INTERFACE

RED

A COLLECTION FOR Cyberpunk RED ENTHUSIASTS

VOLUME 1

WHAT IS INTERFACE RED?

In late November 2020, we released the ***Cyberpunk RED*** core rulebook—that marked the first time we stopped to take a breath since the release of the Jumpstart Kit in August 2019. Of course, while we were busy breathing, we kept an eye on sales and reviews. We wanted to know what everyone thought about the newest edition of the roleplaying game of the Dark Future.

Sales were good. Reviews were good. We heard you liked it. We heard you loud and clear.

The problem is, books take a long time to write, and we knew you wanted more ***Cyberpunk RED*** ASAP. Luckily, J Gray, our Media Ambassador, had an idea that roughly translated to:

"Why don't we just give the community more Cyberpunk RED for free on our website?"

And that was a really good idea. So that was what we did. We are still doing it too, at a rate of roughly one new free DLC PDF per month. And we aren't planning on stopping.

Welcome to ***Interface RED: Volume 1***. This book is a compilation of all the free DLC available on our website (at least, as of the day I'm writing this). So, you may have seen some of this before, but never before in print! We wanted to make something tangible for gamers who love the DLC but wanted something solid in their hands; or for digital-loving fans who just want it all in a single, convenient volume.

But why the name ***Interface RED***? Some of you may remember a magazine stuffed full of ***Cyberpunk 2020*** content from the 1990s called ***Interface***. With ***Interface RED***, we're paying homage to that legendary magazine for ***Cyberpunk*** players and bringing an old tradition into a new age of gaming.

This first volume covers all manner of topics, from converting ***Cyberpunk 2020*** guns to work in ***Cyberpunk RED***; to Rocklin Augmentics Cyberchairs; to Night City's most popular MMO, Elflines Online; to a good old fashioned train heist!

To sweeten the deal, we've also included an additional article exclusive to this volume: **All About Drones**. In it, the GRAF3, our favorite giraffe-inspired industrial machine from Zhirafa, leads a veritable stampede of drones to your table.

So please, enjoy this first volume of ***Interface RED***. And after you're done, head over to rtalsoriangames.com to download some more free DLC for ***Cyberpunk RED*** (and all our games). By this point, we've gotten new stuff uploaded to enhance your game.

Best,
James Hutt
Game Designer & Mayor of Balance Town

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BY RICHARD BAGNALL

OLD GUNS NEVER DIE

CONVERTING CYBERPUNK 2020 WEAPONS TO CYBERPUNK RED

Writing and Design by Mike Pondsmith, James Hutt, Cody Pondsmith, and J Gray

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Here is how to port your ***Cyberpunk 2020*** guns (and melee weapons) to ***Cyberpunk RED***.

STEP 0

If your weapon doesn't fire bullets, shotgun shells, explosives, or arrows, or isn't a typical gun or melee weapon (for example, it has specific use requirements or unique rules), your weapon is an Exotic Weapon. Check the equipment sections in your entire ***Cyberpunk RED*** collection to see if we've already written an Exotic Weapon that closely matches it. If not, ask your GM if you can work something out. Careful though, it might be imbalanced. Not every weapon works well with every type of campaign. Otherwise, move on.

STEP 1

Find the weapon's closest matching Weapon Type in ***Cyberpunk RED***. Weapon Category determines everything about a weapon except Weapon Accuracy and whether or not it is a Poor Reliability Weapon, which is determined by weapon quality. This means the weapon's Single Shot Damage, Autofire Multiplier (if it has one), Standard Magazine, Ammunition Type, Rate of Fire, Hands Required, Cost, and Concealability change to match the Weapon Type in the ***Cyberpunk RED*** core rulebook.

STEP 2

Flatten Weapon Accuracy (WA). If the ***2020*** weapon had -1 or less WA, in ***RED*** it has 0 WA. If it had +1 or more WA in ***2020*** it now has +1 WA, which makes it an Excellent Quality Weapon in ***Cyberpunk RED***.

STEP 3

Flatten Reliability. Any ***2020*** Weapon with Reliability of Unreliable (UR) becomes a Poor Reliability Weapon in ***RED***, meaning that whenever you roll a Critical Failure when attacking with the weapon, it Malfunctions, requiring an Action to reverse the jam, loose grip, etc, before it can be used again. It is possible that after this conversion you're left with an Excellent Quality Weapon that nonetheless jams because it is also a Poor Reliability Weapon. Your GM (and likely, your local Fixer) should take this into account when pricing the item.

STEP 4

Determine the quality of the weapon. Weapons are always sold based on the cost of the highest Weapon Quality for which they qualify. Use the outcome of Steps 2 and 3 to and the table below to determine this.

Weapon Quality	Qualifications
Poor	Poor Reliability Weapon with +0 Weapon Accuracy
Standard	+0 Weapon Accuracy and is not a Poor Reliability Weapon.
Excellent	+1 Weapon Accuracy, even if it is Poor Reliability.

STEP 5

Strip any old Weapon Attachments from the weapon. Replace them with similar ones from ***RED***. If the ***2020*** version of the weapon has a Standard Magazine size greater than listed for the Weapon's Type in ***RED***, consider adding either the Extended Magazine or Drum Magazine Attachment as is fitting. Non-Exotic Weapons in ***Cyberpunk RED*** come with 3 Attachment Slots. If the features of the ***2020*** version would require Attachments that take up more than 3 Attachment Slots, the weapon should be considered Exotic. Note that some Weapon Attachments, such as Extended Magazine, can change the Concealability of a weapon from YES to NO.

STEP 6

Your GM will assign the Weapon a Cost based on its value in the market. Call your Fixer. It might be a little harder to find that it used to be.

EXAMPLE

Az decides, in their next game, the Crew will be hired to track down a cargo container of old Neo-Soviet weapons from the 4th Corporate War period. Knowing they'll probably skim a gun or two off the top, Az works on converting a few Neo-Soviet firearms from ***Blackhand's Street Weapons*** to ***Cyberpunk RED*** rules. They start with the Stolbovoy St-5 Assault Rifle and, specifically, the variant that comes with an installed Smartgun Link. In ***Cyberpunk 2020***, the Stolbovoy had the following stat loadout.

Relability: -1
Concealability: Can't be Hidden
Availability: Common or Rare depending on the part of the world you're in.
Damage: 5d6 (5.45mm)
# of Shots: 30
Rate of Fire: 1/30
Reliability: Very Reliable
Range: 400m
Cost: 1,800eb
Features: Smartgun Link

Obviously, this is an Assault Rifle, so Az compares the ***2020*** St-5's stats to the Assault Rifle Weapon Type in ***Cyberpunk RED***. Concealability and Single Shot Damage do not change. Availability isn't a factor and is disregarded. Rate of Fire 1/30 becomes simply ROF 1. Autofire works differently in ***Cyberpunk RED*** so the second number is irrelevant and all Assault Rifles have a ROF of 1. The # of Shots is 30 but the Standard Magazine for an Assault Rifle in ***RED*** is 25. Az makes a note to come back to that when working on the Attachments. The 400m Range is tossed out, as all Assault Rifles in ***Cyberpunk RED*** use the same row on the Range Table. Cost changes from 1,800eb to 500eb but Az knows that'll change as they continue along with the process.

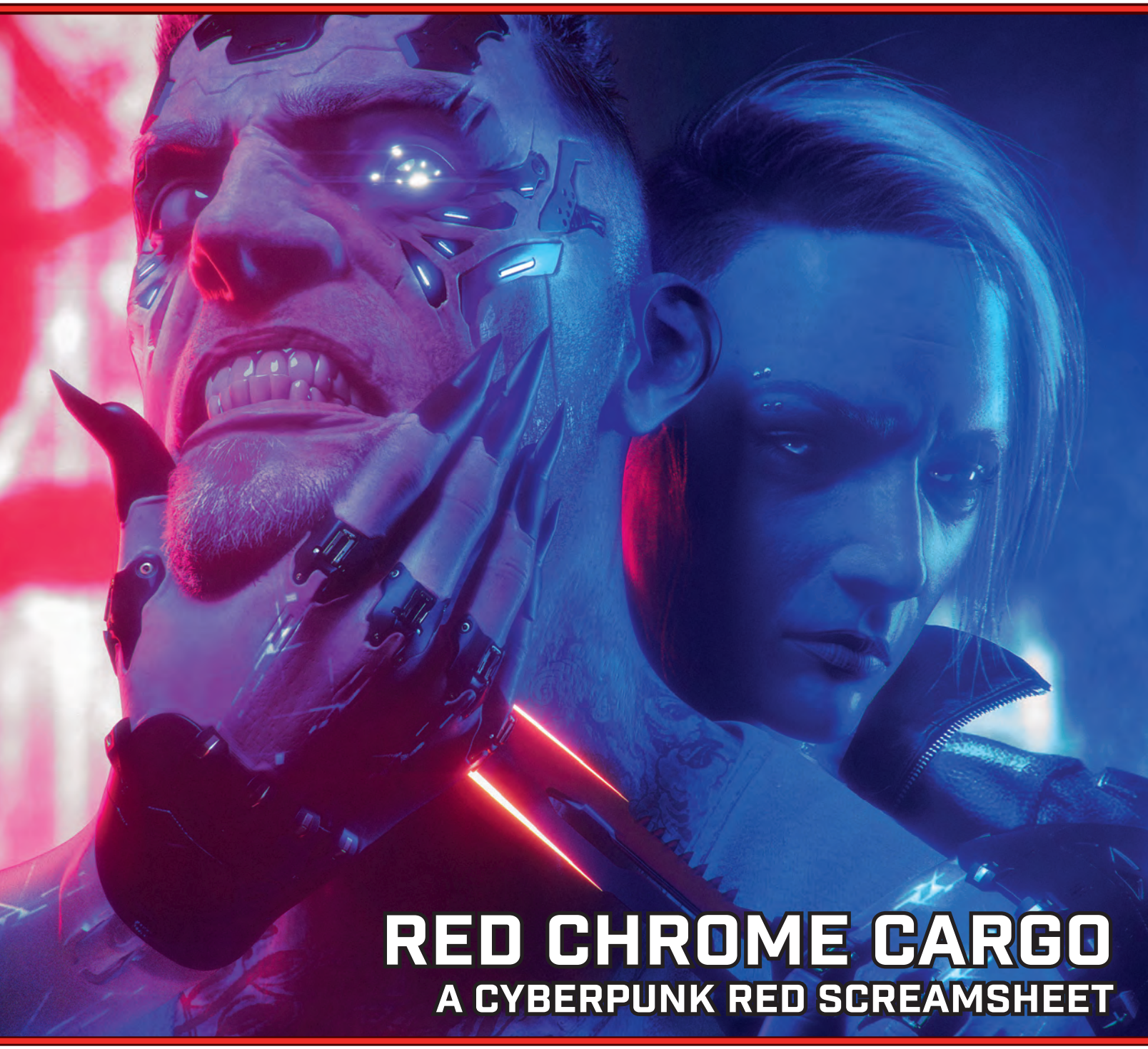
The St-5 in ***2020*** has a Weapon Accuracy of -1. That gets flattened to +0. The Weapon Quality is Very Reliable. Only Unreliable would matter in this conversion, so no changes there. Looking at the table for Step 4 of the conversion process, Az sees the Stolbovoy St-5 is a Standard Quality Weapon since it has a +0 Weapon Accuracy and does not have a Poor Reliability. So far, the cost of 500eb is unchanged.

The St-5 has one feature: a Smartgun Link. There's a Smartgun Link Weapon Attachment in ***RED***, so Az adds that to the weapon's stat loadout. That adds 500eb to the weapon's cost for a total of 1,000eb. Az also decides to address the difference between the magazine size of the St-5 in ***2020*** and the standard Assault Rifle in ***RED*** by adding an Extended Magazine Attachment. That brings the magazine size to 35 and the standard value of a St-5 in a 2045 Fixer's Night Market to 1,100eb.

▶ Stolbovoy St-5

Weapon Type	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Assault Rifle	Shoulder Arms	5d6	35 (Rifle)	1	2	NO	1,100eb
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire **Weapon Attachments**: Smartgun Link (2 slots) • Extended Magazine (1 slot)							

BY SANTIAGO BETANCUR



RED CHROME CARGO

A CYBERPUNK RED SCREAMSHEET

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Gang War Erupts in Combat Zone

by Jericho Hunt

Earlier today, the northern sector of the Combat Zone was thrust into chaos as tensions between the Iron Sights and the Red Chrome Legion exploded into a full-scale conflict. Bullets flew and rippers sliced as these two violent gangs released months of pent up hostility on each other and any unfortunate Night City resident who wandered into their bloody feud. NCPD officers are already on the scene attempting to quell this senseless violence but the sighting of multiple full-body conversions in the fray has necessitated the involvement of C-SWAT. No doubt this conflict will boil over beyond the Combat Zone as it escalates.

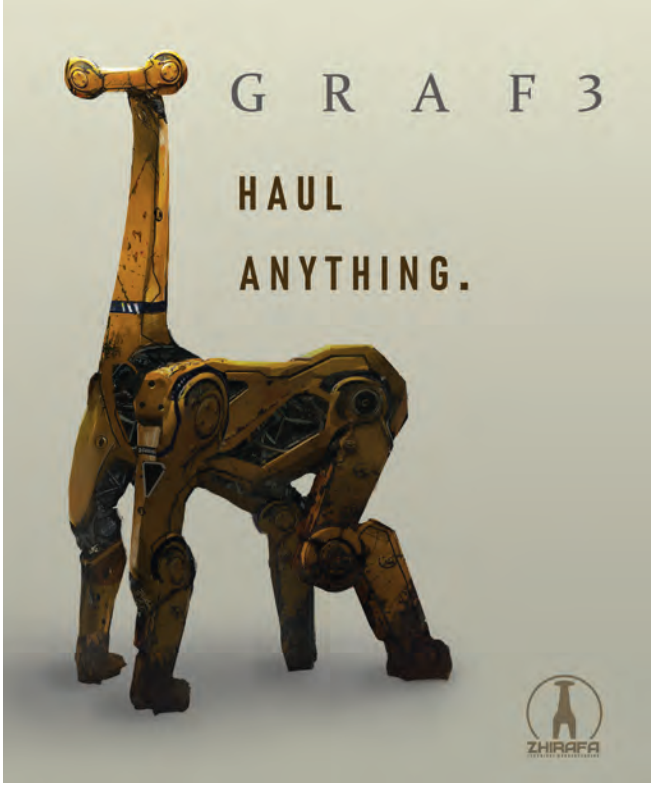
But what could have caused this bloodbath? Could there be more behind this conflict than simply ill-defined boundaries and inflammatory words? Could this be the work of a shadowy and underhanded external player? Night City Today has the full story, in full dramatic detail.

It is easy to assume that this conflict stems from the minor territory skirmishes the Red Chrome Legion and the Iron Sights have been engaged in for the past few years as Red Chrome Legion members began recruiting junior members from within territory traditionally held by the Iron Sights. After the fall of Arasaka in the 4th Corporate War, the Corp-backed Iron Sights lost much of their influence. As a result the Legion, among other gangs, set their sights on the Iron Sights. The Red Chrome Legion is well known for crushing rival gangs, annexing their territory, and indoctrinating younger members into their neo-fascist group along the way but recent battles indicate the Iron Sights are doing more than defending their territory and are, in fact, acting as the aggressor in the gang war. Reporters at Night City Today have dug up a lead which points to an unsettling reason for this change in gang tactics.

As anyone in northern Night City knows, the once-powerful Iron Sights have made a miraculous comeback in recent years. Separated from Arasaka's funding the Iron Sights, whose membership is almost entirely composed of full body conversions and heavily augmented individuals either on the edge of or in the grip of cyberpsychosis, lost influence and territory during the Time of the Red. It wasn't until a recently that the Iron Sights began to see a rise in membership once again. This increase in their ranks was initially attributed to individuals suffering from cyberpsychosis who joined their ranks after failing to reincorporate into society. But recently, intrepid reporter Jericho Hunt unearthed a discovery that will shock the city and most definitely sheds light on this current massacre. Undercover, at a Nomad operated train station on the outskirts of Night City, Hunt witnessed a handoff between known Iron Sights affiliates and a mysterious cabal of men in black suits. This handoff netted the Iron Sights several cases of military hardware which Hunt noted to be recent and undeniably sourced from a Midnight Market. It seems the Iron Sights are indeed being supported by a new benefactor.

Only days after the handoff, NCPD reported an attack by the Red Chrome Legion on an unmarked truck entering the city. The truck was no doubt hauling a new shipment from the shadowy cabal. Hunt believes that the most recent turn of events in the gang war is revenge on the part of the Iron Sights who seek to destroy the Red Chrome Legion and take back what was stolen from them.

Link: Iron Sights Get New Guns
Link: Night City Gang Landscape Breakdown
Link: Third Trucking Hijack This Week



Player Information

A well-known Fixer named Hornet (**CP:R PG. 305**) approaches the crew through their local Fixer and offers them a lucrative but dangerous job. Hornet offers them 2,000eb each to retrieve a shipment that was stolen by the Red Chrome Legion (**CP:R PG. 309**).

The shipment consists of four large crates with DNA Encoded locks. Hornet hasn't told the party what is in the containers, only that they should be careful when transporting them.

The shipment is being transported to a Red Chrome Legion facility outside of the city via the Hammerhead, a heavily armored Militech cargo train the gang has hijacked. There are no details as to what waits for the PCs inside the train but 2000eb a piece is quite the haul. It can't be that bad...

Gamemaster Notes

Three of the containers the PCs need to retrieve are full of military-grade explosives and cyberware that were originally intended for the Iron Sights (**CP:R PG. 308**). The last container holds multiple canisters of a deadly neurotoxin devised by Hornet himself.

This neurotoxin was bought at a premium as an ace in the hole for the Iron Sights to use against the Red Chrome Legion and any other gang that proved a significant problem. The Red Chrome Legion stole the containers but the DNA encoded locks and thick metal exteriors proved too difficult to penetrate without damaging the contents.

Currently, the shipment is headed to an abandoned town on the northern outskirts of Night City, where a Tech employed by the Red Chrome Legion can break the locks.

Hornet arranges passage for the PCs aboard his own train, which will run parallel to the Red Chrome Legion's locomotive. As the two pull close, the PCs must leap from the top of Hornet's train onto the Legion's train with a DV13 Athletics Check. Failing to make this check results in the character landing short and slamming into the side of the rear train car. They are able to grab hold and not fall to the ground below but the collision alerts the guards inside the train to danger.

Once aboard the train, the PCs must open the maintenance hatch on the top of the rear car with a DV13 Basic Tech Check. This gives them access to the train's interior. There are two Red Chrome Legion guards in the rear car (Use Booster ganger: **CP:R PG. 412**; Add Shotgun; Increase number of guards by 1 if there are 5+ PCs).

The containers in the train car are tall enough to conceal the train's maintenance hatch and allow the PCs to attempt a stealthy entrance in order to surprise the guards.

If the PCs reach the middle car, they find it is empty except for a few containers and a maintenance port. This maintenance port can be jacked into by a Netrunner (see the Hammerhead Cargo Train Mainframe). Access to the Hammerhead Cargo Manifest gives the PCs a list of every item aboard the train when it was hijacked by the Red Chrome Legion. A clever GM can give the PCs new gear or insert a few plot hooks using that list. If the Netrunner conquers the Turret Control Node, they not only learn about the turret in the next car but can take control of it.

In the front car, the PCs find a number of Red Chrome Legion guards (Use Boosterganger: **CP:R PG. 412**; Add Shotgun) equal to the number of PCs minus 1, and one Red Chrome Legion Officer (Use Security Operative: **CP:R PG. 413**). If the guards were alerted to the PCs boarding the train, then the automated turret (Use Automated Turret: **CP:R PG. 214**)in the center of the room is active.

If the turret has not been activated, one of the Legion Guards will use their first turn to rush to the turret controls and activate it.

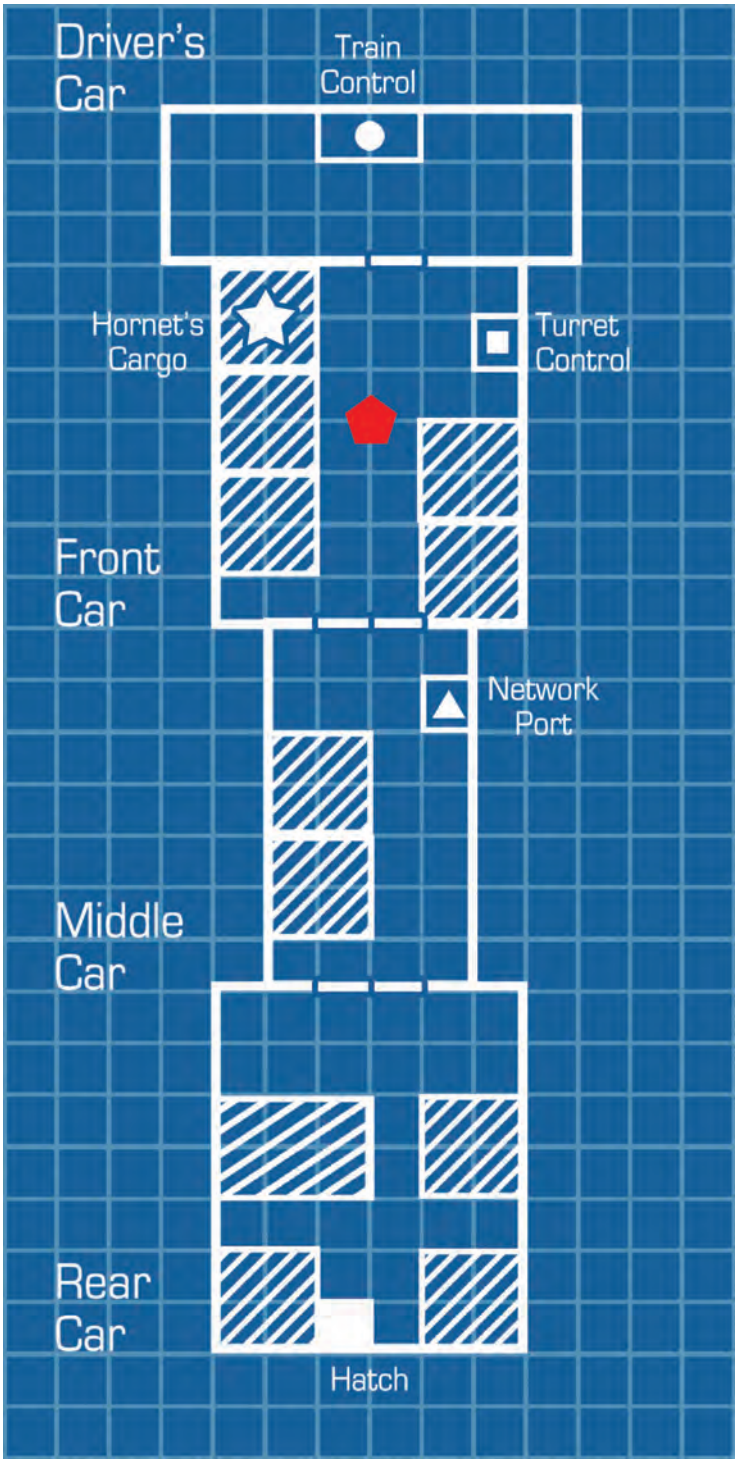
The containers the PCs seek are in the front car. A single PC can carry one container each but two hands are required to do so. The PCs can either stop the normally automated Hammerhead using the controls in the driver's car with a DV9 Drive Land Vehicle Check or climb out the way they came in and leap back across to Hornet's train.

The Athletics Check for the leap while carrying a crate is DV15. Throwing a containeracross requires a DV13 Athletics Check.

Once back aboard Hornet's train, the PCs can turn over the containers to Hornet and get paid. By the end of the week, the gang war in the north end of the Combat Zone ends as the Iron Sights use their new shipment of tech and poison to crush the Red Chrome Legion.

Hammerhead Mainframe

Floor 1	**Password**	DV 6
Floor 2	**File:** Original Cargo Manifest	DV 8
Floor 3	**Password**	DV 8
Floor 4	**Black ICE:** Hellhound	DV —
Floor 5	**Control Node:** Automated Turret	DV 8



THE HAMMERHEAD CARGO TRAIN

BY NEIL BRANQUINHO

SINGLE SHOT PACK

PREGEN CHARACTERS AND NET ARCHITECTURES

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SINGLE SHOT PACK

Two of your Players called out sick and you're in the middle of a pretty big heist. You can't keep it going with who you have left at your table, so you decide to run a one-shot. The only problem is, the Players you have left are coming straight to your place after you get out of work and if you sit down to do chargen you won't have time to play!

We've got you covered!

In this ***Single Shot Pack***, you'll find ten pregenerated ***Cyberpunk RED*** characters, made using the Streetrat character generation method, ready to play right out of the box. Each comes complete with a cheat sheet on how their Role Ability works. The only thing we haven't done is roll up a Lifepath. We'll leave it up to you how important that is for your one-shot.

We're also including six premade NET Architectures for you to use. You'll find them at the back of the packet. They're designed to be plug and play, so feel free to use them if you want to give your Netrunner a virtual landscape to play in or if you need inspiration for what kind of defenses a place has.

USING THE PREGENS AS NPCS

The ten pregens in the ***Single Shot Pack*** also make good NPCs! If you're using the Mook/Lieutenant/Mini Boss standard we set up on **PAGE 399** of the ***Cyberpunk RED*** core rulebook, they each count as a Lieutenant.

READING THE PREGEN CHARACTER SHEETS

There's a lot of information packed into these single page Character Sheets, especially if your Players are new to ***Cyberpunk RED***. Feel free to give them this guide to help them navigate the terrain.

1 This block contains a portrait of your Character, their Handle (the name they're known by on The Street), and their Role (akin to a class in other games).

2 Beneath the Handle and Role, you'll find your Statistics (aka STATS). These 10 values: Intelligence (INT), Reflexes (REF), Dexterity (DEX), Technique (TECH), Cool (COOL), Willpower (WILL), Luck (LUCK), Move (MOVE), Body (BOD), and Empathy (EMP). You might notice Luck is formatted a little differently That's because Luck represents a pool of points you can spend during the session to improve your chances at success. Empathy is similarly divided because installed cyberware can lower it below its maximum.

3 This row contains Derived Statistics calculated based on your STATS. Hits represents your health. You start off with a number of Hit Points equal to the value on the right. If you are damaged, you subtract the damage from your current value (written in on the left). If your current Hit Point total equals or drops below your Seriously Wounded value, you will suffer a penalty to all Actions. If your Hit Points drop below 1, your GM will direct you to make a Death Save. Humanity is a measure of how well you interact with other people. The value on the right is the maximum, determined by your Empathy STAT and the value on the left is your current Empathy, which is lowered due to having cyberware installed. When your Humanity is lowered, your Empathy also goes down.

4 Each Role has a unique Role Ability. You start with your Role Ability at Rank 4. Every pregen in this packet has more information about their Role Ability included on a separate sheet.

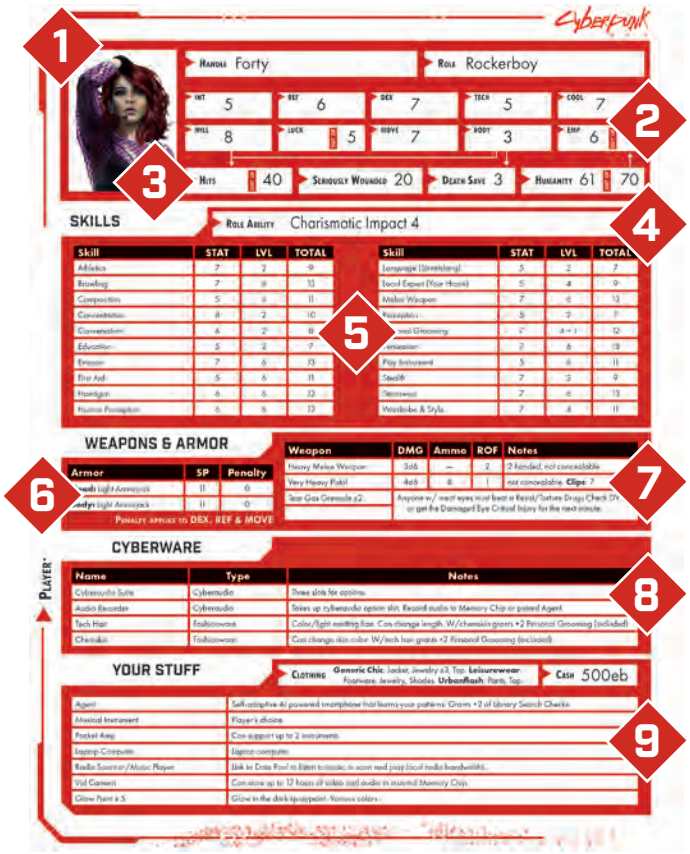
5 When it comes time to see if you succeed or fail at an Action, you make a Skill Check. Skill Checks are made by rolling 1d10 and adding a Skill's Level and the value of its corresponding STAT. To make this easy, we've already added the STAT + Skill for each Skill on your sheet and listed it in the Total column. Each pregen in this packet possesses 20 Skills. Some, like First Aid, are possessed by all Characters. Others, like Autofire, are only on some sheets. If you want to take an Action with a Skill you don't have Levels in, ask your GM what the appropriate STAT would be, then roll 1d10 and add that value.

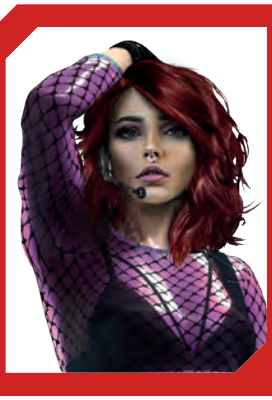
6 Your Armor is divided into body (taking the form of clothing, jackets, vests, and the like) and head (some sort of helmet or hood). Every piece of armor has Stopping Power (SP). When you are hit in the head or torso, you subtract your armor's SP from the damage rolled. Any damage remaining after you subtract armor SP is removed from your current Hit Points value. Heavier armor can give you a penalty when performing some Actions.

7 Your weapons are tools designed for hurting and breaking. When you hit with a weapon, roll the number of d6s listed under DMG and add them up to determine how much damage you do. Guns have an Ammo Count. Once you shoot that many bullets, your gun can't shoot anymore until you reload. All weapons have a ROF (Rate of Fire). This determines how many Attack Checks you can make as part of a single Action. And there are usually notes on a weapon to tell you more about it. Ask your GM for more data.

8 Cyberware is technology surgically implanted into your body to improve how it functions. All cyberware has a type. You can only have a certain number of slots in your body for each type. Some types, like cyberaudio and neuralware, have a "foundational cyberware" component. For example, a Cyberaudio Suite does little on its own, but it allows you to install additional cyberware attachments such as a Voice Stress Analyzer. Don't worry too much about all this unless you're playing long term and want additional cyberware installed. In this section, you'll also find notes explaining what it is your cyberware does.

9 Finally, we come to Your Stuff. Here you'll find what clothing you own (so you know what sort of style you've got going on), how much cash you have on hand (listed as a number of Eurobucks [eb]), and a selection of items you carry around with notes on what they do.





Handle Forty

Role Rockerboy

INT 5	REF 6	DEX 7	TECH 5	COOL 7
WILL 8	LUCK OUT OF 5	MOVE 7	BODY 3	EMP 6 OUT OF 7

HITS OUT OF 40	SERIOUSLY WOUNDED 20	DEATH SAVE 3	HUMANITY 61 OUT OF 70

SKILLS

Role Ability Charismatic Impact 4

Skill	STAT	LVL	TOTAL
Athletics	7	2	9
Brawling	7	6	13
Composition	5	6	11
Concentration	8	2	10
Conversation	6	2	8
Education	5	2	7
Evasion	7	6	13
First Aid	5	6	11
Handgun	6	6	12
Human Perception	6	6	12

Skill	STAT	LVL	TOTAL
Language (Streetslang)	5	2	7
Local Expert (Your Home)	5	4	9
Melee Weapon	7	6	13
Perception	5	2	7
Personal Grooming	7	4 + 1	12
Persuasion	7	6	13
Play Instrument	5	6	11
Stealth	7	2	9
Streetwise	7	6	13
Wardrobe & Style	7	4	11

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 7
Tear Gas Grenade x2	Anyone w/ meat eyes must beat a Resist/Torture Drugs Check DV13 or get the Damaged Eye Critical Injury for the next minute.			

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	Three slots for options.
Audio Recorder	Cyberaudio	Takes up cyberaudio option slot. Record audio to Memory Chip or paired Agent.
Tech Hair	Fashionware	Color/light emitting hair. Can change length. W/chemskin grants +2 Personal Grooming (included)
Chemskin	Fashionware	Can change skin color. W/tech hair grants +2 Personal Grooming (included)

YOUR STUFF

Clothing **Generic Chic**: Jacket, Jewelry x3, Top. **Leisurewear**: Footwear, Jewelry, Shades. **Urbanflash**: Pants, Top.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Musical Instrument	Player's choice.
Pocket Amp	Can support up to 2 instruments.
Laptop Computer	Laptop computer.
Radio Scanner/Music Player	Link to Data Pool to listen to music or scan and play local radio bandwidths.
Vid Camera	Can store up to 12 hours of video and audio in inserted Memory Chip.
Glow Paint x 5	Glow in the dark spraypaint. Various colors.

Player:

ROCKERBOY

If you live to rock, this is where you belong. As a Rockerboy, you're one of the street poets, the social conscience, and the rebels of the Time of the Red. With the advent of digital porta-studios and garage music mastering, every Rockerboy with a message can take it to The Street, put it in the record stores, bounce it off the comsats. Sometimes, your message isn't something the Corporations or the government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really want to run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether in straight-out protest songs that tell it like it is, playing kick-ass rock n' roll to get the people away from the TV sets and into The Streets, firing up the crowd with speeches, or composing fiery writings that shape the minds and hearts of millions.

ROLE ABILITY: CHARISMATIC IMPACT (RANK 4)

Assuming you aren't in combat, you can make people who aren't currently your fan into fans (unless they actively dislike you) by rolling Charismatic Impact + 1d10 vs a DV8 for a Single person, DV10 for a Small Group of up to 6, or DV12 for a Huge group.

When a Rockerboy wants to make use of their Charismatic Impact on a fan or group of fans, the GM uses the table below to determine if the favor is something within the powers of their Charismatic Impact given their current Role Ability Rank. If it isn't, the rocker automatically fails. If it is, the group size determines the DV against which the rocker must roll Charismatic Impact + 1d10. If they succeed, the fan or group of fans puts their best effort toward the favor the Rocker asked for. If they fail, the Rocker can't ask for the same favor again from those fans for a week.

Venues You Can Play	Single Fan (DV8)	Small Group of Fans (DV10)	Huge Group of Fans (DV12)
Well known clubs (but not the hottest ones)	Rockerboy can convince the fan to do major favors such as buy them meals, give them rides, introduce them to important people, sleep with them.	Group will happily hang out with Rockerboy and provide the party favors for free.	Fans will buy the Rockerboy's merch and music.

Cyberpunk RED

Handle Grease

Role Fixer

INT	REF	DEX	TECH	COOL
8	7	5	5	6

WILL	LUCK	MOVE	BODY	EMP
7	7	5	3	4 OUT OF 6

Hits	Seriously Wounded	Death Save	Humanity
OUT OF 35	18	3	44 OUT OF 60

SKILLS

Role Ability Operator 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Brawling	5	2	7
Bribery	6	6	12
Business	8	6	14
Concentration	7	2	9
Conversation	4	6	10
Education	8	2	10
Evasion	5	6	11
First Aid	5	2	7
Forgery	5	6	11

Skill	STAT	LVL	TOTAL
Handgun	7	6	13
Human Perception	4	6 + 2	12
Language (Streetslang)	8	4	12
Local Expert (Your Home)	8	6	14
Perception	8	2	10
Persuasion	6	4	10
Pick Lock	5	4	9
Stealth	5	2	7
Streetwise	6	6	12
Trading	6	6	12

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Light Melee Weapon	1d6	—	2	1 handed, concealable
Heavy Pistol	3d6	8	2	concealable. **Mags**: 13
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 13

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	Three slots for options.
Internal Agent	Cyberaudio	Grants +2 to Library Search Checks. Audio only. Can output video to paired screen.
Voice Stress Analyzer	Cyberaudio	Grants +2 to Human Perception (included) and Interrogation Checks.
Subdermal Pocket	External	2 x 4 inch hidden pocket w/ RealSkinn zipper. Anything inside is auto concealed.

YOUR STUFF

Clothing **Generic Chic**: Contacts, Jewelry. **Leisurewear**: Footwear, Jewelry, Mirrorshades. **Urbanflash**: Pants, Top.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Bug Detector	Beeps within 2 meters of a tap, bug, or other listening device.
Disposable Cellphone x2	Burner phone you can use and throw away.
Laptop Computer	Laptop computer.

Player:

Fixer

You realized fast that you weren't ever going to get a Corporate job or be tough enough to be a Solo. But you always knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course. Now your deals have moved past the nickel-and-dime stuff into the big time. Maybe you move illegal weapons over the border, or steal and resell medical supplies. Perhaps you're a skill broker acting as an agent for high-priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals, and political groups. You use your contacts and allies as part of a vast web of intrigue and coercion. Fixers know how to get things on the black market and are adept at navigating the complex social customs of the Street, where hundreds of cultures and economic levels collide. Fixers maintain vast webs of contacts and clients.

Role Ability: Operator (Rank 4)

- **Contacts** represents who the Fixer can reach out to source goods, favors, or information. The Fixer will still have to pay for these, of course.
- **Reach** is the highest price category of items that a fixer can **always** source, and if they can use their influence to gather other fixers into creating a Night Market, which makes all price categories of items available for a short time.
- **Haggle** is the ability of the Fixer to strike a deal. When haggling with a person, you roll COOL + Trading Skill + Your Operator Rank + 1d10 against their COOL + Trading Skill + Their Operator Rank (if they are a Fixer) + 1d10. If you succeed, you are able to make one deal of your Operator Rank or lower that is shown on the table below. Only one Fixer deal can be made per transaction.
- **Grease** represents the Fixer's ability to blend into the many cultures on and off the Street; ability to know the language, social codes and status marks for each group or culture.

Contacts	Reach	Haggle	Grease
Local honcho, gang-lord, local neighborhood leadership. City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.	You can always find a place to source up to Expensive items for your clients on a piece-by-piece basis, even if they are otherwise unavailable.	If successful, you can get 10% more or less than market price when buying or selling. **OR** If successful, when you buy 5 or more of the same item, you can get one more of that item for free.	You know how to get along well with at least one other culture (South Asian, Western European, Middle Eastern, etc) in your area as well as a single language you don't already know associated with that culture at a skill of +4.

Player:

Cyberpunk RED

Handle Mover

Role Solo

INT	REF	DEX	TECH	COOL
7	7	6	5	7

WILL	LUCK	MOVE	BODY	EMP
6	6	7	7	3

Hits	Seriously Wounded	Death Save	Humanity
45	23	7	36

SKILLS

Role Ability Combat Awareness 4

Skill	STAT	LVL	TOTAL
Athletics	6	2	8
Autofire	7	6	13
Brawling	6	2	8
Concentration	6	2	8
Conversation	3	2	5
Education	7	2	9
Evasion	6	6	12
First Aid	5	6	11
Handgun	7	6	13
Human Perception	3	2	5

Skill	STAT	LVL	TOTAL
Interrogation	7	6	13
Language (Streetslang)	7	2	9
Local Expert (Your Home)	7	2	9
Melee Weapon	6	6	12
Perception	7	6	13
Persuasion	7	2	9
Resist Torture/Drugs	6	6	12
Shoulder Arms	7	6	13
Stealth	6	2	8
Tactics	7	6	13

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Assault Rifle	5d6	25	1	autofire, not concealable. **Mags**: 3
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 8

CYBERWARE

Name	Type	Notes
Biomonitor	Fashionware	Subdermal implant. Generates a readout of vitals. Can be linked to your Agent.
Neural Link	Neuralware	Wired artificial nervous system. Five option slots.
Sandevistan Speedware	Neuralware	Can be activated as an action to provide +3 Initiative for 1 minute. 1 hour cool down.

YOUR STUFF

Clothing **Leisurewear**: Footwear x 2, Jacket x 3, Mirrorshades, Pants x 2, Tops x 2

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.

Player:

SOLO

Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers who enforce business deals and the Company's "black operations," you're one of the elite fighting machines of the Time of the Red. Most Solos put in military time during the 4th Corporate War, in a Corporate army, or in one of the government's current "police actions" around the country.

ROLE ABILITY: COMBAT AWARENESS (RANK 4)

When combat begins, anytime outside of combat, or in combat with an Action, a Solo may divide the total number of points they have in their Combat Awareness Role Ability among the following abilities. If a Solo chooses not to change their point assignments, their previous ones persist. Activating some of these abilities will cost the Solo more points than others:

- **Damage Deflection**: For 2 points, decrease the first damage you take this round by 1; For 4 points, decrease the first damage you take this round by 2. Your armor is still ablated if any damage got through your armor before this reduction.
- **Fumble Recovery**: For 4 points, you ignore Critical Failures (1s) you roll while attacking. These rolls are still treated as 1, however.
- **Initiative Reaction**: Each point adds a +1 to Initiative Checks made.
- **Precision Attack**: For 3 points, you add a +1 to any attacks made.
- **Spot Weakness**: Each point adds a +1 to the damage (before armor) of your first successful attack in a round.
- **Threat Detection**: Each point adds a +1 to any Perception Checks made.

Damage Deflection		**Fumble Recovery**		**Initiative Reaction**	
Precision Attack		**Spot Weakness**		**Threat Detection**	

PLAYER:

Cyberpunk RED

Handle Racer

Role Nomad

INT	REF	DEX	TECH	COOL
7	6	8	4	6

WILL	LUCK	MOVE	BODY	EMP
6	6	5	6	3

Hits	Seriously Wounded	Death Save	Humanity
40	20	6	36

SKILLS

Role Ability Moto 4

Skill	STAT	LVL	TOTAL
Animal Handling	7	6	13
Athletics	8	2	10
Brawling	8	6	14
Concentration	6	2	8
Conversation	3	2	5
Drive Land Vehicle	6	6 + 4	16
Education	7	2	9
Evasion	8	6	14
First Aid	4	6	10
Handgun	6	6	12

Skill	STAT	LVL	TOTAL
Human Perception	3	2	5
Language (Streetslang)	7	2	9
Local Expert (Your Home)	7	2	9
Melee Weapon	8	6	14
Perception	7	4	11
Persuasion	6	2	8
Stealth	8	6	14
Tracking	7	6	13
Trading	6	6	12
Wilderness Survival	7	6	13

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 13

CYBERWARE

Name	Type	Notes
Neural Link	Neuralware	Wired artificial nervous system. Five option slots.
Interface Plugs	Neuralware	Allows you to plug into machines, including some vehicles.

YOUR STUFF

Clothing **Nomad Leathers**: Pants, Top, Jacket, Footwear

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Binoculars	x2 magnification.
Flashlight	100m/y long beam. 10 hours per charge.
Grapple Gun	Can fire as an Action to attach to any thick cover up to 30m/y away. Negates MOVE penalty while climbing.
Radio Communicator x2	Earpiece radio. 1 mile range.
Rope	60 m/y nylon rope. Holds 600 pounds/360kg.
Techtool	All in one pocket tool.

Player:

NOMAD

Years ago, the Corps drove your family off the farm. They rolled in, took over the land, and put rent-a-cops all over the place. But that was before the War. You were loners, homeless, until you created a Nomad Pack of nearly two-hundred members. Back then, your Pack was crammed into a huge, ragtag fleet of cars, vans, buses, and RVs roaming the freeways looking for supplies, odd jobs, and spare parts in a fragmented world. The Pack was your home—it had teachers, Medtechs, leaders, and mechanics—a virtual town on wheels in which everyone was related by marriage or kinship. But in the Time of the Red, your Nomad Pack has evolved. Your knowledge of roadcraft—of how to get between the safezones over the savage highways has allowed you to become the masters of getting people, supplies, and materials to a world that desperately needs them.

ROLE ABILITY: MOTO (RANK 4)

A Nomad adds their Moto Rank to any vehicle operation (already added to Drive Land Vehicle) or vehicle repair Skill Check they make. In addition, your Nomad has possession of the following vehicle, loaned to them from their Nomad Family motor pool.

Vehicle Type Compact Ground Car

Description Common CHOOH2 powered car.

Seats 6

Combat Speed 20

Narrative Speed 100 MPH

SDP 70 OUT OF

Upgrade	Effect
Seating Upgrade	Adds 2 extra seats to the vehicle.
Heavy Chassis	Adds 20 SDP and a heavy tow cable to the vehicle.
Housing Capacity	Transforms the vehicle into a RV with sleeping area for 1, toilet, shower and small kitchen.

PLAYER:

Cyberpunk RED

Handle Redeye

Role Netrunner

INT	REF	DEX	TECH	COOL
6	6	6	7	8

WILL	LUCK	MOVE	BODY	EMP
4	7	7	6	4 / 6

Hits	Seriously Wounded	Death Save	Humanity
35	18	6	46 / 60

SKILLS

Role Ability Interface 4

Skill	STAT	LVL	TOTAL
Athletics	6	2	8
Brawling	6	2	8
Concentration	4	2	6
Conversation	4	2	6
Education	6	6	12
Evasion	6	6	12
First Aid	7	2	9
Human Perception	4	2	6
Language (Streetslang)	6	2	8
Local Expert (Your Home)	6	2	8

Skill	STAT	LVL	TOTAL
Perception	6	2	8
Persuasion	8	2	10
Stealth	6	6	12
Basic Tech	7	6	13
Conceal/Reveal Object	6	6	12
Cryptography	6	6	12
Cybertech	7	6	13
Electronics/Security Tech	7	6	13
Handgun	6	6	12
Library Search	6	6	12

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 4

CYBERWARE

Name	Type	Notes
Neural Link	Neuralware	Wired artificial nervous system. Five option slots.
Interface Plugs	Neuralware	Allows you to plug into machines, including some vehicles.
Shift Tacs	Fashionware	Color/pattern changing lens implanted into the eye.

YOUR STUFF

Clothing **Generic Chic**: Top x10. **Leisurewear**: Footwear x2, Jewelry, Pants x2. **Urbanflash**: Jacket.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Cyberdeck	Modular platform that Programs and Hardware are installed on for the purposes of Netrunning.
Virtuality Goggles	Headset that projects cyberspace imagery over your view of the world.

Player:

NETRUNNER

You're a brain-burning computer hacker and master of the Post-NET cyberverse in the Time of the Red. As an electronic wraith, you slip into the "hardest" mainframe systems with ease: stealing, trading, and selling their deepest secrets at will. The Black ICE may still kill you in the end, but until the ride runs out, you'll be there, bare-brained and headfirst in the New NET.

ROLE ABILITY: INTERFACE (RANK 4)

A Netrunner's Interface Role Ability allows them to Netrun and gives them access to a suite of Abilities. To take an action or attack in the NET roll:

Your Interface Rank + Program Bonus or ATK + 1d10

Interface Ability	Effect
Backdoor	Allows the Netrunner to break through Passwords and other obstructions in the Architecture.
Cloak	The ability to hide your actions in the Architecture before you leave.
Control	The ability to control things that are attached to the Architecture.
Eye-Dee	Allows the Netrunner to know what a found piece of data is and its value.
Pathfinder	Allows the Netrunner to learn the "map" of the Architecture.
Scanner	Find out the locations of systems in an area.
Slide	Allows the Netrunner to slip away from one Black ICE that is following them.
Virus	Allows the Netrunner to leave a custom virus at the very core of the Architecture.
Zap	A basic Netrunner attack that works against both Programs and other Netrunners.

Deck Redeye's Cyberdeck

Program/Hardware Slots 7

Program	ATK	DEF	REZ	Effect
Armor	0	0	7	Lowers all Brain dmg by 4 while rezzed. Only 1 copy can run at a time. Each copy can only be used once per netrun.
See Ya	0	0	7	Increases all Pathfinder Checks by +2 while rezzed.
Sword	1	0	0	3d6 REZ to Black ICE. 2d6 REZ to non-Black ICE programs.
Vrizzbolt	1	0	0	1d6 Brain dmg direct to enemy Netrunner & lowers their total Net Actions on their next turn by 1.
Worm	0	0	7	Increases Backdoor Checks by +2 while rezzed.

Player:

Cyberpunk RED

Handle Torch

Role Tech

INT	REF	DEX	TECH	COOL
8	7	5	6	3

WILL	LUCK	MOVE	BODY	EMP
3	7	6	6	5

Hits	Seriously Wounded	Death Save	Humanity
35	18	6	58 / 70

SKILLS

Role Ability Maker 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Basic Tech	6	6	12
Brawling	5	2	7
Concentration	3	2	5
Conversation	5	2	7
Cybertech	6	6	12
Education	8	6	14
Electronics/Security Tech	6	6	12
Evasion	5	6	11
First Aid	6	6	12

Skill	STAT	LVL	TOTAL
Human Perception	5	2	7
Land Vehicle Tech	6	6	12
Language (Streetslang)	8	2	10
Local Expert (Your Home)	8	2	10
Perception	8	2	10
Persuasion	3	2	5
Science (Choose Specialty)	8	6	14
Shoulder Arms	7	6	13
Stealth	5	2	7
Weaponstech	6	6	12

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Shotgun	5d6	4	1	not concealable. **Mags**: 25 shell
Flashbang Grenade	Anyone hit must beat a Resist/Torture Drugs Check DV15 or get the Damaged Eye and Damaged Ear Critical Injuries for the next minute.			

CYBERWARE

Name	Type	Notes
Cybereye	Cyberoptics	Left eye. 3 option slots.
MicroOptics	Cyberoptics	Built-in microscope. 400x magnification.
Tool Hand	Cyberlimb	Full collection of tools built into the hand.
Skinwatch	Fashionware	Subdermal LED. Shows time and date through the skin.

YOUR STUFF

Clothing **Generic Chic**: Pants x8, Tops x10. **Leisurewear**: Footwear x2.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Anti-Smog Breathing Mask	Filters out atmospheric particles.
Disposable Cellphone	Burner phone you can use and throw away.
Duct Tape x5	Duct tape. Perfect for fixing anything.
Flashlight	100m/y long beam. 10 hours per charge.
Road Flare x6	Lights up a 100m area for 1 hour. One use each.
Tech Bag	Tool bag. Useful for most tech based repairs.

Player:

TECH

You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface glitching? No problem. You make your living building, fixing, and modifying—a crucial occupation in a technological world recovering from a War that broke the back of the supply chain.

ROLE ABILITY: MAKER (RANK 4)

Field Expertise

Add your Rank in this Specialty to any Basic Tech or Cybertech Skill Check you make for any Non-Maker Specialty purpose. Additionally, as long as you have at least one rank in this specialty, instead of attempting a lengthy full repair, you can elect to instead temporarily repair your target (at the same DV of a typical repair for the item) to perfect condition as an Action (with full SP and HP, if applicable). You add your rank in Field Expertise to this roll. This jury-rigging holds for 10 minutes for each rank you have in this specialty.

Upgrade Expertise

To upgrade an item, you roll TECH + the Tech Skill that the item is typically repaired with + your rank in this specialty + 1d10. The Tech must purchase materials of the same price category of the item being upgraded, which installing the upgrade consumes. Upgrades include:

- Lower the humanity loss of Non-Borgware Cyberware by 1d6 if it's typical humanity loss would be 2d6 or greater.
- Increase the number slots of the type an item already has for options, attachments, Programs/Hardware, etc by one.
- Simplify the item, halving the time it takes to make any future full repair to the item.
- Grant a typically non-concealable one-handed weapon the ability to be concealed.
- Increase an Average Quality Weapon to an Excellent Quality Weapon.
- Grant a weapon attachment slot to an Exotic Weapon.
- Allow an Exotic Weapon to fire one variety of Exotic Ammunition of its ammunition type.
- Increase an item's SP by one, but only if it had any to begin with.
- Upgrade a vehicle with an upgrade that only requires a Nomad Role Ability Rank of one.

Fabrication Expertise

To make an item, you roll TECH + the Tech Skill that the item is typically repaired with + your rank in this specialty + 1d10. The Tech must purchase materials of one price category lower than the price category of the item being fabricated.

Field Expertise	4	Upgrade Expertise	2	Fabrication Expertise	2

PLAYER:

Cyberpunk RED

Handle Redtail

Role Medtech

INT	REF	DEX	TECH	COOL
8	5	5	8	5

WILL	LUCK	MOVE	BODY	EMP
5	6	6	5	4

Hits	Seriously Wounded	Death Save	Humanity
35	18	5	48

SKILLS

Role Ability Medicine 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Basic Tech	8	6	14
Brawling	5	2	7
Concentration	5	2	7
Conversation	4	6	10
Cybertech	8	4	12
Deduction	8	6	14
Education	8	6	14
Evasion	5	6	11
First Aid	8	2	10

Skill	STAT	LVL	TOTAL
Human Perception	4	6	10
Language (Streetslang)	8	2	10
Local Expert (Your Home)	8	2	10
Paramedic	8	6	14
Perception	8	2	10
Persuasion	5	2	7
Resist Torture/Drugs	5	4	9
Science (Choose Specialty)	8	6	14
Shoulder Arms	5	6	11
Stealth	5	2	7

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Assault Rifle	5d6	25	1	autofire; not concealable; **Mags**: 4
Smoke Grenade x2	Obscures a 10m/yd x 10m/yd area with smoke for one minute. Penalty for performing most actions obscured by smoke is -4.			

CYBERWARE

Name	Type	Notes
Cybereye	Cyberoptics	Left eye. 3 option slots.
TeleOptics	Cyberoptics	See in detail up to 800m away. +1 bonus when attacking over 51m away using a single shot.
Nasal Filters	Internal	User immune to toxic fumes and inhaled poisons.
Biomonitor	Fashionware	Subdermal implant. Generates a constant LED readout of vitals.

YOUR STUFF

Clothing **Generic Chic**: Jacket x3. **Leisurewear**: Footwear, Pants x3, Tops x5. **Urban Flash**: Glasses

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Airhypo	Drug injection device. Using it to inject a drug is an Action.
Flashlight	100m/y beam. Lasts up to 10 hours on a charge.
Glow Paint	Glowing spraypaint.
Medtech Bag	Full selection of tools needed for medical purposes.
Bulletproof Shield	Portable cover with 10 HP.

Player:

MEDTECH

You're an artist, and the human body is your canvas. You've got the best tools the Time of the Red can offer, and you know how to use them. If you're lucky, you got to attend one of the real med schools scattered around the wreck of the Old United States. And after the War, military hospitals were everywhere and the few doctors on the war front needed helping hands to hold down screaming patients and splice cyberware back together. So, maybe you learned that way.

ROLE ABILITY: MEDICINE (RANK 4)

Surgery

For every point you allocate to Surgery, you gain 2 points in the Surgery Skill. The Surgery Skill is the TECH Skill used to treat the most severe Critical Injuries, as well as implant cyberware, and is only available to Medtechs.

Medical Tech: Pharmaceutical

For every point you allocate to Medical Tech (Pharmaceuticals), you gain 1 point in the Medical Tech Skill. The Medical Tech Skill is the TECH Skill used to operate, understand, and repair medical machinery. You can also synthesize the drugs Speeheal and Stim w/ a DV13 Medical Tech check. You can synthesize 3 doses of one of those drugs in one hour at a cost of 200eb. Applying a dose requires an Action and an airhypo.

- **Speedheal**: A target that isn't Mortally Wounded immediately heals an amount of HP equal to their BODY + WILL. **Can only be used once per day per person.**
- **Stim**: The target can ignore penalties from being Seriously Wounded for one hour. **Can only be used once per day per person.**

Medical Tech: Cryosystem Operation

For every point you allocate to Medical Tech (Cryosystem Operation), you gain 1 point in the Medical Tech Skill. The Medical Tech Skill is the TECH Skill used to operate, understand, and repair medical machinery. You also own and know how to operate 1 Cryopump. A Cryopump is a briefcase sized tool containing a bodybag hooked up to a powerful pump. Once willing/unconscious targets have been placed into the bag and hooked up to the pump as an Action, the pump forces a hyper-cooled chemical fluid into the bag. While in stasis, targets are unconscious and no longer roll any death saves for up to a week as long as they remain inside the bag and the bag has at least 1HP.

Surgery 1

Medtech: Pharmaceuticals 2

Medtech: CryoOp 1

Skill	STAT	LVL	TOTAL
Medical Tech	8	3	11
Surgery	8	2	10

PLAYER:

Cyberpunk RED

Handle 24/7

Role Media

INT	REF	DEX	TECH	COOL
7	5	5	4	8

WILL	LUCK	MOVE	BODY	EMP
7	6	7	5	7

Hits	Seriously Wounded	Death Save	Humanity
40	20	5	70

SKILLS

Role Ability Credibility 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Brawling	5	2	7
Bribery	8	6	14
Composition	7	6	13
Concentration	7	2	9
Conversation	7	6	13
Deduction	7	6	13
Education	7	2	9
Evasion	5	6	11
First Aid	4	2	6

Skill	STAT	LVL	TOTAL
Handgun	5	6	11
Human Perception	7	6	13
Language (Streetslang)	7	2	9
Library Search	7	4	11
Lip Reading	7	4	11
Local Expert (Your Home)	7	6	13
Perception	7	6	13
Persuasion	8	6	14
Photography/Film	4	4	8
Stealth	5	2	7

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Pistol	3d6	8	2	concealable. **Mags**: 7

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	3 slots for options.
Amplified Hearing	Cyberaudio	+2 to Perception Checks involving hearing.
Light Tattoo	Fashionware	Subdermal tattoo installation. Glows.

YOUR STUFF

Clothing **Generic Chic**: Footwear, Pants, Top. **Leisurewear**: Jacket. **Urban Flash**: Mirrorshades.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Audio Recorder	Records up to 24 hours of audio on a Memory Chip.
Binoculars	Good for looking at distances. x2 magnification.
Grapple Gun	Can fire as an Action to attach to any thick cover up to 30m/y away. Negates MOVE penalty while climbing.
Radio Scanner/Music Player	Link to Data Pool to listen to music or scan and play local radio bandwidths.
Scrambler/Descrambler	Used to scramble or, with the right keys, descramble communications.
Video Camera	Records up to 12 hours of audio and video on a Memory Chip.

Player:

MEDIA

You've got a vidlink and a press pass, and you're not afraid to use them. You're a city-wide figure, seen nightly all over the Data Pool in the Time of the Red. It's not like the old days, when you had a major Mediacorp behind you; this time, you've gotta depend on your fans, your contacts, and your own reputation. But it's harder for these new Corps to make you disappear. So when you dig down for the dirt and slime the corrupt officials and Corporate lapdogs try to cover up, you can dig deep.

ROLE ABILITY: CREDIBILITY (RANK 4)

Rumors

Assuming you aren't entirely off-grid, at least twice per week the GM will secretly roll Your Credibility Rank + 1d10 and give you rumors based on the result. The Media can also find rumors by hitting the street during gameplay using relevant Skills like Library Search, Conversation, or Interrogation using a STAT + Skill + 1d10 Check.

Publishing Stories

A Media's main ability is publishing stories. Your Credibility Rank determines what access you have to sources, how large your audience is, how likely your audience is to believe your work, and what impact a story could have.

- **Access/Sources** represents those you can reasonably get in touch with/interview or otherwise gain information from.
- **Audience** is how many people your stories or exposes can reach.
- **Believability** is how well your story or expose goes over with your audience. The higher your Credibility, the more likely people will believe something you have written or broadcast. You will roll 1d10 based on your Believability when you publish a story and any time you want to find out whether an individual (or a group of individuals) believe your story. If your story contains even a single piece of verifiable evidence that is easily understood by the masses, the chance your audience will believe it is 1 higher. If it contains more than four distinct verifiable pieces of hard evidence, the chance your audience will believe it is 2 higher. These two bonuses stack with each other.
- **Impact** is how much change any individual story or revelation you publish has on your audience. For example, a story about an unfair economic practice at the incremental level might just get a few local bosses to change their practices. But at higher levels of Credibility, your expose may cause entire Megacorps to fall. Your GM will handle this. Once you publish a story/scoop you cannot publish another story on the same exact topic unless you have new information to add to the conversation.

Access/Sources	Audience	Believability	Impact
Local honcho, gang-lord, local neighborhood leadership. City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.	Well-known contributor for a local Screamsheet or Data Pool.	3 out of 10 chance the audience buys it.	Change created by a story/scoop has a direct effect; local small time bad guys get arrested or thrown out of powe;, justice gets served.

Cyberpunk RED

Handle Suri "Cavalry" Navarro

Role Lawman

INT	REF	DEX	TECH	COOL
7	6	5	5	7

WILL	LUCK	MOVE	BODY	EMP
8	5	6	7	3

Hits	Seriously Wounded	Death Save	Humanity
50	25	7	30 out of 40

SKILLS

Role Ability Backup 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Autofire	6	6	12
Brawling	5	6	11
Concentration	8	2	10
Conversation	3	6	9
Criminology	7	6	13
Deduction	7	6	13
Education	7	2	9
Evasion	5	6	11
First Aid	5	2	7

Skill	STAT	LVL	TOTAL
Handgun	6	6	12
Human Perception	3	2	5
Interrogation	7	6	13
Language (Streetslang)	7	2	9
Local Expert (Your Home)	7	2	9
Perception	7	2	9
Persuasion	7	2	9
Shoulder Arms	6	6	12
Stealth	5	2	7
Tracking	7	6	13

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Assault Rifle	5d6	25	1	autofire; not concealable; **Mags**: 4
Heavy Pistol	3d6	8	2	concealable. **Mags**: 4

CYBERWARE

Name	Type	Notes
Hidden Holster	External	Holster built into the body. Can store a concealable weapon.
Subdermal Pocket	External	2 x 4 inch hidden pocket w/ RealSkinn zipper. Anything inside is auto concealed.

YOUR STUFF

Clothing **Generic Chic**: Footwear, Pants, Top. **Leisurewear**: Jacket. **Urban Flash**: Mirrorshades.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Flashlight	100m/y beam. Lasts 10 hours on a charge.
Handcuffs x2	Restraints. Can be broken by anyone with a BODY 10.
Radio Communicator	Earpiece communication device. 1 mile range.
Road Flare x10	Lights 100m/y area for 1 hour. One use.
Bulletproof Shield	Portable cover with 10 HP.

Player:

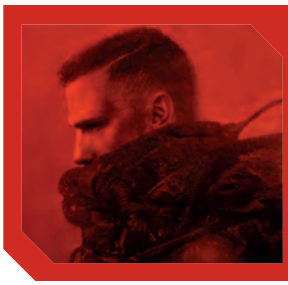
LAWMAN

There used to be a big City Force, but most of the Old Guard in NCPD have been thrown out on their own to keep what peace they can. The ones who remain still take the Badge seriously; they work to keep people safe and make some kind of stand against chaos. Even if you'd rather just walk a beat, if you're a professional Lawman of any stripe, you're stuck carrying high-caliber weapons, most of them full-auto types, wearing a Kevlar® vest that'll stop 850ft/lbs. per square inch—and often you're still outgunned and outflanked. Half the gangs were cybered up to begin with: super speed, super reflexes, could see in the dark, carried weapons in their arms...and that was before the War and the Fall of the Towers pumped a metric ton of milspec cybertech into the Night Markets. The other half of the guys on The Street are freelance Corporate mercs who used to have jobs during the War; hired to enforce Corp armies disbanded by the New United States' goon squads. Now *they're* the goon squads and you're trying to keep them under control too.

ROLE ABILITY: BACKUP (RANK 4)

When in danger, you can call on Backup in the form of Beat Cops (or their local equivalent) . As an Action, you attempt to roll equal or lower than your Backup Rank on a d10 to get someone to respond to your call. If you abuse this, your Boss will throw you off the force or fine you.

After someone responds to your call, you roll a d6 to find out in how many rounds your backup will arrive on the scene. If you roll a 6 on this roll, instead of your typical backup, the backup that arrives will be of the next highest level of backup, unless you are Rank 10, in which case two separate backup groups will arrive. If nobody responds to your call, you can always try your backup call again next turn.



Backup Type	Local Beat Cops	Description	4 cops. Arrive in 2 compact groundcars.

Combat #	SP	HP	Move & Body
10	7	25	5

Armed with Heavy Pistols (3D6 DMG, ROF 2) and wearing Kevlar® (SP7)

Player:

Cyberpunk RED

Handle Chanda Mishra

Role Exec

INT	REF	DEX	TECH	COOL
5	7	7	3	6

WILL	LUCK	MOVE	BODY	EMP
7	6	5	5	5

Hits	Seriously Wounded	Death Save	Humanity
40	20	5	58 / 70

SKILLS

Role Ability Teamwork 4

Skill	STAT	LVL	TOTAL
Accounting	5	6	11
Athletics	7	2	9
Brawling	7	2	9
Bureaucracy	5	6	11
Business	5	6	11
Concentration	7	2	9
Conversation	5	6	11
Deduction	5	6	11
Education	5	6	11
Evasion	7	6	13

Skill	STAT	LVL	TOTAL
First Aid	3	2	5
Handgun	7	6	13
Human Perception	5	6	11
Language (Streetslang)	5	2	7
Lip Reading	5	6	11
Local Expert (Your Home)	5	2	7
Perception	7	2	9
Personal Grooming	6	4	10
Persuasion	6	6	12
Stealth	7	2	9

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 7

CYBERWARE

Name	Type	Notes
Toxin Binder	Internal	+2 to Resist Torture/Drugs Checks.
Cyberaudio Suite	Cyberaudio	3 slots for options.
Internal Agent	Cyberaudio	Grants +2 to Library Search Checks. Audio only. Can output video to paired screen.
Biomonitor	Fashionware	Subdermal implant. Generates a constant LED readout of vitals.

YOUR STUFF

Clothing **Businesswear**: Footwear, Jacket, Pants, Mirrorshades, Top. **Leisurewear**: Jewelry x2.

Cash 500eb

Radio Communicator x4	Earpiece communication device. 1 mile range.
Scrambler/Descrambler	Used to scramble or, with the right keys, descramble communications.

Player:

EXEC

Things changed when the largest Megacorps on the planet got into a major war that was equal to anything any real national governments could have thrown down. Your life as a junior executive is anything but easy. There are those underneath you who'd kill for a shot at your job. Literally. There are those over you who'd kill to keep you out of their jobs. Literally. And they're not kidding about the killing—every up-and-comer in the Corporation has their own Team of Solos and Netrunners to cover important pet projects.

ROLE ABILITY: TEAMWORK (RANK 4)

Loyalty is a shifting stat possessed by team members; an Exec must (during every game session) do things to promote Loyalty and not lose it. When a task is given to a Team member by the Exec, the GM must roll 1d6 under the Team member's current Loyalty. If the check is failed, the Team Member may refuse or botch the assignment or otherwise turn on the Exec.

PLAYER:

Choose either the Driver or Netrunner to be your team member.

TEAM MEMBER Driver

INT	REF	DEX	TECH	COOL
5	8	6	4	6

WILL	MOVE	BODY	EMP
5	6	5	5

HITS	SERIOUSLY WOUNDED	DEATH SAVE	LOYALTY
OUT OF 35	18	5	4

SKILL (STAT + SKILL ALREADY CALCULATED)

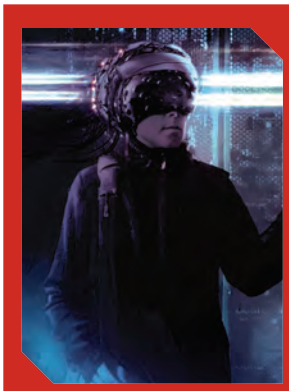
Athletics +8, Brawling +10, Concentration +7, Conversation +7, Drive Land Vehicle +14, Education +7, Endurance +9, Evasion +10, First Aid +6, Handgun +14, Human Perception +7, Land Vehicle Tech +8, Language (Streetslang) +7, Local Expert (Your Home) +7, Perception +7, Persuasion +8, Pilot Air Vehicle +12, Pilot Sea Vehicle 12, Sea Vehicle Tech +8, Stealth +10, Tracking +9

CYBERWARE

Cyberaudio Suite, Radar/Sonar Implant, Internal Agent, Homing Tracer, Radar Detector

GEAR

Light Armorjack (SP 11), Very Heavy Pistol (4d6 DMG, ROF 1), Compact Ground Car w/ Seating Upgrade



TEAM MEMBER Netrunner

INT	REF	DEX	TECH	COOL
8	7	6	6	4

WILL	MOVE	BODY	EMP
7	4	4	4

HITS	SERIOUSLY WOUNDED	DEATH SAVE	LOYALTY
OUT OF 40	20	4	4

SKILL (STAT + SKILL ALREADY CALCULATED)

Interface +2, Athletics +8, Basic Tech +10, Brawling +8, Concentration +9, Conversation +6, Cryptography +12, Cybertech +10, Education +12, Electronics/Security +10, Evasion +8, First Aid +8, Forgery +10, Handgun +11, Human Perception +6, Language (Streetslang) +10, Library Search +12, Perception +10, Persuasion +6, Stealth +10

CYBERWARE

Neural Link, Chipware Socket, Pain Editor, Interface Plugs, Cybereyes w/ Virtuality

GEAR

Light Armorjack (SP 11), Very Heavy Pistol (4d6 DMG, ROF 1), Cyberdeck (7 slots | Sword, Sword, Killer, Worm, Worm, Armor)

NET ARCHITECTURE: STARTER DRONE RIG

Drone piloting can be an exciting hobby... or an excellent way to beef up an Edgerunner crew's firepower. This NET Architecture fits neatly into a backpack, making it perfect starter rig for any Night City resident looking to bring their new electronic friend with them wherever they go.

Demons Installed: 1 Imp

Cost: Floor x3 (3,000eb), Password DV6 (500eb), Control Node DV6 (500eb), Black ICE: Raven (50eb), Demon: Imp (1,000eb), Defense: Mini Air Drone (5,000eb) • **Total**: 10,050eb

Floor		DV
1	**Password**	6
2	**Black ICE**: Raven	—
3	**Control Node**: Mini Air Drone	6

NET ARCHITECTURE: CONAPT SECURITY

Just because you're paranoid doesn't mean they aren't out to get you. Successful Edgerunners often set up simple NET Architectures in their conapts to cause trouble when unwanted intruders pay an unscheduled visit! This Architecture configuration might also be found in bars, Nomad camps, and other locations where cost or portability are a factor.

Demons Installed: 1 Imp

Cost: Floor x3 (3,000eb), Password DV6 (500eb), Control Node DV6 (500eb), Black ICE: Wisp (50eb), Demon: Imp (1,000eb), Defense: Ground Drone (10,000eb) • **Total**: 15,050eb

Floor		DV
1	**Password**	6
2	**Black ICE**: Wisp	—
3	**Control Node**: Ground Drone	6

NET ARCHITECTURE: OASIS SECURITY

Most Continental Brands Oasis stores implement a NET Architecture designed to automate their security and reduce the possibility of employee theft. This NET Architecture build also works well for small warehouses, executive apartments, low level Night Markets, and large transport vehicles such as cargo trains.

Demons Installed: 1 Imp

Cost: Floor x5 (5,000eb), Password DV6 (500eb), Control Node DV8 x2 (2,000eb), Password DV8 (1,000eb), Black Ice: Hellhound (500eb), Demon: Imp (1,000eb), Defense: Camera x2 (1,000eb), Defense: Automated Turret (5,000eb) • **Total**: 16,000eb

Floor		DV
1	**Password**	6
2	**Control Node**: Observation Cameras (1 inside, 1 outside)	8
3	**Password**	8
4	**Black ICE**: Hellhound	—
5	**Control Node**: Automated Turret (located inside store)	8

NET ARCHITECTURE: CLINIC SECURITY

This NET Architecture is the sort a clinic or other small business might employ in Night City to keep out unwanted visitors. It assumes a two-story operation, with a lobby and offices on the bottom floor and more sensitive areas, such as surgery, patient recovery, or CEO offices on the top floor.

Demons Installed: 1 Imp

Cost: Floor x6 (6,000eb), Password DV6 x2 (1,000eb), Control Node DV6 (500eb), File DV6 (500eb), Control Node DV8 (1,000eb), Black ICE: Wisp (50eb), Demon: Imp (1,000eb), Defense: Camera x2 (1,000eb), Defense: Sleep Gas Elevator (5,000eb) • **Total**: 16,050eb

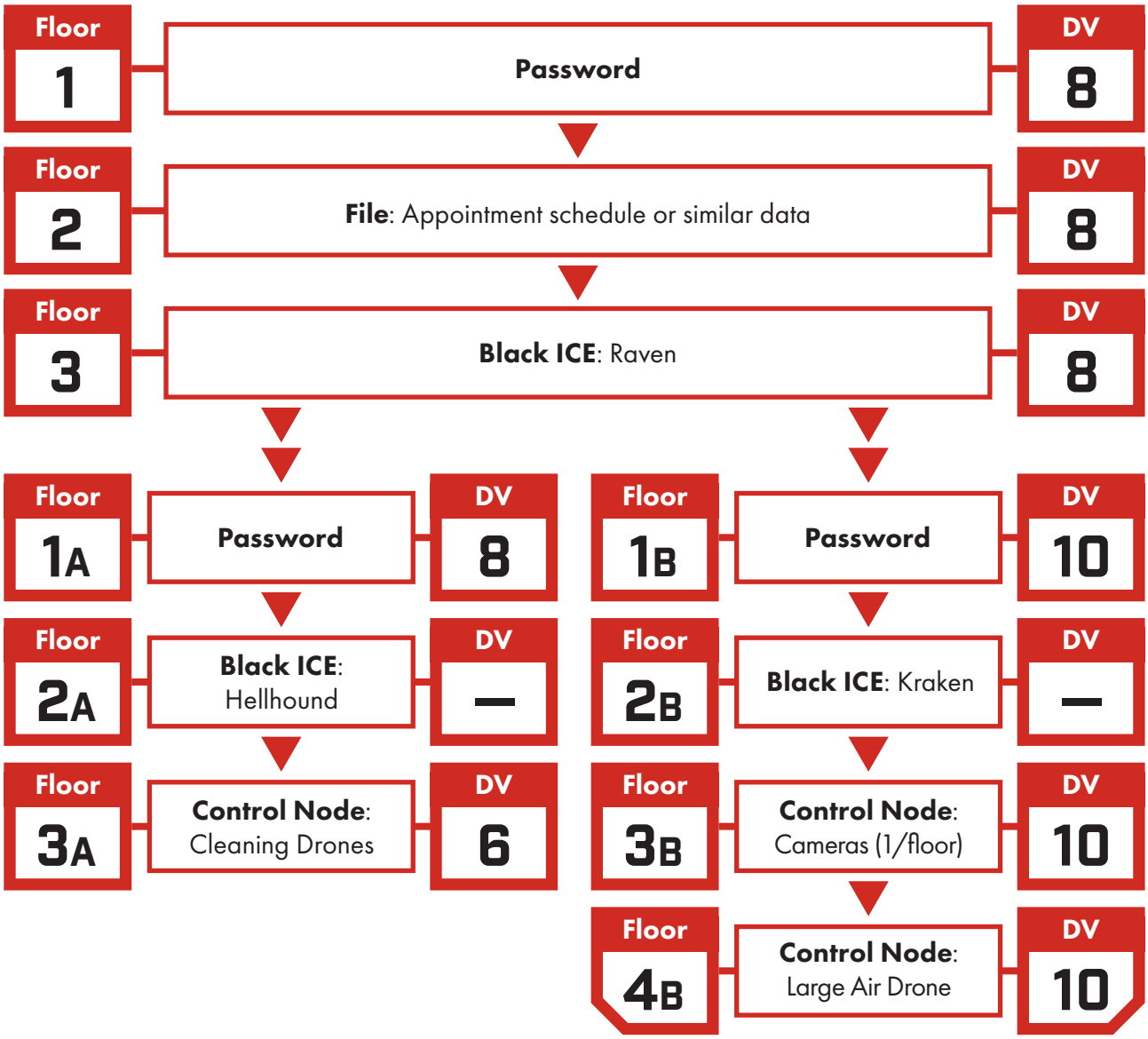
Floor		DV
1	**Password**	6
2	**Control Node**: Observation Cameras (1 outside, 1 inside elevator)	6
3	**File**: Appointment schedule or similar data	6
4	**Password**	6
5	**Black ICE:** Wisp	—
6	**Control Node**: Sleep Gas Elevator (located inside elevator)	8

NET ARCHITECTURE: SMALL CORP FACILITY

Not every Corp facility is a large, sprawling campus or starscraper. Corps often use smaller facilities for research, axillary offices, or to establish an initial presence in a district or city. These facilities often use a single NET Architecture rather than building several based around functions or clusters of floors. This build assumes a five- floor facility.

Demons Installed: 1 Imp, 1 Efreet

Cost: *(Does not include cost of cleaning drones)* Floor x10 (50,000eb), Password DV8 x2 (2,000eb), File DV8 (1,000eb), Control Node DV6 (500eb), Password DV10 (5,000eb), Control Node DV10 x2 (10,000eb), Black ICE: Raven (50eb), Black ICE: Hellhound (500eb), Black ICE: Kraken (1,000eb), Demon: Imp (1,000eb), Demon: Efreet (5,000eb), Defense: Camera x5 (2,500eb), Defense: Large Air Drone (10,000eb) • **Total**: 88,550eb



NET ARCHITECTURE: VAULT

This NET Architecture is designed for use by those who want to keep their secrets and treasures safe.

Demons Installed: 1 Balron

Cost: *(Does not include cost of vault door)* Floor x9 (45,000eb), Password DV10 (5,000eb), File DV6 (500eb), Control Node DV8 (1,000eb), Control Node DV10 x2 (10,000eb), File DV10 (5,000eb), File DV12 (10,000eb), Black ICE: Hellhound x2 (2,000eb), Black ICE: Killer (1,000eb), Black ICE: Scorpion (200eb), Demon: Balron (10,000eb), Defense: Camera x2 (1,000eb), Defense: Blood Swarm (10,000eb) • **Total**: 100,700eb

Floor		DV
1	**Password**	10
2	**File**: Vault content manifest	6
3	**Control Node**: Observation Cameras (1 outside vault, 1 inside vault)	8
4	**Black ICE**: Hellhound • Killer	—
5	**Control Node**: Vault Door	10
6	**Control Node**: Automated Blood Swarm (located inside vault)	10
7	**Black ICE**: Hellhound • Scorpion	—
8	**File**: Sensitive Data	10
9	**File**: Very Sensitive Data	12

BY ADRIAN MARC

CYBERCHAIRS
NEW OPTIONS IN MOBILITY

Writing and Design by Mike Pondsmith, James Hutt, Cody Pondsmith, and Sara Thompson

Editing by Matt Click • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

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ROCKLIN AUGMENTICS CYBERCHAIRS

Moving beyond prosthetics, Rocklin Augmentics is proud to showcase their line of Cyberchairs for the discerning punk. Kitted out to the highest quality, these chairs are designed for everyday life on The Street – even able to handle more... aggressive activities. Whether you're at a charity ball or a Friday night firefight, Rocklin Augmentics Cyberchairs are there to navigate with ease and get a shot back in while you're at it.

There's no better time to rock accessibility and mow your enemies down with autofire.

It's all the rage in defensive fashion, don't you know?

Item	Description & Data	Cost
Mercurius Cyberchair	Basic model Rocklin Augmentics Cyberchair. It cannot equip cyberware options.	100eb (Premium)
Spider Cyberchair	Advanced model Rocklin Augmentics Cyberchair. It can equip cyberware options.	1000eb (Very Expensive)

▶ Mercurius Cyberchair

A sport model with an impressive number of features for its accessible price point, this is Rocklin's most affordable Cyberchair. Seating one with Rocklin's comfortable and secure automatic harnessing system, the Mercurius is the consumer model of the regulation wheelchair used by the Night City Nuke, Night City's Murderball team. The only differences between the two are the armrests, motor, and Interface Plug integration.

To pilot the Mercurius, a user must either plug in one of their Interface Plugs for hands free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Mercurius, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot. The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Mercurius, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, etc.) are available to them. Despite lacking the legs of Rocklin's Spider Cyberchair, stairs pose no challenge to the Mercurius's specially engineered tires and can be climbed with no penalty. **Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair.** Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech on page 223 of the ***Cyberpunk RED*** core rulebook.

The Mercurius Cyberchair cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.

▶ Spider Cyberchair

This Cyberchair is Rocklin's top of the line model, and it shows. It seats one and secures comfortably to the user with an automatic harnessing system. The Spider's initial activation is a remarkable sight as four hydraulic limbs splay below the user with a hiss and lift the pilot into the air.

To pilot the Spider, a user must either plug in one of their Interface Plugs for hands free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Spider, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot. The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Spider, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, etc.) are available to them.

Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair. Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech on page 223 of the ***Cyberpunk RED*** core rulebook.

The Spider has 4 Option Slots for installing Cyberarm, Cyberleg, or Cyberlimb Options. Options installed into the Cyberchair always count as if they were paired. Installing an option into the Cyberchair costs the same as installing it into a Cyberlimb.

The Spider Cyberchair, along with any options installed within it cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.

BY ADRIAN MARC

Sara Thompson

Our Cyberchairs were designed in cooperation with Sara Thompson, a writer and champion for positive representation of disabled people in table-top roleplaying games.

As a writer and TRPG designer, Sara has done work for Mantic Games and Paizo. This isn't her first collaboration with R. Talsorian Games. Her adventures will (as of the release of this DLC) feature in two future sourcebooks: ***Book of Tales*** *and* ***Tome of Chaos****.*

Sara also served as the model for the Cyberchair user on page one. The art was done by the incredibly capable Adrian Marc.

You can follow Sara online via Twitter. Her handle is @mustangsart

COURTESY OF CD PROJEKT RED

A SEGOTARI RUSH REVOLUTION EXCLUSIVE

Writing and Design by James Hutt and Mike Pondsmith

Editing by Matt Click • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray • **ELO Logo by** Dolan Pondsmith

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"Immersion doesn't begin to describe it. I don't dream anymore. Not in the meat world anyway, but mostly because I don't sleep all that much these days. My human life is unimportant to me, living in a broken world that I probably won't ever live to see rebuilt, earning just enough to pay for kibble and my subscription to ELO. Who wouldn't prefer it there? My elf life is awesome. I have a new girlfriend. She's a Bowmaster, Rank 10, and we just moved into a two story Eldertree in the Valley of Ancients. My Elfline, {Nature's _ Thorns} is farming all of the endgame content in the dark tower event raid, and is currently recruiting Bladedancers and Druids, so if you happen to play one on the Night City Airgap, send me a pm. My Elfname is Daeric Sylar."

— Daeric Sylar

Miasma

One of the defining game mechanics of Elflines Online is Miasma. Except for in Major Cities, and temporary Camps created by players using the Wilderness Survival Skill, Miasma is everywhere. Miasma has two effects. First, it suspends accelerated elven healing after stabilization, and prevents Treatments. Secondly, it allows PvP in the area, and if killed by another player not in your Elfline in an area of Miasma, they receive 1000gp from your 2000gp death tax or your payment to remove Revive Sickness. **See Combat/ Healing Alterations.**

Lore of the Elflands

Once upon a time the forests were prosperous under the protection of a great hero, who defended the Elflands from evil. But no elf lives forever, no matter how great. Eventually, all become one with the soil. With the hero gone, the forces of darkness and their monster armies retook the land, spreading miasma as they went, forcing the elves back behind the walls of their settlements. Though the plague of miasma robbed the elves of their magic, it did not rob them of their courage or bravery. Now, a new generation of heroes is rising up, organizing themselves into Elflines to fight back the monster hordes and return the Elflands to its Golden Age, each elf hoping in their hearts to become that legendary hero's successor.

Starting your Elf Life

Creating your **Elflines Online** character is as easy are 1-2-3, and is a lot like creating a ***Cyberpunk RED*** Character without a Role.

First, you create a Complete Package character with 50 STAT Points, and 60 Skill Points. Elflines Online characters have no LUCK. No STAT may be higher than 8 at character creation, or lower than 3.

Second, your **Elflines Online** characters chooses their Skills from an altered Skill list, and the maximum level a starting character can have in a Skill at character creation is 6. **Elflines Online** Characters are not required to spend their Skill Points on any Basic Skills like ***Cyberpunk RED*** characters are. Your **Elflines Online** character is an elf, and automatically has Language (Elven) at level 4.

What is Elflines Online?

Elflines Online *is a Massively Multiplayer Online Game created by Segotari as a launch title for their RUSH REVOLUTION Interactive Braindance headset. Players face off against the forces of darkness and enemy players on Citinet servers, competing for the best items and server first boss kills. In the wake of the game's release, the Elflines franchise has expanded to include the Network 55 Show* **The Elflines Online! Chronicles**, *various plushies, and even limited edition "Sacred Herbs" Kibble by Continental Brands complete with collectible packaging. The MMO has caused a new generation of Night City to reimagine themselves... but as elves.*

Third, choose an appropriate Elfname for your character and pick 200gp of equipment from the Elflines Online Armory table to start with. You keep any gp you don't spend.

Elflines Online Skill List

(Some Skills have been combined or had their STAT or cost changed)

Elflines Online Skills	
Animal Handling (EMP Skill in ELO)	Language (Elven)
Archery (x2)	Melee Weapon (x2)
Athletics/Contortionist	Perception
Basic Tech/Weaponstech	Persuasion/Trading
Brawling	Pick Lock/Pick Pocket
Conceal/Reveal Object	Pilot Sea Vehicle
Composition/Education	Play Instrument
Concentration	Riding (EMP Skill in ELO)
Endurance/Resist Torture/Drugs	Stealth
Evasion/Dance (x2)	Tracking
First Aid/Paramedic/Surgery (x2)	Wilderness Survival

Elflines Online Armory

Elflines Online Item	Cyberpunk RED Equivalent	Price
Leather Armor	Leathers	20gp
Studded Leather Armor	Kevlar®	50gp
Chainmail Armor	Medium Armorjack	100gp
Full Plate Armor	Flak	500gp
Dagger	Light Melee Weapon	50gp
Shortsword	Medium Melee Weapon	50gp
Longsword *(1 ROF unless wielding two longswords)*	Heavy Melee Weapon	100gp
Greataxe *(always two-handed)*	Very Heavy Melee Weapon	500gp
Shield	Bulletproof Shield	100gp
Bow	Bow	100gp
Arrow	Basic Arrow	1gp
Poison Arrow	Poison Arrow	10gp
Vial of Poison	Vial of Poison	100gp
Sacred Herbs	Speedheal (CP:R PAGE 150) Anyone can use. No cooldown.	50gp

COMBAT/HEALING ALTERATIONS

Combat and Healing are altered to make **Elflines Online** feel more like an MMO. All **Elflines Online** characters can choose to dodge ranged attacks using their Evasion Skill, just like dodging bullets in ***Cyberpunk RED***. Any repairs made in **ELO** take only a minute, and cost half what they would in ***Cyberpunk RED*** in gp. When out of combat, and not in an area of Miasma, a character that has been stabilized heals back to full HP within a minute. Except in areas of Miasma, a critical injury that is Quick Fixed is immediately considered Treated. Treatments cannot be attempted within an area of Miasma.

Death is also treated differently. Upon reaching 0 HP, a character dies and is teleported to the last place they made camp, and they sacrifice 2000gp as a death tax. If they do not have 2000gp when they die, they instead get Revive Sickness, which reduces their MOVE to 1 until they can sacrifice 2000gp to remove it. If you can't afford it, you could always buy 2000gp for 20eb. **See Paying to Win.** If you land a killing blow on another player not in your Elfline in an area of Miasma, you receive 1000gp from any gp they sacrifice as a result of the kill to remove Revive Sickness, even if they do so weeks later.

CHARACTER PROGRESSION

ELO has a low max level to encourage players to play multiple characters and pay for multiple subscriptions. Characters start at Rank 0, and the max character Rank is 10. Each time a character "Ranks up", typically after completing a quest or clearing a dungeon, they choose an improvement depending on their Rank. No option can raise a STAT or Skill to 11 or higher:

Ranks 1 to 3

Increase a STAT by one. This option must be taken for the first three Ranks and cannot be selected after.

Ranks 4 to 10

Choose one:

- Increase a (x2) Cost Skill by 2 (Evasion/Dance, Melee Weapon, Archery, First Aid/Paramedic/Surgery).
- Increase two different non (x2) Cost Skills by two.

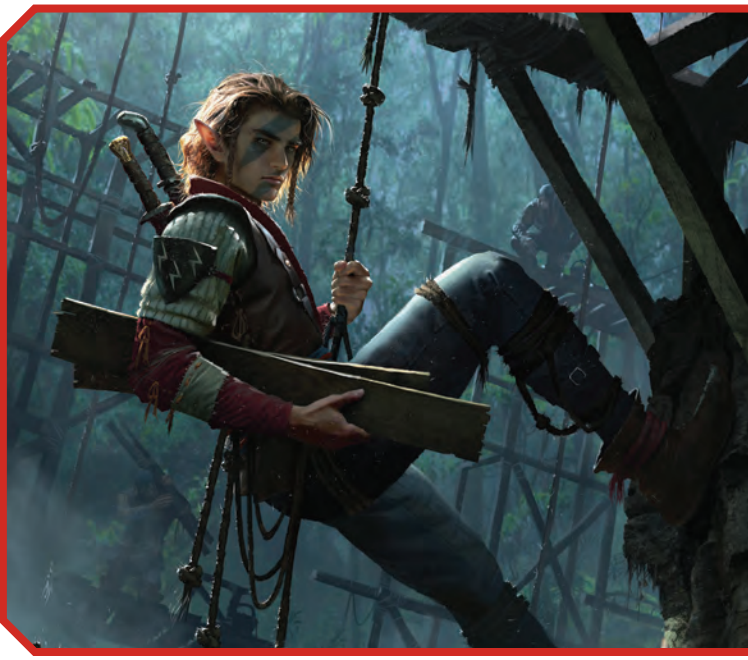
Titles for Powerful Elven Heroes

When a character reaches Rank 3, they are given a title based on which STAT they chose to increase the most:

STAT	Title
INT	Sage
REF	Bowmaster
DEX	Bladedancer
TECH	Quickhand
COOL	Warmheart
WILL	Wildblood
MOVE	Windkin
BODY	Barkshield
EMP	Druid
Even Spread	Wayfarer

DATA

In other MMOs, they might call an Elfline a Guild but it is so much more! These choombas are your family. More than the parents that ignored you or the sibling who tried to steal your Kibble.



COURTESY OF CD PROJEKT RED

DATA

GM tip: Want to create some drama? What happens when an Edgerunner's ELO BFF turns out to be an Exec working for the evil Corp that's trying to kill them?

PAYING TO PLAY

A subscription to **Elflines Online** costs 20eb a month for a single character and is included in all lifestyles, starting at Generic Prepak. At Good Prepak and higher, you can have as many **Elflines Online** characters as you need to sate your obsession, and almost always pay to remove Revive Sickness without really thinking about the expense. To play, you'll also need a Segotari RUSH REVOLUTION® Interactive Braindance headset (500eb, Expensive), and a copy of **Elflines Online** (50eb, Costly).

PAYING TO WIN

You can buy **Elflines Online** gp at a rate of 1eb to 100gp at any time while playing. Since all of the items you can acquire in **ELO** can be traded to other players, there also exists a market for powerful **ELO** loot on The Street. These items are bought and sold just like any other valuable commodity in ***RED***, so call your Fixer. **ELO** accounts are also sold just like in game items are, with a Rank 10 character being worth 500eb (Expensive).

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INTERACTING WITH OTHER PLAYERS

Whenever interacting directly with other players outside of an **ELO** game mechanic, you use your ***Cyberpunk RED*** character's Skill bases instead of your **ELO** character's Skill bases whenever it makes sense. Persuading another player NPC would use your ***Cyberpunk RED*** character's Skill base. Persuading an **ELO** NPC for a quest would use your **ELO** character's Skill base.

USING ELO FOR GMS

Playing **Elflines Online** can be a way for your players to blow off steam after a big job. You could use it as a way to introduce new characters or present it as a session zero to explain how your Edgerunners know each other. Players might be tasked with killing or infiltrating a competing Elfline or stealing valuable items from a rich player by holding them at gunpoint in real life. Creating encounters for **Elflines Online** is easy: Just steal from ***Cyberpunk RED***. Take any statblock for a ***Cyberpunk*** mook, replace its highest ranged weapon Skill with Melee Weapons or Archery, add a corresponding weapon if necessary and theme it based on a piece of cyberware or special gear. Just like magic, your Boosterganger is a gremlin, and your Security Officer with wolvers is a bearwolf. Once you get the hang of it, you'll notice that **Elflines Online** encounters are tuned to end quicker than those in ***Cyberpunk RED***, so don't be afraid to run more combat than you might run in ***Cyberpunk RED***. Treat the **ELO** characters just like you would ***Cyberpunk RED*** characters for encounter difficulty. Once your players feel safe, turn up the heat with a Green Dragon. (Pyro NPC with a 2 ROF Flamethrower) Creating epic loot is just as easy but try not to give much of it. Excellent Quality versions of weapons from the **Elflines Online** Armory are a good example. Most monster packs drop gp, a monster part worth 50gp, or items from the Elflines Online Armory. Segotari is stingy with the droprates of powerful items, and you have to kill bosses just to get a chance at them. The final boss of a dungeon typically provides players gp equal to the eb they might expect to receive for a Job in ***Cyberpunk RED***, based on the difficulty of the dungeon. For added fun, have the "real world" intrude on them while they are playing. As everyone knows, you can't pause an online game, Mom.

RAZORFIRE CAVERNS

"Last Sunday, Morlissa, Dorian (our Elfline's new recruit) and I all stayed up for the weekly reset to hunt a rare spawn in Razorfire Caverns. It was going well. Morlissa was landing headshot after headshot and seamlessly switching to poisoned arrows against the high armor mobs for maximum DPS, and I was keeping them off her with my twin longswords. Dorian was helping us pick up the drops, repaired our armor and soaked up a single hit with his shield. When we reached the halfway point of the dungeon, I spotted Shadowfang, and Morlissa was just about to pull when Dorian suddenly had to go afk for a biobreak. Okay, whatever. Morlissa and I roleplayed for a bit, but after about five minutes we started to worry if he was coming back at all. Suddenly, two elves from {Fang _ Hunters} logged in behind us, and immediately laid into us with Scarlet Blackbows. This isn't my first elf, choom, so I instantly knew what was up. I kicked Dorian out of {Nature's _ Thorns} and used him as a shield just to teach him a lesson, and Morlissa switched to her Greataxe and caught one of the pkers in the leg, severing it. We finished off the last one together. Easiest 1500gp of my life, after the split. After a round of herbs, we killed Shadowfang in a duo, and Morlissa was able to finish her new cosmetic set with the cloak it dropped. That's why you play ELO. For the stories."

— Daeric Sylar

COURTESY OF CD PROJEKT RED

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EXPANSION DAY

"On ELO, there is no day quite like it. Morlissa and I had been planning for weeks, farming sacred herbs and poison vials. We were going to hit the reportedly weak to poison miasmonsters of the Miasmalands hard, and clear the Bowmaster and Wayfarer quest chains before PKers got to them.
The morning of Expansion Day, Real Life intruded. My asshole boss, Erik, at 8am at the end of a graveyard shift, told me and Susan (my weird coworker who wears a lot of black makeup and stares a lot) that since we had both scheduled an off day today, one of us was going to have to cancel it and stay for another 10 hour shift, as he was short staffed. I thought I was toast, but when I explained to Susan how important it was for me to have the day off, she immediately offered to work the shift. I guess she can be cool sometimes.

As soon as I got home, I logged on. Morlissa wasn't online, which was odd, because she usually is already on by the time I get home after a shift. When the server reset, she still wasn't there. For a second I thought that I had been stood up. No. Morlissa Eversoul isn't like that. I figured that she must have had Real Life intrude on her too, and that she must feel horrible, not being able to play on Expansion Day. So, I improvised a new plan. I picked up our camp and rushed into the Miasmalands, running from monsters that were way too strong for me. The Segotari leak turned out to be misleading, as the miasmonsters were vulnerable to biotoxin, not poison, which didn't help. I ran until I reached the highest point on the new map. When I finally succeeded in setting up our camp there, I planted the sacred herbs we had gathered together around it in a pattern that would show her how I felt. It took all day, but when she logged on at 6:20pm, we still had the best Expansion Day ever."

— Daeric Sylar

10 ELO PLAYERS IN NIGHT CITY

Nothing's better than meeting another ELO player in the flesh... unless they're from a rival Elfline. Then nothing's better than beating them down. Here's ten different Elflines Online players you might run into in Night City. If you want to make it random, roll 1d10 and pick the entry that corresponds to your result.

(1) Minnie's just a waitress at one of Night City's more upscale restaurants. Yup. She's winsome and quite charming, with a dark pixie cut and adorable little freckles, and she certainly doesn't talk about her hobby to her customers unless she spots them with Elflines Online merchandise or t-shirts. Only then does she inquire politely about the game. Engage her in conversation about ELO, though, and you realize that this adorable young woman is a hardcore raider with multiple world-first boss kills under her belt. Don't ask what happens to your food if Minnie finds out your character is from a rival Elfline.

(2) Tony's just this guy, you know? He's grizzled and gray and lives well enough with his son and daughter-in-law and grandkids, and his pension (a rare thing these days!) actually helps pay the bills. But his grandkids got him onto this game, Elflines Online, and it's possibly the most fun he's had since his wife passed away. Why, he can even forget he's just this worn-out old man when he's playing the game. His grandchildren have strict bedtime curfews, so they can't play all day, but it's not as though his daughter-in-law can make him go to bed at 10PM, so Grandpa grinds at night, into the wee hours sometimes. It's not like he has a job to go to in the mornings anymore.

(3) Sometimes Edgerunners do make the big eb. But not all of them save or budget well, and many of them land back on The Street again. Not **Hayabusa**. Formerly one of Night City's deadliest sharpshooters, Hayabusa has worked as a mercenary in Corporate security, even for the U.S. government once or twice, but he's always salted his paychecks away in a savings account. Unfortunately for Hayabusa, retirement is boring. Fortunately for Hayabusa, Elflines Online is not boring. His current predicament is that his sweetheart, who he retired to marry, is a little upset at how little attention he's been paying to her since he got sucked into ELO, and raiding feels so much like Corporate raids, he's tempted to unpack his cache of guns in the hidden armory under his dresser drawers.

(4) Ami, birth name unknown, is a moe-aesthetic posergangers who likes to hang out in one of Night City's boba tea cafés with a rifle in a cello case. They've recently gotten into Elflines Online and is having such a good time there that the other moe posergangers complain they're no longer fun to be around. It's hard to maintain excitement about a turf war with the Death Metal Princesses when one of your heavy hitters is sitting around with a headset on, sighing about the handsome elven princes they're erotically role-playing with. Ami is seriously considering getting their bodysculpt tweaked so they can have pointy elf ears, and the rest of their crew are seriously worried about their new MMO addiction.

(5) Ben is a tall, awkward, gangly teenager with a big nose, a weak chin, and snaggly teeth. And worst still, he's big, yeah, but he's also a klutz, so he doesn't even have the option of getting popular via the combatball team. Ben's parents are both well-meaning middle-level Execs, so he's fed well and dressed nicely and goes to a good private school. However, Ben is also one of the best ELO players in his grade, and he's slowly growing to like the unusual amount of attention he's getting in-game from his peers... if only they would like him for him, too. At least his character isn't clumsy and gangly and awkward.

(6) Mountain is a huge brown guy who earned the nickname honestly. Because you're fairly sure if he stood in a doorway, you'd never be able to dislodge him. You'd expect someone like that to be a Solo or a ganger, but he actually works an honest job at From the Embers, a medical clinic, as an orderly. There he mops blood, cleans up accidents, and from time to time, prevents combative patients from actually hurting the doctors and nurses who are his charges. Mountain is a great guy, and he's best friends with one of the RNs, and they both play ELO together to blow off steam when they're off-shift. They make a great team.

(7) Edna, aka **Granny Ed**, is one of Segotari's most popular sponsored Garden influencers, because she's a saintly-looking bluish-haired grandma who picked up ELO after her grandsons got her into it. Granny Ed decided to start streaming live feed of her gaming sessions after seeing the kinds of streamers her grandsons were watching — all younger, sometimes not-family-friendly people who were not good influences for young gamers. Edna's a great guide to newbies, telling them about the best strategies to take, and she's

a living repository of in-game craft knowledge. But don't mistake her kindness for weakness, she's a top-notch streamer also because she kills PKers stylishly, with 360 degree kill-cam shots. Don't mess with the old lady or her elf.

(8) John Doe, aka **The Man with No Past**, is a well-known Tech and freelancer on the streets of Night City. He's usually busy on one run or another, using his black-bagging expertise for dubiously legal purposes, but from time to time he'll indulge himself in a bout of Elflines Online. His specialty is multiboxing, using synchronized controls and a custom-wired Segotari Rush Revolution headset to control four or five characters at once. That definitely violates the EULA for Elflines Online. The problem is, Segotari still makes more money off banning his character accounts whenever he gets caught multiboxing than banning his player account instead, so he keeps doing it for personal amusement value. Some people say he actually has his birth name on his player account information, so if you want to know who he really is, you might want to try a trip down Segotari's Night City headquarters.

(9) Lapin and Kirk are a cute pair of newlyweds who met on ELO, fell in love on ELO, and got married on ELO right after they were solemnized by a Night City judge. Lapin and Kirk are also the Sweetheart Bandits currently plaguing financial institutions in Night City. They don't stage robberies all that often, doing so only to get enough money to fuel a four-to-six-month ELO binge, and then they go back and plan another one when the money runs low. Did you know that MMO gold farming is one of the most efficient ways to launder money right now? Yup. Now combine that with a healthy sideline in sausage slicing and corporate account raiding and you've got a career!

(10) Dallas was just another entry-level retail store clerk until his skills at Elflines Online got him noticed by a Fixer. Now he's part of Night City's competitive PVP scene, taking out virtual hits on characters for gold, which his "manager" converts into Eurobucks after taking a cut for herself. Unfortunately, Dallas' skills at the game have made him a target of "Offline PK", where disgruntled players hunt down other players to make sure they can't play ELO temporarily... or permanently. Dallas is currently living in hiding, still plying his virtual trade as the most hated player in Elflines Online.

10 ELO PCS ON THE NC SERVER

Elflines Online isn't just about dungeon delving and monster stabbing. It is also a social experience where you make friends, cultivate enemies, and maybe even fall in love! Below, you'll find ten different ELO PCs you might run into on the Night City server.

(1) Nyx is a four-foot tall Bladedancer with curly pink pigtails and a pair of enchanted daggers as long as her torso, clad in the skimpiest possible set of cosmetic clothing and armor possible. Nyx is also an obnoxious PKer, who delights in ambushing players busy collecting twenty bear butts in Miasma zones, and then murdering them with great glee. Nyx isn't even an in-game bounty hunter, she just likes to make people miserable. Several Elflines have pooled a real bounty in eb to have Nyx's player's fingers broken.

(2) Bur is a noob Wayfarer wannabe. Bur is the worst noob. Bur is a noob so incompetent he has somehow taken a wrong turn and trapped his rank 2 elf in the Razorfire Caverns endgame by accidentally setting his camp there. He is clad in a mismatched set of vendor trash and other equipment and is constantly getting murdered by the fierce monsters within. Bur is slowly crawling out every time he respawns, making it about a meter and a half from his campsite before a high-level mob finds him and chews him into chunky kibble. He has somehow not given up the process of dragging himself out of the zone despite the Revive Sickness. Will PCs take pity on him and escort him out?

(3) Wormwood is a pretty savvy customer and a veteran player who runs a friendly Elfline catered at people who want to play but don't have the time to raid. You can spot him in his distinctive red gambeson standing on a mailbox in town advertising membership sign-ups for his Elfline. Newbies to the game who join up with his Elfline get weekly dungeon escort extravaganzas and can generally always find people to run a group dungeon with. When Wormwood is free, he'll accompany his guild newbies on cheese runs into higher-level dungeons to farm cosmetic gear that they've been looking for. Given that he's a Bowmaster with a fearsome cockatrice for a pet, he's tank, DPS, and occasional healer all in one.

(4) Tira has been accused of being a professional GP farmer, if only because Tira's main hobbies within Elflines Online is gathering raw materials. Find a

resource node? Tira's trying to beat you to it already. Want to buy resources on the auction market? Chances are Tira's the one who put it up on auction. Tira's white-aproned form is infamous on the Night City server, but her constant gathering isn't really an actionable offense, because she's not using bots or any such subroutine to play her PC — she's just a new breed of entrepreneur, someone who farms virtually and who cashes out excess GP in order to pay for her cube hotel room and her kibble and ELO subscription. From time to time, you might actually catch Tira having fun, at which point she'll actually start running dungeons with unsurprising efficiency.

(5) Salmistra, Mistress of the Winds runs one of the most exclusive roleplaying-based Elflines on the Night City server. Every one of her cosmetic outfits is elegantly chosen to match her pearlescent eyes and violet skin, and nothing annoys her more than some horrible dungeon-crawler copying her outfits. On such occasions, Salmistra will organize the might of her Elfline and hunt the impostor down, PKing them repeatedly until they log off or change clothes. To join Salmistra's Elfline, you need to submit a five-thousand word backstory for your character and demonstrate acting skills worthy of her attention. Except not too worthy, otherwise she'll feel threatened and refuse to admit you.

(6) Jinx is a Barkshield and constantly recruiting new players to join his raiding Elfline. That is because Jinx is a terrible raid leader, and he goes through raiders like ELO players go through Continental Brands Elflines Online Sacred Herbs Kibble (bring the taste of ELO to the real world!). Raid nights with Jinx consist mostly of him screaming profanities at raid members and threatening them with the consequences of dying by standing in the fire. Still, hope springs eternal in an ELO player's heart, and someone at loose ends might sign up for raid night with Jinx... and then drop out three hours in after their ears have taken enough abuse.

(7) Moonshadow is the rarest thing on any ELO server: He's a competent raid-level Warmheart healer. Perhaps the most competent one in the Night City server. Therein lies his problem, however, as the members of three separate Elflines are all murdering each other in-game to try to get him to join. Moonshadow, being a generally pleasant, non-player-killing sort, has watched all his progress in the game crawl to a halt because every raid group he winds up in explodes into violence as they get ambushed by members of other Elflines. Moonshadow's player is pondering paying for a name and avatar change just so he won't be recognized this time round.

(8) There's always someone like **Sorrel** in every Elfline. You know the type: goofy, light-hearted, fully aware that Elflines Online is a game, and therefore taking it only seriously enough to play in it. Yet despite his light-heartedness, or perhaps because of it, Sorrel is a great Druid to take along in pickup groups and raids. The game is just entertainment to him, so he's willing to let people with worse equipment raid with him. He's surprisingly patient with newbies — not as self-sacrificing as some others might be, but a cool distant big brother to them. Newbies tend to react well to Sorrel, too, because he's proof that they might be that casually badass one day.

(9) xxBlackrockxx is the Wildblood Damage Queen of the Night City server. Her character skills are perfectly optimized on a spreadsheet to ensure that she does the most insane damage possible for a damage dealer in the game. As a result, she's both an asset and a liability to most groups. Sure, she's going to deal enough damage that anything you're trying to kill is going to fall over faster. But she also deals so much damage that it will take an experienced tank a lot of work to keep the bosses from killing her and then going absolutely nuts on the rest of the group in swift succession. xxBlackrockxx thinks that tanks who can't keep attention off her just need to "git gud", but it's true that her skills would be better served if she were a more solid team player.

(10) Lunchbox isn't actually Lunchbox's in-game name, which is **Ameryssian**. No, Lunchbox is a Quickhand who earned the nickname for having the most-enhanced set of plate armor in the Night City server. As a personal and aesthetic choice, Lunchbox's avatar (purported to be a fairly handsome male elf) has not been seen in the flesh since Lunchbox donned their set of armor two expansions ago. Lunchbox is a freelance raiding tank who hires out to Elflines in need of a pinch-hitter for GP. Players on the Night City airgap joke that Lunchbox, Moonshadow, and xxBlackrockxx would be a dream team, except they're never online at the same time.

COURTESY OF CD PROJEKT RED

PREGENERATED ELVES

The best Elflines Online players spend hours customizing their elves, optimizing their stats, and picking just the right gear. You might not have that luxury. After all, you never know when a session of ***Cyberpunk RED*** *will drop you smack dab in the middle of an Elflines Online raid. When you find yourself in that situation, you'll be ready with the following pregenerated ELO characters.*

We've got two notes to share here. First, an Elflines Online character technically doesn't earn a Title until they hit Rank 3, but each of these Rank 0 characters has been designed with the idea that they're aiming for a specific Title (noted as Title in Training). Second, in the Skill box you'll find the Skill Level first, followed by the Base (STAT + Skill) in parenthesis. Numbers after a slash are the STAT or Base when armor is taken into account.

Rank	0	Title in Training	Sage

INT	REF	DEX	TECH	COOL
8	6	8	3	3

WILL	MOVE	BODY	EMP
6	6	5	5

Hit Points	Seriously Wounded	Death Save
40	20	5

Weapons	
Longsword (1 ROF • 1/2 SP)	3d6

Armor: None	
Head	SP 0
Body	SP 0

Skills: Brawling 4 (12), Composition/Education 6 (14), Endurance/Resist Torture/Drugs 6 (12), Evasion/Dance 6 (14), Language (Elven) 6 (14), Melee Weapon 6 (14), Perception 6 (14), Persuasion/Trading 6 (9), Wilderness Survival 6 (14)

Inventory: Sacred Herbs x2

Elfname

Rank	0	Title in Training	Bowmaster

INT	REF	DEX	TECH	COOL
5	8	8	3	3

WILL	MOVE	BODY	EMP
4	8	8	3

Hit Points	Seriously Wounded	Death Save
40	20	8

Weapons	
Bow (1 ROF)	4d6

Armor: Leather	
Head	SP 4
Body	SP 4

Skills: Archery 6 (14), Athletics/Contortionist 6 (14), Brawling 6 (14), Concentration 6 (10), Evasion/Dance 6 (14), Language (Elven) 4 (9), Perception 6 (11), Stealth 6 (14), Tracking 6 (11), Wilderness Survival 6 (11)

Inventory: Arrow x20, Poison Arrow x4

Elfname

Rank	0	Title in Training	Bladedancer

INT	REF	DEX	TECH	COOL
3	8	8	5	3

WILL	MOVE	BODY	EMP
7	5	8	3

Hit Points	Seriously Wounded	Death Save
50	25	8

Weapons	
Longsword (1 ROF • 1/2 SP)	3d6

Armor: Studded Leather	
Head	SP 7
Body	SP 7

Skills: Basic Tech/Weaponstech 6 (11), Brawling 6 (14), Endurance/Resist Torture/Drugs 6 (13), Evasion/Dance 6 (14), First Aid/Paramedic/Surgery 6 (11), Language (Elven) 4 (7), Melee Weapon 6 (14), Play Instrument 6 (11)

Inventory

Elfname

Elflines ONLINE

Rank	0	Title in Training	Quickhand

INT	REF	DEX	TECH	COOL
5	6	8	8	3

WILL	MOVE	BODY	EMP
6	6	5	3

Hit Points	Seriously Wounded	Death Save
40	20	5

Weapons	
Shortsword (2 ROF • 1/2 SP)	3d6
Bow (1 ROF)	4d6

Armor: Leather	
Head	SP 4
Body	SP 4

Skills: Archery 6 (12), Conceal/Reveal Object 6 (11), Evasion/Dance 6 (14), Language (Elven) 4 (9), Melee Weapon 6 (14), Pick Lock/Pick Pocket 6 (14), Stealth 6 (14), Tracking 6 (11)

Inventory: Arrow x10

Elfname

Rank	0	Title in Training	Warmheart

INT	REF	DEX	TECH	COOL
7	3	8	6	8

WILL	MOVE	BODY	EMP
3	3	4	8

Hit Points	Seriously Wounded	Death Save
30	15	4

Weapons	
Shortsword (2 ROF • 1/2 SP)	2d6

Armor: Studded Leather (Body Only)	
Head	SP 0
Body	SP 7

Skills: Basic Tech/Weaponstech 6 (12), Composition/Education 6 (13), Evasion/Dance 6 (14), Language (Elven) 4 (11), Melee Weapon 6 (14), Perception 6 (13), Persuasion/Trading 6 (14), Play Instrument 6 (12), Riding 6 (14)

Inventory: Sacred Herbs x2

Elfname

Elflines ONLINE

Rank	0	Title in Training	Wildblood

INT	REF	DEX	TECH	COOL
3	3/1	8/6	6	3

WILL	MOVE	BODY	EMP
8	8/6	8	3

Hit Points	Seriously Wounded	Death Save
50	25	8

Weapons	
Brawling Attack (2 ROF)	3d6

Armor: Chainmail	
Head	SP 12
Body	SP 12

Skills: Animal Handling 6 (9), Athletics/Contortionist 6 (14/12), Basic Tech/Weaponstech 6 (12), Brawling 6 (14/12), Concentration 6 (14), Endurance/Resist Torture/Drugs 6 (14), Evasion/Dance 6 (14/12), First Aid/Paramedic/Surgery 6 (12), Language (Elven) 4 (7)

Inventory:

Elfname

Rank	0	Title in Training	Windkin

INT	REF	DEX	TECH	COOL
4	3	8	3	3

WILL	MOVE	BODY	EMP
8	8	5	8

Hit Points	Seriously Wounded	Death Save
45	23	5

Weapons	
Longsword (2 ROF • 1/2 SP)	3d6
Longsword (2 ROF • 1/2 SP)	3d6

Armor: None	
Head	SP 0
Body	SP 0

Skills: Animal Handling 6 (14), Athletics/Contortionist 6 (14), Concentration 6 (14), Endurance/Resist Torture/Drugs 6 (14), Evasion/Dance 6 (14), Language (Elven) 4 (8), Melee Weapon 6 (14), Riding 6 (14), Wilderness Survival 6 (10)

Inventory

Elfname

Rank	0	Title in Training	Barkshield

INT	REF	DEX	TECH	COOL
3	3	8	8	3

WILL	MOVE	BODY	EMP
8	6	8	3

Hit Points	Seriously Wounded	Death Save
50	25	8

Weapons	
Brawling Attack (2 ROF)	3d6

Armor: Studded Leather (Body Only)	
Head	SP 0
Body	SP 7

Skills: Athletics/Contortionist 6 (14), Basic Tech/Weaponstech 6 (14), Brawling 6 (14), Concentration 6 (14), Endurance/Resist Torture/Drugs 6 (14), Evasion/Dance 6 (14), First Aid/Paramedic/Surgery 6 (14), Language (Elven) 4 (7), Wilderness Survival 6 (9)

Inventory: Shield (10 HP), Sacred Herbs x1

Elfname

Rank	0	Title in Training	Druid

INT	REF	DEX	TECH	COOL
7	3	8	8	3

WILL	MOVE	BODY	EMP
5	3	5	8

Hit Points	Seriously Wounded	Death Save
35	18	5

Weapons	
Dagger (2 ROF • 1/2 SP)	3d6

Armor: Studded Leather (Body Only)	
Head	SP 0
Body	SP 7

Skills: Animal Handling 6 (14), Brawling 6 (14), Evasion/Dance 6 (14), First Aid/Paramedic/Surgery 6 (14), Language (Elven) 4 (11), Melee Weapon 6 (14), Riding 6 (14), Wilderness Survival 6 (13)

Inventory: Vial of Poison

Elfname

Rank	0	Title in Training	Wayfarer

INT	REF	DEX	TECH	COOL
8	3	8	5	3

WILL	MOVE	BODY	EMP
8	5	5	5

Hit Points	Seriously Wounded	Death Save
45	23	5

Weapons	
Shortsword (2 ROF • 1/2 SP)	2d6

Armor: Studded Leather (Body Only)	
Head	SP 0
Body	SP 7

Skills: Animal Handling 5 (10), Athletics/Contortionist 2 (10), Basic Tech/Weaponstech 5 (10), Conceal/Reveal Object 2 (10), Composition/Education 2 (10), Evasion/Dance 6 (14), Language (Elven) 4 (12), Melee Weapon 6 (14), Perception 2 (10), Pick Lock/Pick Pocket 5 (10), Riding 5 (10), Stealth 2 (10), Tracking 2 (10), Wilderness Survival 2 (10)

Inventory: Shield (10 HP)

Elfname

BY EDDIE MENDOZA

ALL ABOUT DRONES

YOUR AMAZING ANIMATRONIC FRIENDS!

Writing and Design by James Hutt, Mike Pondsmith, Cody Pondsmith, and J Gray

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Hey, Young Engineer!

Biomimicry is when a design is modeled on biological entities or processes. Some modern examples include the aerodynamic front end of superbikes inspired by the shape of a bird's beak, or the Grip Feet options for cyberlegs climbing walls just like the geckos whose design they evoke!

ZHIRAFA'S YOUNG ENGINEER'S CORNER

No doubt you've seen them peering their adorable yellow necks over the fence at your neighborhood construction site. Of course, we're talking about the GRAF3, the multi-functional construction drone that's rebuilding our cities and paving the road to our bright municipal future!

Today, we'll explore the origins of the lovable, long-necked drone, and the rest of Zhirafa's popular Savannah Line. It all started in the brilliant mind of Artyom Sokolov, way back before he founded Zhirafa. While living and working in Abuja, Artyom was inspired by biomimicry and Nigeria's bustling tech scene. Then it struck him—in a single sleepless night, Artyom penned the initial designs for the GRAF3, the Savannah Panther, and the Savannah Eagle. After a well-deserved rest, he wrote up a business plan detailing how he would share these new creations with the world. Months later, he founded Zhirafa and proved his ideas in the Moscow market, quickly attracting local investment.

Artyom envisioned a world first rebuilt by the GRAF3, then protected by the Savannah Panther and the Savannah Eagle. Three drones, working together to make and keep our communities safe. Now you know the backstory of these drones, and the mind behind them. What from the natural word will inspire you, young engineer? How will you be like Artyom?

ZHIRAFA DRONES

While Zhirafa produces a variety of industrial and security tools, they are best known for three: the animal-inspired GRAF3, the Savannah Eagle, and Savannah Panther. Let's take a look at each of these wonderful machines!

GRAF3

Rebuilding, recovering, and revolutionizing!

The third generation of the prolific GRAF line, the GRAF3 forms the foundation of post-war construction. The GRAF3 Construction Platform comes equipped with the tools required for heavy construction and reclamation, including a fully functioning crane capable of lifting up to five tons.

The GRAF3 is guaranteed to truck through any task thrown at it using a combination of proprietary hydraulic systems and myomar muscle fibers to make this behemoth the most durable and reliable construction machine on the market.

And with Zhirafa's patented Hex-Lok™ system, you can augment your GRAF3 with hundreds of additional tools to suit any possible industrial need. Remember, an investment in a GRAF3 Construction Platform is an investment in your future!

Type	Description	Default Trigger	Data	Cost
GRAF3	A quadrupedal construction drone modeled after a giraffe. Equipped with the following: • Very Heavy Melee Weapon (Giraffe Neck) • Observation Camera	Target enters defended area without wearing proper pass or badge.	2 MOVE • 11SP • 60HP Perimeter of Defended Area **DV17 Electronics/Security Tech, 5 min to counter.**	5,000eb (Luxury)

"The GRAF3 represents a new paradigm when it comes to construction. Workers get tired. They get high. They get distracted by their love life or their family troubles or how much they hate their boss. A well-programmed demon, though? It doesn't care about any of that. It never whinges about overtime or lunch breaks or safety hazards. It just does the job."

— Cat Deer

Zhirafa Sales Rep

Active Defenses

The GRAF3, Savannah Eagle, and Savannah Panther are all considered Active Defenses and requires an NET Architecture to properly operate **(SEE CP:R PAGE 213)**.

Player-owned Drones in your Game

Drones are a powerful yet fragile utility tool. Treat PC-owned drones just like the players treat NPC-owned ones.

Don't worry, they can always repair them later.

Savannah Eagle

Sadly, these days espionage is all too common and home invasions are at an all-time high.

Thankfully, with the fall of the Old NET, protecting your home and/or business has become easier than ever!

Your home and/or business is your castle—protect it with the Savannah Eagle.

Like the gargoyles of the ancient European castles, the Savannah Eagle lurks in an overwatch position and guards the exterior or interior of any home, compound, factory, or other structure. Using state-of-the-art cloaking technology, the Savannah Eagle remains nearly undetectable until it detects unlawful trespassers.

Upon activation, the Savannah Eagle swoops down on the trespasser, unleashing a barrage of bullets from an integrated submachine gun and a disorienting sonic assault from an onboard Shrieker.

Type	Description	Trigger	Data	Cost
Savannah Eagle	An eagle-inspired airborne drone with cloaking abilities. Equipped with the following: • Shrieker • SMG with 30 Basic or Rubber Bullets • Observation Camera • Cloaking Upgrade*	Target enters defended area without wearing proper pass or badge.	6 MOVE • 7SP • 30HP Perimeter of Defended Area **DV21 Electronics/Security Tech, 5 min to counter.**	15,000eb (Super Luxury)

*Activates after the Eagle remains still for one minute, creating an optical camouflage effect. Spotting a cloaked drone using regular vision requires a DV17 Perception Check. The camouflage does not work against Low Light/Infrared/UV or Radar/Sonar.

BY ADRIAN MARC

Savannah Panther

Growing up on The Street, Zhirafa CEO Artyom Sokolov quickly learned the truth of the world as a harsh and dangerous place—and things have only gotten worse in the Time of the Red. Violent crime, cyberpsychosis, and gang warfare threaten to turn our once orderly cities into chaotic war zones. What's a law-abiding personal or Corporate citizen to do?

Protect yourself and your belongings with the Savannah Panther! Like its namesake, the Savannah Panther is a sleek and deadly hunter designed to patrol hallways and streets with equal effectiveness, ending conflicts before they begin.

Using a unique blend of hydraulic systems and myomar muscle fibers, the Savannah Panther chases down fast-moving targets and engages with carboglass claws or stun plates designed to neutralize threats quickly.

In the case of riots and gang warfare, the Savannah Panther comes equipped standard with a back-mounted grenade launcher for launching teargas to deescalate the crowd.

Type	Description	Trigger	Data	Cost
Savannah Panther	A quadrupedal drone with the strength and mobility of a panther. Equipped with the following: • Stun Baton • Heavy Melee Weapon • Grenade Launcher with 2 Teargas **or** Incendiary Grenades • Observation Camera	Target enters defended area without wearing proper pass or badge.	8 MOVE • 11SP • 40HP Perimeter of Defended Area **DV21 Electronics/Security Tech, 5 min to counter.**	15,000eb (Super Luxury)

PERSONAL DRONES

Zhirafa doesn't currently produce personal drones, but our friends at Concept Mechanics do! Unlike their bigger, tougher cousins, personal drones don't require a NET Architecture and can be operated directly using an Agent. For this issue of Zhirafa's Young Engineer's Corner, Concept Mechanics is showing off the clever Observer, the far-flying Transporter, and our personal favorite, My First GRAF3!

My First GRAF3

You might be too young to build, maintain, and pilot a real industrial drone, but with My First GRAF3, you can prepare for your future as an engineer and have hours of fun! This three-foot tall version of the Zhirafa GRAF3 is made from durable, space-age plastics and will respond to your every command! Need to convince your parents? Just tell them how assembling and operating My First GRAF3 will help prepare you for a job as an engineer or industrial drone pilot better than any other educational toy on the market. Remember, if it isn't My First GRAF3 from Concept Mechanics, break it and demand your parents buy you the real thing!

DATA

Concept Mechanics is a wholly owned subsidiary of Militech.

Type	Description	Data	Cost
My First GRAF3	A 1 m/yd tall toy version of the GRAF3.	1 MOVE • 5HP Linked to Agent **DV9 Electronics/Security Tech, 5 min to counter.**	500eb (Expensive)

When purchased, a My First GRAF3 is linked to an Agent. Voluntarily linking it to a new Agent requires 5 uninterrupted minutes and both Agents must remain within 6 m/yds of the drone. Countering a My First GRAF3 requires 5 minutes and the counterer must stay within 6 m/yds of the drone the entire time. If countered, the My First GRAF3 can be linked to a new Agent with an Action. The My First GRAF3 has two operation modes: Standby and Direct Control. Switching modes does not require an Action.

Standby Mode: In standby mode, a My First GRAF3 is powered on but not operating. When in standby mode, a My First GRAF3 cannot move, nor can it make or dodge attacks.

Direct Control Mode: The drone can be controlled directly via its linked Agent, using an Action in the same manner as a Netrunner using the Interface Ability, Control **[SEE CP:R PAGE 199]**. When controlled directly, all attacks and defenses are made using the user's own skills as if they were firing its weapons in their own hands and dodging with their own body. A My First GRAF3 cannot dodge ranged attacks, no matter how high the user's Reflex.

If a my First GRAF3 moves beyond the 6 m/yd signal tether to its linked Agent, it stops functioning. Each unit has 3 hours of operational time before it needs to charge for an hour.

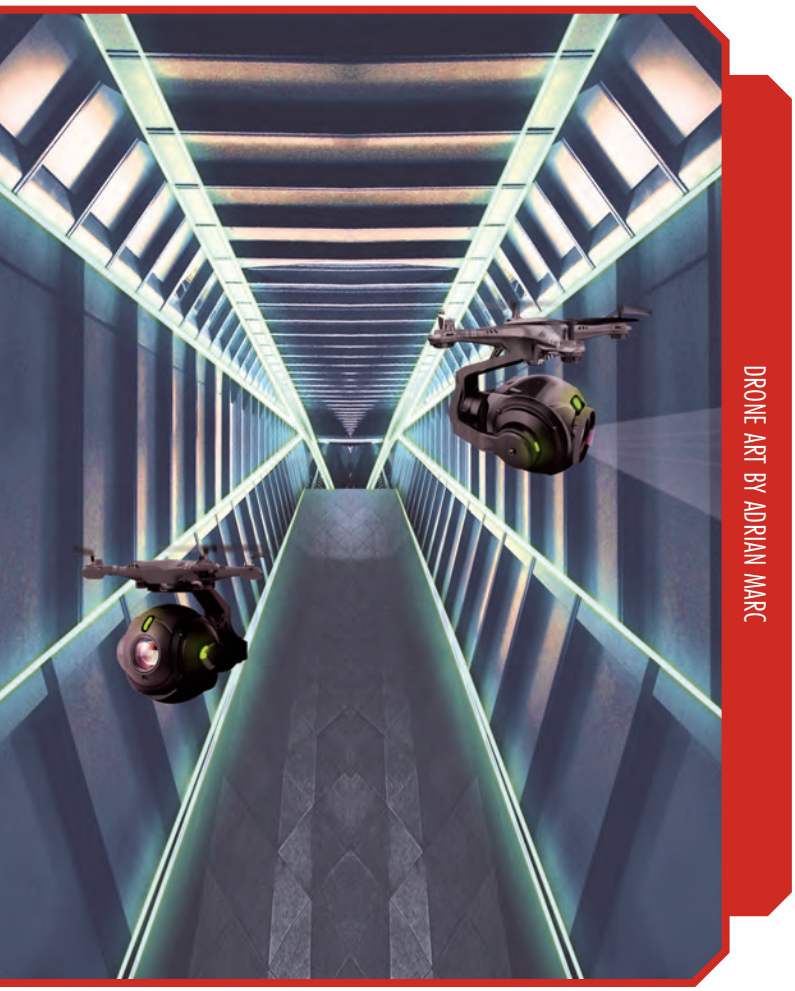
The Observer

DATA

In case you don't own one (and why don't you!?) the ***Cyberpunk RED Jumpstart Kit*** is 8.875" x 11.375" x 2" (or 22.54cm x 28.9cm x 5.08cm.

Everyone loves a camera. They're how we record memories to relive later and to share with friends and family. How much better would it be if your camera could move on its own and record your memories for you? That's the idea behind the Concept Mechanics Observer. The Observer is a flying drone with four rotors and a powerful camera capable of recording high quality sound and video. You can control your Observer directly via an Agent, seeing everything it sees on your screen, or you can tell it to fly around you, recording whatever you tell it to. Just be careful! Your local or Corporate government might have rules about where you can fly your Observer and what you can record! You don't want to break any rules!

Type	Description	Data	Cost
The Observer	A flying drone with four rotors roughly the size of a Cyberpunk RED Jumpstart Kit. Equipped with the following: • Observation Camera	6 MOVE • 15HP Linked to Agent **DV17 Electronics/Security Tech, 5 min to counter.**	1,000eb (Very Expensive)



DRONE ART BY ADRIAN MARC

When purchased, an Observer is linked to an Agent. Voluntarily linking it to a new Agent requires 5 uninterrupted minutes and both Agents must remain within 6 m/yds of the drone. Countering an Observer requires 5 minutes and the counterer must stay within 6 m/yds of the drone the entire time. If countered, the hour of footage stored on the drone can be viewed or downloaded and the Observer can be linked to a new Agent with an Action The Observer has three operation modes: Standby, Auto, and Direct Control. Switching modes does not require an Action.

Standby Mode: In standby mode, an Observer is powered on but not operating. It is not recording data, although it can still be used as a real-time camera. When in standby mode, an Observer cannot move, nor can it make or dodge attacks.

Auto Mode: When not being directly controlled, an Observer orbits within 6m/yds of its linked Agent, recording audio and video. The drone will respond to simple verbal commands such as "record the person I'm pointing at." These verbal commands do not require an Action. The recordings are stored both on an onboard memory chip and the linked Agent. The onboard memory chip holds one hour of content before new footage overwrites old footage automatically. When in auto mode, an Observer cannot make or dodge attacks.

Direct Control Mode: The drone can also be controlled directly via its linked Agent, using an Action in the same manner as a Netrunner using the Interface Ability, Control **[SEE CP:R PAGE 199]**. When controlled directly, all attacks and defenses are made using the user's own skills as if they were firing its weapons in their own hands and dodging with their own body. An Observer cannot dodge ranged attacks, no matter how high the user's Reflex.

If an Observer moves beyond the 6 m/yd signal tether to its linked Agent, it stops functioning and lands harmlessly on the ground. Each unit has 48 hours of operational time before it needs to charge for an hour.

The Transporter

Chances are, you've seen the Concept Mechanics Transporter flying around the city, industriously carrying packages and delivering them safely to customers. Fast, agile, and strong, the Transporter is perfect for replacing inefficient delivery personnel and automating the shopping process. Which would you prefer? A human delivery driver who can get distracted or angry and break your packages? Or a perfectly engineered drone that delivers what you ordered with a friendly set of beeps?

Type	Description	Data	Cost
The Transporter	A large flying drone with four rotors and a set of gripping arms. Equipped with the following: • Observation Camera • Gripping Arms (can carry up to 30lbs/13.5kg)	6 MOVE • 20HP Linked to Agent **DV21 Electronics/Security Tech, 5 min to counter.**	5,000eb (Luxury)

When purchased, a Transporter is linked to an Agent. Voluntarily linking it to a new Agent requires 5 uninterrupted minutes and both Agents must remain in 6 m/yds of the drone. Countering a Transporter requires 5 minutes and the counterer must stay within 6 m/yds of the drone the entire time. If countered, the drone can be made to release any held package and the Transporter can be linked to a new Agent with an Action. The Transporter has three operation modes: Standby, Auto, and Direct Control. Switching modes does not require an Action.

Standby Mode: In standby mode, a Transporter is powered on but not operating. When in standby mode, a Transporter cannot move, nor can it make or dodge attacks.

Auto Mode: When not being directly controlled, a user can instruct a Transporter to go to a specific address or set of coordinates, deliver its package, and return to an assigned home point. The user can instruct the Transporter to simply set the package down or request confirmation via communication with a specific Agent before delivery. When in auto mode, a Transporter cannot make or dodge attacks.

Direct Control Mode: The drone can also be controlled directly via its linked Agent, using an Action in the same manner as a Netrunner using the Interface Ability, Control **[SEE CP:R PAGE 199]**. When controlled directly, all attacks and defenses are made using the user's own skills as if they were firing its weapons in their own hands and dodging with their own body. A Transporter cannot dodge ranged attacks, no matter how high the user's Reflex.

A Transporter can travel to any location with access to the CitiNet it and its linked Agent are connected to. If the drone's connection to the CitiNet is disrupted, it will land harmlessly on the ground and await either reconnection or retrieval. Each unit has 48 hours of operational time before it needs to charge for an hour.

Syrinscape

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INTERFACE RED

Night City's voracious, choomba! It needs more places, more people, more things. More! More! More! It's never satisfied and we know you aren't either. Your campaigns can always use a little something extra to push it right over the Edge.

That's what ***Interface RED*** is all about. In this first volume you'll find a collection of short articles custom-crafted to improve your ***Cyberpunk RED*** experience. We've featured many of these articles on our website as free DLC for you to download to your data storage device of choice but this is the first time any of them have seen print! Plus, we've thrown in a new, exclusive article. You asked for more drones and the ***Cyberpunk RED*** crew has delivered.

Volume 1 of ***Interface RED*** adds the following to your ***Cyberpunk RED*** game:

- **Old Guns Never Die**: A step-by-step conversion guide for bringing weapons from Cyberpunk 2020 into Cyberpunk RED.
- **Red Chrome Cargo**: One of our most popular Screamsheet adventures.
- **The Single Shot Pack**: Ten pregenerated PCs (or NPCs if you need them) and six pregenerated NET Architectures. All to help you start playing faster.
- **Cyberchairs:** New options for mobility. Who needs two cyberlegs when you can ride around on a stylish mobile platform?
- **Elflines Online**: Not one but two articles detailing Night City's most popular MMO, Elflines Online, along with some of the people who play it.
- **All About Drones**: Never before seen, All About Drones brings two new security drones, the Savannah Eagle and Panther to Night City. Plus, you'll get three new personal drones, none of which need a NET Architecture to operate.

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