

CYBERPUNK RED

Beta rules 7.8.2020

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Please be aware that this document is in beta and not complete. Final edits are still being done so you might notice typos. We don't need reports about those but welcome any feedback regarding rules you find confusing, missing, or inconsistent. Direct them to J Gray at j.gray@rtalsoriangames.com.

CHAPTER ONE: NEVER FADE AWAY

2013
27 YEARS AGO

He's coming out of the Hammer, about midnight, and he sees them. Three punks, mohawks bright and bristly with reflected neon, wearing high-collared jackets; gang colors.

"Yo! Rockerboy!" one of them yells, "Good show! Good noise!" Johnny Silverhand waves absently. Fans. They're right; the gig was good. He'd rarely been better. But the show's over. They start walking towards him. One waves a bottle; the light strikes oily yellow tequila sloshing to and fro. "Yo, Silver-rocker!" he says. The smaller one, with the face scarred in African tribal tattoos. "Join us! Share some! Fair price for a good gig, eh?" The distance is closing; Johnny steers Alt, his girlfriend, to his bad side. The one without the Hand. "Hey, Ice brothers," he says, noting the gang's colors and speaking in a temporizing tone. "Your offer's solid, but it's been a long gig. I'm nearly flatlined as it is. How 'bout a replay, next night?" By that time, they're almost on him. He lets the 9mm Walther drop from the spring holster, settling into the Hand. Probably nothing, he thinks.

"Yeah. Replay next night!," the big one says enthusiastically, and that's when they hit him. This fast, they're a blur. The Walther booms in the close confines of the alley; whines as spent rounds ricochet off into nowhere. There is a metallic "snick" as the smaller punk brings up his arm-light reflects off the fistful of razors that pretends to be a hand; then an excruciating impact lifts Johnny off the ground. Blood sprays over wet concrete. Silverhand hits with a bone wrenching impact. His pale eyes stare blankly at the sky. Alt's terrified screams recede swiftly into the dark. Sixty to zero in eight seconds flat. • Johnny comes to. There's something like broken glass in his guts. Red fire blots out the cool blue neon. He rolls over in a pool of something greasy. Blood. His.

A cat topples off the dumpster, picking a cautious pattern around his body. No fool, this cat. A survivor. Not going to get involved. Its eyes are tiny red LEDs moving up alley; Johnny watches it. Smug bastard, he thinks. And closes his eyes. Behind his eyelids, red digitals feebly clock out his remaining moments. Bio-clock running down. Cars whispering past on the filthy, rain-wet street beyond. A Trauma Team ambulance in the distance, siren screaming. But not for him. He's checking out.

He stares blankly up at the flat black ceiling of the city. Overhead, there's the shimmer of distant heat lightning interacting with the pink actinic glow of the City lights. The stars look painted in. A VTOL passes overhead, giant prop blades thrashing the night. Johnny tries reaching up to it. He can see the Hand etched against the sky; slick, superchrome winking back at him. He balls the Hand that is his trademark into a chromed fist, servos clicking in one by one. He thrusts it into the gaping belly wound, gasping at the shocking pain. Somehow, he gets to his feet; staggers to the alleyway. He leans his feverish face against the cool, wet bricks. He makes a decision. He's not going to die. *They're* going to die. Closing his eyes, he pitches forward into the streak of passing traffic blur. Something stops him. Hands firmly grapple him, holding him up. Silverhand has just enough strength to open his eyes. There's a face looking intently at him, thin, bearded. "Lord Almighty", the face says. "They really did you, didn't they?" Fade to black.

TRAUMA WARD

Something is screaming when johnny wakes up. Fine. just as long as it isn't him. He must have missed the ambulance ride to the hospital, but here in the trauma ward he can hear the sot,Ind of jet engines. That's the screaming. It mounts higher and higher, while the ward fills with warm air and the smell of ozone. From his stretcher, he can see the bulky AV-4 vehicle spin on it's fans and hurtle upwards. The din dies down and he can hear screaming for real all around him; casualties of the regular firefights around the City.

The doctor puts him back together. The doctor's hands are quick and sure. He has done this a thousand times. He has a German accent. "Ach ... johnny .. johnny" he says, over and over as he works. Over his head, the sterilizer lamps glitter like an insect's multifaceted eyes. "johnny ... When are you going to give this up?" says the doctor. When it ends, thinks Silverhand, from the fog of the dorpha and general anesthetics. "Johnny," says the doctor sadly. Silverhand is a second son to him. His first son was Johnny's best friend. His first son was killed in an inter-corporate war eight years ago. No man should lose more than one son in a lifetime. Thanks, thinks Johnny. I owe you one, again. The same doctor who "plugged" him for inter-face and installed the software chips in the back of his skull. Johnny considers taking out a service contract. Microsurgical waldoes ripcut through the perforated guts, swabbing, tying off, prepping. The doctor stitches in three feet of glistening wet, tank-grown intestine; plugs the punch holes with synthetic skin and muscle. Airhypothes inject the area with speeddrugs, fasthealers, endorphins and antibacterials. Microscopic stitches hum off the serrated teeth of a mini-closer, bonding flesh together almost as well as the original. In a month or two, there won't even be a scar. Let's hear it for newtech.

His alleyway benefactor is named Thompson; a thin, reedy type, wearing an armor jack trenchcoat three sizes too large. He packs no visible hardware. But a minicam mount straddles his head like an oversized headphone; a mike loops in front of his mouth, the camera itself coming around the right side of his skull and hardwiring into a startlingly bright green cyberoptic. He's a Media; a one man team of camera-man and reporter, direct feeding to some mediacorp downline.

"Hey, Rocker", he says, leaning over the table as Silverhand recovers under the sterilizer beams. "Ready for a little vengeance?"

THE NAMING OF NAMES

Johnny pulls on a red T-shirt. The shirt has the logo of his last band, Samurai. The shirt drags over the freshly stapled wound; hangs up on the bandages. He curses in Japanese. He pulls an armor jacket over his shoulders. He pulls the autoshotgun out of his battered bedroom dresser, checking the load and weight. He slips it carefully into the worn under-arm holster, under the jacket. He stuffs shiriken into pockets on the out-side of the jacket. He picks up the heavy H & K smartgun and slides it into his back holster. There is a fury behind glittering pale eyes. "So." he says. "Tell me."

Thompson leans back into the wall, body bracing against Johnny's intensity. He grins; takes a slug of Silverhand's tequila. "They didn't want you. They wanted *her*. She's an extraction. Business as usual." Johnny's eyes are blank. "No surprise", he comments shortly. He gathers up a ragged handful of shells and begins to stuff-load the H&K's spare clip. Only the trembling of his hand-the meat hand-betrays any emotion. "So why'd they do me?" he asks.

"You was home", grins Thompson. It's an old line. They both smile like friendly sharks. Thompson stops smiling. "They wanted you flatlined so it'd look like a gang job. Boostergang sees the high and mighty Mister John Silverhand out strolling with his input; decides to slash him a bit. You go down, they grab her; they're gone like vapor. Real convenient when the cops find her body in an alley 'bout a week later. They'll have motives-lots of ugly motives, but they'll be those of high-powered boosters, not pros."

"Pros." Silverhand finishes loading the second clip. He stuffs the remaining shells in the armorjack's pockets. You can never have enough ammo.

"Yeah, pros," repeats Thompson. "You got shredded for fine, bro. At least a clean ten thousand Eurobucks of hardware on those boys. The speed they hit you with took maybe a seventy percent reflex boost, and those were custom rippers. The type that fold out along the fists. That sort of hardware isn't something you pick up on the Street." "You saw them on me?" Thompson's eyes are cold, slate-like. You could write anything you wanted in them. "Get real," he grates. "These were pros. If I'd jumped in, we'd both be dead." The eyes appraise him. "You've been off the Street too long, Rucker. You think every-one has a nice agent, a couple Solos covering their butts, and a comfy apartment like this somewhere. I let you take it, because I knew it would take at least five minutes for you to bleed yourself dry. I waited for them to move on, then used my Trauma Card." There is a longish silence. Then, "look, Rucker. You want to guilt-loop, or you want to get your girl back?"

"So name names," says Johnny. He sits down on the edge of the bed, favoring his stapled side. He reaches out for the tequila and takes a slug.

"Good news/bad news," says Thompson. He's unlimbered the cybercam unit from around his head and set it down on the table between them-the only indication of hardware is the silvermounted skull plug drilled through his right temple. The cam's cellular link through the NET is off. Thompson says, "Good news is, it isn't one of the really big guys, like Eurobusiness Machines. "Fair enough." says Silverhand, taking another swig from the bottle.

"Bad news is, it's Arasaka."

"Jesus H. Christ!" explodes Johnny. The Hand, resting on the edge of the table, convulses. There's a rending noise and splinters fly in all directions.

"Your input was playing with hotdeck materials, rocker. You know she ran for ITS, right?" "Yeah. So you gotta work somewhere. Alt didn't talk much about her work." "True. But your A It was ITS's pet netrunner. She moved info up and down the NET and handled their security as well. She made a lot of classy software just for them." long pause. "She built Soullkiller, you, know. Or maybe you didn't. Like you said, she didn't talk much about her work."

Johnny sits back on the couch, the bottle halfway to his lips. Even the normally disconnected Silverhand has heard of Soullkiller, the legendary black program that sucks the very soul from it's Netrunner victims. Soullkiller . What a joke. Soullkiller is a 2,000,000 teragig AI superroutine that can track an intruding Netrunners's cyberlink faster than a boostergang snorts drugs. It tears out the cyberpirate's brain with brutal force, recreating it in a frozen storage matrix inside the mainframe. The word is on the Street that Soullkiller may be the closest thing to Hell on earth, and in these days, that's saying a lot.

And Alt made that? Johnny bites down a momentarywave of revulsion, superimposed over Alt's big green eyes, tousled mane of hair. "No wonder she didn't talk about her work," he says finally.

"I was following her, Rucker," says Thompson. "Word's out that Arasaka is working on it's own version of Soullkiller. Something that can walk the NET freely, getting up close and personal with people Arasaka doesn't like."

"A black program assassin for a security company?" Johnny is up and pacing now. He knows where this is going, and he doesn't like it.

"You probably believe in Santa Claus too," says Thompson, reclaiming the dregs of the bottle. "Your Alt is the missing link. I figured they'd have to recruit her sooner or later, whether free or forced. Soullkiller's main programming is buried in her head somewhere. So I followed her."

"Thanks for the concern."

"You don't get it, Rockerboy. I want Arasaka. I want them bad. I'll put anyone and anything on the line to get them. Even myself-if I have to broadcast this story from the grave, I'll do it. They're mine. You get in my way, you're flatlined. You go with me..." Thompson lets it trail out.

Johnny stops pacing. The room goes still. Only the Hand moves, like something alive; silver metal joints clicking, takeup reels whirring, tiny pistons shooting in and out in simulation of a pulse. The Hand turns Johnny to face the media man. It makes him say, "How long do we have?"

Thompson smiles lopsided. "How long will it take your input to rewrite Soullkiller? A day? Two?"

"Yeah." Johnny turns, scoops up the keys to the Porsche. "You chipped for a smartgun?"he says. Thompson reaches down to his feet; draws up a long black, nylon bag. "FN-FAL assault," he says, standing up. "I was in the War too. I like lead. Lots of lead."

Rain runs down the front of the speeder. A wall of Corporate glass and steel looms to either side as they pull out into the down-town traffic. The Porsche whistles slightly in the chill air, it's CHOOH2 powerplant throwing it against the City night. "So where are we going, Rocker?" says Thompson.

Johnny grits his teeth. "I've got a marker I have to pull in," he says.

ROGUE AND SANTIAGO

Rogue hates the Atlantis. But she goes there because the contacts are good, and the pickings easy. Corporates looking for a fast freelance assassination. Medias and 'Runners looking to trade information. Fixers with guns, armor and smuggling jobs. But the place has bad memories. She only comes here because Santiago insists on it. "You don't let personal caca get in the way of business," he says. A lot he knows.

Her back is to the wall of the booth-her mirror shaded eyes scan the room like monitor cameras. What she can't see is covered by her partner, Santiago, from the opposite side of the booth. His burly shoulders bulk the heavy armor jacket-he looks like scowling mountain. He's not her type. But he wants her. Somehow, they've managed to work this out--the way they worked out a combat style; the division of spoils. But he keeps hoping. Stupid Nomad.

Then she finds herself facing what she's dreaded for the last two years; the reason she hates this crummy bar; hates this crummy town. Johnny Silverhand walks into the Atlantis. He still has the moves, she thinks, as he strides through the big brass doors. Head held high, a cocky light in his pale glass eyes. After all this time, Rogue still can't decide whether she wants him, or just wants to kill him. He looks like he owns the place as he crosses the room towards her; a comment to an old friend here, smiling at a fan there, a narrowed glance at a potential troublemaker; then he's standing in front of her. "Rogue." he says. like nothing'd ever happened. "I need your help, Rogue." His voice is urgent, magnetic.

"You can go to hell," she replies levelly. On the other side of the booth, there's a faint sound as Santiago slides one hand over the Mac 10 in his lap.

Johnny leans closer. "Look," he says, "I'm sorry. I know how you feel. And I wouldn't do this if I had any other choice." He pulls up a chair and straddles it, staring at her. "Tough." she shoots back acidly. She

hopes her voice sounds steadier than she feels.

"You owe me one," he says, his voice taking an edge. "For Chicago. You owe me one at least. And it's not like I won't pay you. I've got euro."

"How much?" interjects Santiago. Johnny turns to face him. "Word on the Street is you're pulling five grand a night. I'll match and double it. "

Santiago's eyes grin in his dark face. He scratches his bristly chin with his free hand. His partner has a real mad on about this guy. But he's a Face-he's got credit; that pulls weight in Santiago's world. "How long?"

"Two days max. I need an extraction. And I won't haze you-it's Arasaka." A long pause. "I'll understand if you think it's too much for you."

Santiago's eyes narrow. On the Street, their team is known as the best. Who does this choob think he is? Then the Nomad realizes he's being baited. Silverhand's already figured the score between the two partners. If Santiago backs up on this, it'll be all over the Street tomorrow. If he goes with it, Rogue's going to have to back his play. Rogue's right--Silverhand is a bastard. Santiago grins. He can take this punk with one hand behind his back. "It's going to cost you thirty thou, Rocker." "Done." Santiago grins and raises the stakes. "And you come with us, " he finishes. From her side of the booth, Rogue's eyes smolder at her partner. She'd object, but the rule of the game is, "You don't let personal caca get in the way of business". When Johnny pulled out his wallet, as far as Santiago was concerned, it became business.

"Done" says Johnny. He is reaching out across the table to match grips with the big Nomad when one long shadow falls over the table, then another. "Ah, Mister Silverhand," the bigger shadow says, leaning close. You can see red LED light scrolling behind his optics, forming crosshairs as he brings the smartgun up.

Rogue reacts, her chipped reflexes kicking into overdrive. Her hand is a blur as it stabs up off the table, the bunched knuckles smashing the Solo's nose back into his face. He's dead before he hits the floor, but spasmed muscles tighten on the trigger of the big Beretta. There's a deafening BOOM! in a very small space, but Johnny's boosted reflexes have already thrown him up and over. There's a scream as the slug rips through the back of the booth and blows through the chest of a Corp sitting on the other side of the thin wall. Rogue's other hand fires the silenced Auto mag from under the table, ripping the smaller solo in half.

Santiago rolls, hitting the floor. Over by the bar, three figures in armorjackets stand up, weapons in hand; Santiago's MAC 10 hammers a short burst. The figures go flat; one staggers back into the window and falls through in a shattering sound like a hundred dropped chandeliers. Thompson brings up the FN-FAL with studied nonchalance, covering the two remaining, prone figures. "Gotcha," he says.

Johnny hits the bar floor; gun high and eyes scanning the corners. Patrons keep their hands away from weapons-every-one plays cool. The disemboweled Solo on the floor whimpers. Back to back, the four of them edge out of the bar.

RUNAWAY

"We are seriously tagged." gasps Rogue as they hit the sidewalk. "They must have tracked my Trauma Card," grunts Thompson. "Guess they wanted to finish the job. You know some nice people, Rocker." They reach the Porsche just in time to see the shadow of an unmarked AV-4 sweep over it. Garbage, oil, and filthy water explode into steam as the jet exhausts hit the pavement., Rogue is already down, drawing a bead on the cockpit with her .44. Above her head, Santiago's MAC 10 roars in deafening staccatto. The tiny red spot of her laser scope pinpoints the AV-4 pilot's forehead, even as she sees the minigun sweep around towards them. She's not going to make it. The canopy's got to be armored. She doesn't even have

time to watch her life flash before her eyes. Then the laserdot is eclipsed by a screaming WHHHHHOOOOOMMMMPPP! as something slams into the AV-4. The entire canopy--the entire front of the aircraft-- bells out in a horrible slow-mo inferno--a rancid smell of hot metal, melted plastic and seared flesh gusts against her as the AV tilts to one side and drunkenly impacts the street. A fireball shatters the night. "Love those grenade launchers, " smirks Thompson, lowering his steaming FN-FAL. Santiago's MAC 10 hammers a short burst. The figures go flat; one staggers back into the window and falls through in a shattering sound like a hundred dropped chandeliers.

"We gotta get out of here," grits Johnny from behind a parked car. Rogue looks into his eyes--she can see the faint red etching of a targeting pattern flickering in their pale depths. "Right," she says, already up and moving. Her breath catches ragged in her throat as they run back into the shadows. Santiago takes point; he knows all the best boltholes in the area. Thompson is next, the big FN-FAL sweeping their way like a flashlight. Johnny keeps his H&K close to his body; his nerves are tingling with booster effects; he's running like he's on speed. Alleyways streak by as blurs--he compensates his time sense. Rogue is covering the rear, and he can hear her breathing behind him. He says over his shoulder to the breathing dark shadow, "I'm sorry, Rache." Her voice is flat. "Never call me that," she says. "Never again." He keeps running. "Okay," he says finally. "fair enough." She stops running. She says, "Why Johnny? Why now? Couldn't you have gotten anyone else?" She can hear him slow ahead of her. He says, "I needed the best. And you're still the best, Rogue."

The best. Damn him.

ALT

She wakes with her mouth full of cotton wool. She's smart enough to keep her eyes closed; to stifle any urge to scream. Boosterboys like it when you scream. They like it so much, they'll do anything to make you scream over and over again.

Alt silently triggers commands to red line her senses to maximum. She's relieved to find herself still clothed and relatively unharmed. Not typical Booster, but she won't complain. Her enhanced hearing picks up breathing nearby; the click of glasses and ice, computer terminals. Definitely not Boosters. Alt takes a chance and opens her eyes, spits out the gag.

A slender, Asian-looking man is watching her. Neat, well-tailored suit. A glass of real Scotch in one hand, which he offers towards her. "Welcome, Ms. Cunningham", he says, his mouth smiling and his eyes frozen. "I am Toshiro." He gestures towards another man; a hulking presence lounging by the bar. "This is Akira", he says.

Alt sits up slowly, cautiously, her boosted senses giving her clues. The comforting weight of her plastic autogun is missing. But she still has her cybered arm. "Can I get a drink of that?" she says, gesturing towards the glass in Toshiro's hand. "Certainly" he says. A gesture to Akira, and the hulk turns obediently to mix a drink. Alt is surprised at the grace of the big man's hands. He moves like an athlete. He moves like a professional killer. Akira brings her the drink, and Alt doesn't even think about making a break for it.

"Thanks." The drink cools the pounding flame in her head.

"Certainly. It is the least we can do for a promising new associate."

Bingo! she thinks. She's been grabbed by corporate headhunters. Fine. Great. She can deal with it. Just learn the rules, play the game, and go to work. After a week, it'll be just like checking into work at the ITS offices. "So ... " she says cautiously. "What kind of work do you have lined up for your new ... um ...

employee?"

Toshiro leans forward, setting the drink down on the couch. He says, "So." He says, smiling, "Ms. Cunningham. I wish you to tell me all about the program you call ... Soullkiller."

Her blood freezes like a silenced scream

A GATHERING OF HOSTS

Johnny, Santiago, Thompson and Rogue. They are perched two hundred feet in the air on a rusting hundred fire escape. From their vantage point on the blackened brick side of the old Mark Luxor Hilton they can see ten blocks in any direction. Rogue's eyes are switched to infrared, scanning for AV's and airogyros. Johnny is watching the street below. Thompson is scanning the radio chatter and Santiago is talking. "We go in," he says. It's been two hours since the firefight. "Fair enough, " replies Rogue. "But we do it ASAP." Santiago grins. "You got a reason?" "Getting shot at always pisses me off," she grins back. "Besides, I figure they're combing the Street right now, looking for us. They'll expect us to be trying to ditch them-they'll be putting their best out to find us. Meanwhile, the second stringers are guarding the offices." "How you figure they're holding her in the Arasaka office complex?" says Johnny. The Hand is in standby mode, running a test routine. Servos click and whirr and silver fingers spasm and flex of their own volition.

Thompson speaks up. "Makes sense. The only mainframe big enough to run Soullkiller is in the main Arasaka building. Either that, or in Tokyo. We're not a big enough problem to rate flying her all the way back to Japan."

"Thanks."

"So this means we've gotta punch into the main offices of the most rabidly paranoid security company in the universe." considers Santiago. "Homeboy, you pick some great places to lose your women."

"Stuff it," cuts in Rogue."Here's the plan."

INTERFACE THE MUSIC

Headfirst in the Net, Alt weaves magic. They've studded her into the Arasaka mainframe, given her room to run, hemmed in only by three Arasaka netrunners who watch her every move. Her body lies comatose on a contour couch, linked by cables to a cybermodem. She's pulling down subroutines, crunching the compilers, getting comfy with the CPU's. From memory and notes, she's recreating Soullkiller, the eater of minds. Soullkiller is a stationary program, locked to a part of the system architecture. The challenge Toshiro has given her is to give it movement--the ability to navigate the Net on it's own

It's a subtle problem--navigation data and decision subroutines take up a huge amount of memory; the reason free roaming programs are so limited in scope. Soullkiller already eats a lot of megabytes, to make it free running will take more memory than any normal computer can handle. The problem excites her professionalism even as the creat~on revolts her humanity. God, they know her so well. The original Soullkiller started as a matrix to contain artificial personalities. She'd studied the concept, worked out the parameters for creating a storage matrix. She'd been fascinated and awed to discover that the same matrix could contain living engrams; transfer them from computer to body and even back again. It was immortality. ITS had taken it from her to build a killer. And she hadn't known how to stop them. Now Alt looks over her options. If she doesn't build Arasaka's monster, they'll torture or kill her. If she builds their horror, they'll keep her alive. But. But once it's built, they'll put her into it

WAR PARTY

A plan hinges on strange elements. Rogue leaves their motel bolthole at nine. She moves fast, travels light,

moving from place to place. Here, she picks up five pounds of plastic explosives; there, flash-bombs, timers and tripwires. Santiago covers her. He picks up more explosives, a combat assault cyberdeck, and a long, bulky black sniper rifle. Johnny's on the cellular, working the connections. He pulls his bandmates in from around the City, carefully dodging the phone taps, shadowers and snoops. He sets the time and place and the gig is on. Thompson is on the Street, working hard. A phone call here, a tip to the screamsheets there. A Fixer picks up a little euro on the side, and passes the word down. By ten a.m., the Street knows there's going to be a party. By noon, the word is all over the Street-the band is Samurai, the time is sundown, and the Smash is free. By one, the Street knows the party is going to be on the edge of town at Industrial Park. Arasaka's twenty two story office compound faces Industrial Park. Like a single, hungry thing, the mob converges.

SORCEROR'S APPRENTICE

7:29 p.m. The twisting construct spins, a blazing pillar of white fire, sparkshowers of stars. A glowing DNA chain, a whirling dervish takes shape and form, in the construct reality of the interface, towering above her, looming like fear itself. Dazzling, it exudes the palpable scent of terror. It speaks in a voice like crystal, and momentarily Alt's breath is taken by it's perfect, murderous beauty. "I am." it sings triumphantly to the cold stars. "I am your Controller." Alt replies. "You will follow my commands." A slight hesitation in her voice. "As always," it says, as though doubt had never existed in the universe. "What is your bidding, Mistress?" Alt lets out a long, exhausted breath. She's gotten the Controller override past her watchdogs. Now she has a chance. "This is what I want you to do," she begins

PARTY HARD

Seicho Harada is second in command of Security for the Arasaka complex at Industrial Park. Seicho is afraid. Since early after-noon, the people have been pouring into the large, grassy park opposite his guard position; at first a trickle, then a stream, then a torrent. He can't figure it out. They don't do things like this in Tokyo. In Tokyo, people are consistent. They make sense. Here, people are animals. He thinks about calling the City Cops, but that would reflect badly on Arasaka. The world's largest security corporation calling for help? What a loss of face. But there are six thousand people crammed into the tableau in front of him.

Up on the makeshift stage, acting as though invulnerable, struts Johnny Silverhand, working the crowd up. Seicho wants him. He wants him dead. But Silverhand might as well be on Luna as far as Arasaka is concerned. A single gunshot could trigger a riot of unbelievable proportions. Seicho can feel the tension building. So can Johnny. An invisible thread binds them as adversaries, eye to eye over a battlefield of unwitting bodies.

*Can you feel it
Can you touch it
Get ready cause here we go
Can you feel it
Can you touch it
Get ready cause here we go*

*My soul inserted with vital force
Won't spare what I'm hunting for
It's the animal in my blood
Wouldn't stop it even if I could*

Johnny smiles. He's got them, so far. The crowd is paranoid-they expect to be thrown out at any minute. He's been pumping them for the last hour with chromatic and metal rock, getting them edgy and irritable; in a party mood to scream and shout, kick some tail. The first uniformed bozo who interrupts their party

is going to get himself hosed.
Suits run when I come undone
Can't kill me I'm zeroes and ones
Add justice to the peoples math
Blaze way down the rebel path

Hear my call - I'm chippin' in
Total war - I'm chippin' in
Casings fall - I'm chippin' in
Kill them all
Not backing down, never backing down

It's like driving the freeway at two hundred miles per hour. The crowd swells and breathes as the first verse goes down, taking on the cohesiveness of a living thing. The bass player picks up the back beat and the two of them slam into the next turn of the song, dragging the crowd with them.

Can you feel it
Can you touch it
Get ready cause here we go
Can you feel it
Can you touch it
Get ready cause here we go

Johnny's eyes scan the perimeter of the park. To one edge, he can see Santiago in position on the rooftop opposite of the Arasaka complex. Deep in the crowd, Thompson and Rogue are poised, ready to make the break. All he has to do is give them the chance; the diversion. All he has to do is turn around and lead six thousand people right into a wall of weapons.

Seed is sown - I'm chippin' in
Roll the bones - I'm chippin' in
Embed that code - I'm chippin' in
Mayhem flows
Not backing down, never backing down
Not backing down, yeah

Can you feel it
Can you touch it
Get ready cause here we go
Can you feel it
Can you touch it
Get ready cause here we go, yeah

The moment freezes, hanging in air like a death. Punching his battered Telecaster over to "remote", Johnny leaps off the stage, pushing his way through the crowd. His voice holds solid over the radio mike; powerful, pleading, entreating, seducing, and the huge crowd turns with him; surges around him, swallows him. It's knife edge balanced-six thousand people teetering on the edge, chanting, singing. At the perimeter of the park, Arasaka police stand guard nervously, their eyes riveted on the mob. Silverhand starts towards them, and they choke on the decision-twenty guards facing down a wall of humanity, centered on one man whose voice holds them, binds them. An assault rifle comes up, and the crowd, like an irritable dog, notices the small army facing them down. The scene is set; the guards distracted, and on the rooftop, Santiago takes aim...

Then it goes wrong. One of the faceless guards loses his nerve. The staccato sound of gunfire splits the air. But Johnny is already gone, faded back into a mob that howls like a wounded thing, then surges forward, shattering like surf against armored bodies, lobby doors, massed vehicles, guns. Screams. Gunfire. The strobe flash of the mob tearing a guard apart with vampire teeth, and ripper claws. The sound of a sniper rifle high above the melee, as Santiago methodically picks out guards and blows them away with his Walther WA-2000 rifle. The lobby doors explode inwards as six thousand bodies slam against them. Rogue is already in-in when Santiago took out the pair of guards by the main doors. She's on the floor and rolling, a fast dazzle bomb palmed over the top of the security desk to fry the optics of the monitor team, followed by a frag grenade a second later. The deafening explosion goes unnoticed in the typhoon roar of the mob. Thompson's right behind her, his video rig and FN-FAL sweeping everything in his path. Both wear armor jacks with the colors of the infamous Iron Sights boostergang, a known Arasaka hit group.

Rogue skids around the corner towards the elevator bank, moments ahead of the crowd. Rapidly, she opens each car, spraypaints the monitor lens, punches a destination, then ducks out. The last car in line, she places a shaped charge explosive on the ceiling, wired to a microtransmitter. This one she sends to the twenty-second floor; the executive office suites. Then the rampaging mob hits and carries her along in the swell. She's on the floor and rolling, a fast dazzle bomb palmed over the top of the security desk to fry the optics of the monitor team, followed by a frag grenade a second later. Thompson is waiting for her by the stairwell. Moments later, Johnny shows up wearing an Arasaka company jacket he's pulled off a guard's body. The name tag reads *Harada*.

OPTIONS

Akira turns from the security board. "It has started," he announces. "Instructions, Toshiro-sama?" Toshiro considers. It was a masterstroke for Silverhand to raise a literal army of fans against him. Toshiro is check-mated---Arasaka cannot gun down the crowd with impunity. But he does have options.

He turns to Akira. "Send teams to the elevators. Guard the top and bottom of the stairwells, and kill anything in the elevator cars." He looks over at Alt's dormant form. "We have the program," he says. "If we do not have her body, there is no evidence."

Seemingly oblivious, the plugged in Alt permits herself a brief smile. A lot he knows.

• • •

Elevators chime open on floors ten, eighteen and five. The fire teams on ten and eighteen throw a hail of lead through the doors. The elevators are empty. The team on five is warned, and opens the doors with greater caution. Empty. "It's a trick!" shouts the team leader. "To the stairwell!" On floor six, a panting Johnny and Thompson reach the stairwell landing, crack open the fire doors and scout the hall. They can hear other doors slamming open as the fire teams converge; they bolt for the elevator bank. Prying the doors open, they can see the top of the car on floor five. They drop down to it's top. Thompson howires the motor, and they start up. Rogue can hear running feet behind her. She pauses from her vantage point on floor seven and fires a quick burst down the stairwell. How much time? she thinks. She judges the breathing and the heavy booted tread, and punches six seconds on the timer, then rolls out of the seventh floor fire door. She is halfway down the hall when the first of the charges go off, collapsing the stairwell in on itself and burying the pursuing fire teams. Jamming open the elevator doors with her gun butt, she drops down onto the rising car.

• • •

"Hold her", says Toshiro. Dimly, through the interface, Alt can feel Akira's hands pressing her into the seat. She struggles as the techs strip her plug guards off and hold her wrists. "Can the program be run?" Toshiro demands. His techs nod. Helpless in the grip of the interface, Alt can only sense Toshiro jacking himself into

the cyberdeck, giving the command to RUN.

Then her mind is ripped away.

• • •

The elevator streaks upwards, the shaft echoing to either side. They can hear explosions; the sound of running feet, the hammer of machinegun fire. They pass the burned out husks of the cars on floors ten and eighteen. At the twentieth floor, the elevator starts to slow. Just above them, they can see the bottom of the express elevator on the twenty second. She is halfway down the hall when the first of the charges go off, collapsing the stairwell in on itself and burying the pursuing fire teams. "Duck and cover!" yells Rogue. She taps the transmitter button on her collar and the world blows up.

ANGEL HEAVEN

She floats naked in a sea of stars. Around her swirls the matrix of Soukiller, towering into measureless space. Alt reaches out with her enhanced mentality, shaping and forming. A brief flare of thought, and Soul killer sucks away the minds of her three guardian techs, letting their bodies drop.

From the mind of the head techie, she pulls out the access codes to the mainframe's inner levels. She strips the memory of data, downloading it to her hidden files through-out the Net. Twenty million dollars vanishes from Accounting, to reappear in a subaccount under her name. Pulling Toshio's signature from his checking account file, she signs his name with a flourish.

Using the access codes, she activates the room monitor. She can see the three techs slumped senseless in their chairs; her own unconscious body limply sprawled across the central console. Akira moves towards it Alt triggers the room lasers and cuts him in two; his body hits the floor with a steaming thud.

Toshio's eyes widen in shock, then narrow as he realizes what has happened. "Congratulations, Ms. Cunningham," he says with mock formality. "It seems you have found a way to escape your demise."

"You *zaibatsu* bastard," she says through the interface, a tiny voice in his ear. "You're going to sit right here with your hands on the table, where I can watch them. You move, and you're laser meat." She tracks the defense system onto him, locking it to fire at the slightest position change. Then she turns back into the Soukiller construct, wrapping it's power around her, gathering herself to transfer back into her body.

The room staggers; lurches, as five pounds of plastique explosive slams through the ceiling of the elevator, creating an instant fireball. The lasers go wild; spilling a maze of ruby light in every direction. Toshio throws himself flat, toppling the cyberdeck and breaking Alt's connections. She flails wildly with the Construct-too little, too late.

Three figures burst into the room, smartguns laying down a pattern of fire though the maelstrom. IR suppressed, enhanced vision on, Johnny spots Alt's still form slumped over a contour couch. He bends down to her, taking her in his arms, trembling. Pain? Rage? Who can tell? Across the room, Rogue looks away.

"Well, well, well," says Thompson, striding across the wrecked room towards the corporate head. "What do we have here? Looks like kidnapping and maybe murder. They're going to put you away for a long, long time, Toshio-chan." His green cyberoptic winks bright as he transmits live and direct to his news net; his head swivels right to left with practiced ease as he subvocalizes the opening to his story; the story he will use to break Arasaka in Night City.

Johnny stares a long time at Alt's almost lifeless body. There is a feeble pulse. But Alt-Alt is gone; lost in

the machine; trapped behind crystal. Lost forever. Gone.

He stands away from the couch. "Cut transmission, " he says to Thompson. The green cyberoptic goes dark. Silverhand's own eyes are featureless white marbles. The Hand convulses in fury by his side, locking onto the H&K in it's lowslung hip rig. The metal fingers lock to the butt, scrabble-clicking along the parkerized grip.

He just doesn't care anymore. He's dead inside. To hell with it.

Silverhand raises the big black gun. A red pinpoint centers on Toshiro's forehead. "Bang." says Johnny. The Hand convulses.

"Bang" says the gun.

Silverhand turns to gather up her still warm body in his arms. Behind the wall of monitors, a disembodied Alt screams to him.

But he can't hear her as he walks away.

CHAPTER TWO: THE VIEW FROM THE EDGE

**"I'm not a man /or a machine.
I'm just something in between.
I'm all love / a dynamo
So push the button and let me go."**

Lovin' Every Minute of It
1984 Zomba Enterprises Inc. (ASCAP)

So you wanna be a Cyberpunk? Or maybe just look like one?

Before you pitch off your sleepmat and jump in, there's a few things we need to tell you.

First of all, the name. Cyberpunk comes from two words. Cyber—from the term cybernetic, or a fusion of flesh and machine technology. Punk—from an early 1980's rock music style that epitomized violence, rebellion and social action in a nihilistic way. The term was popularized in the Pre-Collapse days by a group of writers who specialized in writing science fiction with this kind of techno-melange. Their works featured a streamlined blend of rock, pop, sex, drugs and the highest, hippest technology—usually grafted onto your body somewhere. The archetypical cyberpunk heroes of the 80's ranged from technobarbarians roaming a Postholocaust world, to cyberchipped jet setters with designer bodies.

Of course, from our enlightened viewpoint here in the Time of the Red, this all looks pretty dated. After all, you probably accessed this article from your personal database 'comp. You used a Kamakura 19 interface cable with a direct link from your head jacks. You're used to hardwiring into appliances to make coffee, "studding" into the 'Benz to drive down to the corner store. But understand—in 1987, this was all considered pretty visionary stuff. No one had plugs. You couldn't dial anyone on your Agent. Designer drugs were illegal. You could walk down most city streets without an armor jacket. There wasn't even a Net. Not that there is anymore, but they didn't even have the *idea* back then.

THE CRASH OF 1994

Now we know better. History books can tell you in detail about the Crash of 1994, when the Euro-Combines established the World Stock Exchange and the economies of the United States and Old Sov Russia collapsed.

In those days, both were ranked as superpowers, instead of a couple of overarmed second-raters waving nuclear weapons around under the watchful eye of the EuroSpace Defense Agency. So far, the Tycho massdrivers are still ready to throw rocks at Moscow and Washington, so we'll probably avoid having the nuclear war everyone's been expecting since 1944. After all, rocks are cheap.

And so far, the Corps have only used one nuke.

THE 4TH CORP WAR AND THE FALL OF NIGHT CITY

Now, of course, a couple years back, everything was more or less run by the Corporations, which were pretty much governments in themselves. But then, there was a huge and very ugly war between two of the biggest megacorps--Arasaka Security and Militech Arms--that ended with one of the sides popping off a pocket nuke in the middle of downtown Night City. So you can see how *that* ended up.

WHAT WE MISS

For all of the wartime uglies, you can still go anywhere on one passport—one worldism at its best. After all, with borders shattering and the world governments in constant flux, who's gonna stop you? What currencies still exist are stabilized to each other, and the Eurodollar is still the world currency. Hardly anyone complains anymore about Corporate Lifetime Contracts or the abolition of unions; in these unstable times, they even miss them. It's the price of living in a stable, safe society, right?

LIFE ON THE STREET

After all, you could be living in the Street. Sixteen people to an apartment, sharing ration chips every week to buy food, with eight thousand apartments per city block in the new Megabuildings? Sure, it isn't the best life, what with the boostergangs roaming the volumetric and the major-league crime problems, but it beats actually being on the Street. At least the mega-arcologies have cops (okay, rented Corporate cops, but it's easier than fronting the euro for your own personal Solo!). Besides, the media-nets make sure that every apartment has direct cable access to TV, radio and sensory feed, so there's always something to do on a Saturday night.

Where were we?

Oh yeah—you wanted to be a Cyberpunk.

CYBERPUNK *WAS* CLOSER THAN THEY THOUGHT

Here's more background for you to think over. When the grand old Masters of the Movement first started writing the cyberpunk genre, they assumed that most of the things they wrote about would either never happen or would happen in the far future. No one knew that the West Germans were already developing "organic" circuitry in the late 1980's, or that the United States Air Force was developing mentally controlled weapons systems. Synthetic myomar muscle fibers were just starting to be used to control prosthetics, and very few people could project ahead into the 1990's when organic chipped arms and legs would be possible. There were a few primitive experiments with bio-engineering—things like Frostban™ and a few new types of corn—nothing like the bio-engineered animals that we used to (unsuccessfully) terraform the Martian colonies.

It took about fifteen years for the new-tech to catch up with the vision. First, the military started using cybertechnology to create "perfect soldiers" and pilots. Some of the spin-off led to prosthetic limbs, eyes and other body parts. Organic circuitry led to direct hookups between men and computers. Combined with advanced telecommunications technology and satellite down-links, the basis for the once planet-wide Net (now wrecked thanks to the War and the R.A.B.I.D.S), was established. As each new technological advancement slammed into place, a sort of cultural **technoshock** set in.

TECHNOSHOCK

Technoshock: When technology outstrips people's ability to comprehend or fit it into their lives. Suddenly, people freak out. They get irrational; violent. Families shatter; relationships tear apart. People feel

helpless in the face of the Universe. Eventually, the whole society grinds to a halt, the victim of a mass psychosis. That's what we now call the Collapse.

There were three major responses to technoshock. The vast majority of people, their lives uprooted and changed by the advancements, sat passively waiting for their leaders to tell them what to do next. One smaller group tried to turn back the clock, founding the basis for what we call the **Neo-Luddite** movement. The remaining group—they decided to hit the future head on. With the old 1980's visionary writings as their guide, they established the movement we now call **Cyberpunk**.

SO WELCOME TO THE DARK FUTURE

Okay, so now you're ready.

As a cyberpunk, you grab technology by the throat and hang on. You're not afraid to check out the newest in "enhancements", cybertech and bioengineering. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes. biochip programs in your brain. You become the car you drive, the aerodyne you fly, the guns you shoot. You dive headfirst into computer systems, using your mind to hurtle at lightspeed all over the new networks of microNets, Data Fortresses and Artificial Intelligences. With cyborged fingers you pick computer locks; with enhanced senses, you see into the Future.

Cyberpunk is also an attitude. You wear the most "in" clothes, know the right people, and follow the right crowds. You plan your crimes in the most select clubs and bars; your enemies are Corporate armies, cyborg bike gangs, power-armored assassins and computer-wired netrunners. Your weapons are nerve, street-smarts, bravado and the Minami 10 smartgun on your hip.

Are you ready now? Of course you are. You can't wait.

Now you're Cyberpunk.

A QUICK TABLETOP ROLEPLAYING GAME PRIMER

If this is your first tabletop roleplaying game, relax; roleplaying games aren't nearly as mysterious as you may have thought. This is just a structured form of make-believe play acting, rather like when you played Cops & Robbers (or Rebels and Empire) as a kid. The focus is on verbal description and storytelling, with Players describing what they do rather than acting it out.

(For the rest of you, you probably may want to skip this part and read ahead. Not everyone is a experienced player who started in 1997 with a 170th level Cleric/Ninja/Solo carrying a screaming energy blade taken from a demigod you defeated in a previous game. Skip ahead; we gotta get the new players up to speed, okay?)

WHAT DID ALL THAT MEAN AND HOW DOES IT WORK?

Well, let's show you.

A Typical Roleplaying Session

Mike, Bruce, Dave and Lisa have gathered together for a roleplaying session (also known as a "run"). They find a comfortable place in Mike's living room, with enough space for some books, some dice, and a few favorite types of party food (a staple of a good roleplaying session).

As Game Master, Mike starts off the session by proposing the situation and describing the scene. He begins: "The three of you have just entered Night City. It's about nine at night, and the dark, windy urban streets are slick with the recent rain and the filth of years of slum living. Weak moonlight casts long shadows as

you make your way past street beggars and the occasional booster ganger looking for an easy target.

Bruce has decided to play the role of a Solo, a tough mercenary adventurer named Gron Helstrom. He thinks about the type of character he is playing and decides that someone like Gron would be looking for action. He says, "Gron grabs the nearest street thug by the lapels of his cheap outfit and growls, 'Where's the nearest bar?'"

Dave has decided to play the role of a Lawman; Jord Mattersly, a clever would-be detective and delver into mysteries—the more bizarre the better. Jord's a thinker, not a fighter, so Dave tries another tack—"Jord pulls Gron's hands off the thug's collar and says 'Excuse my friend's enthusiasm. We're just looking for a place with strong drink and some quiet socializing...'"

Lisa is playing the role of Spyder, a cunning Netrunner/Hacker thief with a bit of Robin Hood in her background. As a natural paranoid, she's scanning the locals around the group. "What does Spyder see in the crowd?"

As GM, Mike thinks about it. It's night, in a bad section of town, and Gron's just roughed up one of the locals. He says, "Well, Spyder sees three large figures moving silently out of the shadows. The moonlight glints off of drawn weapons and cyberware as they approach you..."

Lisa thinks about it, then says, "Can I use my Interface Skill to take control of any local automated defenses?"

Mike responds, "It will take time to Scan for something, and the boosters are coming on fast. " "Spyder turns to Gron and Jord," says Lisa, catching on fast. There isn't going to be an easy way out of this one. Gron's just gotten them tagged on the Street and there's going to be blood tonight.

"Hey people, we have a problem coming up..."

WHAT IS A CHARACTER?

Most of you are going to use these rules to play Characters (aka Player Characters or PCs), personas you control that exist in this fictional universe of 2045. This book is set up to give you a clear idea of how your Characters think and act and how they work within the rules (see pg.XX).

A character is a role that you will be playing in the loose, impromptu play that makes up a roleplaying session. For example, if your roleplaying group were staging a recreation of the movie *Blade Runner*, *Rick Deckard* would be one of the characters. Much like Harrison Ford, the person playing Rick in this adventure would try to act out what they thought the character would be doing in each scene of the "movie".

DO I HAVE TO DRESS UP OR SOMETHING?

Not really. Although there is a specific style of roleplaying game called a LARP (or Live Action Role Play, where people *do* dress up), most games are played by sitting around a table, imagining the scene described by the GM, and then acting out what you think your character would do in that situation. You don't have to dress in costume, wave around plastic weapons or (God help us!) run around in the steam tunnels at midnight. In fact, one of the best games we've ever heard about was being played by a bunch of U.S. Army guys stuck in a slit trench in Iraq. Yeah, you could say they were dressed appropriately (guns, gear, armor) but you won't have to go that far.

WHAT IS THE GAME MASTER (ALSO CALLED A REFEREE)?

One of you will take on the role of the Game master (or Referee): the person who presents the story plot to the Players, controls any Characters not controlled by the Players (called Non-Player Characters or NPCs), and applies and arbitrates the rules of the game. The GM must have a firm grasp of the rules and the fictional background in which the game is set. It's the most demanding position in terms of energy and imagination, a lot like directing a film when you can't control all the actors, but it can be immensely satisfying as well. The GM uses the background of the game world to devise plots into which they place the Players' Characters (or uses published adventures, several of which are included in this set). They describe the situation to the players as their Characters would know it, and the Players describe what their Characters are doing to respond to the situation. The plot generally flows from there, with the GM presenting obstacles, NPCs, and other elements in story form as the Players continually decide what their Characters will do. And so the Players and GM create a story together.

HOW DO I GM?

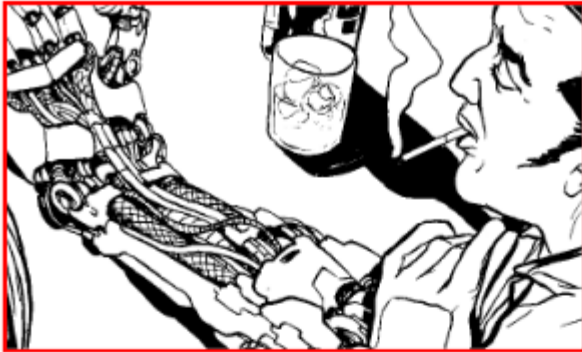
The best way is through trying it yourself. We have provided some examples of how rules are incorporated into game play in the many sidebars throughout this rulebook. The most important part is to be a good storyteller—to try and vividly describe the world you are guiding people through, and to pose problems or situations that will challenge your players to do their best. Challenge them, but don't squash them. Almost as important is the need for the GM to be an impartial judge of the rules and effects of the game on their players. Remember; if you aren't interesting and you aren't fair, no one's going to want to star in your "movie." Good luck!

HOW DO THE RULES FIT IN?

Many situations will come up in the course of a game that require more than common sense to resolve. For example, if you've never been in a firefight, it might be hard to judge how things would happen in one. The rules give you a way to play out those situations in a fair and consistent manner. When the outcome

of an event is in question, you roll dice (Cyberpunk Red uses ten-sided called d10s and six-sided dice called d6s), and the result of the roll helps you determine what happens. Then the GM generally applies the rules and results as required.

Okay, that should give you a handle on the basic concepts; now get on with the game!



CYBERNETICS
PG.IX

MEGACORPS
PG.IX



STREETSLANG : SOME COMMON TERMS IN THE TIME OF THE RED

Time of the Red: a slang term for the period from 2023 to the late 2040's, taken from the red skies common throughout the world as an aftereffect of the Fourth Corporate War.

Ay-Vee: Common slang for an aerodyne; a automobile like vehicle powered by ducted jet fans.

AI: Artificial Intelligence; a computer with full self awareness.

Bonanza: The location of a big score or abandoned corporate facility.

Booster: Any member of a gang that affects cyberwear, leather clothing and random violence.

Combat drugs: Any one of a series of designer drugs created to increase speed, stamina and reflexes.

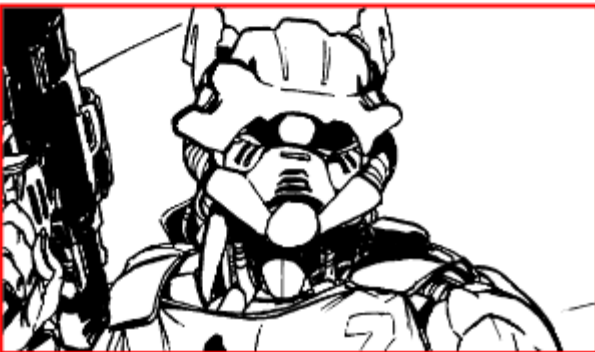
Chilled: To be cool; to be together.

Chip: Any type of data recording, usually in the form of small colored slivers of plastic.



**ADVANCED
TRANSPORTATION**
PG.IX

**VIRTUAL
NETSPACE**
PG.IX



Chippin' In: To buy cyberwear for the first time. To cast your lot with a group. To connect with a machine.

Chombatta (Choomba): Neo-Afro American slang for friend, family member.

CHOOH² ("choo") Street slang for alcohol, as used in vehicle power plants. The vast majority of vehicles in the Time of the Red are fueled by an advanced form of alcohol with a higher burning temperature than normal methanol.

Chromer: 21st century heavy metal rock fan. See also Chromatic rock.

Chromatic Rock: A type of heavy metal characterized by heavy electronics, simple rhythms and violent lyrics.

Cybered Up: To get as much cyberwear implanted as possible before go over the Edge.

DataTerm: A streetcorner information machine, with a screen, Net inputs, and keyboard.

'Dorphs: Streetslang for synthetic endorphins, a designer drug that increases healing powers, limits fatigue, and produces a "rush" similar to a second wind.

Exotic: A human biosculpted with non-human elements; fur, long ears, fangs, etc.

The Face: The Interface. Jacking into Cyberspace.

Flatline: To kill. A dead person or thing.

Go LEO: To make the trip into low Earth Orbit; i.e., to visit one of the inner space stations.

Gyro: Small one or two man helicopters, used mostly in police work and Corporate strike operations.

Handle: A nickname; a working name you are known by on the Street.

Hydro: Streetslang for hydrogen fuel, used to power a sizable number of vehicles in the 2000's.

Input/Output: A mechanistic term for a casual lover.

Keyboard: Streetslang for a computer interface deck with manual keys. Also a terminal.

Mainline: A term for your partner in a serious, long-term relationship.

Midnight Market: Top secret, temporary marketplaces put up by high level fixers to sell highly illegal goods. Powerful members of the criminal underworld often hold their meetings in private rooms in a Midnight Market.

Netrun: To interface with a cyberspace system and hack into it's programs and controls. Used to refer to also running the global Network until the advent of the 4th Corp War.

Night Market: Off-the-grid, temporary markeplaces set up by groups of fixers with solid connections. In the Time of the Red a Night Market is the best place to find new cyberware and gear.

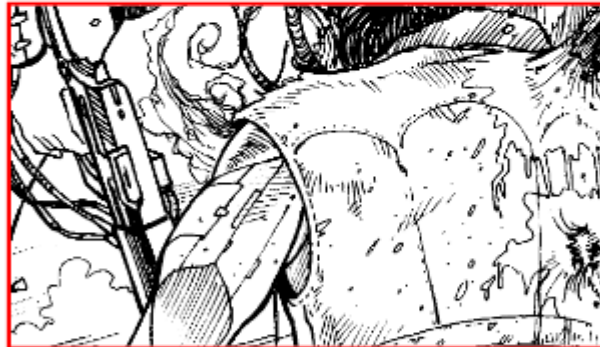
Polymer One Shot: Any cheap plastic pistol, usually in the 5 to 6mm range.

Posergang: Any group whose members all affect a specific look, style or bodysculpt job.

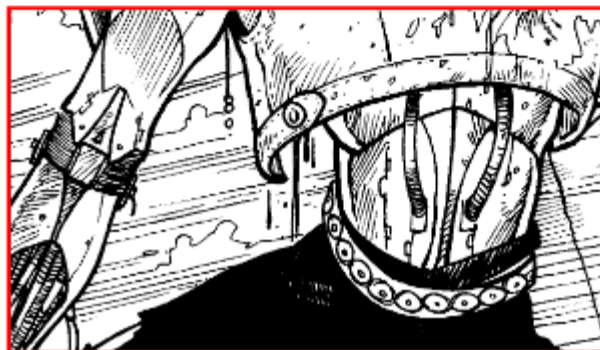
ADVANCED
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R.A.B.I.D.S: A particularly deadly form of black ICE spread throughout the Old Net after the death of their creator, Netrunning Legend Rache Bartmoss.

Ripperdoc: A surgeon specializing in implanting illegal cyberwear.

Ronin: A freelance assassin or mercenary. Usually considered to be untrustworthy.

Samurai: A corporate assassin or mercenary, hired to protect Corporation property or make strikes against other Corporate holdings.

Slammit On: To get violent; to attack someone without reason.

The Street: Wherever you live, late at night. Also the Subculture; the Underground.

Stuffit: To have sex. Also; to forget about something



RAMPANT VIOLENCE
PG.XX



MASSIVE CORRUPTION



ECOCOLLAPSE

CHAPTER THREE: SOUL AND THE NEW MACHINE

The Cyberpunk world is a violent, dangerous place, filled with people who'd love to rip your arms off and eat them. The traditional concepts of good and evil have been replaced by the values of expedience--you do what you have to survive.

A NEW TIME, A BAD TIME, A RED TIME

This is especially true in the Time of The Red, when a massive war between mega corporations and an atomic bombing have ravaged what little vestiges of civilization that would be familiar to people in society today.

IT'S *ALWAYS* PERSONAL

The rule is It's ALWAYS PERSONAL. Survival is a personal thing and the hallmark of these dark times. But there's a wider aspect to that--you look to your friends, team, family or clan first. If you can do some good along the way, great. But don't count on it.

Cyberpunk characters are survivors in a tough, grim world, faced with life and death choices. How they make these choices will have a lot to do with whether they end up as vicious animals roaming a ruined world, or retain something of their basic humanity. Cyberpunk characters are the heroes of a bad situation, working to make it better (or at least survivable) whenever they can.

Whether it takes committing crimes, defying authority or even outright revolution, the quintessential Cyberpunk character is a rebel with a cause.

"Always take it to the Edge. It's the Cyberpunk way."

-The late Johnny Silverhand

AS A CYBERPUNK PLAYER

As a Cyberpunk roleplayer, it's up to you to find that cause and go to the wall with it. This is the essence of Cyberpunk- playing your character with the proper disaffected, cynical-yet-idealistic style. Whether you're a biker with leathered skin and metal claws, or a debutante in satin sporting the latest in designer cyberoptics, you're going to need a certain panache-a certain flair, in portraying yourself. To achieve the essence of the 2000's, you need to master three concepts:

1) STYLE OVER SUBSTANCE

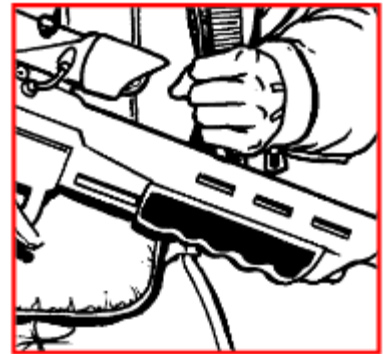
It doesn't matter how well you do some-thing, as long as you look good doing it. If you're going to blow it, make sure you look like you planned it that way. Normally, clothes and looks don't matter in an ad-venture-in this world, having a leather armor jacket and mirrorshades is a serious consideration.

2) ATTITUDE IS EVERYTHING

It's truth. Think dangerous; be dangerous. Think weak; be weak. Remember, every-one in the 2000's is carrying lots of lethal hardware and this side of the Postholocaust. Each character in this world is playing a Role-a face that person projects to the outside world as the real thing. They won't be impressed by your new H&K smartgun unless you swagger into the club looking like you know how to use it-and are just itching for an excuse. Never walk into a room when you can stride in. Never look at someone unless you can make it your best "killer" look. Use your best "I'm bad and you aren't smile. "Don't sit around the flat or cube waiting for the next job. Get on out and hit the clubs and hangouts. Make sure you're where the party starts.

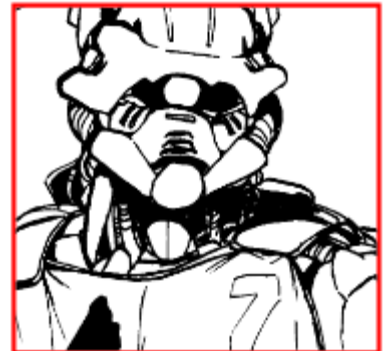
3) LIVE ON THE EDGE

The Edge is that nebulous zone where risk takers and high riders go. On the Edge, you'll risk your cash, your rep, even your life on something as vague as a principle or a big score. As a cyberpunk, you want to be the action, start the rebellion, light the fire. Join great causes and fight for big issues. Never drive slow when you can drive fast. Throw yourself up against danger and take it head on. Never play it too safe. Stay committed to the Edge.



ADVANCED WEAPONS

PG.IX



NANOTECHNOLOGY

PG.IX



HYPERMEDIA

PG.IX

THE RULES:

- 1) Style Over Substance.**
- 2) Attitude is Everything.**
- 3) Live on the Edge.**
- 4) Break the Rules.**

-Ripperjack

ROLES

THE CORE OF CYBERPUNK ROLEPLAYING

Even after a massive war between Megacorporations followed by an atomic bombing, the world of Cyberpunk is a combination of savage, sophisticated, modern, and retrograde. Fashion—model beautiful Rockerboys rub shoulders with battle—armored road warriors, all of them making the scene in the hottest dance clubs, sleaziest bars, and meanest streets this side of the post-holocaust. And every single one of them has a **Role**: an occupation they are known by on the Street.

There are ten Roles in the Cyberpunk RED future: Rockerboys, Solos, Netrunners, Techs, Medtechs, Medias, Execs, Lawmen, Fixers, and Nomads.

ROCKERBOYS

Rock and roll rebels who use performance, art, and rhetoric to fight authority.

SOLOS

Assassins, bodyguards, killers, and soldiers for hire in a lawless new world.

NETRUNNERS

Cybernetic master hackers of the post—NET world and brain burning secret stealers.

TECHS

Renegade mechanics and supertech inventors; the people who make the Dark Future run.

MEDTECHS

Unsanctioned street doctors and cyberware medics, patching up meat and metal alike.

MEDIAS

Newsmen, media stars, and social influencers risking it all for the truth—or glory.

LAWMEN

Maximum law enforcers patrolling the mean streets and barbarian warrior highways beyond.

EXECS

Corporate power brokers and business raiders fighting to restore the rule of the Megacorps.

FIXERS

Deal makers, organizers, and information brokers in the post-war midnight markets of the Street.

NOMADS

Transport experts, ultimate road warriors, pirates, and smugglers who keep the world connected.

ROLE ABILITIES

Each role will give you access to a Role Ability which will help you navigate the streets of the Dark Future. We'll talk more about these abilities in the Role Ability section (pg.XX) but for now you can mark down the name of your chosen Role Ability and note that it starts with a value of 4 representing the years you've

spent on the streets already.

ROCKERBOY

"I always knew what I had to do. It was really obvious. There were these scum out there who were messing with the world. They were killing people, raping the land, and lying in our faces when we caught' em.

"So I decided I had to put the heat on 'em and make 'em sweat. That's why I became a Rockerboy. "Music always gets hammered down to the Three A's. Axe, Attitude and Audience. Me, I had an Axe and an Attitude. All I had to do was get the third one..."

—Kerry Eurodyne, 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 a rebel 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. You have a proud history as a Rockerboy. Dylan, Springsteen, U2, NWA, the Who, Jett, the Stones—the legions of hard-rock heroes who told the truth with screaming guitars or gut-honest lyrics. You have the power to get the people up; to lead, inspire, and inform. Your message can give the timid courage, the weak strength, and the blind vision. Rockerboy legends like Johnny Silverhand, Rockerboy Manson (for whom the role is named) and Kerry Eurodyne have led armies against Corporations and Governments. Rockerboys have exposed corruption and brought down dictators. It's a lot of power for someone doing gigs every night in another city. But you can handle it. After all: you came to play!

ROLE ABILITY: CHARISMATIC IMPACT

The Rockerboy's role ability is Charismatic Impact. With this ability, they are able to influence others by sheer presence of personality. They need not be a musical performer; they can influence others through poetry, art, dance or simply their physical presence. They could be a rocker or a cult leader. As they grow in skill, they will be able to affect larger and larger groups and call upon their fans for greater and greater requests of loyalty. (Go to pg.XX for details)

SOLO

"So after I got out of the Army, I had this problem. I was good at what I did, but no one was hiring. I mean, what do you do when you're a highly trained killer with a background in demolitions? Read the want ads?

"After a few months on the Street, I got into a dustdown with a local Booster lord. I flatlined him and went back to my drink. Within ten minutes, the recruiter from Militech came up to me and dropped a business card... "Now I'm a Militech man. The pay's

good, the Work steady, and they pay for my spare parts. So far, I'm still alive. So far, so good."

— Morgan Blackhand

You were re-born with a gun in your hand—the flesh and blood hand, not the metallic weapons factory that covers most of your other arm. Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers that 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 one of the Government's current "police actions" around the country. As the battle damage piles up, you start to rely more and more upon tech—cyberlimbs for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponents. When you're the best of the best, you might even leave the ranks of Corporate samurai and go *ronin*—freelancing your lethal talents as a killer, bodyguard or enforcer to whoever can pay your very high fees. Sounds good? There's a price—a heavy one. You've lost so much of your original meat body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the edge have given you terrifying addictions. There are few people you can trust anymore. One night you might sleep in a penthouse condo in the City, the next in a filthy alley on the Street. But that's the price of being the best. And you're willing to pay it. Because you're a Solo.

ROLE ABILITY: COMBAT AWARENESS

The Solos role ability is Combat Awareness. With Combat Awareness, a Solo can call up their training to have an enhanced situational awareness of the battlefield. 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 a number of combat 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. (Go to pg.XX for details)

NETRUNNER

"You guys who live in Realspace; you move so slow. Me, I like Netspace. It moves fast. You don't get old, you don't get slow and sloppy. You just leave the meat behind and go screamin'.

"First system I ever hit, I think they had some weeflerunner playin' Sysop for them. I burned in, jolted the guy with a borrowed *Hellbolt*, and did the major plunder action all over the Data Fortress." Somewhere out there is a guy with half his fore-brain burned out. I wonder if they ever found the body. I wonder if they'll find mine the same way..."

—Spider Murphy

You're a brain burning computer hacker & master of the Post-NET cyberspace in the Time of the Red. At three, your parents bought you an old Kirama LPD-12 cyberdeck with Zetatech 526 optical goggles (you were too young for interface plugs), and your life was changed. By fifth grade, you were already using REFRAME-G1s meta-programming to crack into the school district's system and change your grades. When you were thirteen, you shifted enough funds out of unprotected Trans-American Bank accounts to finance your first neural interface plugs. You couldn't wait to run high and fast with the other Gods of the Net—Bartmoss, Magnificent Curtis, and the rest. Then the 4th Corp War blew the Old NET apart. The R.A.B.I.D.S. made NET travel a suicide run; the Nodes were fragmented or corrupted. But there were still

places to run. You just had to go there and jack in the hard way. You traded in sitting on the couch for a Bodyweight Combat bodysuit and Virtuality 5 interface goggles to mesh NET with meatspace. The systems you cracked were smaller, but even deadlier. Now you're really part of a team, with Solos to cover your back, Medtechs to restart your heart if the ICE gets you, and Techs to help you hot-wire your cyberdeck for more speed and soft-ware deployment. Now, nothing can stop you. 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

The Netrunner's role ability is Interface. Interface is what allows the Netrunner to Netrun—to interface with electronic mind-modems (called cyberdecks) to control computers, electronics and associated programming. The Interface role ability also gives the Netrunner access to a wide suite of Abilities related to computer hacking and system control. (Go to pg.XX for details)

TECH

"So you want me to build a delay switch into the thing? And you don't care about the explosion radius? "No problem. At least you got a simple job. Last guy in here, he wanted me to build him a cyber-hand that had a built-in...aw, frack, you don't wanna know. People want the weirdest stuff these days..."

"I hear with the new cyberwear updates they're coming up on the Street, you're gonna be able to cram your body with more options than a frackin' Merc aerodyne. . . No problem. If you can get parts, I can fix it. Count on it, chombatta."

—Mister Ice, Head of Design Technix,Inc

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 screw-drivers and a wrench in your pockets. Computer down? No problem. Hydro-gen 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 has broken the back of the supply chain. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counter-espionage gear for "black operations". If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware, and information. Your black market work isn't just making you friends—it's also racking you up an impressive number of enemies as well—so you invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two. In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new cybernetics. Both of you are addicted to tech in all its forms, whether metallic or medical. That's what makes you a Tech

ROLE ABILITY: MAKER

The Tech's role ability is Maker. Using the Maker role ability, the Tech can fix, improve, modify, make, and invent new items. Whenever a Tech increases their Maker rank by one, they gain one rank in two different Maker Specialties of their choice, including repairing, upgrading, fabricating and inventing. (Go to pg.XX for details)

MEDTECH

“I've been fixing broken things since I was three. The first time was when the front of our Combi smacked into a bird on the way through the ruins of Los Angeles. We were traveling alone, and my old man, knowing I was sensitive to that sort of thing, stopped the rollers and let me out to collect the carcass. Turned it was a live red-tail hawk, and after I splinted its busted wing and nursed it back to health, I gained a lifelong companion who still watches my back on the Road.

“The second time, I was ten and my older brother was lying gutshot by the wreck of the Combi, while my dad and the rest of the Pack were busy holding off a boostergang attack. I'd seen my mom use the auto staplers and gelpacks in other situations, so I pulled out the Combi's medcube, plugged Jay Bee into the support gear, and started to fill the holes. Jay Bee survived that one with a limp, but I've never heard him complain about my saving his ass since.

“So you have to ask how I ended up as a 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 that are still 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.

And there's always an old ripperdoc or two out there who calls back to that old science fiction story called *The Bladerunner*—not that old flatscreen vid, but the really old sci-fi book about renegade doctors who performed illegal street surgery in one of the first dystopian novels. Maybe one of those guys trained you. Maybe that's where you are right now, patching up the wounded, medding up the sick, and keeping the locals alive. For love, commitment or maybe a just a fat payday on the side.

If you're really lucky, you've scored a berth in the local Trauma Team franchise. Trauma Teams are groups of licensed paramedics who patrol the city looking for patients. You operate from an AV-4 Urban Assault Vehicle, redesigned into an ambulance configuration and armed with a belly mounted minigun. It's the best of the best--Trauma Team charges some heavy subscription fees to save its clients, and that translates into new medical toys, faster AV ambulances and hefty salaries for the best surgeons around.

It doesn't matter how you got here. What matters is that you're here, on the Street, doing The Job. And you'd be doing it no matter what the reason. It's what marks you as a Medtech.

ROLE ABILITY: MEDICINE

The Medtech's role ability is Medicine. With this ability, Medtechs can keep people alive that should be dead with their knowledge, tools and training. In the Time of the Red, they are as much doctors as they are mechanics, caring for people who are often times more machine than human. Whenever the Medtech increases their Medicine Rank, they also choose one of three Medicine Specialties to allocate a single point to: surgery, pharmaceuticals, cryosystems operation. (Go to pg.XX for details)

MEDIA

"Okay, so it's dangerous. Look, I'll tell you something. When I was a kid, I used to watch those reporters on the flatscreen TV news. They wore those chill trenchcoats and were always broadcasting from some exotic place like Mozambique or Saigon. They went right into the Central American warzones with the cybergrunts, and they got the story even when the shooting was maximally fierce. "That's the part like; the danger."

— Lyle McClellan, Network 5

They're bending the truth out there. And you're going to stop them. Someone has to do it. The Corporations used to rule rule the world. They dumped toxics, destabilized economies and committed murder with equal impunity. The Government back then couldn't even stop them—hell, they owned the Governments. But then the War came.

The War stripped away the facade and let us all know exactly what had been going on under our noses. And the people who made sure we all knew the score were the Medias. And that's you. 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 DataPools in the Time of the Red. It's not like the old days, when you had a major media Net 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. The next morning, you can put the details of their crimes all over the screamsheets and vidscreens. Three or four times, the Bad Guys have tried to kill you—that's why your backup's a crack Solo bodyguard and you've got one of the top 'Runners in the business digging through the DataPools to back your stories. You have to be good, or else.

Your 'Runner's just phoned in with a hot lead. You grab your gear and flag your backup. You're going to break those bastards. This time, for sure

ROLE ABILITY: CREDIBILITY

The Media's role ability is Credibility. The Media not only can convince an audience of the truth of what they publish, but will also have a larger audience the more credible they are. Medias also have greater levels of access to sources and information; they are always in the know with their ears to the ground to pick up on rumors and information passively. (Go to pg.XX for details)

LAWMAN

"Drop it, punk. I don't wanna hear your life story, and I don't care what Society did to you. I just wanna see that gun hit the floor. Now... Before I give you an extra nostril

—Captain Max Hammerman, NCPD Psycho Squad (retired)

"You'd never think there would be a place for private dicks on the Street any more, would ya? You know; all the film noir mysteries, rainy streets and seedy offices? But that's where you'd be wrong. People need answers. People need justice. And when you've barely got enough cops to fill a piss bucket, people are gonna turn to guys like

me—guys willing to beat the streets and a few heads to make it safe out there.”

—Dane McManus, Private Operator

In the old days before the War, they only used to shoot at cops. Now you're lucky if you just take a slug. The Street is mean these days, filled with new drugs, new gangs, and new weapons that make an Minami-12 look like a kid's toy. But even so, you're out there doing what you can to Protect--and Serve.

There used to be a 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 at least four 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 Midnight 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 State's goon squads. Now *they're* the goon squads and you're trying to keep them under control too. Used to be the Corporate Cops had heavy weapons, full combat armor, Trauma Team TM backup, AV-4 assault vehicles and gyrocopters with miniguns. But the nice, clean sectors full of new office buildings and fancy restaurants—where no jacked up psychopunk is going to ever go on a killing spree with an AK-47 are mostly gone. Now you've got mostly burned out buildings and abandoned cars, where every night is a new firefight and another great opportunity for a messy death. Or you might draw a PsychoSquad berth and get the job of hunting down heavily armed and armored cyborgs who've flipped out. A cyberpsycho can walk through machinegun fire and not even feel it, so a lot of the PsychoSquad guys become a bit crazy themselves; they load up with boosted reflexes, get some monstrously huge guns, and go hunt the cyborgs solo. But you're not that crazy. Yet.

ROLE ABILITY: BACKUP

The Lawman's role ability is Backup. With this ability, Lawmen can call upon the help of a group of fellow officers, based on the Lawman's rank and the conditions under which the call is made. This Backup will be armed and armored based on their rank. (Go to pg.XX for details)

EXEC

"Money. Yeah, I used to have BIG money: a new aerodyne, and a penthouse flat in the Corp Zone. But in the end, all the money wasn't worth frack. You learn a lot about what *really* counts when the entire Zone gets blasted to radioactive dust in a pocket nuke attack.

“So that's why I decided to start my own Corp. Because in the end, real high riders play this game for power. And guys on the Board of Directors are the guys with the power. The power to get things done; to make the big decisions; to affect big things. You make a phone call, and the next thing you know, you're telling the president of some bush-league Euronation remnant that he'd better play it your way, or he's history. Power.

"That's why I play. That's why I'm a Corporate."

— David Whyndam, Exec

In the old days before the Time of the Red, you would have been a hard driven, fast-track MBA on his way up the Corporate ladder. Sure, it was selling your soul to the Company, but face it; the Corporations ruled the Cyberpunk world. They controlled governments, markets, nations, armies—you name it. And you knew that whoever controlled the Corporations controlled everything else. But things change when the largest megacorps on the planet get into a major war that's equal to anything any real national governments could have thrown down.

Okay, so right now, your life as a junior executive is anything but easy. There are guys underneath you who'd kill for a shot at your job. Literally. There are guys 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 his own Team of Solos and Netrunners to cover his pet projects. Last week, you led a mixed team of Solos, 'Runners and Techies on a headhunting run to "extract" a researcher from a rival company. You told yourself you joined the Corporation to make it a better place—work from the inside, you said. Or just until you could start your own Corporation that would be...a little more honest. But now you're not so sure. Your ideals are a little tarnished and things are getting pretty bleak. But you can't worry about ethics now. You've got a report due in an hour, and it looks like that guy in Sales is planning to ice your database for good.

You're gonna ice him first.

ROLE ABILITY: TEAMWORK

The Exec's role ability is Teamwork. Just like a real corporate executive, the Exec builds a team, whose members help them accomplish their goals, whether legal or not, morale permitting. Team members have a visible job description (like secretary or driver) but also have a covert role (such as netrunner, bodyguard or assassin). (Go to pg.XX for details)

FIXER

"Don't give me this "Robin Hood"stuff. I'm doin' a job, no more. I give people what they want, an' they pay me out. It's hard to get things these days, even if you're well strapped; and it takes a guy like me to find what you need and bring it in.

"Okay, so maybe I even a few scores here and there, but that's good for business. You make a friend—they'll take you in when the Street's too hot, and they'll pass you a few bits of data when you call in the markers. But that's business. "I got a slogan..."How much you pay me?"

—Phil "Nacho" Hernandez, 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. If there's a hot nightclub in the City, you've bought into it. If there are military-class weapons on the Street, you smuggled 'em in. If there's a faction war going down, you're negotiating between sides with an eye on the main chance. But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the streets are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. In the past, they would have called you a crime-lord. But this is the fragmented, nasty, deadly Time of the Red. So now they call you a Fixer.

ROLE ABILITY: OPERATOR

The Fixer's role ability is Operator. 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 who the Fixer can reach out to source goods, favors, or information. Fixers can also source desirable resources and make favorable deals. (Go to pg.XX for details)

NOMAD

"Guns. Guns and cyberbikes. That's how we hold the line. We don't have any home except the Caravan. We don't have any rights except what we take. We get run out of town by the cops; we get raided by the road-warrior packs, and we survive because we've got guns and bikes... " There's kids, old men and women—families here. This ain't no booster-gang. These people are my family."

— Santiago, Aldecaldo Pack Elder

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. Your cousins on the open seas have taken over the huge container ships and turned them into the Nomad convoys keeping civilization running. Your Del-tajock fam-bois keep the supply lines to the Orbital Highriders open. If it has to get somewhere and get there safely, Nomads get the job done. Your vehicles are well armored and bristling with stolen weapons; miniguns, rocket launchers, and the like. Every kid knows how to use a rifle, and everyone packs a knife. Like modern day cowboys, you ride the hard trail. You've got a gun, a bike, and that's all you need. You're a Nomad.

ROLE ABILITY: MOTO

The Nomad role ability is Moto. Whenever a Nomad increases their Rank in Moto, they have the option of adding another stock vehicle (with minimum specs) of their Moto Family Rank or lower to the pool of Family vehicles they have permission to use from the Family Motorpool or to make upgrades to one of their current vehicles. Thanks to growing up around vehicles since birth, Nomads are also able to drive any type of vehicle with tremendous skill. (Go to pg.XX for details)

Now you know what kinds of people walk the Streets of Night City and the Roles they take. So let's dive into the process of making your own Cyberpunk RED character.

TALES FROM THE STREET

"I remember she told me she was born in Miami, about 2004 or so... She was pretty sure, because she could still remember what it'd been like when the Euros rocked Washington and the near miss took out Tampa...

"She had these incredible blue eyes—clear through and through, like crystals of Lace, and a smile from a magazine dream. 'Course, the eyes were Teknics 2350s, and the smile really was from a magazine—nice bio-sculpt job. It didn't matter how much was real in the end. I still fell hard for her. Fact, I still think about her. I'm just that type."

—Johnny Silverhand

It's like climbing out of a clone vat. (If cloning worked that way, that is.) You got this half-formed person standing there, dripping with slime. Maybe you've got a vague idea of where you're going with the Character, but nothing else.

LIFEPATH

So how do you take this Blank and make them really Cyberpunk? You start with the Lifepath. Lifepath is a flowchart of "plot complications" designed to help you give your Cyberpunk character an authentically Dark Future background. Its sections cover your cultural origins, your family, friends, enemies, personal habits, and even key life events. It's intended primarily as a guide; if you encounter something you don't think fits the Character you've envisioned, feel free to change the path as you see fit. Unlike in the Jumpstart Kit, in this rulebook, you'll be generating a full background for your Character using a few more important tables. And remember: Cyberpunk hinges on roleplaying, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

Lifepath: Enhancing roleplaying, fleshing out characters' stories and screwing with their worldviews since 1984.

THE PERSONALS

Now, let's take a look at what's *inside* your punk's head (besides the cybernetics). For each table, you'll be rolling either 1d10 or 1d6 to determine a piece of your characters history, their style, or their outlook on the world. In some cases you'll be called on to make multiple rolls on the same table. In this case, each time you see a Roll column in the table roll once for that aspect. If at any point you roll something you don't think fits with your character you can feel free to choose an option instead.

YOUR CULTURAL ORIGINS

(Roll 1d10 or choose one)

The *Cyberpunk* world is multi-cultural and multinational. You either learn to deal with all kinds of people from all over a fractured and chaotic world, or you die the first time you look side eye at the wrong person. Where you come from determines your native language. In RED, we assume everyone speaks **Streetspeak**, the pidgin that has evolved to be used by almost everyone in the Dark Future, but you probably also have another primary tongue you learned at your mother's knee. After rolling to determine your general cultural region, choose one of the languages from the list adjacent to your cultural region. You begin with 4 points in that language skill. There are hundreds of languages spoken around the world but for our purposes here we've listed the most commonly spoken languages in each region in the Time of the Red. If you want your character to speak a language that isn't represented you can go ahead and choose that language instead of one of the listed languages.

Roll	Your (General) Cultural Region	Languages you probably know (pick one in your group)
1	North American	English, Spanish, French, Chinese, Creole, Navajo, Cree
2	South/Central American	Spanish, Portuguese, Creole, English
3	Western European	English, French, Spanish, Portuguese, German, Italian
4	Eastern European	Russian, Ukranian, Polish, English
5	Middle Eastern/North African	Arabic, English, Hebrew, Turkish, Farsi, Berber, French, English
6	Sub-saharan Africa	Swahili, Hausa, Oromo, Bantu, French, English, Portuguese
7	South Asian	Hindi, Bengali, English
8	South East Asian	Vietnamese, Khmer, Burmese, English, Indonesian, Phillipino, Arabic, Hindi
9	East Asian	Chinese, Japanese, English, Mongolian, Korean
10	Oceania/Pacific Islander	English, Maori, Tahitian, Hawaiian

YOUR PERSONALITY

(Roll 1d10 or choose one)

So this is what you are like as a person. Are you the kind of character that stands away from the pack, aloof and calculating? A party animal who loves to get messed up? The stable and competent professional who always has a plan.

Roll	What are you like?
1	Shy and secretive
2	Rebellious, antisocial and violent
3	Arrogant, proud and aloof
4	Moody, rash and headstrong
5	Picky, fussy and nervous
6	Stable and serious

7	Silly and fluff-headed
8	Sneaky and deceptive
9	Intellectual and detached
10	Friendly and outgoing

DRESS AND PERSONAL STYLE

(Roll 1d10 or choose one)

In Cyberpunk, what you look like is (to the Street) a snapshot of who you are. Your clothes, hairstyles and even personal touches can determine how people will relate to you, for good or for bad. Remember; an Exec wearing Street Casual, a rainbow mohawk and ritual scars is probably *not* going to get that promotion they wanted.

Roll	Clothing Style	Roll	Hairstyle	Roll	Affectations you are never without
1	Generic Chic Standard, Colorful, Modular	1	Mohawk	1	Tattoos
2	Leisurewear Comfort, Agility, Athleticism	2	Long & ratty	2	Mirrorshades
3	Urban Flash Flashy, Technological, Streetwear	3	Short & spiked	3	Ritual scars
4	Businesswear Leadership, Presence, Authority	4	Wild & all over	4	Spiked gloves
5	High Fashion Exclusive, Designer, Couture	5	Bald	5	Nose rings
6	Bohemian Folksy, Retro, Free Spirited	6	Striped	6	Tongue or other piercings
7	Bag Lady Chic Homeless, Ragged, Vagrant	7	Wild colors	7	Strange fingernail implants
8	Gang Colors Dangerous, Violent, Rebellious	8	Neat & short	8	Spiked boots or heels
9	Nomad Leathers Western, Rugged, Tribal	9	Short & curly	9	Fingerless gloves
10	Asia Pop Bright, Costume-like, Youthful	10	Long & straight	10	Small shoulder animal (bird, lizard, snake, ferret)

Note that your Clothing style is more about the style of clothes you favor, not the individual items. You could wear a tailored business suit jacket, a rawhide fringed Nomad jacket, a high tech light collared Urban Flash jacket or even a torn and ripped leather jacket with Gang Colors all over the back. Each one is the *same* item of clothing (jacket), but defined by the style of jacket your character favors.

YOUR MOTIVATIONS AND RELATIONSHIPS

(Roll 1d10 or choose one)

Roll	What do you value most?	Roll	How do you feel about most people?
1	Money	1	Neutral

2	Honor	2	Neutral
3	Your Word	3	I like almost everyone
4	Honesty	4	I hate almost everyone
5	Knowledge	5	People are tools. Use them for your own goals then discard them
6	Vengeance	6	Every person is a valuable individual
7	Love	7	People are obstacles to be destroyed if they cross me
8	Power	8	People are untrustworthy. Don't depend on anyone
9	Family	9	Wipe em all out and let the cockroaches take over.
10	Friendship	10	People are wonderful!

THINGS YOU VALUE THE MOST?

(Roll 1d10 or choose one)

Roll	Most Valued Person in your life?	Roll	Most Valued Possession you own?
1	A parent	1	A weapon
2	A brother or sister	2	A tool
3	A lover	3	A piece of clothing
4	A friend	4	A photograph
5	Yourself	5	A book or diary
6	A pet	6	A recording
7	A teacher or mentor	7	A musical instrument
8	A public figure	8	A piece of jewelry
9	A personal hero	9	A toy
10	No one	10	A letter

YOUR BACKGROUND

We now know what you're basically like. Now it's time to find out how you got there. It's time to explore your Background.

YOUR ORIGINAL FAMILY BACKGROUND

(Roll 1d10 or choose one)

So who are you and where did you originally come from? Were you born with a silver spoon in your mouth or were you using it to stab your brother so you could steal that extra bite of dead rat you both found?

Roll	Original Background	Description
1	Corporate Execs	Wealthy, powerful, with servants, luxury homes and best of everything. Private security made sure you were always safe. You definitely went to a big name private school.
2	Corporate Managers	Well to do, with large homes, safe neighborhoods, nice cars, etc. Sometimes your parent would hire servants, that was rare. You had a mix of private and corporate education.
3	Corporate Technicians	Middle middle class, with comfortable conapts or Beaverville suburban homes, minivans and corporate run technical schools. Kind of like living 1950's America crossed with 1984.
4	Nomad Pack	You had a mix of rugged trailers, vehicles and huge road combis for your home. You learned to drive and fight at an early age, but the Family was always there to care for you. Food was actually fresh and abundant. Mostly home schooled.
5	Ganger "Family"	A savage, violent home in any place the gang could take over. You were usually hungry, cold and scared. You probably didn't know who your actual parents were. Education? The Gang taught you how to fight, kill and steal-- what else did you need to know?
6	Combat Zoners	A step up from a gang "family," your home was a decaying building somewhere in the 'Zone', heavily fortified. You were hungry at times, but regularly could score a bed and a meal. Home schooled.
7	Urban Homeless	You lived in cars, dumpsters or abandoned shipping modules. If you were lucky. You were usually hungry, cold and scared, unless you were tough enough to fight for the scraps. Education? School of Hard Knocks.
8	Megastructure Warren Rats	You grew up in one of the huge new megastructures that went up after the War. A tiny conapt, kibble and scop for food, a mostly warm bed. Some better educated adult warren dwellers or a local Corporation may have set up a school.
9	Reclaimers	You started out on the Road, but then moved into one of the deserted ghost towns or cities to rebuild it. A pioneer life; dangerous, but with plenty of simple food, a safe place to sleep. You were home schooled if there was anyone who had the time.
10	Edgerunners	Your home was always changing based on your parents current "job". Could be a luxury apartment, an urban conapt, or a dumpster if you were on the run. Food and shelter ran the gamut from gourmet to kibble.

YOUR ENVIRONMENT

(Roll 1d10 or choose one)

How did you grow up? What was the kind of place where you and your sibs hung out in? Safe and calm? Crazy dangerous? Massively oppressive?

Roll	Childhood Environment
1	Ran on the Street, with no adult supervision
2	Spent in a safe Corpzone walled off from the rest of the City
3	In a Nomad Pack Moving from place to place
4	In a Nomad Pack with roots in transport (ships, planes, caravans)
5	In a decaying, once upscale neighborhood, now holding off the Boosters to survive
6	In the heart of the Combat Zone, living in a wrecked building or other squat
7	In a huge “megastructure” building controlled by a Corp or the City
8	In the ruins of a deserted town or city taken over by Reclaimers
9	In a Floating Offshore City that is a meeting place for all kinds of people
10	In Corporate luxury “starscraper”, high above the rest of the teeming rabble.

YOUR FAMILY CRISIS

(Roll 1d10 or choose one)

In the Time of the Red, the world is still recovering from a world war and other disasters. Chances are, something happened to you and your family along the way. What's the story there?

Roll	Background
1	Your family lost everything through betrayal.
2	Your family lost everything through bad management.
3	Your family was exiled or otherwise driven from their original home/nation/Corporation.
4	Your family is imprisoned and you alone escaped.
5	Your family vanished. You are the only remaining member.
6	Your family was killed and you were the only survivor.
7	Your family is involved in a long-term conspiracy, organization, or association, such as a crime family or revolutionary group.
8	Your family was scattered to the winds due to misfortune.
9	Your family is cursed with a hereditary feud that has lasted for generations.
10	You are the inheritor of a family debt; you must honor this debt before moving on with your life

YOUR FRIENDS

It's not all grim. Sometimes you link up with people who will get your back. Roll 1D10 and subtract 7 (minimum 0) to see just how many friends you've made so far in your life. For each one, roll on the table below.

Roll	Friend's relationship to you
1	Like a older sibling to you
2	Like a younger sibling to you

3	A teacher or mentor
4	A partner or co-worker
5	A former lover
6	And old enemy
7	Like a parent to you
8	An old childhood friend
9	Someone you know from the Street
10	Someone with a common interest or goal

YOUR ENEMIES

Enemies are a big part of life in the Cyberpunk world. You're going to get into someone's face sooner or later, so you might as well find out who they are, why there's a beef, and what they can do to you to even a score. First, roll 1D10 and subtract 7 (minimum 0) to determine how many enemies you've made. Then, for each one, decide who was the injured party, then roll on each of the tables below for each category. Once you have determined what your enemy is like, go to the Sweet Revenge table to see how the offended party will act if the two of you ever meet again.

Roll	Enemy	Roll	What caused it? Who's been wronged? (choose)	Roll	What can they throw at you?
1	Ex-friend	1	Caused the other to lose face or status	1	No one else. They are looking for any opportunity though.
2	Ex-lover	2	Caused loss of lover, friend or relative	2	Just themselves
3	Estranged relative	3	Caused a major public humiliation	3	Just themselves and a close friend.
4	Childhood enemy	4	Accused the other of cowardice or some other major personal flaw	4	Themselves and a few (1D6/2) friends
5	Person working for you	5	Deserted or betrayed the other	5	Themselves and a few (1D10/2) friends
6	Person you work for	6	Turned down the other's offer of a job or romantic involvement	6	An entire gang (at least 1D10+5 people)
7	Partner or co-worker	7	You just don't like each other	7	The local cops or other lawmen
8	Corporate exec	8	One of you was a romantic rival	8	A powerful gang lord or small Corporation
9	Government official	9	One of you was a business rival	9	A powerful Corporation
10	Boosterganger	10	One of you set the other up for a crime they didn't commit.	10	An entire government or City agency

SWEET REVENGE!

(Roll 1d10 or choose one)

It's not really ugly until the bad blood between you and finally comes to the surface. If the two of you meet, the metal is going to shred. So what's gonna go down when they get back in your face?

Roll	What are you gonna do about it?
1-2	Avoid the scum
3-4	Go into a murderous rage and try to physically rip their face off
5-6	Backstab them indirectly
7-8	Verbally attack them
9	Set them up for a crime or other transgression they didn't commit
10	Set out to murder or maim them.

YOUR TRAGIC LOVE AFFAIR(S)

It wouldn't be Cyberpunk if there was a happily ever after, now would it? You probably have been involved with someone by now but that may not be the case. Roll 1D10 and subtract 7 (minimum 0) to see just how many tragic love affairs you've had so far. We don't care about the one's that *worked*; we want to know about the ugly ones that ripped out your heart. We also don't care who they were, what their sex was, or any other trivial details, but feel free to use the Personals sections above to get your own ideas about what they looked like, acted like and maybe even had in common with you. Not that it mattered in the end, right?

Roll	What happened?
1	Your lover died in an accident
2	Your lover mysteriously vanished
3	It just didn't work out
4	A personal goal or vendetta came between you and your lover
5	Your lover was kidnapped
6	Your lover went insane or cyberpsycho
7	Your lover committed suicide
8	Your lover was killed in a fight
9	A rival cut you out of the action
10	Your lover is imprisoned or exiled

THE WRAP UP

You know your history, your personal style and your turbulent love life. It's time to wrap all this up by determining what you want out of life.

YOUR LIFE GOALS

(Roll 1d10 or choose one)

Roll	Life Goals
1	Get rid of a bad reputation
2	Gain power and control
3	Get off the Street no matter what it takes
4	Cause pain and suffering to anyone who crosses you
5	Live down your past life and try to forget it
6	Hunt down those responsible for your miserable life and <i>make them pay</i>
7	Get what's rightfully yours
8	Save, if possible, anyone else involved in your background, like a lover or family member
9	Gain fame and recognition
10	Become feared and respected

ROLE BASED LIFEPATHS.

Some things about life are universal. Other things are pretty specific. One of these is how your day job (or night job or side job or whatever—we won't judge you) affects your life. The things that a hard bitten Lawman on the Street has to face are way different from the glittering club life of a Rockerboy, and they both deal with stuff no pampered and privileged Exec could even imagine. To that end, we've constructed a series of Role based **Lifepaths** that supplement the regular Lifepath. Have fun.

ROCKERBOY LIFEPATH

What kind of Rockerboy are you?

(Roll 1d10 or choose one)

1. Musician
2. Slam Poet
3. Street Artist
4. Performance Artist
5. Comedian
6. Orator
7. Politico
8. Rap Artist
9. DJ
10. Idoru

Are you in a group or a solo act? Choose one.

If you're solo operator, were you once part of a group? Choose one.

If you're not in a group anymore, why are you no longer in the group?

(Roll 1d6 or choose one)

1. You were a jerk and the rest of the group voted you out
2. You got caught sleeping around with another member's mainline
3. The rest of the group was killed in a tragic "accident" that might not have been an accident at all
4. The rest of the group was murdered or otherwise broken up by external enemies
5. The group broke up over "creative differences"
6. You decided to go solo

Where do you typically perform?

(Roll 1d6 or choose one)

1. Alternative Cafes
2. Private Clubs
3. Seedy Dive Bars
4. Guerilla Performances
5. Night Clubs Around the City
6. On the Datapool

Who's gunning for you or your group?

(Roll 1d6 or choose one)

1. Old group member who thinks you did them dirty
2. Rival group or artist trying to steal market share
3. Corporate enemies who don't like your message
4. Critic or other "influencer" trying to bring you down
5. Older media star who feels threatened by your rising fame
6. Romantic interest or media figure who wants revenge for personal reasons

SOLO LIFEPATH

What kind of Solo are you?

(Roll 1d6 or work with your GM to chooses one)

1. Bodyguard
2. Street muscle for hire
3. Corporate Enforcer who takes jobs on the side
4. Corporate or freelance Black Ops Agent
5. Local Vigilante for hire
6. Assassin or Hitman for Hire

What's your Moral Compass like?

(Roll 1d6 or choose one)

1. Always working for good, trying to take out the "bad guys"
2. Always spare the innocent (elderly, women, children, pets)
3. Will occasionally slip and do unethical or bad things, but its rare
4. Ruthless and profit centered; you will work for anyone, take any job for the money
5. Willing to bend the rules (and the law) to get the job done
6. Totally evil. You engage in illegal, unethical work all the time; in fact, you enjoy it

What's your operational territory?

(Roll 1d6 or choose one)

1. Corporate Zone
2. Combat Zone

3. The whole City
4. The territory of a single Corporation
5. The territory of a particular Fixer or contact
6. Wherever the money takes you

Who's gunning for you?

(Roll 1d6 or choose one)

1. A Corporation you may have angered
2. A boostergang you may have tackled earlier
3. Corrupt Lawmen or Lawmen who mistakenly think you're guilty of something
4. A rival Solo from another Corp
5. A Fixer who sees you as a threat
6. A Rival Solo who sees you as their nemesis

NETRUNNER

What kind of Runner are you?

(Roll 1d6 or work with your GM to choose one)

1. Freelancer who will hack for hire
2. Corporate "clone runner" who hacks for the Man
3. Hacktivist interested in cracking systems and exposing bad guys
4. You just like to crack systems for the fun of it
5. Part of a regular team of freelancers
6. Hack for a Media, Politico or Lawman who hires you as needed.

Do you have partners or do you work alone? Choose one.

If you have a partner, who are they?

(Roll 1d6 or choose one)

1. Family member
2. Old friend
3. Possible romantic partner as well
4. Secret partner who might be a rogue AI. Might. You don't know for sure and it worries you.
5. Secret partner with mob/gang connections
6. Secret partner with Corporate connections

What's your workspace like?

(Roll 1d6 or choose one)

1. There are screens everywhere
2. It looks better in Virtuality, you swear
3. It's a filthy bed covered in wires
4. Corporate, modular and utilitarian
5. Minimalist, clean and organized
6. It's taken over your entire apartment

Who are your main clients?

(Roll 1d6 or choose one)

1. Local Fixers who send you clients
2. Local gangsters who also protect your work area or home while you sweep them for Net threats
3. Corporate execs who use you for "black project" work
4. Local Solos or other combat types who use you to keep their personal systems secure

5. Local Nomads and Fixers who use you to keep their Family systems secure
6. You work for yourself and sell whatever data you can find on the Net to sell

Where do you get your programs?

(Roll 1d6 or choose one)

1. Dig around in old abandoned city zones
2. Steal them from other Netrunners you brainburn
3. Have a local Fixer supply programs in exchange for hack work
4. Corporate execs supply you with programs in exchange for your services
5. You have back doors into a few Corporate warehouses
6. You hit the Night Markets and score programs whenever you can

Who's gunning for you?

(Roll 1d6 or choose one)

1. You think it might be a rogue A.I. Or a Net Ghost. Either way, it's bad news
2. Rival Netrunners who just don't like you
3. Corporates who want you to work for them exclusively
4. Lawmen who consider you an illegal "black hat" and want to bust you
5. Old clients who think you screwed them over
6. Fixer or another client who wants your services exclusively

TECH LIFE PATH

What kind of Tech are you?

(Roll 1d10 or choose one)

1. Cyberware
2. Vehicle Mechanic
3. Jack of all trades
4. Small electronics repair
5. Weaponsmith
6. Crazy inventor
7. Robotics and drones
8. Heavy Machinery
9. Scavenger
10. Naval/ship/boat repair

Do you have a partner or do you work alone? Choose one.

If you have a partner, who are they?

(Roll 1d6 or choose one)

1. Family member
2. Old friend
3. Possible romantic partner as well
4. Mentor
5. Secret partner with mob/gang connections
6. Secret partner with Corporate connections

What's your workspace like?

(Roll 1d6 or choose one)

1. A mess strewn with blueprint paper
2. Everything is color coded, but it's still a nightmare

3. Totally digital and obsessively backed up every day
4. You design everything on your Agent
5. You keep everything just in case you need it later
6. Only you understand your filing system

Who are your main clients?

(Roll 1d6 or choose one)

1. Local Fixers who send you clients
2. Local gangsters who also protect your work area or home
3. Corporate execs who use you for "black project" work
4. Local Solos or other combat types who use you for weapon upkeep
5. Local Nomads and Fixers who bring you "found" tech to repair
6. You work for yourself and sell what you invent/repair

Where do you get your supplies?

(Roll 1d6 or choose one)

1. Scavenge the wreckage you find in abandoned city Zones
2. Strip gear from bodies after firefights
3. Have a local Fixer bring you supplies in exchange for repair work
4. Corporate execs supply you with stuff in exchange for your services
5. You have back door into a few Corporate warehouses
6. You hit the Night Markets and score deals whenever you can

Who's gunning for you?

(Roll 1d6 or choose one)

1. Combat Zone gangsters who want you to work for them exclusively
2. Rival Tech trying to steal your customers
3. Corporates who want you to work for them exclusively
4. Larger manufacturer trying to bring you down because your mods are a threat
5. Old client who thinks you screwed them over
6. Rival tech trying to beat you out for resources and parts

MEDTECH LIFEPAATH

What kind of Medtech are you?

(Roll 1d10 or work with your GM to choose one)

1. Surgeon
2. General Practitioner
3. Trauma Medicine
4. General Practitioner
5. Cyberpsycho removal
6. Trauma Medicine
7. General Practitioner
8. Surgeon
9. Trauma Medicine
10. Trauma Team Paramedic

Do you have a partner or do you work alone? Choose one.

If you have a partner, who are they?

(Roll 1d6 or choose one)

1. Trauma Team group

2. Old friend
3. Possible romantic partner as well
4. Family Member
5. Secret partner with mob/gang connections
6. Secret partner with Corporate connections

What's your workspace like?

(Roll 1d6 or choose one)

1. Sterilized daily in the morning like clockwork
2. It's not state of the art anymore, but it's comfortable to you
3. Your Cryo equipment is also used to cool drinks
4. Everything possible is single use and stored compacted until needed
5. Not as clean as many of your patients may have hoped
6. Meticulously organized, sharpened, and sterilized

Who are your main clients?

(Roll 1d6 or choose one)

1. Local Fixers who send you clients
2. Local gangers who also protect your work area or home in exchange for medical help
3. Corporate execs who use you for "black project" medical work
4. Local Solos or other combat types who use you for medical help
5. Local Nomads and Fixers who bring you wounded clients
6. Trauma Team Paramedical work

Where do you get your medical supplies?

(Roll 1d6 or choose one)

1. Scavenge stashes of medical supplies you find in abandoned city Zones
2. Strip parts from bodies after firefights
3. Have a local Fixer bring you supplies in exchange for medical work.
4. Corporate execs or Trauma Team supply you with stuff in exchange for your services
5. You have a back door into a few Corporate or Hospital warehouses
6. You hit the Night Markets and score deals whenever you can

MEDIA LIFEPATH

What kind of Media are you?

(Roll 1d6 or choose one)

1. Blogger
2. Writer (Books)
3. Video
4. Documentarian
5. Investigative Reporter
6. Street Scribe

How does your work get to the public?

(Roll 1d6 or choose one)

1. Monthly magazine
2. Blog
3. Mainstream Vid feed
4. News Channel
5. "Book" Sales

6. Screamsheets

How ethical are you?

(Roll 1d6 or choose one)

1. Fair, honest reporting, strong ethical practices. You only report the verifiable truth
2. Fair and honest reporting, but willing to go on hearsay and rumor if that's what it takes
3. Will occasionally slip and do unethical things, but its rare. You have some standards
4. Willing to bend any rules to get the bad guys. But only the bad guys.
5. Ruthless and determined to make it big, even if it means breaking the law. You're a muckraker
6. Totally corrupt. You take bribes, engage in illegal, unethical reporting all the time. Your pen is for hire to the highest bidder

What types of stories do you want to tell?

(Roll 1d6 or choose one)

1. Political Intrigue
2. Ecological Impact
3. Celebrity News
4. Corporate Takedowns
5. Editorials
6. Propaganda

EXEC LIFEPATH

What kind of Corp are you working in? What do they do?

(Roll 1d10 or work with your GM to chooses one)

1. Financial
2. Media & Communications
3. Cybertech & Medical Technologies
4. Pharmaceuticals and Bio tech
5. Food, clothing or other general consumables
6. Energy production
7. Personal Electronics & hardware
8. Corporate Services
9. Consumer Services
10. Real Estate and Construction

What division do you work in?

(Roll 1d6 or choose one)

1. Procurement
2. Manufacturing
3. R&D
4. Human Resources
5. Public Affairs/Publicity/Advertising
6. Mergers and Acquisitions

How good/bad is your Corp?

(Roll 1d6 or choose one)

1. Always working for good, fully supporting ethical practices
2. Operates as fair and honest business all the time
3. Will occasionally slip and do unethical things, but its rare
4. Willing to bend the rules to get what it needs

5. Ruthless and profit centered, willing to do some bad things
6. Totally evil. Will engage in illegal, unethical business all the time

Where is your corp based?

(Roll 1d6 or choose one)

1. One city
2. Several cities
3. Statewide
4. National
5. International, offices in a few major cities
6. International, offices everywhere

Who's gunning for your group?

(Roll 1d6 or choose one)

1. Rival corp in the same industry
2. Law enforcement is watching you
3. Local Media wants to bring you down
4. Different divisions in your own company are feuding with each other
5. Local Government doesn't like your Corp
6. International Corporations are eyeing you for a hostile takeover

Current state with your boss

(Roll 1d6 or choose one)

1. Your Boss mentors you, but watch out for their enemies
2. Boss gives you a free hand and doesn't want to know what you're up to
3. Boss is a micromanager who tries to meddle in your work
4. Boss is a psycho whose unpredictable outbursts are offset by quiet paranoia
5. Boss is cool and watches your back against rivals
6. Boss is threatened by your meteoric rise and is planning to knife you

LAWMAN

What is your position on the force:

(Roll 1d6 or work with your GM to choose one)

1. Guard
2. Standard Beat or Patrol
3. Criminal Investigation
4. Special Weapons and Tactics
5. Motor Patrol
6. Internal Affairs

How wide is your group's jurisdiction?

(Roll 1d6 or choose one)

1. Corporate Zone
2. Standard city patrol zone
3. Combat Zone
4. Outer city
5. Recovery zone
6. Open highways

How corrupt is your group?

(Roll 1d6 or choose one)

1. Fair, honest policing, strong ethical practices.
2. Fair and honest policing , but hard on lawbreakers
3. Will occasionally slip and do unethical things, but its rare
4. Willing to bend any rules to get the bad guys
5. Ruthless and determined to control the Street, even if it means breaking the law
6. Totally corrupt. You take bribes, engage in illegal, unethical business all the time

Who's gunning for your group?

(Roll 1d6 or choose one)

1. Organized Crime
2. Boostergangs
3. Police Accountability Group
4. Dirty Politicians
5. Smugglers
6. Street criminals

Who is your groups major target?

(Roll 1d6 or choose one)

1. Organized Crime
2. Booster gangs
3. Drug runners
4. Dirty Politicians
5. Smugglers
6. Street crime

FIXER

What kind of Fixer are you?

(Roll 1d10 or work with your GM to choose)

1. Broker deals between rival Gangs
2. Procure rare or atypical resources for exclusive clientele
3. Specialize in brokering Solo or Tech services as an Agent
4. Supply a regular resource for the Night Markets, like food, medicines, drugs
5. Procure highly illegal resources, like street drugs, mil-spec weapons
6. Supply resources for Techs, Medtechs, like parts and medical supplies
7. Operate several successful Night Markets, although not always as owner
8. Broker use contracts for Heavy Machinery, Military vehicles, Aircraft
9. Broker deals as a fence for Scavengers raiding Corps or Combat Zones
10. Act as an exclusive agent for a Media, Rockerboy or a Nomad Pack

Do you have partners or do you work alone? Choose one.

If you have a partner, who are they?

(Roll 1d6 or choose one)

1. Family member
2. Old friend
3. Possible romantic partner as well
4. Mentor
5. Secret partner with mob/gang connections
6. Secret partner with Corporate connections

Who are your main clients?

(Roll 1d6 or choose one)

1. Local Rockers or Medias who use you to get them gigs or contacts
2. Local gangers who also protect your work area or home
3. Corporate execs who use you for "black project" procurement work
4. Local Solos or other combat types who use you to get them jobs or contacts
5. Local Nomads and Fixers who use you to set up transactions or deals
6. Local politicos or Corporates who depend on you for finding out information

Who's gunning for you?

(Roll 1d6 or choose one)

1. Combat Zone gangers who want you to work for them exclusively
2. Rival Fixers trying to steal your clients
3. Corporates who want you to work for them exclusively
4. Enemy of a former client who wants to clean up "loose ends" --like you.
5. Old client who thinks you screwed them over
6. Rival Fixer trying to beat you out for resources and parts

NOMAD LIFE PATH

How big is your Pack?

(Roll 1d6 or choose one)

1. A single extended tribe or family
2. A couple dozen members
3. Forty or fifty members
4. A hundred or more members
5. A Blood Family (hundreds of members)
6. An Affiliated Family (made of of several Blood Families)

Is your Pack based primarily on Land, Air or Sea?

(Choose one)

If on land, what do they do?

(Roll 1d10 or choose one)

1. go-gang
2. passenger transport
3. Chautauqua/school
4. traveling show/carnival
5. migrant farmers
6. cargo transport
7. shipment protection
8. smuggling
9. mercenary army
10. construction work gang

If in air, what do they do?

(Roll 1d6 or choose one)

1. air piracy
2. cargo transport
3. passenger transport
4. aircraft protection

5. smuggling
6. combat support

If at sea, what do they do?

(Roll 1d6 or choose one)

1. piracy
2. cargo transport
3. passenger transport
4. smuggling
5. combat support
6. submarine warfare

What do you do for your Pack?

(Roll 1d6 or choose one)

1. Scout (negotiator)
2. Outrider (protection, weapons)
3. Transport Pilot/Driver
4. Loadmaster (large cargo mover, trucker)
5. Solo smuggler
6. Procurement (fuel, vehicles, etc)

What's your Pack's overall philosophy?

(Roll 1d6 or choose one)

1. Always working for good; your Pack accepts others, just wants to get along
2. It's more like a family business. Operates as a fair and honest concern
3. Will occasionally slip and do unethical things, but its rare
4. Willing to bend the rules whenever they get in the way to get what the Pack needs
5. Ruthless and self centered, willing to do some bad things if it will get the Pack ahead
6. Totally evil. You rage up and down the highways, killing, looting and just terrorizing everyone

Who's gunning for your Pack?

(Roll 1d6 or choose one)

1. Organized Crime
2. Booster gangs
3. Drug runners
4. Dirty Politicians
5. Rival Packs in the same businesses
6. Dirty Cops

CHAPTER 4:

FITTED FOR THE FUTURE: THE PARTS OF A CHARACTER

Your **character** is the role that you will be playing in the loose, impromptu play that makes up a roleplaying session. For example, if your roleplaying group were staging a recreation of the movie *Blade Runner*, Android Roy Batty (my personal favorite, by the way) would be one of the characters. Much like actor Rutger Hauer, the person playing Roy in this adventure would try to act out what they thought the character would be doing in each scene of the “movie”.

But what keeps a player from saying, “Ah! When Deckard corners Roy, Roy uses his X-Ray vision to melt Deckard’s gun?” That’s where the RULES come in. To make sure a character is played convincingly, the GM uses a set of structured guidelines (like these) to tell players what is or isn’t possible within the confines of the world. And to set guidelines on what is possible for a particular character, he starts out with the very powerful tool of Statistics.

WHAT ARE STATISTICS?

Statistics (also called **Stats**) are numbers that describe your Character’s abilities in the game, as compared to *everything else* in the universe. All people and creatures can be described (or written up) using Statistics. This helps you compare Characters’ abilities, which is often important in the game. For instance, a person with a Stat of 5 might be better off than a person with a Stat of 4, but not as good as a person with a Stat of 6. Statistics are generally rated from 1 to 10.

In a Cyberpunk RED campaign, Characters will have Ten Primary Statistics, arranged into four groups.

Mental Group

- **Intelligence (INT):** How generally bright you are. As a rule, this is more than sheer intelligence, but also includes cleverness, awareness, perception, and your ability to learn.
- **Willpower (WILL):** Your determination and ability to face danger and/or stress. This Stat also represents your courage and ability to survive long-term privation. This Stat is important for determining how much damage you can take.
- **Cool (COOL):** Your ability to impress and influence people through your Character and charisma; how well you get along with others; how you interact in social situations.
- **Empathy (EMP):** Your ability to relate to and care for others, and take others into consideration. Very important as it offsets the effects of Cyberpsychosis, a dangerous mental illness common in the Dark Future.

Combat Group

- **Technique (TECH):** Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One Character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but might not be able to rewire a computer or hot-wire a car.
- **Reflexes (REF):** Your response time and coordination, as used in aiming, throwing, juggling, etc. A stage magician, for example, would have a high Reflex Stat. Most importantly, this is the Stat that affects your ability to hit things.

Fortune Group

- **Luck (LUCK):** How the gods of chance see you. With a high enough Luck, you can tip the scales in your favor; in a game mechanics sense, you can apply points from this Stat to offset die rolls in your favor. However, this pool of points only refills at the beginning of the next session.

Physical Group

- **Body (BODY):** Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness, structure, or other qualities. This Stat is important for determining how much damage you can take.
- **Dexterity (DEX):** Your overall physical competence, as it pertains to balancing, leaping, jumping, combat, and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Stat can help a Character avoid being hit.
- **Movement (MOVE):** Your speed of movement: running, leaping, swimming, etc.

How Do You Get Your Stats?

In Cyberpunk RED, there are **three ways to generate** your Stats. **Streetrats (Templates)** **Edgerunners (Fast & Dirty)** and **The Complete Package (Calculated)**. Each has its own advantages and disadvantages.

- **Streetrats (Templates):** If you've never roleplayed before or just want to get going without a lot of fuss, Templates are the fastest way to get started on creating a character. But don't underestimate Templates! In the hands of an experienced roleplayer, even a template can be modified to make a unique and fully fleshed out character by expanding on the basics. By adding as you play, the Template gathers more individuality to itself, getting better and better as you play more.
- **Edgerunners (Fast & Dirty):** As you'll soon realize, the Cyberpunk character generation system is designed to give you a lot of flexibility. You can tailor the character the way you want it, with lots of personal touches all through the process. But when you need to create a character really fast and without a lot of painstaking detail, the Fast and Dirty method is an excellent option.
- **Complete Packages (Calculated):** The calculation method is by far the most complex way to make a cyberpunk character. Yet the reward is the ability to create a character that is exactly what you want, using pools of "character building" points to buy Stats and Skills and starting money to buy Cyberware and Gear.

Got it? Let's start with the first step to all of these methods; the **Stat Block**.

The Stat Block

When creating a character, you will be placing your Stats in a Stat Block like the one below:

Roll or Points	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP

This block remains the same for all three types of Character Generation; **Streetrats**, **Edgerunners** and **Complete Packages**. **You will find a Stat Block just like this on your Character Sheet.**

The Three Ways to Generate Characters

Method#1: Streetrats (Templates)

Templates are the fastest way to create a *Cyberpunk* Character. Templates are pregenerated Character outlines where we supply computer-generated numbers, the Skills, and the gear for that type of Character. Templates are a good way for a novice Player to start; your Statistics are automatically balanced to create an optimum Character for the Role you want to play with only a few optional choices along the way. Each Role has its own **Template table** with values arrayed in rows from 1 to 10 (pgs.XX—XX). **This is the option we used in the *Jumpstart Kit*, because it's fast, simple, and best of all, makes it nearly impossible to roll a bad Character.**

When using the **Streetrat** Option, you'll roll **1D10**, put the result in the Roll box, then fill in the numbers *adjacent* to that roll on the table. You may not move your Stats around; you *must transfer them as written on the table for that Roll*. The good news is, these tables are been computer generated to give you an optimal character for that type of Role.

Example: Jay decides to play a Solo. Jay would go to the Template table for Solos and roll 1D10. Jay rolls a 6.

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	7	7	3	8	6	5	5	6	5
2	7	8	6	3	6	6	7	5	6	6
3	5	8	7	4	7	7	6	7	8	5
4	5	8	6	4	6	7	6	5	7	6
5	6	6	7	5	7	6	7	6	8	4
6	7	7	6	5	7	6	6	7	7	5
7	7	7	6	5	6	7	7	6	6	6
8	7	8	7	5	6	6	5	6	8	4
9	7	7	6	4	6	6	6	5	6	5
10	6	6	8	5	6	6	5	6	6	5

Jay would then read from the rolled value moving across the table and filling in the Stat Block on their character sheet with each number in succession.

Roll	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
6	7	7	6	5	7	6	6	7	7	5

Here's your Template options role by role:

ROCKER

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	6	6	7	6	8	7	7	3	8
2	7	7	7	3	7	6	7	7	5	8
3	7	5	7	4	6	6	7	7	5	8

4	7	5	7	4	6	8	7	6	3	8
5	7	7	7	3	6	8	6	5	4	7
6	5	6	7	5	7	8	5	7	3	7
7	7	6	6	5	7	8	7	6	3	6
8	5	7	7	5	6	6	6	6	4	8
9	6	5	5	3	7	8	7	5	5	7
10	5	5	6	4	8	8	7	6	4	7

SOLO

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	7	7	3	8	6	5	5	6	5
2	7	8	6	3	6	6	7	5	6	6
3	5	8	7	4	7	7	6	7	8	5
4	5	8	6	4	6	7	6	5	7	6
5	6	6	7	5	7	6	7	6	8	4
6	7	7	6	5	7	6	6	7	7	5
7	7	7	6	5	6	7	7	6	6	6
8	7	8	7	5	6	6	5	6	8	4
9	7	7	6	4	6	6	6	5	6	5
10	6	6	8	5	6	6	5	6	6	5

NETRUNNER

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	8	7	7	7	4	8	7	7	4
2	5	6	7	5	8	3	8	7	5	5
3	5	6	8	6	6	4	7	6	7	4
4	5	7	7	7	7	5	8	6	5	5
5	5	8	8	5	7	3	7	5	5	6
6	6	6	6	7	8	4	7	7	6	6
7	6	6	6	7	6	5	7	7	7	6
8	5	7	8	6	8	4	8	5	7	4
9	7	6	7	7	6	3	6	5	6	5

10	7	8	6	6	6	4	7	7	5	6
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TECH

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	7	7	8	4	4	5	5	7	6
2	7	6	6	7	5	3	7	7	5	5
3	8	6	5	7	5	4	7	7	5	7
4	7	8	7	8	4	4	6	5	6	7
5	6	6	7	6	4	3	7	7	6	6
6	8	7	5	6	3	3	7	6	6	7
7	8	6	7	8	4	4	7	6	7	6
8	8	8	7	8	5	4	6	5	6	6
9	6	6	7	8	3	3	5	7	7	7
10	8	8	5	6	4	4	6	5	6	6

MEDTECH

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	7	5	6	7	5	3	8	5	5	7
2	6	7	7	7	4	4	6	7	7	7
3	6	5	5	8	5	3	8	5	7	8
4	8	7	6	8	3	5	6	6	5	7
5	6	7	5	7	5	5	8	7	6	8
6	8	5	5	8	5	5	6	6	5	6
7	8	6	5	8	5	4	8	5	7	7
8	6	5	7	7	3	5	8	5	5	8
9	6	6	7	7	5	4	6	6	5	6
10	8	7	6	6	3	4	8	7	6	7

MEDIA

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	6	5	5	8	7	5	7	5	7
2	8	7	7	3	6	6	6	5	6	8

3	6	7	7	5	6	8	5	5	5	7
4	6	5	7	5	6	7	5	5	6	6
5	6	6	7	4	8	7	6	7	5	8
6	7	5	5	4	8	7	6	7	5	8
7	8	5	6	3	7	6	6	5	6	7
8	6	5	6	5	6	8	6	6	7	8
9	7	7	5	4	6	7	6	5	6	7
10	7	6	6	3	7	6	7	6	7	6

LAWMAN

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	6	7	5	7	8	5	6	5	6
2	6	6	6	5	6	8	5	7	5	5
3	5	7	7	7	6	7	5	5	7	6
4	6	6	7	6	6	8	5	7	7	6
5	6	6	7	6	7	7	6	5	5	6
6	7	6	5	5	7	8	5	6	7	4
7	7	8	7	5	6	8	7	6	5	4
8	5	6	6	5	6	8	5	7	6	4
9	7	7	5	5	7	7	6	5	5	6
10	6	6	5	6	8	7	5	7	6	6

EXEC

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	8	5	5	3	8	6	6	5	5	7
2	8	6	6	4	7	6	7	7	5	7
3	8	7	6	3	8	6	7	6	4	5
4	8	5	7	5	6	5	6	5	5	7
5	7	7	6	5	8	5	7	7	5	6
6	5	7	7	3	6	7	6	5	5	7
7	6	6	7	5	8	7	6	7	4	6
8	6	7	7	3	7	5	7	5	5	7
9	7	6	7	5	7	5	7	6	5	5

10	7	7	5	5	8	6	6	7	4	7
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FIXER

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	8	5	7	4	6	5	8	5	5	8
2	8	5	5	5	6	7	8	7	5	7
3	6	6	6	4	5	6	8	6	3	8
4	7	7	5	5	7	6	7	7	5	8
5	8	6	6	3	6	5	8	7	5	6
6	8	7	5	5	6	7	7	5	3	6
7	8	6	6	5	6	5	6	7	5	8
8	6	6	7	4	7	6	7	7	4	7
9	8	7	7	5	5	5	7	6	5	7
10	6	5	6	5	5	6	8	6	4	7

NOMAD

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	6	8	3	6	7	6	6	6	4
2	5	7	6	5	8	8	8	7	5	4
3	5	8	6	3	8	7	6	5	6	5
4	5	8	7	4	8	6	7	7	7	5
5	6	6	6	3	6	7	6	7	7	4
6	7	6	8	4	6	7	6	5	6	5
7	6	7	8	4	6	6	7	5	7	5
8	5	7	8	3	8	6	7	5	5	5
9	6	7	6	4	8	6	6	6	6	6
10	5	6	7	4	7	8	7	7	7	4

METHOD #2: EDGERUNNERS (FAST AND DIRTY)

In this *Cyberpunk Red* core rulebook, **Edgerunner** (aka Fast and Dirty) Characters are once again created by rolling dice and placing the outcome of each roll into the Stat Block. This system has more flexibility than the Template Method because two characters within the same Role have a almost infinitesimal chance of getting the same values this way. But this method still has fewer options and less precision than the Constructed method. It's a good system to use when you've gotten a few

games under your belt and really want to expand your options, or when you know the system but don't want to spend a lot of time crunching the numbers.

When using the **Edgerunner** Option, you will once again move to the Templates for your particular character Role (see pgs.XX—XX). This time, you will roll **1D10** for each stat *individually*, comparing the roll for that stat against the value on the column for that Stat.

Example: Jay decides to play a Solo again. This time, Jay rolls 1D10 for each Stat in the Stat Block, moving in succession from left to right. They get:

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	7	7	3	8	6	5	5	6	5
2	7	8	6	3	6	6	7	5	6	6
3	5	8	7	4	7	7	6	7	8	5
4	5	8	6	4	6	7	6	5	7	6
5	6	6	7	5	7	6	7	6	8	4
6	7	7	6	5	7	6	6	7	7	5
7	7	7	6	5	6	7	7	6	6	6
8	7	8	7	5	6	6	5	6	8	4
9	7	7	6	4	6	6	6	5	6	5
10	6	6	8	5	6	6	5	6	6	5

When they have rolled values for all ten Stats, they will fill those values into their Stat Block as follows:

Here's what Jay's Stat Block will look like:

Roll or Points	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
Jay's Rolls	6	7	7	5	7	6	6	7	8	5

METHOD #3: COMPLETE PACKAGES (CALCULATED)

This method allows you to build the Character from the ground up, using a pool of “Character points” to “buy” the Character’s Stats. While it’s the most flexible method, it’s also the most time consuming and is not recommended for novice roleplayers.

When using the **Complete Package** Option, the GM of your game will give you a specific number of points with which to generate your Character's Stats (normally **62**). **The only limit is that no Stat may be higher than 8 or lower than 2. We strongly suggest that GM's start their players on the Starting Character rank.** But we've also included Point Values for both higher and lower Characters based on the loose ranking system we used in previous editions of Cyberpunk (2013, 2020). Once again we caution GMs to stick to the Starting Character version unless they are positively sure they want to change the play balance of their games around.

But hey, it's your funeral.

Rank of Character	Build Points
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Major Hero	80
Major Supporting Character	70
Minor Hero	75
Starting Character	62
Minor Supporting Character	50

Start by putting the number of starting points you got from the GM into the Roll or Points section of the Stat Block. Now, divide up your points between the ten stats in the block. On average, you should be able to put at least 6 points in each block with a couple of points left over.

Points	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
62	6	6	6	6	6	6	6	6	6	6

Fine tuning these numbers is the fun part of the Complete Package option.

Example: Once again, Jay decides to play a Solo. This time, Jay is given 62 points by the GM with which to buy their character's stats. Jay starts by splitting the points evenly between the ten Stats in the block, but then starts to tinker with where the point will finally end up. In the end, Jay chooses to build a tough Solo who is more a physical fighter than a gunman, with more points in the character's BODY, DEX, WILL and MOVE.

Points	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
62	5	6	8	3	6	7	6	8	9	4

Note: We also could, at this point, warn prospective Referees about the various dodges their players will have for creating “super-characters.” But face it; if they want to create a mondo character, who are we to stop them? You’re all big kids now, and if you, as GM, think your players are getting way outa line, why not just go ahead and waste ‘em?

That's the *Cyberpunk* way.

Required For Everyone: Derived Statistics

Regardless of the Method you have chosen to generate your original Stats, you'll still need to calculate two more values: **Hit Points** and **Humanity**. These are your character's **Derived Stats**, called so because they are derived from the original numbers in your Stat Block. These are Stats that are determined by doing something to an already existing Stat, like averaging, multiplying, or subtracting.

Hit Points (HP)

Hit Points are what we count to tell if your character is dead.¹ Or still just bleeding on the floor. Every character in a Cyberpunk RED campaign as this derived Statistic known as Hit Points (HP). Hit Points represent the Character's will to live and overall physical condition. As the Character takes damage and injury from external sources, they'll subtract that damage (also described as points) from their pool of Hit Points. As the Character's HP reaches certain thresholds, there are penalties that will represent cumulative damage that is making the character physically slower or mentally hazier.

¹There are some people out there who are going to lament the end of the beloved Wound Track system. I'm one of them, I confess. But I soon came to realize that the wound track was basically a complex visual way of counting... hit points. Whether it's checking off boxes or numbers, *it's the same thing*. So here we are. All the basic elements are still around (Wound and Death states, etc), but the Body Type kludge that made the chart work is now folded right into your BODY Stat.

When your Character falls to zero Hit Points, they enter what is called a Death State (a measure of how fast they are dying). We'll go into Wound Thresholds, penalties and Death States further in the Combat Sections on pgs.XX—XX.

You have Hit Points equal to 10+(5(Body and Will averaged, rounding up)). But since the math involved can be a real pain sometimes, we've made you a table to use instead. For the time being, refer to the Table below to see how many Hit Points your Character has. Your character's Seriously Wound Wound Threshold is half of their total HP (rounded up). Their Death is equal to their BODY Statistic.

BODY														
WILL	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	20	25	25	30	30	35	35	40	40	45	45	50	50	55
3	25	25	30	30	35	35	40	40	45	45	50	50	55	55
4	25	30	30	35	35	40	40	45	45	50	50	55	55	60
5	30	30	35	35	40	40	45	45	50	50	55	55	60	60
6	30	35	35	40	40	45	45	50	50	55	55	60	60	65
7	35	35	40	40	45	45	50	50	55	55	60	60	65	65
8	35	40	40	45	45	50	50	55	55	60	60	65	65	70
9	40	40	45	45	50	50	55	55	60	60	65	65	70	70
10	40	45	45	50	50	55	55	60	60	65	65	70	70	75

Humanity (HUM)

Humanity is a measure of how well you interact with the world and the other people in it. People with very low Humanity Stats have a lot of problems in human interactions. They may become sociopathic, withdrawn, disassociated or even homicidal. If your Character's HUM drops to below zero, it's the equivalent of the death of your character's emotional life; they will slide into a state called *cyberpsychosis*, in which aberrant traits like homicidal mania or mental disassociation can occur. While the addition of large amounts of cyberware (more on this later. See pg.XX) most often triggers this state, other traumatic situations can also push the character over the edge.

For every point of Empathy the character has, they gain 10 points of Humanity (HUM). For example, a character that starts with 5 EMP would have 50 Humanity. Once again, here's a handy table:

Empathy (EMP)	1	2	3	4	5	6	7	8	9	10
Humanity (HUM)	10	20	30	40	50	60	70	80	90	100

As your Character undergoes Humanity Loss (mainly, but not always) through installing cybernetics, you will lose points of Humanity. For every 10 points of Humanity that the character loses, they will lose one point of Empathy as well.

Plug both of these values into the Humanity and Hit Point boxes on your Character Sheet and we're ready to hit the next stage: Skills.

SKILLS

No matter what method you have used to generate your character's Stats so far, the next step of character creation will be to find out what they can *do*. And that means **Skills**.

What Are Skills?

Skills are things the character knows or can do; they represent their level of knowledge and accomplishment. A Skill is also something your character knows how to do because of their training. They have spent time learning and mastering the intricacies of this knowledge either from a teacher, a book or a long and arduous montage sequence typically found in action and *kung-fu* movies. The level of a Skill represents how well trained your character is in that activity.

SKILLS LINK TO STATS

In turn, each Skill is also linked to a STAT that represents natural ability. Some people are just naturally better at doing/learning things than other people around them. So when you perform a “**skill check**” (more on this later, pg.XX) you'll add the Stat that is best related to that particular Skill to get a total aptitude at performing an action based on that combination.

ALL SKILLS ARE NOT EQUAL

Some Skills are harder to learn than others (more teaching, bigger books to read, more arduous training montages) and this is reflected in the “cost” to “buy” these special skills. We'll get into that in detail later (pgs.XX—XX), but for now, we'll just make a note if a Skill has a higher cost in it's description in the Skill Tables below by marking it with (2).

In a *Cyberpunk Red* campaign, there are nine Skill Categories:²

- **Awareness Skills:** Your awareness of your environment, noticing clues, etc.
- **Body Skills:** The use of skills involving physical tasks, feats of strength, endurance, and other physical attributes.
- **Control Skills:** The use of skills involving controlling vehicles or riding animals.
- **Education Skills:** Knowledge and training based on formal education/schooling.
- **Fighting Skills:** The ability to fight in hand-to-hand combat, or with a melee weapon.
- **Performance Skills:** Training in acting, musicianship, special effects, makeup or other stage crafts.
- **Ranged Weapon Skills:** Skills in using a ranged weapon, such as a gun or a bow.
- **Social Skills:** Your abilities to blend in, avoid social blunders, and to show style and grace. Also your ability to convince others through social adeptness.
- **Technique Skills:** Trained vocational skills and craftsmanship abilities.

AWARENESS SKILLS

Concentration..... WILL
Skill of focus and mental control, encompassing feats of memory, recall, and physiological control.

Conceal/Reveal Object..... INT

²We've knocked down the rather exhaustive list of skills in this edition. Many of them folded neatly into others, and still others needs to allow the GM to use their judgment and interpretation to allow players more leeway. Point is, if you want a skill and can talk your GM into it, then go ahead. Take up Exotic Bird-watching at level 8. My wife did. And it saved her character's ass in a nasty firefight in the jungles of Indonesia.

Skill for hiding objects and finding objects that have been hidden. This is the skill used for concealing weapons under clothing and detecting concealed weapons.

Lip Reading..... INT
Skill of reading someone's lips in order to tell what they are saying.

Perception..... INT
Skill of spotting hidden things, like clues, traps, and people using the Stealth skill, but not objects hidden with the Conceal/Reveal Object skill.

Tracking..... INT
Skill of following a trail by observing tracks and other clues left behind.

BODY SKILLS

Athletics..... DEX
Skill of jumping, climbing, throwing, swimming, lifting weights, etc.

Contortionist..... DEX
Skill of manipulating your body to get out of handcuffs or other bindings and to fit yourself into otherwise inaccessible places or spaces.

Dance..... DEX
Skill of dancing at a professional level.

Endurance..... WILL
Skill of withstanding harsh environmental conditions and hardship.

Resist Torture/Drugs..... WILL
Skill of resisting painful effects, including interrogation, torture, and drugs.

Stealth..... DEX
Skill of moving quietly, hiding, doing an action discretely, or otherwise evading detection. Other characters can try to find you with their Perception skill.

CONTROL SKILLS

Drive Land Vehicle..... REF
Skill of driving and maneuvering land vehicles.

Pilot Air Vehicle (x2)..... REF
Skill of piloting and maneuvering air vehicles.

Pilot Sea Vehicle..... REF
Skill of piloting and maneuvering sea vehicles.

Riding..... REF
Skill of riding a living creature trained for the purpose.

EDUCATION SKILLS

Accounting..... INT
Skill of balancing books, creating false books and identifying them, juggling numbers, creating budgets and handling day to day business operations.

Animal Handling..... INT
Skill of handling, training, and caring for animals.

Bureaucracy..... INT
Skill for dealing with bureaucrats, cutting red tape, knowing who to talk to in a bureaucracy, how to reach them, and how to extract information from bureaucracies.

Business..... INT
Skill regarding knowledge of basic business practices, laws of supply and demand, employee management, procurement, sales, marketing.

Composition..... INT
Skill of writing songs, articles, or stories professionally.

Criminology	INT
Skill for looking for clues by dusting for fingerprints, doing ballistic tests, examining evidence, and searching through police records and files.	
Cryptography	INT
Skill of encrypting and decoding messages.	
Deduction	INT
Skill of taking several clues and leaping to an unobvious conclusion or medical diagnosis.	
Education	INT
Skill of general knowledge, equivalent to a basic school education, allowing you to know how to read, write, use basic math, and know enough history to get by.	
Gamble	INT
Skill of knowing how to figure odds and play games of chance successfully.	
Language	INT
Skill of speaking a particular language. You must choose a specific language whenever you increase this skill.	
Library Search	INT
Skill of using databases, DataPools™, libraries and other compiled information sources to find facts.	
Local Expert	INT
Skill of knowing a specific area well and knowing the agendas of its various factions, both political and criminal. You must choose a specific location whenever you increase this skill, which cannot be any larger than a single neighborhood or community.	
Science	INT
Skill for knowing how to design experiments, write scientific papers, test hypotheses, and discuss with other academics in a particular field of science. An area of study must be specified whenever this skill is increased. <i>Possible options include: Geology, Mathematics, Physics, Zoology, Anthropology, Biology, Chemistry, History.</i>	
Tactics	INT
Skill of managing a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle, and how an enemy force may react.	
Wilderness Survival	INT
Skill for knowing how to survive comfortably in the wilderness.	

FIGHTING SKILLS

Brawling	DEX
Skill at fighting and grappling with brute strength.	
Evasion	DEX
Skill for getting out of the way of someone attacking you in melee. A character with REF 8 or higher can also use this skill to dodge ranged attacks.	
Martial Arts (x2)	DEX
Skill for fighting with a Martial Arts Form. Each time you increase this skill you must choose in which form you are training. You can learn multiple forms, but you must do so separately. <i>Possible options: Karate, Taekwondo, Judo, Aikido can be found on pg.XX.</i>	
Melee Weapon	DEX
Skill for fighting with melee weapons.	

PERFORMANCE SKILLS

Acting	COOL
Skill of assuming a role, disguising yourself as someone else, whether real or fictitious, and faking emotions and moods.	
Play Instrument	EMP
Skill of playing a musical instrument professionally. You can choose which instrument when you increase this skill. Possible options include: singing, guitar, drums, violin, piano, etc.	

RANGED WEAPON SKILLS

Archery	REF
Skill for accurately firing bolt or arrow launching projectile weapons.	
Autofire (x2)	REF
Skill for keeping a weapon's Autofire firing mode on target through recoil.	
Handgun	REF
Skill for accurately firing handheld projectile weapons.	
Shoulder Arms	REF
Skill for accurately firing shoulder braced projectile weapons.	
Heavy Weapons (x2)	REF
Skill for accurately firing extremely large projectile weapons.	

SOCIAL SKILLS

Bribery	COOL
Skill of knowing when to bribe someone, how to approach them, and how much to offer.	
Conversation	EMP
Skill of extracting information from people without alerting them with careful conversation.	
Human Perception	EMP
Skill of reading a person's facial expressions and body language to discern their emotional state and detect lies or deception.	
Interrogation	COOL
Skill of forcibly extracting information from people.	
Persuasion	COOL
Skill of convincing, persuading, or influencing individuals.	
Personal Grooming	COOL
Skill of knowing proper grooming to maximize attractiveness.	
Wardrobe & Style	COOL
Skill of knowing the clothes to wear and when to wear them,	
Streetwise	COOL
Skill of knowing where to get illegal and contraband things, talking to the criminal element, and avoiding bad situations in bad neighborhoods.	
Trading	COOL
Skill of striking a good bargain with a merchant or customer.	

TECHNIQUE SKILLS

Basic Tech	TECH
Skill of identifying, understanding, and repairing simple electronic devices and all other items not covered by another Technique Skill.	
Cybertech	TECH
Skill of identifying, understanding and repairing cybernetics.	
First Aid	TECH
Skill of applying medical treatments to a wounded person in order to keep them from dying and treating the most common critical injuries.	
Air Vehicle Tech	TECH
Skill of repairing and maintaining air vehicles.	
Land Vehicle Tech	TECH
Skill of repairing and maintaining land vehicles.	
Sea Vehicle Tech	TECH
Skill of repairing and maintaining sea vehicles.	
Demolitions (x2)	TECH
Skill of setting, defusing, and knowing how much explosive will accomplish a desired result.	

Electronics/Security Tech (x2)	TECH
Skill of identifying, understanding, repairing, countering, and installing complex electronic devices, like computers, cyberdecks, personal electronics, electronic security systems, bugs and tracers, pressure plates, laser tripwires, etc.	
Forgery	TECH
Skill of creating and detecting false documents and identification.	
Paint/Draw/Sculpt	TECH
Skill of producing professional paintings, drawings, or sculpture.	
Paramedic (x2)	TECH
Skill of applying medical treatments to a wounded person in order to keep them from dying and treating all critical injuries not requiring Surgery. (Surgery is only available to Medtechs through their Role Ability, Medicine.)	
Photography/Film	TECH
Skill for producing professional photographs, motion pictures, or braindances.	
Pick Lock	TECH
Skill for picking non-electronic locks and countering non-electronic security measures.	
Pick Pocket	TECH
Skill for picking pockets and shoplifting small items without being noticed.	
Weaponstech	TECH
Skill for repairing and maintaining weapons of all types.	

How Do I Get My Skills?

Buying Skills

Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Statistic. Skills are like Stats; they have a range of effectiveness that is related to how much they cost.

Basic Skills

Basic Skills are things generally common to everyone in all cultures or time periods: Athletics, Brawling, Concentration, Conversation, Education, Evasion, First Aid, Human Perception, Language (Street slang), Local Expert (Your Home), Perception, Persuasion, Stealth. These are assumed to be part of everyone's Skill list and must start with at least a value of 2. Don't worry, we factored this in to make it easier for you. Additionally, all characters begin with 4 points in their native language, as established in Lifepath.

Method #1: Streetrat (Templates) Skills

Skills are predetermined from the start with the Streetrat. As a Street Rat Character, we have already provided you with skills and levels of skills for your Basic Skills (**bold**) plus the basic professional Skills you will need to perform in your characters' chosen Role. **Just find your Role on the tables below** and copy the numbers next to each Skill onto the proper place on your Character Sheet.

ROCKER		SOLO		NETRUNNER		TECH		MEDTECH	
SKILL	LVL	SKILL	LVL	SKILL	LVL	SKILL	LVL	SKILL	LVL
Athletics	2	Athletics	2	Athletics	2	Athletics	2	Athletics	2
Brawling	6	Brawling	2	Brawling	2	Brawling	2	Brawling	2
Concentration	2	Concentration	2	Concentration	2	Concentration	2	Concentration	2
Conversation	2	Conversation	2	Conversation	2	Conversation	2	Conversation	6
Education	2	Education	2	Education	6	Education	2	Education	6
Evasion	6	Evasion	6	Evasion	6	Evasion	6	Evasion	6
First Aid	6	First Aid	6	First Aid	2	First Aid	6	First Aid	2

Human Perception	6	Human Perception	2	Human Perception	2	Human Perception	2	Human Perception	6
Language (Streetslang)	2	Language (Streetslang)	2	Language (Streetslang)	2	Language (Streetslang)	2	Language (Streetslang)	2
Local Expert (Your Home)	4	Local Expert (Your Home)	2	Local Expert (Your Home)	2	Local Expert (Your Home)	2	Local Expert (Your Home)	2
Perception	2	Perception	6	Perception	2	Perception	2	Perception	2
Persuasion	6	Persuasion	2	Persuasion	2	Persuasion	2	Persuasion	2
Stealth	2	Stealth	2	Stealth	6	Stealth	2	Stealth	2
Composition	6	Autofire	6	Basic Tech	6	Basic Tech	6	Basic Tech	6
Handgun	6	Handgun	6	Conceal/Reveal Object	6	Cybertech	6	Cybertech	4
Melee Weapon	6	Interrogation	6	Cryptography	6	Electronics/Security Tech	6	Deduction	6
Personal Grooming	4	Melee Weapon	6	Cybertech	6	Science (choose 1)	6	Paramedic	6
Play Instrument	6	Resist Torture/Drugs	6	Electronics/Security Tech	6	Shoulder Arms	6	Resist Torture/Drugs	4
Streetwise	6	Shoulder Arms	6	Handgun	6	Land Vehicle Tech	6	Science (choose 1)	4
Wardrobe & Style	4	Tactics	6	Library Search	6	Weaponstech	6	Shoulder Arms	6

MEDIA		LAWMAN		EXEC		FIXER		NOMAD	
SKILL	LVL	SKILL	LVL	SKILL	LVL	SKILL	LVL	SKILL	LVL
Athletics	2	Athletics	2	Athletics	2	Athletics	2	Athletics	2
Brawling	2	Brawling	6	Brawling	2	Brawling	2	Brawling	6
Concentration	2	Concentration	2	Concentration	2	Concentration	2	Concentration	2
Conversation	6	Conversation	6	Conversation	6	Conversation	6	Conversation	2
Education	2	Education	2	Education	6	Education	2	Education	2
Evasion	6	Evasion	6	Evasion	6	Evasion	6	Evasion	6
First Aid	2	First Aid	2	First Aid	2	First Aid	2	First Aid	6
Human Perception	6	Human Perception	2	Human Perception	6	Human Perception	6	Human Perception	2
Language (Streetslang)	2	Language (Streetslang)	2	Language (Streetslang)	2	Language (Streetslang)	4	Language (Streetslang)	2
Local Expert (Your Home)	6	Local Expert (Your Home)	2	Local Expert (Your Home)	2	Local Expert (Your Home)	6	Local Expert (Your Home)	2
Perception	6	Perception	2	Perception	2	Perception	2	Perception	4
Persuasion	6	Persuasion	2	Persuasion	6	Persuasion	4	Persuasion	2
Stealth	2	Stealth	2	Stealth	2	Stealth	2	Stealth	6
Bribery	6	Autofire	6	Accounting	6	Bribery	6	Animal Handling	6
Composition	6	Criminology	6	Bureaucracy	6	Business	6	Drive Land Vehicle	6

Deduction	6	Deduction	6	Business	6	Forgery	6	Handgun	6
Handgun	6	Handgun	6	Deduction	6	Handgun	6	Melee Weapon	6
Library Search	4	Interrogation	6	Handgun	6	Pick Lock	4	Tracking	6
Lip Reading	4	Shoulder Arms	6	Lip Reading	6	Streetwise	6	Trading	6
Photograph/Film	4	Tracking	6	Personal Grooming	4	Trading	6	Wilderness Survival	6

For example, Jay is still playing a Solo (single-minded, aren't they?). Their Streetrat Solo will start with the following Skills at these levels:

Athletics	2
Brawling.....	2
Concentration.....	2
Conversation	2
Education	2
Evasion.....	6
First Aid.....	6
Human Perception.....	2
Language (Street slang)	2
Local Expert (Your Home).....	2
Perception.....	6
Persuasion	2
Stealth.....	2
Autofire.....	6
Handgun	6
Interrogation	6
Melee Weapon	6
Resist Torture/ Drugs.....	6
Shoulder Arms.....	6
Tactics.....	6

Method #2: Edgerunner (Fast & Dirty) Skills

Like the Streetrat, Edgerunner skills are predetermined from the start. But the big difference here is that although your Skills for that Role are predetermined, the **levels of each skill are up to you**. There are a few rules though:

- Edgerunners **get 86 skill points** to be distributed between your character's Skills to raise their totals up. These points may not be applied anywhere else.
- No Edgerunner Role Skill can be **higher than 6 or lower than 2**.
- The following Skills **must be at least level 2**: Athletics, Brawling, Concentration, Conversation, Education, Evasion, First Aid, Human Perception, Language (Street slang), Local Expert (Your Home), Perception, Persuasion, Stealth.
- **Skills marked with a (x2) cost two skill points** to increase in level by one. All other skills cost one point to increase in level by one.

To determine your Edgerunner's Skills, just find your Role on the tables below, then divide your 86 Skill points up between the Skills listed for that type. Remember that no skill can be higher than 6 or lower than 2.

Hot Tip: You'll notice that each Role has 20 skills allotted to it. Start by **dividing your 86 points by 20** to get a rough average of 4 points per Skill (you'll have 6 extra points left over).

ROCKER	SOLO	NETRUNNER	TECH	MEDTECH
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Athletics Brawling	Athletics	Athletics Brawling	Athletics	Athletics Brawling
	Brawling		Brawling	
Concentration	Concentration	Concentration	Concentration	Concentration
Conversation	Conversation	Conversation	Conversation	Conversation
Education	Education	Education	Education	Education
Evasion First Aid	Evasion	Evasion First Aid	Evasion	Evasion First Aid
	First Aid		First Aid	
Human Perception	Human Perception	Human Perception	Human Perception	Human Perception
Language (Streetslang)	Language (Streetslang)	Language (Streetslang)	Language (Streetslang)	Language (Streetslang)
Local Expert (Your Home)	Local Expert (Your Home)	Local Expert (Your Home)	Local Expert (Your Home)	Local Expert (Your Home)
Perception	Perception	Perception	Perception	Perception
Persuasion	Persuasion	Persuasion	Persuasion	Persuasion
Stealth Composition	Stealth	Stealth Basic Tech	Stealth	Stealth Basic Tech
	Autofire (x2)		Basic Tech	
Handgun	Handgun	Conceal/ Reveal Object	Cybertech	Cybertech
Melee Weapon	Interrogation	Cryptography	Electronics/ Security Tech (x2)	Deduction
Personal Grooming	Melee Weapon	Cybertech	Science (choose 1)	Paramedic (x2)
Play Instrument Streetwise	Resist Torture/Drugs	Electronics/ Security Tech (x2) Handgun	Shoulder Arms	Resist Torture/ Drugs Science (choose 1)
	Shoulder Arms		Land Vehicle Tech	
Wardrobe & Style	Tactics	Library Search	Weaponstech	Shoulder Arms

MEDIA	LAWMAN	EXEC	FIXER	NOMAD
Athletics	Athletics Brawling Concentration	Athletics	Athletics Brawling Concentration	Athletics
Brawling		Brawling		Brawling
Concentration		Concentration		Concentration
Conversation	Conversation	Conversation	Conversation	Conversation
Education	Education Evasion First Aid	Education	Education Evasion First Aid	Education
Evasion		Evasion		Evasion
First Aid		First Aid		First Aid
Human Perception	Human Perception	Human Perception	Human Perception	Human Perception
Language (Streetslang)	Language (Streetslang)	Language (Streetslang)	Language (Streetslang)	Language (Streetslang)
Local Expert	Local Expert	Local Expert	Local Expert	Local Expert

(Your Home)	(Your Home)	(Your Home)	(Your Home)	(Your Home)
Perception	Perception	Perception	Perception	Perception
Persuasion	Persuasion	Persuasion	Persuasion	Persuasion
Stealth	Stealth	Stealth	Stealth	Stealth
Bribery	Autofire (x2)	Accounting	Bribery	Animal Handling
Composition	Criminology	Bureaucracy	Business	Drive Land Vehicle
Deduction	Deduction	Business	Forgery	Handgun
Handgun	Handgun	Deduction	Handgun	Melee Weapon
Library Search	Interrogation	Handgun	Pick Lock	Tracking
Lip Reading	Shoulder Arms	Lip Reading	Streetwise	Trading
Photograph/Film	Tracking	Personal Grooming	Trading	Wilderness Survival

For example: Jay decides to work on an Edgerunner Solo. This Solo has the following skills.

Athletics, Brawling, Concentration, Conversation, Education, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, Stealth, Autofire*, Handgun, Interrogation, Melee Weapon, Resist Torture/Drugs, Shoulder Arms and Tactics.

Jay slots 4 points into each of these, and spends the remaining 6 points as they see fit. Now Jay starts shifting the points between Skills, until the result looks like so:

Skill	Points Spent
Athletics	4
Brawling	6
Concentration	2
Conversation	2
Education	4
Evasion	6
First Aid	4
Human Perception	4
Language (Streetslang)	4
Local Expert (Your Home)	4
Perception	6
Persuasion	4
Stealth	6
Autofire (x2)	4
Handgun	4
Interrogation	4
Melee Weapon	6
Resist Torture/Drugs	4
Shoulder Arms	4
Tactics	4
Total Points Spent	86

Since Jay is aiming to build a big bruiser of a Solo, their choices will be to push their Solo's Melee Weapon, Brawling, Evasion, Perception and Stealth as high as they can, sacrificing points from other Skills.

Method #3: Complete Package (Calculated) Skills

Unlike the other types of Characters (Streetrats & Edgerunners) **Calculated** characters get almost complete control over their Skills. Like Edgerunners, **these characters get 86 Skill points to raise up any skills they want.** But unlike Edgerunners, except for Basic skills that all character types must have (see below), the **Complete Package player can put the rest of their 86 points in any Skills they want.**

In the Calculated Method, three rules must be followed:

- No Skill can be **higher than 6.**
- The following Skills **must be at least level 2:** Athletics, Brawling, Concentration, Conversation, Education, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, Stealth
- **Skills** marked in the Master Skill List with a **(x2)** cost **two skill points** to increase in level by one. All other skills cost one skill point to increase in level by one.

For example: Jay decides to build a Solo, but this time as a Complete Package Character. Their Solo must have the following skills at level 2: Athletics, Brawling, Concentration, Conversation, Education, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion and Stealth. He chooses most of these at the bare minimum (not exactly the best idea).

Skill	Points Spent
Athletics	2
Brawling	2
Concentration	2
Conversation	2
Education	2
Evasion	2
First Aid	2
Human Perception	2
Language (Streetslang)	2
Local Expert (Your Home)	2
Perception	2
Persuasion	2
Stealth	2

However, Jay also decides to make their Solo as a more esoteric character who spends time hunting down renegade Nomads in the wilderness. So the remaining 60 of their skill points are spent on the following:

Skill	Points Spent
Autofire (x2)	12
Deduction	4
Drive Land Vehicle	4
Endurance	4
Handgun	4
Interrogation	4
Martial Arts (x2)	4
Melee Weapon	5
Resist Torture/Drugs	4
Shoulder Arms	4
Tactics	3
Tracking	4

<i>Wilderness Survival</i>	4
Total Points Spent	86

NEXT UP: WEAPONS AND ARMOR

You don't *have* to have cyberware to be a Cyberpunk. But you **do** need weapons and armor. In the Dark Future of the Time of the Red, there aren't many convenient cops around to cover your butt when things get sticky.

Weapons

Let's talk about things that go Bang. Or Chop, Chop, Slice.

Weapons are part of everyday life in the Time of the Red. With only a few cops on the Street and lots of heavily armed and armored miscreants roaming around just itching to reduce you to salable parts, it's no wonder that everyone you meet is probably packing. The trick is to make sure you're carrying more than they are—and that you know enough about how to use it so that they don't take it away from you.

Weapon Categories

There's only four categories of weapons; we're going to talk mostly about the first three since they are the most common thing you're going to be buying off your local Fixer. Weapon categories include:

- **Melee Weapons:** Swords, axes, clubs, hammers, etc.
- **Ranged Weapons:** Things that are fired, shot or thrown.
- **Exotic Weapons:** Weapons that are specialized or don't fit the above categories.
- **Cyberweapons:** These are the freaky things that are usually hidden as nasty and lethal surprises on a rival cyberpunk's body. They are usually either a variant of Ranged or Melee weapons, although some variations like the infamous cybersnake are, on the whole, only loosely classified as melee weapons, if at all. These all have their own specialized uses, so we'll be talking more about those in the Cyberware sections on pgs.XX—XX.

Note that these are only the most basic, almost generic classes of each weapon. We'll be looking at specific weapons, models, and brands later on in the Night Market section on pgs.XX—XX.

Melee Weapons

These are things you *swing* at someone, hoping to beat them bloody or remove their limbs. Swords, axes, clubs, hammers—the whole contents of the hardware aisle in your local night market. If you use your hands to deliver the damage with it, it's a melee weapon. Melee weapons are generally linked to the DEX Stat.

READING THE MELEE WEAPON TABLE

- **Melee Weapon Type:** The classification of the melee weapon.
- **Example Melee Weapons:** A few examples of the classification of melee weapons.
- **Number of Hands Required:** How many hands you need to hold the weapon and use it. In the case of melee weapons the number of hands required is based on what the weapon is not what its classification is.
- **Damage:** The damage of a single attack from the weapon.
- **Rate of Fire (ROF):** How many times the weapon can be swung with a single Attack Action.
- **Concealable:** If the weapon can be concealed with the Conceal/Reveal Object skill under clothing.
- **Cost:** What the weapon costs in the main currency in Night City, the **Eurobuck**. The text description below is what it would be considered as in the Night Markets (more on pgs.XX—XX).

Melee Weapon	Example Melee Weapons	Number of Hands	Damage	ROF	Concealable	Cost
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Type		Required				
Light Melee Weapon	Combat Knife, Tomahawk	Varies by type	1d6	2	YES	50eb Costly
Medium Melee Weapon	Baseball Bat, Crowbar, Machete	Varies by type	2d6	2	NO	50eb Costly
Heavy Melee Weapon	Lead Pipe, Sword, Spiked Bat	Varies by type	3d6	2	NO	100eb Premium
Very Heavy Melee Weapon	Chainsaw, Sledgehammer, Helicopter Blades, Naginata	Varies by type	4d6	1	NO	500eb Expensive

Note that these example Melee weapons are just to give you an *idea* of where things fit. Humans have been picking up rocks since the Dawn of Time and there are probably a billion types of sharp pointy thing out there. We suggest if you don't really know where that bronze Egyptian *khopesh* you just took off the body of that Eurosolo fits in, ask your Referee to make the call (we'd say Heavy Melee weapon ourselves).

Ranged Weapons

These are things that shoot. Guns, lasers (rare), gyrojets (rarer still), even those little hand crossbows that those idiots in the road-warrior gangs like to wave around. If something comes out of it, traverses a distance and causes damage at the end of that trajectory, it's a ranged weapon. Ranged weapons are generally linked to the REF Stat.

READING THE RANGED WEAPON TABLE

- **Weapon Type:** The classification of the weapon.
- **Weapon Skill:** The skill you use when firing this weapon.
- **Single Shot Damage:** The damage of a single shot from the weapon.
- **Standard Magazine:** How many bullets or other types of ammo can be held in the weapon without mods.
- **Rate of Fire (ROF):** How many times the weapon can be fired with a single Attack Action.
- **Number of Hands Required:** How many hands you need to hold the weapon and fire it.
- **Concealable:** If the weapon can be concealed with the Conceal/Reveal Object skill under clothing.
- **Alt Fire Modes & Special Features:** Unique traits of the weapon. See the full section on pg.XX.
- **Cost:** What the weapon costs in the main currency in Night City, the Eurobuck. The note in parenthesis is what it would be rated as in the Night Markets (pgs.XX—XX).

Weapon Type	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Concealable	Alt. Fire Modes & Special Features	COST
Medium Pistol	Handgun	2d6	12 [M Pistol]	2	1	YES	None	50eb Costly
Heavy Pistol	Handgun	3d6	8 [H Pistol]	2	1	YES	None	100eb Premium
Very Heavy	Handgun	4d6	8 [VH Pistol]	1	1	NO	None	100eb Premium

Pistol								
SMG	Handgun	2d6	30 [M Pistol]	1	1	YES	Autofire (3) Suppressive Fire	100eb Premium
Heavy SMG	Handgun	3d6	40 [H Pistol]	1	1	NO	Autofire (3) Suppressive Fire	100eb Premium
Shotgun	Shoulder Arms	5d6	4 [Slug]	1	2	NO	Shotgun Shell	500eb Expensive
Assault Rifle	Shoulder Arms	5d6	25 [Rifle]	1	2	NO	Autofire (4) Suppressive Fire	500eb Expensive
Sniper Rifle	Shoulder Arms	5d6	4 [Rifle]	1	2	NO	None	500eb Expensive
Bows & Crossbows	Archery	4d6	N/A [Arrow]	1	2	NO	Arrows	Premium 100eb
Grenade Launcher	Heavy Weapons	6d6	2 [Grenade]	1	2	NO	Explosive	500eb Expensive
Rocket Launcher	Heavy Weapons	8d6	1 [Rocket]	1	2	NO	Explosive	500eb Expensive

RANGED WEAPON AMMUNITION

Basic Ammunition	This is the ammunition that is standard for the weapon. It has no special features. Comes in Bullet, Shotgun Shell, and Arrow. Grenades and Rockets do not come in Basic and must be bought on pg.XX in the Night Market Section based on their type.	10eb per 10 units Cheap
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SPECIAL AMMUNITION

Beyond basic ammunition, most ranged weapons can be loaded with special types of ammunition such as incendiary rounds, poisoned arrows, etc. These specialized types of ammunition are available in the **Night Market Section** of this book (pgs.XX—XX).

WEAPON ATTACHMENTS

Each Non-Exotic Ranged Weapon has three attachment slots with which they can be upgraded with attachments. You can combine multiple attachments that take up the same physical location, but you must pay the slot cost of both attachments independently. Equipping the same attachment twice does nothing. Attachments are made for specific weapon types and cannot be easily retrofitted for other weapon types. These specialized types of attachments are available in the **Night Market Section** of this book (pgs.XX—XX).

Exotic Weapons

Exotic weapons are weapons that are overly specialized or too unique to be easily described. They are typically variants of existing weapon types. All Exotic weapons are Average Weapon Quality and are incompatible with all Weapon Attachments and Non-Basic Ammunition unless they claim otherwise.

READING THE EXOTIC WEAPON TABLE

- **Name:** What we call it. In many cases, this is a generic name; there are lots of brands to choose from.
- **Description & Data:** Weapon Skill, shot damage, magazine, Rates of Fire, Hands Required,

Concealability and other information are listed here, as many of these weapons have special information about their usage.

- **Cost:** What the weapon costs in the main currency in Night City, the Eurobuck. The note in parenthesis is what it would be rated as in the Night Markets (pgs.XX—XX).

Note to GMS: Exotic weapons can be very unstabilizing to a Cyberpunk RED game, so it's advisable to be careful when allowing players to purchase them. The amount of money a Character has shouldn't be the only determiner as to whether a certain exotic weapon is available, especially in the Time of the Red, when shattered supply lines and a black market economy often means things just aren't available.

If you think a **Tsunami Arms Helix** is going to mess up your personal version of Night City, feel free to tell your players that they're going to have to hit the Night Markets (pgs.XX—XX) later in the game to find one if they can.

NAME	Description & Data	COST
Stun Baton	A one handed Exotic Medium Melee Weapon. If damage dealt by it would reduce a target to under 1 HP, they are instead Unconscious at 1 HP. Damage dealt by this weapon cannot cause a Critical Injury and doesn't ablate armor.	100eb Premium
Stun Gun	An Exotic Heavy Pistol. If damage dealt by it would reduce a target to under 1 HP, they are instead Unconscious at 1 HP. Damage dealt by this weapon cannot cause a Critical Injury and doesn't ablate armor. Ammunition is costless, as it runs off of easily rechargeable (1 hour) battery packs that need to be replaced after 8 shots. Extra battery packs are 50eb.	100eb Premium
Dartgun	An Exotic Very Heavy Pistol that can only load Non-Basic Arrow Ammunition. Unlike other weapons that fire Arrows, a Dartgun has a clip of 8 Non-Basic Arrows and must be reloaded just like a typical Very Heavy Pistol.	100eb Premium
Air Pistol	An Exotic Medium Pistol. Fires paint balls, which are typically filled with paint, and thus deal no damage. If you filled the paint balls with Acid however, each Acid Paintball still deals no damage, but lowers the SP of the target's armor (worn in the location shot) by one with each successful hit. Great for trying to capture someone alive. Damage dealt by this weapon cannot cause a Critical Injury. Ammunition costs the same as for a normal Medium Pistol, even if filled with Acid.	100eb Premium
Microwaver	An Exotic Very Heavy Pistol. Instead of dealing damage, on a hit it forces the target to try to beat a DV15 Cybertech check. If they fail, the GM chooses two pieces of their cyberware to become inoperable for a minute. Cyberlimbs that are rendered inoperable act as their meat counterparts do when they have been dismembered, but they still hang loosely. See Critical Injuries. Ammunition is costless, as it runs off of easily rechargeable (1 hour) battery packs that need to be replaced after 8 shots. Extra battery packs are 50eb.	500eb Expensive
Shrieker	An Exotic Very Heavy Pistol. Whenever a user fires this weapon without some form of ear protection, they suffer the Damaged Ear Critical Injury. Instead of dealing damage, on a hit it forces the target to try to beat a DV15 Resist Torture/Drugs check. If they fail, they suffer the Damaged Ear Critical Injury. Ammunition is costless, as it runs off of easily rechargeable (1 hour) battery packs that need to be replaced after 8 shots. Extra battery packs are 50eb.	500eb Expensive
Flamethrower	An Exotic Shotgun, fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the flamethrower is a Shotgun that can only fire incendiary shotgun shells (ammunition cost is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend an Action to put themselves out, they take 4 damage to their HP at the end of their turns. If they were already on fire, this fire effect replaces one that would deal less	500eb Expensive

	damage. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used make Aimed Shots.	
Tsunami Arms Helix	An Exotic Assault Rifle, fired entirely with the Autofire Skill. It can only be fired using Autofire and it cannot make Aimed Shots or fire in single shot. It can hold 40 bullets. When fired, the Helix consumes 20 bullets with every attack. If you hit, you roll 2d6 for damage, and multiply it by the amount you beat the DV to hit your target, up to a maximum of 5. Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.	5000eb Luxury
Constitution Arms Hurricane Assault Weapon	An Exotic 2 ROF Shotgun. It cannot make Aimed Shots. It's drum holds 16 shots. Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.	5000eb Luxury
Rhinemetall EMG-86 Railgun	An Exotic Assault Rifle that is incapable of Autofire and Aimed Shots. It is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. The weapon holds 4 shots. Damage dealt by this weapon ignores the target's armor entirely if it is lower than SP11. Armor with a higher SP is still interacted with as normal. Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.	5000eb Luxury
Militech "Cowboy" U-56 Grenade Launcher	An Exotic 2 ROF Grenade Launcher. It's magazine holds four grenades. It is capable of firing all forms of grenades. Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.	5000eb Luxury
Malorian Arms 3516	An Excellent Quality Exotic Very Heavy Pistol. It deals 5d6 damage with a single shot, and comes permanently installed with the Smartgun Link weapon attachment which must be connected (via Interface Plugs or a Subdermal Grip) in order for the weapon to operate. Extremely rare and sought after, this weapon is even more expensive today than it was in the past, when one can be found for sale.	10,000eb Super Luxury
Kendachi Mono-Three	An Excellent Quality Two Handed Exotic Very Heavy Melee Weapon. Damage dealt by this weapon ignores the target's armor entirely if it is lower than SP11. Armor with a higher SP is still interacted with as normal. A high-tech katana with a nearly transparent crystal blade. Orbital crystal reinforces its redesigned microscopically serrated edge which vibrates four thousand times a minute when its handle is gripped by a user with a correct biometric key. In the hands of a user without the correct biometric key, the blade will not vibrate, leaving it only a Two Handed Exotic Very Heavy Melee Weapon. At no additional cost, any color of laser can be installed into the hilt to refract within the crystal blade, giving it a flaring neon glow. The most popular color is red.	5000eb Luxury
Battleglove	A heavy gauntlet covering the hand and forearm. Contains three option slots for Cyberarm or Cyberlimb options. When worn, the options stored in the glove's slots can be accessed. Putting on a Battleglove and taking one off is an Action. The cost to purchase and install a cyberarm option into the Battleglove is the same cost as doing so in a cyberarm. Any options stored in a cyberarm or meat arm the Battleglove is being worn over are inaccessible while the Battleglove is being worn. Cannot be concealed.	1000eb Very Expensive

Armor

Because only an idiot stands there and takes getting shot.

Even in a world where cybertechnology can make every man-jack a full metal warrior, armor is still very

important in the Time of the Red. The armors described here are, like the weapons above, fairly generic, as they include all kinds of clothing, suit cuts, jumpsuits, miniskirts and whatever else a well dressed punk on the Street considers the height of protective fashion. Again, if you really don't know how to rate your new *ICONAmerica* ensemble, decide what description best fits what it's mostly made of (leather, Kevlar[®], plastic plating or even chain mail) and go from there.

Armor must be **purchased individually for either the Head or Body locations**. Wearing even a single piece of heavier armor will lower your REF, DEX, and MOVE by the most punishing Armor Penalty of armor you are wearing, a penalty which you only have to take once, even though you are likely wearing armor on both your body and head. This penalty can even leave your character (at MOVE 0) completely immobile.

SP gained by armor does not “stack;” Only your highest source of SP in a location determines your SP for that location. *All* your worn armor in a location is ablated (SP lowered by one) simultaneously whenever you take damage. See Taking Damage in the Combat section on pg.XX.

READING THE ARMOR TABLE

- **Armor Type:** What we generally call it. There are a lot of brands; this is the generic title.
- **Armor Description:** What it looks/wears like. If the armor has any effects or special notes this is where they will be listed.
- **Stopping Power:** How many points of damage can be stopped by the Armor before it reaches your body.
- **Armor Penalty:** How much does the Armor interfere with you ability to move and respond while wearing it.
- **Cost:** What the Armor costs in the main currency in Night City, the Eurobuck. The note in parenthesis is what it would be rated as in the Night Markets (pgs.XX—XX).

Armor Type	Armor Description	Damage Stopping Power (SP)	Armor Penalty (Minimum 0)	Cost
Leathers	Thin leather with reinforced pads at shoulders, hips and gut. Favored by Nomads and other 'punks who ride bikes. This also includes all those road-warrior wannabees wearing open-butt chaps and random sports equipment.	4	None	20eb Everyday
Kevlar	The favored protection for the past 90 years. To quote DuPont, Kevlar [®] is a heat-resistant, synthetic, lightweight fiber that delivers high tensile strength that brings improved protection and performance across a range of industries and applications. Like when people are trying to stab or shoot you. Can be made into clothes, vests, jackets, business suits and even bikinis.	7	None	50eb Costly
Light Armorjack	A combination of Kevlar [®] and plastic meshes inserted into the weave of the fabric. Armorjack provides superior protection, especially against high velocity bullets.	11	None	100eb Premium
Bodyweight Suit	Skinsuit with impact absorbing, sintered armorgel layered in key body areas. Surprisingly, they are also breathable and quite comfortable. Besides giving you a measure of protection, a Bodyweight Suit also has a place to store your Cyberdeck and supports your	11	None	1000eb Very Expensive

	Interface Plugs so they stay out of the way while you're busy brainburning that fool who just dared to pop a Hellhound on you. Many Netrunners wear clothing over their Bodyweight Suits, but plenty don't. It's a matter of personal style. Unlike other armor, a Bodyweight Suit isn't bought in two pieces, and must always be worn on both your body and head location. Each location has it's own SP11. When repaired, both pieces are repaired at the same time. You can't wear more than one Bodyweight Suit or other armor over the suit. Wearing a Bodyweight Suit adds one hardware option slot to a Cyberdeck connected to it.			
Medium Armorjack	Heavier Armorjack, with solid plastic plating, reinforced with thicker Kevlar [®] mesh. Typical Street wear, this is what most professionals look for in protection that won't slow you down too much.	12	-2 REF, DEX, and MOVE	100eb Premium
Heavy Armorjack	The thickest Armorjack, combining denser Kevlar [®] and a layered mix of plastic and mesh weaves. It stops all but the heaviest attacks, but suffers from being hard to move in.	13	-2 REF, DEX, and MOVE	500eb Expensive
Flak	This is the 21st century version of the time honored flack vest and pants with metal plates designed to provide protection from high explosive weaponry, artillery, grenades, shotguns and anti-personnel mines. Modern flack will also stop many of the higher caliber rounds from automatic rifles.	15	-4 REF, DEX, and MOVE	500eb Expensive
Metalgear	You know how Evil Empire Storm Troopers just seem to stand there and take the hit? Metalgear [®] is the Dark Future equivalent of that type of armor; solid metal and plastic plates on a mesh body cover. Metalgear [®] will stop almost anything, but you're going to be easier to hit than a one legged bantoo in a potho race.	18	-4 REF, DEX and MOVE	5000eb Luxury
Bulletproof Shield	A transparent polycarbonate shield that can protect you in a firefight. See Wearing a Shield in the Combat Section (pgs.XX—XX)	10 HP, which is reduced by damage	None, but always takes up one arm	100eb Premium

How You Get Your Stuff: Weapons & Armor for Streetrats (Templates) & Edgerunners (Fast & Dirty)

Like Skills, your Weapons and Armor are predetermined from the start with the Streetrat. However, when you move on to the Night Market sections of the rules (pgs.XX—XX), you'll have the option to buy more weapons or armor as your character progresses. To find out what weapons and Armor your Character comes equipped with, check the lists on the table below and look under your Character's Role. Note that you may occasionally be given a choice between two or more options (example: *Shotgun or Assault Rifle*). Pick one and *only* one when an option is offered. In addition to these starting items Streetrat and Edgerunner characters get 500eb to spend on other items or to keep and use later. A full list of weapons, armor, gear, and cyberware can be found in the Night Market section on pg.XX.

ROCKER	SOLO	NETRUNNER	TECH	MEDTECH
WEAPONS/ARMOR	WEAPONS/ARMOR	WEAPONS/ARMOR	WEAPONS/ARMOR	WEAPONS/ARMOR
Heavy Melee Weapon or Flashbang Grenade Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Teargas Grenade x2 Very Heavy Pistol Basic Bullet Ammunition x50	Assault Rifle Heavy Melee Weapon or Bulletproof Shield Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Very Heavy Pistol Basic Bullet Ammunition x100	Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Very Heavy Pistol Basic Bullet Ammunition x30	Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Flashbang Grenade Shotgun or Assault Rifle Basic Shotgun Shell Ammunition x100 or Basic Bullet Ammunition x100	Bulletproof Shield Smoke Grenade x2 Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Shotgun or Assault Rifle Basic Shotgun Shell Ammunition x100 or Basic Bullet Ammunition x100 Incendiary Shotgun Shell Ammunition x10 or Incendiary Bullet Ammunition x10

MEDIA	LAWMAN	EXEC	FIXER	NOMAD
WEAPONS/ARMOR	WEAPONS/ARMOR	WEAPONS/ARMOR	WEAPONS/ARMOR	WEAPONS/ARMOR
Heavy Pistol or Very Heavy Pistol Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Basic Bullet Ammunition x50	Assault Rifle or Shotgun Bulletproof Shield or Smoke Grenade x2 Heavy Pistol Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Basic Bullet Ammunition x130	Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Very Heavy Pistol Basic Bullet Ammunition x50	Heavy Pistol or Very Heavy Pistol Heavy Pistol or Very Heavy Pistol Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Light Melee Weapon Basic Bullet Ammunition x100	Heavy Pistol or Very Heavy Pistol Light Armorjack Body Armor (SP11) Light Armorjack Head Armor (SP11) Heavy Melee Weapon or Heavy Pistol Basic Bullet Ammunition x100

For example, Jay's Solo would have the following Weapons & Armor:

- Assault Rifle
- Heavy Melee Weapon or Bulletproof Shield (Jay chooses a Heavy Melee Weapon)
- Very Heavy Pistol
- Light Armorjack Body Armor (SP11)
- Light Armorjack Head Armor (SP11)
- Basic Bullet Ammunition x100
- 500eb

How You Get Your Stuff: Weapons & Armor for Complete Package (Calculated Characters)

Unlike Streetrat and Edgerunner character, if you're playing a Complete Package character, you will buy all of your gear individually. Go to pg.XX to find the rules for Complete Package characters.

Next: Your Outfit

What do you have in your pockets. Besides a... gun?

Let's get this straight. A *Cyberpunk* future is mobile. Like the cowboys of the Old West, most people in this time carry their lives on their backs—a world of miniaturized sleeping, eating and entertainment components crammed into carryalls and the back seats of cars. The **gear** you carry around is known on the Street as your **outfit**.

A typical outfit might include:

- **Inflatable bed & Sleep-bag** (folds to a 6"x6" package for easy storage).
- Personal **Agent** (a micro-sized communications system and computer about the size of an old pre-Collapse "smartphone.")
- A pocketload of **datachips**.
- A **cyberdeck** and cables (for Netrunners).
- A **Techtool** or other tools.
- **Easily portable food** in the form of bars, squeeze tubes, foil packs, ready to eat meals (MREs) and the occasional banana (worth its weight in gold in the Time of the Red).
- **Personal things**, like clothes, toothbrushes, etc.

Most of this is crammed into a shoulder bag or duffle sack. In the Time of the Red, *Cyberpunk* characters still aren't much for settling down. Rockerboys always have the next gig. Solos have to keep moving—the next job requires it, and you keep moving anyway before your enemies figure out where you're sleeping these days. Cops, Netrunners, Medias and Techies are always on the move—on stake-outs, hard stories, or running from the various people you've brought down on yourself with your netrunning. Nomads—well, they don't have homes to start with (unless you count their Combis) and what good is it if you can't cram it on the back of your bike anyway?

At this point, we're not going to worry about any of the other stuff in your life; your home, your rent, how you make enough scratch to pay for a bag of Kibble Product #19. That's going to come along when we take a trip to the Night Markets (pgs.XX—XX). In the meantime, here's a quick rundown of things you probably have on or around you as you start your life in Night City.

READING THE GEAR TABLE

- **Item:** What we generally call it. There are a lot of brands; this is a generic title.
- **Description & Data:** An in depth description of what it is and what it does/can be used for. If there are specific game rules about the use of that object, they'll be found in this section.
- **Cost:** What the specific piece of gear costs in the main currency in Night City, the Eurobuck. The note in parenthesis is what it would be rated as in the Night Markets (pgs.XX—XX).

GEAR LIST (OUTFIT)

Item	Description and Data	COST
Agent	Self-adaptive-AI powered smartphone, that “learns” how best to fit your needs simply by interacting with you. While not a true AI, it is more than capable of replacing any need for a secretary. When you sit back and allow your Agent to manage your life, everything is easier, including making sure you have time to do what you need to do (crimes, killing people, getting away with it, and so forth) instead of going to the store to get something you forgot. There are many reasons why almost everyone has one. Go to pg.XX to see some more specifics on what your Agent can do. In addition to all this, an Agent gives the user +2 to their Library Search Skill and +2 to their Wardrobe & Style Skill, but only if you wear the clothes your Agent suggests for you, which change every season. Multiple Agents don't multiply these bonuses.	100eb Premium
Airhypo	Easy to use drug distribution platform which uses a quick burst of compressed air to force a drug through the skin. Allows user to use an Action to administer a single dose of a desired drug to a willing target, or try to make a melee weapon attack to administer a single dose to an unwilling target on a hit instead of dealing damage. Reloading the Airhypo with a dose of your desired drug isn't an Action. (See pg.XX to score some street drugs)	50eb Costly
Anti-Smog Breathing Mask	Useful for filtering out toxins and smoke from the local environment.	20eb Everyday
Audio Recorder	<i>Device records up to 24 hours of audio before it's output fills up a standard Memory chip stored in the device.</i>	100eb Premium
Auto Level Dampening Ear Protectors	<i>Compact ear protection. When worn, user is immune to deafness or other effects caused by dangerously loud noises, like those of a flashbang.</i>	1000eb Very Expensive
Binoculars	You look through them. They double or triple the size of what you are seeing.	50eb Costly
Bug Detector	<i>Device beeps when user is within 2m of a tap, bug, or other listening device.</i>	500eb Expensive
Carryall	Heavy rip stop nylon bags of varying sizes, from messenger to nearly man sized duffle bags.	20eb Everyday
Chemical Analyzer	Can test substances as an Action to find their precise chemical composition, identifying most substances instantly from a wide database of samples.	1000eb Very Expensive
Computer	Laptop or desktop computer, used mostly for comfortable word processing and surfing the Citinet.	100eb Premium
Cyberdeck	<i>Modular platform that Programs and Hardware are installed on for the purpose of Netrunning. This cyberdeck has 7 slots to install Programs and Hardware. Requires Interface Plugs and Neural Link for a Netrunner to operate. See Netrunning Section on pgs.XX—XX.</i>	500eb Expensive
Datachip	Thin wafers of doped plastic that store information in all forms. Some of	10eb

	these are larger than others.	Cheap
Disposable Cell Phone	There are still billions of the things around.	50eb Costly
Drum Synthesizer	Flat plastic pads of varying sizes, linked by cables to a central processor. Can simulate almost any kind of drum. Requires some type of amplification to be heard.	500eb Expensive
Electric Guitar or other instrument	Use your imagination. But remember that you will need an amp to be heard with any electronic-based instrument.	500eb Expensive
Flashlight	Rechargeable. 100m/yard beam, lasts up to 10 hours on a charge.	20eb Everyday
Food Stick	Grainy, dried food bar that comes in a variety of (awful) flavors. One meal.	10eb Cheap
Glow Duct Tape	Glowes in the dark even if there has been no light exposure. Comes in many colors and is often used to mark tunnels, dead drops or caches.	20eb Everyday
Glow Paint	Paint version in a spray can. Good for tagging.	20eb Everyday
Glow Stick	Light tube to illuminate a 4m/yard area for up to 10 hours. One use only.	10eb Cheap
Grapple Gun	<i>When wielded in a hand, user as an Action can fire a rocket propelled grapple that will attach securely to any "thick" cover up to 30m away. Line can only support two times the user's body weight, and has 10 HP. The user negates the normal movement penalty for climbing when they climb this line, and can retract the line without an Action, including as they climb. When used as a grapple, user can't hold anything in the hand used to wield the grapple gun. Ineffective as a weapon, and cannot be used to make the Grab Action.</i>	100eb Premium
Handcuffs	Book 'em, Danno. Can be broken easily if your BODY is higher than 10.	50eb Costly
Homing Tracer	<i>Device can follow a linked tracer up to mile away. Comes with a free button sized linked tracer. Replacement linked tracers are 50eb.</i>	500eb Expensive
Inflatable Bed & Sleep-bag	It's a self inflating air mattress than comes packed with a thin sleeping bag. The whole thing folds to a 6"x6" package for easy storage.	20eb Everyday
Kibble Pack	One foil package of dry, pet food-like cereal or wafers equivalent to a single meal. Usually identified by number rather than the fake appetizing label and description.	10eb Cheap
Medscanner	Scanner with external probes and contacts diagnoses injury and illness, assisting user in medical emergencies not requiring Surgery. User adds +2 to their First Aid and Paramedic Skills. This doesn't stack with itself.	1000eb Very Expensive
Medtech bag	<i>Medical toolkit that includes everything from dermal staplers to spray skin applicators to sterile scalpels. All you need to save lives using your skills and training.</i>	100eb Premium
MRE	<i>Self heating plastic and foil meal bag. Add water, snap the tab on the top and in 2 minutes you have something that resembles a single hot, nourishing meal.</i>	10eb Cheap

Pocket Amplifier	About the size of a large book, this rechargeable amplifier delivers sound up to 100m for up to 6 hours. Can support two instruments.	50eb Costly
Personal CarePak	Toothpaste loaded toothbrush, all body wet-wipes, depilatory paste, comb, etc.	20eb Everyday
Radar Detector	<i>Device beeps if active radar beam is present within 100m.</i>	500eb Expensive
Radio Communicator	<i>Earpiece allowing user to communicate via radio, 1 mile range.</i>	100eb Premium
Radio Scanner / Music Player	<i>Music Player can link to the Data Pool to listen to the hottest music, or play directly from a Datachip. User can also scan all radio bands within a mile that are currently being used and tune into them.</i>	50eb Costly
Road Flare	Lights an area 100m/yards for 1 hour. Different colors. One use.	10eb Cheap
Rope (60m)	Nylon rope. Can come in colors if desired. Holds up to 800lbs (@360kg).	20eb Everyday
Scrambler / Descrambler	<i>Allows user to scramble outgoing communications so they cannot be understood without a descrambler, which is also included at no extra charge.</i>	500eb Expensive
Smart Glasses	Contains two option slots for Cybereye options. When worn, Smart Glasses give the user access to the benefits of these options. When cybereye options are installed into the glasses, they always count as if they were paired, and it costs the same as doing so in a cybereye. You can only wear a single pair at a time. Enthusiasts often replace the frames of their Smart Glasses with nicer ones, as they aren't the prettiest out of the box.	500eb Expensive
Techtool	About the size of a medium wrench, this all in one tool multitool contains three types of screwdriver, wire cutters/strippers, pocket knife, adjustable wrench, saw, scissors, electrical crimper, can/bottle opener, bit driver with 4 standard bits, ruler, diamond file.	100eb Premium
Tech Bag	Small bag of tools for fixing electronics and machines. Includes a techtool (above), electrical parts like tape and wire wraps, asst. screws and bolts, plug in modules for repairs, heat torch, 2 small prybars, hammer.	500eb Expensive
Techscanner	Scanner diagnoses a wide variety of machinery and electronics, assisting the user in repairs, or other technical work. User adds +2 to their Basic Tech, Cybertech, Land Vehicle Tech, Sea Vehicle Tech, Air Vehicle Tech, Electronics/Security Tech, and Weaponstech Skills. This doesn't stack with itself.	1000eb Very Expensive
Tent and Camping Equipment	Small one man tube tent with plastic stakes, one self-heating, rechargeable pot to boil water (takes 5min, lasts 2 hours) and a cheap metal spork that couldn't hurt a fly.	50eb Costly
Vial of Poison	An entire Premium vial of poison can be smeared on any Light Melee Weapon as an Action. For the next 30 minutes after application, instead of dealing the weapon's typical damage, anyone meat hit by the poisoned Light Melee Weapon must instead attempt to beat a DV13 Resist Torture/Drugs check. Anyone who fails is dealt 2D6 damage directly to their HP. Their armor isn't ablated because it wasn't interacted with.	100eb Premium
Vial of Biotoxin	An entire Expensive vial of biotoxin can be smeared on any Light Melee Weapon as an Action. For the next 30 minutes after application, instead of dealing the weapon's typical damage, anyone meat hit by the biotoxin-coated Light Melee Weapon must instead attempt to beat a DV15 Resist Torture/Drugs check. Anyone who fails is dealt 3D6 damage directly to their HP. Their armor isn't ablated because it wasn't interacted with.	500eb Expensive

Video Camera	<i>When held in a hand, user can record up to 12 hours of video and audio before it's output fills up a standard Datachip stored in the device.</i>	100eb Premium
Virtuality Goggles	<i>Headset that projects cyberspace imagery over your view of the world around you. Highly advised for Netrunners. See Netrunning Section on pgs.XX—XX for more info.</i>	100eb Premium
Braindance Viewer	<i>Allows the user to view braindance content. Braindances are digital recordings of an experience which you view through the eyes of the actor. The experience includes all the subject's senses, and you feel every emotion felt, for better or worse.</i>	1000eb Very Expensive

FASHION

Culture, Class, and Couture are all different things, choomba. We've included this table to explain something of the clothing options you will see described for Streetrats and Edgerunners.

	Bag Lady Chic Homeless Ragged Vagrant	Gang Colors Dangerous Violent Rebellious	Generic Chic Standard Colorful Modular	Bohemian Folksy Retro Free Spirited	Leisure wear Comfort Agility Athleticism	Nomad Leathers Western Rugged Tribal	Asia Pop Bright Costume- like Youthful	Urban Flash Flashy Technologic al Streetwear	Business wear Leadership Presence Authority	High Fashion Exclusive Designer Couture
Pants	20eb Everyday	50eb Costly	50eb Costly	50eb Costly	100eb Premium	100eb Premium	100eb Premium	100eb Premium	500eb Expensive	1000eb Very Expensive
Top	10eb Cheap	20eb Everyday	20eb Everyday	20eb Everyday	20eb Everyday	20eb Everyday	20eb Everyday	20eb Everyday	50eb Costly	500eb Expensive
Jacket	20eb Everyday	50eb Costly	50eb Costly	50eb Costly	100eb Premium	100eb Premium	100eb Premium	100eb Premium	500eb Expensive	1000eb Very Expensive
Footwear	20eb Everyday	20eb Everyday	20eb Everyday	50eb Costly	50eb Costly	100eb Premium	100eb Premium	100eb Premium	500eb Expensive	5000eb Luxury
Jewelry	20eb Everyday	50eb Costly	50eb Costly	100eb Premium	100eb Premium	100eb Premium	100eb Premium	100eb Premium	5000eb Luxury	5000eb Luxury
Mirrorshades	20eb Everyday	20eb Everyday	20eb Everyday	50eb Costly	50eb Costly	50eb Costly	100eb Premium	100eb Premium	500eb Expensive	1000eb Very Expensive
Glasses	10eb Cheap	20eb Everyday	20eb Everyday	50eb Costly	50eb Costly	50eb Costly	100eb Premium	100eb Premium	500eb Expensive	1000eb Very Expensive
Contact Lenses	10eb Cheap	10eb Cheap	10eb Cheap	10eb Cheap	20eb Everyday	20eb Everyday	100eb Premium	100eb Premium	100eb Premium	1000eb Very Expensive
Hats	10eb Cheap	10eb Cheap	10eb Cheap	10eb Cheap	50eb Costly	100eb Premium	100eb Premium	100eb Premium	Expensive 500eb	5000eb Luxury

How You Get Your Outfit and Gear: Street Rats (Templates) & Edgerunners (Fast & Dirty) Versions

Like Stats, Skills, Weapons, and Armor, your Outfit and Gear are also predetermined from the start with the Streetrat and the Edgerunner. However, when you move on to the Night Market sections of the rules (pgs.XX—XX), you'll have the option to buy more gear as your character progresses. To find out what Gear your Character comes equipped with, check the lists on the table below and look under your Character's Role. Note that you may occasionally be given a choice between two or more options (example: *Shotgun or Assault Rifle*). Pick one and *only* one when an option is offered.

ROCKER	SOLO	NETRUNNER	TECH	MEDTECH
Agent Electric Guitar or Bug Detector Generic Chic Jacket Generic Chic Jewelry x3 Generic Chic Top x4 Glow Paint x5 Leisurewear Jewelry Leisurewear Shades Leisurewear Shoes Urbanflash Pants Urbanflash Top Pocket Amp Pocket Computer Radio Scanner/Music Player Video Camera	Agent Leisurewear Footwear x2 Leisurewear Jacket x3 Leisurewear Mirrorshades Leisurewear Pants x2 Leisurewear Top x2	Agent Cyberdeck (7 Slots) Armor Sword See Ya or Eraser Sword or Vrizzbolt Worm or Sword Generic Chic Top x10 Leisurewear Footwear x2 Leisurewear Jewelry Leisurewear Pants x2 Urban Flash Jacket Virtuality Goggles	Agent Anti-Smog Breathing Mask Disposable Cell Phone Duct Tape Roll x5 Flashlight Generic Chic Pants x8 Generic Chic Tops x10 Leisurewear Footwear x2 Road Flare x6 Tech Bag	Agent Airhypo Binoculars Flashlight Generic Chic Jacket x3 Glow Paint Leisurewear Footwear Leisurewear Pants x3 Leisurewear Top x5 Medtech Bag

MEDIA	LAWMAN	EXEC	FIXER	NOMAD
Agent Audio Recorder Binoculars Disposable Cellphone x2 or Grapple Gun Flashlight Generic Chic Footwear Generic Chic Pants Generic Chic Top Leisurewear Jacket Pocket Computer Radio Scanner/Music Player Scrambler/Descrambler Urbanflash Shades Video Camera	Agent Flashlight Generic Chic Jacket Generic Chic Pants x2 Generic Chic Top x3 Handcuffs x2 Leisurewear Footwear x2 Leisurewear Jacket x2 Leisurewear Pants x2 Leisurewear Shades Leisurewear Top x2 Radio Communicator Road Flare x10	Businesswear Footwear Businesswear Jacket Businesswear Pants Businesswear Shades Businesswear Top Leisurewear Jewelry x2 Radio Communicator x4 Scrambler/Descrambler	Agent Bug Detector Disposable Phone x2 Generic Chic Contacts Generic Chic Jewelry Leisurewear Shades Pocket Computer Urbanflash Footwear Urbanflash Jacket Urbanflash Pants Urbanflash Top	Agent Anti-Smog Breathing Mask Binoculars Flashlight Glow Duct Tape Roll Grapple Gun Inflatable Bed & Sleep-Bag Medtech Bag Techtool Radio Communicator Radio Scanner/Music Player Rope Tent & Camping Equipment

How You Get Your Stuff: Weapons, Armor, Gear, & Outfits for Complete Packages (Calculated)

Like Stats and Skills, Complete Packages have a LOT more leeway when selecting Weapons, Armor, Gear and Outfits. Unlike Edgerunners and Streetrats, **you get 2,550 Eurobucks (eb) to buy any weapons, armor, gear, outfits, & cyberware** you want. Just hit the lists and start shopping. Keep in mind, the next section of character creation is where you'll be buying cyberware so make sure you leave some money for those important purchases. A full list of weapons, armor, gear, and cyberware can be found in the Night Market section on pg.XX.

Here's where to go for each one:

Topic & Tables	Pages
Weapons & Armor.....	XX—XX
Outfit & Gear.....	XX—XX
Cyberware	XX—XX
Complete Listing of Everything.....	XX—XX

Hot Tip: Look over all the sections on Weapons, Armor, Cyberware and Gear *before* you spend it all. Make a shopping list before you blow your hard earned euro, *then* buy what you want. If you don't want to spend it all, you can keep what you don't use from this pile of cash.

Example: Jay's Shopping list

STUFF	COST in EB
Neural Link Cyberware	500
Sandevistan Cyberware	500
Assault Rifle	500
Heavy SMG	100
Heavy Melee Weapon.....	100
Light Armorjack Body Armor.....	100
Light Armorjack Head Armor	100
Basic H Pistol Ammo x100	100
Basic Rifle Ammo x100	100
Flashbang Grenade	100
Smoke Grenade x2	100
Binoculars.....	50
Disposable Cell Phone.....	50
Tent and Camping Equipment	50
Carryall.....	20
Flashlight.....	20
Inflatable Bed & Sleep Bag	20
Personal CarePak.....	20
Rope (60m)	20
TOTAL	2550 EB

FREE FASHION FOR COMPLETE PACKAGE CHARACTERS

In addition to weapons, armor, gear, and cyberware Complete Package characters also get an **additional 800eb** to spend only on **Fashion** or **Fashionware**. If you don't spend any of it, it goes away.

Example: in keeping with his hard riding Solo persona, Jay decides to mostly wear Nomad styled clothing.

Style: Nomad Leathers (Western, Rugged, Tribal)

Pants : Rugged reinforced jeans	100eb
Top: Denim heavy pullover with reinforced elbow patches	20eb
Jacket: Heavy Fringed Leather	100eb
Footware: Cowboy boots	100eb
Mirror Shades: Classic Mirrored Aviators.....	50eb
EMP Threading: Fashionware thought to reduce EMP hazards.....	10eb
Total Fashion/Fashionware costs	380eb
Left over (goes away after this)	420eb

Next Up: Your Cyberware

Time to chip in, Choomba.

The last step in creating your character is getting them some cyberware. Cyberware is everywhere in the Time of the Red and everybody uses it differently. Before you pick your poison let's take a trip down to the ripperdoc to see exactly what you're getting yourself into.

CHAPTER FIVE: CYBERWARE: PUTTING THE CYBER INTO THE PUNK

BEFORE WE START...

Let's begin by straightening one thing out. It's CYBERWARE. Not CYBERWEAR. CYBERWEAR is stuff you can remove. You're just *wearing* it, choombatta. You're a *tourist*. You're not yet *committed* to the Edge.

CYBERWARE is the various types of "hardware" you actually have implanted in or replacing parts of your body. It is stuff that you *live* with. You see it as part of your body in a way your favorite jacket will never be. It's like your heart, or your hands or your gonads. When you get it installed, you're making a major commitment. You're replacing or enhancing something you were born with. *That's* staying on the Edge.

Got it? Okay then...

First, forget everything you ever thought about cyborgs. Everything. This is the Dark Future—the Time of the Red. Even if the supply lines are down, the stores have been looted, and you have to buy it in the Night Markets, today's cyborg is still committed to being stylish. Your cybernetics are designed for a streamlined, high mover lifestyle. Whether equipped with implanted data chips in your nervous systems to enhance a street fight, or bio-engineered mini-weapons for your personal protection, the cyborg of the Time of the Red is always on the cutting edge of high-tech living.

STYLE OVER FUNCTION

But they aren't necessarily a walking tank either. Cyberware should be smoother than that—less obvious. You'll have to integrate your new-tech gadgets into a slick, seamless whole. You're either predator or prey in the City, and the faster you learn to blur the line between the two categories, the longer you'll survive.

And that's the point: survival.

THE CYBER LIFESTYLE

It's "hip and aware" to have high tech grafted into your body somewhere. If you can afford it, you probably have at least a couple of "enhancements": a few software chips installed in your nervous system to interface with your computer, remember your appointments, and improve your cyberball reflexes. If you're cybered up, you probably have interface plugs to operate computers and vehicles mentally. Maybe your eyes are cyberoptics with a recording function and the latest iris tint (polychrome is in this year), or your hearing is boosted to better hear the gossip in the Executive Lounge. This type of Cyberware is getting rarer as the supply lines to consumer tech are often disrupted and obliterated in the Time of the Red.

If your job involves some type of security or combat function (and most occupations in this time have at least some type of combat aspect), you probably have two or three types of combat software, as well as plugs and interfaces for a smartgun. As a Solo, you may have had one or more limbs replaced with cyberware prosthetics, allowing you to hide a variety of tools and weapons in your body, as well as giving you an edge in speed and strength. And even if your job technically doesn't involve violence, it's a safe

bet that you're not going to be wandering the Street without some kind of nastiness implanted in your body. "Better cyber than sorry." is what the Street says about *that*.

So as a Cyberpunk, you're going to want to get your hands on the best of this exciting and expensive new tech. And "expensive" is the word. The average enhanced Character with, say, one cyberoptic (targeting scope and IR enhancement), a reflex boost, one superchromed arm with a .25 cal submachine gun, interface plugs, and chipware for Brawling, Driving, and First Aid is an investment of tens of thousands of euro. If you can even find it. There's been a War recently and some of the best stuff has been hoarded or just plain torn apart in the corporate battlefields of the urban zones.

Of course, the ambitious Punk already knows at least twenty-five ways (most of them illegal) to raise that sort of paltry sum. And has the connections to get them in the Night Markets.

But before you start loading up, there's a catch.

CYBERPSYCHOSIS

Cyberpsychosis is a dissociative disorder which occurs when someone with *preexisting psychopathic tendencies* enhances themselves via cybernetics to the point they no longer see themselves or others as complete, sapient organisms but simply as a collection of replaceable parts. Common symptoms of Cyberpsychosis include lack of self-preservation, complete disregard for others, poor impulse control, and explosive outbursts. Let's get this clear from the start-- if you already have these underlying psychological issues (in game represented by a very low Empathy, you are going to be more likely to be a candidate for Cyberpsychosis).

Installing cyberware isn't the only way to edge towards this mental explosion. Strong and/or horrific events and situations can also wear down your Humanity. This is something your GM controls; they often times may attach a **Humanity cost** on an event or situation (like when you stumble across a pack of boostergangers eating a baby: Humanity Loss at *least* 10 points right there.)¹

PRACTICING SAFE CYBER

On the other hand, not all cyberware and augmentations contribute to cyberpsychosis. In the Time of the Red, people who loose parts of themselves due to violence or accidents have the option to buy Medical-Grade Cyberware (see pg.XX) which functions only as a replacement and has no Humanity cost. Medical implants are treated the same as long as they have a therapeutic use. Similarly, people undergoing gender affirmation surgery and other forms of therapeutic body modification choose to use BodySculpting (see pg.XX) which has no humanity cost. Only cyberware used to replace perfectly functional body parts or enhance the body beyond the human baseline can push someone towards Cyberpsychosis. Even then, they can be treated using a number of therapeutic options.

THE PSYCHO SQUAD

Cyberpsychosis has always been a big problem in the Dark Future. While state-sponsored therapy is an option, the hardest part is getting the patient into the psychologist's office. What do you do when a metal-armored, cyberboosted maniac starts randomly killing people? If you're the Government, you organize a special squad of professional police with one job—to hunt down and capture or kill murderous cyberpsychos. If there isn't much government left, the locals will probably start their own Psycho Squad Militia and go after your 'borged-up butt anyway, even without a warrant.

¹Maybe we should put in a trigger warning here, but face it; if you're reading a book about heavily armed metal people taking drugs, killing each other and doing lots of other pretty awful things, you knew what you were getting into.

Cybersquads are common to most urban police departments, going under names like C-SWAT (Cybernetic Special Weapons & Tactical Squad), PSYCHE-DIV, CYB-Enforcement, and MAX-TAC (Maximum Force Tactical Division). They are armed with the best in armor, comm equipment, and vehicles. Most carry weapons that start at the light cannon range and go up. They are, by nature, not very nice people.

Now you know. Walk carefully. Guard your mind.

NO PSYCHOSIS YET?

We didn't go into how Cyberpsychosis worked in the Cyberpunk Red Jumpstart—we just pre-designed your Jumpstart Characters to avoid the problem altogether. And we've done this with both Street Rat and Edgerunner characters.

But knowing about it is important even if we've covered this for you starting out, because you never know when someone around you is going to snap—and you'll have to deal with a walking tank with a homicidal streak.

CYBERWARE

CYBERTECHNOLOGY OR STREET CYBERWARE

Cybertechnology can be purchased almost anywhere. Some of the medical procedures are simple: walk-in types of surgery, with minor installations taking place in whatever shopping mall clinics (Bodyshoppe, Fashion/Fusion, and Parts N' Programs are three popular chain stores) still exist, or drop-in medical centers (Docs R Us™). These installations are much like getting your ears pierced. You can even have upgrades and improvements plugged into the old hardware for the cost of the new parts, allowing you to start small (called "stripped" or "economy") and add as you go.

THE GOODIES

CYBERWARE TYPES

There are **8 types** of Cyberware.

- **Fashionware** (stuff you install for personal adornment).
- **Neuralware** (stuff you install to enhance or augment your reflexes and mental abilities)
- **Cyberoptics** (stuff you install to improve visual abilities)
- **Cyberaudio** (stuff you install to improve hearing and auditory abilities)
- **Internal Body Cyberware** (stuff that is implanted in your body and works like organs or systemic improvements)
- **External Body Cyberware** (stuff that is installed in, on, over or immediately through the skin)
- **Cyberlimbs** (prosthetic arms or legs that can be enhanced with a variety of hands, covering or functions)
- **Borgware** (stuff which fully replaces the majority of your body with cybernetic parts that are augmented by cyberoptics, audio, prosthesis or other cyberware installations.)

CYBERWARE DEFINITIONS AND DESCRIPTIONS

All Cyberware is defined by **5 factors: Name, Install, Data, Cost** and **HL** (Humanity Loss)

- **Name:** The popular street name of the Cyberware.
- **Install:** Where you can get it put in. *Installation surgery is always included at no extra charge, including at character generation.*
 - **Mall** means you can literally get the installation done in any mall or street corner biomod shop; the equivalent of ear piercing in the 1900's. There are not as many of these as there were in the 2020.
 - **Clinic** means an actual Medtech in a medical surgery clinic. Most of the installation will be automated, but it takes a skilled practitioner to use that gear. Most Ripperdocs are at this level.
 - **Hospital** means the work requires major surgery and a Medtech who is capable of doing this kind of work. This also requires a full hospital or the nearest equivalent, which is relatively rare.
- **Data:** A description of the Cyberware. Also the game mechanics and prerequisites of the cyberware, and what is known about it on the Street.
 - **Options Slots:** Most classifications of cyberware have a foundational piece of cyberware that is a prerequisite for installing other cyberware of this type. This cyberware has a

number of Option Slots that can be filled with other cyberware. Unless otherwise marked, most cyberware options require one slot in the foundational cyberware or of that category.

- **Cost:** The price of the Cyberware in eurobucks.
- **HL (Humanity Loss):** How badly this installation will affect your psyche. At character generation, Humanity Loss is preset. **After character generation, Humanity loss is determined by the dice in parenthesis following the preset number.**

FASHIONWARE (7 Fashionware Option Slots available)

NAME	INSTALL	Data	COST	HL
Biomonitor	Mall	Subdermal implant which generates a constant LED readout of pulse, temperature, respiration, blood sugar, etc.	100eb Premium	0 (N/A)
Chemskin	Mall	Dyes and pigments infused into the skin to permanently change it's hue, the applications of which can range from hiding blemishes to the desire for neon green skin. Pigments can optionally be temperature sensitive or reactant to hormone changes in the body. A user with Chemskin and Techhair adds +2 to their Personal Grooming Skill for having both. (This bonus only applies once)	100eb Premium	0 (N/A)
EMP Threading	Mall	Popularized by the media sensation UR, these thin silver lines run in circuit-like patterns along the body. Many people believe they act as a "Faraday cage" to protect you from radiation and EMP effects but so far there's no scientific backing to these claims. But they sure do look cool. Most people wear EMP Threading as a fashion statement.	10eb Cheap	0 (N/A)
Light Tattoo	Mall	Subdermal patches store light and project colored tattoos under skin. The larger the piece, the more installations of this fashionware you will need to complete it. A user with a three or more Light Tattoo installations adds +2 to their Wardrobe and Style Skill. (This bonus only applies once)	100eb Premium	0 (N/A)
Shift Tacts	Mall	Color changing lenses implanted into the eye. Several patterns are also available. Lenses can optionally be temperature sensitive or reactant to hormone changes in the body. Only one choice of color & pattern can be made, but the color change can be deactivated by the user at any time if desired without an Action.	100eb Premium	0 (N/A)
Skinwatch	Mall	Subdermal implant generates a constant LED readout of the current time and date visible through the skin.	100eb Premium	0 (N/A)
Techhair	Mall	Color/light emitting artificial hair. Hair can optionally be temperature sensitive, motorized to extend/retract, or reactant to hormone changes in the body. A user with Chemskin and Techhair adds +2 to their Personal Grooming Skill for having both. (This bonus only applies once)	100eb Premium	0 (N/A)

NEURALWARE

NAME	INSTALL	Data	COST	HL
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Neural Link	Clinic	Wired artificial nervous system, required to use Neuralware, and Subdermal Grips. System has five option slots for Neuralware options.	500eb Expensive	7 (2d6)
Chipware Socket	Clinic	Neuralware option. A single socket installed in the back of the neck that allows quick installation of a single piece of Chipware, of which there are many varieties. Installing or uninstalling a single piece of Chipware from a Chipware Socket is an Action. The first time you install a piece of Chipware you've never used before, you always accrue Humanity Loss. Re-installing chipware you've already used doesn't do this. Multiple sockets may be installed, but each must be paid for individually. Requires Neural link.	500eb Expensive	7 (2d6)
Interface Plugs	Clinic	Neuralware option. Plugs in the wrist or head that allow user to jack into and make use of Smartguns, Cyberdecks, heavy machinery, and drive vehicles with no hands! Multiple installations allow user to be plugged into multiple things at the same time. Requires Neural Link.	500eb Expensive	7 (2d6)
Kerenzikov	Clinic	Neuralware option. Always-on Speedware that provides consistently improved reaction time. User adds +2 to their initiative rolls. Only a single piece of Speedware can be installed into a user at a time. Requires Neural Link.	500eb Expensive	14 (4d6)
Sandevistan	Clinic	Neuralware option. Speedware that provides short boosts of highly improved reaction time. When activated as an Action, the user adds +3 to any initiative roll they make in the next minute, after which Sandevistan cannot be activated again for an hour. Only a single piece of Speedware can be installed into a user at a time. Requires Neural Link.	500eb Expensive	7 (2d6)
Braindance Recorder	Clinic	Neuralware option. Share your story from your point of view! Records braindance content to a standard Memory Chip or a paired Agent. Braindances can be viewed using a Braindance Viewer. Requires Neural Link.	500eb Expensive	7 (2d6)
Chemical Analyzer	N/A	Chipware. While installed into a Chipware Socket, allows user to test substances to find their precise chemical composition as an Action, identifying most substances instantly from a wide database of samples.	500eb Expensive	3 (1d6)
Tactile Boost	N/A	Chipware. While installed into a Chipware Socket, user's sense of touch is boosted, allowing them to detect motion within 20m/yards of them as long as their hand is touching a surface. While being used as a motion detector, that hand can't be used to do anything else.	100eb Premium	7 (2d6)
Olfactory Boost	N/A	Chipware. While installed into a Chipware Socket, the user's sense of smell is boosted, allowing them to use the Tracking Skill to track scent in addition to visual clues.	100eb Premium	7 (2d6)
Pain Editor	N/A	Chipware. While installed into a Chipware socket, a Pain Editor shuts off user's pain receptors dynamically, allowing them to ignore the effects of the Seriously Wounded Wound State.	1000eb Very Expensive	14 (4d6)
Skill Chip	N/A	Chipware. While installed into a Chipware socket, a Skill Chip makes the Skill it was made for trained for the user at +3, unless the user's Skill was already trained higher than +3, in	500eb Expensive / 1000eb	7 (2d6)

		which case it does nothing. Skill chips for (x2) cost Skills are 1000eb, chips for all other skills are 500eb.	Very Expensive	
Memory Chip	N/A	Chipware. The standard for data storage. While installed into a Chipware socket, the user's cyberware can store data on it or access data stored on it.	Cheap 10eb	0 (N/A)

CYBEROPTICS

NAME	INSTALL	Data	COST	HL
Cybereye	Clinic	All following options are installed in an artificial eye that replaces a meat one. Each Cybereye has three option slots for Cybereye options. Some options must be paired in order to work properly (purchased twice and installed in two different cybereyes on a user).	100eb Premium	7 (2d6)
Anti-Dazzle	Mall	Cybereye option. User is immune to blindness or other effects caused by dangerous flashes of light, like those of a flashbang. Must be paired.	100eb Premium	2 (1d6/2 Round up)
Virtuality	Mall	Cybereye option. Projects cyberspace imagery over user's view of the world. Never forget your Virtuality Goggles again. Must be paired.	100eb Premium	2 (1d6/2 Round up)
Chyron	Mall	Cybereye option. Projects a tiny subscreen into user's normal field of vision for messages, video, etc. from a user's other cyberware or electronics. Picture in a picture for real life.	100eb Premium	2 (1d6/2 Round up)
Color Shift	Mall	Cybereye option. Cosmetic upgrade allows unlimited color and pattern changes to be made as an Action. Eye can optionally be temperature sensitive or reactant to hormone changes in the body.	100eb Premium	2 (1d6/2 Round up)
Dartgun	Clinic	Cybereye option. Dartgun Exotic Weapon, with only a single shot in the clip, concealed inside the Cybereye. Requires three option slots.	500eb Expensive	2 (1d6/2 Round up)
Image Enhance	Mall	Cybereye option. User adds +2 to their Perception, Lip Reading, and Conceal/Reveal Object Skills for rolls which include sight. Must be paired. Multiple installations of this option provide user no additional benefit.	500eb Expensive	3 (1d6)
Low Light / Infrared / UV	Mall	Cybereye option. Reduces penalties imposed by darkness and other intangible obscurement, like smoke, fog, etc to 0. User can distinguish hot meat from cold metal, but cannot see through anything that could provide cover. Requires two option slots. Must be paired.	500eb Expensive	3 (1d6)
MicroOptics	Clinic	Cybereye option. Microscope providing user up to 400x magnification.	100eb Premium	2 (1d6/2 Round up)
MicroVideo	Clinic	Cybereye option. Camera in eye records video and audio to a standard Memory Chip or a paired Agent. Requires two option slots.	500eb Expensive	2 (1d6/2 Round

				up)
Targeting Scope	Clinic	Cybereye option. User gets a +1 to their roll when making an Aimed Shot. Multiple installations of this option provide user no additional benefit.	500eb Expensive	3 (1d6)
TeleOptics	Clinic	Cybereye option. User can see detail up to 800m/yards away. When attacking a target 51m/yards or further away with either a weapon's single shot firing mode or an Aimed Shot, you can add a +1 to your roll. Multiple installations of this option provide user no additional benefit. Does not stack with Sniping Scope Weapon Attachment.	500eb Expensive	3 (1d6)
Radiation Detector	Clinic	Cybereye option. Radiation readings within 100m/yards of the user are displayed in the user's vision hovering over their source in the form of a blue glow.	1000eb Very Expensive	3 (1d6)

CYBERAUDIO

NAME	INSTALL	Data	COST	HL
Cyberaudio Suite	Clinic	Cyberaudio suite is installed invisibly in the inner skull. System has three option slots for Cyberaudio options. User can only have one Cyberaudio Suite installed.	500eb Expensive	7 (2d6)
Amplified Hearing	Mall	Cyberaudio option. User adds +2 to their Perception Skill for rolls which include hearing. Multiple installations of this option provide user no additional benefit.	Premium 100eb	3 (1d6)
Radio Communicator	Mall	Cyberaudio option. User can communicate via radio, 1-mile range.	100eb Premium	2 (1d6/2 Round up)
Internal Agent	Mall	Cyberaudio option. Fully functional Agent (See Gear Section), controlled entirely via voice commands. Images are described, but output can be linked to a cybereye with Chyron or a nearby screen if visual output is desired. The implanted Agent's Memory chip cannot be removed without surgery.	100eb Premium	3 (1d6)
Scrambler / Descrambler	Mall	Cyberaudio option. Allows user to scramble outgoing communications so they cannot be understood without a descrambler, which is also included at no extra charge.	100eb Premium	2 (1d6/2 Round up)
Bug Detector	Mall	Cyberaudio option. Beeps when user is within 2m of a tap, bug, or other listening device.	100eb Premium	2 (1d6/2 Round up)
Voice Stress Analyzer	Mall	Cyberaudio option. User adds +2 to their Human Perception and Interrogation Skills. User can activate a special lie detecting function for a minute with an Action, during which time the GM rolls all of your character's Human Perception and Interrogation rolls privately, Beeping once whenever a lie is detected, or whenever they desire after a failed roll. <i>Beware of false positives and negatives.</i> Multiple installations of this option provide user no additional benefit.	100eb Premium	3 (1d6)
Radio Scanner /	Clinic	Cyberaudio option. User can use an Action to scan all radio	Costly	2

Music Player		bands within a mile that are currently being used and tune into them. Music Player can link to the Data Pool to listen to the hottest music, or play directly from a Memory Chip.	50eb	(1d6/2 Round up)
Radar Detector	Clinic	Cyberaudio option. Beeps if active radar beam is present within 100m.	500eb Expensive	2 (1d6/2 Round up)
Homing Tracer	Clinic	Cyberaudio option. Can follow a linked tracer up to 1-mile away. Comes with a free button sized linked tracer. Replacements are 50eb.	100eb Premium	2 (1d6/2 Round up)
Audio Recorder	Clinic	Cyberaudio option. Records audio to a standard Memory Chip or a paired Agent.	100eb Premium	2 (1d6/2 Round up)
Level Damper	Mall	Cyberaudio option. Automatic noise compensation. User is immune to deafness or other effects caused by dangerously loud noises, like those produced by a flashbang.	100eb Premium	2 (1d6/2 Round up)

INTERNAL BODY CYBERWARE (7 Internal Body Option Slots available)

NAME	INSTALL	Data	COST	HL
AudioVox	Clinic	Vocal synthesizer. User adds +2 to their Acting skill and also adds +2 to their Play Instrument skill while singing. Multiple installations of this option provide user no additional benefit.	500eb Expensive	3 (1d6)
Contraceptive Implant	Mall	Implant prevents undesired pregnancy.	10eb Cheap	0 (N/A)
Enhanced Antibodies	Mall	After stabilization, the user heals a number of Hit Points equal to twice their BODY for each day they spend resting, doing only light activity and spending the majority of the day taking it easy until returning to full HP, instead of their typical rate.	500eb Expensive	2 (1d6/2 Round up)
Gills	Hospital	User can breathe underwater.	1000eb Very Expensive	7 (2d6)
Grafted Muscle and Bone Lace	Hospital	User increases their BODY by 2. This increase in BODY changes a character's HP. This cannot increase the user's BODY to 11 or higher.	1000eb Very Expensive	14 (4d6)
Independent Air Supply	Hospital	Contains 30 minutes of air, before tank needs to be refilled from the ambient air, which takes an hour. Alternatively, an empty tank can also be replaced with another tank (50eb), which takes an Action.	1000eb Very Expensive	2 (1d6/2 Round up)
Midnight Lady™ Sexual Implant	Clinic	Be a Venus, be the fire. Be desire.	100eb Premium	7 (2d6)
Mr Studd™ Sexual Implant	Clinic	All night, every night. And they'll never know.	100eb Premium	7 (2d6)
Nasal Filters	Clinic	User is immune to the effects of toxic gasses, fumes, and all similar dangers that must be inhaled to effect the user. Can be deactivated by the user if desired without an Action.	100eb Premium	2 (1d6/2 Round up)

Radar / Sonar Implant	Clinic	Constantly scans terrain within 50m/yards of user, including underwater, for new threats. Scan does not include anything behind cover, like the contents of a room behind a closed door. User receives a beep from the GM along with the direction of it's source whenever a new moving object is detected on the scan. A character using the Stealth Skill will never be detected by this implant. Multiple installations of this option provide user no additional benefit.	1000eb Very Expensive	7 (2d6)
Toxin Binders	Clinic	User adds +2 to their Resist Torture/Drugs Skill. Multiple installations of this option provide user no additional benefit.	100eb Premium	2 (1d6/2 Round up)
Vampyres	Clinic	Fangs implanted in the user's mouth. An Excellent Quality Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without a roll. A vial of melee weapon poison or biotoxin (purchased separately, see Ammunition on pg.XX) can be safely stored and concealed in a compartment in the roof of the mouth near the fangs without a roll. The contents stored vial can then can be applied to them silently anytime without an Action. Each application uses an entire vial and lasts for 30 minutes. Installation of Vampyres includes a complete rework of the user's mouth which prevents the possibility of poisoning yourself accidentally with your fangs halfway through a slice of pizza or on a critical fumble.	500eb Expensive	14 (4d6)
Cybersnake	Hospital	Horrifying throat/esophagus mounted tentacle weapon. A Very Heavy Melee Weapon (4d6, 1 ROF) that can be successfully concealed without a roll.	1000eb Very Expensive	14 (4d6)

***EXTERNAL BODY CYBERWARE* (7 External Body Option Slots available)**

NAME	INSTALL	Data	COST	HL
Subdermal Armor	Hospital	User's Body and Head are armored at SP 11. Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armor is ablated in a location, all of your sources of SP in that location are ablated at the same time. Whenever the user successfully completes a day of natural healing, nanomachines present in the Subdermal Armor repair both the body and head location of the Subdermal Armor for one point of it's lost SP.	1000eb Very Expensive	14 (4d6)
Skin Weave	Hospital	User's Body and Head are armored at SP 7. Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armor is ablated in a location, all of your sources of SP in that location are ablated at the same time. Whenever the user successfully completes a day of natural healing, nanomachines present in the Skin Weave repair both	500eb Expensive	7 (2d6)

		the body and head location of the Skin Weave for one point of it's lost SP.		
Subdermal Pocket	Clinic	2"x4" space with a Realskinn™ zipper. Contents can be successfully concealed without a roll.	100eb Premium	3 (1d6)
Hidden Holster	Clinic	Holster inside the user's body can store a weapon already capable of concealment so that it can be successfully concealed without a roll. Weapon can be drawn from the hidden holster without an Action as long as it is implanted in an easily accessible place on the user's body. You don't want one in your thigh unless you don't wear pants.	500eb Expensive	7 (2d6)

CYBERLIMBS (CYBERARMS OR LEGS)

NAME	INSTALL	Data	COST	HL
Cyberarm	Hospital	Replacement arm. Does not have to be paired. A Cyberarm has four option slots for Cyberarm or Cyberlimb options, and each comes pre-installed with a Standard Hand that doesn't cost any Humanity Loss or take up a Cyberarm Option Slot.	500eb Expensive	7 (2d6)
Standard Hand	Clinic	Resembles normal hand. If installed into a meat arm, a standard hand doesn't count towards the number of pieces of cyberware installed in a meat arm. Doesn't take up a Cyberarm option slot.	100eb Premium	2 (1d6/2 Round up)
Quick Change Mount	Clinic	Cyberarm Option. Cyberarm can be installed in an open socket or uninstalled with an Action. The first time you install a <i>brand new</i> cyberarm, whether using a Quick Change Mount or otherwise, you always accrue Humanity Loss. Re-attaching one you've already used before with a Quick Change Mount does not do this.	100eb Premium	7 (2d6)
Scratchers	Mall	Cyberarm Option. Carbo-glass artificial fingernails that cut on a diagonal slice. A Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without a roll. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	100eb Premium	2 (1d6/2 Round up)
Rippers	Clinic	Cyberarm Option. Extendable Carbo-glass fingernails. A Medium Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a roll. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	500eb Expensive	3 (1d6)
Wolvers	Clinic	Cyberarm Option. Extendable Carbo-glass claws in the knuckles. A Heavy Melee Weapon (3d6 damage, 2 ROF) that can be successfully concealed without a roll. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	500eb Expensive	7 (2d6)
Big Knucks	Clinic	Cyberarm Option. Armored knuckles. A Medium Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a roll. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	100eb Premium	3 (1d6)
Slice N' Dice	Clinic	Cyberarm Option. Monofilament whip implanted in the user's thumb. A Medium Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a roll. When wielded as a	500eb Expensive	3 (1d6)

		weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.		
Tool Hand	Clinic	Cyberarm Option. Fingers contain screwdriver, wrench, small drill, etc. Never be without your Techtool! Can be installed as the only piece of Cyberware in a meat arm.	100eb Premium	3 (1d6)
Grapple Hand	Clinic	Cyberarm Option. User as an Action can fire a rocket propelled grapple that will attach securely to any "thick" cover up to 30m/yards away. Line can only support two times the user's body weight, and has 10 HP. The user negates the normal movement penalty for climbing when they climb this line, and can retract the line without an Action, including as they climb. When used as a grapple, user can't hold anything in this arm's hand. <i>Ineffective as a weapon, and cannot be used to make the Grab Action.</i>	100eb Premium	3 (1d6)
Popup Ranged Weapon	Clinic	Cyberarm Option. Requires two option slots. A one handed Ranged Weapon (along with any weapon attachments attached to it) provided by the user is permanently installed into the cyberarm. A one handed Ranged Weapon (that need not be concealable before it's installation) is installed in a Cyberarm so that it can be successfully concealed without a roll, and can be drawn and stowed without an Action. While the weapon is "popped up", the user can't hold anything in this arm's hand.	500eb Expensive	7 (2d6)
Popup Melee Weapon	Clinic	Cyberarm Option. Requires two option slots. A Light, Medium, or Heavy Melee Weapon provided by the user is permanently installed into the cyberarm. A one handed Light, Medium, or Heavy Melee Weapon (that need not be concealable before it's installation) is installed in a Cyberarm so that it can be successfully concealed without a roll, and can be drawn and stowed without an Action. While the weapon is "popped up", the user can't hold anything in this arm's hand.	500eb Expensive	7 (2d6)
Popup Grenade Launcher	Clinic	Cyberarm Option. Requires two option slots. An One Handed Grenade Launcher with only a single grenade in it's magazine that is incompatible with all Weapon Attachments except Smartgun Link is installed into the cyberarm. Launcher can be successfully concealed without a roll, and can be drawn and stowed without an Action. While the weapon is "popped up", the user can't hold anything in this arm's hand.	500eb Expensive	7 (2d6)
Popup Shield	Clinic	Cyberarm Option. Requires three option slots. A bulletproof shield which is concealed while it is folded inside the cyberarm. It can be drawn or stowed without an Action, provided that the shield has more than 0 HP. When extended, you can't use the cyberarm to do anything else other than serve as a shield, and you cant hold anything in that cyberarm's hand other than the shield. The Bulletproof Shield installed inside your cyberarm is easily removable and replaceable with another bulletproof shield, for ease of cleaning and repair. See Using Shields in the Combat Section on pg.XX.	500eb Expensive	7 (2d6)

Subdermal Grip	Clinic	Cyberarm option. Neuralware option. Requires Neural Link. Subdermal plate under the palm allows user to make use of Smart Guns. A cost effective alternative to Interface Plugs. Can be installed as the only piece of Cyberware in a meat arm.	100eb Premium	3 (1d6)
Techscanner	Clinic	Cyberarm option. Requires two option slots. Scanner diagnoses a wide variety of machinery and electronics, assisting the user in repairs or other technical work. <i>User adds +2 to their Basic Tech, Cybertech, Land Vehicle Tech, Sea Vehicle Tech, Air Vehicle Tech, Electronics/Security Tech, and Weaponstech Skills.</i> Multiple installations of this option provide user no additional benefit.	500eb Expensive	7 (2d6)
Medscanner	Clinic	Cyberarm option. Requires two option slots. Scanner with external probes and contacts diagnoses injury and illness, assisting user in medical emergencies not requiring Surgery. <i>User adds +2 to their First Aid and Paramedic Skills.</i> Multiple installations of this option provide user no additional benefit.	500eb Expensive	7 (2d6)
Shoulder Cam	Clinic	Cyberarm option. Requires two option slots. Camera in a Popup in the user's shoulder that tracks independently of the user and records video and audio to an onboard Memory Chip or a paired Agent. Camera can be successfully concealed without a roll, and can be drawn and stowed without an Action.	500eb Expensive	7 (2d6)
Cyberdeck	Clinic	Cyberarm option. Requires three option slots. Cyberdeck permanently installed into the user's cyberarm. A cyberdeck must be provided by the user at the time of the installation. In addition to never accidentally misplacing your Cyberdeck, integration into a cyberarm gives any cyberdeck one extra slot that can be used for either Programs or Hardware. This is a permanent upgrade. Attempting to uninstall the Cyberdeck from the Cyberarm breaks it beyond repair, but any Programs or Hardware on it could be easily recovered. <i>Cyberdeck still requires Interface Plugs and Neural Link to be operated by the user.</i>	500eb Expensive	3 (1d6)
Cyberleg	Hospital	Replacement leg. Does not have to be paired. A Cyberleg has three option slots for Cyberleg or Cyberlimb options, and each comes pre-installed with a Standard Foot that doesn't cost any Humanity Loss or take up a Cyberleg Option Slot. Most cyberleg options must be paired in order to work properly (Purchased twice and installed in two different cyberlegs on a user).	100eb Premium	3 (1d6)
Standard Foot	Clinic	Resembles normal foot. If installed into a meat leg, a standard foot doesn't count towards the number of pieces of cyberware installed in a meat leg. Doesn't take up a Cyberleg option slot.	100eb Premium	2 (1d6/2 Round up)

Talon Foot	Clinic	Cyberleg option. Retractable blade in the toe of the Cyberleg. A Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without a roll.	500eb Expensive	3 (1d6)
Web Foot	Clinic	Cyberleg option. Thin webbing between the toes increases swimming speed. The user negates the normal movement penalty for swimming. Must be paired.	500eb Expensive	3 (1d6)
Grip Foot	Clinic	Cyberleg option. Feet are coated with state of the art traction material. The user negates the normal movement penalty for climbing. Must be paired.	500eb Expensive	3 (1d6)
Jump Booster	Clinic	Cyberleg option. Requires two option slots. Hydraulics enable user to make soaring leaps. The user negates the normal movement penalty for jumping. Must be paired.	500eb Expensive	3 (1d6)
Skate Foot	Clinic	Cyberleg option. Retractable all-terrain inline skates in the soles of the feet. The user can move up to an additional 6m/yards on land when they use the Run Action. Must be paired.	500eb Expensive	3 (1d6)
For All Cyberlimbs				
Hardened Shielding	Clinic	Cyberlimb Option. Cyberlimb's internals are hardened to military standards. Cyberlimb and it's options cannot be rendered inoperable by microwaver pulse, or any Non-Black ICE program effect.	1000eb Very Expensive	3 (1d6)
Plastic Covering	Mall	Cyberlimb Option. Doesn't take up a Cyberlimb Option Slot. Cyberlimb is covered in plastic of any color, pattern, or opacity desired by the user. Can be combined with other coverings, for fashion purposes.	100eb Premium	0 (N/A)
Realskinn™ Covering	Mall	Cyberlimb Option. Doesn't take up a Cyberlimb Option Slot. Limb looks indistinguishable from meat as long as all of it's options are concealed under the "skin" or are concealed by the user using other means, most likely, under their clothing. Can be combined with other coverings for fashion purposes, <i>although it will render the limb distinguishable again as a Cyberlimb unless those other coverings are concealed.</i>	500eb Expensive	0 (N/A)
Superchrome® Covering	Mall	Cyberlimb Option. Doesn't take up a Cyberlimb Option Slot. Shiny metallic covering that comes in a variety of colors. Can be combined with other coverings, for fashion purposes. A user with a cyberlimb with visible Superchrome® covering adds +2 to their Wardrobe and Style Skill. (This bonus only applies once)	1000eb Very Expensive	0 (N/A)

BORGWARE

NAME	INSTALL	Data	COST	HL
Implanted Linear Frame Σ (Sigma)	Hospital	An enhanced skeleton and support structure with hydraulic and myomar muscles. User increases their BODY to 12. This increase in BODY changes a character's HP. This cannot increase the user's BODY to 13 or higher. Installation requires BODY 6 and Grafted Muscle and Bone	1000eb Very Expensive	14 (4d6)

		Lace.		
Implanted Linear Frame B (Beta)	Hospital	A heavily enhanced skeleton and support structure with even more hydraulic and myomar muscles. User increases their BODY to 14. This increase in BODY changes a character's HP. This cannot increase the user's BODY to 15 or higher. Installation requires BODY 8 and Two Grafted Muscle and Bone Lace.	5000eb Luxury	14 (4d6)
Artificial Shoulder Mount	Hospital	User can mount two Cyberarms under their first set of arms. Cyberarms sold and installed separately. User can only have one Artificial Shoulder Mount installed.	1000eb Very Expensive	14 (4d6)
MultiOptic Mount	Hospital	User can mount up to five additional cybereyes into the MultiOptic Mount. Cybereyes sold and installed separately. User can only have one MultiOptic Mount installed.	1000eb Very Expensive	14 (4d6)
Sensor Array	Clinic	Twin flattened antennae protruding from the user's head improving their Cyberaudio system, sometimes referred to as "Rabbit Ears". Requires Cyberaudio Suite. User can install up to five additional Cyberaudio options into their Cyperaudio Suite. User can only have one Sensor Array installed.	1000eb Very Expensive	14 (4d6)

TIME TO SCORE SOME CYBERWARE

How You Get Your Stuff: Cyberware for Street Rats (Templates) & Edgerunners (Fast & Dirty)

Like Weapons Armor and Gear, Your cyberware is predetermined from the start with the Streetrat or Edgerunner. However, when you move on to the Night Market sections of the rules (pgs.XX—XX), you'll have the option to buy more types of cyberware as your character progresses. To find out what Cyberware your Character comes equipped with, check the lists on the tables below and look under your Character's Role. Note that you may occasionally be given a choice between two or more options (example: *Nasal Filter* or *Toxin Binders*). Pick one and only one when an option is offered. **We have also worked out all the Humanity Loss costs (see pgs.XX—XX); subtract these from your current humanity and see how this effects your EMP Statistic.** You should be relatively safe from Cyberpsychosis with Streetrats and Edgerunners, assuming you don't push your luck when you buy things from the Night Markets (pgs.XX—XX).

ROCKER CYBERWARE 9 Humanity Loss	SOLO CYBERWARE 14 Humanity Loss	NETRUNNER CYBERWARE 14 Humanity Loss	TECH CYBERWARE 12 Humanity Loss	MEDTECH CYBERWARE 12 Humanity Loss
Cyberaudio Suite Audio Recorder Tech Hair Chemskin	Neural Link Sandeistan Speedware or Wolver Biomonitor	Neural Link Interface Plugs Shift Tacts	Cybereye MicroOptics Tool Hand Skinwatch	Cybereye TeleOptics Nasal Filters or Toxin Binders Biomonitor

MEDIA CYBERWARE 10 Humanity Loss	LAWMAN CYBERWARE 10 Humanity Loss	EXEC CYBERWARE 12 Humanity Loss	FIXER CYBERWARE 16 Humanity Loss	NOMAD CYBERWARE 14 Humanity Loss
Cyberaudio Suite Amplified Hearing or Voice Stress Analyzer Light Tattoo	Hidden Holster Subdermal Pocket	Toxin Binders or Nasal Filters Cyberaudio Suite Internal Agent Biomonitor or Tech Hair	Cyberaudio Suite Internal Agent Voice Stress Analyzer or Amplified Hearing Subdermal Pocket	Neural Link Interface Plugs or Wolver

How You Get Your Stuff: Cyberware for Complete Packages (Calculated)

Incase you missed it, Calculated Characters get their cyberware the same way they get all their other gear; buying each piece with their hard earned eurobucks. Like we said on pg.XX you've got 2550eb to burn but you probably spent a lot of that on the tools of the trade; big knives, bigger guns, and maybe some tools. You may have to go back and drop some of the knives and guns to get your brand new metal arm. But there is another option...

RUNNING OUT OF CASH?

Just about this time, you're starting to look over the list of cyberware, and you're thinking, "I don't have the kind of euro I need to swing this tech." At this point, you have to ask yourself "How desperate am I? Am I really hard up enough to risk death and dismemberment just to get a lousy cyberarm?"

Sure you are. The truly desperate turn to desperate measures. In this case, you can hire yourself out to someone who can afford to buy your cybernetics for you. At your GM's discretion, selecting any one of the following employers at character generation will swing you 1500eb in cyberware in addition to an installation of mandatory Neural Link cyberware, free of charge, assuming you can convince everyone else playing at your table to also take advantage of this attractive employment opportunity.

JOIN THE (COVERT) MILITARY

The War is over. Or is it? The remnants of the Fourth Corp War are still brewing like rotting sepsis all over the backwaters of the world. Just because the truce is in place doesn't mean that there aren't lots of low key national armies running around. President Elizabeth Kress ain't gonna let those Arasaka bastards wreck what's left of America. She's on a mother humping *crusade*.

So if you want to get the big bucks, join up to be a fighter in the covert Metalwars (the Media always has a catchy term for mass destruction, don't they?) serving what's left of your country's armed forces with distinction and honor as part of a Mechanized Combat Force (Cybergrunts, to you). See pain, torture and death close up, as you participate in any one of a hundred covert "cleanup actions" worldwide, protecting "national interests". Of course the Cybergrunts don't exist. Of course your country doesn't send teams of heavily armed covert agents into other countries to kill and foment revolt. Of course they're not going to let you quit when you want to.

TAKE UP A LIFE OF ORGANIZED CRIME

The word on the Street is that the Mob is alive and hiring. Swear allegiance to one of the big time organized crime Families and you'll never lack for cybertech. The only catch is, you have to do "work " for them. Bill collecting. Assassinations. Murders. Mob wars. The Families of the Time of the Red have a long and honorable tradition that goes back into the early twentieth century: nobody ever quits the Mob. Ever.

SELL OUT TO A CORPORATION

Join a Corporation and see the world. While you're at it, they'll bankroll you for lots of euro in newtech. But remember, as with all business deals, there's a price. In this case, you have to work for the Corporation. If you aren't an Exec, you won't be doing the job of an Exec, and if there's an Exec at the table, you'll be working under them alongside their team. However, if you are an Exec, you'll know this is the difference between just working for the Corporation and selling your life to it. Forget about changing jobs. When you sell out, the jobs you get to do are all the fun, suicidal ones on which they don't want to waste their good people: executive kidnappings, black operations and espionage missions. If you're really lucky, you'll even get to be a grunt in the *next* Corporate war; you know, the ones that made Vietnam and Afghanistan look like picnics, defending the Corporation's interests in some backwater hellhole with a population of civilians you're suppressing. Restoring the Corporate Order is fun!

THE CATCH

Like most "free" offers, these employment opportunities are booby trapped in creative and dangerous ways. Each requires that you work for an indeterminate amount of time (forever) for people you may not

like. You'll have to do what they tell you, no matter how cruddy, dangerous or suicidal. Like most powerful people in the Cyberpunk future, they don't like to be crossed, and have a variety of awful ways to ensure your "cooperation":

Hostages: To ensure your good behavior, the controlling agency is holding someone you care about hostage. You mess up, they die-or worse.

Blackmail: Somewhere in your past, you did something you can't afford to let out. It could be as small as cheating on your taxes (with a 20-year jail term), or a murder rap. It may even be fictional-created by your new employers to make sure you toe the line. Are you willing to take the chance?

Sabotage Cybernetics: To make sure you stay in line, the controlling agency has buried lethal glitches in your cybernetic software. Things to make your heart stop on command. Programs that give you blinding headaches if you refuse to follow an order.

Monitored: Your employers have implanted sensors or other monitoring devices on you-just to ensure your loyalty. You can't say or do anything without them knowing. You can't go anywhere without them finding you. The worst part is, you don't know where in your body they've hidden these devices.

Command Kill: A really vicious sabotage chip-on the command word, you will kill whomever you are directed to kill-without control, regret or mercy. Your mother. Your lover. Your cat. Anyone.

Company Safeguard: Another nasty sabotage chip. You can't willingly harm any member of the controlling agency-to do so will cause you excruciating pain. To continue will cause even more pain, culminating in full heart stoppage and a screaming death.

Remote Detonator: One of the favorite corporate tricks, this is a small package of inert explosive buried somewhere in your body, activated by a remote radio signal. You don't know where they put it, the scanners can't find it, and if you did go around looking, you're likely to set it off.

Wanna bet your life, choomba?

Remember, if you join one of these groups, any one (or more) of these little goodies applies directly to making you a puppet of your employers. What you are forced to do, and what they hold over you, is up to the GM. They don't even have to tell you if you've been tampered with. You don't have a choice. You just sold your soul.

THE FALL OF THE TOWERS

2022. 12 YEARS LATER.

The door of the trailer swings open and a young man in dark leathers, still dusty from the road, hauls himself into the air conditioned command truck. Humor glints from his eyes as light glints from the conchas on his hat and gun belt. A corned beef on rye is still half-eaten, clenched in his gunmetal gray fist.

"Evening, *gatos y señoritas*. The Aldecaldo—Santiago; he sends his regrets, but he has much to do, now that the war is over. Many contracts for construction, many wounded-and dead-to look after, including family. But he has sent we *Lobos* to help in any way we can."

"Well, well. Almost like old times, eh Johnny?" Thompson runs the diagnostics on his FN-RAL one last time as he speaks. Camouflage green combat armor sits next to him, his camera already chipped into the helmets control port.

"Not quite. We've got a lot better support than a thousand screaming fanboys this time!" Rogue's grin quirks as she looks out at Shaitan's huge camouflaged form leaning against the massive self-propelled artillery unit parked next to their trailer. "We may be rescuing Alt, but the stakes are also a lot higher this time."

A lot higher? Johnny's eyes are calm, but the Hand clenches and unclenches like it's possessed.

"She's been running loose through Arasaka's mainframes for a decade." grunts Thompson. "Stands to reason her luck was going to run out sooner or later. Last thing we need it that thing she created loose in the Net after Rache's fallout."

Johnny stands, looks out into the night. Finally, he says "Tonight."

"Tonight, Arasaka Tower falls. For the last time."

INTO THE MAELSTROM

"Well?"

"Johnny? I have a request: will you stop pacing and stand still and stop asking 'well' every minute? Shaitan and I will have the door open when we have it open. This isn't like popping the lock on a QuickieMart" Spider goes back to work on decrypting the access codes on the door alarms while Shaitan the full body borg bypasses the physical systems. Johnny sits on his haunches, waiting.

"And ... we've ... got it! All right The door's bypassed!"

Johnny stands up, the Gun ready. "Okay! Shaitan, you drew short straw, so you're first in!"

The borg nods and lifts his gun pod. "Right See you in Valhalla if they've been lying to us!"

Shaitan cracks open the door, scanning it with a remote extension, then flings the door open, whipping his gun pod up in a smooth motion and firing off two quick shots from the grenade launcher. "Sorry about that. Autogun in the far corner, camera in the other. Taken care of."

"Well, if that's all, let's get to work. Spider, the computers are in the next room. Everyone else, secure the perimeter, and let's get those demolitions charges set up." Johnny strides into the room as if it were a stage and not a secret lab.

Of course, it's probably the same to him, Spider thinks to herself as she jacks her heavily shielded deck into the console before her.

<Hello Alt.>

<What, who's there . . . Spider?>

<Yep. 'My name's Luke Skywalker. I'm here to rescue you.>

<What??>

<Corny old flatvid Rache made me watch one day. >

<Where's Rache? I thought he'd be riding point on any rescue.>

<Rache is dead, Alt. Arasaka found his conapt ... and...dropped a rock on it from orbit.>

<Oh my god. Spider, I'm so sorry>

<Yeah, me too>

And Arasaka will be too, Spider silently vows.

"Spider, are you almost done? Is she there? Is she okay?"

"*Chill*, Johnny! Yes, I've found her and I've dumped her into the memory core. Now I'm releasing a recursive virus to wipe out all mention of the Soullkiller program."

"And?"

"Well, it should remove every trace of evidence, at least electronic, that the Soullkiller ever existed. It's sort of like what Facemen use to erase an identity, only more general. Now give me some space. "

"Make it fast. They've got to know we're here." Johnny steps back out to the outer lab, scanning for signs of trouble, which gives Spider time to walk over and download the last of the datachips. Then she closes down her deck and joins him outside talking to that media, Thompson.

"What're those?" Thompson asks, his cyberoptic scanning the datachips Spider tucks into a pocket.

"Information on the development team, records on external Net access from the router, basic stuff. So we can track down the bastards who wrote this, and check for any offline storage sites!"

It isn't, she reflects, completely a lie. After all, she does have that information, tucked away on the first chip. Ks the other ones that contain her ace in the hole...

And then everything goes sideways.

DEATHS HEAD DANCE

"Going somewhere?" Adam Smasher's voice cuts through the silent offices like a bullet crack.

Someone screams, "Cover!" as machinegun and shotgun fire from Arasaka troopers spray through the narrow hallway, cutting three of the team's SpecOps troops in half. Spider scrambles behind a heavy pillar, as Rogue and Johnny take up position behind office furniture wholly inadequate to the job of stopping heavy fire. Spider watches Shaitan simply fade into near invisibility against a wall.

Rogue pops off a burst from her rifle, then fires two grenades. The Aras seem to want the lab intact and aren't using heavy weapons. Team Alpha is under no such constraint. Shaitan fires off blast after blast from the portable cannon he calls a shotgun, but is tagged by an autogun burst that sends him rolling. People on both sides spasm and fall as high-velocity death fills the entire floor of the building.

Somewhere, Spider hears Thompson scream in pain. Things are bad. There are too damn many of them--plus that damned borg. Time to make a decision. Bullets chip at her cover while she hurriedly links her cyberdeck into the heavy suitcase memory stash carrying Alt. No time to double-check, no time to confirm links or space available. She launches herself into the Net dragging the linked ICONS that represent Alt's personality, memories, and whatever else it is that makes her different from an expert system. All Alt has, she thinks to herself, is a hope and a prayer. Here goes nothing.

With a virtual "toss"; Spider fires the various portions of Alt out into the Net, tagging them with a marker so that she can maybe retrieve them someday and, if she gets lucky enough, re-rezz them back into her second-best, now first-best, friend.

On the other side of the room, Johnny crouches under a desk, fighting with his past between bursts of gunfire. *I left Alt last time. Just abandoned her. Not again. Never again.*

Better to burn out says the Hand.

Yeah, Johnny says to himself--and he knows what he has to do.

Spider spends just a few seconds in the Net--an eternity and never enough time. She comes back to find her cover still getting powdered, although the cacophony has diminished. She sees Rogue discarding her empty rifle and pulling two heavy pistols. Spider draws her own flechette pistol, its heavy weight somehow comforting in her hand. Suddenly, Johnny's voice rings out, not in song but in challenge.

"Hey, Steelhead! Let's Rock and Roll!" Johnny is standing in plain sight, a Militech SMG in one hand, the Malorian in the Other. He begins pumping out rounds at Adam.

Adam turns but hesitates, astonished at the audacity of the rockerboy, challenging him with weapons that won't even crease his cyborged armor. An arm comes up. The autoshotgun in it opens fire. APDS rounds cut the young rocker in half. Johnny spins and falls to the ground, a surprised look on his face, the Malorian still smoking in his Fist. It only takes a second.

But a second is all Shaitan needs. He suddenly seems to emerge from the wall behind Adam and grapples with him. Seeing an opening, Rogue and Spider react as one. Rogue stands, bullets streaming from her pistols like tears, raking down Arasaka troopers. Spider sits up and fires, picking Ara targets and putting them down, one shot after another. *It's all just a V-sim* she says to herself. *Just a game. Just a game.*

Adam lurches around, but Shaitan's grip is that of desperation. Spider sees that Shaitan's right arm hangs shattered and limp at his side, blasted by a grenade. It's only matter of seconds before Adam gets free and takes them all down.

"Get out of here! I've got him!" Shaitan's hollow metallic voice bellows at the two women. The rest of the Aras are down, but so are the SpecOps. Rogue, Spider, and a crippled Thompson are alone with the two battling borgs. They can hear more soldiers coming. They know they have no choice. As Spider moves to the rockerboy's mangled form, Rogue grabs her arm, her hard eyes boring into Spider's own.

"Johnny's dead, Spider. Help me get Thompson out of here:" Rogue's eyes speak of certainty and incredible pain, all slammed away behind an iron will to survive. *Keep the meat baggage light*, Rache used to say.

Spider reaches into the inside of her jacket. She pulls out the data slug Alt downloaded to her so long ago. It's surprisingly heavy. She whispers, *Sorry Johnny* as she rams it home into the back of the dying Rocker's skull. Then she turns, reaches out for the data suitcase, but sees that it, too, has been savaged by gunfire; it's wrecked. Two friends down in as many minutes. She quietly wishes Alt good luck.

"Spider, now!"

But at least Johnny will be avenged Spider thinks to herself as she and Rogue drag the wounded Thompson to the elevator. She softly touches the remaining datachips in her pocket. *And so will Rache.*

GETTING THE JOB DONE

THE BASICS OF RESOLUTION

In roleplaying, the “board” is your imagination; the environment is described to you by the GM, and it’s up to you to imagine in your mind’s eye where everything is, based on those descriptions (although grid maps and miniatures are sometimes used as visual aids in more complex situations).

GETTING THE SCENE DOWN

There are a few basic rules to this mental landscape. First, if your Character can see something with the naked eye or the scope of a weapon, you can interact with it. If there’s anything in the way, it’s considered to be blocked and you can’t interact with it. If it’s positioned forward of your shoulders, you can face it and also possibly interact with it. Last, if it’s within arm’s reach (2 meters), you can also touch it; otherwise, you’ll need to use a longer tool, weapon, or some other method to extend your reach.

That brings us to the subject of measurement. In Cyberpunk, we measure everything in either meters or yards (and treat them interchangeably; the difference is only about 2 inches). One reason we do this is that it means we don’t have to change measurements around between Metric and English systems. It also corresponds pretty well to a generic 6-foot Character.

Rule: We Use M/Yards for everything

If you are using a grid and miniatures, each 1 inch square corresponds to 2 meters/yards

DISTANCE, MOVEMENT

As a rule, there are three scales of movement used in Cyberpunk.

NARRATIVE MOVEMENT

The first scale is **narrative movement**. This means movement that is described in real world terms as part of the narrative of a story. For example, cars move at miles or kilometers per hour, walking is measured in similar but smaller distances. For most game purposes, we classify all of these types of movement by categories of movement. Below you can find the categories of movement for the average human. In the Vehicle Combat section on pg.XX you can find the narrative speeds of the various vehicles.

Narrative Movement Table

Travel Method	MPH	KPH
Walking	2.5	4
Running	5	11

FIGURATIVE MOVEMENT

The second scale is **Figurative Movement**: comparing one MOVE Stat to another MOVE Stat to see who is faster overall. This is best for simple sustained speed contests, like the outcome of a footrace. This is where you actually *compare* the Lamborghini to the Volkswagen; one will have a higher MOVE stat than the other, and this will be used as a basis of comparison.

LITERAL MOVEMENT

Finally, there's **Literal Movement**: a measurement of actual distance, used in combat and when using miniatures. Every Turn, a Character gets a Move Action, which can only be used to move a number of m/yards equal to their MOVE x 2, or a number of squares equal to their MOVE, which can include moving diagonally. Move Actions, along with all other Actions a Character can do on a Turn will be explained later in the On Your Turn Section.

ROLEPLAYING TIME, COMBAT TIME, INITIATIVE

Cyberpunk uses two ways of measuring time. The first, **Roleplaying Time**, works just like it does in real life. The second way, **Combat Time**, is far more exacting. Combat Time is divided into **Turns**, each of which takes approximately 3 seconds. The amount of time it takes each entity involved in the combat to take a Turn is a **Round**. Because actions happen roughly simulatenously in game, one Round is also approximately 3 seconds long.

INITIATIVE

But who gets to go first? For that, we need to determine **Initiative**; basically a characters place in "line" relative to everyone else doing something in the Turn. The "line" is what we call an **Initiative Queue**¹; a mental lineup of who goes when.

**When a combat starts, everyone rolls an Initiative Score:
Your Initiative Score = REF + 1d10**

All participants in the combat place themselves according to their Initiative Roll into the Initiative Queue in descending order from highest score to lowest score. Resolve ties by rolling again. Combat proceeds in Initiative Queue order, with each entity in the Initiative Queue getting a Turn. When the bottom is reached, the Initiative Queue starts again from the top in a new Round.

ON YOUR TURN

Every Turn, a Character gets one Move Action and one Action. In this section we will describe the 15 most common actions in brief. In the Friday Firefight Section (on pg.XX) we will give you a more in-depth, full list of actions. Many of those actions will only happen during or directly after a combat.

Your Turn = 1 Move Action + 1 Action

Actions

Move Action..... Move up to as many M/yards as your MOVE Statistic x 2 each Turn.

Attack.....Make a Melee or Ranged Attack.

Grab.....Grab and hold an opponent or take away an object they are holding.

Throw..... Throw a grabbed opponent to the ground or throw an object.

¹People in Britain should get this one. You've been queuing up for all your life. For the rest of you, think of this as expanding your horizons and seeing how the other half lives.

Get Up..... Stand after being prone.
Run Take an additional Move Action.
Use a Skill..... Use one of your Skills to accomplish a quick task.
Use an Object..... Manipulate an object in a way that doesn't require a Skill.
Stabilize..... Stabilize a target to begin the natural healing process.
Use NET Actions..... Perform multiple Actions inside the NET.
Get into a Vehicle Get into a Vehicle.
Starting a Vehicle..... Start a Vehicle.
Hold Action Hold an Action until later in the Initiative Queue.

MOVE ACTION

Every Turn, a Character gets a Move Action, which can only be used to move a number of m/yards equal to their MOVE x 2, or a number of squares equal to their MOVE, which can include moving diagonally.

ATTACK

Use an Action to make an attack with Ranged Combat or Melee Combat.

Check out the Combat System (pg.XX) for information on how to make an attack.

GRAB

Grab and hold someone or take an object they are carrying, or escape a grapple. Check out the Combat System (pg.XX) for information on how to grapple people.

THROW

Throw a person you are grappling or an object you are holding. Check out the Combat System (pg.XX) for information on how to items and people.

GET UP

Use an Action to get up from being on the floor (aka Prone). While Prone you cannot use a Move Action until you use this Action.

RUN

Use an Action to take an additional Move Action. If you can't use a Move Action right now, you can't use this Action.

USE A SKILL

Use an Action to use one of your Skills to attempt to accomplish a quick task (3 seconds max). If the GM determines your proposed task would take more than 3 seconds, and you still want to do it, you can spend your Action every Turn to attempt to accomplish it, at a rate of 3 seconds per Turn, making your Check only when you've finished the duration of the task. Task resolution is covered in Resolving Actions With Skills, located later in this section.

USE AN OBJECT

Drawing an easily accessible weapon isn't an Action if you have a free hand. Use this Action as a catch-all for using/manipulating/picking up any other object in ways that wouldn't require using a Skill and aren't covered by other Actions, but would still require a quick 3 seconds of effort. Use this for things like opening up a door, switching your held shotgun out for an assault rifle slung to your back, picking up an unattended weapon off the floor, pressing the button on a detonator, or biting into a slice of pizza. Your Turn is only 3 seconds, so if you really want to do a simple task that takes longer than that while in combat, you will need to use this Action each Turn to pay for it one 3 second Turn at a time.

STABILIZE

Use an Action to stabilize a target to begin the natural healing process or pull them out of Mortally wounded to save their life. For more on stabilization and healing see pg.XX—XX.

USE NET ACTIONS

Only a Netrunner can make use of NET Actions, which they can take instead of taking another Action on their Turn. Most Netrunners can even take multiple NET Actions in a single Turn! NET Actions are covered in the Netrunning Section (pgs.XX—XX).

GET INTO A VEHICLE

Use an Action to get into an unlocked vehicle or a vehicle you have the physical/biometric key for.

STARTING A VEHICLE

Use an Action to start a vehicle that you are already in. This requires the physical/biometric key for the vehicle. Check out the Vehicle Combat System (pg.XX) for information on car chases.

HOLD ACTION

In combat, a Character can use this Action to choose to Hold off on one Action until a specific number in the Initiative Queue comes up, which can only be later in the current Round. When that time comes, they can choose to either go through with their chosen Action or forgo it entirely. You can't Hold an Action across multiple Rounds. You can't change your mind about when in the Initiative Queue you are holding your Action until, either. Move Actions and NET Actions cannot be Held at all.

RESOLVING ACTIONS WITH SKILLS

WHAT IS A SKILL?

A Skill is something your character knows how to do because of their training. The level of your Skill represents how trained your character is in that activity.

Each Skill is linked to a STAT that represents natural ability. That's why you add STAT+Skill together on a **Skill Check**.

SKILL RESOLUTION

Whenever your Character tries to do something, there's always the question of whether they'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases, tell the GM what you're doing, and no die roll is needed. But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. These are the situations that call for a **Skill Check**.

There are two ways to resolve Skill Checks:

The first is to resolve your Skill against another living thing or person's Skill (like trying to persuade someone to do something for you). To do this, you, the Attacker, add your relevant STAT + Skill + 1d10 die roll against your opponent, the Defender's own relevant STAT + Skill + 1d10 die roll. The result of your opponent's STAT + Skill + 1d10 die roll is also known as the Difficulty Value, or DV, the amount your STAT + Skill + 1d10 will need to beat in order for you to succeed. In case of a tie, the Defender will always win.

Attacker's STAT + Skill + 1d10

vs

Defender's STAT + Skill + 1d10

The second way is resolving your Skill against the difficulty of a situation (like picking a lock or driving a car). The GM determines how long the task you want to perform will take and uses the table below to decide which rating best describes the difficulty to perform the task, the Difficulty Value (DV). Then you add your STAT + Skill + 1d10 and try to beat the Difficulty Value (DV) the GM assigned to the task you want to perform.

DIFFICULTY VALUE (DV) TABLE

Difficulty	Description	DV
Simple	This is something most people can do without thinking about it, but which might be hard for a small child.	9
Everyday	This feat is something most people can do without a lot of special training.	13
Difficult	This feat is difficult to accomplish without training or natural talent.	15
Professional	This feat takes actual training and the user can be considered to be a professional, skilled in their abilities.	17
Heroic	This is a highly skilled feat; one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.	21
Incredible	This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are of truly Olympian mettle.	24
Legendary	An awe-inspiring feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.	29

CRITICAL SUCCESS

When you roll a natural roll of 10 on your d10, you've scored a Critical Success. Roll another 1d10 and add the result to your first roll. If you roll another 10, you do not score another Critical Success.

CRITICAL FAILURE

When you roll a natural roll of 1 on your d10, you've scored a Critical Failure. Roll another 1d10 and subtract the result from your first roll. If you roll another 1, you do not score another Critical Failure.

MODIFYING THE ATTEMPT

Sometimes conditions beyond your control may make it harder to perform a task. For example, a Simple (DV9) Skill Check is a whole order of magnitude tougher during an earthquake. These external conditions are called Modifiers. When the GM decides a Modifier applies to your Skill Check, you will subtract the Modifier Value from your roll. Here are some typical examples of conditions that might cause your GM to call for Modifiers (they are cumulative).

NEGATIVE MODIFIER EXAMPLE TABLE

Condition	Mod Value
Night or low lighting conditions	-1
Have never done this before	-1
Complex task	-2
Don't have right tools or parts	-2
Under extreme stress	-2
Extremely drunk, sedated, or exhausted	-4
Trying to perform task secretly	-4
Task obscured by smoke, darkness	-4

TRYING AGAIN

If you fail a Skill Check, you can't try again unless your chances of success have improved for some reason—you took longer, used a better tool, or you (or one of your friends) made a Complementary Skill Check.

COMPLEMENTARY SKILLS

Complementary Skill Checks are where the use of one Skill directly affects the use of a subsequent Skill. At the GM's discretion, a good roll in one Skill (which can even be rolled by another character) may confer a +1 bonus to the subsequent use of a related Skill, so long as the complementary nature of the two Skills makes sense. This +1 bonus only affects a subsequent attempt once, and Complementary Skill bonuses do not stack.

TAKING EXTRA TIME

Taking Extra Time can also give you a bonus to your Skill Check. When the GM tells you how long a task will take to complete, you can get a single +1 bonus to your Skill Check for taking four times longer.

WHEN YOU DON'T HAVE A SKILL

When you just don't have a Skill to use, but you want to try anyway, you have one option:

GOT NO SKILL?

Simply use the STAT that the Skill you didn't have is linked to, and add it to 1d10. That's all you get. You are relying purely on your STAT.

USING YOUR LUCK

Before you roll, you can dedicate a portion of your remaining LUCK Pool (which holds LUCK Points equal to your LUCK, and which refills at the beginning of each game session) to a roll, which increases the roll by +1 for each point in your LUCK Pool that you expended. LUCK is a powerful force that can allow the otherwise impossible to become attainable.

Simple? Remember: to pretty much to do anything in Cyberpunk, simply pair a Stat, a Skill and a d10 roll against a Difficulty Value (DV). If your Check is over that amount, you did it! Everything else is just window dressing!

SKILL LIST

AWARENESS SKILLS

Concentration..... WILL
Skill of focus and mental control, encompassing feats of memory, recall, and physiological control.

Conceal/Reveal Object..... INT
Skill for hiding objects and finding objects that have been hidden. This is the skill used for concealing weapons under clothing and detecting concealed weapons.

Lip Reading..... INT
Skill of reading someone's lips in order to tell what they are saying.

Perception..... INT
Skill of spotting hidden things, like clues, traps, and people using the Stealth skill, but not objects hidden with the Conceal/Reveal Object skill.

Tracking..... INT
Skill of following a trail by observing tracks and other clues left behind.

BODY SKILLS

Athletics..... DEX
Skill of jumping, climbing, throwing, swimming, lifting weights, etc. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber.

Contortionist..... DEX
Skill of manipulating your body to get out of handcuffs or other bindings and to fit yourself into otherwise inaccessible places or spaces.

Dance..... DEX
Skill of dancing at a professional level.

Endurance..... WILL
Skill of withstanding harsh environmental conditions and hardship. This is also the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made when-ever a character must continue to be active after a long period without food, sleep or water

Resist Torture/Drugs..... WILL
Skill of resisting painful effects, including interrogation, torture, and drugs.

Stealth..... DEX
Skill of moving quietly, hiding, doing an action discretely, or otherwise evading detection. Other characters can try to find you with their Perception skill. A Stealth Skill of+ 1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow to shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants

CONTROL SKILLS

Drive Land Vehicle..... REF
Skill of driving and maneuvering land vehicles. A skill of +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. An driver with a skill of +8 or greater will be nationally known as a racer, regularly win champion-ship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement)

Pilot Air Vehicle (x2)..... REF
Skill of piloting and maneuvering air vehicles. A Piloting Skill of + 1 allows you to take off and land safely in good weather conditions. A Piloting Skill of +3 or more makes you a trained pilot, able to engage in most combat situations or bad weather. Pilots with a Skill of +6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of +9 or greater are so good, they have a rep as pilots, and are widely known among the piloting fraternity for having the "right stuff".

Pilot Sea Vehicle..... REF
Skill of piloting and maneuvering sea vehicles.

Riding..... REF
Skill of riding a living creature trained for the purpose.

EDUCATION SKILLS

Accounting INT
Skill of balancing books, creating false books and identifying them, juggling numbers, creating budgets and handling day to day business operations. At +4, you can manage the books for a small company. At +7, you can manage the books for a medium sized Corp, and hide your embezzlement at the same time. At +10, you're a master at double entry and offshore accounting that would make Bernie Madoff proud.

Animal Handling INT
Skill of handling, training, and caring for animals.

Bureaucracy..... INT
Skill for dealing with bureaucrats, cutting red tape, knowing who to talk to in a bureaucracy, how to reach them, and how to extract information from bureaucracies.

Business INT
Skill regarding knowledge of basic business practices, laws of supply and demand, employee management, procurement, sales, marketing.

Composition INT
Skill of writing songs, articles, or stories professionally. The required skill for writing songs, articles, or stories. A Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8 or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim. At +10, you wrote the great Cyberpunk Novel.

Criminology INT
Skill for looking for clues by dusting for fingerprints, doing ballistic tests, examining evidence, and searching through police records and files.

Cryptography INT
Skill of encrypting and decoding messages.

Deduction..... INT
Skill of taking several clues and leaping to an unobvious conclusion or medical diagnosis.

Education INT
Skill of general knowledge, equivalent to a basic school education, allowing you to know how to read, write, use basic math, and know enough history to get by. A level of + 1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A Knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well-educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who 'knows a lot about everything (and hopefully has the good sense to keep their mouth shut

Gamble..... INT
Skill of knowing how to figure odds and play games of chance successfully.

Language INT
Skill of speaking a particular language.

Library Search INT
Skill of using databases, DataPools™, libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can easily access the Library Congress (if it's still there). At +9, you can comprehend almost any public database and find very obscure facts

Local Expert..... INT
Skill of knowing a specific area well and knowing the agendas of its various factions, both political and criminal. You must choose a specific location whenever you increase this skill, which cannot be any larger than a single neighborhood or community.

Science INT
Skill for knowing how to design experiments, write scientific papers, test hypotheses, and discuss with other academics in a particular field of science. An area of study must be specified whenever this skill is increased. *Possible options include: Geology, Mathematics, Physics, Zoology, Anthropology, Biology, Chemistry, History.*

Tactics INT
Skill of managing a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle, and how an enemy force may react.

Wilderness Survival INT
Skill for knowing how to survive comfortably in the wilderness. Knowledge includes how to set traps, forage for wood, track game, build shelters, make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Cave Bear Grills, Mountain Man of the Wilderness, would have a +9 or + 10 Survival Skill. And a TV show.

FIGHTING SKILLS

Brawling DEX
Skill at fighting and grappling with brute strength.

Evasion DEX
Skill for getting out of the way of someone attacking you in melee. A character with REF 8 or higher can also use this skill to dodge ranged attacks.

Martial Arts (x2) DEX
Skill for fighting with a Martial Arts Form. Each time you increase this skill you must choose in which form you are training. You can learn multiple forms, but you must do so separately. *Possible options: Karate, Taekwondo, Judo, Aikido*

Melee Weapon DEX
Skill for fighting with melee weapons.

PERFORMANCE SKILLS

Acting COOL
Skill of assuming a role, disguising yourself as someone else, whether real or fictitious, and faking emotions and moods.

Play Instrument EMP
Skill of playing a musical instrument professionally. You can choose which instrument when you increase this skill. A Skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will gain the musician some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of awards, and regularly jam with Kerry Eurodyne

RANGED WEAPON SKILLS

Archery REF
Skill for accurately firing bolt or arrow launching projectile weapons.

Autofire (x2) REF
Skill for keeping a weapon's Autofire firing mode on target through recoil.

Handgun REF
Skill for accurately firing handheld projectile weapons.

Shoulder Arms REF
Skill for accurately firing shoulder braced projectile weapons.

Heavy Weapons (x2) REF
Skill for accurately firing extremely large projectile weapons.

SOCIAL SKILLS

Bribery COOL
Skill of knowing when to bribe someone, how to approach them, and how much to offer.

Conversation EMP
Skill of extracting information from people without alerting them with careful conversation. At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything, including personal information about their illegitimate son, the time they stole a cookie at age 4, and the fact that no one ever loved them.

Human Perception EMP
Skill of reading a person's facial expressions and body language to discern their emotional state and detect lies or deception. At +2, you can usually tell when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Interrogation COOL

Skill of forcibly extracting information from people. An Interrogation of +2 or better will allow you to infallibly find out if your boyfriend is lying to you. At +5, you are a professional level interrogator, equivalent to a skilled detective grilling a suspect. As a Media, Lyle Thompson has an Interrogation of +9, allowing him to make even the most powerful people sweat.

Persuasion COOL

Skill of convincing, persuading, or influencing individuals. Also the ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend that the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Barack Obama had a Persuasion of +7. Hitler had a Persuasion of +9

Personal Grooming COOL

This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasions. A basically good looking person would be at +2. A fashion model might have a Personal Grooming of +5 or +6. At +8 or better, you could be a major fashion model, film star, or trendsetter. You are always "together". And you know it.

Wardrobe & Style COOL

Skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit. With a Wardrobe of +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for ward-robe tips, and you never buy anything off the rack. At +8 or better, you are one of those rare people whose personal style influences major fashion trends

Streetwise COOL

Skill of knowing where to get illegal and contraband things, talking to the criminal element, and avoiding bad situations in bad neighborhoods. With a Streetwise of +2 or better, you can get "hot" items, score drugs, etc. A Streetwise of +5 would allow you to arrange a murder contract, know a few mobsters who might owe you favors, and be able to call on muscle when you need it. At +8 or better, you could become a major crime lord yourself and skip the middlemen.

Trading COOL

Skill of striking a good bargain with a merchant or customer.

TECHNIQUE SKILLS

Basic Tech TECH

Skill of identifying, understanding, and repairing simple electronic devices and all other items not covered by another Tech Skill. *The DV and amount of time it takes you to repair a damaged/destroyed item with this skill to perfect condition is based on the Price Category of the item: Cheap/Everyday: DV9, 1 Hour. Costly: DV13, 6 Hours. Premium: DV17, 1 Day. Expensive: DV21, 1 Week. Very Expensive: DV24, 2 Weeks. Luxury: DV29, 1 Month. Super Luxury: DV29, 1 Month per 10,000eb of Item Price. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.*

Cybertech TECH

Skill of identifying, understanding and repairing cybernetics. *The DV and amount of time it takes you to repair a damaged/destroyed item with this skill to perfect condition is based on the Price Category of the item: Cheap/Everyday: DV9, 1 Hour. Costly: DV13, 6 Hours. Premium: DV17, 1 Day. Expensive: DV21, 1 Week. Very Expensive: DV24, 2 Weeks. Luxury: DV29, 1 Month. Super Luxury: DV29, 1 Month per 10,000eb of Item Price. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.*

First Aid TECH

Skill of applying medical treatments to a wounded person in order to keep them from dying and treating the most common critical injuries.

Air Vehicle Tech TECH

Skill of repairing and maintaining air vehicles. *The DV and amount of time it takes you to repair a damaged/destroyed vehicle with this skill to perfect condition is based on the amount of damage it has sustained. Minor Damage: DV9, 3 Hours. Major Damage: DV13, 1 Day. Destroyed: DV17, 1 Week. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.*

Land Vehicle Tech TECH

Skill of repairing and maintaining land vehicles. *The DV and amount of time it takes you to repair a damaged/destroyed vehicle with this skill to perfect condition is based on the amount of damage it has sustained. Minor Damage: DV9, 3 Hours. Major Damage: DV13, 1 Day. Destroyed: DV17, 1 Week. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.*

Sea Vehicle Tech TECH

Skill of repairing and maintaining sea vehicles. *The DV and amount of time it takes you to repair a damaged/destroyed vehicle with this skill to perfect condition is based on the amount of damage it has sustained. Minor Damage: DV9, 3 Hours. Major Damage:*

DV13, 1 Day. Destroyed: DV17, 1 Week. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.

Demolitions (x2) TECH

Skill of setting, defusing, and knowing how much explosive will accomplish a desired result. This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set timers and detonators, and how much explosive to use to accomplish a desired result. At level 4, you can handle most pre-made explosives. At level 6, you could build your own bombs. At level 9 or 10, you might know enough to build a very lousy pocket nuke.

Electronics/Security Tech (x2) TECH

Skill of identifying, understanding, repairing, countering, and installing complex electronic devices, like computers, cyberdecks, personal electronics, electronic security systems, bugs and tracers, pressure plates, laser tripwires, etc. *The DV and amount of time it takes you to repair a damaged/destroyed item with this skill to perfect condition is based on the Price Category of the item: Cheap/Everyday: DV9, 1 Hour. Costly: DV13, 6 Hours. Premium: DV17, 1 Day. Expensive: DV21, 1 Week. Very Expensive: DV24, 2 Weeks. Luxury: DV29, 1 Month. Super Luxury: DV29, 1 Month per 10,000eb of Item Price. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch. Unless stated otherwise, the DV to counter a system using this skill is equal to the DV to repair it. Countering a system usually takes 10 minutes or less.*

Forgery TECH

Skill of creating and detecting false documents and identification. This skill may also be applied to the detection of same; if you can fake it, you can usually tell a fake as well. At level 4 or 5, you can fake most simple IDs. At level 7, you can pass forgeries off to all but the most sophisticated examination. At level 10, you once made a convincing fake of the Mona Lisa.

Paint/Draw/Sculpt TECH

Skill of producing professional paintings, drawings, or sculpture. A Skill of +3 allows you to produce salable "modern" art. A Skill of +6 will produce artwork that is recognizable and extremely pleasant to the eye-as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibits in galleries, and have other lesser artists studying his style in art school

Paramedic (x2) TECH

Skill of applying medical treatments to a wounded person in order to keep them from dying and treating all critical injuries not requiring Surgery. (Surgery is only available to Medtechs through their Role Ability, Medicine.)

Photography/Film TECH

Skill for producing professional photographs, motion pictures or braindances. A Skill of +2 allows you to make decent home movies. A Skill of +4 or better creates work capable of winning amateur contests. A Skill of +6 or better will produce work of the level of the average magazine cover or rock video. A photographer or cinematographer with a Skill of +8 or better will be nationally known and probably famous.

Pick Lock TECH

Skill for picking non-electronic locks and countering non-electronic security measures. At +3, you can jimmy most simple locks. At +6 you can crack most safes. At +9 or better, you have a rep as a master cracksman, and are known to all the major players in the Cyberpunk world

Pick Pocket TECH

Skill for picking pockets and shoplifting small items without being noticed.

Weaponstech TECH

Skill for repairing and maintaining weapons of all types. *The DV and amount of time it takes you to repair a damaged/destroyed item with this skill to perfect condition is based on the Price Category of the item: Cheap/Everyday: DV9, 1 Hour. Costly: DV13, 6 Hours. Premium: DV17, 1 Day. Expensive: DV21, 1 Week. Very Expensive: DV24, 2 Weeks. Luxury: DV29, 1 Month. Super Luxury: DV29, 1 Month per 10,000eb of Item Price. On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.*

ROLE ABILITIES

ROLES AND ROLE ABILITIES IN THE TIME OF THE RED²

In the 2020s, Roles were basically the "job" your character had. Roles defined what they did, but not what they were. But in the Time of the Red, the lack of structure and steady "jobs" means that a Role is more of a self-defining label. You don't "do Solo stuff." You are a Solo--it's what *defines* you no matter what you do. No one in the Time of the Red pays you to punch a clock as a Solo--instead you look for gigs that are the kind of gigs a Solo would do. In short, in the Time of the Red you are your own boss and your Role is your *personal* job description.

But since you are new to the Street, you're not starting at the top. Nope, you're starting near the bottom. **Starting Characters automatically begin their Role Ability at Rank 4** (unless the GM of your particular game decides to allow you to start at a higher rank.) On the Street, Rank 4 means you aren't a total weefle; you know where the dangerous end of the gun is, and you can at least play "Chippin' In" on your axe. But you're starting to make your bones in a dangerous world and people are just now willing to take a chance on your abilities.³

So don't mess it up, yo.

MULTICLASSING ROLES

You can't start off taking on two roles at once. Much in the same way that people in the real world have to throw themselves into a career just to make it work, your Role is just that--a full time career. It's going to take everything you have just to make it in one area of the Street, so don't get cocky, punk.

That being said, there's nothing stopping you from *starting* one Role "career" and then *swapping* to another one. *In real life, people do that all the time.* In the Time of the Red, you can change Roles anytime you have completed at least four ranks in your previous Role by buying rank 1 in the new role with experience. You will then start the new Role at Rank 1, just mastering the intricacies of your new career. When you switch, you'll be locked from multiclassing again until your latest role is at least Rank 4.

Meanwhile, you can also continue increasing the rank of your previous Role, and you retain all features granted by it, but to the Street, you will now be seen as your new Role as you concentrate on mastering the ropes.

²You old timers are going to soon realize that we've shifted and altered a lot of your favorite role abilities from the 2013 and 2020 editions. One reason is that we really felt that several groups (Corporates, Nomads and Fixers) all had Specials that were pretty much the same thing--you can call for outsiders to help. These new versions are more specific to the type of Role and are driven by situations unique to the Role. In addition, we've designed these role abilities to be more tactical. You don't just do one thing; you often have a lot of options of how to use that role ability. For instance, now Rockerboys can choose how they want to control fans. Solos can scan the battlefield moment to moment and pick tactics out that fit for that moment. And so on.

³The character "V" in Cyberpunk 2077 is a perfect example of this. Man, that V is a real weefle sometimes. But they're getting better.

ROCKERBOY ROLE ABILITY

CHARISMATIC IMPACT

The Rockerboy has the role ability of CHARISMATIC IMPACT. They are able to influence others by sheer presence of personality. They need not be a musical performer; they can influence others through poetry, art, dance or simply their physical presence. They could be a rocker-or a cult leader.

A Rockerboy can only use their Charismatic Impact Role Ability on a Fan.

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 1d10+Charismatic Impact vs a DV8 for a Single person, DV10 for a Small Group of up to 6, or DV12 for a Huge group.

The GM will determine whenever someone you meet is already a fan.

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 1d10+ Charismatic Impact.** 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.

Role Ability Rank, Audience		IMPACT on Fan		
Rank	Venues you can play	Single Person DV8	Small Group DV10	Huge Group DV12
1--2	Small Local clubs	Rocker can convince fan to do a small favor for the Rocker; buy the Rocker a drink or meal, give them a lift somewhere.	Rocker has a group of up to 6 fans to ask for autographs and other personal totems; fans will stop Rocker in streets to befriend them.	You're kidding, right? You don't have huge groups of fans yet.
3--4	Well known clubs	Rocker can convince fan to do a major favor for the Rocker; go to bed with the Rocker, put in a good word in for them, etc.	Convince a group of up to 6 fans to regularly hang out with Rocker; provide booze, drugs or other party favors to the Rocker.	Rocker has a strong local following; fans buy their recordings and merch.
5--6	Large, important clubs	Rocker can convince fan to commit a minor crime for Rocker; shoplift, help out in a fight.	Convince a group of up to 6 fans to act as the Rocker's personal "posse"; constantly hang out with them, do Rocker favors and provide things for their personal needs.	Rocker's fans are all over the City; often in nearby cities. They are strongly loyal and will often do major favors for the Rocker in exchange for attention.

7--8	Small Concert Halls, Local Video feed	Rocker can convince fan to commit major crime for Rocker; steal expensive item, beat someone up for Rocker.	Convince a group of up to 6 fans to commit a minor crime for Rocker; shoplift, help in a fight.	The Rocker's fans are rabidly loyal. They fight with rival fan groups, support strong fan information networks, will band together to help Rocker.
9	Large Concert Halls, Cable Video feed	Fan is willing to risk their life for Rocker without question.	Convince a group of up to 6 fans to commit a major crime for Rocker; steal expensive item, beat someone up for Rocker.	The Rocker's fans are basically a brainwashed, cult-like following; they will riot, destroy property and even kill for the Rocker.
10	Huge Stadiums or International Video	Fan is willing to sacrifice self for Rocker without question.	Convince a group of up to 6 fans to risk their lives for the Rocker; to act as personal protection.	The Rocker's fans are now a world wide following with strong, cult-like attributes. They will do almost anything for the Rocker if they ask; they are a private army based on the Rocker's charisma.

SOLO ROLE ABILITY

COMBAT AWARENESS

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:

ABILITY	WHAT IT DOES
Threat Detection	You have enhanced situational awareness. Each point adds a +1 to any Awareness checks made.
Initiative Reaction	Your reflexes are trained to respond instantly without thinking at the start of a firefight. Each point adds a +1 to Initiative checks made.
Precision Attack	You have been trained to precisely aim attacks and weapons, giving you greater accuracy. For three points, you add a +1 to any attacks made. For six points, you add a +2 to any attacks made. For nine points, you add a +3 to any attacks made.
Spot Weakness	You have been trained to look for weak spots to damage even heavily armored targets. Each point adds a +1 to the damage (before armor) of your first successful attack in a round.
Damage Deflection	You have been trained to "roll with the punches," reducing damage done to you. For two points, decrease the first damage you take this round by one. Your armor is still ablated if any damage got through your armor before this reduction. For four points, decrease the first damage you take this round by two. Your armor is still ablated if any damage got through your armor before this reduction. For six points, decrease the first damage you take this round by three. Your armor is still ablated if any damage got through your armor before this reduction. For eight points, decrease the first damage you take this round by four. Your armor is still ablated if any damage got through your armor before this reduction. For ten points, decrease the first damage you take this round by five. Your armor is still ablated if any damage got through your armor before this reduction.
Fumble Recovery	You have been trained to instantly recover from mishaps by taking your time with every shot. For four points, you ignore critical failures (1s) you roll while attacking. These rolls are still treated as 1, however.

Example: Kelsa has a Combat Awareness of 5. When combat begins, she decides to put two points in Threat Detection, two points in Damage Deflection and the remaining 1 point into Spot Weakness.

NETRUNNER ROLE ABILITY INTERFACE

A Netrunner's Interface Role Ability allows them to Netrun, and gives them access to a suite of Abilities. We will be going into Netrunning in depth in the Netrunning Section (pgs.XX—XX). Below you will find brief descriptions of the abilities that all Netrunners have access.

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

TECH ROLE ABILITY MAKER

A Tech can fix, improve, modify, make, and invent new items, using Maker, their Role Ability. Whenever a Tech increases their Maker rank by one, they gain one rank in two different Maker Specialties of their choice.

Maker Specialty	WHAT IT DOES
Field Expertise	Your familiarity with technology in the field makes you a valuable asset on any job, especially when something breaks down at just the wrong moment. Add your Rank in this Specialty to any Basic Tech, Cybertech, Electronics/Security Tech, Weaponstech, Land, Sea, or Air Vehicle Tech 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, after which the item returns to the state it was in before you jury rigged it, except that it cannot be jury rigged again until it has been fully repaired.
Upgrade Expertise	Improves an item in one of the following ways: An item can only benefit from <u>one</u> upgrade granted by this specialty. • 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 it's 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. • Install an upgrade invented by the Tech using Invention Expertise.* ◦ *Requires additional materials equal to the Price Category assigned to the item by the GM when it was invented.

	To upgrade an item, you roll 1d10 + TECH + the Tech Skill that the item is typically repaired with + your rank in this specialty. The Tech must purchase materials of the same price category of the item being upgraded, which installing the upgrade consumes. The DV you roll against and the time it takes to install the upgrade is based on the price category of the item you are upgrading: <i>Cheap/Everyday: DV9, 1 Hour.</i> <i>Costly: DV13, 6 Hours.</i> <i>Premium: DV17, 1 Day.</i> <i>Expensive: DV21, 1 Week.</i> <i>Very Expensive: DV24, 2 Weeks.</i> <i>Luxury: DV29, 1 Month.</i> <i>Super Luxury: DV29, 1 Month per 10,000eb of Item Price.</i> <i>On a failed roll, halfway through the upgrade, you realize that you'll have to start again from scratch. The materials purchased to make the upgrade and the item to be upgraded are both uninjured.</i>
Fabrication Expertise	Fabricate an existing item or one invented by the Tech using Invention Expertise from materials. To make an item, you roll 1d10 + TECH + the Tech Skill that the item is typically repaired with + your rank in this specialty. The Tech must purchase materials of one price category lower than the price category of the item being fabricated. (Except for Super Luxury items, which require materials equal to half their Price to fabricate) The DV you roll against and the time it takes to make the item is based on the price category of the item you are making: <i>Cheap/Everyday: DV9, 1 Hour.</i> <i>Costly: DV13, 6 Hours.</i> <i>Premium: DV17, 1 Day.</i> <i>Expensive: DV21, 1 Week.</i> <i>Very Expensive: DV24, 2 Weeks.</i> <i>Luxury: DV29, 1 Month.</i> <i>Super Luxury: DV29, 1 Month per 10,000eb of Item Price.</i> <i>On a failed roll, halfway through the fabrication process, you realize that you'll have to start again from scratch. The materials purchased to make the item are uninjured.</i>
Invention Expertise	Invent an upgrade to an existing item or invent an entirely new item. To invent an item/upgrade, you'll need to describe to your GM the desired function of your item/upgrade, as precisely as you can <i>in the language of already existing technologies in the setting</i>, making sure to include the mechanism by which your invention might accomplish it's function. <u>It is suggested that you draw up a simple schematic for illustrative purposes.</u> Your GM and fellow players will certainly appreciate it. If your GM is satisfied with your explanation and is okay with it in their game, they will write how the proposed invention would operate rules-wise, being careful not to create an imbalanced item. The upgrades presented earlier in Upgrade Expertise are a good guideline for balanced Tech upgrades. Based on the item or upgrade's value if it were to be sold on the open market, the GM will set the Price Category of the item as close to

other items/upgrades of a similar “power level” as possible, *although the lowest category they can select is Expensive.*

The time it will take to invent the item/upgrade and the DV your character has to beat with their **1d10 + TECH + the Tech Skill associated with repairing the invention or the item the invention is meant to upgrade + your rank in this specialty:**

Expensive: DV21, 1 Week.

Very Expensive: DV24, 2 Weeks.

Luxury: DV29, 1 Month.

Super Luxury: DV29, 1 Month per 10,000eb of Item Price.

On a failed roll, you realize halfway through your process that you need to go back to the drawing board.

Once invented, you (or another Tech who you show the blueprints to) can make your invented item/upgrade real using Fabrication or Upgrade Expertise! It's worth mentioning, but nobody will give your invention a second thought before you have a working prototype. Of course, that's when they'll try to steal it. Don't bother with the courts.

More than any ability in the game, this ability can result in game imbalance. Your GM might need to retroactively change the way your invention operates rules-wise (or even replace it with another invention of an equal price category that you collaborate on together, in extreme circumstances) several times before you find a version that works well on your table and doesn't negatively impact game balance.

MEDTECH ROLE ABILITY

MEDICINE

Medtechs keep people alive that should be dead with their knowledge and training. In the Time of the Red, they are as much doctors as they are mechanics, caring for people who are oftentimes more machine than human. The Medtech Role Ability is Medicine. **Whenever the Medtech increases their Medicine Rank, they also choose one of the following three Medicine Specialties to allocate a single point to.**

The Medical Section contains additional uses for both the Surgery and Medical Tech Skills, which are only available to Medtechs through this Role Ability. (See pg.XX)

These include Cyberware installation and harvesting, Bodysculpting, and Therapy!

Medicine Specialty	WHAT IT DOES
Surgery	For every point you allocate to Surgery, you gain 2 points in the Surgery Skill (up to a maximum of 10). 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 through this Medicine Specialty.
Medical Tech (Pharmaceuticals)	For every point you allocate to Medical Tech (Pharmaceuticals), you gain 1 point in the Medical Tech Skill (up to a maximum of 10). The Medical Tech Skill is the TECH Skill used to operate, understand and repair (as other non-vehicle Tech Skills) medical machinery. This Skill is only available to Medtechs, and only through either this Medicine Specialty or Cryosystem Operation. <i>You can only put a maximum of five points into this specialty.</i> Each time you allocate a point into pharmaceuticals you also gain access to one of the following pharmaceuticals, which your character can synthesize one dose of by rolling a DV13 Medical Tech check, wasting their material used for that dose on a failure. A Medtech can make a number of doses from 200eb of materials equal to their Medical Tech Skill. A Medtech can synthesize up 200eb of materials into doses in only an hour. You can't synthesize Street Drugs with Medical Tech (Pharmaceuticals). See the Medical Section on pg.XX. Applying a single dose to a target takes an Action. If the target is unwilling, the Medtech can use their action to attempt to make a single melee weapon attack with their Airhypo against the target, that will administer a single dose to their target on a hit instead of dealing damage. A character who is not a Medtech cannot administer Pharmaceuticals correctly. These aren't Street Drugs, they require training to get the medically correct proportions. Speedheal: When injected with a dose of Speedheal, a target who is not mortally wounded immediately heals an amount of HP equal to their BODY + WILL. A person can only benefit from one use of Speedheal per day. Surge: When injected with a dose of Surge, a target is able to function unimpaired without sleep for a full 24 hours. A person can only benefit from one use of Surge per week.

	Rapidetox: When injected with a dose of Rapidetox, a target who is effected by a drug, poison, or intoxicant is immediately purged of the effects of this substance. Antibiotic: When injected with a dose of Antibiotic, a target who has already started the natural healing process heals an extra 2 Hit Points every day for a week. A person can only benefit from one use of Antibiotic at a time. Stim: When injected with a dose of Stim, a target can ignore all penalties from being in the Seriously Wounded Wound State for an hour. A person can only benefit from one use of Stim per day.
Medical Tech Cryosystem Operation	For every point you allocate to Medical Tech (Cryosystem Operation), you gain 1 point in the Medical Tech Skill (up to a maximum of 10). The Medical Tech Skill is the TECH Skill used to operate, understand and repair (as other non-vehicle Tech Skills) medical machinery. This Skill is only available to Medtechs, and only through this either this Medicine Specialty or Pharmaceuticals. <i>You can only put a maximum of five points into this specialty.</i> When you allocate points into Cryosystem Operation you also gain a benefit as detailed below: Cryosystem Operation Level 1 With one point in Cryosystem Operation you gain one Cryopump. Cryosystem Operation Level 2 With two points in Cryosystem Operation you become a <i>Registered Cryotank Technician</i> and gain unlimited 24/7 access to one cryotank at a time at any cryotank facility operated by medical corporations or government agencies. Cryosystem Operation Level 3 With three points in Cryosystem Operation you gain one Cryotank, installed in a room of your choosing. Cryosystem Operation Level 4 With four points in Cryosystem Operation you gain two more Cryotanks that can fit in the same room as your first one and your Cryopump has two charges and it's maximum carrying capacity is increased to two people in stasis. Cryosystem Operation Level 5 With five points in Cryosystem Operation you gain three more Cryotanks that can fit in the same room as the first three and your Cryopump has three charges and it's maximum carrying capacity is increased to three people in stasis. Cryopump Luxury 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, draining one of the cryopump's charges per target put in stasis (one per person, if the cryopump can accept multiple people). 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. A character in a cryopump bag is considered to be behind a

piece of cover that has 15HP. The bag's transparent top and gloves molded into the lining allow the target to undergo surgery and be stabilized while in stasis, which is much less dangerous to the patient. A standard cryopump has only one charge and can only hold a single human. Refueling a cryopump costs 50eb per charge. **A character who is not a Medtech cannot operate a Cryopump.**

Cryotank

Luxury

A Cryotank is a human sized container which can hold a fully grown adult. Assuming the Medtech succeeds a DV13 Medical Tech roll, the Cryotank keeps one person in stasis as long as desired. While in the cryotank, they are considered to be unconscious, but they heal at double the normal rate as long as they remain inside the tank and the tank has at least 1HP. A character in a cryotank is considered to be behind a piece of cover that has 30HP. **A character who is not a Medtech cannot operate a Cryotank.**

MEDIA ROLE ABILITY CREDIBILITY

The Media Role Ability is Credibility. The Media not only can convince an audience of what they publish, but also has a larger audience the more credible they are. They also have greater levels of access to sources and information. Medias are also in the know, and pick up on rumors passively.

Rumors

Media's are deeply plugged into information networks. Assuming you aren't entirely off-grid, at least twice per week the GM will secretly roll 1d10+Your Credibility Rank. If the roll beats any of the DVs on the rumor table's Passive column, the GM will clue the Media in on a the highest DV rumor which their roll beat. These are same rumors that a Media might find by hitting the street during gameplay using their relevant information gathering skills like Library Search, Conversation, or Interrogation. When a Media is looking for a rumor actively like this, they will roll 1d10+ Relevant Skill + it's linked STAT against the DV on the Active column the GM has set for the rumor based on how detailed it is.

Rumors, by definition, are often untrue, and are never the full story.

Finding that is your job.

Remember, some threads are dangerous to pull.

Rumor	Description	Passive DV	Active DV
Vague Rumor	The rumor is hazy. It contains the bare minimum of information required to start hunting down the supposed truth at the core of it.	7	13
Typical Rumor	The rumor is enough to know where to go next in an investigation. It contains enough information to get a passing glimpse at the supposed truth at the core of it.	9	15
Substantial Rumor	As Typical Rumor, but the rumor additionally contains concrete information that is beneficial to a potential investigation, like names, places, and times.	11	17
Detailed Rumor	As Substantial Rumor, but the rumor additionally contains evidence that, if verified, could become a piece of evidence the Media can use in a story they might publish about the supposed truth at the core of the rumor.	13	21

PUBLISHING STORIES OR SCOOPS

- **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 4 distinct verifiable pieces of hard evidence, the chance your audience will believe it is 2 higher. These two bonuses stack with each other.*** LUCK can never be spent on a Believability roll.

- **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.**

Rank	Access/Sources	Audience	Believability	Impact
1-2	Local honcho, gang lord, local neighborhood leadership.	Immediate neighborhood	2 out of 10 chance the audience buys it.*	Change created by a story/scoop is small, incremental. Small time bad guys are scared and may change their ways a <i>little</i> .
3-4	City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.	You're well known as a contributor on the local screamsheet or DataPool.	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 power, justice gets served.
5-6	Major City player, City politico. Local celebrity.	Your stuff goes City-wide. You're a regular columnist or contributor to local screamsheets or TV.	4 out of 10 chance the audience buys it.*	Change created by a story/scoop changes things all over the City. Higher level bad guys may be jailed or thrown out of power. Local laws may even get passed.
7-8	Local Corp president, Mayor or City Manager, city celebrity	Your stuff goes State-wide. You are a minor celeb in your own right.	5 out of 10 chance the audience buys it.*	Change created by a story/scoop can change things all over several cities. Mid-level corporations or governments may be thrown out of power. Laws may be passed that affect people over several cities.
9	Divisional Corp head, State Politico, well known celebrity	You are known all over the country, but it's still hit and miss that they know you. But they see you on national news-feeds.	6 out of 10 chance the audience buys it.*	Change created by a story/scoop can change things all over a major area like a whole nation. Large corporations or local governments may be toppled. Laws may be passed that affect people over a national area.
10	Major World Leader, Major Corporation head, world famous celebrity.	You are known worldwide. People stop you for autographs and	7 out of 10 chance the audience buys it.*	Change created by a story/scoop can change things all over the world. Megacorps and powerful governments may

		people in high places use you to leak important stuff.	fall or be overthrown. International laws may be established. Change can affect millions.
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LAWMAN ROLE ABILITY BACKUP

The Lawman's Role Ability is Backup. Lawmen can call upon the help of a group of fellow officers, based on the Lawman's Backup Rank and the conditions under which the call is made. The Backup will be armed and armored based on the table below, and will be played by the GM.

As a Lawman increases in Rank, they are likely to be promoted within their current law enforcement organization or to be recruited by law enforcement agencies that they can currently call Backup from.

When in danger, you can call on Backup from a group of your Backup Rank or lower. 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.**

Each Backup has four stats:

- **A Combat Number** used for both offense and defense. This number combines both Stat and Skill for them. You will add a d10 roll to this value whenever attacking with their carried weapons or equipment or defending. **Backup cannot dodge bullets.**
- **SP**, the stopping power of the armor on both their Body and Head location.
- **HP**, the amount of Hit Points that each member of the backup has.
- **MOVE & BODY**: The backup's MOVE & BODY stat, important for movement and for some effects that reference the target's MOVE or BODY (like death saves).

Backup Rank	Your Backup		Combat Number	SP	HP	MOVE & BODY
1-2	Corporate Security	4 Local Renta-cops on the scene, arriving on foot. They carry Heavy Pistols, and wear Kevlar.	8	7	20	4
3-4	Local Beat Cops	4 Local Cops on the beat. They arrive in two Compact Groundcars. They carry Heavy Pistols and are armored in Kevlar.	10	7	25	5
5-7	Sheriff's Department	2 Local "County Mounties" patrolling the exurbs and the highways around the City. They will arrive in a High Performance Groundcar, armed with Heavy Pistols and Assault Rifles. Armored in Heavy Armorjack.	14	13	35	4
8	Recovery Zone Marshal	Like the Marshals of the Old West, these are lone Lawmen who patrol the Recovery Zones and new cities. One arrives on a Superbike, carrying a Very Heavy Pistol, Assault Rifle, Grenade Launcher, and wearing Flak Armor.	16	15	50	6
9	C-SWAT	2 Heavy Hitters from the Psycho Squad. They carry assault rifles and rocket launchers, wearing Metal	15	18	35	4

		Gear. Will arrive from the air in an AV-4.				
10	National Law Enforcement/ Interpol, FBI, Netwatch	These are serious hitters, operating under the control of national governments or international law enforcement groups. They travel in pairs, will arrive in an AV-4, and are outfitted with Very Heavy Pistols, Assault Rifles, in Light Armorjack. Unlike all other forms of Backup, these serious hitters stick around after the conflict ends and assist in investigating the scene. While they will not travel with the party on a day-to-day basis, after called, the same two serious hitters will always respond to calls for backup connected to the initial call until the “case” is closed, or they fall in the line of duty. Additionally, they can use their combat number for these Skills: Acting, Perception, Deduction, Tracking, Conceal/Reveal Object, Stealth, Resist Torture/Drugs, Interrogation, Personal Grooming, Forgery, Education, Accounting, Criminology, Cryptography, Paramedic.	14	11	35	6

Example: Slack is a Rank 4 Lawman working the midnight shift. He gets pinned down by a boostergang and calls for backup using his Action, rolling a 4 on the d10, which is a success because it is a result of his rank or lower! He rolls 1d6 to see how many rounds it will take for backup to arrive, and rolls a 6! Not only does this mean that in six rounds backup will arrive, but also that instead of 4 Local Beat Cops responding, backup from one Backup tier higher, two heavy firepower wielding County Mounties will arrive. He takes cover and prepares to hold out until backup arrives.

EXEC ROLE ABILITY TEAMWORK

Just like a real corporate executive, the Exec builds a team, whose members help them accomplish their goals, whether legal or not, morale permitting. The Exec Role Ability is Teamwork.

SIGNING BONUS

At Teamwork rank one, as a gift, the Exec is given a suit comprised of a Businesswear Jacket, Top, Pants and Shoes that identify them as a member of the business elite. The Exec cannot resell these without raising suspicion.

CORPORATE HOUSING

At Teamwork rank two, the Exec is given access to one of their company's Corporate Conapts. As long as they remain a member of that company, they can stay there without paying any rent or fees. The Exec must still buy their own lifestyle separately every month. If the Exec leaves to join another company, they will extend to them the same offer, and even pay to help move all of their stuff to the new apartment.

At Teamwork rank seven, the Exec's corporate housing is improved to a Beaverville House in the Executive Zone.

At Teamwork rank ten, the Exec's corporate housing is improved dramatically to a Beaverville McMansion in the Executive Zone or a Luxury Penthouse in the Corporate Zone.

CORPORATE HEALTH INSURANCE

At Teamwork rank six, the Exec is given **Trauma Team Silver coverage**, paid for monthly by their company. If the Exec leaves to join another company, they will extend to them the same offer.

At Teamwork rank eight, the company upgrades their coverage to Trauma Team Executive.

TEAM MEMBERS

Ranks 3, 5 and 9 of Teamwork give the Exec an additional Team Member, capping out at a maximum of three total Team Members at rank 9.

Teams Members are rolled from a special chart for each of their jobs. The Exec chooses which class of team members they want, but their roll on the chart determines the stats of the team member HR hires for them.

While constructed like player characters, they vary in several distinct ways.

- They do not improve their Stats or Skills. They determine and heal their HP like player characters do.
- They are controlled by the GM, and their ability to follow an order depends on their Loyalty and ability to make a Loyalty Check.
- They cannot wear Armor other than Light Armorjack. Company Policy.

Losing Team Members: If a Team Member is lost they will be replaced by HR during the next game session, and their equipment is repossessed by HR. This "new hire" will have new Stats, but their starting Loyalty is reduced to 1 (they heard about what happened). **In addition, this will cost the Exec an additional 200eb in "hiring fees" (bribes) to HR.**

What-you thought HR just hired assassins for you?

Loyalty: While Team Members work for the Exec, they are not mindless drones. They do the tasks given

to them by the Exec based on their loyalty to their boss (or the paycheck they sign for them). Loyalty is a shifting stat; an Exec must (during every game session) do things to promote Loyalty and not lose it. **Loyalty caps at maximum of 10 between game sessions, but during an individual game session, Loyalty has no limit.**

Gaining Loyalty	Gain	Losing Loyalty	Lose
Complement Team Member's work (Overuse this during a week and it will stop gaining you loyalty with the Team Member.)	+1	Berate or chew out Team Member's work	-2
Give them a 20% cut of your earnings for a job	+6	Ignore Team Member's contribution to a job. Forget Team Member's Birthday.	-4
Give them a bonus or other perk of at least 200eb in value	+4	Do not come through with bonus or perk promised.	-6
Support them against Management	+4	Throw them under the bus to Management	-6
Risk physical harm for Team Member	+8	Abandon Team Member under fire	-8
Give Team Member paid time off (must be for an entire game session)	+6	Gain no loyalty with Team Member during an entire game session	-1

Loyalty Check: 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. If Loyalty drops to 0 or lower, the Team Member will actively attempt to betray the Exec to their enemies. If at the end of a session a team member has less than 0 loyalty, they will complain to HR and either receive a transfer or quit upon having one refused, depending on HR's whims. Either way, they are gone. See Losing Team Members, just above.

COMPANY COVERT OP

ROLL	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP	Starting Loyalty
1	4	8	5	4	6	8	5	7	3	1d6+1
2	3	8	6	2	8	6	6	6	5	1d6+1
3	6	7	5	5	7	6	3	7	4	1d6+1
4	5	6	5	3	6	8	7	6	4	1d6+1
5	3	8	4	4	8	7	4	8	4	1d6+1
6	5	8	3	7	7	8	3	6	3	1d6+1
Job	Keep the Exec from getting their hands dirty.									
Skills	+2 Athletics, Brawling, Concentration, Conversation, Education, First Aid, Language (Street slang), Local Expert (Your Home), Perception, Persuasion +4									

	Bribery, Bureaucracy, Business, Evasion, Human Perception, Pick Lock, Streetwise, Trading, Wardrobe & Style +6 Handgun, Stealth
Cyber	Cybereyes with paired Low Light / Infrared / UV, Color Shift Cyberarm with Grapple Hand, Popup Ranged Weapon (Very Heavy Pistol), Realskinn™ Covering
Gear	Light Armorjack (SP 11) , Very Heavy Pistol

COMPANY BODYGUARD

ROLL	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP	Starting Loyalty
1	3	7	7	4	7	6	4	8	4	1d6+1
2	5	8	6	2	7	8	4	8	2	1d6+1
3	4	8	5	3	7	8	6	6	3	1d6+1
4	4	7	8	4	7	7	4	7	2	1d6+1
5	3	8	5	2	8	7	4	6	7	1d6+1
6	5	7	7	2	7	6	5	7	4	1d6+1
Job	To protect the Exec in dangerous situations.									
Skills	+2 Concentration, Conversation, Education, First Aid, Human Perception Language (Streetslang), Local Expert (Your Home), Persuasion, Stealth +4 Athletics, Evasion, Interrogation, Perception, Resist Torture/Drugs, Tactics +6 Handgun, Brawling									
Cyber	Enhanced Antibodies, Subdermal Armor (SP11), Cyberaudio Suite, Internal Agent, Homing Tracer									
Gear	Light Armorjack (SP11), Very Heavy Pistol									

COMPANY NETRUNNER

ROLL	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP	Starting Loyalty
1	6	7	8	7	5	4	5	5	3	1d6+1
2	7	8	4	6	8	3	4	6	4	1d6+1
3	5	6	8	8	6	6	4	4	3	1d6+1
4	7	8	5	6	4	4	6	5	5	1d6+1

5	5	8	8	5	5	3	6	4	6	1d6+1
6	8	7	6	6	4	7	4	4	4	1d6+1
Job	Netrunning, information gathering.									
Skills	+2 Interface (Netrunner Role Ability) , Athletics, Brawling, Concentration, Conversation, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion +4 Basic Tech , Cryptography, Cybertech, Education, Electronics/Security Tech (2), Forgery, Library Search, Handgun, Stealth									
Cyber	Neural Link, Chipware Socket, Pain Editor, Interface Plugs, Cybereyes with Virtuality									
Gear	Light Armorjack (SP11), Cyberdeck (7 slots: Sword, Sword, Killer, Worm, Worm, Armor), Very Heavy Pistol									

COMPANY TECHNICIAN

ROLL	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP	Starting Loyalty
1	8	8	5	7	3	4	4	5	6	1d6+1
2	8	7	6	8	3	5	5	4	4	1d6+1
3	8	6	5	8	4	3	3	7	6	1d6+1
4	8	8	5	7	4	4	4	5	5	1d6+1
5	7	7	3	7	5	3	6	6	3	1d6+1
6	7	8	5	8	6	3	3	5	5	1d6+1
Job	Repairs Team's gear and weapons.									
Skills	+2 Athletics, Brawling, Concentration, Conversation, Evasion, First Aid, Human Perception Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, Stealth +4 Education, Handgun, Weaponstech (2) +6 Basic Tech, Cybertech, Electronics/Security Tech (2)									
Cyber	Tool Hand, Cyberaudio Suite, Internal Agent, Bug Detector, Audio Recorder									
Gear	Light Armorjack (SP11), Very Heavy Pistol									

COMPANY DRIVER

ROLL	INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP	Starting Loyalty
1	5	8	6	4	6	5	6	5	5	1d6+1
2	5	7	7	5	5	7	4	7	3	1d6+1
3	6	8	8	4	7	4	5	6	2	1d6+1
4	8	7	4	5	4	7	5	6	4	1d6+1
5	7	8	3	5	7	6	4	6	4	1d6+1
6	6	8	6	6	8	5	3	5	3	1d6+1
Job	Drives, pilots, and maintains the Team's vehicles.									
Skills	+2 Athletics, Concentration, Conversation, Education, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion +4 Brawling, Endurance, Evasion, Pilot Sea Vehicle, Stealth, Tracking, Land Vehicle Tech, Sea Vehicle Tech, Pilot Air Vehicle +6 Drive Land Vehicle, Handgun									
Cyber	Radar / Sonar Implant, Cyberaudio Suite, Internal Agent, Homing Tracer, Radar Detector									
Gear	Light Armorjack (SP11), Very Heavy Pistol, Compact Groundcar with Seating Upgrade.									

FIXER ROLE ABILITY OPERATOR

The Fixer's Role ability is Operator. 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.

- **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 *1d10+COOL+Trading Skill+Your Operator Rank* against their *1d10+COOL+Trading Skill+ Their Operator Rank (if they are a Fixer)*. 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.

Rank	Contacts & Clients	Reach	Haggle	Grease
1--2	Local honcho, gang-lord, local neighborhood leadership.	You can always find a place to source Cheap and Everyday 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.	You know the cultural ins and out of your immediate neighborhood including all local gangs.
3--4	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, 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.
5--6	Major City player, City politico, neighborhood celebrity	Once per month, working with other Fixers of your rank, you can set up a Night Market, a secret event	If successful, you can negotiate the pay per person for a job up 20%.	You know how to get along perfectly with at least two other cultures (South Asian, Western European, Middle

		during which items up to Super Luxury are available, market permitting.		Eastern, etc) in your area as well as a single language which you don't already know associate with each culture at a skill of +4.
7--8	Local Corp president, Mayor or City Manager, local celebrity	You can always find a place to source up to Very Expensive items for your clients on a piece by piece basis, even if they are otherwise unavailable.	If successful, when buying a Luxury or Super Luxury item, you can pay half now and half in one month. <i>If you <u>ever</u> don't pay the second half on time, nobody will do this deal with you again.</i>	You know how to blend in perfectly with at least three other cultures (South Asian, Western European, Middle Eastern, etc) in your area as well as a single language which you don't already know associate with each culture at a skill of +4.
9	Divisional Corp head, State or City Zone Politico, well known celebrity	You can always find a place to source up to Luxury items for your clients on a piece by piece basis, even if they are otherwise unavailable. Once per month, working with other Fixers of your rank, you can set up a Midnight Market, a Night Market which also gathers the leadership of the criminal underworld.	If successful, you can get 20% more or less than market price when buying or selling.	You know how to blend in perfectly with not only three other cultures in your area, but also with Corporate and governmental agencies.
10	Major World Leader, Major Corporation head, world famous celebrity.	You can always find a place to source up to Super Luxury items for your clients on a piece by piece basis, even if they are otherwise unavailable.	If successful, you can negotiate to double the pay per person for a Dangerous job.	You can blend in seamlessly into almost any group, including very specialized or "right" groups such as secret societies, cults, or exclusive membership groups.

NOMAD ROLE ABILITY

MOTO

The difference between most people and Nomads is that Nomads have better cars. The Nomad Role Ability is Moto. **Whenever a Nomad increases their Role Ability Rank, they have the option of:**

EITHER

Adding another stock vehicle (with minimum specs) of their Moto Rank or lower to the pool of Family vehicles they have permission to use from the Family Motorpool.

OR

Upgrading one of the Nomad's already permitted Family Vehicles with a single upgrade of their Moto Rank or lower.

From their Family, a Nomad can only have one of their Family Vehicles out at a time. A Nomad can call one of their Family to get their current Family Vehicle swapped out with another of their loaned Family Vehicles, and, assuming their Family is close by, the vehicle can be swapped out the following morning.

If destroyed, the family will fully repair any Family Vehicle for the Nomad, but it will take a week's time. The Nomad will also be expected to pay 500eb for the service. Even Family Heads pay this, because it's a way of saving face for damaging Family property. It might be waved if you are broke, but your reputation would suffer. Daily repairs like bullet removal are the Nomad's responsibility.

Upon attaining the 10th rank in their Role Ability, a Nomad is promoted to a leadership position in their Family, with all of the responsibility that entails. While leading by example, such a Nomad is allowed to have all of their Family Vehicles out at a time. Any future Family Vehicles they wish to purchase are bought at market price, and any future upgrades they desire can be bought at 1000eb a piece.

NOMAD VEHICLE FAMILIARITY

Being part of a Nomad Family means spending your life in the drivers seat and under the hood, improving your driving abilities and vehicle knowledge enough to get by on familiarity alone or with training to pull off impressive feats with ease.

A Nomad adds their Moto Rank to any Drive Land Vehicle, Pilot Sea Vehicle, Pilot Air Vehicle, Land Vehicle Tech, Sea Vehicle Tech or Air Vehicle Tech Skill Check they make.

Rank	Family Vehicle
1--4	Roadbike, Compact Groundcar, Jetski or Gyrocopter
5--6	High Performance Groundcar, Speedboat, Helicopter
7--8	Superbike, Cabin Cruiser, AV4
9--10	Super Groundcar, Yacht, Aerozep

NOMAD VEHICLE UPGRADES

40 OF 110

Unless stated otherwise, an option can only be taken once per vehicle. These upgrades are also rarely sold on the open market, at Very Expensive for those attainable at Moto Rank 1, and at Luxury for those not attainable at Rank 1.

Rank	Upgrade
All Vehicles	
5	Armored Chassis Armors the vehicle at SP 13. Doesn't effect the vehicle's glass.
1	Bulletproof Glass Instead of providing no protection, all glass on the vehicle is now considered to be Cover; Thin Bulletproof Glass (15 HP). If upgraded a second time, it becomes Thick Bulletproof Glass (30 HP). All windows on the vehicle are damaged individually.
1	Communications Center Easily accessible touchscreen console with onboard Agent and storage space <i>loaded</i> with removable tech: six Radio Communicators , Six Scrambler/Descramblers , a Radio Scanner / Music Player , a Homing Tracer with six button sized linked tracers, and a Audio Recorder .
1	NOS A burst of power when you need it. Allows you to use your Action to use an additional Move Action when driving a Vehicle. Each tank of NOS can be used once per day. Each additional upgrade adds an additional tank. The tanks capture nitrogen and oxygen from the air and synthesize nitrous oxide on their own, never needing refilling.
1	Onboard Flamethrower A Flamethrower you can mount front, side, or back facing on the exterior of a Vehicle. It can be fired by the driver using their Action. Cannot be reloaded while driving. Weapon cannot be removed and cannot accept weapon attachments. Multiple upgrades can be installed.
1	Onboard Machine Gun An Assault Rifle with 30 rounds only capable of using Autofire that you can mount front facing on the exterior of a Vehicle. It can be fired by the driver using their Action. Cannot be reloaded while driving. Weapon cannot be removed and cannot accept weapon attachments. Multiple upgrades can be installed.
1	Seating Upgrade Adds two seats to the vehicle. If desired, these extra seats can come in a sidecar, which can be fully enclosed with the same glass as the rest of the vehicle if desired, with side windows optional. Additionally, any seats in a vehicle with this upgrade can be rigged as ejector seats, firing the contents of the seat 10 m/yards into the air above the vehicle, through a trapdoor mechanism in the ceiling of the vehicle, if needed. An ejected passenger struck by a helicopter blade during such an ejection takes damage as if they had been struck by a Very Heavy Melee Weapon. Typically, these ejection seats are rigged with parachutes, but these could always be removed. This upgrade can be taken multiple times for all vehicles except Bikes, Jetskis and Gyrocopters.
5	Security Upgrade Replaces all of the locks on the vehicle with DNA locks, which can be set up to accept a thumbprint, iris scan, blood sample, or any other biometric method desired. Such a lock cannot be unlocked without either its biometric key or a DV 17 Electronics/Security Tech check. A person who presents an inaccurate biometric key, or fails a check to open one of the locks without the

	correct biometric key is struck as if they had been hit in the body by a Stun Baton if they are within two meters of the vehicle. Additionally, the Security upgrade adds a cloaking feature to the vehicle, allowing it to hide itself from all but a DV17 Perception check, assuming it remains still. System takes a minute to engage, and operates by taking a video of the vehicle's surroundings and projecting it on the surface of the vehicle in real time, aided in part by nanomachines which cover hard to reach areas.
1	Smuggling Upgrade Upgrades the vehicle with two onboard Hidden Holsters (exactly the same rules-wise as the Cyberware of the same name) which provide the driver and one passenger with an easily accessible concealed weapon, and one large space hidden somewhere within the vehicle for smuggling purposes. These spaces can only be discovered with a DV17 Conceal/Reveal Object check. This upgrade can be taken multiple times with all Vehicles except Bikes, Jetskis and Gyrocopters.
All Vehicles Except Bikes, Jetskis, Gyrocopters	
1	Heavy Chassis Adds 20HP to the vehicle. This doesn't effect the vehicle's glass. A vehicle with this upgrade can tow up to 10 tons. It might even have a large tow cable, appearance-wise. This upgrade is a prerequisite for some of the heavier duty vehicle upgrades.
5	Onboard Rocket Pod Requires Heavy Chassis. A Rocket Launcher with a drum of three rockets that you can mount front facing on the exterior of a Vehicle. It can be fired by the driver using their Action. Cannot be reloaded while driving. Weapon cannot be removed and cannot accept weapon attachments. Multiple upgrades can be installed, but what job requires more than three rockets...
5	Vehicle Heavy Weapon Mount Requires Heavy Chassis. Upgrade transforms one of the vehicle's seats into a swiveling mount for any two handed ranged weapon, that can be fired by a passenger using their Action. This mounted weapon can be reloaded by the passenger while the vehicle is in motion. This weapon can be removed using an Action. The first time a Nomad upgrades one of their vehicles with one of these, their Family will include with it a Tsunami Arms Helix, Rhinemetall EMG-86 Railgun, or Militech "Cowboy" U-56 Grenade Launcher as a gift, but all others will need to be sourced by the Nomad. If the vehicle has Bulletproof Glass, the gunner is protected by a bubble of the same glass. Multiple upgrades can only be installed on Cabin Cruisers, Yachts, Aerozeps, and Groundcars that already have the Housing Capacity Upgrade installed.
All Land and Sea Vehicles	
1	Onboard Melee Weapon A Very Heavy Melee Weapon you can mount front, side, or back facing on the exterior of a vehicle. The driver can attack with it using their Action. Weapon cannot be removed. Multiple upgrades can be installed.
All Land and Sea Vehicles Except Bikes, Jetskis	
1	Combat Plow Whenever you slam the front of the vehicle into a piece of cover or another vehicle, your vehicle doesn't take any damage and nobody in your vehicle is dealt the Whiplash Critical Injury.

	If your vehicle was boosted by NOS on the turn when you slammed the front of your vehicle into a piece of cover, other vehicle or unlucky pedestrian, damage dealt by your vehicle's ramming is increased by 2d6.
All Land Vehicles	
5	Hover Upgrade This upgrade installs a series of powerful fans onto the base of the vehicle that allow it to travel across the surface of the water at the speed of a Cabin Cruiser.
7	AV4 Engine Upgrade This upgrade adds a vectored thrust turbofan engine to the vehicle, allowing flight! As far as movement is concerned, treat the vehicle as an AV4 while it is in the air. The Vehicle is piloted using the Pilot Air Vehicle Skill instead of the Drive Land Vehicle Skill when it is in the air.
Compact Groundcar, High Performance Groundcar, Cabin Cruiser, Yacht, AV4, Aerozep	
1	Housing Capacity Requires a Heavy Chassis on Compact Groundcar and High Performance Groundcar. When installed in a groundcar, this upgrade adds a sleeping area, toilet, shower, and a small kitchen to the vehicle, turning it into an RV. Additional upgrades will add one room to the RV. When installed in a Cabin Cruiser, Yacht, AV4, Aerozep, the upgrade instead adds one room to the vehicle.
All Groundcars	
1	Deployable Spike Strip Can be deployed by the driver as an action. When deployed, any closely trailing vehicles with tires must make a DV17 Drive Land Vehicle check. Should they fail the check, their vehicle takes 4d6 damage to its weak point (Damage that gets through any vehicle's armor is multiplied by 2). Replacement spike strips are 10eb. Multiple upgrades each increase the amount of spike strips that can be deployed before the mechanism needs to be reloaded, which can't happen while the vehicle is moving.
All Bikes	
5	Enhanced Interface Plug Integration When you use your Interface plugs to drive your Bike with this upgrade, if you can dodge bullets (REF 8 or higher), and you, a passenger on your bike, or your bike is targeted by an attack that you could dodge or otherwise avoid on foot, you can attempt to dodge or avoid that attack with your Evasion Skill, just like you would if you were on foot. <i>Your choice to dodge "becomes" the chosen defense of your passenger automatically.</i> In the case of an explosive or other area attack, your Bike swerves out of its range if you successfully dodge, just as such an effect would cause you to do if you were on foot.

FRIDAY NIGHT FIREFIGHT RED

FAST. VIOLENT. CYBERPUNK RED.

ROLEPLAYING TIME VS FIGURATIVE MOVEMENT

Let's start with **Time, right?** When you aren't in Combat, the game operates at the speed of **Roleplaying Time**, and uses **Figurative Movement**.

Roleplaying Time works exactly like it does in real life.

Figurative movement uses narrative speeds, determined by common sense unless otherwise specified: Cars are fast, people move at typical human speeds, etc.

IN COMBAT TIME

The second things get violent or very specific and you absolutely need to know who's faster and a Skill Check (covered in depth in the previous section) isn't gonna cut it... you are definitely in combat. Roll Initiative!

INITIATIVE, COMBAT TIME

Combat is divided into **Turns**, each of which takes approximately 3 seconds. The amount of time it takes each entity involved in the combat to take a Turn is a **Round**. Because actions happen roughly simultaneously in game, one Round is also approximately 3 seconds long.

When a combat starts, everyone rolls Initiative:

Initiative = REF + 1d10

All participants in the combat place themselves according to their Initiative Roll into what we call an **Initiative Queue** (maybe we're British, right?) in descending order. Resolve ties by rolling again until the higher number wins. Combat proceeds in Initiative Queue order, with each entity in the Initiative Queue getting a Turn. When the bottom is reached, the Initiative Queue starts again from the top in a new Round.

Your Turn = 1 Move Action + 1 other Action

Every Turn, a Character gets one Move Action and one Action

ACTIONS

Actions are the meat of your Turn in Cyberpunk. Here are some of the most basic uses for your Action in combat. Combat focused actions will be explained in greater detail later in this section.

Move Action	Move up to as many M/yards as your MOVE Statistic x 2 each Turn.
Attack	Attack a target. There are many variations of this Action.
Reload	Fully reload and replace a weapon's magazine with a single ammunition type.
Grab	Grab and hold an opponent or take away an object they are holding.
Choke	Choke an opponent you have grabbed.
Throw	Throw a grabbed opponent to the ground or throw an object.
Human Shield	Equip an opponent you have grabbed as a Human Shield.
Get Up	Get up from prone. While Prone, until you use this Action, you cannot use a Move Action.
Run	Take a second Move Action, but only if you have already taken a Move Action this turn.
Use a Skill	Use one of your Skills to accomplish a quick 3 second task. A longer task will require multiple actions over the course of multiple turns, rolling only when the full time has been paid for in 3 second increments.
Use an Object	Manipulate an object in a way that doesn't require a Skill and isn't covered by another Action. <i>Drawing an easily accessible weapon into a free hand or dropping a held weapon (not a shield) onto the floor does not require this Action, but stowing a held weapon on your person does.</i>
Equip/Drop Shield	Equipping and dropping a Shield takes an Action. See <i>Wearing a Shield later in this section</i>
Stabilize	Stabilize a target to begin the natural healing process or pull them out of Mortally wounded to save their life. See <i>Taking Damage later in this section</i> .
Use NET Actions	See Netrunning Section for how to use NET Actions.
Get into a Vehicle	Get into a Vehicle. See <i>Vehicles later in this section</i> .
Start a Vehicle	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue.
Vehicle Maneuver	Use your Action while driving to focus entirely on making a dangerous Maneuver.

Hold Action	Hold an Action until a defined place in the Initiative Queue. You have to choose the Action and it's intended target when you decide to Hold Action.
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ACTIONS IN DETAIL

Here are some specifics you may want to know about certain Actions.

MOVE ACTION

Every Turn, a Character gets a Move Action, which can only be used to move a number of m/yards equal to their MOVE x 2, or a number of squares (if playing on a grid) equal to their MOVE, which can include moving diagonally. If you are playing on a grid, you cannot stop in between the squares.

PRONE

When you are Prone, you can't use your Move Action until you use the Get Up Action.

SPLITTING MOVEMENT AND 2 ROF (RATE OF FIRE) ATTACKS

Combat in Cyberpunk Red is fast paced and fluid. Whenever you Move using your Move action, you can take your Action in the middle of that Move Action, and then keep Moving afterwards. We call this Splitting, and it's not just for Move Actions. Some types of attacks are faster than others, capable of striking/shooting twice with a single Attack Action. These are called 2 Rate of Fire Attacks (or 2 ROF). All attacks from 2 ROF sources can be "split" across a Move action. You can move, shoot, move, shoot, move. You can even make a single attack from each of two different 2 ROF sources by "Splitting" your two attacks across the two of them, allowing them both to be used in a single turn. So yes, you can use the Heavy pistol in your left hand to take a shot down the hallway, then walk down that disgusting hallway to stab your victim with the machete in your right hand.

1 ROF ATTACKS

Attacks from 1 ROF sources are slower, and take your whole attack action, but you can still split movement around them.

SWIMMING, CLIMBING, JUMPING

Swimming, Climbing and Jumping all cost 2 m/yards of movement for every m/yard traveled. See **Taking Damage** later in this section (pg.XX) for more on falling and drowning.

AIMED SHOTS

As an Action you can **aim a single ranged or melee attack by taking your entire action and a -8 to your roll to aim for any of these special areas**. If you hit, you deal the attack's damage as normal, and you also get an additional effect based on what special area you aimed for.

Aim for Head	Multiply the damage that gets through your target's head armor by 2x.
Aim for Held Item	If a single point of damage gets through your target's body armor, your target drops one item of your choice held in their hands. It lands on the ground in front of them.
Aim for Leg	If a single point of damage gets through your

	target's body armor, your target also suffers the Broken Leg Critical Injury if they have any legs left that aren't broken.
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RELOAD

Sometimes, you empty the clip. You can use an Action to fully reload a magazine with a single ammunition type. You can't mix two ammunition types in a single magazine.

DRAWING, DROPPING, STOWING A WEAPON, OR ETC.

Drawing an easily accessible weapon into a free hand isn't an Action. Dropping a held weapon to the ground isn't an Action, but stowing it on your person IS an Action.

RANGED COMBAT

Ranged combat includes anything that involves hand eye coordination over and above a melee attack. Let's look at what is on offer in the Dark Future:

READING THE RANGED WEAPON TABLE

- **Weapon Type:** The classification of the weapon.
- **Weapon Skill:** The skill you use when firing this weapon.
- **Single Shot Damage:** The damage of a single shot from the weapon.
- **Standard Magazine:** How many bullets can be held in the weapon without mods.
- **Rate of Fire:** How many times the weapon can be fired with a single Attack Action.
- **Hands Required:** How many hands you need to hold the weapon and fire it.
- **Concealable:** If the weapon can be concealed with the Conceal/Reveal Object skill under clothing.
- **Alt Fire Modes & Special Features:** Unique traits of the weapon. See the full section on pg.XX.

RANGED WEAPONS

Weapon Type	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Concealable	Alt. Fire Modes & Special Features
Medium Pistol	Handgun	2d6	12 [M Pistol]	2	1	YES	None
Heavy Pistol	Handgun	3d6	8 [H Pistol]	2	1	YES	None
Very Heavy Pistol	Handgun	4d6	8 [VH Pistol]	1	1	NO	None
SMG	Handgun	2d6	30 [M Pistol]	1	1	YES	Autofire (3) Suppressive Fire
Heavy SMG	Handgun	3d6	40 [H Pistol]	1	1	NO	Autofire (3) Suppressive Fire
Shotgun	Shoulder Arms	5d6	4 [Slug]	1	2	NO	Shotgun Shell

Assault Rifle	Shoulder Arms	5d6	25 [Rifle]	1	2	NO	Autofire (4) Suppressive Fire
Sniper Rifle	Shoulder Arms	5d6	4 [Rifle]	1	2	NO	None
Bows & Crossbows	Archery	4d6	None [Arrow]	1	2	NO	Arrows
Grenade Launcher	Heavy Weapons	6d6	2 [Grenade]	1	2	NO	Explosive
Rocket Launcher	Heavy Weapons	8d6	1 [Rocket]	1	2	NO	Explosive

RESOLVING RANGED COMBAT ATTACKS

Ranged Combat is resolved:
Attacker's REF + Relevant Weapon Skill + 1d10

vs

Defender's DV Determined by Range to Target and Weapon

or*

Defender's DEX + Evasion Skill + 1d10

A Defender with a REF 8 or Higher can choose to attempt to dodge a ranged attack instead of using the range table to determine the DV*

RANGE TO TARGET IN M/YARDS AND DV AT THAT RANGE, SINGLE SHOT

Weapon Type	0-6m	7-12m	13-25m	26-50m	51-100m	101-200m	201-400m	401-800m
Pistols	13	15	20	25	30	30	N/A	N/A
SMGs	15	13	15	20	25	25	30	N/A
Shotgun (Slug)	13	15	20	25	30	35	N/A	N/A
Assault Rifle	17	16	15	13	15	20	25	30
Sniper Rifle	30	25	25	20	15	16	17	20
Bows & Crossbows	15	13	15	17	20	22	N/A	N/A
Grenade Launchers	16	15	15	17	20	22	25	N/A
Rocket	17	16	15	15	20	20	25	30

Launchers								
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If you beat the DV (Defender wins in a tie) you damage the Defender.

The Defender's Armor will reduce the damage you do, as detailed later in this section in Taking Damage on pg.XX.

ALTERNATE FIRE MODES AND SPECIAL FEATURES

AUTOFIRE

In Cyberpunk RED, Autofire has been re-worked for speed of play. Instead of directly modeling individual bullets, we've moved to modeling patterns of bullets. Being skilled at keeping an automatic gun on target allows you to bring out the best of Autofire.

When you use Autofire, it costs an Action and 10 bullets. **If you don't have 10 bullets remaining in your clip, you can't use Autofire.** You use the **Autofire Skill** instead of the weapon's typical Weapon Skill. Additionally, instead of the weapon's typical entry on the Range Table, you use it's entry on the Autofire Range Table. **Autofire cannot be used to make an Aimed Shot.**

Targets with REF 8 or Higher can still choose to attempt to dodge your Autofire, just like they would choose to attempt to dodge a bullet you fired in single shot.

If you hit, roll 2d6 for damage, and multiply it by the amount you beat the DV to hit your target, up to a maximum denoted by the weapon's **Autofire** (3 for SMGs, 4 for Assault Rifles). This number is the amount of damage that Autofire dealt. **If both dice came up 6, you've also inflicted a Critical Injury!** The Defender's Armor will reduce the damage you do, as detailed later in this section in Taking Damage on pg.XX.

RANGE TO TARGET IN M/YARDS AND DV AT THAT RANGE, AUTOFIRE

Autofire Weapon Type	0-6m	7-12m	13-25m	26-50m	51-100m
SMGs	20	17	20	25	30
Assault Rifle	22	20	17	20	25

SUPPRESSIVE FIRE

When you use Suppressive Fire, it costs an Action. Everyone on foot within 25 m/yards, out of cover in your line of sight must roll **WILL + Concentration + 1d10** against your **REF + Autofire Skill + 1d10**. Everyone that fails is forced to use their next Move Action to get into cover. If that Move Action would be insufficient to get into cover, they must also use the Run Action to get into cover or as close to cover as they can get. **Every time you use Suppressive Fire, it costs 10 bullets. If you don't have 10 bullets remaining in your clip, you can't use Suppressive Fire.**

SHOTGUN SHELLS

Shotguns can also fire Shotgun Shells. You can't make an Aimed shot with a Shotgun shell. When you fire a shotgun shell, you make one ranged attack (REF+Shoulder Arms+1d10) VS a DV13, and everyone

within 6m of you that you can see takes 3d6 damage if you hit. You roll damage once for all targets. The Defender's Armor will reduce the damage you do, as detailed later in this section in Taking Damage on pg.XX. **Individual targets with REF 8 or Higher can still choose to attempt to dodge your shotgun shell.**

ARROWS

Bows and Crossbows fire arrows. Because loading an arrow is part of attacking with a bow or crossbow, **you never need to Reload a bow or crossbow using the Reload Action.** Additionally, **basic arrows** can always be retrieved after they are fired, making buying basic ammunition for these weapons almost a one-time investment.

EXPLOSIVES

All explosives weapons deal their damage to all targets (including the terrain) in a 10 m/yard by 10 m/yard square, the center of which is your intended target (which is a 2m/yard by 2m/yard square, not an individual). You only roll damage once for all targets. **If you roll under the DV required to hit your intended target, the GM decides where in that 10m/yard by 10m/yard square centered on your intended target the explosive actually landed, and it instead damages a 10m/yard by 10m/yard square around that point.** Anyone with REF 8 or Higher can choose to individually dodge the blast by rolling higher than your original roll, placing themselves outside of the blast area if they succeed. **An explosive blast will not damage a target behind cover that it's damage would be insufficient to destroy.**

For rules on how to throw grenades see the Throw Action on pg.XX.

MELEE COMBAT

You couldn't find a gun. There's never one around when you *really* need it. You figure the kids down the hall stole it, or you dropped it behind the dumpster (where you stashed that body) again. Looks like you're going to have to fall back on **Melee Combat**.

Melee combat is using weapons that are swung or stabbed by using the hands (or feet if you're really nimble). It is also applied to anytime you use the parts of your body (like feet, hands, head, etc) to strike an opponent.

RESOLVING MELEE COMBAT

With the exception the heaviest of Melee Weapons, all Melee combat is 2 ROF, allowing for two strikes to be made with every Attack Action. Targets must be in arms reach (2m/yards).

Melee Combat is resolved:

Attacker's DEX + Relevant Melee Attack Skill + 1d10

vs

Defender's DEX + Evasion Skill + 1d10

If you beat the Defender's roll (Defender wins in a tie), you damage the Defender.

The Defender's Armor will reduce the damage you do, as detailed later in this section in

MELEE WEAPONS

Trained use of a Melee Weapon includes fencing, knife fighting, club or other bludgeoning weapons, even staves and baseball bats.

Melee weapons use the **Melee Weapon Skill** to attack. When dealing damage, **all melee weapons ignore half of the Defender's Armor**. Round up. Damage is dealt based on the Classification of the melee weapon. Heavier weapons deal more damage, but can't be concealed under clothing with the Conceal/Reveal Object Skill. The heaviest melee weapons can't attack twice in a attack action.

Melee weapons must be wielded in the number of hands that they were designed to be comfortable to be wielded in, unless their handedness is specifically stated as otherwise, with one exception: A character with BODY 8 or higher can wield a Melee Weapon designed to be wielded in two hands in a single hand.

Melee Weapon Class	Example Melee Weapons	Damage	ROF	Concealable
Light Melee Weapon	Combat Knife, Tomahawk, Broken Bottle	1d6	2	YES
Medium Melee Weapon	Baseball Bat, Crowbar, Machete	2d6	2	NO
Heavy Melee Weapon	Lead Pipe, Sword, Spiked Bat, Chain	3d6	2	NO
Very Heavy Melee Weapon	Chainsaw, Sledgehammer, Helicopter Blade, Naginata	4d6	1	NO

BRAWLING, BARE KNUCKLE BOXING AND GRAPPLING

Brawling uses the **Brawling Skill** to attack, and the damage dealt with each blow scales with the attacker's BODY Stat, with one exception: **with a Cyberarm, your damage for a Brawling Attack is always at least 2d6**. Brawling is also the skill used for initiating and defending against a grapple.

BODY	4 or Under	5, 6	7,8,9,10	11 or Higher
Damage	1d6	2d6	3d6	4d6

GRAB

Grab and hold someone or take an object they are carrying, or escape a grapple. You need a free hand to initiate a Grab, which cannot be used to do anything else for the duration of any Grapple that results from the Grab.

To determine the outcome of a Grab, both you and your target within arm's reach roll DEX+Brawling Skill+1d10. If you win, you can choose to either grab hold of the Defender or take one object the Defender is holding in their hands into a free hand.

If you win and choose to grab hold of the Defender instead of their stuff, both of you are now considered to be in a Grapple and take a -2 to all Actions for as long as you both remain in a Grapple.

While Grappled, the Defender cannot use their Move Action, and is dragged with the Attacker whenever the Attacker takes their Move Action. No character in the grapple can make use of a weapon that requires them to use two hands, even if they have multiple arms. The Attacker can end the Grapple at any time without using an Action, but the Defender, or any another Character, must use this Action to roll a successful Grab against the Attacker to break the grapple, which ends the grapple for everyone involved. Grabbing a person is a prerequisite for Choking or Throwing someone.

CHOKE

If you are currently the Attacker in a Grapple, you can use an Action to Choke the Defender you are grappling, dealing your BODY stat directly to their Hit Points in damage. If damage dealt by a Choke would reduce a target with more than 1 HP to less than 0 HP, they are instead left at 1 HP and are Unconscious. This damage ignores the Defender's armor and doesn't ablate it. Additionally, if you Choke the same target for three successive rounds, they go Unconscious.

THROW

Throw a person you are grappling or an object you are holding. If you are currently the Attacker in a Grapple, you can use an Action to Throw them onto the ground, dealing your BODY Stat directly to their Hit Points in damage. This damage ignores the Defender's armor, and doesn't ablate it. Throwing your target ends your grapple with them (freeing you both of the -2 to all Actions imposed by being either participant in a Grapple), and leaves them Prone, unable to use their Move Action until they use the Get Up Action.

If you want to Throw an object, you can do so by using an action to make a ranged attack using DEX+Athletics+1d10, up to a maximum of 25m/yards, using the Grenade Launcher DV entry on the range table. If you are throwing the object at a person that can dodge bullets, they can choose to dodge your object as well. Melee weapons deal their stated damage when thrown, but don't halve SP. Grenades deal the same damage as they would when fired from a grenade launcher. An improvised thrown weapon does as much damage as the GM thinks it would.

MARTIAL ARTS

Martial Arts uses the Martial Arts Skill to make Martial Arts Attacks and perform Martial Arts Special Moves. Martial Arts attacks are made at 2 ROF. You can't use Martial Arts Attacks unless you have at least one point in the skill.

Martial arts attacks are made using the formula:

DEX + That Form's Skill + 1d10

vs

Defender's Dex + Evasion + 1d10

or

DV (only for some special moves)

MARTIAL ARTS DAMAGE

When dealing damage, **Martial Arts Attacks ignore half of the Defender's armor**. Round up. You deal damage based on your BODY:

BODY	4 or Under	5, 6	7,8,9,10	11 or Higher
Damage	1d6	2d6	3d6	4d6

MARTIAL ARTS SPECIAL MOVES

All Forms can use Shared Special Moves and each Form has two **Special Moves** unique to it. You can't use a Martial Arts Special Move without at least one point in that move's Form and many Martial Arts Special Moves also have individual **requirements** that must be met for use. Unless stated otherwise, Martial Arts Special Moves cannot be used to make Aimed Shots. Martial Arts Special Moves are resolved as described in the following sections.

SHARED SPECIAL MOVES

RECOVERY

No Requirement: All Martial Arts Forms may use this Move.

Whenever you use the Get Up Action, you can attempt to beat a DV13 with the Martial Arts Special Move Resolution. If you succeed, that Get Up Action didn't cost an Action.

KARATE

This hard form practices strikes and blows designed to break an opponent's bones or armor.

BONE BREAKING STRIKE

Requirement: WILL 8 or Higher.

Use your Action to use the Martial Arts Special Move Resolution against a single target in Melee range. If you hit, your target suffers the Broken Ribs Critical Injury in addition to your Martial Arts Attack damage. If they already had this Critical Injury, this attack does nothing.

If you take a -8 to your roll, you can instead target your opponent's head location just like making an Aimed Shot with this special move by declaring you are doing so when you roll. If you hit, your target instead suffers the Cracked Skull Critical Injury, after damage is calculated. If they already had this Critical Injury, this attack does nothing.

ARMOR BREAKING COMBINATION

Requirement: You hit the same target with a Melee Weapon and a Martial Arts Attack this turn.

Once per turn where you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, the target you hit twice this turn has all of their worn armor ablated by an additional two points.

TAEKWONDO

This hard form practices high kicks and precision strikes to break through defenses and cause severe injury through attacking pressure points.

FLYING KICK

Requirement: MOVE 8 or Higher. You must have moved at least 4m/yards already this turn.

Use your Action and all of your remaining movement this turn to fling forward in a straight line toward your target that can be up to 4m/yards away from you. Use the Martial Arts Special Move Resolution against that target. If you hit, you deal damage to your target's body location as if they had been struck by a Martial Arts Attack dealt by you. Additionally, if you hit, your target is now Prone and is removed from any motorcycle or other vehicle lacking a fully enclosed cabin that they may have been in or on.

PRESSURE POINT STRIKE

Requirement: WILL 8 or Higher.

Use your Action to use the Martial Arts Special Move Resolution against a single target in Melee range. If you hit, your target suffers the Spinal Injury Critical Injury in addition to your martial arts attack damage. If they already had this Critical Injury, this attack does nothing.

If you take a -8 to your roll, you can instead target your opponent's head location just like making an Aimed Shot with this special move by declaring you are doing so when you roll. If you hit, your target instead suffers the Brain Injury Critical Injury. If they already had this Critical Injury, this attack does nothing.

JUDO

This soft form practices grabs, throws and escapes.

GRAB ESCAPE

Requirement: You hit a target that is grappling you with two Melee attacks this turn.

Once per turn where you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you are no longer grappled by the target you hit twice, and they suffer the Broken Arm Critical Injury if they didn't have it already. You pick the arm.

COUNTER THROW

Requirement: You dodged all melee attacks that were targeted at you since your last turn.

Once per turn where you fulfill this requirement, as an Action you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed against the DV, you use the Throw Action on one target in melee range whose melee attack you dodged to satisfy this move's requirement. This move doesn't allow them to dodge. If you beat your DV, they are getting thrown. You don't need to be grappling them.

AIKIDO

This soft form practices sweeping hand and body techniques to lock and disarm opponents, turning their power against themselves.

DISARMING COMBINATION

Requirement: You hit the same target with a Brawling Attack and a Martial Arts Attack this turn.

Once per turn where you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, any one object held in the hands of the target you hit twice this turn is either held by you, or is on the floor.

IRON GRIP

Requirement: You have a target successfully Grabbed that isn't already effected by Iron Grip.

Once per turn where you fulfill this requirement, as an Action you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, the target you are grappling makes all future attempts to escape this grapple at an additional -2. Additionally, until the grapple is broken, your target cannot make any ranged attacks.

OTHER WAYS TO GET HURT BESIDES GUNS AND SHARP THINGS...

FALLING

Falling characters fall 40m/yards on their turn. If an edge or ledge is nearby, they get one attempt to save themselves from flight with a DV15 Athletics check. No check is required if you have a Grapple Hand, Grapple Gun, etc.

Upon hitting the ground, characters that fall 10 m/yards or more without two cyberlegs take 2d6 damage for every 10 m/yards they fell (soaked by body armor) and unless they then succeed a DV15 Athletics check, also suffer the Broken Leg Critical Injury. (Cyberlegs do nothing to prevent damage or critical injury if the fall is greater than 30 m/yards. Common sense also dictates that if for some reason you fell off skyscraper without a parachute, don't bother rolling a Death Save, you are dead.)

DROWNING AND ASPHYXIATION

Characters can hold their breath for a number of minutes equal to their BODY. When you can't hold your breath any longer, you start Drowning. At the beginning of a turn where you are drowning, you take your BODY stat directly to your Hit Points in damage. This damage ignores your armor and doesn't ablate it.

Asphyxiation should be treated like drowning, save that there are sometimes **secondary effects**. If you are **asphyxiating in space** you will take an additional 1d6 in damage at the beginning of your turn to your INT, REF, and DEX from exposure to the vacuum. If your INT reaches 0, you are dead. This damage to your Stats is reversed if you manage to get a breath of air.

POISONS AND DRUGS

When you are poisoned or drugged, you must make a Resist Torture/Drugs check against the DV of the attack. If you fail, you will take damage directly to your HP. Your armor isn't ablated. Streetdrugs, their effects, and addiction is described at length in the Medical Section.

Intensity Level	Light	Medium	Deadly
Poison example	<i>Belladonna, toxic waste</i>	<i>Arsenic</i>	<i>Stonefish venom, Designer Poison, Biotoxin</i>
Resist Torture/Drugs DV	11	13	15
Direct Damage to HP	1d6	2d6	3d6

Intensity Level	Mild	Strong	Deadly
Drug Example	<i>Alcohol</i>	<i>S. Pentathol</i>	<i>Designer Drug</i>
Resist Torture/Drugs DV	11	13	15
Effect	<i>Inebriation</i>	<i>Suggestibility</i>	<i>Designer's Intention</i>

BEING ON FIRE

When you are on fire, until you use an Action to put yourself out, you take an amount of damage direct to your HP whenever you end your turn. Your armor isn't ablated. Remember that each turn is only three seconds. This adds up.

	Damage direct to HP at the end of the turn
--	---

	Mild	Intense	Severe
Fire	2	4	6
Example	Wood fire	Gasoline Fire	Thermite

ELECTROCUTION

When you are electrocuted, you immediately take 6d6 damage. This damage is soaked by armor as normal. If you don't move away from the source of your electrocution, this damage repeats at the end of each of your turns, starting with your next turn.

RADIATION

Low level radiation exposure won't kill you immediately. Over time, it will make you sick, and then it will kill you, eventually, possibly through cancer. This is up to the GM to interpret.

High level radiation is immediately dangerous. Every turn that you remain in the hot zone, you are treated as being Mildly On Fire (see Being On Fire, just above), **except you cannot use an action to put yourself out while you remain in the hot zone.** If you are in an *extremely hot zone*, like being in a leaking reactor, you are treated as being Severely on Fire instead.

EXPOSURE

Prolonged exposure to the extreme elements will deal 1d6 damage directly to your HP at the end of each day of exposure. While exposed to the extreme elements, even if Stabilized, you cannot heal naturally. With proper equipment for your environment, you will never risk exposure.

BEFORE YOU TAKE THAT DAMAGE...

You might want to check and see if there's any way to put something between you and all that badness that's about to pulp your body. Things like **Taking Cover**, **Using Shields** (or some unlucky booster who you got a good grip on) and **Armor**.

TAKING COVER

THE GOLDEN RULES OF COVER

You are considered to be in cover if you are fully behind something that could stop a bullet.

If they have line of sight on you, you aren't in cover.

There is no "partial" cover. It can either stop a bullet or it can't.

IF IT CANNOT STOP A BULLET, IT PROVIDES NO COVER and thus has no HP.

Nothing is stopping your enemy from moving up to re-establish line of sight on you, rendering what was previously cover for you pointless, so make sure that your plan is better than their plan.

The other method of getting somebody “out of cover” is removing the cover itself using something really fun, like a grenade. Anything you might want to take cover behind has an HP, and 2 m/yard by 2 m/yard sections of it can be attacked just like you can. At zero HP, cover is destroyed.

COVER HIT POINTS

Cover HP is determined by the material and it's thickness.

- Thin cover might be able to be moved slightly in a pinch, but Thick cover is too unwieldy for characters without BODY 10 or higher to move without special equipment.
- Steel cover cannot be damaged by Martial Arts or Brawling attacks unless made by characters with a Cyberarm or BODY 10 or higher.*

Cover HP	<i>Thick</i>	<i>Thin</i>
Steel*	50 HP	25 HP
Stone	40 HP	20 HP
Bulletproof Glass	30 HP	15 HP
Concrete	25 HP	10 HP
Wood	20 HP	5 HP
Plaster/Foam/Plastic	15 HP	0HP, Not Cover

Cover Material and Thickness Examples	
Example	Material and Thickness
Tree	Thick Wood
Utility Pole	Thick Concrete
Data Term	Thick Concrete
Boulder	Thick Stone
Hydrant	Thick Steel
Engine Block	Thick Steel
Bank Vault Door	Thick Steel
Car Door	Thin Steel
Overtured Table	Thin Wood
Office Cubicle	Thin Plaster/Foam/Plastic
Office Wall	Thick Plaster/Foam/Plastic
Prison Visitation Glass	Thin Bulletproof Glass

Bank Window Glass	Thick Bulletproof Glass
Bulletproof Windshield	Thick or Thin Bulletproof Glass
Windshield	0 HP, NOT COVER
Metal Door	Thin Steel
Wooden Door	Thin Wood
Log Cabin Wall	Thick Wood
Wardrobe	Thin Wood
Refrigerator	Thin Steel
Sofa	Thick Plaster/Foam/Plastic
Shipping Container	Thin Steel
Statue	Thin Stone
Bar	Thick Wood

USING SHIELDS

Equipping and dropping a Shield takes an Action. While you are using a hand to carry a shield, it cannot be used to do anything else. A Shield is a movable source of Cover, and while you wield a shield with HP remaining, you are considered to be in cover. When attacked by a target that you can see, you can interpose the shield between yourself and the attack. If you choose to do so, you cannot dodge the attack at all, though a ranged attack can still miss you due to your opponent's poor marksmanship. The shield takes the entire attack to its HP. If a shield hits 0 HP it is destroyed (until repaired if inorganic), and cannot be used as cover, though it still remains equipped to your hand until you use an Action to drop it.

Shield	Price	HP
Bulletproof Shield	Premium 100eb	10
Corpse	Depends on how many bullets you went through	BODY STAT the victim had in life

HUMAN SHIELDS

We all knew it would come to this. If you are already the Attacker in a Grapple, you can use an Action to “equip” the defender as a Human Shield if you are not already wielding a shield, using the same hand you are using to Grapple them. While you wield a Human Shield, you are considered in cover. Human Shields are more unwieldy than typical Shields. Because of their squirming, Human Shields cannot be used to block Melee Attacks, or ranged attacks specifically targeted at your Head using an Aimed Shot. When attacked by a target that you can see with a Ranged Attack targeted at your Body, you can interpose the

Human Shield between yourself and the Ranged attack. You can still attack your own human shield while you have them equipped, it's practically a tradition. Your Human Shield cannot dodge Ranged Attacks while you have them equipped, even if they have REF 8 or Higher. When your Human Shield is shot, they take damage as if they had been shot normally. A Human Shield that dies while you have them equipped automatically becomes a Shield with HP equal to their BODY. Unequipping a live Human Shield is as simple as ending your grapple with them, which doesn't cost an action, but dropping a corpse shield costs an action just like any other shield.

ARMOR

Armor is rated by its **Stopping Power, or SP**, which is how well it can stop damage. It can be worn on either your body or your head, and it is advised that you wear both.

Armor can be purchased for either the Head or Body locations. Wearing even a single piece of heavier armor will lower your REF, DEX, and MOVE by the most punishing Armor Penalty of armor you are wearing, a penalty which you only have to take once, even though you are likely wearing armor on both your body and head. This penalty can even leave your character (if at Move 0) completely immobile.

SP gained by armor does not “stack”, only your highest source of SP in a location determines your SP for that location. **ALL of your worn armor in a location is ablated simultaneously whenever you take damage.** See Taking Damage in the Combat section on pg.XX.

Armor	Price	SP	Armor Penalty (Minimum 0)
Leathers	20eb Everyday	4	None
Kevlar	50eb Costly	7	None
Light Armorjack	100eb Premium	11	None
Medium Armorjack	100eb Premium	12	-2 REF, DEX, and MOVE
Heavy Armorjack	500eb Expensive	13	-2 REF, DEX, and MOVE
Flak	500eb Expensive	15	-4 REF, DEX, and MOVE
Metalgear	5000eb Luxury	18	-4 REF, DEX, and MOVE

WHEN ARMOR DOESN'T CUT IT: WOUNDING AND DYING

TAKING DAMAGE

You just didn't get out of the way in time. Or that cheap armor your fixer got you was...well...cheap. Now you have a big hole in you that you didn't have this morning.

Whenever you take damage:

1. Your Attacker rolls the damage for their attack.
2. Subtract your armor's SP in that location (if they didn't target your head using an Aimed Shot, this is always your body location) from the damage. You take the remaining damage to your Hit Points.
3. If you ended up taking any damage, your armor on that location is still Ablated, reducing it's SP by 1 point, until it is repaired.

HIT POINTS

These are what we count to tell if your character is dead. Or still just barely alive on the floor. Hit points (or HP as they are called in most roleplaying games) are a numerical measure of how “alive” and capable of fighting your character is. At your full allotment of Hit Points, your character is healthy and fit as a fiddle. But if they lose some of those Hit Points, they will be progressively weakened until they reach zero and die. Not good.

You have Hit Points equal to **10+(5*(BODY and WILL Averaged, rounded up))**

(Since fractions are a pain, we've made you a table to use instead. See below)

BODY														
WILL	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	20	25	25	30	30	35	35	40	40	45	45	50	50	55
3	25	25	30	30	35	35	40	40	45	45	50	50	55	55
4	25	30	30	35	35	40	40	45	45	50	50	55	55	60
5	30	30	35	35	40	40	45	45	50	50	55	55	60	60
6	30	35	35	40	40	45	45	50	50	55	55	60	60	65
7	35	35	40	40	45	45	50	50	55	55	60	60	65	65
8	35	40	40	45	45	50	50	55	55	60	60	65	65	70
9	40	40	45	45	50	50	55	55	60	60	65	65	70	70
10	40	45	45	50	50	55	55	60	60	65	65	70	70	75

WOUND STATES

As you take damage, you cross Wound State Thresholds, eventually becoming wounded in ways that impair your performance. Each new Wound State replaces the effect of your previous Wound State.

60 OF 110

Your wound state is determined by the amount of Hit Points you have remaining.

Wound State	Threshold	Wound Effect	Stabilization DV (First Aid or Paramedic)
Lightly Wounded	Less than Full HP	None	DV10
Seriously Wounded	Less than 1/2 HP (round up)	-2 to all Actions	DV13
Mortally Wounded	Less than 1 HP	-4 to all Actions -6 to MOVE (Minimum 1) Must make a Death Save at start of every turn. Mortally Wounded characters suffers a Critical Injury whenever they are damaged by a melee or ranged attack, in addition to their Death Save Penalty being increased by one.	DV15 to heal back to 1 HP, and Unconscious (Gone from the world for one minute)
Dead	One failed Death Save	Death	Never coming back

CRITICAL INJURIES

Whenever two or more of dice rolled for damage from a Melee or Ranged Attack* come up 6, you've inflicted a Critical Injury!

Roll 2d6 on the appropriate Critical Injury Table until you get a Critical Injury that the target isn't currently suffering. If you weren't using an Aimed Shot to target the head, roll on the Body table.

All Critical Injuries cause a horrible Injury Effect and deal 5 "Bonus Damage" directly to the target's Hit Points when suffered, which doesn't ablate armor and isn't modified by hit location.

Critical Injuries and their Bonus Damage are inflicted regardless of if any of attack's damage got through the target's SP.*

CRITICAL INJURIES TO THE BODY

Roll	Injury	Bonus Damage	Injury Effect	Quick Fix	Treatment
2	Dismembered Arm	5	The Dismembered Arm is gone. You drop any items in that dismembered arm's hand immediately. Base Death Save Penalty is increased by one.	N/A	Surgery DV17
3	Dismembered	5	The Dismembered Hand is gone. You drop any	N/A	Surgery DV17

	Hand		items in the dismembered hand immediately. Base Death Save Penalty is increased by one.		
4	Collapsed Lung	5	-2 to MOVE (minimum 1) Base Death Save Penalty is increased by one.	Paramedic DV15	Surgery DV15
5	Broken Ribs	5	At the end of every turn where you move further than 4m/yards on foot, you re-suffer this critical injury's Bonus Damage directly to your hit points.	Paramedic DV13	Paramedic DV15 or Surgery DV13
6	Broken Arm	5	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic DV13	Paramedic DV15 or Surgery DV13
7	Foreign Object	5	At the end of every turn where you move further than 4m/yards on foot, you re-suffer this critical injury's Bonus Damage directly to your hit points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Broken Leg	5	-4 to MOVE (minimum 1)	Paramedic DV13	Paramedic DV15 or Surgery DV13
9	Torn Muscle	5	-2 to Melee Attacks	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
10	Spinal Injury	5	Next turn, you cannot take an Action, but you can still take a Move Action. Base Death Save Penalty is increased by one.	Paramedic DV15	Surgery DV15
11	Crushed Fingers	5	-4 to all Actions involving that hand	Paramedic DV13	Surgery DV15
12	Dismembered Leg	5	The Dismembered Leg is gone. -6 to MOVE (minimum 1) You cannot Dodge attacks. Base Death Save Penalty is increased by one.	N/A	Surgery DV17

CRITICAL INJURIES TO THE HEAD

Roll	Injury	Bonus Damage	Effect	Quick Fix	Treatment
2	Lost Eye	5	The Lost Eye is gone. -4 to Ranged Attacks & Perception Checks involving vision. Base Death Save Penalty is increased by one.	N/A	Surgery DV17
3	Brain Injury	5	-2 to all Actions Base Death Save Penalty is increased by one.	N/A	Surgery DV17
4	Damaged Eye	5	-2 to Ranged Attacks & Perception Checks involving vision.	Paramedic DV15	Surgery DV13
5	Concussion	5	-2 to all Actions	First Aid or Paramedic DV13	Quick Fix removes Injury Effect

					permanently
6	Broken Jaw	5	-4 to all Actions involving speech	Paramedic DV13	Paramedic or Surgery DV13
7	Foreign Object	5	At the end of every turn where you move further than 4m/yards on foot, you re-suffer this critical injury's Bonus Damage directly to your hit points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Whiplash	5	Base Death Save Penalty is increased by one.	Paramedic DV13	Paramedic or Surgery DV13
9	Cracked Skull	5	Aimed Shots to your Head multiply the damage that gets through your SP by 3x instead of 2x. Base Death Save Penalty is increased by one.	Paramedic DV15	Paramedic or Surgery DV15
10	Damaged Ear	5	Whenever you move further than 4m/yards on foot in a turn, you cannot take a Move Action on your next turn. Additionally you take a -2 to Perception Checks involving hearing.	Paramedic DV13	Surgery DV13
11	Crushed Windpipe	5	You cannot speak. Base Death Save Penalty is increased by one.	N/A	Surgery DV15
12	Lost Ear	5	The Lost Ear is gone. Whenever you move further than 4m/yards on foot in a turn, you cannot take a Move Action on your next turn. Additionally you take a -4 to Perception Checks involving hearing. Base Death Save Penalty is increased by one.	N/A	Surgery DV17

MORTALLY WOUNDED

Mortally Wounded characters suffers a Critical Injury whenever they are damaged by an attack, in addition to their Death Save Penalty being increased by one.

DEATH SAVES

At the start of each of your turns that you are Mortally Wounded, you must make a Death Save. Roll a d10. If you roll under your BODY, you live, and can take your Turn as usual. **If you roll a 10, you automatically fail your Death Save.** Every time you roll a Death Save, your Death Save Penalty increases, meaning each future Death Save you roll is made with an additional +1, making it progressively harder to stave off death. This Death Save Penalty continues to add up until you are brought back to 1HP by stabilization, where it resets to your Base Death Save Penalty, which can be increased by the deadliest Critical Injuries.

If you fail even a single Death Save, you die.

STABILIZATION AND HEALING

Assuming you don't end up dead, you'll want to heal up so you can get back on the Street and do it all over again. To begin the natural healing process, you must first receive stabilization.

The DV to Stabilize a target (or yourself) depends on what wound state your target is in.

Lightly Wounded: DV10
Seriously Wounded: DV13
Mortally Wounded: DV15*

Stabilization takes an Action, and is rolled: TECH + **First Aid Skill** or **Paramedic Skill** + 1d10.

I'M STABILIZED. NOW WHAT?

Once successful stabilization has been reached, the target will heal a number of Hit Points equal to their BODY for each full day they spend resting, spending the majority of each day taking it easy and doing only light activity, until they are at Full HP again. If the patient pushes it, they will gain no HP that day, their wounds will re-open, and they will need to receive stabilization again to restart the natural healing process.

...UNLESS YOU'VE BEEN MORTALLY WOUNDED.

A Mortally Wounded target who receives successful stabilization is immediately healed to 1 Hit Point, and is now Unconscious. Their Adrenaline has run out.* While unconscious, you are gone from the world. This condition always lasts one minute. You still roll Death Saves if somebody stabs you into Mortally Wounded while you are unconscious. Happens more than you think.

TREATING A CRITICAL INJURY

There are two ways to heal a Critical Injury: a Quick Fix and a Treatment. Depending on the severity of the Critical Injury, either option may not be available, or they may require different skills. The worst Critical Injuries require the Surgery Skill, which is exclusive to the Medtech Role Ability.

A Quick Fix will remove the Injury Effect for the rest of the day.

Each attempt takes a minute.

You can Quick Fix yourself.

A Treatment will remove the Injury Effect permanently.

Each attempt takes four hours.

You can't do a Treatment to yourself.

VEHICLE COMBAT

BECAUSE SOMETIMES YOU WANT TO GO FULL ROAD GANGER

There are a *lot* of vehicles in the Age of the Red. Most of them are cobbled together from the surviving wrecks of the Post War era, but there are plenty of nice ones if you have the cash. Below is a sample of basic vehicle types you might be able to score on the streets of Night City these days.

VEHICLE TYPES

Vehicle	Description	Special Features	SDP	Seats	Speed: Combat	Speed: Narrative	Price
Roadbike	Common CHOOH ² powered bike.	Land Vehicle.	35	2	20 MOVE	100 MPH	20,000eb Super Luxury
Superbike	Exotic CHOOH ² streetbike, capable of extreme speeds.	Land Vehicle.	35	2	60 MOVE	300 MPH	100,000eb Super Luxury
Compact Groundcar	Common CHOOH ² powered car.	Land Vehicle.	50	4	20 MOVE	100 MPH	30,000eb Super Luxury
High Performance Groundcar	CHOOH ² powered sportscar.	Land Vehicle.	50	4	40 MOVE	200 MPH	50,000eb Super Luxury
Super Groundcar	Exotic CHOOH ² sportscar, capable of extreme speeds.	Land Vehicle.	50	2	60 MOVE	300 MPH	100,000eb Super Luxury
Jetski	Common CHOOH ² powered personal watercraft.	Sea Vehicle.	35	2	20 MOVE	60 MPH	20,000eb Super Luxury
Speedboat	CHOOH ² powered speedboat.	Sea Vehicle.	50	4	20 MOVE	60 MPH	30,000eb Super Luxury
Cabin Cruiser	Luxury CHOOH ² powerboat with room to provide accommodations for a small, privileged few.	Sea Vehicle. Customized Rooms.	60	2 per Room	10 MOVE	15 MPH	30,000eb Super Luxury (per room below deck) (minimum two rooms)
Yacht	Luxury CHOOH ² pleasurecraft with ample room to provide accommodations and entertainment for a host and their distinguished guests.	Sea Vehicle. Customized Rooms.	100	4 per Room	10 MOVE	15 MPH	50,000eb Super Luxury (per room below or above deck) (minimum four rooms)
Gyrocopter	A tiny CHOOH ² powered rotorcraft	Air Vehicle.	35	2	20 MOVE	100 MPH	20,000eb Super

	avored by flying enthusiasts.						Luxury
Helicopter	Full featured CHOOH ² powered helicopter capable of sustained flight.	Air Vehicle.	60	4	40 MOVE	200 MPH	50,000eb Super Luxury
AV4 Multipurpose Aerodyne	Highly advanced CHOOH ² vertical thrust engine powered flying vehicle.	Air Vehicle.	100	6	40 MOVE	200 MPH	50,000eb Super Luxury
Aerozep	Modern cargo blimps that range wildly in size depending on their function.	Air Vehicle. Customized Rooms.	100	2 per Room	20 MOVE	100 MPH	30,000eb Super Luxury (per room below deck) (minimum two rooms)

OF COURSE, YOU DON'T CARE ABOUT THAT, DO YOU? YOU JUST WANT TO KNOW HOW TO BLOW THEM UP.

VEHICLE HP.. ER... STRUCTURAL DAMAGE POINTS

All Vehicles have Structural Damage Points (SDP). As long a vehicle has at least one SDP, it can still move. When it has no SDP left, the vehicle is considered Destroyed, is no longer considered cover, and cannot move unless it is repaired with the appropriate Vehicle Tech skill.

Vehicles cannot dodge melee or ranged attacks, but while in a Vehicle, you can still dodge anything that you could typically dodge on foot when it's targeted at you instead of the vehicle. Shooting a vehicle with a ranged weapon will still requires you to hit your shot using the range table.

While in a vehicle, you can still be targeted with attacks through the glass, which has no HP and provides no cover. Bulletproof Glass is a Nomad Upgrade, see their Role Ability.

AIMING FOR VEHICLE WEAK POINTS

Every vehicle has weak points; areas which can be aimed for using an Aimed Shot. As an action you can aim a single shot or melee attack at a vehicle's Weak Point, taking your whole action and a -8 to your roll. If successful, you multiply the damage that gets through the vehicle's SP by 2. This is how you aim for the tires, engine, gas cap, etc.

There's no reason not to aim for a weak point with a melee attack against a stationary vehicle because vehicles can't dodge. If the vehicle is moving, you must make beat a DV13 to hit it's weak point and the -8 penalty still applies.

GETTING YOUR VEHICLE STARTED

Getting into a vehicle is an Action. Getting out of one is not, it's just movement. Starting a Vehicle and Stopping a Vehicle is an Action. If you have interface plugs, part of this Action can include connecting them. **Using Interface Plugs to drive a vehicle means you can drive it with no hands!** Without Interface Plugs, one of your hands must be used for driving and can't be used to do anything else while you are driving. If

you take this hand off the wheel, on your next turn you automatically **Lose Control of the Vehicle** see pg.XX.

What this means is that you cannot get into a car and zoom off in the same 3 second “combat turn”, which makes sense.

When a Vehicle is started, three things happen:

1. The driver is placed immediately at the top of initiative queue.
2. The Vehicle's MOVE stat *effectively* becomes the driver's MOVE stat. (Any penalty the driver had to their MOVE doesn't effect the movement of the Vehicle)
3. The driver becomes unable to use the Run action. (I mean, why did you get into a vehicle in the first place, right?)

BASIC DRIVING

Basic driving doesn't require a Skill Check if your REF+Relevant Driving Skill is greater than 9. If yours isn't, basic driving requires you to use your Action every turn to attempt a DV10 check to maintain control of the vehicle using 1d10+REF+Relevant Driving Skill. **Failure means Losing Control of the Vehicle** see pg.XX. This is why you probably don't let you kid drive in the first place.

If your REF+Relevant Driving Skill is greater than 9, Basic Driving doesn't require your Action, and operates just the same as taking a Move Action outside of a vehicle, except your MOVE is much higher while driving.

DOING MANEUVERS IN YOUR VEHICLE

The GM will decide when any non-basic driving you want to do will require a **Maneuver**. Maneuvers require your full attention, which in game terms means both your Action and your Move Action. Failing to beat the DV of the check with 1d10+REF+Relevant Driving Skill will cause you to immediately **Lose Control of the Vehicle** see pg.XX. If screwing up couldn't cause you to Lose Control of the Vehicle, it shouldn't require a Maneuver.

Here are several situations that will require a Maneuver:

Maneuver	DV (vs 1d10+REF+Relevant Driving Skill)
Swerve	13
Sharp Turn	13
Emergency Stop	13
Bootleg Turn	17
Do a Jump	17
Landing (Air Vehicle)	13
Aerobatic Maneuver (Air Vehicle)	17

LOSING CONTROL OF THE VEHICLE

If you lose control of a vehicle, the GM decides your entire movement for the turn you lose control. If your vehicle impacts something, it is treated as if you had Rammed it.

RAMMING

Whenever you drive a vehicle into something with HP, be it a pedestrian, a piece of cover, or another

vehicle, both your vehicle and the pedestrian, piece of cover or other vehicle take 6d6 damage, and everyone involved in the crash (either as a pedestrian or a person in an involved vehicle) suffers the Whiplash Critical Injury.

If the HP of any piece of cover or other vehicle you are ramming becomes 0 due to this damage, your movement can continue. Otherwise, your vehicle's movement must stop. *You can always continue moving after you hit a pedestrian*, but if they have more than 0 HP after impact, they can choose to now be on top of your vehicle if they want.

DODGING A RAMMING VEHICLE

Dodging a ramming vehicle on foot (to avoid the messy 6d6 damage) is only a DV13 check to dodge with DEX+Evasion+1d10.

If successful, the dodger can choose to be on top of the vehicle if they want.

REPUTATION: ANOTHER KIND OF COMBAT

Not everything on the Street is determined with fists or guns. In a world where combat can end your life in a hot nanosecond, other methods have evolved to determine who is going to be the top dog in a conflict. One of these methods involves having a Reputation.

Reputation is a measure of things your Character may do so well (or so badly) that they actually become well known for them. A reputation for something is always established by a Character's actions, and is then awarded by the GM.

The grand majority of Cyberpunk RED characters start with a reputation of 0.

REPUTATION

Level	Who Knows About You
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Others beyond your local area recognize your name.
6	Others beyond your local area know you on sight.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and scream sheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

Whenever your Character encounters new people in new situations, their reputation may actually influence

how those people react to them. When first meeting, Characters roll 1d10. A Character that rolls under the reputation level of the person they are meeting has heard of their name. Sometimes this can be very good. Other times, it can be very bad, especially if you made lots of enemies while you were earning a reputation.

Reputation can also be a disadvantage. Whenever you do something extremely uncool (show cowardice, desert or betray an ally, etc.) the GM can still award you Reputation Points for these actions. The more points you score, the more likely people are to have heard about your infamous deeds (once again, roll 1d10). However, this time they won't be impressed; if your rep is for cowardice, it can even work against you.

FACEDOWNS

Reputation in Cyberpunk has one other big effect: **facedowns**. A lot of combat in Cyberpunk comes down to a duel of wills—who's tougher, meaner, and looks more ready to prove it. This often leads to what are called facedowns, when two heavies on the Street square off just before a fight or to see who'll back down from a confrontation. The GM will call for a facedown whenever they feel the scene calls for it. When making a facedown, both participants will roll:

$$\text{COOL} + \text{Reputation}^* + 1d10$$

*If major part of your reputation is for cowardice your reputation value is treated as a negative number.

In a tie, both parties are unsure and nothing happens. Otherwise, the loser has the option of either:

Backing Down...

or

Taking a -2 to any future Actions made against this particular opponent due to fear until they have defeated them once.

Rico notices a punk spraying graffiti on the side of his apartment building, so he tells him to buzz off, hanging an Assault Rifle out the window and threatening to use it. The two have a Facedown, each rolling 1d10+COOL+Reputation. Rico wins because of his COOL and Reputation of 4 (He's known locally). The punk decides to back down instead of trying to fight with his nerves all shaken up.

NETRUNNING

“You patch in the last connection, making sure your wristplugs are tight. You slam down the “GO!” switch with your mind. Instantly, your consciousness is filled with the grey white stat of the drop to “online.” Then with a sickening, falling sensation, you hurtle forwards into a maze of shifting neon shapes and spinning grid lines...”

Well, it used to work that way. Now you slip on your Virtuality glasses, mentally punch in the code, and shift seamlessly into NET space. And it looks just like it did in meatspace. Except that now there's a strange meta-universe superimposed over that everyday vision, filled with shapes, patterns and unearthly digital creatures.

Welcome to the NET in the Time of the Red.

WHY IS THE NET SO DIFFERENT IN THE TIME OF THE RED?

Core NET infrastructure got wrecked during the War. That included both land lines and sea cables, which were the main forms of communication links. The remaining NET was infested with all kinds of Black ICE from the War. The worst were the RABIDS, deadly AI constructs that hunted and killed anyone they encountered in the NET.

Finally, Netwatch gave up and shut down the NET infrastructure. Computers remained linked only through dedicated land lines and laser lines.

META

About 2035, a new programming language was developed. This was designed to unify all the different operating systems that were still in existence. This new language is called META, and could be used in place of everything from C++ to simple Phone apps. META is what the current NET works on. Because it is a patch language much like LINUX, META is not very good at supporting graphics, so the huge graphical interfaces of the old NET couldn't be supported. So, now things look a little different. No, scratch that. Things look a LOT different.

But enough about that; we'll talk more on that topic later on in this book. Meanwhile, let's get started with what you'll need to run the NET.

WHAT DO I NEED TO RUN THE NET?

NEURAL LINK AND INTERFACE PLUGS

All Netrunners have at least a little cyberware. To even use a Cyberdeck, you need to plug **Interface Plug** cyberware into it, which also requires you have **Neural Link** cyberware. See Cyberware Section.

CYBERDECK

Cyberdecks are the modular platforms that **Programs** and **Hardware** are installed on for the purpose of netrunning. Both Programs and Hardware take up the same limited slots in your Cyberdeck. What distinguishes a powerful Cyberdeck from a cheaper one is the amount of slots it has for Programs and Hardware. **You need Interface Plugs and Neural Link Cyberware to use a Cyberdeck.** See Cyberware Section.

Cyberdeck Type	Cyberdeck Cost	Program and Hardware Slots
Poor Quality Cyberdeck	Premium 100eb	5
Cyberdeck	Expensive 500eb	7
Excellent Quality Cyberdeck	Very Expensive 1000eb	9

VIRTUALITY GOGGLES

Since you are actually moving in the real world (aka "Meatspace," you won't be able to jack your optic nerves into the NET like they did before the Age of the Red. If you did it *the old school way*, you would be stumbling around deaf and blind as all your senses would be fully in Cyberspace. Instead, Netrunners in the time of the Red use **Virtuality Goggles**, headsets that project cyberspace imagery over their view of the world that is actually around them. This means that you will be seeing and hearing things like Black ICE while your meatspace team buddies will see nothing. But it also means you won't trip over the doorsill when you sneak into the secret biolab. **If you forget your Virtuality Goggles, you'll have to do it the old school way, which renders you effectively Unconscious until you Jack Out, as far as the meat world is concerned.**

PROGRAMS

These are the weapons and gear of cyberspace. Programs are the tools a Netrunner uses to fight, protect and explore the electronic realm.

MISCELLANEOUS UPGRADES

You'll probably want a few extra tools besides Virtuality Goggles and a Cyberdeck loaded with Programs...but you don't really need anything else, so we'll talk about the extras later.

DOING THINGS IN THE NET

Being a Netrunner isn't easy. To survive you'll need to have mastery over your toolkit. So, read closely.

MEAT ACTIONS VS NET ACTIONS

Netrunners have access to two kinds of actions: **Meat Actions** (*Non-Move Actions which take place in reality, or meatspace*) and **NET Actions** (which take place purely in the NET Architecture).

On your turn, you can take either a Meat Action or take as many NET Actions as your Interface (the Netrunner Role Ability) allows. No matter which you choose, you still get to take your Move Action.

Mike is a Netrunner. On his turn he must decide if he wants to use his 3 NET Actions to continue progressing in the NET architecture or if he wants to use a Meat Action to shoot the booster down the hall who has

discovered him. He decides to let his teammates handle the booster and chooses to use his 3 NET Actions instead, and uses his Move action to get behind cover, staying within the 6m/yard range of the access point.

NET ACTIONS

The higher a Netrunner's Interface Rank, the more NET Actions they can take on their turn. Interface is the Netrunner Role Ability. Without it, you cannot netrun.

Interface Rank	1-3	4-6	7-9	10
NET Actions	2	3	4	5

So a Rank 1 Interface Netrunner can only use two NET Actions per turn, while a Rank 4 Interface Netrunner can take up to 3 NET Actions per turn.

LIST OF NET ACTIONS

Jack In / Out	Enter or safely leave a NET Architecture when within 6 m/yards of an access point. Typically, a wall between you and the access point will block this action. If you leave a NET Architecture without Jacking Out first, you'll be in a world of pain . See full rules.
Use Interface Ability	All but one Interface Ability requires the use of at least one NET Action. See full rules.
Activate/ Deactivate program	Activate or Deactivate one of your Programs.
Miscellaneous	Very rarely, something you want to do in the NET won't fall into these categories. This is rare because the Virus Interface Ability lets you do almost anything you can dream to a Net Architecture provided you are at the architecture's lowest floor. If your GM allows you to do it, it will probably take a NET Action.

WHAT DOESN'T REQUIRE A NET ACTION?

Doing anything in a NET Architecture requires the use of a NET Action, except for Moving and saving copies of Files.

MOVING IN A NET ARCHITECTURE

You can move as much as you want in a NET Architecture on your turn. You can't move past a NET obstruction blocking you, like a Password. Pushing your luck will get you killed if you aren't careful.

SAVING A COPY OF A FILE

When you find a File in an Architecture, saving a copy into your Cyberdeck isn't a NET Action.

JACKING IN OR OUT

Using a NET Action you can jack in to a NET Architecture while within range (within 6 m/yards, blocked by walls) of one of its access points. Being jacked in is a prerequisite for doing anything in a Architecture. Moving out of the access point's range while jacked in to the Architecture jacks you out of

the NET Architecture automatically, but leaves you vulnerable: **You suffer the effect of all remaining enemy Black ICE you've encountered in the NET Architecture before you get "out"**. Black ICE will be explained later (on pg.XX), but you don't want this to happen to you.

*It is much safer to use a NET Action to jack out from within the access point's range. **Jacking out "resets" the defenses of a NET Architecture, meaning you'll have to start your run from the very beginning, which can only be done by jacking back in to the same location you originally entered and giving it another shot. All of your Programs leave the Architecture with you when you jack out. If you want to have a permanent effect on the Architecture, you'll have to reach the bottom to leave a Virus.***

INTERFACE ABILITIES

A netrunner needs to know more than just how to activate programs. Mastery of Interface Abilities is what separates weefle runners from the professionals they pretend to be.

HOW TO USE YOUR INTERFACE ABILITIES

Your Netrunner can use these Interface **Abilities** using their **NET Actions** (save for Scanner). Resolution for using any of these abilities (save for Zap) is as follows:

Interface + 1d10 vs DV

Interface Ability	What it Does	Example
Scanner	Use a Meat Action to find out the meatspace location of access points to any Net Architectures in an area. The higher the check, the more you spot from further away. It is up to the GM's discretion to determine how much you find.	The Netrunner uses their Scanner ability to search the building for Net Architectures and their access points to hack using a Meat Action . Rolling a 1d10 and adding their Interface (7), they get a 14. With this roll, the GM determines that the Netrunner learns the meatspace location of two of the nearby access points for the building's NET Architecture.
Backdoor	Allows a Netrunner to attempt to break through Passwords in a NET Architecture using a NET Action. Of course, if you actually know the password already, you don't need to do this.	The Netrunner encounters a particularly difficult Password of DV10 blocking their progress while in a Architecture. Using a NET Action they attempt to Backdoor it. They roll a d10 and add their Interface (7), getting a 16. The Password blocks the Netrunner no more.
Pathfinder	Uses a NET Action to partially reveal the "map" of the NET Architecture. The higher your roll, the more you learn. This tells you generally what is in the NET Architecture you have just broken into, but not the DV of anything. You can see into the Architecture a number of floors equal to your check or up to the first obstruction (usually a Password) with a DV higher than your Pathfinder check, whichever happens first.	After jacking in to a new NET Architecture, the Netrunner has no idea what they might be up against, so they use their Pathfinder ability with a NET Action to find out. Rolling 1d10+their Interface, they only get a 10. The GM determines they learn only the first 3 floors of the "elevator", because the third has a DV11 Password on it that blocks their view.
Slide	Attempt to flee combat with a single Non-Demon Black ICE program as a NET Action. If you are able to roll a successful Slide check against the program's Perception+1d10 you can escape the Black ICE to the next "floor" of the elevator, but not past a Password or other NET obstruction. A Black ICE program that has been successfully slid away from stops following the Netrunner and becomes a Black ICE laying in wait right where it	In the middle of a painful conflict with a Hellhound Black ICE a Netrunner decides that they really don't have the time to get killed right now. Using a NET Action they attempt to Slide away from the Black ICE, rolling 1d10+Interface(7) VS the Hellhound's 1d10+Perception(6). Netrunner gets 14 vs the Hellhound's 13. Success! The Netrunner escapes to the next floor of the elevator... Unfortunately there is another Hellhound waiting

	was slid away from. You can only attempt to Slide once per turn. You can't Slide preemptively.	there. This Netrunner really should have used Pathfinder! They can't Slide again until their next turn!
Zap	Allows you to make an attack as a NET Action against a Program or enemy Netrunner. If you are able to roll a successful Zap check against the Program's Defense Value+1d10 or the Netrunner's Interface+1d10, you deal 1d6 damage to the program's REZ or directly to the Netrunner's brain.	A Netrunner, who already used all of their attacker programs this turn still hasn't managed to finish off a Hellhound. Luckily they have one NET Action left, so they Zap it. Rolling 1d10+Interface(7) VS the Hellhound's 1d10+Defense (2) they beat the Hellhound, and deal 1d6 damage to the Hellhound's REZ, finishing it off.
Eye-Dee	Allows you to know what a found piece of data (like a File) is and it's value using a NET Action. Some Files have a DV that must be beaten to learn anything from them.	After discovering an interestingly titled File, the Netrunner uses their Eye-Dee ability with a NET Action. It's a DV9 File, so the Netrunner rolls 1d10+Interface (7) and easily rolls higher than 9. Unfortunately the File was a dummy left in the Architecture just to waste a Netrunner's time!
Control	This is the ability to control things attached to the NET Architectures like cameras, drones, turrets, laser grids, elevators, sprinklers, etc, using a Control Node. Each node has a DV required to take control of it as a NET Action. Operating each individual thing attached to the node requires a separate NET Action once you have taken hold of the Control Node, and can be done from anywhere in the Architecture as long as you are still in control of the Control Node. Each Control Node can only be activated once per turn. The DV to wrest a Control Node currently held by another Netrunner is equal to the Control check they made to take control of it. You lose control of any Control Nodes you hold in an Architecture when you Jack Out.	In a network, a Netrunner encounters a DV10 Control Node that manages the cameras on this floor. By using a NET Action to use their Control ability they roll 1d10+Interface (7) and beat the Control Node's DV by 2. Now that they've taken Control of the Control Node, they use an additional NET Action to re-position the cameras so that they will not capture the Netrunner's friends while they sneak out of the fire escape.
Virus	Once you have reached the lowest level of the Net Architecture you can leave your own Virus in the Architecture to perform up to two actions or changes, within reason. Using this ability is the only way a Netrunner can make a change to a NET Architecture that persists after they Jack Out. Describe to the GM what you want the virus to do, and they will assign a DV. A more powerful Virus will require a higher DV to leave in the Architecture, as determined by the GM. Depending what you want to do, this can require as many NET Actions as the GM determines. Roll an Interface check. The DV to destroy a Virus is equal to the Interface check made to create it.	After reaching the lowest level of an Architecture, the Netrunner wants to leave the it worse than they found it. They explain to the gm that they want to leave a Virus in the Architecture that changes all of the passwords in the Architecture every five minutes. The GM determines that such placing such a Virus would take 9 NET Actions to leave in the Architecture, and assigns a DV12. Over their next three turns, the Netrunner spends all three of their NET Actions to complete the virus, then rolls 1d10+Interface (7)... rolling only a 12. Their code just doesn't work so they decide to try again, spending another 9 NET Actions over another three turns to try again, succeeding this time with a 15. When the Netrunner's Virus is later discovered by the corporation, their Netrunner gets a headache while trying clean up the DV15 Virus.
Cloak	The ability to hide traces of your presence and any Virus you left in the Architecture using a NET Action. The Pathfinder DV for another Netrunner to overcome your Cloak and discover your Actions is equal to the Cloak check you made to create the Cloak.	After leaving their Virus on the corporation's network, the Netrunner wants to hide any traces of their presence on the Architecture along with their Virus, so they use a NET Action to use their Cloak ability. They roll 1d10+Interface(7), getting a 16! An enemy Netrunner will have to beat this number with 1d10+Interface before they can

discover any traces of the Netrunner or be able to roll against any Virus that they left. If the Netrunner didn't leave such a flashy Virus, maybe the corp wouldn't of even known that their Net Architecture was compromised!

NET COMBAT

When it comes to violence in the NET, here's how it goes down:

Your Interface + 1d10 + Program ATK or Black ICE ATK + 1d10

vs

Target's Interface + 1d10 or Program DEF / Black ICE DEF + 1d10

On a Hit, the Target suffers the Effect of the Program

A program whose class specifies a type of target (like Anti Personnel or Anti Program) is only effective when used against it's intended target.

DEFEATING A PROGRAM

A program is derezzed when it is lowered to 0 rez (hit points), but this doesn't remove it from your deck or the NET Architecture. The program is even still considered to be "running", it has just been hobbled to the point of uselessness. In order to get it back to full Rez and operating condition, you'll have to spend two NET Actions: one to deactivate it, and one to activate it again.

Unless of course, the program was "destroyed", in which case, it is 100% erased (and is no longer rezzed, of course). You will need to buy a new one. You don't need to hold a funeral, *but you could*.

PROGRAMS

Programs are the tools a Netrunner uses to fight, protect and explore the electronic realm. *Activating or deactivating a program is a NET Action.* **Each program loaded on your cyberdeck can only be activated once per meatspace round.** A program that is currently activated (rezzed) cannot be activated again until it is deactivated.

You can run multiple copies of the same program on your cyberdeck if you wish to get around this limitation, and their effects will stack if they are ran simultaneously, unless mentioned otherwise.

Installing or uninstalling a Program takes an hour.

There are three kinds of Non-Black ICE Programs:

Class	Description
Booster	Improves your abilities in the Net Architecture while rezzed.
Attacker	Programs designed to damage or disable Netrunners or programs, that deactivate automatically after they are activated.
Defender	Stops or otherwise reduces the attacks of programs or other Netrunners while rezzed.

Each Non-Black ICE Program (see below) has a CLASS, an ATTACK, a REZ (aka Hit Points), and a EFFECT.

- **CLASS:** The type of program. A program whose class specifies a type of target (like Anti Personnel or Anti Program) is only effective when used against it's intended target.

- **ATTACK:** A number you add to Attacks made with the program.
- **DEFENSE:** A number you add to defense actions made with the program.
- **REZ:** The program's Hit Points, or the amount of damage it can sustain while rezzed before it is derezzed.
- **EFFECT:** What the program does. For Attacker programs, you'll have to connect with it first.
- **ICON:** The appearance of the program in the NET.
- **PRICE CATEGORY:** What the program costs in the main currency in Night City, the **Eurobuck**. The text description below is what it would be considered as in the Night Markets (more on pgs.XX—XX).

BOOSTERS

Name	Class	ATK	DEF	REZ	Effect	Icon	Price Category
<i>Speedy Gonzalvez</i>	<i>Booster</i>	0	0	7	Increases your SPD by +2 as long as this program remains rezzed.	A trail of dust appearing behind the Netrunner as they move.	Premium 100eb
<i>Worm</i>	<i>Booster</i>	0	0	7	Increases all Backdoor checks you make by +2 as long as this program remains rezzed.	A golden mechanical worm with neon green eyes.	Costly 50eb
<i>See Ya</i>	<i>Booster</i>	0	0	7	Increases all Pathfinder checks you make by +2 as long as this program remains rezzed.	Shimmering silver magnifying glass spinning slowly in place.	Everyday 20eb
<i>Eraser</i>	<i>Booster</i>	0	0	7	Increases all Cloak checks you make by +2 as long as this program remains rezzed.	A pink glob exuding tiny soap bubbles.	Everyday 20eb

ATTACKERS

Name	Class	ATK	DEF	REZ	Effect	Icon	Price Category
<i>Banhammer</i>	<i>Anti Program Attacker</i>	1	0	0	Does 3d6 REZ to a Non-Black ICE Program, or 2d6 REZ to a Black ICE Program.	A giant glowing white sledgehammer wielded by the Netrunner.	Costly 50eb
<i>Sword</i>	<i>Anti Program Attacker</i>	1	0	0	Does 3d6 REZ to a Black ICE Program, or 2d6 REZ to a Non-Black ICE Program.	Glowing energy katana appearing from the Netrunner's hand.	Costly 50eb
<i>Vrizzbolt</i>	<i>Anti Personnel Attacker</i>	1	0	0	Does 1d6 Damage direct to a Netrunner's brain, and lowers the amount of total Net Actions the Netrunner can accomplish on their next turn by one (minimum two).	A double helix comprised of flickering neon light appearing from the Netrunner's finger.	Costly 50eb
<i>Deckkrash</i>	<i>Anti Personnel Attacker</i>	0	0	0	The Netrunner is forcefully and unsafely jacked out of the Architecture suffering the effect of all remaining enemy Black ICE they've encountered in the Architecture as they leave.	Cartoon stick of dynamite thrown by the Netrunner.	Premium 100eb
<i>Poison</i>	<i>Anti</i>	0	0	0	Destroys a single Non-Black	Beam of neon green	Premium

<i>Flatline</i>	<i>Personnel Attacker</i>				ICE program installed on the Netrunner target's cyberdeck at random.	light shot from the Netrunner's finger.	100eb
<i>Hellbolt</i>	<i>Anti Personnel Attacker</i>	2	0	0	Does 2d6 Damage direct to the Netrunner's brain. Unless insulated, their cyberdeck catches fire along with their clothing (see fire rules on pg.XX). Until they spend a Meat Action to put themselves out, they take 2 damage to their HP whenever they end their turn. Multiple instances of this effect cannot stack.	Bolt of crimson fire launched from the Netrunner's hand.	Premium 100eb
<i>Nervescrub</i>	<i>Anti Personnel Attacker</i>	0	0	0	The Netrunner's INT, REF & DEX are each lowered by 1d6 for the next hour. (minimum 1) The effects are largely psychosomatic, and leave no permanent effects.	Chrome ball thrown by the Netrunner that sparks with electricity.	Premium 100eb
<i>Superglue</i>	<i>Anti Personnel Attacker</i>	2	0	0	The Netrunner cannot progress deeper into the Architecture or Jack Out safely for 1d6 Meat rounds. (the Netrunner can still perform an unsafe Jack Out, though) Each copy of this program can only be used once per Netrun.	A mass of sticky red goop fired from the Netrunner's hand.	Premium 100eb

DEFENDERS

Name	Class	ATK	DEF	REZ	Effect	Icon	Price Category
<i>Shield</i>	<i>Defender</i>	0	0	7	Stops the first successful Non-Black ICE program Effect from dealing brain damage. After stopping this damage, the Shield derezzes itself. Only one copy of this program can be running at a time. Each copy of this program can only be used once per Netrun.	Flickering silver energy barrier surrounding the Netrunner.	Everyday 20eb
<i>Armor</i>	<i>Defender</i>	0	0	7	Lowers all Brain damage you would receive by 4 as long as this program remains rezzed. Only one copy of this program can be running at a time. Each copy of this program can only be used once per Netrun.	Transparent golden armor worn by the Netrunner.	Costly 50eb
<i>Flak</i>	<i>Defender</i>	0	0	7	Reduces the ATK of all Non-Black ICE Attacker programs ran against you to 0 as long	A cloud of blinding, glowing, multi-colored lights swirling around the	Costly 50eb

				as this program remains rezzed. Only one copy of this program can be running at a time. Each copy of this program can only be used once per Netrun.	netrunner.	
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BLACK ICE

Black ICE are deadly programs that hunt down programs or Netrunners across an Architecture once triggered. You can choose to load your deck with your own Non-Demon Black ICE, but these programs are much larger and **will use TWO slots in your deck**. *Activating or deactivating a program is a NET Action*. Non-Demon Black ICE Programs have a **CLASS**, a **PERCEPTION**, a **SPEED**, a **DEFENSE**, an **ATTACK**, a **REZ** value (aka hit points) and an **EFFECT**.

Installing or uninstalling a Black ICE Program takes an hour.

There are three kinds of Black ICE Programs:

Class	Description
Anti Personnel Black ICE	Deadly single-minded programs that hunt down and kill Netrunners.
Anti Program Black ICE	Deadly single-minded programs that hunt down and kill a Netrunner's rezzed programs.
Demon	Black ICE Intelligent Systems that operate Control Nodes to defend their NET Architecture by targeting the Netrunner and their party in meatspace. <i>These are too big for Cyberdecks.</i> <i>We'll cover them later in their own section (see pg.XX), because it's mostly information for your GM.</i>

Each Black ICE Program (see below) has a CLASS, an ATTACK, a REZ (aka Hit Points), an EFFECT, an ICON, and a COST.

- **CLASS:** The type of program. A program whose class specifies a type of target (like Anti-Personnel or Anti-Program) is only effective when used against it's intended target.
- **PERCEPTION:** How hard the Black ICE is to Slide away from.
- **SPEED:** A Black ICE with high SPD laying in wait is more likely to connect with a free hit when they initially encounter a Netrunner. **See Encountering Black ICE.**
- **DEFENSE:** A number the Black ICE adds to it's roll when defending against an attack.
- **ATTACK:** A number the Black ICE adds to it's roll when attacking during it's turn.
- **REZ:** The program's Hit Points, or the amount of damage it can sustain while rezzed before it is derezsed.
- **EFFECT:** The effect caused when the Black ICE hits with an attack.
- **ICON:** The appearance of the program in the NET.
- **PRICE CATEGORY:** What the program costs in the main currency in Night City, the **Eurobuck**. The text description below is what it would be considered as in the Night Markets (more on pgs.XX—XX).

ENCOUNTERING BLACK ICE AND USING YOUR OWN BLACK ICE

When you encounter enemy Black ICE laying in wait in an Architecture, you roll your Interface+1d10+(any SPD bonus you have active) vs the Black ICE's SPD+1d10. If it beats your roll, you (or one of your active

programs at random in the case of Anti Program Black ICE) suffer immediately its effect. It is then placed into the initiative queue at the top, one number above the entity with the previously highest initiative. On each of its turns, it will attack the Netrunner (or one of their active programs at random in the case of Anti Program Black ICE) once, rolling its ATK+1d10 vs the Netrunner's Interface+1d10 (or Program's DEF+1d10 if it's an Anti Program Black ICE instead), doing its effect should it succeed.

Black ICE will chase its target through the entire Architecture, until it is derezzed or is eluded by a Netrunner who successfully used the Slide interface ability. Anti Program Black ICE will continue to follow an enemy Netrunner until they are derezzed or Slid away from even if they currently have no programs rezzed, as they are coded to view enemy Netrunners as a program source.

Black ICE that are eluded by a Netrunner's Slide ability stop following their target and become a Black ICE "laying in wait" in the Architecture exactly where their pursuit ended, as described above.

When you or another Netrunner activates a Black ICE of your own using a NET Action, they can do so in one of two ways. The first is to activate your Black ICE to lay in wait at your current "floor" in the Architecture to act as described above. This can't be done in combat. The second is to activate your Black ICE during combat targeting a valid target. In this case, the Black ICE is placed into the initiative queue at the top, one number above the entity with the previously highest initiative. It attacks its target once every turn, until it is derezzed, destroyed, or is Slid away from successfully.

To assign a new target to your Black ICE, you need to spend a NET Action to deactivate it, and a NET Action to activate it again, re-entering it into the top of the initiative queue and sending it at a valid target.

Your Black ICE is just as single-minded as the Black ICE you encounter.

Black ICE is not a digital pet; it cannot do anything except the one thing it was coded to do.

The GM plays all Black ICE turns.

Name	Class	PER	SPD	ATK	DEF	REZ	Effect	Icon	Price Category
<i>Hellhound</i>	<i>Anti Personnel Black ICE</i>	6	6	6	2	20	Does 2d6 Damage direct to the Netrunner's brain. Unless insulated, their cyberdeck catches fire along with their clothing (see fire rules on pg.XX). Until they spend a Meat Action to put themselves out, they take 2 damage to their HP whenever they end their turn. Multiple instances of this effect cannot stack.	A huge, black, metal wolf. It's eyes glow white, and fire runs in ripples all over it's body. It speaks in a grating, metallic voice, repeating the Netrunner's name.	Expensive 500eb
<i>Liche</i>	<i>Anti Personnel Black ICE</i>	8	2	6	2	25	The Netrunner's INT, REF & DEX are each lowered by 1d6 for the next hour. (minimum 1) The effects are largely psychosomatic, and leave no permanent effects.	Metallic skeleton draped in black robes. It's hands are studded with blackened rings that spark with electricity.	Expensive 500eb
<i>Asp</i>	<i>Anti Personnel Black ICE</i>	4	6	2	2	15	Destroys a single program installed on Netrunner's cyberdeck at random.	Golden Egyptian cobra, spitting beams of neon green light.	Premium 100eb
<i>Wisp</i>	<i>Anti Personnel Black ICE</i>	4	4	4	2	15	Does 1d6 damage direct to a Netrunner's brain and lowers the amount of total NET Actions the Netrunner can accomplish on their next turn by one (minimum two).	Orb of light with a single minuscule eye crackling with energy.	Costly 50eb
<i>Skunk</i>	<i>Anti Personnel Black ICE</i>	2	4	4	2	10	Until this program is derezzed, a Netrunner hit by this effect makes all Slide checks at a -2. Each Skunk Black ICE can only effect a single Netrunner at a time, but the effects of multiple Skunks can stack.	Cartoon skunk that walks on it's hind legs, following the Netrunner much too closely.	Expensive 500eb
<i>Raven</i>	<i>Anti Personnel Black ICE</i>	6	4	4	2	15	Derezzes a single defender program the Netrunner has rezzed at random, then deals 1d6 damage direct to the Netrunner's brain.	Raven adorned in plate armor wielding a glowing white lance.	Costly 50eb
<i>Scorpion</i>	<i>Anti Personnel Black ICE</i>	2	6	2	2	15	The Netrunner's MOVE is lowered by 1d6 for the next hour. (minimum 1) The effects are largely psychosomatic, and leave no permanent	A tiny black scorpion that hisses very loudly whenever the Netrunner speaks.	Premium 100eb

							effects.		
<i>Giant</i>	<i>Anti Personnel Black ICE</i>	2	2	8	4	25	Does 3d6 damage direct to a Netrunner's brain. The Netrunner is forcefully and unsafely jacked out of their current netrun. They suffer the effect of all rezzed enemy Black ICE they've encountered in the Architecture as they leave, not including the Giant.	A massive pair of feet and ankles towering above the Netrunner.	Very Expensive 1000eb
<i>Kraken</i>	<i>Anti Personnel Black ICE</i>	6	2	8	4	30	Does 3d6 damage direct to a Netrunner's brain. Until the end of the Netrunner's next turn, the Netrunner cannot progress deeper into the Architecture or jack out safely. (The Netrunner can still perform an unsafe jack out)	A mass of thrashing orange tentacles protruding from the walls. Their suckers are covered in sticky red goop.	Very Expensive 1000eb
<i>Killer</i>	<i>Anti Program Black ICE</i>	4	8	6	2	20	Deals 4d6 damage to a program. If this damage would be enough to derezz the program, it is instead destroyed.	Robotic samurai with red eyes wielding a glowing katana.	Expensive 500eb
<i>Sabertooth</i>	<i>Anti Program Black ICE</i>	8	6	6	2	25	Deals 6d6 damage to a program. If this damage would be enough to derezz the program, it is instead destroyed.	Immense hulking cat with glowing white tusks.	Very Expensive 1000eb
<i>Dragon</i>	<i>Anti Program Black ICE</i>	6	4	6	6	30	Deals 6d6 damage to a program. If this damage would be enough to derezz the program, it is instead destroyed.	Golden scaled dragon robot wreathed in electrical discharges.	Very Expensive 1000eb

MISCELLANEOUS UPGRADES

After a few jobs, you'll be looking for how to juice up your netrunning with all that extra eb you'll be swimming in. You've come to the right place.

NETRUNNING CYBERWARE UPGRADES

Cyberdeck Cyberarm Option Expensive 500eb

If you've already got a Cyberarm, you can install your Cyberdeck directly into your Cyberarm at the cost of three option slots. Integration into a Cyberarm gives any cyberdeck one extra slot that can be used for either Programs or Hardware. This is a permanent upgrade. Attempting to uninstall the Cyberdeck from the Cyberarm breaks it beyond repair, but any Programs or Hardware on it could be easily recovered. See Cyberware section on pg.XX.

NETRUNNING GEAR UPGRADES

Bodyweight Suit

Very Expensive 1000eb

Since you will also be running around in the real world where people use guns, you'll also want some **protection** besides your team mates. Many Netrunners now wear Bodyweight (or similar brands) armored bodysuits. These are *skinsuits with impact absorbing, sintered armorgel layered in key body areas. Surprisingly, they are also breathable and quite comfortable. Besides giving you a measure of protection, a Bodyweight Suit also has a place to store your Cyberdeck and supports your Interface Plugs so they stay out of the way while you're busy brainburning that fool who just dared to pop a Hellhound on you. Many Netrunners wear clothing over their Bodyweight Suits, but plenty don't. It's a matter of personal style.*

Wearing a Bodyweight Suit gives your Cyberdeck one extra slot (stored on the bodysuit instead of the Cyberdeck) that can only be used for Hardware. When you take off the bodysuit, Hardware on the suit is automatically uninstalled from the Cyberdeck.

Unlike other armor, a Bodyweight Suit isn't bought in two pieces, and must always be worn on both your body and head location. Each location has it's own SP11. When repaired, both pieces are repaired at the same time. You can't wear more than one Bodyweight Suit.

CYBERDECK HARDWARE

Just like a Cyberdeck's slots can be used to hold programs, a Cyberdeck's slots can also be used to hold Hardware instead. How to allocate these slots between extra copies of your favorite programs, dangerous Black ICE, and helpful hardware comes down to personal preference. One thing is for sure: you don't have room for everything, and what you don't have can kill you.

Installing or uninstalling a piece of Hardware takes an hour.

NAME	Data	COST
Insulated Wiring	Costs one slot. A cyberdeck with insulated wiring cannot catch fire or cause the user's clothing to catch fire as the result of a program effect.	Premium 100eb
Hardened Circuitry	Costs one slot. A cyberdeck with hardened circuitry cannot be rendered temporarily disabled, rendered inoperable or destroyed by microwaver pulses, or any Non-Black ICE program effects.	Premium 100eb
Range Upgrade	Costs one slot. A cyberdeck with a range upgrade can connect to an access point from up to 8m away.	Premium 100eb
DNA Lock	Costs two slots. A cyberdeck with a DNA Lock can be locked and unlocked using a thumbprint, iris scan, blood sample, or any other biometric method desired. The particular method varies depending on the model of the DNA Lock. While a cyberdeck is locked it cannot be accessed without either its biometric key or a DV 17 Electronics/Security Tech check.	Premium 100eb
Krash Barrier	Costs two slots. A cyberdeck with a Krash Barrier is immune to any program effect that forces the Netrunner to jack out, safely or unsafely.	Premium 100eb
Backup Drive	Costs two slots.	Premium

	While installed on a cyberdeck, a Backup Drive “saves” Non-Black ICE Attacker, Defender or Booster programs that are destroyed by pulling them into the Backup Drive the instant before they meet their end. As a Meat Action, a Netrunner can re-install all programs “saved” by the Backup Drive into their deck, as long as they have the slots for them. If removed from a cyberdeck, the Backup Drive erases it's contents automatically. Restored programs with once-per-netrun restrictions and the like are restored in the exact state they were saved in, so you can't kill your own Armor to refresh it... yeah that means you.	100eb
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DOING A NETRUN

It's easier if you think of Netrunning Like An Elevator.

Each floor of a NET Architecture is a level where, as the "door" opens, you find *something* waiting for you. It could be a Program, Black ICE, another Netrunner, File, Control Node, etc.

Every turn you can go down through the Architecture as many floors as you want, assuming you aren't blocked by a Password or other NET obstruction. **You don't get to skip any floors.** You still have only a limited number of NET Actions every turn. How you use them says a lot about your risk tolerance and style of netrunning.

You have to open every door in order... and behind plenty of them, there's a Black ICE that will attempt to punish you immediately for opening it's door unless you are fast enough, and *will enter the initiative queue even if you were faster.* **How far can you press your luck?** Do you take things slowly, defeating each Black ICE as you encounter them, or will you Slide recklessly, even into danger, riskily opening door after door, dodging the initial attacks of all Black ICE laying in wait for you, and Safely Jacking Out with your final NET Action before the Black ICE you've left active in the NET Architecture even get a chance to take a turn?

Example

Floor	On the Other side of the "Door"	DV
1	File	(Eye-Dee DV6)
2	Password	(Backdoor DV8)
3	Control Node	(Control DV10)
4	Hellhound	

GM'S ONLY: HOW TO BUILD A NET ARCHITECTURE

Creating a NET Architecture for your Netrunner player is simple. You could generate one on the fly if needed, but you probably want to do this ahead of time. Once you've decided on a **NET Architecture Difficulty Rating** that fits what you are looking for, the rest is as simple as 1,2,3.

STEP ZERO: DECIDE ON ARCHITECTURE DIFFICULTY RATING

Depending on how hardcore the NET Architecture you are creating is, it's defenses will be accordingly tough. Controlling the Difficulty Rating is a good way to make sure your NET Architecture will challenge your Netrunner (giving them a fighting chance) without outright killing them. A Standard Difficulty Rating is a good place to start.

NET Architecture Difficulty Rating	Password, File, Control Node DVs	Interface of Netrunner with a fighting chance	Interface of Netrunner who might die before reaching the bottom.
Basic	DV6	2	N/A
Standard	DV8	4	2 or less
Uncommon	DV10	6	4 or less
Advanced	DV12	8	6 or less

STEP ONE: SHAPE THE ARCHITECTURE

Roll 3d6. This is the total number of floors the Architecture will have. Roll a d10; If you got 7 or higher, the Architecture has a branch in it. Roll that d10 again to see if you get another branch. When you don't, stop. Split up the total number of floors between the main branch and any branches you've rolled according to your taste. **A NET Architecture cannot branch until after the second floor in the main branch.** Make sure that there is also a longest branch in the Architecture, so that there is a defined "bottom" to the NET Architecture, where a Netrunner can leave a Virus.

STEP TWO: FILL IN THE ARCHITECTURE

See the NET Architecture Difficulty Value table, just above, and decide on the NET Architecture Difficulty Rating you want. **Keep in mind the Interface Rank of your Netrunner player.** Start at the highest floor of the Architecture, and work your way down. For the first two floors in the NET Architecture, roll on the "Lobby" table below to determine what can be found on each floor, **re-rolling any Program or Password entries already rolled.** Continue working your way down. For the remaining floors of the NET Architecture, roll on the NET Architecture Body table that corresponds to the Difficulty Rating you assigned to the Architecture to determine what can be found on each floor, **re-rolling any Program or Password entries already rolled.** *Using this method, the deeper a Netrunner ventures into a NET Architecture, the more likely they are to find valuable Files or useful Control Nodes.*

STEP THREE: FIT THE ARCHITECTURE TO THE WORLD AROUND IT

For every File or Control Node in the Architecture you've generated, make sure it has a reason to exist in the meatspace that the Architecture is installed in. Files and Control Nodes are the "treasure" of Netrunning, so it's important to make their impact on gameplay and the world a real one that makes sense given the location they are found in. Somebody important in the building will probably know the Passwords for the Architecture. Of course they won't share such information openly. A Control Node doesn't have to be entirely combat-oriented either. *Cameras, sprinklers, sirens, assembly line conveyor belts, video display feeds, chlorination control valves, electronically engaged door locks, massage chairs, soda machines, air conditioning, and pitching machines all make great Control Nodes too.*

If there are enough Control Nodes in the Architecture, decide what they are and if a Demon is present to operate them. Any Active Defenses will need a Demon present to run them. Try to fit the Demon to it's location. When in doubt, Imps are pretty commonplace. The local movie theater's NET Architecture probably isn't running a Balron, *unless it's hiding something*.

In the spirit of fitting the Architecture to it's meatspace location, feel free to replace any Program you've generated with another program of the same Price Category and swap around any floors you've generated in the Architecture. Or, instead of rolling, pick whichever floors you want in step two for a more custom approach that also maintains game balance. Sparingly, you can even pick a floor from a NET Architecture from one Difficulty Rating higher than the one you are currently generating to make a "Boss Floor" of sorts.

Lobby (first two floors of any NET Architecture)	
Roll	Lobby Floor
1	File DV6
2	Password DV6
3	Password DV8
4	Skunk
5	Wisp
6	Killer

NET Architecture Body (All other floors of Architecture)				
Roll (3d6)	Basic Floor	Standard Floor	Uncommon Floor	Advanced Floor
3	Hellhound	Hellhound, Hellhound	Kraken	Hellhound x3
4	Sabertooth	Hellhound, Killer	Hellhound, Scorpion	Asp, Asp
5	Raven, Raven	Skunk, Skunk	Hellhound, Killer	Hellhound, Liche
6	Hellhound	Sabertooth	Raven, Raven	Wisp, Wisp, Wisp
7	Wisp	Scorpion	Sabertooth	Hellhound, Sabertooth
8	Raven	Hellhound	Hellhound	Kraken
9	Password DV6	Password DV8	Password DV10	Password DV12
10	File DV6	File DV8	File DV10	File DV12
11	Control Node DV6	Control Node DV8	Control Node DV10	Control Node DV12
12	Password DV6	Password DV8	Password DV10	Password DV12
13	Skunk	Asp	Killer	Giant
14	Asp	Killer	Liche	Dragon
15	Scorpion	Liche	Dragon	Killer, Scorpion
16	Killer, Skunk	Asp	Asp, Raven	Kraken
17	Wisp, Wisp, Wisp	Raven, Raven, Raven	Dragon, Wisp	Raven, Wisp, Hellhound
18	Liche	Liche, Raven	Giant	Dragon, Dragon

GM'S ONLY: DEMONS AND DEFENSES

One way to spice up location with a NET Architecture is by loading it up with Defenses. You might want to look into installing a Demon into the Architecture to Control them.

DEMONS

In the Time of the Red, what we call "Demons" are actually very specific types of Black ICE Intelligent Systems, not the True AIs of the pre-war period, which were restricted after the destruction they wrought during the 4th Corporate War. These "Demons" are designed to attack meatspace targets, such as a Netrunner's support party, using Control Nodes, like drones and turrets.

Demons have an Interface and a Combat Number. This Combat Number combines both Stat and Skill for them. You add a d10 roll to this Combat Number for the purpose of attacking and defending with drones, turrets, etc which they are Controlling. **They are unable to run Programs or Black ICE.**

With their Interface, Demons have access to only two Netrunner abilities with which to use their NET Actions: Zap (to defend themselves) and Control (to operate Control Nodes). **Even when operated by a Demon, each Control Node can still only be activated once per turn.** *That's why Arasaka installs multiple turrets.*

A Demon is constantly aware of every facet of it's Architecture which means that it is unimpeded by passwords, is always aware of any Netrunner's presence, and automatically wins any Speed contest against a program. Thus, Demons have no SPEED or PERCEPTION score. Because of this, you cannot Slide away from a Demon, and the Demon doesn't get a chance to get a free hit on you when it discovers you. Demons don't have DEF either, and defend just as a netrunner does with 1d10+Interface.

A Demon enters the initiative queue at the top when it detects a intruder with one of it's Observation Cameras, or when a Netrunner enters it's Architecture. On their turn, Demons prioritize acting on Control Node triggers using their NET Actions, and only Zap an enemy Netrunner with their leftover NET Actions.

The biggest limit of a Demon is its specific, non volitional "intelligence." Demons are rather similar to the AI used in video games; they have "triggers" that set up predetermined actions they can take. For instance, a Demon controlling a turret knows to attack anyone who enters a specific room who is not wearing a specific ID badge. This is all it cares about. If the marketing manager's ID badge had been unknowingly replaced with the wrong ID, the Demon would treat them just like any other intruder.

Name	REZ	Interface	NET Actions	Combat Number	Icon
Imp	15	3	2	14	Small orange sphere of light with red horns.
Efreet	25	4	3	14	Tall powerfully built black man, dressed in elegant evening clothes completed with a fez and dagger.
Balron	30	7	4	14	Huge humanoid monster in futuristic black armor covered

					with hissing green glowing tentacles.
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ACTIVE DEFENSES

Active Defenses are small robots capable of independent action within a particular area. Like autonomous vehicles, they can follow a target over a long distance, usually up to the perimeter of the defended site, such as a building or a fenced/enclosed area. **Unless they are being controlled manually by a Netrunner, Active Defenses require a Demon controlling their Control Node in the Architecture to stay operational.**

When an Active Defense isn't being controlled, it is vulnerable to being countered using the Electronics/Security Tech skill. Once countered, the Active Defense can be controlled remotely within 6m/yards of one of the NET Architecture's Access Points with an Agent using an Action in the same manner that a Netrunner does with their Interface Ability, Control.

When controlled by a Netrunner, all attacks and defenses are made using the Netrunner's own skills as if they were firing it's weapons in their own hands and dodging with their own body.

Type	Description	Trigger	Limits
Air Swarm Drone Cloud	Tiny flying drones about the size of gnats, with nanowire cutting surfaces. Treat the cloud as a single entity wielding a Very Heavy Melee Weapon. DV17 Electronics/Security Tech, 5 min to counter.	Target enters area without wearing proper pass or badge.	8 MOVE, 15HP Perimeter of Defended Area
Mini Air Drone	Mini Air Drones are equipped with one of the following: a. Dartgun with 8 Poison Arrows b. Very Heavy Pistol with 8 Armor Piercing Bullets c. Observation camera DV17 Electronics/Security Tech, 5 min to counter.	Target enters area without wearing proper pass or badge.	6 MOVE, 15HP Perimeter of Defended Area
Large Air Drone	Large Air Drones are equipped with two of the following: a. Dartgun with 8 Poison Arrows b. Very Heavy Pistol with 8 Armor Piercing Bullets c. Observation camera DV21 Electronics/Security Tech, 5 mins to counter.	Target enters area without wearing proper pass or badge.	6 MOVE, 20HP Perimeter of Defended Area
Ground Drone (Rolling Ball, Tracked, Wheeled, or Snake Form)	Ground Drones are equipped with two of the following: a. Very Heavy Pistol with 8 Armor Piercing Bullets b. Medium SMG with 30 Basic Bullets c. Observation camera DV21 Electronics/Security Tech, 5 min to counter.	Target enters area without wearing proper pass or badge.	4 MOVE, 30HP Perimeter of Defended Area
Spider	Spider drones may be equipped with two of the	Target enters	4 MOVE, 40HP

Walking Drone	following: a. Grenade Launcher with 2 Teargas Grenades b. Very Heavy Melee Weapon c. Heavy SMG with 40 Basic Bullets d. Observation camera DV21 Electronics/Security Tech, 5min to counter.	area without wearing proper pass or badge.	Perimeter of Defended Area
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EMPLACED DEFENSES

Emplaced Defenses are systems that are immobile and restricted to a single space or area. They are considered "active" defenses in as much as their programming requires a set of predetermined conditions that then trigger an attack. Each is connected to it's own Control Node in a Net Architecture. When acting on their own without being controlled by a Demon, they use their Combat Number which combines both Stat and Skill for them, to which you add a 1d10. Emplaced defenses can't dodge attacks, because they are stationary.

When an Emplaced Defense isn't being controlled, it is vulnerable to being countered using the Electronics/Security Tech skill. Once countered, the Emplaced Defense can be controlled remotely within 6m/yards of one of the NET Architecture's Access Points with a Agent using an Action in the same manner that a Netrunner does with their Interface Ability, Control.

When controlled by a Netrunner, all attacks are made using the Netrunner's own skills as if they were firing it's weapons in their own hands.

Type	Description	Trigger	Limits
Automated Turret	This is an automated weapon, usually implanted in the ceiling of a room for best coverage. Most Ranged Weapons can be installed as an Automated Turret, although typically they will be equipped with one of the following: a. Assault Rifle with 25 Basic Bullets b. Flamethrower with 4 Incendiary Shotgun Shells c. Dartgun with 8 Poison Arrows d. Very Heavy Pistol with 8 Armor Piercing Bullets e. Heavy SMG with 40 Basic Bullets DV17 Electronics/Security Tech, 5 min to counter.	Target enters room without wearing proper pass or badge. Turret continues to fire until target is dead or proper badge is presented.	Combat Number 14, 25HP One Target Perimeter of Defended Area
Automated Melee Weapon	An automated Very Heavy Melee Weapon, typically firing from one corner of a room. Typically, it takes the form of an industrial grade water cutter or spinning Monofilament wire. DV17 Electronics/Security Tech, 5 min to counter.	Target enters room without wearing proper pass or badge. Melee Weapon continues to swing until no target is alive or within range, or proper badge is presented.	Combat Number 14, 25HP One Target Perimeter of Defended Area
Automated	Automated weapon disperses a swarm of nanites into	Target enters	Single Attack

Blood Swarm	the room as a red fog. The nanites, when inhaled, attack their victim from within by binding the hemoglobin in their blood into clots. Everyone meat within the Defended Area must succeed a DV15 Resist Torture/Drugs check. Anyone who fails is dealt 3d6 damage directly to their HP. Their armor isn't ablated. DV21 Electronics/Security Tech, 5 min to counter.	room without wearing proper pass or badge.	Perimeter of Defended Area
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ENVIRONMENTAL DEFENSES

Environmental Defenses are systems that are "built into" a specific part of the everyday environment. They are usually spread over a limited space, such as a hallway, room or relatively small enclosed/fenced space. Many of these are either part of the structure of the floors, walls or ceilings, or have emitters/projectors built into those spaces. Environmental Defenses will each have their own Control Nodes in a NET Architecture. They are all automatic, and even when controlled by a Demon or a Netrunner, are only toggled ON or OFF, and always activate exactly on their trigger. **When a Demon isn't present, turning on the Electrical Flooring at night before they leave is somebody in the building's job.**

When an Environmental Defense isn't being controlled, it is vulnerable to being countered using the Electronics/Security Tech skill. Once countered, the Environmental Defense can be controlled remotely within 6m/yards of one of the NET Architecture's Access Points with a Agent using an Action in the same manner that a Netrunner does with their Interface Ability, Control.

Type	Description	Trigger	Limits
Observation Cameras	These cameras can see in Low Light, infrared, and UV, and report images for a Demon to act on. DV9 Electronics/Security Tech, 1 min to counter.	Target enters room.	5HP Perception DV17 to spot Can see one entire room or corridor.
Tanglefoot flooring	This is a network of nanowire concealed in a normal appearing carpet. When triggered, the wires extend and wrap around the feet and legs of the target, reducing their MOVE by 1d6 until the carpet is destroyed or they get off the carpet. DV13 Electronics/Security Tech, 1 min to counter.	Target steps onto the carpet.	20HP Perception DV17 to spot Single Target. Single Attack Perimeter of Defended Area
Electrical flooring	This is a grid wired into a standard floor, which, when triggered, delivers a shocking 6d6 damage to their body, reduced by armor which it doesn't ablate. Target is shocked at the end of their next turn and each of their additional turns until they get off the carpet.	Target steps onto the grid area.	20HP Perception DV17 to spot Perimeter of Defended Area

	DV13 Electronics/Security Tech, 1 min to counter.		
Laser Grid	Laser grid projected from the ceiling and walls in a tight pattern. Treat touching one of the lasers like getting hit in the body with a Very Heavy Melee Weapon. If perceived, the Laser Grid can be crossed safely with a DV17 Contortionist check, touching a laser on a failure. DV17 Electronics/Security Tech, 5 min to counter.	Target steps into the Defended Area or moves 2m/yards within the Defended Area.	Perception DV17 to spot Perimeter of Defended Area
Tip-floor	A section of this floor is counter-weighted to drop the target onto a pit trap below the floor. Targets can attempt to save themselves from falling with a DV15 Athletics check. No check is required if target has a Grapple Hand or Grapple Gun easily accessible. The bottom of the pit may have a grid of nanowire or spikes delivering 6D6 damage to the target's body. DV13 Electronics/Security Tech, 1 min to counter.	Target steps onto the tip-floor.	Perception DV17 to spot Perimeter of Defended Area
Goop	This is a series of sprayers that when triggered project a thick goo around the feet and legs of the target, reducing their MOVE by 2d6 until the goop is destroyed or they otherwise escape the defended area. DV13 Electronics/Security Tech, 1 min to counter.	Target steps into the spray area.	10HP Perception DV17 to spot Single Attack Perimeter of Defended Area
Ceiling punchers	Steel rods that slam down in a grid from the ceiling, crushing targets beneath them with 6D6 damage to their body which is reduced by armor. DV13 Electronics/Security Tech, 5 min to counter.	Target steps onto the grid area.	20HP Perception DV17 to spot Single Target Perimeter of Defended Area
Wall Punchers	Steel rods that slam out from the walls in an intersecting grid, crushing targets in between them with 6D6 damage to their body which is reduced by armor. DV13 Electronics/Security Tech, 5 min to counter.	Target steps onto the grid area.	20HP Perception DV17 to spot Single Target Perimeter of Defended Area
Slip-floor	This is a series of sprayers that when triggered projects a super slick liquid around the feet and	Target steps onto the spray area.	Perception DV17 to spot

	legs of the target, who can to attempt to save themselves from falling Prone with a DV15 Athletics check. DV13 Electronics/Security Tech, 1 min to counter.		Perimeter of Defended Area
Stun Panels	These are panels embedded in the walls, and designed to look like art or whiteboards. When triggered, they blast a stunning blast of blinding light and sound. Anyone caught in the blast must succeed a DV 15 Resist Torture/Drugs check or suffer the Damaged Eye and Damaged Ear Critical injuries for the next minute. DV13 Electronics/Security Tech, 1 min to counter.	Target steps within 2m/yds of a panel.	5HP Perception DV17 to spot Perimeter of Defended Area
Sleep Gas Elevator	When triggered, all openings in the space seal hermetically. Place the trap at the top of the initiative queue. On the trap's turn, everyone in the space must attempt to beat a DV13 Resist Torture/Drugs check. Anyone who fails is now unconscious, but only until they are woken by taking damage, or by someone else using their Action to wake them. Trap can be defeated by reducing it's HP to 0 before everyone falls unconscious or by disarming it through other means. DV17 Electronics/Security Tech, 5 min to counter.	Target steps into the enclosed space or area.	60HP Perception DV17 to spot Perimeter of Defended Area

HOME SECURITY 2045

Expensive security solutions aren't just for corporations, they are also for the few who can actually afford them. If you find yourself in need of automated home defense, reach deep into your wallet and look no further than your local Night Market. It all starts with buying your own NET Architecture.

BUYING A NET ARCHITECTURE

A NET Architecture will set you back considerably. The more floors you want, the more expensive the price per floor. Additionally, the length of the NET Architecture will determine if the physical server that houses it can be is portable (the size of a large backpack) or not, and will determine the maximum amount of Control nodes (sold separately) you can install in it. Choose wisely, because you can't increase the amount of floors in a NET Architecture after your purchase. NET Architectures are only available at a Night Market.

Number of Floors	Maximum Control Nodes	Portable?	Price per Floor
3-6	2	Yes	1000eb

7-12	3	No	5000eb
13-18	N/A	No	10000eb

ADDING PASSWORDS, CONTROL NODES, AND FILES

Once you've got a NET Architecture, you'll want to fill it up. Passwords, Control Nodes, and Files will all fill up a floor in your new baby and are all priced based on how difficult you want to make it for a Netrunner to crack them open. You can only find these at Night Markets.

Passwords, Control Nodes, Files	
Netrunner DV	Price
DV6	500eb
DV8	1000eb
DV10	5000eb
DV12	10000eb

ADDING DEMONS AND OTHER BLACK ICE

Now that you've got something to protect, you can fill your NET Architecture with Black ICE. To fill your NET Architecture with Black ICE, you pay the cost of each program you want to add individually, and place them as you desire in open floors in your NET Architecture. Black ICE for NET Architecture use is priced exactly the same as Black ICE for Cyberdecks. If you want to add two Black ICE to a single floor, you pay double the cost of each of the program you put in that floor. If you want to add three Black ICE to a single floor, you pay triple the cost of each program you put in that floor. Demons are special, and cannot be placed in doubles or triples. You can only have one Demon per six floors in your Architecture. See the table below for their prices. All Programs designed for NET Architecture use can only be found at Night Markets.

Demon	Price
Imp	1000eb
Efreet	5000eb
Balron	10000eb

ADDING DEFENSES, ETC TO CONTROL NODES

To add the finishing touches to your home defense solution, you can connect up each of your Control Nodes to a defense. If you would rather connect up your control nodes to something else, talk to your GM. You will probably want to determine a method by which your defenses can discern friend from foe. You may also want a Demon to help manage your Control Nodes for you, unless you plan on controlling them manually. Defenses are priced individually, based on how difficult it is to counter them using the Electronics/Security Tech Skill. These can only be found at Night Markets.

Active, Emplaced, Environmental Defenses	
Electronics/Security Tech Skill Counter DV	Price

DV9	500eb
DV13	1 000eb
DV17	5000eb
DV21	10000eb

TRAUMA TEAM

THE BIG PICTURE:

In the Dark Future, you are going to get shot. A lot. This section covers how you heal *after* the gunfight. The term “Trauma Team” refers to a specialized paramedical squad that retrieves clients who have been wound or otherwise incapacitated.

WHEN ARMOR DOESN'T CUT IT: WOUNDING AND DYING

TAKING DAMAGE

You just didn't get out of the way in time. Or that cheap armor your fixer got you was...well...cheap. Now you have a big hole in you that you didn't have this morning.

Whenever you take damage:

1. Your Attacker rolls the damage for their attack.
2. Subtract your armor's SP in that location (if they didn't target your head using an Aimed Shot, this is always your body location) from the damage. You take the remaining damage to your Hit Points.
3. If you ended up taking any damage, your armor on that location is still Ablated, reducing it's SP by 1 point, until it is repaired.

HIT POINTS

These are what we count to tell if your character is dead. Or still just barely alive on the floor. Hit points (or HP as they are called in most roleplaying games) are a numerical measure of how “alive” and capable of fighting your character is. At your full allotment of Hit Points, your character is healthy and fit as a fiddle. But if they lose some of those Hit Points, they will be progressively weakened until they reach zero and die. Not good.

You have Hit Points equal to **10+(5*(BODY and WILL Averaged, rounded up))**

But since the math involved can be a real pain sometimes, we've made you a table to use instead. For the time being, refer to the Table below to see how many Hit Points your Character has, where their Wound threshold is, and what their Death Save will be.

BODY														
WILL	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	20	25	25	30	30	35	35	40	40	45	45	50	50	55
3	25	25	30	30	35	35	40	40	45	45	50	50	55	55

4	25	30	30	35	35	40	40	45	45	50	50	55	55	60
5	30	30	35	35	40	40	45	45	50	50	55	55	60	60
6	30	35	35	40	40	45	45	50	50	55	55	60	60	65
7	35	35	40	40	45	45	50	50	55	55	60	60	65	65
8	35	40	40	45	45	50	50	55	55	60	60	65	65	70
9	40	40	45	45	50	50	55	55	60	60	65	65	70	70
10	40	45	45	50	50	55	55	60	60	65	65	70	70	75

WOUND STATES

As you take damage, you cross Wound State Thresholds, eventually becoming wounded in ways that impair your performance. Each new Wound State replaces the effect of your previous Wound State.

Your wound state is determined by the amount of Hit Points you have remaining.

Wound State	Threshold	Wound Effect	Stabilization DV (First Aid or Paramedic)
Lightly Wounded	Less than Full HP	None	DV10
Seriously Wounded	Less than 1/2 HP (round up)	-2 to all Actions	DV13
Mortally Wounded	Less than 1 HP	-4 to all Actions -6 to MOVE (Minimum 1) Must Death Save at start of every turn. Mortally Wounded characters suffers a Critical Injury whenever they are damaged by a melee or ranged attack, in addition to their Death Save Penalty being increased by one.	DV15 to heal back to 1 HP, and Unconscious (Gone from the world for one minute)
Dead	One failed Death Save	Death	Never coming back

CRITICAL INJURIES

Whenever two or more of dice rolled for damage from a Melee or Ranged Attack* come up 6, you've inflicted a Critical Injury!

Roll 2d6 on the appropriate Critical Injury Table until you get a Critical Injury that the target isn't currently suffering. If you weren't using an Aimed Shot to target the head, roll on the Body table.

All Critical Injuries cause a horrible Injury Effect and deal 5 "Bonus Damage" directly to the target's Hit Points when suffered, which doesn't ablate armor and isn't modified by hit location.

Critical Injuries and their Bonus Damage are inflicted regardless of if any of attack's damage got through the target's SP.*

Mortally Wounded characters suffer a Critical Injury whenever they are damaged by an attack, in addition to their Death Save Penalty being increased by one.

CRITICAL INJURIES TO THE BODY

Roll	Injury	Bonus Damage	Injury Effect	Quick Fix	Treatment
2	Dismembered Arm	5	The Dismembered Arm is gone. You drop any items in that dismembered arm's hand immediately. Base Death Save Penalty is increased by one.	N/A	Surgery DV17
3	Dismembered Hand	5	The Dismembered Hand is gone. You drop any items in the dismembered hand immediately. Base Death Save Penalty is increased by one.	N/A	Surgery DV17
4	Collapsed Lung	5	-2 to MOVE (minimum 1) Base Death Save Penalty is increased by one.	Paramedic DV15	Surgery DV15
5	Broken Ribs	5	At the end of every turn where you move further than 4m/yards on foot, you re-suffer this critical injury's Bonus Damage directly to your hit points.	Paramedic DV13	Paramedic DV15 or Surgery DV13
6	Broken Arm	5	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic DV13	Paramedic DV15 or Surgery DV13
7	Foreign Object	5	At the end of every turn where you move further than 4m/yards on foot, you re-suffer this critical injury's Bonus Damage directly to your hit points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Broken Leg	5	-4 to MOVE (minimum 1)	Paramedic DV13	Paramedic DV15 or Surgery DV13
9	Torn Muscle	5	-2 to Melee Attacks	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently

10	Spinal Injury	5	Next turn, you cannot take an Action, but you can still take a Move Action. Base Death Save Penalty is increased by one.	Paramedic DV15	Surgery DV15
11	Crushed Fingers	5	-4 to all Actions involving that hand	Paramedic DV13	Surgery DV15
12	Dismembered Leg	5	The Dismembered Leg is gone. -6 to MOVE (minimum 1) You cannot Dodge attacks. Base Death Save Penalty is increased by one.	N/A	Surgery DV17

CRITICAL INJURIES TO THE HEAD

Roll	Injury	Bonus Damage	Effect	Quick Fix	Treatment
2	Lost Eye	5	The Lost Eye is gone. -4 to Ranged Attacks & Perception Checks involving vision. Base Death Save Penalty is increased by one.	N/A	Surgery DV17
3	Brain Injury	5	-2 to all Actions Base Death Save Penalty is increased by one.	N/A	Surgery DV17
4	Damaged Eye	5	-2 to Ranged Attacks & Perception Checks involving vision.	Paramedic DV15	Surgery DV13
5	Concussion	5	-2 to all Actions	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
6	Broken Jaw	5	-4 to all Actions involving speech	Paramedic DV13	Paramedic or Surgery DV13
7	Foreign Object	5	At the end of every turn where you move further than 4m/yards on foot, you re-suffer this critical injury's Bonus Damage directly to your hit points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Whiplash	5	Base Death Save Penalty is increased by one.	Paramedic DV13	Paramedic or Surgery DV13
9	Cracked Skull	5	Aimed Shots to your Head multiply the damage that gets through your SP by 3x instead of 2x. Base Death Save Penalty is increased by one.	Paramedic DV15	Paramedic or Surgery DV15
10	Damaged Ear	5	Whenever you move further than 4m/yards on foot in a turn, you cannot take a Move Action on your next turn. Additionally you take a -2 to Perception Checks involving hearing.	Paramedic DV13	Surgery DV13
11	Crushed Windpipe	5	You cannot speak. Base Death Save Penalty is increased by one.	N/A	Surgery DV15
12	Lost Ear	5	The Lost Ear is gone. Whenever you move further than 4m/yards on foot in a turn, you cannot take a Move Action on your next turn. Additionally you take a -4 to Perception Checks involving hearing. Base Death Save Penalty is increased by one.	N/A	Surgery DV17

DEATH SAVES

At the start of each of your turns that you are Mortally Wounded, you must make a Death Save. Roll a d10. If you roll under your BODY, you live, and can take your Turn as usual. **If you roll a 10, you automatically fail your Death Save.** Every time you roll a Death Save, your Death Save Penalty increases, meaning each future Death Save you roll is made with an additional +1, making it progressively harder to stave off death. This Death Save Penalty continues to add up until you are brought back to 1HP by stabilization, where it resets to your Base Death Save Penalty, which can be increased by the deadliest Critical Injuries. **If you fail even a single Death Save, you die. You cannot use points from your LUCK Statistic on a Death Save.**

STABILIZATION AND HEALING

Assuming you don't end up dead, you'll want to heal up so you can get back on the Street and do it all over again. To begin the natural healing process, you must first receive stabilization.

The DV to Stabilize a target (or yourself) depends on what wound state your target is in.

Lightly Wounded: DV10

Seriously Wounded: DV13

Mortally Wounded: DV15*

Stabilization takes an Action, and is rolled: TECH + First Aid Skill or Paramedic Skill + 1d10.

Once successful stabilization has been received, the target will heal a number of Hit Points equal to their BODY for each full day they spend resting, spending the majority of each day taking it easy and doing only light activity, until they are at Full HP again. If the patient pushes it, they will gain no HP that day, their wounds will re-open, and they will need to receive stabilization again to restart the natural healing process.

A Mortally Wounded target who receives successful stabilization is immediately healed to 1 Hit Point, and is now Unconscious (gone from the world for one minute). *Their Adrenaline has run out.*

NEEDED SKILLS

There are three healing Skills in Cyberpunk Red: First Aid, Paramedic (2), and Surgery.

First Aid:

- Capable of Stabilizing Wound States and Quick Fixing only the most common Critical Injuries.
- Available to all characters with minimal investment, because it is always trained to at least +2.

Paramedic(2):

- Capable of Stabilizing Wound States and Quick Fixing or Treating all but the most deadly Critical Injuries.
- Available to all characters, but is a costly investment as it is a (2) cost Skill.

Surgery:

- Capable of Treating even the most deadly Critical Injuries.
- Available only to Medtechs through their Role Ability, Medicine.

TREATING A CRITICAL INJURY

There are two ways to heal a Critical Injury: a **Quick Fix** and a **Treatment**. Depending on the severity of the Critical Injury, either option may not be available, or they may require different Skills. The worst Critical Injuries require the Surgery Skill, which is exclusive to the Medtech Role Ability.

A Quick Fix will remove the Injury Effect for the rest of the day.

Each attempt takes a minute.

You can Quick Fix yourself.

A Treatment will remove the Injury Effect permanently.

Each attempt takes four hours.

You can't do a Treatment to yourself.

TRAUMA TEAM SILVER OR EXECUTIVE?

As demand for their services rose, the Trauma Team changed their funding model to a subscription service, offering two levels of service for their clients; **Silver** (500eb/month) and **Executive** (1000eb/month).

Silver members are charged for Treatments requiring Surgery equal to the cost that they would be charged at the Hospital. If the member doesn't want to pay extra for these treatments, the Trauma Team will do everything possible for them using the Paramedic Skill before dropping them off at the nearest hospital.

Executive coverage includes Treatments requiring Surgery at no extra cost.

Both plans are transferable on a 1-1 basis meaning you can use your coverage to help your one of your friends without coverage, but not for two friends simultaneously, or if you've already called in your coverage for yourself. Registering your Trauma Team Card on your Agent will allow your Agent to call the Trauma Team on your behalf during a firefight without you needing to take an Action to do so when **you have HP less than your BODY or whenever you receive a Critical Injury that severs a body part**. If you register your Trauma Team Card to a friend's Agent, their Agent will be able to call for their injuries as above, but on your plan. Otherwise, calling the Trauma Team is an Action, and can be done whenever you are injured.

If you piss them off by calling them for extremely minor injuries, they might forget to respond to your next call.

Upon calling the Trauma Team, you roll a d6. The result is in how many rounds in combat that the Trauma Team will arrive at the top of the initiative queue. The Trauma Team treated like the Cop's Backup, Meaning that in addition to SP, HP & a MOVE & BODY Score, they have a **Combat Number, which is** used for both offense and defense. This Number combines both Stat and Skill for them. You will add a d10 roll to this value whenever attacking with their carried weapons or equipment or defending. **Trauma Team cannot dodge bullets.**

The Trauma Team prides themselves on arriving in their AV4 as close to the action as possible and getting all patients safely into Cryopump bags on the same turn that they arrive in combat, after which they leave under covering fire just as soon as all policy holders are secured in the AV4.

Trauma Team A Trauma Team consists of four members: A Doctor, a Medical Assistant, and two Trauma Team Security Officers. They arrive from the air in a AV4 loaded with medical tech, including four Cryotanks and a state of the art operating table.	Combat Number	SP	HP	MOVE & BODY
Trauma Team Doctor A Medtech, in Light Armorjack wielding a Cryopump and a Heavy Handgun. Carries two Airhypos, each loaded with a dose of Rapidetox. Additionally, they can use their combat number for these Skills: First Aid, Paramedic, Surgery, Medical Tech.	10	11	20	4
Trauma Team Medical Assistant A Medtech in Kevlar wielding a Cryopump and a Bulletproof Shield. Additionally, they can use their combat number for these Skills: Pilot Air Vehicle, First Aid, Paramedic, Medical Tech.	10	8	25	6
Trauma Team Security Officer Hired muscle in Heavy Armorjack, wielding Assault Rifles.	10	13	30	4

HOSPITAL

Advances in medicine have regulated many hospital trips to simple outpatient procedures, lasting no longer than four hours per Treatment required during the visit. Because of this, costs have come down significantly. **When you check into a hospital, you are only charged for the Highest DV Stabilization or Treatment required to heal you fully.** Everything else to start the natural healing process is thrown in for no extra charge. Likely, you'll walk out of the hospital the same day you walked into it, to finish the healing process in the comfort of your home. If you'd rather heal in the hospital, beds are 100eb a night. If you can't pay your hospital bill when you leave, the hospital can work out a payment plan with you where you can pay your bill at the beginning of the next month. People who don't pay their medical bills on time risk collection agents being sent after them, which isn't something anybody wants.

Here's what a trip to the hospital will cost you:

Highest DV of Stabilization or Treatment for Critical Injury during visit.	Price
DV17 or Higher	1000eb Very Expensive
DV15	500eb Expensive
DV13	100eb Premium

DV10

50eb
Costly

BODYBANK

Widespread adoption of new advances in limb cloning technology pioneered by Biotechnica during the fourth corporate war crashed the market for real human cadavers. Cloned limbs became so numerous that **for the first time in the history of organ harvesting, people became worth less dead than alive.** The Bodybank had to evolve it's business model to keep afloat, pivoting itself into a provider of cloned limbs to hospital clients. As part of this pivot, the Bodybank stopped offering money for both legitimate and illegitimate limbs. The cost for a replacement limb is now included in the cost of a hospital visit. Buying your own to keep cryochilled for "just in case" costs only 50eb a limb.

RECLAIMING AND INSTALLING FOUND CYBERWARE

Cyberware reclaimed from cadavers has resale value on the market, provided it is properly harvested. Only a Medtech is capable of harvesting Cyberware (except cyberware easily removable with an Action, like Chipware or Cyberlimbs with Quick Change Mounts) from a corpse without destroying it in the process (destroyed Cyberware has no value on the market, but it could always be repaired with the Cybertech Skill), and the DV to do so is equal to the DV to install the Cyberware in a new body. Both procedures take four hours, and if failed, destroy the cyberware and waste two hours of operating time. If you have no issue destroying the cyberware in the process you can reach for your machete and have that cyberarm in your pack in a minute. Just remember, it will have to be repaired before it's any use. While the installation of any cyberware you purchase is part of it's cost, there are many reasons why you may still want to do your own installation surgeries, namely privacy. Your patient still suffers Humanity Loss from your installation, as normal. **You can't do installation surgery on yourself unless the cyberware's typical installation is Mall.**

Typical Installation	Surgery DV (Medtech only)	Cost to Install at a Hospital
N/A	N/A	N/A
Mall	DV13	100eb Premium
Clinic	DV15	500eb Expensive
Hospital	DV17	1000eb Very Expensive

BODYSCULPTING

While you are in the hospital getting some work done for bullet-related injuries, why not put up a couple of eb to get a whole new look? The art of Bodysculpting has undergone a renaissance of sorts in the Time of The Red, as the low cost of vat grown clone tissue has made Bodysculpting financially attainable for segments of the population for whom it was previously out of reach. Accessibility has led to innovation in the practice: skin cancer is now no longer an issue, and Humanity Loss from Biosculpting has been eliminated with the introduction of more life-like tissues. With the cost of materials being so low, street level providers like the Bodyshoppe and Doc's R Us™ have more freely experimented with what is possible with

Bodysculpting, competing to seasonally re-invent the landscape. **It is no longer possible to identify a Bodysculpted human from a “natural” one by sight alone. It is much easier to assume that the most attractive person in a room is probably Bodysculpted.**

Exotic Bodysculpting, truly fantastic Bodysculpt jobs that emphasize alien or inhuman features, like whiskers, muzzles, manes, reptilian skin, fur, tails, hooves, antennae, claws, fins, and paws have also become cheaper and more available. Exotic bodysculpting, however, causes humanity loss due to its extreme effects, and represents a fringe practice in society, being the provenance of animal motif gangs, and other close knit enthusiast groups. “Exotics”- people who get Exotic Bodysculpt jobs typically also get cyberware to augment their abilities to bring them into line with their new form.

A skilled Medtech can perform Bodysculpting surgeries on their own. These procedures take four hours, and if failed, destroy the materials required for the surgery and waste two hours of operating time. **You can't do Bodysculpting surgery on yourself.**

Bodysculpting	Installation	Price	Humanity Loss	Surgery DV (Medtech only)
Standard	Clinic	500eb Expensive	N/A	DV15: Materials are Premium 100eb
Exotic	Hospital	1000eb Very Expensive	4d6	DV17: Materials are Expensive 500eb

STREET DRUGS

Drugs are dangerous, and messing with them will probably mess up your character for the long term. When you take Street Drugs, you typically are doing so using an Action with a Airhypo to administer a single dose of a desired drug to a willing target, or trying to make a single melee weapon attack with an Action to administer a single dose to an unwilling target on a hit instead of dealing damage.

When you are dosed with one of these drugs, you are automatically effected by the drug's Primary Effect. When the Primary Effect of the drug wears off at the end of it's duration, you roll 1d10+WILL+Resist Torture & Drugs against the DV of the drug's Secondary Effect, which are permanent and habit forming until you receive therapy for addiction. Taking multiple doses of a drug extends the primary effect of a drug by it's full duration.

Street Drug	Primary Effect	Secondary Effect DV	Secondary Effect	Price per dose
Black Lace	Lasts 24 Hours. User takes 2d6 Humanity Loss upon taking a dose, which is returned if the user isn't affected by Black Lace's Secondary Effect. For the duration of the Primary Effect, the User ignores the effects of the	DV17	Humanity Loss from Primary Effect isn't returned. If the User wasn't already addicted to Black Lace, they are now. While addicted, unless the user is currently experiencing the Primary Effect of Black Lace, their REF is lowered by two points.	50eb Costly

	Seriously Wounded Wound State.			
Boost	Lasts 24 Hours. For the duration of the Primary Effect, the User's INT is increased by two points.	DV17	If the User wasn't already addicted to Boost, they are now. While addicted, their INT is lowered by two points.	50eb Costly
Synthcoke	Lasts 4 Hours. For the duration of the Primary Effect, the User's REF is increased by one point. In addition, they are prone to paranoid ideation. For the duration of the primary effect, your GM will occasionally tell you when you feel paranoid, and you should do your best to roleplay accordingly.	DV15	If the User wasn't already addicted to Synthcoke, they are now. While addicted, their REF is lowered by two points, unless the user is currently experiencing the Primary Effect of Synthcoke. (in which case they have +1 REF instead of -1 REF) While addicted to Synthcoke, your GM will occasionally tell you when you crave more Synthcoke, and you should do your best to roleplay accordingly.	20eb Everyday
Smash	Lasts 4 Hours. Yellow, foamy, and sold in cans everywhere. For the duration of the Primary Effect, the User feels euphoric, loose, happy, and ready to party. In game terms this gives the user +2 to the following Skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, Acting	DV15	If the User wasn't already addicted to Smash, they are now. While addicted, the user feels a loss of interest in normally enjoyable activities and has -2 to the following Skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, Acting While addicted to Smash, your GM will occasionally tell you when you crave more Smash, and you should do your best to roleplay accordingly.	10eb Cheap
Blue Glass	Lasts 4 Hours. For the duration of the Primary Effect, The GM will occasionally tell you when you are "flashing out", meaning you are hallucinating swirls of vibrant colors in a short powerful bursts that causes you to lose your ability to do an Action on a turn when you are in such a state.	DV15	If the User wasn't already addicted to Blue Glass, they are now. While addicted, The GM will occasionally tell you when you are "flashing out", hallucinating in short powerful bursts which causes you to lose your ability to do an Action on a turn when you are in such a state. <i>A Blue Glass Junkie will typically "flash out" once every hour, but this can vary heavily from person to person.</i> While addicted to Blue Glass, it's	20eb Everyday

			Primary Effect changes: Instead of causing you to “flash out”, you are instead immune to “flashing out” while experiencing the Primary Effect of Blue Glass. Now, you take it for stability.	
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EMPATHY, HUMANITY LOSS, THERAPY, AND YOU!⁴

Empathy is a STAT, and for each point of EMP you have, you have 10 points of Humanity. A character that starts with 5 EMP has 50 Humanity, for example. As you undergo Humanity Loss (mainly through installing cybernetics), you'll lose points of Humanity. Every time you lose enough Humanity that the ten's place on your Humanity changes, like going from 50 Humanity to 46 Humanity, your EMP is effectively lowered to the ten's place of your Humanity, in this case, EMP 5 to EMP 4.

That's where Therapy comes in. When you want to keep all of your Cybernetics without feeling less empathetic, or when you want to kick an addiction. It's certainly not cheap, or easy, but it is quite fast when compared to similar treatments from yesteryear. Most of the improvements in the efficiency of these therapies are due to pharmaceuticals pioneered by Biotechnica during the fourth corporate war.

A skilled Medtech can perform therapies on their own, using the Medical Tech Skill granted to them through their Role Ability, Medicine. Each of these therapies takes one entire week, during which the doctor and their patient can do nothing else. At the end of the week, the doctor rolls against the DV of the therapy. On a success, the patient gains the Effect of the Therapy. **On a failed check, the entire week was for nothing, and any materials used were lost. The materials used for these therapies are controlled entirely by Biotechnica, and they must be purchased directly from the company.** The price listed for therapy assumes the patient is not sleeping in the hospital overnight during the therapy process. If they are, they must pay 100eb per night, as standard. **Medtechs can't do Therapy on themselves.**

Therapy	Description	Price	Effect	Medical Tech DV (Medtech only)
Addiction	One week of intensive psychotherapy combined with a flight of anti-addiction drugs in a safe environment.	1000eb Very Expensive	Patient is freed of one of their addictions. However, whenever they roll against the Secondary Effect of the source of their addiction for one year after getting clean, they automatically fail the roll.	DV15: Materials are Expensive 500eb
Standard Humanity Loss	One week of intensive psychotherapy combining stress and anger management counseling, hypnosis and minor direct brain	500ebEx pensive	Patient regains 2d6 of their lost Humanity. Humanity cannot be <i>fully</i> regained without the removal of non-fashionware cyberware.	DV15: Materials are Premium 100eb

⁴ Let's be realistic. Humanity loss was originally designed as a game mechanic. If you're setting up your argument without taking that into account, you're being specious to support another, unrelated viewpoint.

	reprogramming, aided by pharmaceuticals and a safe environment.		Each piece of non-fashionware cyberware will decrease your maximum Humanity by 2. Each piece of Borgware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.	
Extreme Humanity Loss	One week of intensive psychotherapy, and sessions focused on direct and extreme brain reprogramming, only made possible by state of the art pharmaceuticals and a safe environment.	1000eb Very Expensive	Patient regains 4d6 of their lost Humanity. Humanity cannot be <i>fully</i> regained without the removal of non-fashionware cyberware. Each piece of non-fashionware cyberware will decrease your maximum Humanity by 2. Each piece of Borgware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.	DV17: Materials are Expensive 500eb

CYBERPSYCHOSIS⁵

Humanity Loss is defined (for our case) as a loss of empathy for others and a corresponding loss of self regard or sense of self preservation. Subjects with low Humanity have trouble emphasizing with themselves or others as “real”. Instead, they start to see themselves or others as *collections of parts instead of living, breathing organisms*. This is basically similar to a form of **Dissociative disorder**.

According to the Mayo Clinic: *Dissociation is a mental process of disconnecting from one's thoughts, feelings, memories or sense of identity. The dissociation disorders that need professional treatment include dissociative amnesia, dissociative fugue, depersonalisation disorder and dissociative identity disorder. Traumatic events that occur during adulthood may also cause dissociative disorders. Such events may include war, torture or living through a natural disaster.*

DEPERSONALISATION DISORDER

Depersonalisation disorder is characterized by feeling detached from one's life, thoughts and feelings. People with this type of disorder say they feel distant and emotionally unconnected to themselves, as if they are watching a character in a boring movie. Other typical symptoms include problems with concentration and memory. The person may report feeling ‘spacey’ or out of control. Time may slow down. They may perceive their body to be a different shape or size than usual; in severe cases, they cannot recognize themselves in a mirror.

HOW CYBERWARE FITS IN

The act of contracting cyberpsychosis is not created merely by in putting in cyberware. It is in the *voluntary* removal of a *functioning* body part to replace it with a machine. It is generally not normal to voluntarily cut off a limb or remove a functioning body part. Putting in a earring involves some self harm, but on a level that is barely discernible to the person doing it. It also does not require the removal of a body part. However, voluntarily choosing to replace a working part for no other reason than fashion or functional advantage requires that the user already be able to get past the qualms of cutting one's body up voluntarily.

Cyberpsychosis comes about when the subject begins to compulsively alter the body. Seeing the body as a thing—a form of Dissociative personality disorder—they change it without thought.

WHY THIS DOESN'T COUNT FOR PEOPLE WHO HAVE NONVOLUNTARILY NEEDED CYBERWARE.

Replacing a lost or damaged limb with a new cloned limb **or medical-grade prosthesis** (only 50eb to purchase separately, cost is included in the cost of a hospital visit in the rare circumstance when a cloned limb isn't available) will not increase disassociation. This is because the replacement of the limb makes the person feel “whole” again, *increasing* their level of body awareness. Now, if they replaced that limb with a cyberarm with knives in the knuckles – that choice was voluntary, because it was excessive augmentation, and will thus come with Humanity Loss.

MENTAL TRAUMA

⁵ The difference between a psychopath and a psychotic. The terms “psychotic” and “psychopath” are used a lot in popular culture, sometimes interchangeably, which is medically incorrect. A psychopath is someone who isn't able to feel for others and may act in reckless and antisocial ways. Psychopathy is a personality trait. Psychosis, however, is often a symptom of another condition entirely.

Adding cyberwear is not the only thing that can cause Humanity Loss. Humanity Loss also occurs when the subject experiences strong and traumatic events, such as torture or living through a natural disaster.

Type of Trauma	Example of Trauma	Humanity Loss
Traumatic Physical Incident	Torture	1d6
Long term Mental Stress	Kidnapping, imprisonment. Long term abuse. Witnessing horrific death, mutilation, etc, daily.	2d6
Long term Environmental Stress Factors	Starvation, being trapped in war zone or living in constant danger, fearing imminent death over long periods of time, experiencing devastation caused by natural or other long term disasters.	2d6

EFFECTS OF CYBERPSYCHOSIS

Cyberpsychosis is not necessarily always violent. Not all "cyberpsychos" are violent. However, a number of cases, particularly those who have already manifested psychopathological or sociopathic tendencies, will find those tendencies magnified to a dangerous extent. To these victims, their already present tendencies to see others as things to be used or harmed without thought or empathy.

From the Hare Psychopathy checklist, elements of psychopathy include:

- grandiose sense of self
- need for stimulation
- cunning and manipulative
- lack of remorse or guilt
- callousness and lack of empathy
- poor behavioral controls
- impulsivity
- failure to accept responsibility
- criminal versatility

This game assumes that if you already have a low EMP, you will be prone to these symptoms and that the act of cramming unneeded cyberware into your body may trigger this reaction.

Disassociation + Psychopathic tendencies = Cyberpsychosis

"I'm a thing. + "Everyone else is a thing." = "Why not just kill anything that gets in my way?"

So outside of a game mechanic, this works out to be:

- You already have a low Empathy. Which means you are already prone to dissociative mental problems.
- You also have an underlying issue with psycho-pathological/schizophrenic illnesses (low EMP to begin with).
- Easily replacing body parts for no reason *enhances* disassociation. So does external and psychological trauma.
- The greater the disassociation, the more likely psycho-pathological/schizophrenic illness will emerge on top of the disassociation.

- So when angered, irritated or just looking for stimulation, you lash out in rage or just for "fun."

Here's how it works as a game mechanic:

EMP	Negative Effects
3	No Cyberpsychosis or Dissociative disorder
2	Borderline Dissociative disorder. Do your best to roleplay accordingly.
1	Dissociative disorder, borderline Cyberpsychosis, character exhibits strongly at least three traits from the Hare Psychopathy checklist. Do your best to roleplay accordingly.
0	Cyberpsychosis. Character exhibits strongly at least five traits from the Hare Psychopathy checklist. Do your best to roleplay accordingly.
0 EMP, Negative Humanity	Extreme Cyberpsychosis. Character is handed to the GM, who plays them according to their worst tendencies. Character is handed back to the player if their Humanity becomes a positive number again. <i>Violent Cyberpsychos that become a danger to public safety are hunted down by a branch of Law Enforcement known as the Psycho Squad or C-Swat. Death is a typical outcome. Capture and rehabilitation is a rare one.</i>

EXPERIENCE AND GETTING BETTER

Exp is awarded to each player by the GM based on the chart below at the end of a session, depending on if they completed a mission that session or not:

- If the group finished a mission this session, they all get the same EXP from the Group column.
- If the group worked toward finishing a mission this session, but did not complete one, they each individually get EXP from the Warrior/Socializer/Explorer/Roleplayer column that would award them with the most EXP.

EXP	Group	Warrior	Socializer	Explorer	Roleplayer
5	Group did not succeed in mission, but tried valiantly.	Used combat skills often, even if not effectively	Was a supportive and helpful part of the party, or in out of game.	Attempted to investigate or explore the world/situation often, even if not effectively	Attempted to roleplay character often, even if not all that good at it
10	Group barely accomplished mission goals	Used combat skills often and effectively, often taking out important opponents.	Supportive or helpful actions were helpful in maintaining player/party unity and cohesion. (quote lists, game notebooks, etc)	Used exploration effectively to learn about the world/situation	Roleplayed in character all the time, often effectively
15	Group worked together well, accomplishing most of the mission goals with everyone taking part in the adventure.	Frequent and effective use of combat skills, defeating the most dangerous opponents in a given combat challenge.	Frequent and effective use of supportive or helpful activities were very effective in maintaining player/party unity and cohesion (character pictures, extensive diaries, etc.)	Frequent and effective use of exploration and investigation to further personal and party goals	Frequent and effective use of roleplaying to accomplish a goal (acted, not rolled to accomplish task)
20	Group accomplished most of the mission goals well, showing strong cooperative skills.	Did something out of the ordinary with use of combat skills, defeating an opponent in an unexpected or unusual way.	Did something out of the ordinary that encouraged or helped the group overall. (extensive diaries, special events)	Discovered something out of the ordinary or exceptional through exploration and investigation activities.	Did something out of the ordinary roleplaying wise (a clever speech or interaction in game)
25	Group accomplished most of the mission goals extremely well, with a few stellar moments.	Very effective or clever use of combat skills, defeating several opponents in unexpected or unusual ways.	Did something very effective or clever that encouraged or helped the group overall.	Very effective or clever use of investigation or exploration activities to uncover an important person, place, clue or thing.	Very effective or clever use of roleplaying (a clever interaction or important roleplaying moment)
30	Groups mission was a strong success, accomplishing all of the missions goals set forth with several stellar moments in the adventure.	Combat skills were absolutely critical to player in this game session, allowing player to defeat a major opponent or long term nemesis singlehandedly	Player's participation in supporting the group was a very important part of helping the group work together to accomplish it's goals.	Player's use of investigation or exploration to uncover an important person, place, clue or thing was critical to player in this game session	Roleplaying actions were critical to player in this game session (changed personal game outcome through convincing roleplaying)
35	Groups mission was a resounding success, accomplishing all of the missions goals set forth and also several side goals of the session. Group also showed strong cooperation and teamwork.	Combat skills were absolutely critical to entire party in this game session (without player's help, party would have been totally defeated)	Player's participation in supporting the group was a critical part of helping the group work together to accomplish it's goals.	Player's use of investigation or exploration to uncover an important person, place, clue or thing was critical to entire party in this game session	Roleplaying actions were critical to entire party in this game session (changed entire game outcome through convincing roleplaying)
40	Groups mission was legendary, accomplishing all of the mission goals set	Did something really incredible in a combat encounter (hole in one shot,	Did something really incredible to support the group and help it work	Player's use of investigation or exploration uncovered	Did something really incredible in roleplaying, such as a heroic speech,

	forth and also all side goals of the session. Group also showed exceptional cooperation and teamwork.	took down impossible enemy or nemesis, saved entire party.	together to accomplish it's goals.	something really incredible in this game session.	star moment, or amazing influence on game outcomes through roleplaying.
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SPENDING EXPERIENCE

Players can spend their earned experience to improve their character in the following ways:

Typical Skill Improvement

LEVEL	1	2	3	4	5	6	7	8	9	10
EXP COST	20	40	60	80	100	120	140	160	180	200

Difficult Skill Improvement

LEVEL	1	2	3	4	5	6	7	8	9	10
EXP COST	40	80	120	160	200	240	280	320	360	400

Role Ability Rank Improvement / Stat Point Improvement

LEVEL	1	2	3	4	5	6	7	8	9	10
EXP COST	60	120	180	240	300	360	420	480	540	600