BY ANSELM ZIELONKA

JUMPSTART KIT CONVERSION GUIDE

JSK ADVENTURES USING CORE RULES

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HOLD ON WHAT IS THIS?

This, dear reader, is a guide to running all the missions included in the ***Cyberpunk RED Jumpstart Kit*** using the full rules found in the ***Cyberpunk RED*** core book. But think of it as an expansion for the ***Jumpstart Kit***, too, because we also re-balanced these missions to fit into the start of a full core rulebook campaign, instead of their previous incarnation as a series of quick ***Jumpstart*** oneshots. That includes statistics for every named character in **The Apartment** just in case they need to show up later. Good luck in there, GM!

JAMES HUTT
MAYOR OF BALANCE TOWN

THE APARTMENT

GM Tip: *A connection between the PCs and the building makes The Apartment a more satisfying adventure. One of the best ways to accomplish this is by letting them decorate their apartments. Not only does it help them slip into the minds of their Characters ("What would my Character's place look like?"), it helps them invest in the well-being of the building. So, during session zero, surf over to an appropriate website, grab a blank piece of paper, and start doing some interior decorating.*

INTRODUCTION

Unlike in the ***Jumpstart Kit***, a Player Character shouldn't own the building. We recommend Doctor George Carver as the owner instead. There's also a change to the way starting housing works if you begin a campaign with The Adventure.

Instead of starting out of Character Generation with a Shipping Container, each of the Player Characters rents a Studio Apartment (**CP:R PG. 379**)in the building from Dr. Carver for 1,500eb a month and rent has already been paid for the first month. Any Exec starts the campaign with both this Studio Apartment and the Corporate Conapt from their Role Ability. Should the PCs prevent the destruction of the building at the hands of WorldSat, Dr. Carver will comp them their next month's rent and patch them up should they get seriously injured while defending it.

PART ONE

We recommend you introduce all of the potential neighbors instead of selecting them.

For Gina Zepada, Rico Robinson, Molly Anderson, Dr. George Carver, and Grant Jung (aka Royal), use the statistics provided at the end of this guide. For the other four members of the Anderson Family, use the Boosterganger statblock (**CP:R PG. 412**), but lose the Rippers. We've also provided a statblock for Rex Royale, but it probably won't be necessary in this mission.

GM Tip: *You could run this as a single scene, maybe as a poker party on the building's roof, but you might build a better bond by running several small, quick scenes. Some possibilities: Helping Gina carry her groceries up to her apartment, acting as security at one of Rico's gigs, helping one of the Andersons out of a jam, getting patched up by Dr. Carver after a job goes south, and sharing a beer at the local bar with Royal.*

PART TWO

For the man behind the easel, use the Bodyguard (**CP:R PG. 412**), but lose the Shotgun and give him a MultiOptic mount loaded with five Cybereyes. Your choice of options. For his security detail, use 2 Security Operatives (**CP:R PG. 413**) and a Bodyguard (**CP:R PG. 412**). If the man behind the easel is captured or unable to escape, WorldSat sends 6 Security Operatives (**CP:R PG. 413**) wearing Light Armorjack to secure him.

GM Tip: *The neighborhood the building sits in is known as a One Block (as in "One Block from the Combat Zone"). Good locations include the southern border of the University District, close to the Glen or the western border of the Glen. If you want to add a little spice, put it on the southern border of the Upper Marina right next to the Old Med Center. The PCs will have the Little China Combat Zone on one side and the Hot Zone on the other.*

PART THREE

To keep things spicy, WorldSat should undertake two separate strategies instead of just one as noted in the Jumpstart Kit. We recommend you choose WorldSat's strategies based on the Roles at your table.

▶ Where There's Smoke ◀

Seeing through the fake firefighters costumes is a DV15 Perception or Human Perception Check.

Defusing the bombs is a DV13 Demolitions Check. If one of the bombs explodes, treat it as an Armor Piercing Grenade (**CP:R PG. 345**). For the firefighters, use Security Operatives (**CP:R PG. 413**), but give them Heavy Melee Weapons to represent their fire axes and add Melee Weapons 10 to their Skill Bases.

▶ Unknown Caller ◀

Instead of wanting to talk to the building owner, the unknown caller wants to talk to a Fixer, Exec, or a Character with the highest COOL on the crew. Streamline's strike team consists of himself and Security Operatives (**CP:R PG. 413**) wearing Light Armorjack. Add Autofire 12 to their Skill Bases. Use the statblock provided at the end of this guide for Streamline. Spotting him before he gives away his position is a DV17 Perception Check. If you want to use Streamline as a future antagonist in your campaign, he can escape easily by either never using his zipline, or by jumping out the window using his cyberlegs to absorb the fall.

▶ It's Just Business ◀

Use the Security Operative (**CP:R PG. 413**) for the lone ambushers, but give them Light Armorjack. The neighbor's statistics are provided at the end of this guide. Don't have Grant Jung (aka Royal) betray the crew unless there is a Solo present. Dr. Carver shouldn't betray them since they are defending his building.

▶ Hack Attack ◀

For Crunch's strike team, use Security Operatives (**CP:R PG. 413**). For Crunch herself, use the statblock provided at the end of this guide. For the apartment building's NET Architecture, use the version provided at the end of the document. Dr Carver will give the Netrunner his password if asked, but it cannot assist the Netrunner, as the elevator maintenance people came by last week and accidentally reset the password to the factory default while re-connecting the elevator to the NET Architecture. The factory default password can be found with creative roleplaying and a DV13 in an applicable Skill.

Conclusion

No changes needed here, other than that Dr. Carver will let them off the hook for rent next month if the building is still standing and will patch them up for free should they need it after the mission. **Precious Cargo** is a great Screamsheet to use as a follow up, but **Wood Pirates** from the core book is another fantastic choice, especially if the building ends up destroyed.

The Screamsheets

GM Tip: *Assuming they save the building in* ***The Apartment****, word will get around about the ordeal. That's good enough to boost the PCs to a Reputation of 3 and catch the attention of Rex, who can broker deals to get them other jobs like* ***Precious Cargo****.*

Precious Cargo

Instead of offering the characters a stake, the Fixer offers each character 1,000eb, the standard rate for a typical job. They'll also offer to loan the crew a Roadbike (**CP:R PG. 190**) for use during the job. It doesn't need to survive the job, but the Fixer offers them a bonus of 500eb to split amongst themselves if it does.

The Fixer will still offer minor concessions if haggled with successfully (their COOL + Trading + Operator is 14 unless you already have a specific Fixer's statblock to use), such as an additional loaned Roadbike or doubling the bonus if the bike comes back unharmed. The Fixer will punish betrayal by hiring a pair of assassins to attack when they least expect it. Put Streamline and Crunch (or other NPCs using their statblocks) up to the task, their stats are provided at the end of this guide.

During the job, 2 Security Operatives (**CP:R PG. 413**) are driving the Compact Groundcar (**CP:R PG. 190**), which has the Armored Chassis upgrade, giving it SP13. The car is being escorted by an Outrider (**CP:R PG. 415**) on a Roadbike (**CP:R PG. 190**). Should the crew forget to disable the tracker in either vehicle within an hour, they will encounter two more Outriders on Roadbikes.

Just Like Real

Instead of 300eb, the NCPD pays 500eb per person for this job. A DV13 Electronics/Security Tech Check will determine the Segotari RUSH Revolution systems are malfunction-free. Officer Lantz's gift in the simulation is an Excellent Quality Rocket Launcher (**CP:R PG. 341**) loaded with a single rocket. For the 9 average police academy students in the simulation use Local Beat Cops, as generated by the Lawman's Backup Role Ability (**CP:R PG. 158**).

During the raid at the end of the simulation, equip them with Bulletproof Shields (**CP:R PG. 351**). Ten Gallon is in a Gyrocopter (**CP:R PG. 191**) with an Armored Chassis, giving it SP13. For Ten Gallon, use the statblock provided at the end of this guide. A statblock for Officer Lantz has also been provided in case it is needed.

BY ALEXANDER DUDAR

Definitely Not Kansas

Biotechnica is willing to pay each player 2000eb on delivery of the drugs, and will offer no payment upfront. Treat each of the four packs of C9 the characters receive as an Armor Piercing Grenade (**CP:R PG. 345**) should they explode. A DV13 Demolitions Check can remove the second receiver in each of the C9 packs. A DV17 Perception Check is required to notice the shadow, a Security Officer (**CP:R PG. 413)** with a Sniper Rifle.

For the Yellow Brick Road gang, use Boostergangers (**CP:R PG. 412**) for the scarecrows, and Bodyguards (**CP:R PG. 412**) with Skin Weave (SP7) instead of Kevlar® for the tin men. For Dorothy, use the statblock provided at the end of this guide. A DV15 Athletics Check allows a Character to escape the building before the roof collapses. Should the roof collapse on a Character, it deals 8d6 damage. For Dorothy's Private NET Architecture, use the version provided at the end of this document.

If using Emerald City as a streetdrug, use the following rules.

Emerald City

Cost per Dose: 100eb (Premium)

Primary Effect

- Lasts 8 Hours.
- For the duration of the Primary Effect, the user ignores the effects of the Seriously Wounded Wound State.
- For the duration of the Primary Effect, The GM will occasionally tell you that you are experiencing hallucinations. While hallucinating you may not be able to tell friend from foe. Do your best to roleplay accordingly.

Secondary Effect (DV15)

- If the user wasn't already addicted to Emerald City, they are now. While addicted, the GM will occasionally tell you that you are experiencing hallucinations, although you can tell friend from foe. Do your best to roleplay accordingly.

CRUNCH (NETRUNNER)

INT	REF	DEX	TECH	COOL
8	6	5	7	5
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
7	—	5	4	3

Hit Points	Seriously Wounded	Death Save
40	20	4

Weapons	
Heavy Pistol	3d6

Armor: L Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Accounting 12, Athletics 11, Brawling 7, Bureaucracy 12, Concentration 9, Conversation 5, Drive Land Vehicle 10, Education 10, Electronics/Security Tech 13, Evasion 11, First Aid 11, Forgery 13, Handgun 12, Human Perception 5, Language (Finnish) 12, Language (Streetslang) 10, Library Search 14, Local Expert (Your Home) 10, Perception 10, Persuasion 7, Pick Lock 13, Stealth 11

Role Ability Interface 4

Cyberware & Special Equipment Heavy Pistol Ammo x20, Virtuality Goggles, Neural Link, Interface Plugs, Cyberdeck w/ Insulated Wiring • **Programs**: Armor, DeckKrash, Hellbolt x2, Shield, Sword

DATA

In combat, Crunch is considered a Lieutenant.

DOROTHY (TECH)

INT	REF	DEX	TECH	COOL
6	6	4	8	7
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
5	—	4	5	6

Hit Points	Seriously Wounded	Death Save
35	18	5

Weapons	
Very Heavy Pistol	4d6

Armor: Subdermal	
Head	11 SP
Body	11 SP

Skill Bases Acting 13, Air Vehicle Tech 10, Athletics 6, Basic Tech 10, Brawling 6, Concentration 7, Conversation 8, Cybertech 10, Disguise 10, Education 8, Electronics/Security Tech 16, Evasion 10, First Aid 14, Handgun 12, Human Perception 8, Land Vehicle Tech 10, Language (Italian) 10, Language (Streetslang) 8, Local Expert (Your Home) 8, Library Search 14, Oratory 13, Perception 8, Personal Grooming 15, Persuasion 9, Sea Vehicle Tech 10, Stealth 6, Streetwise 9, Wardrobe & Style 17, Weaponstech 10

Role Ability Maker 4 (Field Expertise 4, Fabrication Expertise 4)

Cyberware & Special Equipment Agent, Tech Bag, Techscanner, High Fashion Footwear, Biomonitor, Chemskin, Light Tattoo x3, Techhair, Subdermal Armor

DR. GEORGE CARVER (MEDTECH/TECH)

INT	REF	DEX	TECH	COOL
8	6	5	8	4
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
6	—	5	5	4

Hit Points	Seriously Wounded	Death Save
40	20	5

Weapons	
Heavy Pistol	3d6
Stun Gun	3d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Air Vehicle Tech 12, Athletics 11, Brawling 7, Concentration 8, Conversation 6, Cybertech 14, Deduction 12, Education 10, Electronics/Security Tech 14, Evasion 11, First Aid 10, Handgun 12, Human Perception 6, Language (English) 12, Language (Streetslang) 10, Local Expert (Your Home) 10, Library Search 10, Paramedic 14, Perception 10, Persuasion 6, Pilot Air Vehicle 10, Stealth 7

Role Ability Medicine 2 (Surgery Base 12) • Maker 2 (Field Expertise 2, Fabrication Expertise 2)

Cyberware & Special Equipment Expansive Heavy Pistol Ammo x10, Agent, Medtech Bag, Nasal Filters, Tool Hand

GINA ZEPADA (NOMAD)

INT	REF	DEX	TECH	COOL
8	7	4	5	5
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
6	—	6	4	7

Hit Points	Seriously Wounded	Death Save
35	18	4

Weapons	
Very Heavy Pistol	4d6
Shotgun	5d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Animal Handling 14, Athletics 6, Brawling 6, Concentration 8, Conversation 9, Disguise 9, Education 10, Evasion 10, First Aid 11, Forgery 11, Gamble 12, Handgun 11, Human Perception 9, Language (Education) 12, Language (Spanish) 12, Language (Streetslang) 10, Library Search 10, Local Expert (Your Home) 12, Perception 10, Persuasion 7, Resist Torture/Drugs 10, Riding 11, Shoulder Arms 13, Stealth 6, Tracking 12, Wilderness Survival 12

Role Ability Moto 4 (Roadbike w/ Bulletproof Glass x2 [30HP] and NOS)

Cyberware & Special Equipment Very Heavy Pistol Ammo x40, Shotgun Slug x40, Agent, Biomonitor, Techhair

DATA

In combat, Gina is considered a Lieutenant.

ROYAL [GRANT JUNG] [SOLO]

INT	REF	DEX	TECH	COOL
7	8 (6)	8 (6)	3	4
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
6	—	6 (4)	6	4

Hit Points	Seriously Wounded	Death Save
40	20	6

Weapons	
Very Heavy Pistol	4d6
Assault Rifle w/ Drum	5d6

Armor: H. Armorjack	
Head	13 SP
Body	13 SP

Skill Bases Athletics 14 (12), Autofire 14 (12), Brawling 14 (12), Concentration, Conversation 6, Education 9, Evasion 14 (12), First Aid 9, Gamble 4, Handgun 14 (12), Human Perception 6, Language (Korean) 11, Language (Streetslang) 9, Local Expert 9, Perception 13, Persuasion 6, Shoulder Arms 14 (12), Stealth 14 (12), Tactics 11, Tracking 11

Role Ability Combat Awareness 4

Cyberware & Special Equipment Assault Rifle Ammo x45, Very Heavy Pistol Ammo x8, Agent, Techhair

DATA

In combat, Royal is considered a Lieutenant. If using the Hardened rules, Royal is considered a Hardened Lieutenant.

MOLLY ANDERSON [FIXER]

INT	REF	DEX	TECH	COOL
7	5	8	5	6
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
7	—	6	4	4

Hit Points	Seriously Wounded	Death Save
40	20	4

Weapons	
Brawling	2d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Athletics 14, Brawling 14, Concentration 9, Conversation 6, Demolitions 10, Education 9, Endurance 13, Evasion 14, First Aid 7, Human Perception 10, Language (English) 11, Language (German) 11, Language (Streetslang) 13, Local Expert (Your Home) 13, Perception 9, Persuasion 8, Pick Lock 11, Stealth 10, Streetwise 10, Trading 12

Role Ability Operator 4

Cyberware & Special Equipment Incendiary Grenade x2, Smoke Grenade 1, Disposable Cell Phone, Cyberarm w/ Realskinn™ Covering, Cyberleg x2 w/ Realskinn™ Covering, Light Tattoo x2

DATA

In combat, Molly is considered a Lieutenant.

OFFICER LANTZ (LAWMAN)

INT	REF	DEX	TECH	COOL
7	4	8	4	5
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
6	—	5	7	5

Hit Points	Seriously Wounded	Death Save
45	23	7

Weapons	
Martial Arts	3d6
Very Heavy Pistol	4d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Acting 7, Athletics 10, Brawling 14, Concentration 8, Conversation 7, Criminology 13, Deduction 9, Drive Land Vehicle 10, Education 9, Evasion 14, First Aid 6, Handgun 10, Human Perception 7, Interrogation 11, Language (English) 11, Language (French) 9, Language (Streetslang) 9, Library Search 9, Local Expert (Your Home) 9, Martial Arts (Judo) 14, Perception 9, Persuasion 7, Play Instrument (Singing) 10, Resist Torture/Drugs 8, Riding 10, Stealth 10, Tracking 9, Wardrobe & Style 7

Role Ability Backup 4

Cyberware & Special Equipment Armor Piercing VH Pistol Ammo x8, Agent, Audiovox, Enhanced Antibodies, Toxin Binders

DATA

In combat, Officer Lantz is considered a Lieutenant. If using the Hardened rules, Officer Lantz is considered a Hardened Lieutenant.

REX ROYALE (FIXER)

INT	REF	DEX	TECH	COOL
7	7	7	4	8
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
6	—	4	6	6

Hit Points	Seriously Wounded	Death Save
40	20	6

Weapons	
Kendachi Mono-Three	4d6
Excellent Heavy Pistol	3d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Athletics 9, Brawling 13, Bribery 12, Conceal/Reveal Object 13, Concentration 8, Conversation 8, Education 9, Evasion 13, First Aid 6, Gamble 13, Handgun 13, Human Perception 8, Language (Chinese) 11, Language (English) 11, Language (Italian) 11, Language (Japanese) 11, Language (Korean) 11, Language (Russian) 11, Language (Streetslang) 9, Language (Spanish) 11, Local Expert (South Night City) 13, Local Expert (University District) 13, Local Expert (Your Home) 13, Melee Weapons 16, Perception 9, Persuasion 14, Resist Torture/Drugs 10, Stealth 9, Streetwise 14, Trading 16, Wardrobe & Style 10

Role Ability Operator 8

Cyberware & Special Equipment Armor Piercing Heavy Pistol Ammo x16, Smoke Grenade x2, Agent, Disposable Cell Phone x2, Smart Glasses w/ Low Light/Infrared/UV

RICO RICO (RICO ROBINSON) (ROCKERBOY)

INT	REF	DEX	TECH	COOL
6	4	6	7	7
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
5	—	4	6	6

Hit Points	Seriously Wounded	Death Save
40	20	6

Weapons	
Heavy Melee Weapon	3d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Acting 11, Athletics 8, Brawling 8, Bribery 11, Composition 12, Concentration 7, Conversation 8, Dance 12, Education 8, Evasion 12, First Aid 9, Human Perception 8, Language (English) 10, Language (Spanish) 10, Language (Streetslang) 8, Library Search 8, Local Expert (Your Home) 12, Melee Weapons 12, Perception 8, Persuasion 9, Pick Pocket 11, Play Instrument (Guitar) 13, Stealth 8, Streetwise 13, Wardrobe & Style 15

Role Ability Charismatic Impact 4

Cyberware & Special Equipment Agent, Electric Guitar, Pocket Amplifier, Cyberaudio Suite w/ Audio Recorder

DATA

In combat, Rico Rico is considered a Lieutenant.

STREAMLINE (SOLO)

INT	REF	DEX	TECH	COOL
4	7	8	4	4
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
5	—	8	7	2

Hit Points	Seriously Wounded	Death Save
40	20	7

Weapons	
Wolvers	3d6
Assault Rifle	5d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Athletics 14, Brawling 14, Bureaucracy 8, Concentration 7, Contortionist 14, Conversation 4, Disguise 10, Education 6, Evasion 14, First Aid 6, Human Perception 4, Language (Russian) 8, Language (Streetslang) 6, Local Expert (Your Home) 6, Melee Weapons 14, Perception 10, Persuasion 6, Resist Torture/Drugs 11, Shoulder Arms 13, Stealth 14, Tactics 10

Role Ability Combat Awareness 4

Cyberware & Special Equipment Assault Rifle Ammunition x25, Agent, Grapple Gun, Cybereye w/ Targeting Scope, Cyberleg x2, Wolvers

DATA

In combat, Streamline is considered a Lieutenant. If using the Hardened rules, Streamline is considered a Hardened Lieutenant.

TEN GALLON (LAWMAN)

INT	REF	DEX	TECH	COOL
5	8	6	6	4
WILL	**LUCK**	**MOVE**	**BODY**	**EMP**
6	—	5	6	4

Hit Points	Seriously Wounded	Death Save
40	20	6

Weapons	
Assault Rifle w/ Infrared Nightvision Scope	5d6
Stun Gun	3d6

Armor: L. Armorjack	
Head	11 SP
Body	11 SP

Skill Bases Animal Handling 10, Athletics 8, Brawling 12, Concentration 8, Conversation 6, Criminology 10, Deduction 10, Drive Land Vehicle 14, Education 7, Evasion 8, First Aid 8, Handgun 14, Human Perception 6, Land Vehicle Tech 12, Language (English) 9, Language (Spanish) 9, Language (Streetslang) 7, Local Expert (Your Home) 7, Perception 11, Persuasion 6, Pilot Air Vehicle 11, Riding 12, Shoulder Arms 14, Stealth 8, Tracking 8

Role Ability Backup 4

Cyberware & Special Equipment Assault Rifle Ammunition x25, Agent, Grapple Gun, Smart Glasses w/ Targeting Scope and TeleOptics

DATA

In combat, Ten Gallon is considered a Lieutenant. If using the Hardened rules, Ten Gallon is considered a Hardened Lieutenant.

NET ARCHITECTURE: APARTMENT BUILDING

Use this NET Architecture for **The Apartment.**

Floor		DV
1	**Password**	8
2	**Control Node**: Fire Alarm, Sprinklers	8
3	**Control Node**: Elevators	8
4	**Control Node**: Lights	8

NET ARCHITECTURE: DOROTHY'S PRIVATE NET

Use this NET Architecture for **Definitely Not Kansas.**

Floor		DV
1	**Password**	8
2	**File**: Turn Back Last Warning	8
3	**Black ICE**: Hellhound *Custom Icon: Lion*	—
4	**Control Node**: Cameras	8
5	**Password**	8
6	**Black ICE**: Hellhound *Custom Icon: Terrier*	—
7	**Control Node**: Projector, Speaker, Dorothy's Microphone	8