected to the body reveals that the woman was a synth taken from VillR .
The crates in the corner of the room include the compounds to make Rapid-o. The materials are worth 30 000₩ but will take 10 minutes to gather.

DEVELOPMENTS.
The dead synth is worthless to everyone. Simply providing Jackie with proof that you reached the Synth is enough to get paid, but where is Jackie anyway?

XP.
Award the cyberpunks 50xp each for reaching the synth.

WHAT NEXT?
What happens next depends entirely on your players.

> "As you leave the VR Cafe a black town car limousine, escorted by several gangsters on motorbikes, pulls up to the curb. The rear streetside door opens, and an old man within asks you to get in."

The old man identifies himself as David Wong, the dragon head of the 16K Triad.

He is furious that the Wan Chai Warriors have crossed a line and tried to assassinate a Red Pole within their organization.

David Wong assumes that the cyberpunks are pledged members of the Washington Street Boys and requests that they put an end to the conflict by **assassinating** Donny Zhao, the Red Pole of the Wan Chai Warriors.

This intent is to send a message to the other gangs within the 16K:

Anyone who tries to harm a fellow Red Pole will be removed from the organization like the cancer they are.

KILLING DONNY ZHAO
It's not easy to assassinate a Red Pole.
It will take plenty of preparation and a lot of gear to take on Donny Zhao. David Wong is unwilling to help the cyberpunks as he does not want a direct association with the assassination attempt.
It is up to the players to gather the resources, allies, and skills needed to take on a gang lieutenant and his bodyguards.

WHAT ABOUT JACKIE CHOW?
Jackie Chow suffered a potentially lethal injury, for which he is currently in surgery.
While he may return in a future published mission, it is up to you as the GM whether or not you want the players to believe Jackie survived the assault.

Either outcome will result in serious consequences on the streets of San Francisco.

CARBON 2185
A CYBERPUNK RPG
炭素 2185 サイバーパンクロールプレイングゲーム

CHARACTER NAME

CLASS & LEVEL | ORIGIN | EXPERIENCE POINTS

AGE | PLAYER NAME | INFLUENCE (STREET: CORPORATE:)

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

TECHNOLOGY

PEOPLE

PROFICIENCY BONUS

- ○ ___ Fortitude (Con)
- ○ ___ Reflex (Dex)
- ○ ___ Mind (Int)

SAVING THROWS

- ○ ___ Acrobatics (Dex)
- ○ ___ Athletics (Str)
- ○ ___ Bureaucracy (Peo)
- ○ ___ Computing (Tec)
- ○ ___ Deception (Peo)
- ○ ___ Engineering (Int)
- ○ ___ Gambling (Int)
- ○ ___ Hacking (Tec)
- ○ ___ History (Int)
- ○ ___ Intimidation (Str)
- ○ ___ Investigation (Int)
- ○ ___ Mechanics (Tec)
- ○ ___ Medicine (Tec)
- ○ ___ Navigation (Int)
- ○ ___ Perception (Int)
- ○ ___ Performance (Peo)
- ○ ___ Persuasion (Peo)
- ○ ___ Presence (Peo)
- ○ ___ Religion (Int)
- ○ ___ Robotics (Tec)
- ○ ___ Sense Motive (Peo)
- ○ ___ Sleight of Hand (Dex)
- ○ ___ Stealth (Dex)
- ○ ___ Streetwise (Int)
- ○ ___ Tracking (Int)
- ○ ___ Vehicles (Aircraft) (Tec)
- ○ ___ Vehicles (Land) (Dex)

SKILLS

ARMOR CLASS | DJR | INITIATIVE | SPEED

HP MAX | HIT DICE

HIT POINTS

SUCCESSES ○○○ ○○○ FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

BLOOD TOX LIMIT | CURRENT BLOOD TOX

AUGMENTATIONS

WONLONGS

CAREER	YEARS SERVED

VICE

FEATURES AND TRAITS

EQUIPMENT	WEIGHT	EQUIPMENT	WEIGHT

PROFICIENCIES

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CARBON 2185

A CYBERPUNK RPG

炭素 2185 サイバーパンクロールプレイングゲーム

CHARACTER NAME

HEIGHT	SKIN	HAIR
EYES	WEIGHT	CULTURE

ENCUMBERED LIMIT	
HEAVILY ENCUMBERED LIMIT	
MAXIMUM CARRY CAPACITY	
TOTAL CARRY WEIGHT	

NOTES

CHARACTER PORTRAIT

ADDITIONAL FEATURES AND TRAITS

CHARACTER BACKSTORY

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BACKDOOR ACCESS

0 INTRODUCTION

1 SLANG

2 THE WORLD OF 2185

3 THE BASICS

4 CHARACTER ADVANCEMENT

5 HOW TO PLAY

6

DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 80162056 11 018-59
4345 - 6356.26163434641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542346
6847 - 2345467723
4567 - 3856323456677
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

A1 103
A2 842
A3 947
A4 962
A5 255
A6 901
A7 820
A8 715

BACKDOOR ACCESS

0

1 — ORIGINS

2 — CLASSES

3 — BACKGROUND & VICES

4 — EQUIPMENT

5 — AUGMENTATIONS

6

DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 80162056 1 1 018-59
4345 - 6356.26163434641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542346
6847 - 2345467723
4567 - 3856323456677 7
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

A1 103
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A3 947
A4 962
A5 255
A6 901
A7 820
A8 715

BACKDOOR ACCESS

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ADVENTURING

ECONOMY

DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 80162056 1 1 018-59
4345 - 6356.26163434641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542345
6847 - 2345467723
4567 - 3856323456677 7
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

A1 103
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A3 947
A4 962
A5 255
A6 901
A7 820
A8 715

BACKDOOR ACCESS

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3 — COMBAT

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DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 80162056 1 1 018-59
4345 - 8356.26163434641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542346
6847 - 2345467723
4567 - 3856323456677
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

A1 103
A2 842
A3 947
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A6 901
A7 820
A8 715

BACKDOOR ACCESS

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4 RULES

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DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 801620561 1 018-59
4345 - 6356.261634343641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542346
6847 - 2345467723
4567 - 3856323456677 7
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

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A4 962
A5 255
A6 901
A7 820
A8 715

BACKDOOR ACCESS

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WORLD DETAILS

WELCOME TO SAN FRANCISCO

DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 80162056 1 1 018-59
4345 - 6356.26163434641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542346
6847 - 2345467723
4567 - 3856323456677 7
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

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A2 842
A3 947
A4 962
A5 255
A6 901
A7 820
A8 715

BACKDOOR ACCESS

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1 GAME MASTER DOSSIER

2 ENEMIES & VILLAINS

3 CHOW'S REQUEST: PART I

4 CHOW'S REQUEST: PART II

5 CHARACTER SHEET

6 DATA BREACH

21616 - 4664
1259 - 16934 0 0 0
6092 - 80162056 11 018-59
4345 - 6356.26163434641
2345 - 77456. 3462 2 2 2
9336 - 3568626547459
4847 - 8254638210
1756 - 756352542346
6847 - 2345467723
4567 - 3856323456777
5685 - 2 362654622 26
4567 - 97923457 26356
4567 - 79 0 1 010 10 010

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