



the roleplaying game of the dark future







Talsorian  
Games

## CAST AND CREW

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contents

<b><u><a href="#">Never Fade Away .....</a></u></b>	<b><u><a href="#">5</a></u></b>
<b><u><a href="#">Trauma Team .....</a></u></b>	<b><u><a href="#">223</a></u></b>
<b><u><a href="#">Street Drugs .....</a></u></b>	<b><u><a href="#">227</a></u></b>
<b><u><a href="#">View from the Edge .....</a></u></b>	<b><u><a href="#">17</a></u></b>
<b><u><a href="#">Therapy and You .....</a></u></b>	<b><u><a href="#">229</a></u></b>
<b><u><a href="#">A Tabletop RPG Primer .....</a></u></b>	<b><u><a href="#">22</a></u></b>
<b><u><a href="#">Cyberpsychosis .....</a></u></b>	<b><u><a href="#">230</a></u></b>
<b><u><a href="#">Streetslang .....</a></u></b>	<b><u><a href="#">24</a></u></b>
<b><u><a href="#">Welcome to the Dark Future .....</a></u></b>	<b><u><a href="#">233</a></u></b>
<b><u><a href="#">Soul and the New Machine .....</a></u></b>	<b><u><a href="#">27</a></u></b>
<b><u><a href="#">The Fal of America.....</a></u></b>	<b><u><a href="#">234</a></u></b>
<b><u><a href="#">Roles.....</a></u></b>	<b><u><a href="#">29</a></u></b>
<b><u><a href="#">Dark Future Countdown .....</a></u></b>	<b><u><a href="#">236</a></u></b>
<b><u><a href="#">The Three Methods of Making a Character .....</a></u></b>	<b><u><a href="#">40</a></u></b>

<u>Before the Red .....</u>	<u>242</u>
<b><u>Tales from The Street .....</u></b>	<b><u>43</u></b>
<u>The 4th Corp War .....</u>	<u>251</u>
<b><u>Fitted for the Future .....</u></b>	<b><u>71</u></b>
<b><u>The Time of the Red .....</u></b>	<b><u>257</u></b>
<u>What are Statistics? .....</u>	<u>72</u>
<u>The Aftermath .....</u>	<u>258</u>
<u>Skills .....</u>	<u>81</u>
<u>The U.S. in the Time of the Red .....</u>	<u>258</u>
<u>Weapons and Armor .....</u>	<u>91</u>
<u>The World Beyond .....</u>	<u>260</u>
<u>Your Outfit .....</u>	<u>99</u>
<u>The Neocorps .....</u>	<u>264</u>
<u>Corporate Profiles .....</u>	<u>267</u>
<b><u>Putting the Cyber into the Punk .....</u></b>	<b><u>107</u></b>
<b><u>Welcome to Night City .....</u></b>	<b><u>283</u></b>
<u>Cyberpsychosis .....</u>	<u>108</u>
<u>Cyberware.....</u>	<u>110</u>
<u>A Bit of Night City History .....</u>	<u>284</u>
<u>Night City in 2020 .....</u>	<u>288</u>

**The Fall of the Towers .....121**

Night City, Happy at Last? .....291

Night City in the Time of the Red .....295

**Getting it Done ..... 125**

Particulars ..... 300

Get ing the Scene Down .....126

People of Night City .....304

Resolving Actions with Skill s .....128

Gangs of Night City .....308

Skill List .....130

Key Places in and Around Night City .....310

Role Abilities .....142

Multiclassing Roles .....143

**Everyday Life .....315**

Staying out of Trouble ..... 316

**Friday Night Firefight ..... 167**

How You Stay in Touch ..... 319

In Combat Time .....168

What You're Packing .....321

Actions .....168



<u>How You Get Around .....</u>	<u>322</u>
<u>Ranged Combat .....</u>	<u>170</u>
<u>How You Get the Word .....</u>	<u>326</u>
<u>Melee Combat .....</u>	<u>175</u>
<u>What You Wear .....</u>	<u>327</u>
<u>Other Ways to Get Hurt .....</u>	<u>180</u>
<u>What You Eat .....</u>	<u>328</u>
<u>Before You Take Damage .....</u>	<u>182</u>
<u>How You Have Fun .....</u>	<u>329</u>
<u>When Armor Doesn't Cut It .....</u>	<u>186</u>
<u>Where You Get Stuff .....</u>	<u>331</u>
<u>Vehicle Combat .....</u>	<u>189</u>
<u>Reputation .....</u>	<u>193</u>
<b><u>The New Street Economy .....</u></b>	<b><u>333</u></b>
<u>Night Markets .....</u>	<u>337</u>
<b><u>Netrunning .....</u></b>	<b><u>195</u></b>
<u>Night Market Appendix .....</u>	<u>340</u>
<u>Doing Things in the NET .....</u>	<u>197</u>
<u>Making a Living in a Cyberpunk World .....</u>	<u>381</u>
<u>Net Combat .....</u>	<u>201</u>

<u>Programs .....</u>	<u>201</u>
<b><u>Running Cyberpunk .....</u></b>	<b><u>387</u></b>
<u>Miscellaneous Upgrades .....</u>	<u>208</u>
<u>Beat Charts .....</u>	<u>395</u>
<u>Cyberdeck Hardware .....</u>	<u>208</u>
<u>Getting Better .....</u>	<u>408</u>
<u>Doing a Netrun .....</u>	<u>209</u>
<u>Mooks and Grunts .....</u>	<u>412</u>
<u>Building a NET Architecture.....</u>	<u>209</u>
<u>Encounters in the Red .....</u>	<u>417</u>
<b><u>Trauma Team .....</u></b>	<b><u>219</u></b>
<b><u>Screensheets .....</u></b>	<b><u>425</u></b>
<u>Wound States and Critical Injuries .....</u>	<u>220</u>
<b><u>Black Dog .....</u></b>	<b><u>435</u></b>
<u>Stabilization and Healing .....</u>	<u>222</u>



## AND NOW, A Word From The Management

*So, it'S 2013, and i have a problem...*

See, we've all been cruising the mean streets of Night City since 1984. We've fought the Megacorps to a standstill, cybered ourselves to the very limit of psychosis, and have even climbed to the heights of the Arasaka Towers to pimp smack old Saburo upside his bald head.

This is one of the problems all designers who work within a self-created world face: terminal stagnation. Your players have done everything, fought everything, and seen everything you can offer in the original iteration of your world, and there's not much left to do.

In ***Cyberpunk***, my solution has always been to treat the entire world like a giant comic book, divided up into roughly ten-year story arcs. The ***Cyberpunk*** world goes to hell beginning in 1993, starting with the invention of modern cyberware and the attack on the World Trade Center in New York by Colombian narco-terrorists. We start the main ***Cyberpunk***

story (what I call the *Never Fade Away* Arc) ten years later in 2013 with the culmination being Johnny Silverhand's invasion of the Arasaka Tower in an attempt to rescue his girlfriend, Alt Cunningham. Ten more years pass and then begins the

***Cyberpunk 2020*** Arc (which I call the *Fall of the Towers* Arc... starting to see a pattern here, what with me destroying big buildings all the time?) by the end of which the ***Cyberpunk*** world is totally disrupted in 2023.

Working in story arcs is useful. It allows you to keep the main world operational while creating new storylines and introducing new characters. You get to build on what is already there and familiar. But by the end of the ***2020*** Arc, I had two big problems. First, it wasn't going to be enough simply to start a new storyline. I had to deal with the fact that much of the existing world had been mined out and needed a reset.

And second, I'd acquired some *partners*. See, about the same time I started writing what would one day become this book, a bunch of guys in Poland—



you probably know them as **CD Projekt Red**, creators of the wildly popular *Witcher*

video games—showed up on my metaphorical doorstep and said, "Hey, wanna make a *Cyberpunk* videogame?" I looked them over and, assured that they were more than three guys in a basement with some old Apple 2's and a goat, agreed that this would be a cool idea.

But that also meant that, besides doing a bit of a reset, I had to preserve what made *Cyberpunk Cyberpunk*, while at the same time moving the timeline forward and clearing out the deadwood. I also had to make the new version fit not just a tabletop roleplaying game but a AAA videogame title too.

The result is the game you're holding in your hands.

*Cyberpunk RED* doesn't wreck the world. But it resets many of the elements of that world without having to make it unrecognizable. The product of literal y hundreds of hours of real-world research and planning, *RED* gives us a new arc where almost all the elements of the *Cyberpunk* we all love are still present, but in new forms and with some fun new twists. The mean streets of Night City are still there, but there are lots of new Players and new challenges walking the shadows. In addition, *RED* allows us to create something unparalleled in gaming history—a tabletop RPG that serves as the perfect onramp for the expanded and far future of the *Cyberpunk 2077* arc. With threads looping forwards and back through the timeline, my partners at **CDPR** (Patrick, Adam, Marcin, Amelia—let's face it, the whole damned 600+

crew at the CD studio) and our crew at **R. Talsorian Games** have given you a deep, complex gaming experience you can explore on both the tabletop and the video screen.

I didn't do this by myself either. I have to give all credit to the amazing crew here at **R. Talsorian Games**, James, Cody, J, Jaye, Jay, Lisa, David, and a host of other contributors who have made this thing work. We all think the result of all our hard work is a thing of beauty, and we hope you will too.

*Because we want you to join us in the Time of the Red and make it your time too.*

— Mike Pondsmith

the guy who killed your cyberpunk character

4



BY HUNTANG

Never Fade A

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2013

20

(32 Years Ago

(32 Years A

)

go

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.

5





## NEVER FADE AWAY

"Yo! Rockerboy!" one of them yells, "Good show!

He stares blankly up at the flat black ceiling of the

Good noise!" Johnny Silverhand waves absently.

city. Overhead, there's the shimmer of distant heat

Fans. They're right; the gig was good. He'd rarely

lightning interacting with the pink actinic glow of the

been better. But the show's over.

City lights. The stars look painted in. A VTOL passes

overhead, giant propblades thrashing the night.

They start walking towards him. One waves a

Johnny tries reaching up to it. He can see the Hand

bottle; the light strikes oily yellow tequila sloshing to

etched against the sky; slick, superchrome winking

and fro. "Yo, Silver-rocker!" he says. The smaller one,

back at him. He balls the Hand that is his trademark

with the face scarred in African tribal tattoos. "Join

into a chromed fist, servos clicking in one by one.

us! Share some! Fair price for a good gig, eh?" The

He thrusts it into the gaping belly wound, gasping

distance is closing, Johnny steers Alt, his girlfriend, at the shocking pain. Somehow, he gets to his feet; to his bad side. The one without the Hand. "Hey, staggers to the alleyway. He leans his feverish face Icebrothers," he says, noting the gang's colors and against the cool, wet bricks. He makes a decision. speaking in a temporizing tone. "Your offer's solid, He's not going to die. *They're* going to die. Closing but it's been a long gig. I'm nearly flatlined as it is. his eyes, he pitches forward into the streak of passing How 'bout a replay, next night?" By that time, they're traffic blur.

almost on him. He lets the 9mm Federated Arms X-9 drop from the spring holster, settling into the Hand. Something stops him. Hands firmly grapple him, Probably nothing, he thinks.

holding him up. Silverhand has just enough strength to open his eyes. There's a face looking intently at him, ' Yeah. Replay next night," the big one says enthusiastically, bearded. "Lord Almighty," the face says. "They

siastical y, and that's when they hit him. This fast,  
real y *did* you, didn't they?"

they're a blur. The X-9 booms in the close confines  
of the alley; whines as spent rounds ricochet off into  
Fade to black.

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  
Trauma Ward

impact lifts Johnny off the ground. Blood sprays over  
wet concrete. Silverhand hits with a bone wrenching  
Something is screaming when Johnny wakes up. Fine.  
impact. His pale eyes stare blankly at the sky. Alt's  
Just as long as it isn't him. He must have missed the  
terrified screams recede swiftly into the dark. Sixty to  
ambulance ride to the hospital, but here in the trauma  
zero in eight seconds flat.

ward he can hear the sound 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 Johnny comes to. There's something like broken glass stretcher, he can see the bulky AV-4 vehicle spin on in his guts. Red fire blots out the cool blue neon. He rolls its fans and hurtle upwards. The din dies down and he over in a pool of something greasy. Blood.

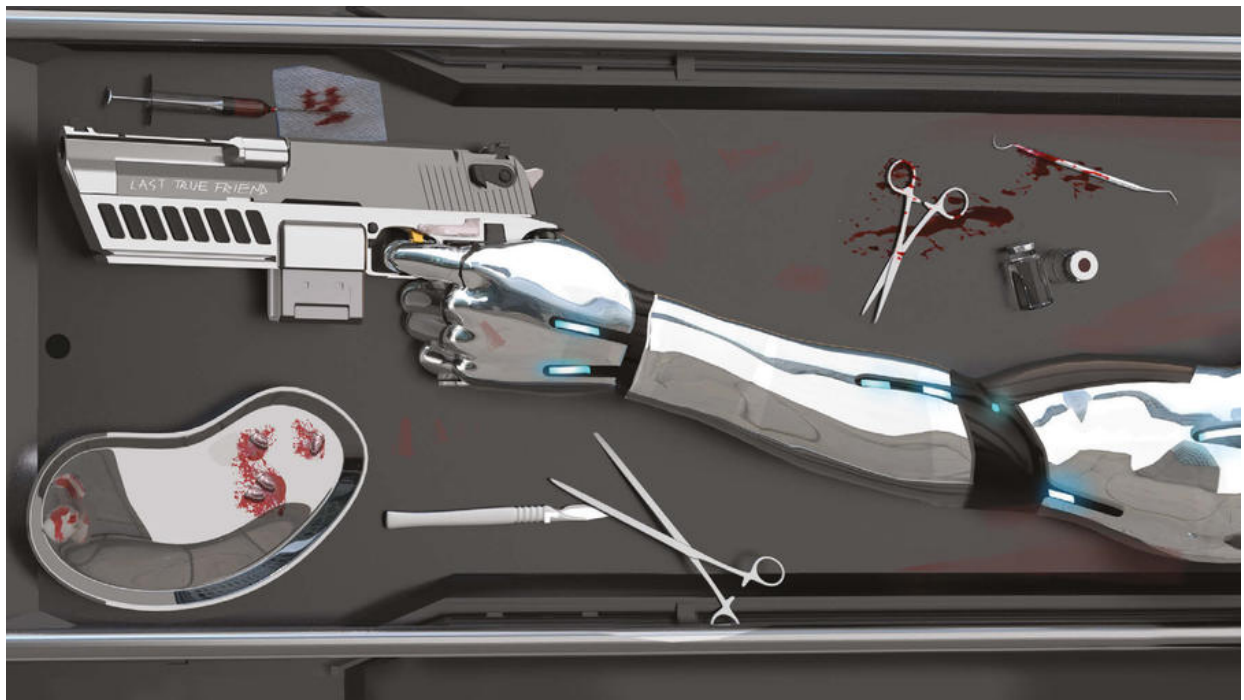
can hear screaming for real all around him; casualties of the regular firefights around the City.

His.

The doctor puts him back together. The same doctor A cat topples off the dumpster, picking a cautious who did his transparent Kiroshi eyes; his trademark pattern around his body. No fool, this cat. A survivor. silver hand. The same doctor who "plugged" him for Not going to get involved. Its eyes are tiny red LEDs interface and installed the software chips in the back moving upal ey; Johnny watches it. Smug bastard, he of his skull. Johnny considers taking out a service thinks. And closes his eyes. contract.

Behind his eyelids, red digitals feebly clock out his  
Microsurgical waldos cut through the perforated  
remaining moments. Bio-clock running down. Cars  
guts, swabbing, tying off, prepping. The doctor  
whispering past on the filthy, rain-wet street beyond.  
stitches in three feet of glistening wet, tank-grown  
A Trauma Team ambulance in the distance, siren  
intestine; plugs the punch holes with synthetic  
screaming. But not for him. He's checking out.  
skin and muscle. Airhypos inject the area with

[6](#)





## NEVER FADE AWAY

speeddrugs, fasthealers, endorphins and antibacte-headphone; a mike loops in front of his mouth, the rials. Microscopic stitches hum off the serrated teeth camera itself coming around the right side of his skull of a mini-closer, bonding flesh together almost as and hardwiring into a startlingly bright-green cyberwell as the original. In a month or two, there won't optic. He's a Media; a one-man team of cameraman even be a scar. Let's hear it for newtech.

and reporter, direct feeding to some Mediacorp downline. "Hey, Rocker," he says, leaning over the table as The doctor's hands are quick and sure. He has Silverhand recovers under the sterilizer beams.

done this a thousand times. He has a German accent.

"Ach... Johnny... Johnny," he says, over and over as he

"Ready for a little vengeance?"

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.

### The Naming of Names

*When it ends*, thinks Silverhand, from the fog of Johnny pulls on a red T-shirt. The shirt has the logo the dorphs and general anesthetics. "Johnny," says of his last band, Samurai. The shirt drags over the the doctor sadly. Silverhand is a second son to him. freshly stapled wound; hangs up on the bandages.

His first son was Johnny's best friend. His first son was

He curses in Japanese. He pulls an armor jacket over killed in an inter-Corporate war eight years ago. No his shoulders. He pulls the autoshotgun out of his batman should lose more than one son in a lifetime.

tered bedroom dresser, checking the load and weight.

He slips it carefully into the worn under-arm holster,

*Thanks*, thinks Johnny. *I owe you one, again.*

under the jacket. He stuffs shuriken into pockets on

His alleyway benefactor is named Thompson; a thin, the outside of the jacket. He picks up the heavy S&W reedy type, wearing an armorjack trenchcoat three



Handcannon and slides it into his back holster. There  
sizes too large. He packs no visible hardware. But a  
is a fury behind glittering pale eyes. "So," he says.  
minicam mount straddles his head like an over-sized  
"Tell me."

C

MAR

BY ADRIAN

7



### NEVER FADE AWAY

Thompson leans back into the wal , body bracing  
"Good news/bad news," says Thompson. He's unlim-  
against Johnny's intensity. He grins; takes a slug of  
bered the cybercam unit from around his head and set it  
Silverhand's tequila. "They didn't want you. They  
down on the table between them—the only indication of  
wanted *her*. She's an extraction. Business as usual."  
hardware is the silvermounted skull plug drilled through  
his right temple. The cam's cellular link through the NET

Johnny's eyes are blank. "No surprise", he comments is off. Thompson says, "Good news is, it isn't one of the shortly. He gathers up a ragged handful of shells and really big guys, like Eurobusiness Machines."

begins to stuff-load the S&W's spare clip. Only the trembling of his hand—the meat hand—betrays any "Fair enough," says Silverhand, taking another swig emotion. "So, why'd they do me?" he asks.

from the bottle.

"You was home," grins Thompson. It's an old line.

"Bad news is, it's Arasaka."

They both smile like friendly sharks. Thompson stops

"Jesus H. Christ!" explodes Johnny. The Hand, smiling. "They wanted you flatlined, so it'd look like resting on the edge of the table, convulses. There's a a gang job. Boostergang sees the high and mighty rending noise and splinters fly in al directions.

Mister John Silverhand out strolling with his input; decides to slash him a bit. You go down, they grab

"Your input was playing with hotdeck materials,

her; they're gone like vapor. Real convenient when

Rocker. You know she ran for ITS, right?"

the cops find her body in an alley 'bout a week later.

"Yeah. So, you gotta work somewhere. Alt didn't

They'll have motives—lots of ugly motives, but they'll

talk much about her work."

be those of high-powered boosters, not pros."

"True. But your Alt was ITS's pet Netrunner. She

"Pros." Silverhand finishes loading the second

moved info up and down the NET and handled their

clip. He stuffs the remaining shells in the armorjack's

security as well. She made a lot of classy software

pockets. You can never have enough ammo.

just for them." Long pause. "She built *Soulkiller*, you

"Yeah, pros," repeats Thompson. "You got shredded

know. Or maybe you didn't. Like you said, she didn't

for fine, bro. At least a clean ten thousand Eurobucks

talk much about her work."

of hardware on those boys. The speed they hit you

Johnny sits back on the couch, the bottle halfway to

with took maybe a seventy percent reflex boost, and his lips. Even the normally disconnected Silverhand those were custom rippers. The type that fold out has heard of *Soulkiller*, the legendary black program along the fists. That sort of hardware isn't something that sucks the very soul from its Netrunner victims. you pick up on The Street."

*Soulkiller*. What a joke. Soulkiller is a memory "You saw them on me?"

intensive AI superroutine that can track an intruding Netrunner's cyberlink faster than a boostergang snorts Thompson's eyes are cold, slate-like. You could drugs. It tears out the cyberpirate's brain with brutal write anything you wanted in them. "Get real," he force, recreating it in a frozen storage matrix inside the grates. "These were pros. If I'd jumped in, we'd both mainframe. The word is on The Street that *Soulkiller* be dead." The eyes appraise him. "You've been off may be the closest thing to Hell on Earth, and these The Street too long, Rocker. You think everyone has a

days, that's saying a lot.

nice agent, a couple Solos covering their butts, and a comfy apartment like this somewhere. I let you take it, And Alt made that? Johnny bites down a momentary because I knew it would take at least five minutes for wave of revulsion, superimposed over Alt's big green you to bleed yourself dry. I waited for them to move eyes, her tousled mane of hair. "No wonder she didn't on, then used my Trauma Card." There is a longish talk about her work," he says final y.

silence. Then, "Look, Rocker. You want to guilt-loop, "I was following her, Rocker," says Thompson.

or you want to get your girl back?"

"Word's out that Arasaka is working on its own version

"So, name names," says Johnny. He sits down on the of *Soulkiller*. Something that can walk the NET freely, edge of the bed, favoring his stapled side. He reaches getting up close and personal with people Arasaka out for the tequila and takes a slug.

doesn't like."

NEVER FADE AWAY

"A black-program assassin for a security company?"

'Runners looking to trade information. Fixers with guns, Johnny is up and pacing now. He knows where this is armor, and smuggling jobs. But the place has bad mem-going, and he doesn't like it.

ories. She only comes here because Santiago insists

"You probably believe in Santa Claus too," says

on it. "You don't let personal caca get in the way of

Thompson, reclaiming the dregs of the bottle. "Your

business," he says. A lot he knows.

Alt is the missing link. I figured they'd have to recruit

Her back is to the wall of the booth—her mirror-

her sooner or later, whether free or forced. *Soulkiller's*

shaded eyes scan the room like monitor cameras.

main programming is buried in her head somewhere.

What she can't see is covered by her partner,

So, I fol owed her."

Santiago, from the opposite side of the booth. His

"Thanks for the concern."

burly shoulders bulk the heavy armor jacket—he looks like a scowling mountain. He's not her type. But

"You don't get it, Rockerboy. I want Arasaka. I want

he wants her. Somehow, they've managed to work

them bad. I'll put anyone and anything on the line to

this out—the way they worked out a combat style;

get them. Even myself—if I have to broadcast this story

the division of spoils. But he keeps hoping. Stupid

from the grave, I'll do it. They're mine. You get in my

Nomad.

way, you're flatlined. You go with me... " Thompson

lets it trail out.

Then she finds herself facing what she's dreaded for

the last two years; the reason she hates this crummy

Johnny stops pacing. The room goes stil . Only the

bar; hates this crummy town. Johnny Silverhand walks

Hand moves, like something alive; silver metal joints

into the Atlantis.



clicking, takeup reels whirring, tiny pistons shooting  
in and out in simulation of a pulse. The Hand turns  
He still has the moves, she thinks, as he strides  
Johnny to face the media man. It makes him say, "How  
through the big brass doors. Head held high, a cocky  
long do we have?"

light in his pale glass eyes. After all this time, Rogue  
still can't decide whether she wants him, or just wants  
Thompson smiles lopsidedly. "How long will it take  
to kill him. He looks like he owns the place as he  
your input to rewrite *Soulkiller*? A day? Two?"

crosses the room towards her; a comment to an old  
"Yeah." Johnny turns, scoops up the keys to the  
friend here, smiling at a fan there, a narrowed glance  
Porsche. "You chipped for a smartgun?" he says.

at a potential troublemaker; then he's standing in  
Thompson reaches down to his feet; draws up a long  
front of her. "Rogue," he says, like nothing'd ever  
black, nylon bag. "FN-RAL assault," he says, standing  
happened. "I need your help, Rogue." His voice is

up. "I was in the War. I like lead. Lots of lead."

urgent, magnetic.

Rain runs down the front of the speeder. A wall of

"You can go to hell," she replies levelly. On the other

Corporate glass and steel looms to either side as they

side of the booth, there's a faint sound as Santiago

pull out into the down-town traffic. The Porsche whis-

slides one hand over the Minami 10 in his lap.

tles slightly in the chill air, its CHOOH2 power plant

Johnny leans closer. "Look," he says, "I'm sorry. I

throwing it against the City night. "So where are we

know how you feel. And I wouldn't do this if I had

going, Rocker?" says Thompson.

any other choice." He pulls up a chair and straddles

Johnny grits his teeth. "I've got a marker I have to

it, staring at her. "Tough," she shoots back acidly.

pull in," he says.

She hopes her voice sounds steadier than she feels.

"You owe me one," he says, his voice taking an

Rogue and Santiago

edge. "For Chicago. You owe me one at least. And it's not like I won't pay you. I've got euro."

Rogue hates the Atlantis. But she goes there because the "How much?" interjects Santiago. Johnny turns to contacts are good, and the pickings easy. Corporates face him. "Word on The Street is you're pulling five looking for a fast freelance assassination. Medias and grand a night. I'll match and double it."

9



## NEVER FADE AWAY

Santiago's eyes grin in his dark face. He scratches

"Done," says Johnny. He is reaching out across the  
his bristly chin with his free hand. His partner has a real  
table to match grips with the big Nomad when one  
mad on about this guy. But he's a Face— he's got credit;  
long shadow falls over the table, then another.

that pulls weight in Santiago's world. "How long?"

"Ah, Mister Silverhand," the bigger shadow says,

"Two days max. I need an extraction. And I won't

leaning close. Johnny can see red LED light scroll ing

haze you —it's Arasaka." A long pause, "I'll understand

behind his optics, forming crosshairs as he brings the

if you think it's too much for you."

smartgun up.

Santiago's eyes narrow. On The Street, their team

Rogue reacts, her chipped reflexes kicking into

is known as the best. Who does this choob think

overdrive. Her hand is a blur as it stabs up off the

he is? Then the Nomad realizes he's being baited.

table, the bunched knuckles smashing the Solo's

Silverhand's already figured the score between the

nose back into his face. He's dead before he hits the two partners. If Santiago backs up on this, it'll be all floor, but spasmed muscles tighten on the trigger of over The Street tomorrow. If he goes with it, Rogue's the big Malorian. There's a deafening BOOM! in a going to have to back his play. Rogue's right — very small space, but Johnny's boosted reflexes have Silverhand is a bastard. Santiago grins. He can take already thrown him up and over. There's a scream as this punk with one hand behind his back. "It's going to the slug rips through the back of the booth and blows cost you thirty thou, Rucker."

through the chest of a Corp sitting on the other side "Done."

of the thin wall. Rogue's other hand fires the silenced Automag from under the table, ripping the smaller Santiago grins and raises the stakes. "And you Solo in half.

come with us," he finishes. From her side of the booth, Rogue's eyes smolder at her partner. She'd object,

Santiago rolls, hitting the floor. Over by the bar,  
but the rule of the game is, "You don't let personal  
three figures in armorjackets stand up, weapons  
*caca* get in the way of business." When Johnny pul ed  
in hand. Santiago's Minami 10 hammers a short  
out his wal et, as far as Santiago was concerned, it  
burst. The figures go flat; one staggers back into the  
became business.

window and falls through in a shattering sound like

BY NEIL

BRANQUINHO

[10](#)



[NEVER FADE AWAY](#)

a hundred dropped chandeliers. Thompson brings  
close to his body; his nerves are tingling with booster  
up the FN-RAL with studied nonchalance, covering  
effects; he's running like he's on speed. Al eyways  
the two remaining, prone figures. "Gotcha," he says.  
streak by as blurs—he compensates his time sense.

Rogue is covering the rear, and he can hear her  
Johnny hits the bar floor; gun high, and eyes scanning behind him. He says over his shoulder to  
the corners. Patrons keep their hands away from  
the breathing dark shadow, "I'm sorry, Rache."  
weapons—everyone plays cool. The disemboweled  
Solo on the floor whimpers. Back-to-back, the four of  
Her voice is flat, "Never call me that," she says,  
them edge out of the bar.  
"Never again." He keeps running.

R

"Okay," he says finally, "fair enough."

unaway

She stops running. She says, "Why Johnny? Why  
now? Couldn't you have gotten anyone else?" She  
"We are seriously tagged," gasps Rogue as they hit  
can hear him slow ahead of her. He says, "I needed  
the sidewalk.

the best. And you're still the best, Rogue."

"They must have tracked my Trauma Card," grunts



The best. Damn him.

Thompson. "Guess they wanted to finish the job. You know some nice people, Rocker."

They reach the Porsche just in time to see the

Alt

shadow of an unmarked AV-4 sweep over it.

Garbage, oil, and filthy water explode into steam

She wakes with her mouth full of cotton wool. She's as the jet exhausts hit the pavement. Rogue is already smart enough to keep her eyes closed; to stifle any down, drawing a bead on the cockpit with her .44.

urge to scream. Boosterboys like it when you scream.

Above her head, Santiago's Minami 10 roars in

They like it so much, they'll do anything to make you deafening staccato. The tiny red spot of her laser scream over and over again.

scope pinpoints the AV-4 pilot's forehead, even as

Alt silently triggers commands to redline her senses she sees the minigun sweep around towards them.

to maximum. She's relieved to find herself still clothed

She's not going to make it. The canopy's got to be and relatively unharmed. Not typical booster, but armored. She doesn't even have time to watch her she won't complain. Her enhanced hearing picks up life flash before her eyes.

breathing nearby; the click of glasses and ice, com- Then the laser dot is eclipsed by a screaming puter terminals. Definitely not boosters. Alt takes a *WHHHHHOOOOMMMMPPP!* as something slams chance and opens her eyes, spits out the gag.

into the AV-4. The entire canopy—the entire front of A slender, Asian-looking man is watching her. Neat, the aircraft—bells out in a horrible slow-mo inferno—a wel -tailored suit. A glass of real Scotch in one hand, which rancid smell of hot metal, melted plastic, and seared he offers towards her. "Welcome, Ms. Cunningham", he flesh gusts against her as the AV tilts to one side says, his mouth smiling and his eyes frozen. "I am Toshiro." and drunkenly impacts the street. A fireball shatters He gestures towards another man; a hulking presence

the night. "Love those grenade launchers," smirks  
lounging by the bar. "This is Akira", he says.

Thompson, lowering his steaming FN-RAL.

Alt sits up slowly, cautiously, her boosted senses

"We gotta get out of here," grits Johnny from behind  
giving her clues. The comforting weight of her plastic  
a parked car. Rogue looks into his eyes—she can see  
autogun is missing. But she still has her cybered arm.

the faint red etching of a targeting pattern flickering

"Can I get a drink of that?" she says, gesturing towards  
in their pale depths. "Right," she says, already up and

the glass in Toshiro's hand. "Certainly" he says. A

moving. Her breath catches ragged in her throat as  
gesture to Akira, and the hulk turns obediently to mix  
they run back into the shadows.

a drink. Alt is surprised at the grace of the big man's

Santiago takes point; he knows all the best boltholes

hands. He moves like an athlete. He moves like a

in the area. Thompson is next, the big FN-RAL sweep-  
professional killer. Akira brings her the drink, and Alt

ing their way like a flashlight. Johnny keeps his S&W  
doesn't even think about making a break for it.

11



### NEVER FADE AWAY

"Thanks." The drink cools the pounding flame in her  
a big enough problem to rate flying her all the way  
head.

back to Japan."

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

"Thanks."

new associate."

"So this means we've gotta punch into the main

*Bingo!* she thinks. She's been grabbed by

offices of the most rabidly paranoid security company

Corporate headhunters. Fine. Great. She can deal

in the universe." considers Santiago. "Homeboy, you

with it. Just learn the rules, play the game, and go

pick some great places to lose your women."

to work. After a week, it'll be just like checking into

work at the ITS offices. "So. . ." she says cautiously.

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

"What kind of work do you have lined up for your new... um... employee?"

Interface the Music

Toshiro leans forward, setting the drink down.

"So." He says, smiling, "Ms. Cunningham. I wish

Headfirst in the NET, Alt weaves magic.

for you to tell me all about the program you call...

*Soulkiller.*"

They've studded her into the Arasaka mainframe,

given her room to run, hemmed in only by three

Her blood freezes like a silenced scream.

Arasaka Netrunners who watch her every move. Her

A

body lies comatose on a contour couch, linked by

Gathering of hosts

cables to a cybermodem. She's pulling down sub-

routines, crunching the compilers, getting comfy with

Johnny, Santiago, Thompson, and Rogue. They are

the CPUs. From memory and notes, she's recreating  
perched two hundred feet in the air on a rusting fire  
*Soulkiller*, the eater of minds.

escape. From their vantage point on the blackened  
*Soulkiller* is a stationary program, locked to a part  
brick side of the old MarLux Hotel they can see ten  
of the system architecture. The challenge Toshiro has  
blocks in any direction. Rogue's eyes are switched to  
given her is to give it movement—the ability to navi-  
infrared, scanning for AVs and airogyros.

gate the NET on it's own

Johnny is watching the street below. Thompson is

It's a subtle problem—navigation data and deci-  
scanning the radio chatter and Santiago is talking.  
sion subroutines take up a huge amount of memory;  
"We go in," he says. It's been two hours since the  
the reason free roaming programs are so limited in  
firefight.

scope. *Soulkiller* already eats a lot of megabytes; to

"Fair enough, " replies Rogue. "But we do it ASAP."

make it free running will take more memory than any normal computer can handle. The problem excites Santiago grins, "You got a reason?"

her professionalism even as the creation revolts her "Get ing shot at always pisses me off," she grins back. humanity.

"Besides, I figure they're combing The Street right now, God, they know her so well.

looking for us. They'll expect us to be trying to ditch them—they'll be put ing their best out to find us. Meanwhile, the The original *Soulkiller* started as a matrix to contain second stringers are guarding the offices."

artificial personalities. She'd studied the concept, worked out the parameters for creating a storage "How you figure they're holding her in the Arasaka matrix. She'd been fascinated and awed to discover office complex?" says Johnny. The Hand is in standby that the same matrix could contain living engrams; mode, running a test routine. Servos click and whir transfer them from computer to body and even back



and silver fingers spasm and flex of their own volition. It was immortality.

Thompson speaks up. "Makes sense. The only mainframe big enough to run *Soulkiller* is in the main ITS had taken it from her to build a killer. And she Arasaka building. Either that, or in Tokyo. We're not hadn't known how to stop them.

[12](#)

## [NEVER FADE AWAY](#)

Now Alt looks over her options. If she doesn't build

"I am your Controller." Alt replies. "You will follow Arasaka's monster, they'll torture or kill her. If she

my commands." A slight hesitation in her voice.

builds their horror, they'll keep her alive. But.

"As always," it says, as though doubt had never

But once it's built, they'll put her into it

existed in the universe. "What is your bidding,

Mistress?"

War Party

Alt lets out a long, exhausted breath. She's gotten the Controller override past her watchdogs. Now she A plan hinges on strange elements.

has a chance.

Rogue leaves their motel bolthole at nine. She moves

"This is what I want you to do," she begins

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 Party Hard

P a r t y f H a r d P a r t y f H a r d P a r t y f H a r d

her. He picks up more explosives, a combat assault

cyberdeck, and a long, bulky black sniper rifle.

Seicho Harada is second in command of Security

for the Arasaka complex at Industrial Park. Seicho is

Johnny's on the cellular, working the connections.

afraid. Since early afternoon, the people have been

He pul s his bandmates in from around the City, care-

pouring into the large, grassy park opposite his guard

ful y dodging the phone taps, shadowers, and snoops.

position; at first a trickle, then a stream, then a torrent.

He sets the time and place and the gig is on.

He can't figure it out. They don't do things like this

Thompson is on The Street, working hard. A phone

in Tokyo. In Tokyo, people are consistent. They make

call here, a tip to the screamsheets there. A Fixer picks

sense. Here, people are animals. He thinks about

up a little euro on the side, and passes the word down.

calling the City Cops, but that would reflect badly

By 10 a.m., The Street knows there's going to be a

on Arasaka. The world's largest security Corporation

party. By noon, the word is all over The Street—the

calling for help? What a loss of face. But there are six

band is Samurai, the time is sundown, and the Smash

thousand people crammed into the tableau in front

is free.

of him.

By one, The Street knows the party is going to be on

Up on the makeshift stage, acting as though

the edge of town at Industrial Park.

invulnerable, struts Johnny Silverhand, working the

crowd up. Seicho wants him. He wants him dead. But  
Arasaka's twenty two story office compound faces  
Industrial Park.

Silverhand might as well be on Luna as far as Arasaka  
is concerned. A single gunshot could trigger a riot of  
Like a single, hungry thing, the mob converges.

unbelievable proportions. Seicho can feel the tension  
building. So can Johnny. An invisible thread binds  
Sorcerer's Apprentice  
them as adversaries, eye to eye over a battlefield of  
unwitting bodies.

7:29 p.m.

*Can you feel it*

The twisting construct spins, a blazing pillar

*Can you touch it*

of white fire, sparkshowers of stars. A glowing DNA

*Get ready cause here we go*

chain, a whirling dervish takes shape and form, in the

*Can you feel it*

construct reality of the interface, towering above her,

*Can you touch it*

looming like fear itself. Dazzling, it exudes the pal-

*Get ready cause here we go*

pable scent of terror. It speaks in a voice like crystal,

*My soul inserted with vital force*

and momentarily Alt's breath is taken by it's perfect,

*Won't spare what I'm hunting for*

murderous beauty. "I am." it sings triumphantly to the

*It's the animal in my blood*

cold stars.

*Wouldn't stop it even if I could*

13



## NEVER FADE AWAY

Johnny smiles. He's got them, so far. The crowd is Thompson and Rogue are poised, ready to make the paranoid—they expect to be thrown out at any minute. break. All he has to do is give them the chance; the He's been pumping them for the last hour with chro- diversion.

matic and metal rock, getting them edgy and irritable; All he has to do is turn around and lead six thou- in a party mood to scream and shout, kick some tail. sand people right into a wall of weapons.

The first uniformed idiot 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*

*Seed is sown—I'm chippin' in*

*Add justice to the peoples math*

*Roll the bones—I'm chippin' in*

*Blaze way down the rebel path*

*Embed that code—I'm chippin' in*

*Hear my call—I'm chippin' in*

*Mayhem flows*

*Total war—I'm chippin' in*

*Not backing down, never backing down*

*Casings fall—I'm chippin' in*

*Not backing down, yeah*

*Kill them all*

It's like driving the freeway at two hundred miles per

*Not backing down, never backing down*

hour. The crowd swells and breathes as the first verse

goes down, taking on the cohesiveness of a living

*Can you feel it*

thing. The bass player picks up the back beat and

*Can you touch it*

the two of them slam into the next turn of the song,

*Get ready cause here we go*

dragging the crowd with them.

*Can you feel it*

*Can you touch it*

*Can you feel it*



*Get ready cause here we go, yeah*

*Can you touch it*

The moment freezes, hanging in air like a death.

*Get ready cause here we go*

*Can you feel it*

Punching his battered Telestrater over to "remote",  
Johnny leaps off the stage, pushing his way through

*Can you touch it*

the crowd. His voice holds solid over the radio

*Get ready cause here we go*

mike; powerful, pleading, entreating, seducing, and  
Johnny's eyes scan the perimeter of the park. To one  
the huge crowd turns with him; surges around him,  
edge, he can see Santiago in position on the rooftop  
swallows him. Its knife edge balanced—six thousand  
opposite of the Arasaka complex. Deep in the crowd,  
people teetering on the edge, chanting, singing. At

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BRANQUINHO



## NEVER FADE AWAY

the perimeter of the park, Arasaka police stand guard  
nervously, their eyes riveted on the mob. Silverhand  
Options

starts towards them, and they choke on the deci-  
Akira turns from the security board. "It has started,"  
sion—twenty guards facing down a wall of humanity,  
he announces. "Instructions, Toshiro-sama?" Toshiro  
centered on one man whose voice holds them, binds  
considers. It was a masterstroke for Silverhand to  
them. An assault rifle comes up, and the crowd, like  
raise a literal army of fans against him. Toshiro is  
an irritable dog, notices the small army facing them  
check-mated—Arasaka cannot gun down the crowd  
down. The scene is set; the guards distracted, and on  
with impunity. But he does have options. He turns to  
the rooftop, Santiago takes aim. .

Akira. " Send teams to the elevators. Guard the top  
Then it goes wrong. One of the faceless guards

and bottom of the stairwells, and kill anything in the  
loses his nerve. The staccato sound of gunfire splits  
elevator cars." He looks over at Alt's dormant form.  
"We have the program," he says. "If we do not have  
the air. But Johnny is already gone, faded back into  
her body, there is no evidence."

a mob that howls like a wounded thing, then surges  
forward, shattering like surf against armored bodies,  
Seemingly oblivious, the plugged in Alt permits  
lobby doors, massed vehicles, guns. Screams. Gunfire.  
herself a brief smile. A lot he knows.

The strobe flash of the mob tearing a guard apart  
with vampyre teeth, and ripper claws. The sound

• • •

of a sniper rifle high above the melee, as Santiago  
Elevators chime open on floors ten, eighteen and  
methodical y picks out guards and blows them away  
five. The fire teams on ten and eighteen throw a hail  
with his Nomad Long Rifle. The lobby doors explode  
of lead through the doors. The elevators are empty.

inwards as six thousand bodies slam against them.

The team on five is warned, and opens the doors with greater caution. Empty. "It's a trick!" shouts the team Rogue is already in—in when Santiago took out leader. "To the stairwel !"

the pair of guards by the main doors. She's on the floor and rol ing, a fast dazzle bomb palmed over On floor six, a panting Johnny and Thompson the top of the security desk to fry the optics of the reach the stairwell landing, crack open the fire monitor team, followed by a frag grenade a second doors and scout the hall. They can hear other doors slamming open as the fire teams converge; they bolt later. The deafening explosion goes unnoticed in the for the elevator bank. Prying the doors open, they typhoon roar of the mob. Thompson's right behind her, can see the top of the car on floor five. They drop his video rig and FN-RAL sweeping everything in his down to its top. Thompson hotwires the motor, and path. Both wear armor jacks with the colors of the

they start up.

infamous Iron Sights boostergang, a known Arasaka hit group.

Rogue can hear running feet behind her. She pauses from her vantage point on floor seven and fires a quick Rogue skids around the corner towards the elevator bank, moments ahead of the crowd. Rapidly, she She judges the breathing and the heavy booted tread, opens each car, spray paints the monitor lens, punches and punches six seconds on the timer, then rolls out of a destination, then ducks out. The last car in line, she the seventh floor fire door. She is halfway down the places a shaped charge explosive on the ceiling, hal when the first of the charges go off, collapsing wired to a microtransmitter. This one she sends to the the stairwell in on itself and burying the pursuing fire twenty-second floor; the executive office suites. Then teams. Jamming open the elevator doors with her gun the rampaging mob hits and carries her along in the

butt, she drops down onto the rising car.

swell.

• • •

Thompson is waiting for her by the stairwell.

"Hold her", says Toshiro. Dimly, through the interface,

Moments later, Johnny shows up wearing an Arasaka

Alt can feel Akira's hands pressing her into the seat.

company jacket he's pulled off a guard's body. The

She struggles as the techs strip her plug guards off and

name tag reads Harada.

hold her wrists. "Can the program be run?" Toshiro

[15](#)



[NEVER FADE AWAY](#)

demands. His Netrunners nod. Helpless in the grip of

to fire at the slightest position change. Then she

the interface, Alt can only sense Toshiro jacking himself

turns back into the *Soulkiller* construct, wrapping into the cyberdeck, giving the command to RUN. its power around her, gathering herself to transfer back into her body.

Then her mind is ripped away.

The room staggers; lurches, as five pounds of

• • •

plastique explosive slams through the ceiling of the

The elevator streaks upwards, the shaft echoing to

elevator, creating an instant fireball. The lasers go

either side. They can hear explosions; the sound of

wild; spilling a maze of ruby light in every direction.

running feet, the hammer of machine gun fire. They

Toshiro throws himself flat, toppling the cyberdeck and

pass the burned out husks of the cars on floors ten and

breaking Alt's connections. She flails wildly with the

eighteen. At the twentieth floor, the elevator starts to

Construct—too little, too late.

slow. Just above them, they can see the bottom of the

express elevator on the twenty second.

Three figures burst into the room, smartguns laying down a pattern of fire through the maelstrom. IR suppressed, enhanced vision on, Johnny spots Alt's still-mitter button on her collar and the world blows up. form slumped over a contour couch. He bends down to her, taking her in his arms, trembling. Across the Angel Heaven room, Rogue looks away.

"Well, well, well," says Thompson, striding across She floats naked in a sea of stars. Around her swirls the wrecked room towards the Corporate head.

the matrix of *Soulkiller*, towering into measureless

"What do we have here? Looks like kidnapping and space. Alt reaches out with her enhanced mentality, maybe murder. They're going to put you away for a shaping and forming. A brief flare of thought, and long, long time, Toshiro-chan." His green cyberoptic *Soulkiller* sucks away the minds of her three guardian winks bright as he transmits live and direct to his news



Netrunners, letting their bodies drop.

net; his head swivels right to left with practiced ease

as he subvocalizes the opening to his story; the story

From the mind of the head Netrunner, she pulls out

he will use to break Arasaka in Night City.

the access codes to the mainframe's inner levels. She

strips the memory of data, downloading it to her hidden

Johnny stares a long time at Alt's almost lifeless body.

files throughout the NET. Twenty million dollars vanishes

There is a feeble pulse. But Alt—Alt is gone; lost in the

from Accounting, to reappear in a subaccount under

machine; trapped behind crystal. Lost forever. Gone.

her name. Pulling Toshiro's signature from his checking

He stands away from the couch. "Cut transmission, "

account file, she signs his name with a flourish.

he says to Thompson. The green cyberoptic goes dark.

Using the access codes, she activates the room

Silverhand's own eyes are featureless white marbles.

monitor. She can see the three Netrunners slumped

The Hand convulses in fury by his side, locking onto

senseless in their chairs; her own unconscious body  
the S&W in its lowslung hip rig. The metal fingers lock  
limply sprawled across the central console. Akira  
to the but , scrabble-clicking along the parkerized grip.  
moves towards it. Alt triggers the room lasers and cuts  
He just doesn't care anymore. He's dead inside. To  
him in two; his body hits the floor with a steaming thud.  
hell with it.

Toshiro's eyes widen in shock, then narrow as he  
Silverhand raises the big black gun. A red pinpoint  
realizes what has happened. "Congratulations, Ms.  
centers on Toshiro's forehead. "Bang." says Johnny.  
Cunningham," he says with mock formality. "It seems  
The Hand convulses.

you have found a way to escape your demise."

"Bang" says the gun.

"You zaibatsu bastard," she says through the  
interface, a tiny voice in his ear. "You're going to  
Silverhand turns to gather up her still warm body in  
his arms. Behind the wall of monitors, a disembodied

sit right here with your hands on the table, where I

Alt screams to him.

can watch them. You move, and you're laser meat."

She tracks the defense system onto him, locking it

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

16





BY HUNTANG

VIEW FROM

VIEW

THE EDGE

FROM

intro to

intro t cyberpunk

I'm not a man / or a machine.

I'm just something in between.

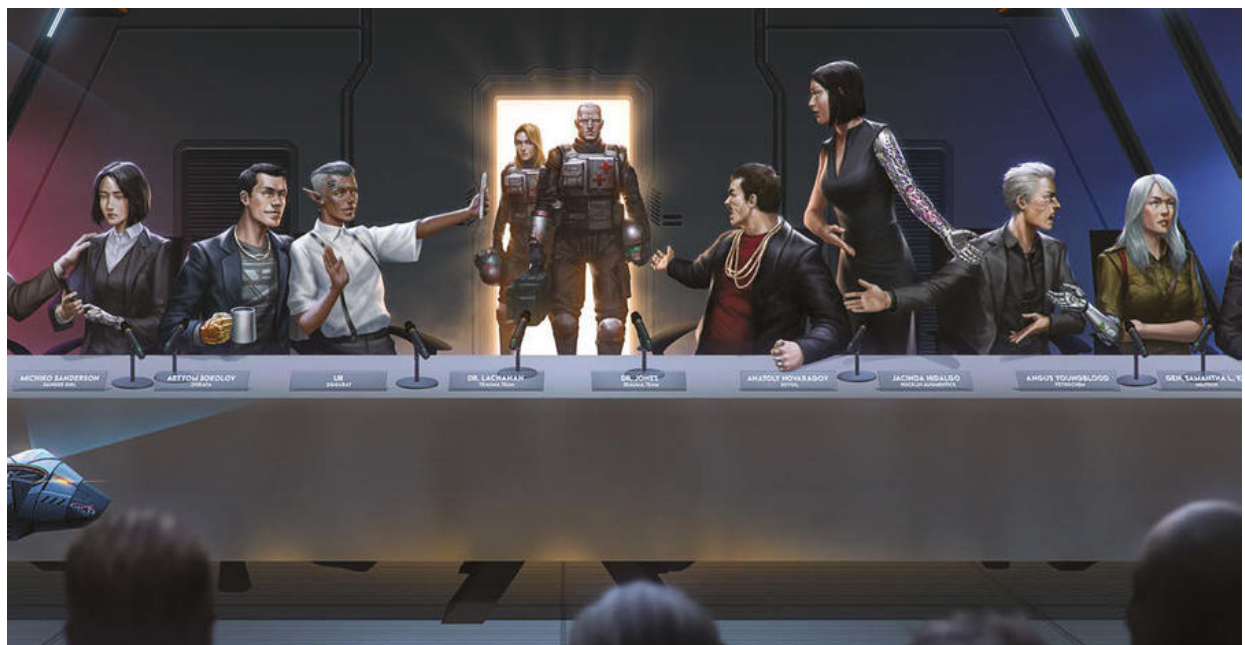
I'm all love / a dynamo

So push the button and let me go.

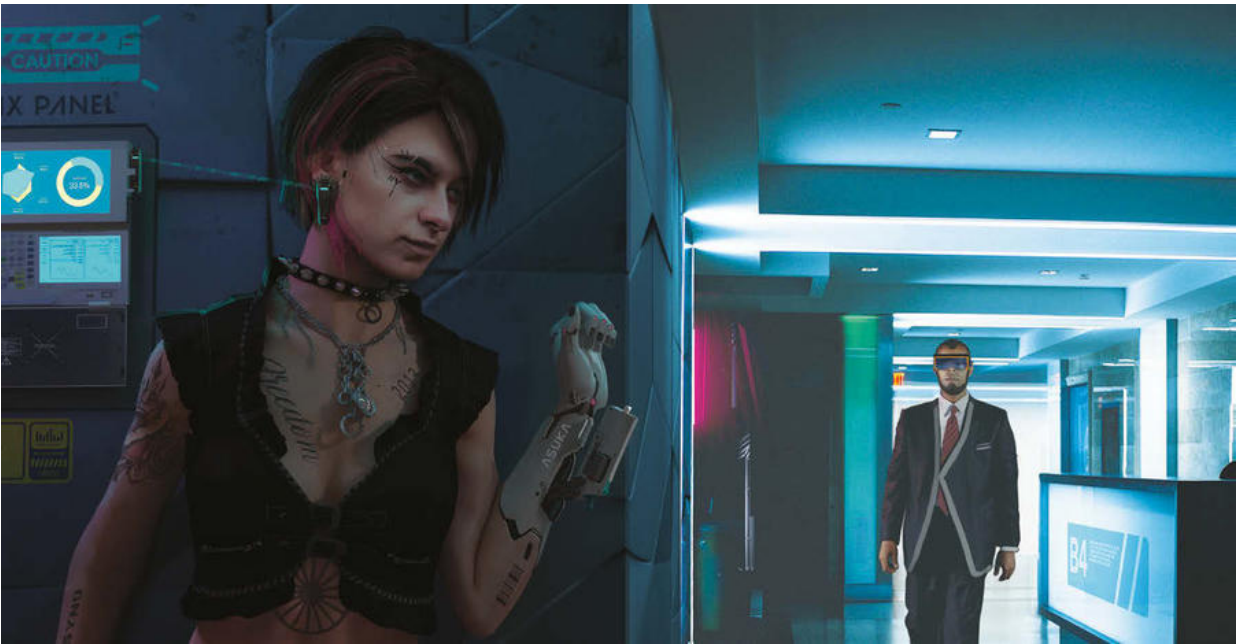
Lovin' Every Minute of It

1984 Zomba enterprises inc. (ascap)

[17](#)









## [VIEW FROM THE EDGE](#)

*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 al , the name. Cyberpunk comes from two

[want to know about cyberware?](#)

words. Cyber—from the term cybernetic, or a fusion of flesh and machine technology. Punk—from an early

[skip to page 107](#)

1980s 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-mélange. Their works featured a streamlined blend of rock, pop, sex, drugs, and the highest, hippest technology—usually grafted onto your body somewhere. The archetypal cyberpunk heroes of the 80s, ranged from techno-barbarians roaming a Post-holocaust world, to cyber-chipped jet-setters with designer bodies.

[want to know about neocorps?](#)

Of course, from our enlightened viewpoint here in

[skip to page 264](#)

the Time of the Red, this all looks pretty dated. After all, you probably accessed this article from your Agent.

You used a Kamakura 19 interface cable with a direct link from your Interface Plugs. 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 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*  
[want to know about weapons?](#)

back then.

[skip to page 91](#)

Alway

why

As the

take it to the edge.

it's the Cyberpunk way

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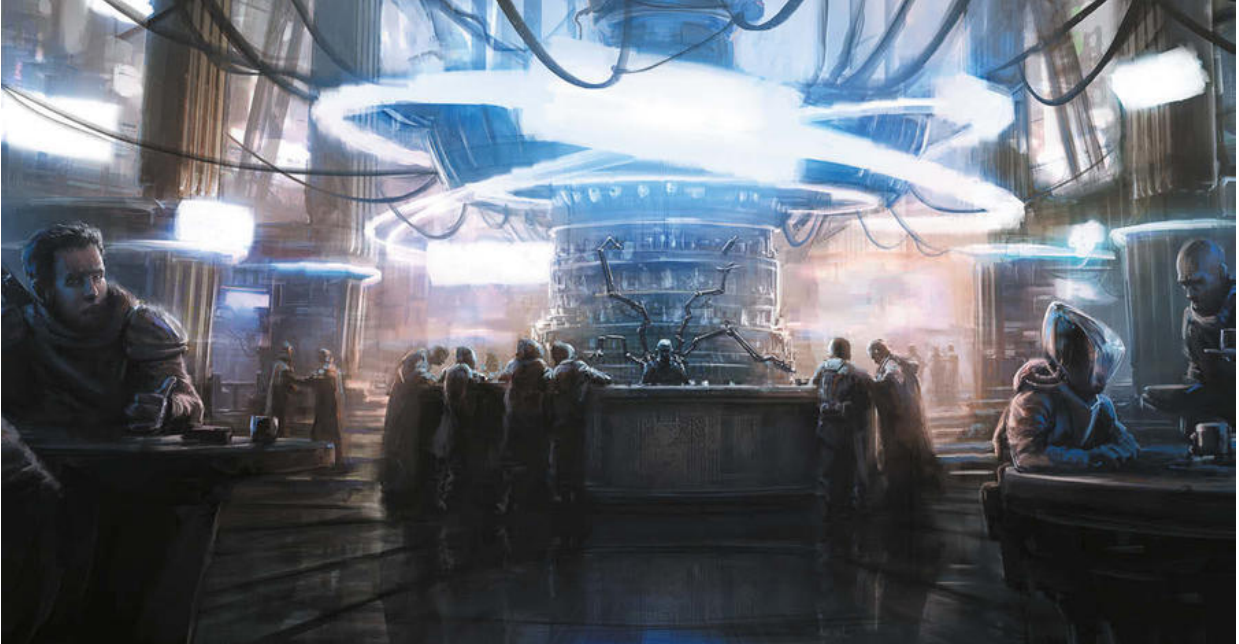
[want to know about netrunning?](#)

[skip to page 195](#)

[18](#)







## [VIEW FROM THE EDGE](#)

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 Soviet Russia collapsed.

In those days, both ranked as superpowers, instead

[want to know about night city?](#)

of a couple of over-armed second-raters waving

[skip to page 283](#)

nuclear weapons around under the watchful eye of the



EuroSpace Defense Agency. So far, the Tycho mass-drivers 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 Corporate War

[want to know about power players?](#)

Now, of course, a couple years back, everything was

[skip to page 304](#)

more-or-less run by the Corporations, which were pretty much governments 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. You can see how *that* ended up.

What We Miss

For all the wartime uglies, you can still go anywhere on

[want to know about gangs?](#)

one passport: one-worldism at its best. After all, with

[skip to page 308](#)

borders shattering and the world governments in constant flux, who's gonna stop you? The remaining currencies 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

[want to know about key locations?](#)

people to an apartment, sharing ration chips every week

[skip to page 310](#)

to buy food, with eight thousand apartments per city

[19](#)







### [VIEW FROM THE EDGE](#)

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 actu-



al y 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,

[want to know about transportation?](#)

so there's always something to do on a Saturday night.

[skip to page 322](#)

*Where were we?*

Oh yeah—you wanted to be a Cyberpunk.

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

[want to know about having fun?](#)

the West Germans were already developing "organic"

[skip to page 329](#)

circuitry in the late 1980s, or that the United States Air

Force was developing mentally controlled weapons systems. Synthetic myomer muscle fibers were just starting to be used to control prosthetic devices, and very few people could project ahead into the 1990s 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

[want to know about food?](#)

with the vision. First, the military started using cybertech-

[skip to page 328](#)

nology 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 humans 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.

[want to know about drugs?](#)

[skip to page 227](#)

[20](#)









## [VIEW FROM THE EDGE](#)

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

[want to know about the collapse?](#)

what we now call the Collapse.

[skip to page 244](#)

There were three major responses to technoshock.

Most 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**.

Welcome to the dark Future [want to know about the roaring 2020s?](#)  
[skip to page 248](#)

Okay, so now you're ready.

As a Cyberpunk, you grab technology by the throat and hang on. You're not afraid to "0 out" the newest in "enhancements," cybertech and bioengineering. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, and 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 down the rabbit holes of NET Architectures. With cyborg-fingers you pick [want to know about the 4th corp war?](#)

computer locks; with enhanced senses, you see into the Future.

[skip to page 251](#)

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 biker 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.

[want to know about the time of the red?](#)

*n*

[skip to page 257](#)

*ow you're Cyberpunk .*

[21](#)









## VIEW FROM THE EDGE

A Tabletop RPG Primer Bruce has decided to play the role of

a Solo, a tough mercenary named Gron

Helstrom. He thinks about the type of

If this is your first tabletop roleplaying

Gaming Keywords

Character he is playing and decides that

game, relax; roleplaying games aren't

someone like Gron would be looking for

**Action** : *Something a*

nearly as mysterious as you may have

action. He says, "Gron grabs the nearest

*Character does to*

thought. This is just a structured form of

*understand, or manip-*

street thug by the lapels of his cheap outfit

make-believe play acting, rather like when

*ulate themselves or the*

and growls, 'Where's the nearest bar?'"

you played Cops & Robbers (or Rebels  
*world around them.*

and Empire) as a kid. The focus is on  
Dave has decided to play the role

**Check** : *Adding a die rol*

verbal description and storytelling, with  
of a Lawman: Jord Mattersly, a clever  
*to a STAT + Skill to see*

Players describing what they do rather  
would-be detective and delver into mys-  
*if you succeed at an*  
*Action.*

than acting it out.

teries—the more bizarre the better. Jord's  
a thinker, not a fighter—so Dave tries

**Crew** : *A group of Player*

(For the rest of you, you probably  
another tack: "Jord pulls Gron's hands  
*Characters.*

want to skip this part and read ahead.

off the thug's collar and says, 'Excuse my

Not everyone is an experienced Player

**d6** : *A six-sided die.*

friend's enthusiasm. We're just looking for

who started in 1997 with a 170th level

a place with strong drink and some quiet

**d10** : *A ten-sided die.*

Cleric/Ninja/Solo carrying a scream-

socializing.. "

**d100** : *Roll two d10s. Use*

ing energy blade taken from a demigod

Lisa is playing the role of Spyder, a

*one for the 1s place and*

you defeated in a previous game. Skip

cunning Netrunner/Hacker thief with

*one for the 10s place to*

ahead; we gotta get the new Players up

*get a number between 1*

a bit of Robin Hood in her background.

to speed, okay?)

*and 100.*

As a natural paranoiac, she's scanning

**Downtime** : *The time*

h

the locals around the group. "What does

ow Does A RPG woRk?

Spyder see in the crowd?"

*bet ween Missions,*

*when Player Characters*

Wel , let's show you.

As GM, Mike thinks about it. It's night,

*have a chance to relax,*

*recover, pursue outside*

► A Typical Roleplaying Session ◀

in a bad section of town, and Gron's just

roughed up one of the locals. He says,

*goals, and lead a*

Mike, Bruce, Dave, and Lisa have gath-

"Wel , Spyder sees three large figures

*normal life (maybe).*

ered together for a roleplaying session  
moving silently out of the shadows. The

**Gamemaster** : *Also*

(also known as a "run"). They find a com-  
moonlight glints off drawn weapons and  
*known as the GM.*

fortable place in Mike's living room with  
cyberware as they approach you. ."

*The person in charge*

enough space for some books, some dice,  
*of setting the scene,*

Lisa thinks about it, then says, "Can I use  
*playing NPCs, and*

and a few favorite types of party food (a  
my Interface Ability to take control of any  
*adjudicating the rules.*

staple of a good roleplaying session).

local automated defenses?"

**Initiative** : *The order in*

As Gamemaster, Mike starts off the

Mike responds, "It will take time to scan

*which every Character*

session by proposing the situation and

for something and then you have to break

*in a scene takes their*

describing the scene. He begins: "The

*Turn. Especial y import-*

in. The boosters are coming on fast."

three of you have just entered Night City.

*ant in tense moments,*

*like combat.*

It's about nine at night, and the dark, windy

"Spyder turns to Gron and Jord," says

urban streets are slick with the recent rain

Lisa, catching on fast. There isn't going to

and the filth of years of slum living. Weak

be an easy way out of this one. Gron's

moonlight casts long shadows as you make

just gotten them tagged on The Street and

your way past street beggars and the occa-

there's going to be blood tonight.

sional boosterganger looking for an easy

"Hey people, we have a problem

target.

coming up. ."

22









## VIEW FROM THE EDGE

rules of the game. The GM must have a

what is A ChARACTeR?

firm grasp of the rules and the fictional

Most of you are going to use these rules

background of the game. It's the most

to play Characters (aka Player Characters

G

demanding position in terms of energy

aminG Keywords

or PCs), personas you control who exist in

and imagination, a lot like directing a film

this fictional universe of 2045. This book

**Mission** : *A scenario with*

when you can't control al the actors. But

*a defined objective run*

is set up to give you a clear idea of how

it can be immensely satisfying as well. The

*by the GM and played*

your Characters think and act and how

GM uses the background of the game

*by the PCs. Also known*

they work within the rules.

world to devise plots into which they place

*as a scenario, adventure,*

the Players' Characters (or uses published

*or job.*

A Character is a role that you will be

adventures, several of which are included

playing in the loose, impromptu play

**Non-Player Character :**

in this book). They describe the situation

that makes up a roleplaying session. For

*Aka a NPC. A Character*

to the Players as their Characters would

example, if your roleplaying group were

*played by the GM.*

know it, and the Players describe what

staging a recreation of the movie *Blade*

**Player** : *A person playing*

their Characters are doing to respond to

*Runner*, Rick Deckard would be one of

*a Character in the game.*

the situation. The plot generally flows from

the Characters. Much like Harrison Ford,

**Player Character** :

there, with the GM presenting obstacles,

the person playing Rick in this adventure

*Also known as a PC. A*

NPCs, and other elements in story form as

would try to act out what they thought the

*Character played by a*

Character would be doing in each scene

the Players continually decide what their

*Player.*

of the "movie."

Characters will do. And so, the Players

**Role** : *A type of Character.*

and GM create a story together.

*Each Role has a unique*

► Do I Have to Dress Up? ◀

*Role Ability.*

► How Do I GM? ◀

Not really. Although there is a specific

**Round** : *The amount of*

style of roleplaying game called a LARP

The best way is through trying it yourself.

*time it takes for every*

(or Live Action Role Play, where people

We have provided some examples of how

*Character in a scene to*

*do dress up*), most games are played

to incorporate rules into gameplay in the

*take their Turn.*

by sitting around a table, imagining the

many sidebars throughout this rule book.

**Skill** : *An area a Character*

scene described by the GM, and then

The most important part is to be a good

*has training in, such as*

acting out what you think your Character  
storyteller—to try to vividly describe the  
*Handguns or Science.*

would do in that situation. You don't have  
world you are guiding people through,  
*Measured in Levels.*

to dress in costume, wave around plastic  
and to pose problems or situations that

**Statistic** : *Also known as*

weapons or (God help us!) run around  
challenge your Players. Challenge them,  
*a STAT. Physical, mental,*

in the steam tunnels at midnight. In fact,  
but don't squash them. Almost as important  
*and social attributes*

one of the best games we've ever heard  
important is the need for the GM to be an impartial  
*inherent to all people.*

about was played by a bunch of U.S.

tial judge of the rules and effects of the

**Turn** : *The amount of time*

Army guys stuck in a slit trench in Iraq.

game on their Players. Remember: if you

*it takes a Character*

Yeah, you could say they were dressed

aren't interesting and you aren't fair, no

*to perform an Action.*

appropriately (guns, gear, armor) but *you*

one's going to want to star in your "movie."

*Roughly 3 seconds.*

won't have to go that far.

Good luck!

**XdY**: *A way the game uses*

w

*to tell you how many of*

hAt is the GAMemAsteR?

how Do the Rules Fit in?

*what type of die to roll .*

*For example, 1d6 means*



One of you will take on the role of the  
Many situations come up during a game

*you should roll a single*

Gamemaster (or Referee): the person who  
that require more than common sense to  
*d6.*

presents the story to the Players, controls  
resolve. For example, if you've never been  
any Characters not controlled by the  
in a firefight, it might be hard to judge how  
Players (called Non-Player Characters  
one would go. The rules give you a way  
or NPCs), and applies and arbitrates the  
to play out those situations in a fair and

[23](#)



### [VIEW FROM THE EDGE](#)

consistent manner. When the outcome of an event is in  
**CHOOH2**: Pronounced "Choo-Two". Streetslang for  
question, you roll dice ( *Cyberpunk RED* uses ten-

alcohol, as used in vehicle power plants. The vast  
**sided (d10s) and six-sided dice (d6s)**, and the  
majority of vehicles in the Time of the Red are fueled  
result of the roll helps you determine what happens.  
by an advanced form of alcohol with a higher  
Then the GM generally applies the rules and results  
burning temperature than normal methanol.  
as required.

**Chromer:** A 21st-century heavy metal rock fan. See  
Okay, that should give you a handle on the basic  
also Chromatic Rock.

concepts; now get on with the game!

**Chromatic Rock:** A type of heavy metal charac-  
Streetslang  
terized by heavy electronics, simple rhythms, and  
violent lyrics.

**Conapt**

*S*

: A condominium apartment in a Corporate  
*ome common termS in*

Zone.

*the time of the red*

**Cybered-Up:** To get as much cyberware implanted

**Time of the Red:** a slang term for the period from as possible before going over the Edge.

2023 to the late 2040s, taken from the red skies

**Data Term:** A street corner information machine, with common throughout the world as an aftereffect of a screen, CitiNet inputs, and keyboard.

the 4th Corporate War.

**'Dorphs:** Streetslang for synthetic endorphins, a

**AV:** Pronounced "Ay-Vee." Common slang for an designer drug that increases healing powers, limits aerodyne; an automobile-like vehicle powered by fatigue, and produces a "rush" like a second wind. ducted jet fans.

**Exotic:** A human biosculpted with non-human ele-

**AI:** Artificial Intelligence; a computer with full  
ments; fur, long ears, fangs, etc.  
self-awareness.

**The Face:** The representative of a Megacorporation

**Beaverville:** A safe suburban neighborhood primarily for legal purposes.

ily inhabited by mid-level Corporate executives and their families.

**Flatline:** To kill. A dead person or thing.

**Bonanza:** The location of a big score like an abandoned

**Go LEO:** To make the trip into Low Earth Orbit, i.e., to a

donated Corporate facility.

visit one of the inner space stations.

**Booster:** Any member of a gang that affects cyber-

**Gyro:** Small one- or two-seat helicopters, used mostly

ware, leather clothing, and random violence.

in police work and Corporate strike operations.

**Combat Drugs:** Any one of a series of designer

**Handle:** A nickname; a working name you are known

drugs created to increase speed, stamina, and

by on The Street.

reflexes.

**Hydro:** Streetslang for hydrogen fuel, used to power

**Chilled:** To be cool; to be together.

some vehicles in the 2000s.

**Chip:** Any type of data recording, usually in the form

**Input/Output:** A mechanistic term for a casual  
of small colored, slivers of plastic.

lover.

**Chippin' In:** To buy cyberware for the first time.

**Keyboard:** Streetslang for a computer interface

To cast your lot with a group. To connect with a  
deck with manual keys. Also, a terminal.

machine.

**Kombi:** A large vehicle capable of carrying cargo

**Chombatta (Choomba):** Neo-Afro American  
and passengers. Popularly used by Nomads as  
slang for friend, family member.

housing on the road.



## [VIEW FROM THE EDGE](#)

**Lawman:** Police officers or other law enforcers.

**Polymer One Shot:** Any cheap, plastic pistol,  
Originally derived from Captain Max Hammerman's  
usually in the 5 to 9mm range.

post-war police task force known on The Street as

**Posergang:** Any group whose members all affect a  
"The Lawmen", this streetslang has come to be syn-  
specific look, style, or bodysculpt job.

onymous with any and all law enforcers.

**R.A.B.I.D.S.** : A particularly deadly form of black

**Mainline**: A term for your partner in a serious, long-  
ICE spread throughout the Old NET after the  
term relationship.

death of their creator, Netrunning Legend Rache

**Meatspace**: A term commonly used by Netrunners  
Bartmoss.

to refer to the physical world.

**Ripperdoc**: A surgeon specializing in implanting

**Midnight Market**: Top secret, temporary mar-  
illegal cyberware.

ketplaces put up by high level Fixers to sell highly

**Ronin**: A freelance assassin or mercenary. Usually  
illegal goods. Powerful members of the criminal  
considered to be untrustworthy.

underworld often hold their meetings in private  
rooms in a Midnight Market.

**Samurai**: A Corporate assassin or mercenary, hired  
to protect Corporation property or make strikes

**Netrun**: To interface with a NET Architecture and

against other Corporate holdings.

hack into its programs and controls. Also used to refer to running the Old NET until the advent of the

**Slammit On:** To get violent; to attack someone

4th Corp War.

without reason.

**Night Market:** Off-the-grid, temporary market-

**The Street:** Wherever you live, late at night. Also, the places set up by groups of Fixers with solid connec-

Subculture; the Underground.

tions. In the Time of the Red a Night Market is the

**Stuffit:** To have sex. Also, to forget about

best place to find new cyberware and gear.

something.

ANQUINHO BR

BY NEIL

[25](#)







# THE Garden





CONNECTING...  
YOUR BEST POSSIBLE SELF

1

2

AGENT

3

4

DATA POOL

TO...  
YOUR BEST POSSIBLE  
RESULT

100% SATISFACTION GUARANTEED  
NO QUESTIONS ASKED

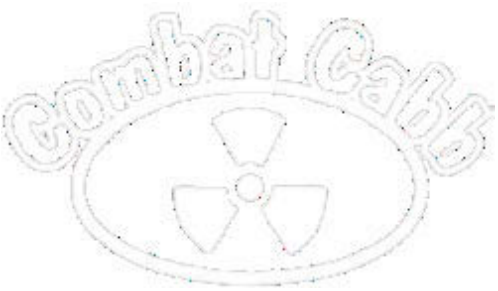
DO NOT ask questions.  
Just trust the system.  
BECAUSE it works everytime!

**ZIGGURAT**  
CONNECTING EVERYTHING

Visit our Data Pool site for  
device-specific app compatibility.

The graphic features a large, stylized blue 'Z' shape in the center. The number '1' is at the top left of the 'Z', '2' is at the top right, '3' is at the bottom left, and '4' is at the bottom right. The text 'CONNECTING... YOUR BEST POSSIBLE SELF' is to the left of the 'Z', and 'TO... YOUR BEST POSSIBLE RESULT' is to the right. The 'DATA POOL' text is below the 'Z'. The 'AGENT' text is to the right of the 'Z'. The '100% SATISFACTION GUARANTEED NO QUESTIONS ASKED' text is below the 'Z'. The 'DO NOT ask questions. Just trust the system. BECAUSE it works everytime!' text is at the bottom left. The 'ZIGGURAT CONNECTING EVERYTHING' logo is at the bottom center. The 'Visit our Data Pool site for device-specific app compatibility.' text is at the bottom right.







3:56 PM

Video

popular keywords neoncade

body lotto

scott brown

madqueens

blood rain

elf game

since you enjoyed *Combat Cabb: the Next Generation...*

classic

**N54's 24/7 Essential News Feed**

**Combat Cabb Classic Season 13**

*N54•150k watching now!*

*Combat Cabb Classic•53k watching now!*

**Tom & Gold**

*T&G•500k watching now!*

The line between reality-driven entertainment and situational comedy blurs in the award-winning hit of 2044! When PopMedia sensation

Gold leaves the Corporate-driven music world and returns to her

roots in the Night City slum she grew up in, she befriends 4th Corp

War combat vet and hardware store manager Tom. Together with an

AI-driven car named T1G3R, they'll discover what it means to real y

live in a world where everyone else is just trying to survive. Sponsored by **Zhirafa**.

T&G







BY EVE VENTRUE

soul

soul and

the new

and

ma

the new

chine

ma

who will y

will ou

y

be?

be

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.

27



## SOUL AND THE NEW MACHINE

New Time, Bad Time, Red time #2 AttituDe is eveRythinG

It's truth. Think dangerous; be dangerous. Think

This is especially true in the Time of the Red, when a

weak; be weak. Remember, everyone in the 2000s

massive war between Megacorporations and an  
carries lots of lethal hardware. Each Character in this  
atomic bombing have ravaged what little vestiges of  
world is playing a Role—a face that person projects  
civilization would be familiar to people in society today.  
to the outside world as the real thing. They won't be

I

impressed by your new Militech smartgun unless you  
t's always personal

swagger into the club looking like you know how to  
use it. .and are just itching for an excuse. Never walk

The rule is **it's always personal**. Survival is a  
into a room when you can stride in. Never look at  
personal thing and the hal mark of these dark times.  
someone unless you can make it your best "killer" look.

But there's a wider aspect to that—you look to your  
Use your best "I'm bad and you aren't" smile. Don't sit  
friends, team, family, or clan first. If you can do some  
around the flat or cube waiting for the next job. Get on  
good along the way, great. But don't count on it.



out and hit the clubs and hangouts. Make sure you're where the party starts.

Cyberpunk Characters are survivors in a tough, grim world, faced with life-and-death choices. How they #3 live on the eDGe

make these choices has a lot to do with whether they end up as vicious animals roaming a ruined world or

The Edge is that nebulous zone where risk-takers and retain something of their basic humanity. Cyberpunk

high rollers go. On the Edge, you'll risk your cash,

Characters are the heroes of a bad situation, working your rep, even your life on something as vague as a

to make it better (or at least survivable) whenever

principle or a big score. As a Cyberpunk, you want

they can. Whether it takes committing crimes, defying

to be the action, start the rebellion, light the fire. Join

authority, or even outright revolution, the quintessential

great causes and fight for big issues. Never drive slow

Cyberpunk Character is a rebel with a cause.

when you can drive fast. Throw yourself up against

danger and take it head on. Never play it too safe.

As a cyberpunk player

Stay committed to the Edge.

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 #1 style over substance. #2 A flair—in portraying yourself. To achieve the essence of #2 A everything.

the 2000s, you need to master three concepts:

#1 style over substance.

#2 A

flair—in portraying yourself. To achieve the essence of #2 A everything.

the 2000s, you need to master three concepts:

Attitude is

edge

#1 s

#3 live on the edge .

style over substance

#4 break the rule

1 s.

It doesn't matter how well you do something, as long as you look good doing it. If you're going to blow

— Ripperj

— Ripper a

j ck

a

it, make sure you look like you planned it that way.

Normally, clothes and looks don't matter in an adventure—in this world, having a leather armor jacket and mirrorshades is a serious consideration.



## [SOUL AND THE NEW MACHINE](#)

Roles

exeCs

Corporate power brokers and business raiders fight-

*the core of cyberpunk roleplaying*

ing to restore the rule of the Megacorps.

Even after a massive war between Megacorporations

lAwmen

followed by an atomic bombing, the world of

Maximum law enforcers patrolling the mean streets

Cyberpunk is a combination of savage, sophisticated,  
and barbarian warrior highways beyond.

modern, and retrograde. Fashion-model beautiful

Rockerboys rub shoulders with battle-armored road

FixeRs

warriors, all of them making the scene in the hottest

dance clubs, sleaziest bars, and meanest streets this

Dealmakers, organizers, and information brokers in

side of the post-holocaust. And every single one of

the post-War Midnight Markets of The Street.

them has a **Role**: an occupation they are known by

on The Street.

nomADs

**There are ten Roles in the *Cyberpunk RED***

Transport experts, ultimate road warriors, pirates, and

**future:** Rockerboys, Solos, Netrunners, Techs, smugglers who keep the world connected.

Medtechs, Medias, Execs, Lawmen, Fixers, and Nomads.

## Role Abilities

### RoCkeRboys

Each role will give you access to a Role Ability which Rock-and-roll rebels who use performance, art, and will help you navigate the streets of the Dark Future. rhetoric to fight authority.

We'll talk more about these abilities in the Role Ability section [\(pg. 142\)](#) but for now you can mark down the solos name of your chosen Role Ability and note that it starts Assassins, bodyguards, killers, and soldiers-for-hire in with a value of 4, which represents the years you've a lawless new world.

spent on the streets already.

### 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.

GNALL BA

meDteChs

Unsanctioned street doctors and cyberware medics,

BY RICHARD

patching up meat and metal alike.

meDiAs

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

[29](#)







ROCKERBOY

"my olD mAn tried to Do musiC bACk beFoRe the wA

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like the oRiGinAl roCkerboy, my musiC's GivinG the miDDle FinGeR to  
eveRy PoweR-hunGRy suit who thinks they CAn Control the woRlD."

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, Rockerbo

If you live to rock, this is where you belong. As a Rockerboy, you're one of the street poets, the social conscience, and the rebels of the Time of the Red. With the advent of digital porta-studios and garage music mastering, every Rockerboy with a message can take it to The Street, put it in the record stores, bounce it off the comsats. Sometimes, your message isn't something the Corporations or the government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who real y want to run this world. But you don't care, because as a

Rockerboy, you know it's your place to chal enge 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 mil ions. 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 can 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 can affect larger and larger groups and call on their fans for greater and greater requests of loyalty. ([Go to pg. 144 for details](#)).

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



SOLO

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You were reborn with a gun in your hand—the flesh and blood hand—not the metal ic weapons factory that covers most of your other arm. Whether as a freelance guard and kil er-for-hire, or as one of the Corporate cybersoldiers who enforce business deals and the Company's "black operations," you're

one of the elite fighting machines of the Time of the Red. Most Solos put in military time during the 4th Corporate

War, in a Corporate army, or in one of the government's current

"police actions" around the country. 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*—freelanc-

ing your lethal talents as a kil er, 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 kil ing 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 wil ing to pay it. Because you're a Solo.

► Role Ability: CombAt AwAReness



The Solo's 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 to not change their point assignments, their previous ones persist. Activating some of these abilities will cost the Solo more points than others. [\(Go to pg. 146 for details\).](#)





NETRUNNER

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Redeye, Netrunner

You're a brain-burning computer hacker & master of the Post-NET cyberverses 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

United 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 cor-

rupted. 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 software 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. 147 for details](#)).





TECH

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You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in

your Metrocar? No problem. Can't get the video to run or your interface glitching? No problem. You make your living building, fixing, and modifying—a crucial occupation in a technological world recovering from a War that broke the back of the supply chain. You can make some good bucks fixing everyday stuff, but for the serious money you need to tackle the big jobs. Il egal weapons. Il egal 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 wal , call in a few markers on a Solo or two. You've fixed up tech for everybody from black ops Corporate samurai to Ms. Zepada down the block. No one's ever come back to you with a complaint but that might be because of the turrets guarding your front door. You're addicted to technology in all its forms and 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. 147 for details](#)).

[33](#)





MEDTECH

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

And there's always an old ripperdoc or two out there who hearken

back to that old science fiction story called *The Bladerunner*—not that old flatscreen vid, but the real y old sci-fi book about renegade doctors who performed illegal street surgery in one of the first dys-topian novels. Maybe one of those guys trained you. Maybe that's

where you are right now, patching up the wounded, mending 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 who 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 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, or cryosystems operation [\(Go to pg. 149 for details\)](#).







MEDIA

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or Never Blink New

They're bending the truth out there. And you're going to stop  
them. Someone has to do it. The Corporations used to rule the  
world. They dumped toxics, destabilized economies, and com-  
mitted murder with equal impunity. The government back then

couldn't even stop them—hell, they owned the government.

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. 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 Data Pool in the Time of the Red. It's not like the old days, when you had a major

Mediacorp behind you; this time, you've gotta depend on your fans, your contacts, and your own reputation. But it's harder for these new Corps to make you disappear. So when you dig down for the dirt and slime the corrupt officials and Corporate lapdogs try to cover up, you can dig deep. 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 NET Architectures 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 can not only convince an audience of the truth of what they publish but also has 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 [\(Go to pg. 151 for details\).](#)





EXEC

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In the old days before the Time of the Red, you would have been a hard-driven, fast-track MBA on their way up the Corporate ladder. Sure, it was selling your soul to the Company, but face it: the Corporations ruled the world. They control ed governments, markets, nations, armies—you name it. And you knew that whoever control ed the Corporations controlled everything else. But things changed when the largest Megacorps

on the planet got into a major war that was equal to anything any real national governments could have thrown down.

Okay, so right now your life as a junior executive is anything but easy. There are those underneath you who'd kil for a shot at your job. Literally. There are those over you who'd kill to keep you out of their jobs. Literally. And they're not kidding about the killing—every up-and-comer in the Corporation has their own Team of Solos and Netrunners to cover important pet projects. Last week, you led a mixed team of Solos, Netrunners, and Techs 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 roles (such as Netrunner, bodyguard, or assassin). Plus they get free housing and nice set of clothes! [\(Go to pg. 153 for details\).](#)





LAWMAN

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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 a Minami-10 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 big City Force, but most of the Old Guard in NCPD have been thrown out on their own to keep what peace they can. The ones who remain still take the Badge seriously; they work to keep people safe and make some kind of stand against chaos. Even if you'd rather just walk a beat, if you're a professional Lawman of any stripe, you're stuck carrying 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 Night Markets. The other half of the guys on The Street are freelance Corporate mercs who used to have jobs during the War; hired

to enforce Corp armies disbanded by the New United States' goon

squads. Now *they're* the goon squads and you're trying to keep them under control too. Used to be the Corporate Cops had heavy

weapons, full combat armor, Trauma Team 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 FN-RAL37—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 Psycho Squad berth and get the job of hunting down heavily armed and armored cyborgs who've flipped out. A cyberpsycho can walk through machine gun fire and not even feel it, so a lot of the Psycho Squad 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 they make the call. This Backup is armed and armored based on their Rank [\(Go to pg. 158 for details\)](#).

[37](#)







FIXER

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Grease, Fixer

Grea

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 il egal 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 they can reach out to source goods, favors, or information. Fixers can also source desirable resources and make favorable deals ([Go to pg. 159 for details](#)).





NOMAD

"PeoPle DiDn't useD to Care muCh About us nomADs. my FAmily

l CAME AnD went

t

like the wind AnD PeoPle PAiD About As muCh At

A tention. hell, most times, iF Folks

s

DiD tA

t ke notiCe they tRieD to throw us out.

t but thinGs ARE different now.

tu

t Rns out,t when soCiety bReAks Down, wA

w nDeReRs beCome useful. now PeoPle

PAy

A us to move theiR CARGo AnD keeP the sCAv

A s oFF them. suits me Just Fine.

th

t eRe's nothinG like the freedom oF the oPen RoAD unDeR youR wheels.  
i've Got my bike, i've Got my gun, AnD i've Got my family

l . th

t At

A 's All i'll eveR need."

Racer ra

Ra

j

cer ra a

j vi,

a

Alde

vi,

c

Alde aldo Nomad

c

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 Deltajock fam-boys 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 your Family, and that's all you need. You're a Nomad.

#### ► Role Ability: moto

The Nomad's 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 Rank or lower to the pool of Family vehicles they have permission to use from the Family Motorpool or to make an upgrade to one of their current vehicles. Thanks to being around vehicles since birth, Nomads are also able to drive any type of vehicle with

tremendous skill [\(Go to pg. 161 for details\)](#).







## SOUL AND THE NEW MACHINE

**Now you know what kinds of people walk the streets of Night City and the Roles they fulfill. So, let's dive into the process of making your own TaGGinG The PaThs**

*Cyberpunk RED Character.*

*To make navigating*

*Character Generation*

*easier, we're placing tags*

The Three Methods of Making a Character

*next to each relevant*

In **Cyberpunk RED**, there are **three ways to generate** your Character. **Streetrat** section so you can tel , at

**(Templates), Edgerunners (Fast and Dirty), and The Complete Package** a glance, if a set of instruc-

**(Calculated).** Each has its own advantages and disadvantages.

*tions pertains to Streetrats,*

*Edgerunners, or Complete*

**Streetrats (Templates):** If you've never roleplayed before or just want to get going *Packages*.

without a lot of fuss, Templates are the fastest way to start 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 STREET

on the basics. By adding as you play, the Template gathers more individuality to itself, getting better and better the more you play.

### ***Streetrats***

**Edgerunners (Fast and Dirty):** As you'll soon realize, the *Cyberpunk RED*

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 quickly and without a lot of painstaking EDGE

detail, the Fast and Dirty method is an excellent option.

### ***Edgerunners***

**Complete Packages (Calculated):** The Calculated method is by far the most complex way to make a *Cyberpunk RED* Character. Yet the reward is the ability to create a Character that is exactly what you want, using pools of points to buy Statistics and Skills and starting money to buy weapons, armor, gear, and cyberware.

### **CMPLT**

The following sections give you the tools you need to create a Character. To help make

### ***Complete Packages***

sense of it, we're including handy step by step charts to guide you through the process.

*Throughout the book, you'll*

th

t eRe's this whole weird eCosystem to niGht City.

y

*also find the DATA tag near*

*interesting information that*

exeCs woRk the boARD Rooms AnD PAy

A solos AnD

D

*enhances or helps expand*

netRunneRs to wipe out ComPetition. AnD then,

*upon what you're reading.*

theRe's All these meDteCh AnD te

t Chs pat

a Ching uP

the solos AnD FixinG eveRyone's GeAR. th

t eRe's the

e

DATA

lAw

A men trying to keeP A liD on the whole situAt

A ion

n

***Data***

AnD meDiAs AnD RoCkeRboys writing sonGs AnD

D

ARtiCles About it All. AnD PRetty muCh eveRyboDy's

s

gotta Go thRouGh A FixeR to Get AnythinG these

e

DAy

A s. hell, hAlF the stuFF A FixeR sells blows into

niGht City on A nomAD CARAv

A A

v n! it's like eveRyboDy

y

neeDs eveRyboDy else.... AnD noboDy trusts Anyone.

— danika

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tundra

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tundra

cdougla

" ma

s

cdougla

[40](#)



[SOUL AND THE NEW MACHINE](#)

CReAtinG A stReetRAt oR eDGeRunneR ChARACteR

► #1: Pick a Role ◀

► #5: Set Your Skills ◀

[see Page 29](#)

*What different Skills are there?*

*Set your Role's*

[See page 81](#)

*Role Ability to 4*

*How does a Streetrat set Skills?*

*For more about*

[See page 86](#)

*Role Abilities*

*How does an Edgerunner buy Skills?*

[see Page 142](#)

[See page 88](#)

► #2: Run Your Lifepath ◀

► #6: Record Weapons, Armor ◀

*For a list of Weapons*

[See page 43](#)

[See page 91](#)

*For a list of Armor* [See page 96](#)

*Make sure to run both the*

*general Lifepath and your*

*How do you know what*

***Role-Based Lifepath.***

***weapons and armor you get?***

***[See page 98](#)***

***Remember to pick your Cultural***

***Origin Language. You get that as***

***a Skill at Rank 4.***

► Step #7: Record Outfit ◀

***For a list of gear [See page 99](#)***

► #3: Roll Your Statistics (STATS) ◀

***For a list of fashions [See page 102](#)***

***What are the Statistics?***

***How do you know what's in your Outfit?***

***[See page 72](#)***

***[See page 103](#)***

***How does a Streetrat roll STATS?***

***What about Lifestyle & Housing?***

***[See page 73](#)***

***[See page 105](#)***

***How does an Edgerunner***

***You've also got 500eb to spend on***



*roll STATS?*

*extra stuff or keep for the game.*

[See page 77](#)

► Step #8: Record Cyberware ◀

► #4: Calculate Derived Statistics ◀

*For a list of Cyberware*

*What are Derived Statistics?*

[See page 110](#)

[See page 79](#)

*How do you know what*

*How do you calculate them?*

*Cyberware you get?*

[See page 79](#)

[See page 117](#)

[41](#)



The logo consists of the word "CMPLT" in a white, bold, sans-serif font, centered within a solid red rectangular background.

## [SOUL AND THE NEW MACHINE](#)

CReAtinG A ComPlete PACkAGe ChARACteR

► #1: Pick a Role ◀

► #5: Set Your Skills ◀

[see Page 29](#)

*What different Skills are there?*

[See page 81](#)

*Set your Role's*

*Role Ability to 4*

*How do you buy Skills?*

[See page 90](#)

*For more about*

*Role Abilities*

[see Page 142](#)

*Don't forget your Basic Skills have*

*to be at least Level 2.*

*Remember, no Skill can be*

► #2: Run Your Lifepath ◀

*higher than 6.*

[See page 43](#)

*Make sure to run both the  
general Lifepath and your  
Role-Based Lifepath.*

► #6: Buy Your Stuff ◀

*For a list of Weapons* [See page 91](#)

*Remember to pick your Cultural  
Origin Language. You get that as*

*For a list of Armor* [See page 96](#)

*a Skill at Rank 4.*

*For a list of Gear* [See page 99](#)

*For a list of Fashions* [See page 102](#)

*For a list of Cyberware* [See page 110](#)

► #3: Buy Your Statistics (STATS) ◀

*You have 2550eb to spend on any*

*What are the Statistics?*

*of the above.*

[See page 72](#)

*How do you buy STATS?*

[See page 78](#)

*You have 800eb to spend specifically*

*on Fashion and Fashionware.*

*Remember, no STAT higher*

*than 8 or lower than 2.*

*What about Lifestyle & Housing?*

[See page 105](#)

► #4: Calculate Derived Statistics ◀

*Run out of cash?*

*What are Derived Statistics?*

*To sell your soul for more money*

[See page 79](#)

[See page 118](#)

*How do you calculate them?*

[See page 79](#)

[42](#)





BY SEBASTIAN SZMYD

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running the lifepa

lifep th

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

[43](#)



**STREET**

**EDGE**

**CMPLT**

[TALES FROM THE STREET](#)

Lifepath

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 **Next Step**:

else.

STATs

### [Page 73](#)

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 authentic and Dark Future background. Its sections cover your cultural origins, your family, friends, enemies, personal habits, **Next Step**:

STATs

and even key life events. It's intended primarily as a guide; if you encounter something you don't think fits the

### [Page 77](#)

Character you've envisioned, feel free to change the path as you see fit. And remember: ***Cyberpunk*** hinges on roleplaying, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

**Next Step**:

STATs

### [Page 78](#)

"i RemembeR she tolD me she wA

w s boRn in miami,

About 2004 oR so... she wA

w s PRetty suRe,

beCAuse she CouLD still remember whAt

A it'D

D

been like when the euRos RoCkeD wA

w shinGton

AnD the neAR miss took out tA

t mPA...

"she hAD these inCReDible blu

l e eyes—CleAR

R

thRouGh AnD thRouGh, like CRystA

t ls oF lACe, AnD

D

A smile FRom A mAGAZine dream. 'CouRse, the

e

eyes weRe te

t kniCs 2350s, AnD the smile

ReAlly

l wA



w s FRom A mAGAZine—niCe biosCulpt

Job. it DiDn't mAt

A teR how muCh wA

w s real

in the enD. i still Fell hARD FoR heR. FA

F Ct,t i i

still think About heR. i'm Just thAt

A type."

— Johnny

— Johnny Silverhand

Sil

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 cal ed on to make multiple rolls on the same table. If at any point you roll something you don't think fits with your Character you can feel free to choose an option instead.







## TALES FROM THE STREET

### ► Cultural Origins ◀

The *Cyberpunk* world is multicultural 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 LifePaTh examPLe

time you look side-eye at the wrong person. Where you come from determines your native language. In *RED*, we assume everyone speaks *Streetslang*, the pidgin that has *Victoria's already decided*

evolved to be used by almost everyone in the Dark Future, but you probably also have *to play a Netrunner. That*

another primary tongue you learned at your mother's knee. After rolling to determine *means her next step is*

your general cultural region, choose one of the languages from the list adjacent to *the Lifepath. She starts*

your cultural region. **You begin with 4 points in that Language Skill.** There are *with Cultural Origins and*

*decides to roll instead of*

hundreds of languages spoken around the world but for our purposes here we've listed *choose. She likes the idea*

the most commonly spoken languages in each region during the Time of the Red. If you *of stringing together a*

want your Character to speak a language that isn't represented you can go ahead and *bunch of random results*

choose that language instead of one of the listed languages.

*into a comprehensive*

*Character background.*

***Roll 1d10 or choose one.***

*Victoria rolls a 6 on*

*a d10. According to the*

**Roll**

**Your (General)**

**Languages You Might Know**

**Cultural Region**

*Cultural Origins table,*

*(pick one in your group)*

*that means her Character,*

*or her Character's family,*

**1**

Chinese, Cree, Creole, English,

North American

French, Navajo, Spanish

*was original y from Sub-*

*Saharan Africa. Her GM*

**2**

Creole, English, German, Guarani,

South/Central American

*tel s her Africa's in the midst*

Mayan, Portuguese, Quechua, Spanish

*of a technological boom*

**3**

Dutch, English, French, German, Italian,

*thank to its close associa-*

Western European

Norwegian, Portuguese, Spanish

*tion with the Highriders in*

*orbit. Victoria has family*

**4**

English, Finnish, Polish, Romanian,

Eastern European

Russian, Ukrainian

*in Ethiopia in real life, so*

*she decides her Netrunner*

**5**

Arabic, Berber, English, Farsi,

Middle Eastern/North African

*comes from there. She's not*

French, Hebrew, Turkish

*sure why her Character*

*left home yet, but Victoria's*

**6**

Arabic, English, French, Hausa, Lingala,

Sub-Saharan African

Oromo, Portuguese, Swahili, Twi, Yoruba

*certain the reason will*

*come to her as she contin-*

**7**

Bengali, Dari, English, Hindi, Nepali,

South Asian

*ues along the Lifepath.*

Sinhalese, Tamil, Urdu

*Finally, Victoria looks*

**8**

Arabic, Burmese, English, Filipino, Hindi,

South East Asian

Indonesian, Khmer, Malayan, Vietnamese

*over the Language list.*

*She doesn't see Amharic,*

**9**

Cantonese Chinese, English, Japanese, Korean,

East Asian

*the official language of*

Mandarin Chinese, Mongolian

*Ethiopia, there but the*

*rules say she's free to*

**10**

English, French, Hawaiian, Maori,

Oceania/Pacific Islander

Pama-Nyungan, Tahitian

*add to the list if it makes*

*sense. Victoria notes her*

*Netrunner has 4 levels of*

*the Language (Amharic)*

*Skil .*

[45](#)





## [TALES FROM THE STREET](#)

### ► Your Personality ◀

This is what you're 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 1d10 or choose one.*

**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

BY HÉLIO

FRAZÃO

46







## TALES FROM THE STREET

### ► Dress and Personal Style ◀

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 LifePaTh examPLe

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 *Victoria's now knows*

promotion they wanted.

*her Netrunner's Cultural*

*Origins (Sub-Saharan*

Note that your clothing style is more about the style of clothes you favor, not the *Africa) and her Personality*

individual items. You could wear a tailored business suit jacket, a rawhide fringed (*stable and serious*). *Next is*

Nomad jacket, a high-tech light colored urban flash jacket, or even a torn and *Dress and Personal Style*.

ripped leather jacket with gang colors all over the back. Each one is the *same* *There's three categories:*

item of clothing (jacket), but defined by the style of jacket your Character favors.

*Clothing Style, Hairstyle,*

*and Affectation.*

***Roll 1d10 or choose one for each column.***

*Victorian rolls 4*

*for Clothing Style:*

**Roll**

**Clothing Style**

**Hairstyle**

*Businesswear. She rolls 9*

*for Hairstyle: Short and*

**1**

Generic Chic (*Standard, Colorful, Modular*)

Mohawk

*curly. And she rolls 5 for*

**2**

Leisurewear (*Comfort, Agility, Athleticism*)

Long and ratty

*Affectation: Nose rings.*

**3**

Urban Flash (*Flashy, Technological, Streetwear*)

Short and spiked

*Obviously, Victoria like*

**4**

Businesswear (*Leadership, Presence, Authority*)

Wild and all over

*to keep things neat and*

*professional. Thinking*

**5**

High Fashion (*Exclusive, Designer, Couture*)

Bald

*about it, she decides her*

**6**

Bohemian (*Folksy, Retro, Free-spirited*)

Striped

*Netrunner gets this from*

**7**

*her family, who instilled a*

Bag Lady Chic (*Homeless, Ragged, Vagrant*)

Wild colors

*need to "dress to impress"*

**8**



Gang Colors (*Dangerous, Violent, Rebellious*)

Neat and short

*in her from a young age,*

**9**

Nomad Leathers (*Western, Rugged, Tribal*)

Short and curly

*especially when dealing*

*with outsiders. "Outsiders*

**10**

Asia Pop (*Bright, Costume-like, Youthful*)

Long and straight

*rarely look below the*

*surface," her father told her,*

***Roll 1d10 or choose one.***

*"Make sure your surface*

*says you mean business".*

*Victoria's Netrunner prefers*

**Roll**

**Affectation You Are Never Without**

*sharp suits and keeps*

**1**

Tattoos

*her hair short but natural.*

*The nose ring is a little*

**2**

Mirrorshades

*touch of home, as it was*

**3**

Ritual scars

*a gift Victoria's Character*

*received before she left*

**4**

Spiked gloves

*Ethiopia.*

**5**

Nose rings

**6**

Tongue or other piercings

**7**

Strange fingernail implants

8

Spiked boots or heels

9

Fingerless gloves

10

Strange contacts

[47](#)



## TALES FROM THE STREET

► Your Motivations and Relationships ◀

*Roll 1d10 or choose one for each column.*

**Roll**

**What Do You**

**Value Most?**

**How Do You Feel About Most People?**

1

Money

I stay neutral.

2

Honor

I stay neutral.

**3**

Your word

I like almost everyone.

**4**

Honesty

I hate almost everyone.

**5**

Knowledge

People are tools. Use them for your own goals then discard them.

**6**

Vengeance

Every person is a valuable individual.

**7**

Love

People are obstacles to be destroyed if they cross me.

**8**

Power

People are untrustworthy. Don't depend on anyone.

**9**

Family

Wipe 'em all out and let the cockroaches take over.

**10**

Friendship

People are wonderful!

► Things You Value the Most? ◀

*Roll 1d10 or choose one.*

*Roll 1d10 or choose one.*

**Roll**

**Most Valued Possession You Own?**

**Roll**

**Most Valued Person in Your Life?**

**1**

A weapon

**1**

A parent

**2**

A tool

**2**

A brother or sister

**3**

A piece of clothing

**3**

A lover

**4**

A photograph

**4**

A friend

**5**

A book or diary

**5**

Yourself

**6**

A recording

**6**

A pet

**7**

A musical instrument

**7**

A teacher or mentor

**8**

A piece of jewelry

**8**

A public figure

**9**

A toy

**9**

A personal hero

**10**

A letter

**10**

No one

ye

y s, the miGhty boZo, RiPPeR-oFFeR oF ARms, CARRies

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a orite teDDy beAR eveRywheRe. ARE you mAkinG

G

fun oF the miGhty boZo, RiPPeR-oFFeR oF ARms?

— the Might

—

y bo

y

z

bo o

z

ripper-offer of arms

[48](#)









## TALES FROM THE STREET

youR bACkGRounD

Now we now know what you're basically like, so it's time to find out how you got there: L

it's time to explore your Background.

ifePaTh examPLe

► Your Original Family Background ◀

*Victoria continues along*

*the Lifepath past what her*

Who are you and where did you original y come from? Were you born with a silver *Character values most*

spoon in your mouth or were you using it to stab your brother so you could steal that (*knowledge*), *how she*

extra bite of dead rat you both found?

*feels about people (she's*

*neutral*), *her most valued*

***Roll 1d10 or choose one.***

*person (a friend), and her*

*most valued possession (a*

*toy). Her Original Family*

## Roll

## Original

## Background

## Description

*Background is next.*

*She rolls a 6 and gets*

Wealthy, powerful, with servants, luxury homes, and the best of

**1**

*Combat Zoners. Given*

Corporate Execs

everything. Private security made sure you were always safe. You definitely  
*what Victoria's already*

went to a big-name private school.

*decided on for her*

Well to do, with large homes, safe neighborhoods, nice cars, etc.

*Netrunner, that makes no*

**2**

Corporate Managers

Sometimes your parent(s) would hire servants, although this was rare.

*sense so she switches to*

You had a mix of private and corporate education.

### *Corporate Technicians*

Middle-middle class, with comfortable conapts or Beaverville

*instead. Her fathers, she*

### **3**

#### Corporate

suburban homes, minivans and corporate-run technical schools. Kind of like  
*decides, worked in the*

#### Technicians

living 1950s America crossed with 1984.

*motorpool for an Ethiopian*

*company that specialized*

You had a mix of rugged trailers, vehicles, and huge road kombis for your home.

*in exporting luxury goods*

### **4**

#### Nomad Pack

You learned to drive and fight at an early age, but the family was always there to *up to the Highriders in*

care for you. Food was actually fresh and abundant. Mostly home schooled.

*orbit. She grew up fairly*

A savage, violent home in any place the gang could take over. You were usually *safe and secure and,*

*while she inherited the*

## 5

hungry, cold, and scared. You probably didn't know who your actual parents  
Ganger "Family"

were. Education? The Gang taught you how to fight, kill, and steal—what  
else *family aptitude for tech-did you need to know?*

*nology she's applied it*

*A step up from a gang "family," your home was a decaying*

*to Netrunning instead of*

## 6

*Combat Zoners*

*building somewhere in the 'Zone', heavily fortified. You were hungry at  
times, vehicle repair.*

*but regularly could score a bed and a meal. Home schooled.*

*You lived in cars, dumpsters, or abandoned shipping modules. If you were  
lucky.*

## 7

*Urban Homeless*

*You were usually hungry, cold, and scared, unless you were tough enough to  
fight for the scraps. Education? School of Hard Knocks.*

*You grew up in one of the huge new megastructures that went up after the  
War. A 8*

*Megastructure*

*tiny conapt, kibble and scop for food, a mostly warm bed. Some better  
Warren Rats*

*educated adult warren dwellers or a local Corporation may have set up a  
school.*

*You started out on the road, but then moved into one of the deserted ghost  
towns or 9*

*Reclaimers*

*cities to rebuild it. A pioneer life: dangerous, but with plenty of simple food  
and a safe place to sleep. You were home schooled if there was anyone who  
had the time.*

*Your home was always changing based on your parents' current "job."  
Could be 10*

*Edgerunners*

*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.*

[49](#)



## *TALES FROM THE STREET*

### ► *Your Environment* ◀

### ► *Your Family Crisis* ◀

*How did you grow up? What kind of places did you  
In the Time of the Red, the world is still recovering  
and your sibs hang out in? Safe and calm? Crazy  
from a world war and other disasters. Chances are,  
dangerous? Massively oppressive? It's possible that  
something happened to you and your family along the  
something happened in your background and your  
way. What's the story there?*

*environment turns out drastically different from your*

***Roll 1d10 or choose one.***

*original family background.*

***Roll 1d10 or choose one.***

***Roll***

***Background***

***Roll***

***Childhood Environment***



*Your family lost everything through betrayal.*

**1**

*Ran on The Street, with no adult supervision.*

**2**

*Your family lost everything through bad  
management.*

**2**

*Spent in a safe Corp Zone walled off  
from the rest of the City.*

**3**

*Your family was exiled or otherwise driven from  
their original home/nation/Corporation.*

**3**

*In a Nomad pack moving from place to place.*

**4**

*Your family is imprisoned, and you alone escaped.*

**4**

*In a Nomad pack with roots in transport  
(ships, planes, caravans).*

**5**

*Your family vanished. You are the only  
remaining member.*

**5**

*In a decaying, once upscale neighborhood,  
now holding off the boosters to survive.*

**6**

*Your family was killed, and you were the only  
survivor.*

**6**

*In the heart of the Combat Zone, living in a  
Your family is involved in a long-term  
wrecked building or other squat.*

**7**

*conspiracy, organization, or association, such  
as a crime family or revolutionary group.*

**7**

*In a huge "megastructure" building  
controlled by a Corp or the City.*

**8**

*Your family was scattered to the winds due to*

*misfortune.*

**8**

*In the ruins of a deserted town or city taken  
over by Reclaimers.*

**9**

*Your family is cursed with a hereditary feud  
that has lasted for generations.*

**9**

*In a Drift Nation (a floating offshore city) that is a  
meeting place for all kinds of people.*

**10**

*You are the inheritor of a family debt; you must  
honor this debt before moving on with your life.*

**10**

*In a Corporate luxury "starscraper," high above  
the rest of the teeming rabble.*

*BY HÉLIO*

*FRAZÃO*

[50](#)



## TALES FROM THE STREET

### ► Your Friends ◀

*It's not all grim. Sometimes you link up with people who have 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 friend, roll on the table below.***

#### ***Roll***

#### ***Friend's Relationship to You***

***1***

*Like an older sibling to you.*

***2***

*Like a younger sibling to you.*

***3***

*A teacher or mentor.*

***4***

*A partner or coworker.*

***5***

*A former lover.*

***6***

*An 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 in get in 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 and roll once on each of the columns below. 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***

***What Caused it? Who's***

***been Wronged? (choose)***

***What Can They Throw at You?***

**1**

*Ex-friend*

*Caused the other to lose face or status.*

*Just themselves and even they won't go out of their way.*

**2**

*Ex-lover*

*Caused the loss of lover, friend, or relative.*

*Just themselves.*

**3**

*Estranged relative*

*Caused a major public humiliation.*

*Just themselves and a close friend.*

**4**

*Accused the other of cowardice or some other*

*Childhood enemy*

*Themselves and a few (1d6/2) friends.*

*major personal flaw.*

**5**

*Person working for you*

*Deserted or betrayed the other.*

*Themselves and a few (1d10/2) friends.*

**6**

*Turned down the other's offer of a job or*

*Person you work for*

*An entire gang (at least 1d10 + 5 people).*

*romantic involvement.*

**7**

*Partner or coworker*

*You just don't like each other.*

*The local cops or other Lawmen.*

**8**

*Corporate exec*

*One of you was a romantic rival.*

*A powerful gang lord or small Corporation.*

**9**

*Government official*

*One of you was a business rival.*

*A powerful Corporation.*

**10**

*One of you set the other up for a crime*

*Boosterganger*

*An entire city or government or agency.*

*they didn't commit.*







## **TALES FROM THE STREET**

### ► *Sweet Revenge!* ◄

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

***Roll 1d10 or choose one.***

#### ***Roll***

***What are You/They 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've probably been involved with someone by now but that may not be the case.*

*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 gender was, or any other 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 1d10 and subtract 7 (minimum 0) to see***

***B***

***how many tragic love affairs you've had, then***

***Y HUNT***

***use the table below to see how each ended.***

***ANG***

***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.*

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100















### [TALES FROM THE STREET](#)

*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 make them pay.*

***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](#)

[solo](#)

[netRunneR](#)

[teCh](#)

[meDteCh](#)

[PAGe 54](#)

[PAGe 55](#)

[PAGe 56](#)

[PAGe 58](#)

[PAGe 60](#)

[meDiA](#)

[exeC](#)

[LAWMAN](#)

[Fixer](#)

[nomAD](#)

[PAGE 62](#)

[PAGE 63](#)

[PAGE 65](#)

[PAGE 66](#)

[PAGE 68](#)

[53](#)



*ROCKERBOY*

► *What Kind of Rockerboy are You?* ◀

► *Who's Gunning for You/Your Group?* ◀

*Roll 1d10 or choose one.*

*Roll 1d6 or choose one.*

*Roll*

*Type*

***Roll***

***Who?***

*For more*

*info on*

***1***

*Musician*

***1***

*Old group member who thinks you did them dirty.*

*entertainment*

*in **Cyberpunk***

***2***

*Slam Poet*

***2***

*Rival group or artist trying to steal market share.*

***RED*** *see*

[\*Page 329\*](#)

***3***

*Street Artist*

***3***

*Corporate enemies who don't like your message.*

**4**

*Performance Artist*

**4**

*Critic or other "influencer" trying to bring you down.*

**5**

*Comedian*

**5**

*Older media star who feels threatened by your rising fame.*

**6**

*Orator*

**6**

*Romantic interest or media figure who wants revenge for*

**7**

*Politico*

*personal reasons.*

**8**

*Rap Artist*

**9**

*DJ*

► *Where Do You Perform?* ◄

**10**

*Idoru*

***Roll 1d6 or choose one.***

***Roll***

***Venue***

***group***

**1**

*Alternative Cafes*

► *Are You in a Group or a Solo Act?* ◀

**2**

*Private Clubs*

***Choose either in a Group or Solo Act.***

**3**

*Seedy Dive Bars*

***solo***

**4**

*Guerrilla Performances*

**5**

*Nightclubs Around the City*

**6**

*On the Data Pool*

► *Were You Once in a Group?* ◄

***solo***

*Were you once part of a group or have you always been a solo act? **Choose one.***

***gr***

► *Why Did You Leave?* ◄

***oup***

*Why? Roll 1d6 or choose one.*

***Roll***

***Reason***

***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."*

***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.*

54



*SOLO*

► *What Kind of Solo are You?* ◀

***Roll 1d6 or work with your GM to choose one.***

***Roll***

***Type***

***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/Hitman for Hire*

► *What's Your Moral Compass Like?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Moral Compass***

***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 it's 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.*

► *Who's Gunning for You?* ◄

► *What's Your Operational Territory?* ◄

*Roll 1d6 or choose one.*

*Roll 1d6 or choose one.*

*Roll*

*Who?*

*Roll*

*Territory*

*1*

*A Corporation you may have angered.*

*1*

*A Corporate Zone*

*2*

*A boostergang you may have tackled earlier.*

*2*

*Combat Zones*

*3*

*Corrupt Lawmen or Lawmen who*

*3*

*The whole City*

*mistakenly think you're guilty of something.*

**4**

*The territory of a single Corporation*

**4**

*A rival Solo from another Corp.*

**5**

*The territory of a particular Fixer or contact*

**5**

*A Fixer who sees you as a threat.*

**6**

*A rival Solo who sees you as their nemesis.*

**6**

*Wherever the money takes you*

[55](#)



**NETRUNNER**

► *What Kind of Runner are You?* ◀

***Roll 1d6 or work with your GM to choose one.***

***Roll***

***Type***

*There's an*

***1***

*Freelancer who will hack for hire.*

*entire chapter*

*on Netrunning*

***2***

*Corporate "clone runner" who hacks for the Man.*

*starting on*

[\*Page 195\*](#)

***3***

*Hacktivist interested in cracking systems and exposing bad guys.*

***4***

*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.*

► *Got a Partner, or Do You Work Alone?* ◄

*Choose either Got a Partner or Work Alone.*

► *What's Your Workspace Like?* ◄

*wor*

*Roll 1d6 or choose one.*

*k alon*

*Roll*

*Workspace*

*e*

*1*

*There are screens everywhere.*

*go*

*2*

*It looks better in Virtuality, you swear.*

*t a p*

*3*

*It's a filthy bed covered in wires.*

*art*

*4*

*Corporate, modular, and utilitarian.*

***ner***

**5**

*Minimalist, clean, and organized.*

**6**

*It's taken over your entire living space.*

► *If You Have a Partner, Who are They?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Who?***

**1**

*Family member*

**2**

*Old friend*

**3**

*Possible romantic partner as well*

**4**

*Secret partner who might be a rogue AI. Might.*

**5**

*Secret partner with mob/gang connections*

**6**

*Secret partner with Corporate connections*

[56](#)







## NETRUNNER

► *Who are Some of Your Other Clients?* ◀

*L*

***Roll 1d6 or choose one.***

*ifePaTh examPLe*

*Victoria flips to the Role*

***Roll***

***Who?***

*Specific Lifepath for a*

*Netrunner. She rolls a 1 on*

***1***

*Local Fixers who send you clients.*

*first table, meaning she's*

*a freelancer who hacks*

***2***

*Local gangers who also protect your work area while you sweep for*

*NET threats.*

*for hire. She decides her*

***3***

*Netrunner flies solo. Her*

*Corporate Execs who use you for "black project" work.*

*workspace is, on a roll of*

**4**

*Local Solos or other combat types who use you to keep their personal systems 5, minimalist, clean, and*

*secure.*

*organized. She rolls a 5*

**5**

*Local Nomads and Fixers who use you to keep their family systems secure.*

*and discovers that, among*

*her clients, are local Fixers*

**6**

*You work for yourself and sell whatever data you can find on the NET.*

*who use her services to*

*secure their systems. She*

*gets her Programs from*

► *Where Do You Get Your Programs?* ◄

*Night Markets with a roll*

***Roll 1d6 or choose one.***

*of 6, and with a 1 on the*

*Who's Gunning for You*

*table, there's a rogue AI or*

***Roll***

***Where?***

*NET Ghost after her!*

***1***

*Dig around in old abandoned City Zones.*

*Victoria thinks about*

***2***

*it and decides Maryam,*

*Steal them from other Netrunners you brain-burn.*

*her Netrunner, left home*

***3***

*Have a local Fixer supply programs in exchange for hack work.*

*to seek her fortune after*

***4***

*Corporate Execs supply you with programs in exchange for your services.*

*being rejected for a*

*Highrider NET security*

***5***

*You have backdoors into a few Corporate warehouses.*

*position. When she got to*

**6**

*You hit the Night Markets and score programs whenever you can.*

*Night City she quickly dis-*

*covered jobs could hard to*

*come by. Luckily, she made*

*a friend who introduced*

*her to some local Fixers*

*who could use her skills*

► *Who's Gunning for You?* ◄

*to keep their data safe. As*

*for her new enemy? It may*

***Roll 1d6 or choose one.***

*be that, before she left*

*Africa, Maryam cracked*

***Roll***

***Who?***

*open an old Data Fortress*

*Netwatch missed when it*

*1*

*You think it might be a rogue AI or a NET Ghost. Either way, it's bad news.  
cleaned up the old NET*

*2*

*Rival Netrunners who just don't like you.  
and, just maybe, whatever  
was inside found a way to*

*3*

*Corporates who want you to work for them exclusively.  
follow her to Night City.*

*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.*

[57](#)

*TECH*

► *What Kind of Tech are You?* ◀

► *What's Your Workspace Like?* ◄

*Roll 1d10 or choose one.*

*Roll 1d6 or choose one.*

*Roll*

*Type*

*Roll*

*Workspace*

*1*

*Cyberware Technician*

*1*

*A mess strewn with blueprint paper.*

*2*

*Vehicle Mechanic*

*2*

*Everything is color coded, but it's still a nightmare.*

*3*

*Jack of All Trades*

*3*

*Totally digital and*

*4*

*Small Electronics Technician*

*obsessively backed up every day.*

**5**

*Weaponsmith*

**4**

*You design everything on your Agent.*

**6**

*Crazy Inventor*

**5**

*You keep everything just in case you need it later.*

**7**

*Robot and Drone Mechanic*

**6**

*Only you understand your filing system.*

**8**

*Heavy Machinery Mechanic*

**9**

*Scavenger*

**wor**

**10**



*Nautical Mechanic*

***k alone***

► *Got a Partner, or Do You Work Alone?* ◄

***Choose either Got a Partner or Work Alone.***

***go***

► *If You Have a Partner, Who are They?* ◄

***t a p***

***Roll 1d6 or choose one.***

***artner***

***Roll***

***Who?***

***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*

*yo*

*y u wA*

*w nt what*

*a ? okAy*

*A ,*

*y but*

*t*

*i'm GonnA hAv*

*A e to ChARGe*

*e*

*extra . i'll neeD it to AFFoRD*

*D*

*some eye bleACh after.*

*— Torch*

*— T*

[58](#)





## TECH

► *Who are Your Main Clients?* ◀

*about WorkSpaces*

***Roll 1d6 or choose one.***

*Later in the book (on [pg.](#)*

[377](#)) you'll learn more

***Roll***

***Who?***

*about Housing. Those*

*are the rules that cover*

***1***

*Local Fixers who send you clients.*

*where you sleep and*

***2***

*Local gangers who also protect your work area or home.*

*they're important. If you're*

***3***

*Corporate Execs who use you for "black project" work.*

*exhausted, you'll suffer*

*penalties on Checks due to*

**4**

*Local Solos or other combat types who use you for weapon upkeep.  
lack of sleep.*

**5**

*Local Nomads and Fixers who bring you "found" tech to repair.  
Some Roles, such as*

**6**

*You work for yourself and sell what you invent/repair.  
Netrunner and Tech, roll  
on a Workspace table as  
part of their Role Specific  
Lifepath. The result rolled  
doesn't represent a physi-  
cal location the Character*

► *Where Do You Get Your Supplies?* ◀

*owns but, rather, what-*

***Roll 1d6 or choose one.***

*ever space they set up to  
work in. That might be a*

*curtained off area in the*

## ***Roll***

### ***Where?***

*Housing they rent, a spare  
desk at a partner's place,*

#### ***1***

*Scavenge the wreckage you find in abandoned City Zones.  
or just whatever corner*

#### ***2***

*Strip gear from bodies after firefights.  
they can spread out in at  
the time.*

#### ***3***

*Have a local Fixer bring you supplies in exchange for repair work.  
Under no circumstances*

#### ***4***

*Corporate Execs supply you with stuff in exchange for your services.  
do e s a Cha rac t e r 's*

#### ***5***

*You have backdoor into a few Corporate warehouses.*

*Workspace, by itself, count*

**6**

*You hit the Night Markets and score deals whenever you can.*

*as Housing. If a Character*

*sleeps in their Workspace,*

*and that Workspace*

*isn't already part of their*

*purchased Housing (in a*

*spare room in their Conapt,*

► *Who's Gunning For You?* ◄

*for example), it counts*

*as if they had slept in a*

***Roll 1d6 or choose one.***

*vehicle for the purposes of*

*deciding if they got a good*

***Roll***

***Who?***

*night's sleep or not.*

**1**

*Combat Zone gangers 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.*

[59](#)



*MEDTECH*

► *What Kind of Medtech are You?* ◀

*Roll 1d10 or work with your GM to choose one.*



***Roll***

***Type***

*For more info  
on patching*

***1***

*Surgeon*

*people up,*

*go to*

***2***

*General Practitioner*

[\*Page 219\*](#)

***3***

*Trauma Medic*

***4***

*Psychiatrist*

***5***

*Cyberpsycho Therapist*

***6***

*Ripperdoc*

***7***

*Cryosystems Operator*

**8**

*Pharmacist*

**9**

*Bodysculptor*

**10**

*Forensic Pathologist*

► *Got a Partner, or Do You Work Alone?* ◄

***Choose either Got a Partner or Work Alone.***

***got a p***

► *Tell Us About Your Partner(s).* ◄

***w***

► *What's Your Workspace Like?* ◄

***a***

***or***

***rtn***

***Roll 1d6 or choose one.***

***k***

***Roll 1d6 or choose one.***

***e***

*a*

*r*

*lone*

*Roll*

*Who?*

*Roll*

*Workspace*

*1*

*Trauma Team group*

*1*

*Sterilized daily in the morning like clockwork.*

*2*

*Old friend*

*2*

*It's not state-of-the-art anymore, but it's  
comfortable to you.*

*3*

*Possible romantic partner as well*

*3*

*Your cryo equipment is also used to cool drinks.*

**4**

*Family member*

**5**

*Secret partner with mob/gang connections*

**4**

*Everything possible is single-use and stored*

**Trauma**

*compacted until needed.*

**Team:**

**6**

*Secret partner with Corporate connections*

*A premium*

*emergency*

**5**

*Not as clean as many of your patients*

*may have hoped.*

*medical Corp.*

*For more info*

**6**

*Meticulously organized, sharpened, and sterilized.*

see

[Page 279](#)

[60](#)



*MEDTECH*

► *Who are Your Main Clients?* ◀

*Roll 1d6 or choose one.*

*Roll*

*Who?*

*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 Supplies?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Where?***

**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 backdoor into a few Corporate or Hospital warehouses.*

**6**

*You hit the Night Markets and score deals whenever you can.*

*OAZÃ FR*

*BY HÉLIO*

[61](#)



*MEDIA*

► *What Kind of Media are You?* ◀

► *How Does Your Work Reach the Public?* ◀

***Roll 1d6 or choose one.***

***Roll 1d6 or choose one.***

***Roll***

***Type***

***Roll***

***How?***

*To learn more*

*about how*

***1***

*Blogger*

***1***

*Monthly magazine*

*people in 2045*

*get their news*

***2***

*Writer (Books)*

***2***

*Blog*

*see*

***3***

*Videographer*

[\*Page 326\*](#)

***3***

*Mainstream vid feed*

***4***



*Documentarian*

**4**

*News channel*

**5**

*Investigative Reporter*

**5**

*"Book" sales*

**6**

*Street Scribe*

**6**

*Screamsheets*

► *How Ethical are You?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Ethics***

**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 it's 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.***

***Roll***

***Stories***

**1**

*Political Intrigue*

**2**

*Ecological Impact*

**3**

*Celebrity News*

4

*Corporate Takedowns*

5

*Editorials*

6

*Propaganda*

62



*EXEC*

► *What Kind of Corp Do You Work For?* ◀

***Roll 1d6 or work with your GM to choose one.***

***Roll***

***Type***

1

*Financial*

2

*Media and Communications*

3

*Cybertech and Medical Technologies*

4

*Pharmaceuticals and Biotech*

**5**

*Food, Clothing, or other General Consumables*

**6**

*Energy Production*

**7**

*Personal Electronics and Robotics*

**8**

*Corporate Services*

**9**

*Consumer Services*

**10**

*Real Estate and Construction*

► *What Division Do You Work In?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Division***

**1**

*Procurement*

**2**

*Manufacturing*

**3**

*Research and Development*

**4**

*Human Resources*

**5**

*Public Affairs/Publicity/Advertising*

**6**

*Mergers and Acquisitions*

► *How Good/Bad is Your Corp?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Good/Bad***

**1**

*Always working for good, fully supporting ethical practices.*

**2**

*Operates as a fair and honest business all the time.*

**3**

*Will occasionally slip and do unethical things, but it's 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.*

[63](#)





*EXEC*

► *Where is Your Corp Based?* ◀

*execs and Lawmen*

***Roll 1d6 or choose one.***

*in a PunK Game*

***Roll***

***Where?***

*In the real world, it's unfortunately all too common*

***1***

*One city*

*for people with power*

*to punch down at the*

***2***

*Several cities*

*people without it. That's*

***3***

*Statewide*

*doubly true in the world*



**4**

*National*

*of Cyberpunk, where the*

*Corps and police forces*

**5**

*International, offices in a few major cities*

*have more power than just*

**6**

*International, offices everywhere*

*about anyone else. Let's*

*face it. If you're playing an*

*Exec or a Lawman, there's*

*a pretty good chance you*

*aren't working for the good*

► *Who's Gunning for Your Group?* ◄

*guys.*

***Roll 1d6 or choose one.***

*Still, you need to ask*

*yourself. In a world where*

***Roll***

***Who?***

*Edgerunners often rail  
against the tyranny of*

***1***

*Rival Corp in the same industry.*

*authority, where does your*

*Lawman or Exec fit in?*

***2***

*Law enforcement is watching you.*

*Are they selfishly using the*

***3***

*Local Media wants to bring you down.*

*rest of the party for their*

***4***

*Different divisions in your own company are feuding with each other.*

*own gain? Are they the*

*classic "kid made good",*

***5***

*Local government doesn't like your Corp.*

*hanging with old friends*

## 6

*International Corporations are eyeing you for a hostile takeover.*

*and caught between two*

*worlds? Or are they star-*

*ry-eyed dreamers, hoping*

*to change the system from*

*the inside?*

*Those are all valid*

► *Current State with Your Boss* ◀

*stories for you to tel . Just*

*be careful. You know the*

***Roll 1d6 or choose one.***

*old saying: power corrupts.*

***Roll***

***Current State***

***1***

*Your Boss mentors you but watch out for their enemies.*

***2***

*Your Boss gives you a free hand and doesn't want to know what you're up to.*

***3***

*Your Boss is a micromanager who tries to meddle in your work.*

**4**

*Your Boss is a psycho whose unpredictable outbursts are offset by quiet paranoia.*

**5**

*Your Boss is cool and watches your back against rivals.*

**6**

*Your Boss is threatened by your meteoric rise and is planning to knife you.*

[64](#)



**LAWMAN**

► *What is Your Position on the Force* ◀:

► *How Wide is Your Group's Jurisdiction?* ◀

***Roll 1d6 or work with your GM to choose one.***

***Roll 1d6 or choose one.***

***Roll***

***Position***

***Roll***

***Jurisdiction***

**1**

*Guard*

**1**

*Corporate Zones*

**2**

*Standard Beat or Patrol*

**2**

*Standard City Patrol Zone*

**3**

*Criminal Investigation*

**3**

*Combat Zones*

**4**

*Special Weapons and Tactics*

**4**

*Outer City*

**5**

*Motor Patrol*

**5**

*Recovery Zones*

**6**

## *Internal Affairs*

**6**

### *Open Highways*

► *How Corrupt is Your Group?* ◄

***Roll 1d6 or choose one.***

### ***Roll***

#### ***Corruption***

**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 it's 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, and unethical business all the time.*

► *Who's Gunning for Your Group?* ◄

► *Who is Your Group's Major Target?* ◄

*Roll 1d6 or choose one.*

*Roll 1d6 or choose one.*

*Roll*

*Who?*

*Roll*

*Who?*

*1*

*Organized Crime*

*1*

*Organized Crime*

*2*

*Boostergangs*

*2*

*Boostergangs*

*3*

*Police Accountability Group*

*3*

*Drug Runners*

4

*Dirty Politicians*

4

*Dirty Politicians*

5

*Smugglers*

5

*Smugglers*

6

*Street Criminals*

6

*Street Crime*

[65](#)



*FIXER*

► *What Kind of Fixer are You?* ◀

***Roll 1d10 or work with your GM to choose one.***



***Roll***

***Type***

***Night***

***Market:***

***1***

*Broker deals between rival gangs.*

*A pop-up*

*marketplace*

***2***

*Procure rare or atypical resources for exclusive clientele.*

*set up by Fixers*

*to quickly sell*

***3***

*Specialize in brokering Solo or Tech services as an agent.*

*goods. See*

***4***

*Supply a regular resource for the Night Markets, like food, medicines, or drugs.*

[\*Page 337\*](#)

***5***

*Procure highly illegal resources, like street drugs or milspec weapons.*

**6**

*Supply resources for Techs and Medtechs, like parts and medical supplies.*

**7**

*Operate several successful Night Markets, although not as owner.*

**8**

*Broker use contracts for heavy machinery, military vehicles, and 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.*

► *Got a Partner or Work Alone?* ◄

***Choose either Got a Partner or Work Alone.***

***got a p***

***w***

► *Got a Partner? Who?* ◄

► *What's Your "Office" Like?* ◄

***a***

***or***

***rtn***

***Roll 1d6 or choose one.***

*k*

*Roll 1d6 of choose one.*

*e*

*a*

*r*

*lone*

*Roll*

*Who?*

*Roll*

*Office*

*1*

*Family member*

*1*

*You don't have one. You like to keep it mobile.*

*2*

*Old friend*

*2*

*A booth in a local bar.*

*3*

*Possible romantic partner as well*

**3**

*All Data Pool messages and  
anonymous dead drops.*

**4**

*Mentor*

**4**

*Spare room in a warehouse, shop, or clinic.*

**5**

*Secret partner with mob/gang connections*

**5**

*An otherwise abandoned building.*

**6**

*Secret partner with Corporate connections*

**6**

*The lobby of a cube hotel.*

[66](#)



## *FIXER*

► *Who are Your Side Clients?* ◀

*Roll 1d6 or choose one.*

*Roll*

*Who?*

*1*

*Local Rockerboys 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 politicians or Execs who depend on you for finding out information.*

► *Who's Gunning for You?* ◄

***Roll 1d6 or choose one.***

***Roll***

***Who?***

**1**

*Combat Zone gangsters who want you to work for them exclusively.*

**2**

*Rival Fixers trying to steal your clients.*

**3**

*Execs 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.*

*VENTRUE*

*BY EVE*

[67](#)



*NOMAD*

► *How Big is Your Pack?* ◀

► *If on Land, What Do They Do?* ◀

*Roll 1d6 or choose one.*

*Roll 1d10 or choose one.*

*Roll*

*Pack Size*

*Roll*

*Type*

*Different*

*Nomad groups*

**1**

*A single extended tribe or family*

**1**

*Gogang*

*include the*

***Aldecaldos,***

**2**

*A couple dozen members*

**2**

*Passenger transport*

*who are*

*helping rebuild*

**3**

*Forty or fifty members*

**3**

*Chautauqua/school*

*Night City;*

**4**

*A hundred or more members*

**4**



*Traveling show/carnival*

*the **Jodes**,*

*originally*

**5**

*A Blood Family (hundreds of members)*

**5**

*Migrant farmers*

*farmers from*

*the American*

**6**

*An Affiliated Family (made of several Blood Families)*

**6**

*Cargo transport*

*Midwest; the*

***Blood Nation**,*

**7**

*Shipment protection*

*who specialize*

*in traveling*

**8**

*Smuggling*

*entertainment;*

*and the **Meta**,*

**9**

*Mercenary army*

*made up*

**10**

*Construction work gang*

*from military*

*personnel*

*abandoned*

***land***

*during the*

*SouthAm Wars.*

► *Is Your Pack Based on Land, Air, or Sea?* ◄

***Choose Land, Air, or Sea Nomads.***

***air***

► *If in Air, What Do They Do?* ◄

► *If at Sea, What Do They Do?* ◄

***se***

***Roll 1d6 or choose one.***

***a***

***Roll 1d6 or choose one.***

***Roll***

***Type***

***Roll***

***Type***

***1***

***Air piracy***

***1***

***Piracy***

***2***

***Cargo transport***

***2***

***Cargo transport***

***3***

***Passenger transport***

***3***

***Passenger transport***

***4***

*Aircraft protection*

**4**

*Smuggling*

**5**

*Smuggling*

**5**

*Combat support*

**6**

*Combat support*

**6**

*Submarine warfare*

[68](#)





## NOMAD

### ► What Do You Do for Your Pack? ◀

*nomads in a ciTy*

***Roll 1d6 or choose one.***

*Game*

***Roll***

***Type***

*In 2045, Nomads control*

*the highways and sea*

***1***

*Scout (negotiator)*

*lanes. Want to get cargo*

***2***

*Outrider (protection, weapons)*

*from point A to point B?*

***3***

*Transport pilot/driver*

*Chances are you'll be*

*contracting with Nomads*

**4**

*Loadmaster (large cargo mover, trucker)*

*to do so at ports and depot*

**5**

*Solo smuggler*

*sites they run. They're also*

*construction experts,*

**6**

*Procurement (fuel, vehicles, etc.)*

*putting their talents to work*

*rebuilding what the 4th*

*Corporate War broke. See*

*that fancy megabuilding*

*going up in the distance?*

*There's probably a few*

► *What's Your Pack's Overall Philosophy?* ◄

*hundred Nomads working*

***Roll 1d6 or choose one.***

*that job. These days,*

*several Nomad families*

*maint ain p er manent*

## ***Roll***

### ***Philosophy***

*enclaves either in Night*

***1***

*Always working for good; your Pack accepts others, just wants to get along.*

*City or on its outskirts. So,*

*finding a reason for your*

***2***

*It's more like a family business. Operates as a fair and honest concern.*

*Nomad to be in the City*

***3***

*Will occasionally slip and do unethical things, but it's rare.*

*shouldn't be difficult.*

***4***

*Willing to bend the rules whenever they get in the way to get what the Pack needs.*

*As for why they're*

*hanging out with a bunch*

***5***



*Ruthless and self-centered, willing to do some bad things if it will get the Pack ahead.*

*of statics (non-Nomads)?*

*We recommend keeping it*

**6**

*Totally evil. You rage up and down the highways,*

*personal. Make it about the*

*killing, looting, and just terrorizing everyone.*

*connection between your*

*Nomad and one or more*

*of the other Characters.*

*Maybe the Fixer's working*

*with your Pack to secure*

► *Who's Gunning for Your Pack?* ◄

*supplies and you've been*

***Roll 1d6 or choose one.***

*assigned to keep an eye*

*out. Or maybe your Pack*

***Roll***

***Who?***

*owes the Medtech a favor.*

*Talk to your GM. Talk to the*

**1**

*Organized Crime*

*other Players. You'll figure*

*it out.*

**2**

*Boostergangs*

**3**

*Drug Runners*

**4**

*Dirty Politicians*

**5**

*Rival Packs in the same businesses*

**6**

*Dirty Cops*

[69](#)





*You won't be  
"the wimp"  
anymore  
with  
Pro Kibble.*

*It's scientifically  
designed to rebuild  
the molecular fibers  
of your muscles  
stronger, faster,  
and better with 12  
Creotic Amino acids.*

*And it's delicious!*

**continental  
Brands**  
*nice food... nice life*

**PRO  
KIBBLE**  
*A treat to eat*

We care how that you really care. If you have taken the  
time to have powerful Cyber-Eyes installed just to read  
this funny text, we applaud you. It takes special  
dedication to care that damn much. Congratulations!  
You are a big nerd and we absolutely love you for it.  
Chomboa.

**continental  
Brands**  
*nice food... nice life*

**PRO  
KIBBLE**  
*A treat to eat*

We care how that you really care. If you have taken the  
time to have powerful Cyber-Eyes installed just to read  
this funny text, we applaud you. It takes special  
dedication to care that damn much. Congratulations!  
You are a big nerd and we absolutely love you for it.  
Chomboa.



**ROCKLIN AUGMENTICS**

**"CYBERWARE FOR HUMANS, BY HUMANS!" - JACINDA HIDALGO**





*BY HUNTANG*

*FITTED for*

*TED f*

*the future*

*or*

*the par*

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*ar s of*

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*s of chara*

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*chara ter*

*c*

*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**, the Android, Roy Batty (Mike's personal favorite, by the way) would be one of the Characters.*



## **FITTED FOR THE FUTURE**

*Much like actor Rutger Hauer, the person playing  
**Empathy (EMP):** Your ability to relate to and care  
Roy in this adventure would try to act out what they  
for others, and take others into consideration.*

*thought the Character would be doing in each scene  
Particularly important as it offsets the effects of  
of the "movie."*

*cyberpsychosis, a dangerous mental illness common  
in the Dark Future.*

*But what keeps a Player from saying, "Ah! When  
Deckard corners Roy, Roy uses his heat-ray vision to  
melt Deckard's gun?" That's where the rules come in.*

*CombAt GRouP*

*To make sure a Character is played convincingly, the  
GM uses a set of structured guidelines (like these) to  
**Technique (TECH):** Your ability to manipulate tools  
tell Players what is or isn't possible within the confines  
or instruments. This is not the same as Reflexes, inas-*



*of the world. To set guidelines on what is possible for much as this covers the knack of using tools. One a particular Character, the GM starts out with the Character might have a high Technique but might powerful tool of Statistics.*

*not be able to fence or juggle. On the other hand, another might have high Reflexes, but might not be What are Statistics?*

*able to rewire a computer or hot-wire a car.*

***Reflexes (REF):*** *Your response time and coordina-*

***Statistics*** *(also cal ed **STATs**) are numbers that tion, as used in aiming, throwing, juggling, etc. A describe your Character's abilities in the game, stage magician, for example, would have a high as compared to everything else in the universe. Al Reflex STAT. Most importantly, this is the STAT people and creatures can be described (or written up) that affects your ability to hit things with ranged using Statistics. This helps you compare Characters' weapons.*



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

*Fortune Group*

as a person with a STAT of 6. Statistics are generally

**Luck (LUCK):** How the gods of chance see you.

rated from 1 to 8, but can go higher.

With a high enough Luck, you can tip the scales

**In a Cyberpunk RED campaign, Characters**

in your favor. In a game mechanics sense, you can

**will have Ten Primary Statistics, arranged**

apply points from this STAT to offset die rolls in your

**into four groups: Mental, Combat, Fortune,**

favor. However, this pool of points only refills at the

**and Physical.**

beginning of the next session.

*Mental Group*

*Physical Group*

**Intelligence (INT):** How generally bright you are.

As a rule, this is more than sheer intelligence, but

**Body (BODY):** Your size, toughness, and ability also includes cleverness, awareness, perception, to stay alive and conscious due to physical mass, and your ability to learn.

structure, or other qualities. This STAT is important

**Willpower (WILL)**

for determining how much damage you can take.

: Your determination and ability

to face danger and/or stress. This STAT also rep-

**Dexterity (DEX):** Your overall physical competence, as it pertains to balancing, leaping, jumping, term privation. This STAT is important for determining combat, and other athletic activities. A gymnast how much damage you can take.

would have a high Dexterity. Most importantly, this

**Cool (COOL)**

is the STAT that affects your ability to hit things with

: Your ability to impress and influence

melee weapons and can help you dodge attacks.

*people through your character and charisma; how well you get along with others; how you interact in*

***Movement (MOVE):*** *Your speed of movement: social situations.*

*running, leaping, swimming, etc.*

[72](#)



### ***FITTED FOR THE FUTURE***

*How Do You Get Your STATs?*

*Got it? Let's start with the first step to all 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:*

► *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 similar to this on your  
Character Sheet.***

*the thRee wAys to GeneRAte stAts*

► Method #1: Streetrats (Templates) ◀

*When using The **Streetrat** Option, you'll roll **1d10** and then copy the numbers adjacent to the result of that roll onto your Character Sheet. You may not move your STATs around; you must transfer them as written on the table for that Roll. The good news is that these tables have been computer-generated to give you an optimal STAT Definitions*

[Page 72](#)

*Character for that type of Role.*

**Next Step:**

***Example:** Jay decides to play a Solo. Jay goes to the Template table for Solos and roll 1d10. Jay rol s Derived STATs*

[Page 79](#)

*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**

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**9**

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5

**10**

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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.*

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

7

7

6

5

7

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

6

6

7

7

5

73



*FITTED FOR THE FUTURE*

*Here's your Template options Role by Role:*

► *RoCkeRboy*

*Roll*

*INT*

*REF*

*DEX*

*TECH*

*COOL*

*WILL*

*LUCK*

***MOVE***

***BODY***

***EMP***

***1***

*7*

*6*

*6*

*5*

*6*

*8*

*7*

*7*

*3*

*8*

***2***

*3*

*7*

*7*

*7*

*7*

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► *solo*

***Roll***

***INT***

***REF***

***DEX***

***TECH***

***COOL***

***WILL***

***LUCK***

***MOVE***

***BODY***

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► *netRunneR*

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***DEX***



***TECH***

***COOL***

***WILL***

***LUCK***

***MOVE***

***BODY***

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*FITTED FOR THE FUTURE*

► *teCh*

*Roll*

*INT*

*REF*

*DEX*

*TECH*

*COOL*

*WILL*

*LUCK*

*MOVE*

*BODY*

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► *meDteCh*

***Roll***

***INT***

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***TECH***

***COOL***

***WILL***

***LUCK***

***MOVE***

***BODY***

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► *meDiA*

***Roll***

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***TECH***

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***LUCK***

***MOVE***

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FITTED FOR THE FUTURE

► *lAwmAn*

***Roll***

***INT***

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***DEX***

***TECH***

***COOL***

***WILL***

***LUCK***

***MOVE***

***BODY***

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► *exeC*

***Roll***

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***REF***

***DEX***

***TECH***

***COOL***

***WILL***

***LUCK***

***MOVE***

***BODY***

***EMP***

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► *FixeR*

***Roll***

***INT***

***REF***

***DEX***

***TECH***

***COOL***

***WILL***

***LUCK***

***MOVE***

***BODY***

***EMP***

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*FITTED FOR THE FUTURE*

► *nomAD*

*Roll*

*INT*

*REF*

*DEX*

*TECH*

*COOL*

*WILL*

*LUCK*

*MOVE*

*BODY*

*EMP*

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### ► Method #2: Edgerunners (Fast and Dirty) ◀

When using the Edgerunner option, you will once again move to the Templates for your Character's Role [\(see](#)

[pg. 74\)](#). 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.

*STAT Definitions*

[Page 72](#)

**Example:** Jay decides to play a Solo again. This time, Jay rolls 1d10 for each STAT in the STAT Block, moving **Next Step**:

in succession from **left to right**. They get:

*Derived STATs*

[Page 79](#)

**Roll**

**INT**

**REF**

**DEX**

**TECH**

**COOL**

**WILL**

**LUCK**

***MOVE***

***BODY***

***EMP***

***1***

***6***

***7***

***7***

***3***

***8***

***6***

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***When they have rolled values for all ten STATS, they will fill those values into their STAT***

***Block as follows:***

► *int*

► *ReF*

► *Dex*

► *teCh*



► *Cool*

6

7

7

5

7

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

6

6

7

8

5

77

## [FITTED FOR THE FUTURE](#)

### ► 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 STAT*

*for novice roleplayers.*

*definitions*

### [Page 72](#)

*When using the **Complete Package** option, your GM will give you a specific number of points with which to **Next Step**:*

*Derived STATS*

*generate your Character's STATS (normally **62**). **The only limit is that no STAT may be higher than 8 or***

### [Page 79](#)

***lower than 2. And we strongly suggest that GMs 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.***

*But hey, it's your funeral.*

**Rank of Character**

## ***STAT Points***

*Minor Supporting Character*

50

*Starting Character*

62

*Major Supporting Character*

70

*Minor Hero*

75

*Major Hero*

80

*Divide up your STAT points between the ten STATS in the block. On average, you should be able to put at least 6 points in each STAT with a couple of points left over.*

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

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

6

6

6

6

62 ► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

*points*

6

6

6

6

6

***Example:*** Once again, Jay decides to play a Solo. This time, Jay has 62 points 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 points will final y 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 STATS.

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

5

7

8

3

6

62 ► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

*points*

7

6

8

8



**STREET**

**EDGE**

**CMPLT**

### [FITTED FOR THE FUTURE](#)

***Note:** We also could, at this point, warn prospective Gamemasters 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 outta 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 **Next Step**:*

*Skills*

to an already existing STAT, like averaging, multiplying, or subtracting.

### [Page 86](#)

#### ► Hit Points (HP) ◀

*Hit Points are what we count to tell if your Character is dead, or still just bleeding on the floor. Every Character* **Next Step:**

*Skills*

*in a Cyberpunk RED campaign has this derived STAT. Hit Points represent the Character's will to live and*

### [Page 88](#)

*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 represent cumulative damage that makes the Character physical y slower* **Next Step:**

*or mental y hazier.*

*Skills*

### [Page 90](#)

*When your Character falls to zero Hit Points, they enter the Death State (a measure of how fast they are dying).*

*We'll go further into Wound Thresholds, penalties, and Death States in the Combat Section on [pg. 186.](#)*

***You have Hit Points equal to  $10 + (5[\text{BODY and WILL averaged, rounding up}])$ . But since the math involved can be a real pain sometimes, we've made you a table to use instead. Refer to the Table below to see how many Hit Points your Character has.***

Your Character's **Seriously Wounded Wound Threshold** is half of their total HP (rounded up).

Their **Death Save** is equal to their BODY Statistic.

**BODY**

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35

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50

50

55

**3**

25

25

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**5**

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**6**

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40

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45

50

50

55

55

60

60

65

***WILL***

7

35

35

40

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**8**

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70

**9**

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**10**

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79



## FITTED FOR THE FUTURE

### ► Humanity (HUM) ◀

***Humanity** is a measure of how well you interact with the world and 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 below zero, that represents the death of your Character's emotional life; they 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. 230](#)) 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 who 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, they lose points of Humanity. When you lose Humanity points you will sometimes have to lower your EMP Statistic.*

*This happens every time the tens place of your Humanity value is lowered. For instance, a Character with 44*

*Humanity has an EMP of 4 until their Humanity is lowered to 39, at which point their EMP lowers to 3. For raising Humanity with therapy [go to pg. 229](#).*

***Plug these values into the Humanity, Hit Point, Seriously Wounded, and Death Save boxes on your Character Sheet and we're ready to hit the next stage: Skills.***

*BY BAD*

*MOON*

*ART STUDIO*

[80](#)



## **FITTED FOR THE FUTURE**

### **SKILLS**

*montages) and this is reflected in the "cost" to "buy"*

*these Skills. We'll make a note if a Skill has a higher*

*cost in its description in the Skill Lists below by marking*

*No matter what method you have used to gener-*

*it with (x2). Any Skill marked this way costs twice the*

*ate your Character's STATs so far, the next step of*

*number of points to buy (2 points per 1 Level).*

*Character creation will be to find out what they can*

*do. And that means **Skills**.*

*w*

***In a Cyberpunk RED campaign, there are***

*hAt ARe skills?*

***nine Skill Categories:***

*Skills are things the your Character knows or can do;*

***Awareness Skills:** Your awareness of your environ-*

*they represent their level of knowledge and accom-*

*ment, noticing clues, etc.*

*plishment. A Skill is also something your Character*

*knows how to do because of their training. They have*

***Body Skills:** The use of Skills involving physical tasks,*

*spent time learning and mastering the intricacies of*

*feats of strength, endurance, and other physical*

*this knowledge either from a teacher, a book, or a  
attributes.*

*long and arduous montage sequence typically found*

***Control Skills:*** *The use of Skills involving control ing in action and kung-fu  
movies. The Level of a Skill*

*vehicles or riding animals.*

*represents how well trained your Character is in that  
activity.*

***Education Skills:*** *Knowledge and training based  
on formal education/schooling.*

► *Skills Link to STATS* ◀

***Fighting Skills:*** *The ability to fight in hand-to-hand*

*In turn, each Skill is also linked to a STAT that rep-  
combat, or with a melee weapon.*

*resents natural ability. Some people are just naturally*

***Performance Skills:*** *Training in acting, musician-*

*better at doing/learning things than other people*

*ship, special effects, makeup, or other stage crafts.*

*around them. So when you perform a " **Skill Check**"*

*(more on this later, [pg. 128](#)) you'll add the STAT that is **Ranged Weapon**  
**Skills:** *Skills in using a ranged**

*linked to that particular Skill to get a total aptitude at weapon, such as a gun or a bow.*

*performing an Action based on that performing that*

***Social Skills:** Your abilities to blend in, avoid social Skil , also known as a **Skill Base**.*

*blunders, and to show style and grace. Also, your*

► *All Skills are Not Equal* ◄

*ability to convince others through social adeptness.*

*Some Skills are harder to learn than others (more*

***Technique Skills:** Trained vocational Skills and teaching, bigger books to read, more arduous training craftsmanship abilities.*

*i started out mAKinG FA*

*F lse iDs*

*s*

*FoR eDGeRunneRs AnD stReetRAt*

*A s.*

*FouR yeARs lAt*

*A eR i'm mAKinG*

*G*

*bioweapons FoR the hiGhest*

*t*

*biDDeR. Just Goes to show it's*

*s*

*neveR too lat*

*a e to PiCk uP A hobby.*

*y*

*-hornet*

[81](#)



[FITTED FOR THE FUTURE](#)

*AwAReness skills*

***Stealth .....DEX***

*More*

***Concentration ..... WILL***

*Skill of moving quietly, hiding, doing an Action discreetly,*

*information on*

*or otherwise evading detection. Other Characters can*

*Skills can be*

*found on*

*Skill of focus and mental control, encompassing feats*

*try to find you with their Perception Skill.*

[Page 130](#)

*of memory, recall, ignoring distractions, and phys-*

*iological mastery.*

*Control skills*

***Conceal/Reveal Object .....INT***

***Drive Land Vehicle .....REF***

*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.*

***Pilot Air Vehicle (x2) .....REF***

*weapons.*

*Skill of piloting and maneuvering air vehicles.*

***Lip Reading .....INT***

***Pilot Sea Vehicle .....REF***

*Skill of reading someone's lips to tell what they are*

*Skil of piloting and maneuvering sea vehicles.*

*saying.*

***Riding.....REF***

***Perception .....INT***

*Skill of riding a living creature trained for the purpose.*

*Skill of spotting hidden things like clues, traps, and people using the Stealth Skil , but not objects hidden*

*eDuCation skills*

*with the Conceal/Reveal Object Skill.*

***Accounting .....INT***

***Tracking .....INT***

*Skill of balancing books, creating false books*

*Skill of following a trail by observing tracks and other and identifying them, juggling numbers, creat-clues left behind.*

*ing budgets, and handling day to day business*

*b*

*operations.*

*oDy skills*

***Animal Handling .....INT***



***Athletics .....DEX***

*Skil of handling, training, and caring for animals.*

*Skil of jumping, climbing, throwing, swimming, lifting*

***Bureaucracy .....INT***

*weights, etc.*

***Contortionist .....DEX***

*Skill for dealing with bureaucrats, knowing who to talk*

*to in a bureaucracy, how to reach them, and how to*

*Skill of manipulating your body to get out of handcuffs*

*extract information from bureaucracies.*

*or other bindings and to fit yourself into otherwise*

***Business .....INT***

*inaccessible places or spaces.*

***Dance .....DEX***

*Skil regarding knowledge of basic business practices,*

*laws of supply and demand, employee manage-*

*Skill of dancing at a professional level.*

*ment, procurement, sales, marketing.*

***Endurance ..... WILL***

***Composition .....INT***

*Skil of withstanding harsh environmental conditions*

*Skill of professional y writing songs, articles, or stories.*

*and hardship.*

***Criminology .....INT***

***Resist Torture/Drugs ..... WILL***

*Skil for looking for clues by dusting for fingerprints,*

*Skill of resisting painful effects including interrogation,*

*doing ballistic tests, examining evidence, and*

*torture, and drugs.*

*searching through police records and files.*

82

## ***FITTED FOR THE FUTURE***

***Cryptography .....INT***

***Wilderness Survival .....INT***

*Skil of encrypting and decoding messages.*

*Skill for knowing how to survive comfortably in the*

***Deduction .....INT***

*wilderness.*

*Skill of taking several clues and leaping to a non-ob-*

## *FiGhtinG skills*

*vious conclusion or medical diagnosis.*

***Brawling .....DEX***

***Education .....INT***

*Skill at fighting and grappling with brute strength.*

*Skill of general knowledge, equivalent to a basic school education, al owing you to know how to*

***Evasion .....DEX***

*read, write, use basic math, and know enough*

*Skill for getting out of the way of someone attacking history to get by.*

*you in melee. A Character with REF 8 or higher can*

***Gamble .....INT***

*also use this Skill to dodge Ranged Attacks.*

*Skill of knowing how to figure odds and play games*

***Martial Arts (x2) .....DEX***

*of chance successful y.*

*Skill for fighting with a Martial Arts Form. Each time*

***Language .....INT***

*you increase this Skill you must choose in which*

*form you are training. You can learn multiple forms, Skill of speaking a particular language. You must but you must do so separately. Possible options choose a specific language whenever you increase (Karate, Taekwondo, Judo, Aikido) can be found this Skill.*

*on [pg. 178](#).*

***Library Search .....INT***

***Melee Weapon .....DEX***

*Skill of using databases, Data Pools, libraries, and Skill for fighting with melee weapons.*

*other compiled information sources to find facts.*

***Local Expert .....INT***

*PeRFoRmAnCe skills*

*Skill of knowing a specific area well and knowing*

***Acting ..... COOL***

*the agendas of its various factions, both political and criminal. You must choose a specific location*

*Skill of assuming a role, disguising yourself as whenever you increase this Skill, which cannot*

*someone else, whether real or fictitious, and faking  
be any larger than a single neighborhood or  
emotions and moods.  
community.*

***Play Instrument ..... TECH***

***Science .....INT***

*Skill of professionally playing a musical instrument.  
You can choose which instrument when you increase  
Skill for knowing how to design experiments, write  
this Skill. Possible options include: singing, guitar,  
scientific papers, test hypotheses, and discuss with  
other academics in a particular field of science. An  
drums, violin, piano, etc.*

*area of study must be specified whenever this Skil  
is increased. Possible options include: Geology,  
RAnGeD weAPon skills*

*Mathematics, Physics, Zoology, Anthropology,*

***Archery .....REF***

*Biology, Chemistry, History, etc.*

***Tactics .....INT***

*Skill for accurately firing bolt- or arrow-launching projectile weapons.*

*Skill of managing a large-scale battle effectively and*

***Autofire (x2) .....REF***

*efficiently. A Character with this Skill usually knows*

*what must be done to direct a battle, and how an*

*Skill for keeping a weapon's Autofire firing mode on*

*enemy force may react.*

*target through recoil.*

83



### ***FITTED FOR THE FUTURE***

***Handgun .....REF***

***Wardrobe & Style ..... COOL***

*Skill for accurately firing handheld projectile weapons*

*Skill of knowing the clothes to wear and when to wear*

*such as pistols.*

*them.*

***Heavy Weapons (x2) .....REF***

*technique skill*

*Skill for accurately firing extremely large projectile weapons, including grenade and rocket*

***Air Vehicle Tech ..... TECH***

*launchers.*

*Skil of repairing and maintaining air vehicles.*

***Shoulder Arms.....REF***

***Basic Tech ..... TECH***

*Skil for accurately firing shoulder-braced projectile weapons, including rifles and shotguns.*

*Skill of identifying, understanding, and repairing simple electronic and mechanical devices and soCiAl skills*

*all other items not covered by another Technique Skill.*

***Bribery ..... COOL***

***Cybertech ..... TECH***

*Skill of knowing when to bribe someone, how to*

*Skil of identifying, understanding, and repairing approach them, and how much to offer.*

*cybernetics.*

**Conversation ..... EMP**

**Demolitions (x2) ..... TECH**

*Skill of extracting information from people without*

*Skill of setting and defusing explosives, and knowing  
alerting them with careful conversation.*

*how much explosive will accomplish a desired*

**Human Perception ..... EMP**

*result.*

*Skill of reading a person's facial expressions and*

**Electronics/Security Tech (x2) ..... TECH**

*body language to discern their emotional state and  
detect lies or deception.*

*Skil of identifying, understanding, repairing, coun-  
tering, and installing complex electronic devices,*

**Interrogation..... COOL**

*including: computers, cyberdecks, personal*

*Skill of forcibly extracting information from people.*

*electronics, electronic security systems, bugs and  
tracers, pressure plates, laser tripwires, etc.*

**Persuasion ..... COOL**



***First Aid ..... TECH***

*Skill of convincing, persuading, or influencing individuals.*

*Skill of applying medical treatments to a wounded person to treat the most common Critical Injuries*

***Personal Grooming ..... COOL***

*and keep them from dying.*

*Skill of knowing proper grooming to maximize*

***Forgery ..... TECH***

*attractiveness.*

*Skill of creating and detecting false documents and*

***Streetwise ..... COOL***

*identification.*

*Skill of making and using contacts to get illegal goods*

***Land Vehicle Tech ..... TECH***

*and contraband, talking to the criminal element, and avoiding bad situations in bad neighborhoods.*

*Skil of repairing and maintaining land vehicles.*

***Trading ..... COOL***

***Paint/Draw/Sculpt ..... TECH***

*Skill of striking a good bargain with a merchant or*

*Skill of producing professional paintings, drawings,*

*customer.*

*or sculpture.*

84



### **FITTED FOR THE FUTURE**

***Paramedic (x2) ..... TECH***

***Pick Pocket ..... TECH***

*Skill of applying medical treatments to a wounded person*

*Skill for stealthily retrieving items secured on another*

*to treat all Critical Injuries not requiring Surgery and*

*person and shoplifting small items without being  
keep them from dying (Surgery is only available to  
noticed.*

*Medtechs through their Role Ability, Medicine).*

***Sea Vehicle Tech ..... TECH***

***Photography/Film ..... TECH***

*Skil of repairing and maintaining sea vehicles.*

*Skill for producing photographs, videos, or braindances.*

***Weaponstech ..... TECH***

***Pick Lock ..... TECH***

*Skill for repairing and maintaining weapons of al*

*Skill for bypassing non-electronic locks.*

*types.*

*how Do i Get my skills?*

### **► Buying Skills ◀**

*Skills are normally rated from 1 to 10, and are used in gameplay 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 general y common to everyone in all cultures in the Time of the Red: Athletics, Brawling, Concentration, Conversation,*

*Education, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, and Stealth. These are assumed to be part of everyone's Skill list and must start with at least a value of 2. Additionally, all Characters begin with 4 points in their a language related to Cultural Background, as established in Lifepath [on page 45.](#)*

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[85](#)



[FITTED FOR THE FUTURE](#)

► Method #1: Streetrat (Templates) Skills ◀

***Skills** are predetermined from the start with The Streetrat. As a Streetrat Character, we have already provided you with Skills and levels of Skills for your Basic Skills (**bold**) plus the basic professional Skills you need to Skill definitions*

*perform in your Characters' chosen Role. **Just find your Role on the tables below** and copy the numbers*

[Page 81](#)

*next to each Skill onto the proper place on your Character Sheet. **Don't forget the 4 Levels of Language Next Step:***

*Weapons and*

*you get based on the Cultural Origin section of your Lifepath ([see pg. 45](#)).*

*Armor*

[Page 98](#)

*Rockerboy*

*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***

6

***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*

*Language*

*Language*

*Language*

*Language*

2

2

2

2

2

*(Streetslang)*

*(Streetslang)*

*(Streetslang)*

*(Streetslang)*

*(Streetslang)*

*Local Expert*

*Local Expert*

*Local Expert*

*Local Expert*

*Local Expert*

4

2

2

2

2

*(Your Home)*

*(Your Home)*

*(Your Home)*

*(Your Home)*

*(Your Home)*

*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

*Conceal/Reveal*

*Handgun*

6

*Handgun*

6

6

*Cybertech*

6

*Cybertech*

4

*Object*

*Electronics/ Security*

*Melee Weapon*

6

*Interrogation*

6

*Cryptography*

6

6

*Deduction*

6

*Tech (x2)*

*Personal Grooming*

4

*Melee Weapon*

6

*Cybertech*

6

*Land Vehicle Tech*

6

*Paramedic*

6

*Play Instrument*

*Resist Torture/*

*Electronics/ Security*

6

6

6

*Shoulder Arms*

6

*Resist Torture/ Drugs*

4

*(choose 1)*

*Drugs*

*Tech*

*Streetwise*

6

*Shoulder Arms*

6

*Handgun*

6

*Science (choose 1)*

6

*Science (choose 1)*

6

*Wardrobe & Style*

4

*Tactics*

6

*Library Search*

6

*Weaponstech*

6

*Shoulder Arms*

6

[86](#)



[FITTED FOR THE FUTURE](#)

*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*

*Language*

*Language*

*Language*

*Language*

2

2

2

4

2

*(Streetslang)*

*(Streetslang)*

*(Streetslang)*

*(Streetslang)*

*(Streetslang)*

*Local Expert*

*Local Expert*

*Local Expert*

*Local Expert*

*Local Expert*

6

2

2

6

2

*(Your Home)*

*(Your Home)*

*(Your Home)*

*(Your Home)*

*(Your Home)*

*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

*Photography/Film*

4

*Tracking*

6

*Personal Grooming*

4

*Trading*

6

*Wilderness Survival*

6

***Example***, Jay is still playing a Solo (single-minded, aren't they?). Their Streetrat Solo starts with the following Skills at these levels: They also get another Language at Level 4 based on their Cultural Origins [\(see pg. 45\)](#).

***Skill***

***Level***

***Skill***

***Level***

***Athletics***

2

***Perception***

6

***Brawling***

2

***Persuasion***

2

***Concentration***

2

***Stealth***

2

***Conversation***

2

***Autofire***

6

***Education***

2

***Handgun***

6

***Evasion***

6

*Interrogation*

6

***First Aid***

6

*Melee Weapon*

6

***Human Perception***

2

*Resist Torture/ Drugs*

6

***Language (Streetslang)***

2

*Shoulder Arms*

6

***Local Expert (Your Home)***

2

*Tactics*

6

[87](#)



## [FITTED FOR THE FUTURE](#)

### ► Method #2: Edgerunner (Fast and 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 Skill definitions*

*though:*

[Page 81](#)

**Next Step:**

- *Edgerunners **get 86 Skill points** to be distributed between your Character's Skills to raise their totals Weapons and*

*Armor*

*up. These points may not be applied anywhere else.*

[Page 98](#)

- *No 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, and 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.***

- ***Don't forget the 4 Levels of Language you get free based on the Cultural Origin section of your Lifepath***

***[\(see pg. 45\).](#)***

***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).***

***Rockerboy***

***Solo***

***Netrunner***

***Tech***

***Medtech***

***Skills***

***Skills***

***Skills***

***Skills***

***Skills***

***Athletics***

*Athletics*

*Athletics*

*Athletics*

*Athletics*

*Brawling*

*Brawling*

*Brawling*

*Brawling*

*Brawling*

*Concentration*

*Concentration*

*Concentration*

*Concentration*

*Concentration*

*Conversation*

*Conversation*

*Conversation*

*Conversation*

*Conversation*

*Education*



*Education*

*Education*

*Education*

*Education*

*Evasion*

*Evasion*

*Evasion*

*Evasion*

*Evasion*

*First Aid*

*First Aid*

*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*

*Composition*

*Autofire (x2)*

*Basic Tech*

*Basic Tech*

*Basic Tech*

*Handgun*

*Handgun*

*Conceal/Reveal Object*

*Cybertech*

*Cybertech*

*Electronics/ Security Tech*

*Melee Weapon*

*Interrogation*

*Cryptography*

*Deduction*

*(x2)*

*Personal Grooming*

*Melee Weapon*

*Cybertech*

*Land Vehicle Tech*

*Paramedic (x2)*

*Play Instrument*

*Electronics/ Security Tech*

*Resist Torture/ Drugs*

*Shoulder Arms*

*Resist Torture/ Drugs*

*(choose 1)*

*(x2)*

*Streetwise*

*Shoulder Arms*

*Handgun*

*Science (choose 1)*

*Science (choose 1)*

*Wardrobe & Style*

*Tactics*

*Library Search*

*Weaponstech*

*Shoulder Arms*

[88](#)



## **FITTED FOR THE FUTURE**

***Media***

***Lawman***

***Exec***

***Fixer***

***Nomad***

***Skills***

***Skills***

***Skills***

***Skills***

***Skills***

*Athletics*

*Athletics*

*Athletics*

*Athletics*

*Athletics*

*Brawling*

*Brawling*

*Brawling*

*Brawling*

*Brawling*

*Concentration*

*Concentration*

*Concentration*

*Concentration*

*Concentration*

*Conversation*

*Conversation*

*Conversation*

*Conversation*

*Conversation*

*Education*

*Education*

*Education*

*Education*

*Education*

*Evasion*

*Evasion*

*Evasion*

*Evasion*

*Evasion*

*First Aid*

*First Aid*

*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*

*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*

*Photography/Film*

*Tracking*

*Personal Grooming*

*Trading*

*Wilderness Survival*

**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 (You 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**

**Level**

**Cost**

**Skill**

**Level**

**Cost**

**Athletics**

4

4

**Perception**

6

6

***Brawling***

6

6

***Persuasion***

4

4

***Concentration***

2

2

***Stealth***

6

6

***Conversation***

2

2

***Autofire (x2)***

2

4

## ***Education***

4

4

## ***Handgun***

4

4

## ***Evasion***

6

6

## ***Interrogation***

4

4

## ***First Aid***

4

4

## ***Melee Weapons***

6

6

## ***Human Perception***

4

4

*Resist Torture/Drugs*

4

4

***Language (Streetslang)***

4

4

*Shoulder Arms*

4

4

*Language (Based on Cultural Origin)*

4

0

*Tactics*

4

4

***Local Expert (Your Home)***

4

4

***Total Cost : 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.*

[89](#)



### [FITTED FOR THE FUTURE](#)

#### ► Method #3: Complete Package (Calculated) Skills ◀

*Unlike the other types of Characters (Streetrats and Edgerunners) **Complete Package** (Calculated) Characters get almost complete control over their Skills. Like Edgerunners, **these Characters get 86 Skill points to Skill definitions***

***raise up any Skills they want.** But unlike Edgerunners, except for Basic Skills that all Character types must*

#### [Page 81](#)

*have (see below), the **Complete Package Player can put the rest of their 86 points in any Skills Next Step:***

*Weapons,*

***they want.***

*Armor, Gear,*

*and Cyberware*

*In the Complete Package Method, four things should be kept in mind.*

- 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, and 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.
- Don't forget the 4 Levels of Language you get free based on the Cultural Origin section of your Lifepath

[\(see pg. 45\)](#).

**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).

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**

**Level**

**Cost**

**Skill**

**Level**

**Cost**



***Athletics***

2

2

***Autofire (x2)***

6

12

***Brawling***

2

2

***Deduction***

4

4

***Concentration***

2

2

***Drive Land Vehicle***

4

4

***Conversation***

2

2

*Endurance*

4

4

*Education*

2

2

*Handgun*

4

4

*Evasion*

2

2

*Interrogation*

4

4

*First Aid*

2

2

*Martial Arts (x2)*

2

4

***Human Perception***

2

2

***Melee Weapon***

5

5

***Language (Streetslang)***

2

2

***Resist Torture/Drugs***

4

4

***Language (Based on Cultural Origin)***

4

0

***Shoulder Arms***

4

4

## ***Local Expert (Your Home)***

2

2

## ***Tactics***

3

3

## ***Perception***

2

2

## ***Tracking***

4

4

## ***Persuasion***

2

2

## ***Wilderness Survival***

4

4

## ***Stealth***

2

**Total Cost : 86**

90



## FITTED FOR THE FUTURE

*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 three categories of weapons:*

***Melee Weapons:*** *Swords, axes, clubs, hammers, etc.*

***Ranged Weapons:*** *Things that are fired, shot or thrown.*

***Exotic Weapons:*** *Melee or Ranged Weapons that are specialized or don't fit the above categories.*

*Many weapons can either be traditional (something you hold and can put down) or implanted into your body as cyberware. Known on The Street as cyberweapons, implanted weapons are usually a variant of Ranged or Melee Weapon. Some oddities, 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 chapter on [pg. 110](#).*

*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 [pg. 342](#).*

### *Melee Weapons*

*These are things you swing or stab 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.*

*how to ReAD 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 and not its classification.*

***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.*

***Can be Concealed?*** *: 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 Price Category of the item is listed below its cost. See [Buying and Selling on Page 385](#).

91



## FITTED FOR THE FUTURE

**Melee**

**Example**

**# of Hands**

**Weapon Type**

## ***Melee Weapons***

### ***Required***

### ***Damage ROF***

### ***Can be***

### ***Concealed?***

### ***Cost***

### ***Light Melee***

*50eb*

*Combat Knife, Tomahawk*

*Varies by type*

*1d6*

*2*

*YES*

### ***Weapon***

*(Costly)*

### ***Medium Melee***

*Baseball Bat, Crowbar,*

*50eb*

*Varies by type*

*2d6*



2

NO

**Weapon**

*Machete*

*(Costly)*

**Heavy Melee**

*Lead Pipe, Sword,*

*100eb*

*Varies by type*

*3d6*

2

NO

**Weapon**

*Spiked Bat*

*(Premium)*

**Very Heavy**

*Chainsaw, Sledgehammer,*

*500eb*

*Varies by type*

*4d6*

*I*

*NO*

### ***Melee Weapon***

*Helicopter Blades, Naginata*

*(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 things 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 Gamemaster to make the call (we'd say Heavy Melee Weapon ourselves).*

*BY ADRIAN*

*MAR*

*C*

[92](#)



## FITTED FOR THE FUTURE

C

MAR

BY ADRIAN

### *Ranged Weapons*

*These are things that shoot. Guns, lasers (rare), gyrojets (rarer stil ), even the 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. When buying Ranged Weapons, it's important to keep in mind that all weapons are effective at different ranges. An assault rifle is great for long-range shots and mid-range fire fights but it can be unwieldy in tight corridors and close-quarters gunfights. You*

probably want to carry a pistol as well just in case somebody gets the drop on you. You can find the Range Table on [pg. 173](#).

*how to ReAD 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.

Below the magazine size you can find the type of ammunition the weapon fires.

**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.

**Can be Concealed?** : 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. 173](#).

**Cost:** What the weapon costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).





**DATA**

*FITTED FOR THE FUTURE*

*Weapon*

*Weapon*

*Single Standard Rate Hands*

*Can be*

*To learn more*

*Type*

*Skill*

*Shot*

*of Fire*

*about Alt. Fire*

*Damage Magazine (ROF) Required*

*Concealed?*

*Cost*

*Modes flip to*

*Page 173*

*Medium*

*12*

*50eb*

*Handgun*

*2d6*

*2*

*1*

*YES*

***Pistol***

*(M Pistol)*

*(Costly)*

***Alt. Fire Modes & Special Features: None***

***Heavy Pistol***

*8*

*100eb*

*Handgun*

*3d6*

*2*

*1*

*YES*

*(H Pistol)*

*(Premium)*

***Alt. Fire Modes & Special Features: None***

***Very Heavy***

8

100eb

***Handgun***

4d6

1

1

***NO***

***Pistol***

***(VH Pistol)***

***(Premium)***

***Alt. Fire Modes & Special Features: None***

***SMG***

30

100eb

***Handgun***

2d6

1

1

*YES*

*(M Pistol)*

*(Premium)*

***Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire Heavy SMG***

*40*

*100eb*

*Handgun*

*3d6*

*1*

*1*

*NO*

*(H Pistol)*

*(Premium)*

***Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire Shotgun***

*4*

*500eb*

*Shoulder Arms*

*5d6*

*1*



2

NO

(Slug)

(Expensive)

***Alt. Fire Modes & Special Features: Shotgun Shell***

***Assault Rifle***

25

500eb

Shoulder Arms

5d6

1

2

NO

(Rifle)

(Expensive)

***Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire Sniper Rifle***

4

500eb

Shoulder Arms

5d6

*1*

*2*

*NO*

*(Rifle)*

*(Expensive)*

***Alt. Fire Modes & Special Features: None***

***Bows &***

*N/A*

*Premium*

*Archery*

*4d6*

*1*

*2*

*NO*

***Crossbows***

*(Arrow)*

*(100eb)*

***Alt. Fire Modes & Special Features: Arrows***

***Grenade***

*2*

*500eb*

*Heavy Weapons*

*6d6*

*1*

*2*

*NO*

***Launcher***

*(Grenade)*

*(Expensive)*

***Alt. Fire Modes & Special Features: Explosive***

***Rocket***

*1*

*500eb*

*Heavy Weapons*

*8d6*

*1*

*2*

*NO*

***Launcher***

*(Rocket)*

*(Expensive)*

### ***Alt. Fire Modes & Special Features: Explosive***

*RAnGeD weAPon Ammunition*

#### **► *bAsiC Ammunition***

***Cost: 10eb per 10 units (Cheap)***

*This is the standard ammunition for the weapon. It has no special features. Comes in Bullet (Pistol, Slug, or Rifle), Shotgun Shel , and Arrow. Grenades and Rockets do not come in Basic and must be bought on [n.pg. 344](#) in the Night Market Section based on their type.*

[94](#)



### **[FITTED FOR THE FUTURE](#)**

#### ***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 otherwise stated. The table below offers a brief glimpse of Exotic Weapons. For a full description and rules for each, see [page 347](#).*

*how to ReAD the exotiC weAPon tAble*

***Name:*** *What we call it. While, in many cases, this is a generic name; there are lots of brands to choose from.*

**Description & Data:** The specifics of the weapon are listed here. In most cases, the Exotic Weapon will refer to a Non-Exotic Weapon listed in the Melee or Ranged Weapons table. With the exception of anything noted here, the weapon functions the same as its Non-Exotic counterpart.

**Cost:** What the weapon costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).

**Note to GMs:** During Character Generation, a Player is able to buy anything they have the funds to purchase but they are not allowed to pool their starting money together. We recommend that you don't give your Players additional starting funds. Allowing Players access to Luxury or higher Price Category items at Character Generation could break your game. But, if you wanna to attend your own funeral, we've included them in the chart below. In gameplay, Exotic Weapons are rare and expensive. They are difficult to find at Night Markets without a friendly Fixer and carrying one can really make a statement. If you walk into the Totentanz with a Constitution Arms Hurricane Assault Weapon slung over your shoulder, people will take notice. For better or worse.

## **Weapon**

### **Description and Data**

#### **Cost**

#### **Air Pistol**

Very Heavy Pistol that fires paint (and acid!) balls.

100eb (Premium)

#### **Battleglove**

Heavy gauntlet. Contains three Cyberarm/Cyberlimb option slots.

1,000eb (V. Expensive)

## ***Constitution Arms***

### ***Hurricane Assault***

*Shotgun w/ 2 ROF. Requires BODY 11+ to fire.*

*5,000eb (Luxury)*

### ***Weapon***

### ***Dartgun***

*Very Heavy Pistol that fires Non-Basic Arrows.*

*100eb (Premium)*

### ***Flamethrower***

*Shotgun that fires incendiary shells. Fired with the Heavy Weapons Skill.*

*500eb (Expensive)*

### ***Kendachi Mono-Three***

*Two-Handed Very Heavy Melee Weapon. Ignores armor lower than SP11*

*5,000eb (Luxury)*

### ***Malorian Arms 3516***

*Excellent Quality Very Heavy Pistol famously wielded by Johnny Silverhand.*

*10,000eb (Super Luxury)*

*Does 5d6 damage.*

### ***Microwaver***

*Very Heavy Pistol that can shut down cyberware and carried electronics.*

*500eb (Expensive)*

*You can*

*find more*

***Militech "Cowboy" U-56***

*information*

*Grenade Launcher w/ 2 ROF. Requires BODY 11+ to fire.*

*5,000eb (Luxury)*

*about weapon*

***Grenade Launcher***

*qualities on*

***Rhinemetall EMG-86***

*Assault Rifle that ignore armor lower than SP 11. Fired with the Heavy*

[\*Page 342\*](#)

*5,000eb (Luxury)*

***Railgun***

*Weapons Skill. Requires BODY 11+ to fire.*

***Shrieker***

*Very Heavy Pistol that causes the Damaged Ear Critical Injury.*

*500eb (Expensive)*

***Stun Baton***

*A "less lethal" Medium Melee Weapon.*

*100eb (Premium)*

### ***Stun Gun***

*A "less lethal" Heavy Pistol.*

*100eb (Premium)*

### ***Tsunami Arms Helix***

*Assault Rifle that only fires in Autofire mode (with a higher Autofire 5,000eb (Luxury)*

*multiplier than a standard Assault Rifle). Requires BODY 11+ to fire.*







## *FITTED FOR THE FUTURE*

*weAPon AttAChments*

*Each Non-Exotic Ranged Weapon has three Attachment Slots which can be upgraded sPeciaL ammuniTion*

*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 Beyond Basic Ammunition,*

*all Non-Exotic Ranged*

*the same attachment twice does nothing. Attachments are made for specific weapon Weapons can be loaded*

*types and cannot be easily retrofitted for other weapon types. These specialized types with non-Basic t types*

*of attachments are available in the Night Market Section of this book [\(pg. 342\)](#).*

*of ammunition such as*

*Incendiary Shells, Poisoned*

*Arrows, Armor-Piercing*

*Bul ets, and so forth.*

*Armor*

***Because only an idiot stands there and takes getting shot.***

*These specialized types*

*of ammunition and individ-*

*Even in a world where cybertechnology can make every man-jack a full-metal warrior, ual grenades can be found*

*armor is still very important in the Time of the Red. The armors described here are, like the on [pg. 344](#). You need to*

*weapons above, fairly generic, as they include all kinds of clothing, suit cuts, jumpsuits, pierce armor? Escape in*

*miniskirts, and whatever else a well-dressed punk on The Street considers the height of a cloud of smoke? I hope*

*you've got the eb.*

*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. You take this penalty only once even though you are likely wearing armor on both your body and head. This penalty can even leave your Character (at a minimum of 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 When Armor Doesn't Cut It on [pg. 186](#).*

*how to ReAD 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 from an attack the armor can stop before it reaches your body.

***Armor Penalty:*** How much does the Armor interfere with your ability to move and respond while wearing it.

***Cost:*** What the armor costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).

[96](#)



## **FITTED FOR THE FUTURE**

***Damage***

***Armor***

***Armor Type***

***Armor***

***Description***

***Stopping***

***Penalty***

***Cost***

***Power (SP)***

***(Minimum 0)***

## ***Leathers***

*20eb*

*Favored by Nomads and other 'punks who ride bikes.*

*4*

*None*

*(Everyday)*

## ***Kevlar***

*Can be made into clothes, vests, jackets,*

*50eb*

®

*7*

*None*

*business suits, and even bikinis.*

*(Costly)*

## ***Light***

*A combination of Kevlar® and plastic meshes*

*100eb*

*11*

*None*

## ***Armorjack***

*inserted into the weave of the fabric.*

*(Premium)*

*Skinsuit with impact absorbing, sintered armorgel*

***Bodyweight***

*layered in key body areas. Also has a place to store your*

*1,000eb*

*11*

*None*

***Suit***

*Cyberdeck and supports your Interface Plugs. For more information*

*(V. Expensive)*

*see [page 350](#).*

***Medium***

*Heavier Armorjack, with solid plastic plating,*

*100eb*

*12*

*-2 REF, DEX, and MOVE*

***Armorjack***

*reinforced with thicker Kevlar® mesh.*

*(Premium)*

## ***Heavy***

*The thickest Armorjack, combining denser Kevlar® and a layered*

*500eb*

*13*

*-2 REF, DEX, and MOVE*

## ***Armorjack***

*mix of plastic and mesh weaves.*

*(Expensive)*

## ***Flak***

*This is the 21st century version of the time honored flak*

*500eb*

*15*

*-4 REF, DEX, and MOVE*

*vest and pants.*

*(Expensive)*

## ***Metalgear***

*Metalgear® will stop almost anything, but you're going to be*

*5,000eb*

*®*

*18*

*-4 REF, DEX and MOVE*

*easier to hit than a one-legged bantha in a potho race.*

*(Luxury)*

### ***Bulletproof***

*A transparent polycarbonate shield that can protect*

*10 HP, which is None, but always takes*

*100eb*

*reduced by*

### ***Shield***

*[you in a firefight. See page 183.](#)*

*up one arm*

*(Premium)*

*damage*

*Don't be An idiot. mAt*

*A Ch youR ARmoR to youR situAt*

*A ion.*

*iF you'Re PullinG A boDyGuARD Job At*

*A A ChARity bAll FoR*

*R*

*An exeC, you'll Just embarrass youRself AnD youR*



*R*

*emPloyeR iF you show uP in Full Riot GeAR. suRe, i've Got A*

*A*

*set oF flak thAt*

*A mAKes me look like i'm GoinG to war but*

*t*

*i've Also PiCkeD uP A DuRAw*

*A eAv*

*A e FibeR business suit FRom*

*m*

*tA*

*t kAnAkA. prewar teCh. mAKes me look like i belonG*

*in A CoRPoRAt*

*A e hq but it CAn stoP Pistol FiRe dead.*

— Cooper

[97](#)



**STREET**

EDGE

DATA

### FITTED FOR THE FUTURE

#### ► How You Get Your Stuff: Weapons and Armor ◀

#### **for Streetrats (Templates) & Edgerunners (Fast and 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 [\(pg. 340\)](#), you'll have the option to buy more weapons or Weapon list*

*armor as your Character progresses. To find out what Weapons and armor your Character comes equipped*

#### Page 91

*with, check the lists on the table below and look under your Character's Role. Note that you may occasionally Armor list*

#### Page 96

*be given a choice between two or more options (example: Shotgun or Assault Rifle). Pick one and only one when **Next Step:***

*offered an option. In addition to these starting items **Streetrat and Edgerunner Characters get 500eb Your Outfit***

***to spend on other items or to keep and use later. A full list of Weapons, Armor, Gear, and Cyberware***

[Page 103](#)

can be found in the Night Market section on [pg. 340.](#)

*Weapon list*

***Rockerboy***

***Solo***

***Netrunner***

***Tech***

***Medtech***

[Page 91](#)

***Weapons/Armor***

***Weapons/Armor***

***Weapons/Armor***

***Weapons/Armor Weapons/Armor***

*Armor list*

[Page 96](#)

*Very Heavy Pistol*

*Assault Rifle*

*Very Heavy Pistol*

*Shotgun or Assault Rifle*

*Shotgun or Assault Rifle*

***Next Step:***

*Your Outfit*

*Basic VH Pistol*

*Very Heavy Pistol*

*Basic VH Pistol*

*Basic Shotgun Shell*

*Basic Shotgun Shell*

[Page 103](#)

*Ammunition x50*

*Heavy Melee Weapon **or***

*Ammunition x30*

*Ammunition x100 **or** Basic*

*Ammunition x100 **or** Basic*

*Heavy Melee Weapon **or***

*Bulletproof Shield*

*Light Armorjack*

*Rifle Ammunition x100*

*Rifle Ammunition x100*

*Flashbang Grenade*

*Basic VH Pistol*

*Body Armor (SP11)*

*Flashbang Grenade*

*Incendiary Shotgun Shell*

*Teargas Grenade x2*

*Ammunition x30*

*Light Armorjack*

*Light Armorjack*

*Ammunition x10 **or***

*Incendiary Rifle*

*Light Armorjack*

*Basic Rifle Ammunition x70*

*Head Armor (SP11)*

*Body Armor (SP11)*

*Ammunition x10*

*Body Armor (SP11)*

*Light Armorjack*

*Light Armorjack*

*Smoke Grenade x2*

*Light Armorjack*

*Body Armor (SP11)*

*Head Armor (SP11)*

*Head Armor (SP11)*

*Light Armorjack*

*The grenades*

*Light Armorjack*

*Body Armor (SP11)*

*here can be*

*Head Armor (SP11)*

*found on*

*Light Armorjack*

[Page 344](#)

*Head Armor (SP11)*

*Bulletproof Shield*

***Media***

***Lawman***

***Exec***

***Fixer***

***Nomad***

***Weapons/Armor***

***Weapons/Armor***

***Weapons/Armor***

***Weapons/Armor Weapons/Armor***

*Heavy Pistol or Very Heavy*

*Assault Rifle or Shotgun*

*Very Heavy Pistol*

*Heavy Pistol or Very Heavy*

*Heavy Pistol or Very Heavy*

*Pistol*

*Heavy Pistol*

*Basic VH Pistol*

*Pistol*

*Pistol*

*Basic H Pistol*

*Basic Rifle Ammunition*

*Ammunition x50*

*Heavy Pistol or Very Heavy*

*Basic H Pistol Ammunition*

*Ammunition x50 or*

*x100 or Basic Shotgun Shell*

*Light Armorjack*

*Pistol*

*x100 **or** Basic VH Pistol*

*Basic VH Pistol*

*Ammunition x100 **or** Basic*

*Body Armor (SP11)*

*Light Melee Weapon*

*Ammunition x100*

*Ammunition x50*

*Slug Ammunition x100*

*Light Armorjack*

*Basic H Pistol Ammunition*

*Heavy Melee*

*Light Armorjack*

*Basic H Pistol*

*Head Armor (SP11)*

*x100 **or** Basic VH Pistol*

*Weapon **or** Heavy Pistol*

*Body Armor (SP11)*

*Ammunition x30*

*Ammunition x100*



*Light Armorjack*

*Light Armorjack*

*Bulletproof Shield **or** Smoke*

*Light Armorjack*

*Body Armor (SP11)*

*Head Armor (SP11)*

*Grenade x2*

*Body Armor (SP11)*

*Light Armorjack*

*Light Armorjack*

*Light Armorjack*

*Head Armor (SP11)*

*Body Armor (SP11)*

*Head Armor (SP11)*

*Light Armorjack*

*Head Armor (SP11)*

[98](#)



## *FITTED FOR THE FUTURE*

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

### *Weapons/Armor*

*Assault Rifle*

*Very Heavy Pistol*

*Heavy Melee Weapon*

*Basic VH Pistol Ammunition x30*

*Basic Rifle Ammunition x70*

*Light Armorjack Body Armor (SP11)*

*Light Armorjack Head Armor (SP11)*

► *How You Get Your Stuff: Weapons and Armor* ◀

### *for Complete Package (Calculated) Characters*

*Unlike Streetrat and Edgerunner Characters, if you're playing a Complete Package Character, you will buy all of your gear individually, along with your cyberware. Go to [pg. 104](#) 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 that fits in your pocket).
- A pocket-load of **Memory Chips**.
- 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 effects**, like clothes, toothbrushes, etc.

*Most of this is crammed into a shoulder bag or duffel sack. In the Time of the Red, Cyberpunk RED 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 stakeouts, 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 kombis) 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 involves Lifestyle and Housing, which you'll learn more about on [page 105](#). 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.*

### *how to ReAD 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, this section will tell you where to find them. A full list of items, including a few not found here, and complete details can be found on [page 352](#).*
- **Cost:** *What the specific piece of gear costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).*

### **Item**

### **Description & Data**

### **Cost**

*Self-adaptive AI powered smartphone. +2 to Library Search. +2 to Wardrobe **Agent***

*100eb (Premium)*

*and [Style under some circumstances](#). See [pg. 352](#) for more information.*

### **Airhypo**

*Easy to use drug distribution platform.*

*50eb (Costly)*

### ***Anti-Smog***

*Useful for filtering out airborne toxins.*

*20eb (Everyday)*

### ***Breathing Mask***

### ***Audio Recorder***

*Records up to 24 hours of sound on a single Memory Chip.*

*100eb (Premium)*

### ***Auto Level***

### ***Dampening Ear***

*Compact ear protection. Makes user immune to*

*1,000eb (V. Expensive)*

*effects caused by dangerously loud sounds.*

### ***Protectors***

### ***Binoculars***

*Good for seeing far away. x2 or x3 magnification.*

*50eb (Costly)*

### ***Braindance Viewer***

*Allows viewer to experience braindance.*

*1,000eb (V. Expensive)*

### ***Bug Detector***

*Beeps when within 2m/yds of a listening device.*

*500eb (Expensive)*

### ***Carryall***

*Bag for carrying stuff.*

*20eb (Everyday)*

### ***Chemical Analyzer***

*Can test chemical composition of substance against a database of samples.*

*1,000eb (V. Expensive)*

### ***Computer***

*Laptop or desktop computer.*

*50eb (Costly)*

### ***Cyberdeck***

*Basic deck for netrunning. 7 slots. See [pg. 353](#) for more information.*

*500eb (Expensive)*

### ***Disposable Cell***

*Makes calls. Easy to dump if needed.*

*50eb (Costly)*

### ***Phone***

### ***Drum Synthesizer***

*Can simulate almost any type of drum. Needs amp.*

*500eb (Expensive)*

### ***Duct Tape***

*Comes in many colors, including glow-in-the-dark.*

*20eb (Everyday)*

### ***Electric Guitar/***

*Good for making music. Electric versions need amp.*

*500eb (Expensive)*

### ***Other Instrument***

### ***Flashlight***

*100m/yd beam of light. Lasts 10 hours on a charge.*

*20eb (Everyday)*

### ***Food Stick***

*One awful meal in bar form.*

*10eb (Cheap)*

### ***Glow Paint***

*Glow in dark spraypaint.*

*20eb (Everyday)*

[100](#)

[FITTED FOR THE FUTURE](#)

***Item***

***Description***

***Cost***

***Glow Stick***

*Illuminates up to 4m/yds. Lasts for 10 hours.*

*10eb (Cheap)*

***Grapple Gun***

*Fires a grapple line up to 30m/yds. Cannot be used as a weapon.*

*100eb (Premium)*

***Handcuffs***

*Restraints. Requires BODY > 10 to break.*

*50eb (Costly)*

***Homing Tracer***

*Can follow a linked tracer up to 1-mile away.*

*500eb (Expensive)*

***Inflatable Bed &***

*Self-inflating mattress w/ sleeping bag.*

*20eb (Everyday)*

***Sleep-bag***

***Kibble Pack***



*One meal's worth of Kibble.*

*10eb (Cheap)*

### ***Lock Picking Set***

*Used to crack mechanical locks.*

*20eb (Everyday)*

### ***Medscanner***

*Helps diagnose illness and injury. +2 to First Aid and Paramedic.*

*1,000eb (V. Expensive)*

### ***Medtech Bag***

*A full medical toolkit in a bag.*

*100eb (Premium)*

### ***Memory Chip***

*Standard data storage device.*

*10eb (Cheap)*

### ***MRE***

*Self-heating plastic and foil meal bag.*

*10eb (Cheap)*

### ***Personal CarePak***

*Everything you need to clean up.*

*20eb (Everyday)*

### ***Pocket Amplifier***

*Can support up to two instruments. Lasts 6 hours per charge.*

*50eb (Costly)*

### ***Radar Detector***

*Beeps if within 100m/yd of an active radar beam.*

*500eb (Expensive)*

### ***Radiation Suit***

*Protects you from radiation.*

*1,000eb (V. Expensive)*

### ***Radio***

*Earpiece. One mile range.*

*100eb (Premium)*

### ***Communicator***

### ***Radio Scanner/***

*Play the hottest music or tune into radio bands within 1-mile.*

*50eb (Costly)*

### ***Music Player***

### ***Road Flare***

*Lights up an area of 100m/yd for 1 hour.*

*10b (Cheap)*

***Rope (60m/yd)***

*Nylon rope.*

*20eb (Everyday)*

***Scrambler/***

*Scrambles/descrambles communications.*

*500eb (Expensive)*

***Descrambler***

***Smart Glasses***

*Technologically enhanced glasses. Has 2 slots for Cyberoptic Options.*

*500eb (Expensive)*

***Tech Bag***

*Small bag of tools for fixing stuff.*

*500eb (Expensive)*

***Techscanner***

*Helps diagnose broken tech. +2 to multiple TECH-based Skills.*

*1,000eb (V. Expensive)*

***Techtool***

*An all-in-one multitool.*

*100eb (Premium)*

***Tent and Camping***

*Gear for one person to camp.*

*50eb (Costly)*

### ***Equipment***

#### ***Vial of Biotoxin***

*Does damage 3d6. Resisted by Resist Torture/Drugs. Not affected by armor.*

*500eb (Expensive)*

#### ***Vial of Poison***

*Does damage 2d6. Resisted by Resist Torture/Drugs. Not affected by armor.*

*100eb (Premium)*

#### ***Video Camera***

*Record up to 12 hours of audio and video on a single memory chip.*

*100eb (Premium)*

#### ***Virtuality Goggles***

*Projects cyberspace imagery over real world view.*

*100eb (Premium)*

[101](#)



[FITTED FOR THE FUTURE](#)

## *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.*

### ***Bottoms***

#### ***Top***

#### ***Jacket***

#### ***Footwear***

#### ***Jewelry***

#### ***Mirrorshades***

#### ***Glasses***

#### ***Contact***

#### ***Learn more***

#### ***Lenses***

#### ***Hats***

*about what*

*you wear in*

#### ***Bag Lady***

*2045 on*

#### ***Chic***

*20eb*

*10eb*

*20eb*

*20eb*

*20eb*

*20eb*

*10eb*

*10eb*

*10eb*

*Homeless*

*(Everyday)*

*(Cheap)*

*(Everyday)*

*(Everyday)*

*(Everyday)*

*(Everyday)*

*(Cheap)*

*(Cheap)*

*(Cheap)*

*Ragged*

*Vagrant*

***Gang Colors***

*Dangerous*

*50eb*

*20eb*

*50eb*

*20eb*

*50eb*

*20eb*

*20eb*

*10eb*

*10eb*

*Violent*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Everyday)*

*(Cheap)*

*(Cheap)*

*Rebellious*

***Generic Chic***

*Standard*

*50eb*

*20eb*

*50eb*

*20eb*

*50eb*

*20eb*

*20eb*

*10eb*

*10eb*

*Colorful*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Costly)*



*(Everyday)*

*(Everyday)*

*(Cheap)*

*(Cheap)*

*Modular*

***Bohemian***

*Folksy*

*50eb*

*20eb*

*50eb*

*50eb*

*100eb*

*50eb*

*50eb*

*10eb*

*10eb*

*Retro*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Costly)*

*(Premium)*

*(Costly)*

*(Costly)*

*(Cheap)*

*(Cheap)*

*Free Spirited*

***Leisurewear***

*Comfort*

*100eb*

*20eb*

*100eb*

*50eb*

*100eb*

*50eb*

*50eb*

*20eb*

*50eb*

*Agility*

*(Premium)*

*(Everyday) (Premium)*

*(Costly)*

*(Premium)*

*(Costly)*

*(Costly)*

*(Everyday)*

*(Costly)*

*Athleticism*

***Nomad***

***Leathers***

*100eb*

*20eb*

*100eb*

*100eb*

*100eb*

*50eb*

*50eb*

*20eb*

*100eb*

*Western*

*(Premium)*

*(Everyday) (Premium)*

*(Premium)*

*(Premium)*

*(Costly)*

*(Costly)*

*(Everyday) (Premium)*

*Rugged*

*Tribal*

***Asia Pop***

*Bright*

*100eb*

*20eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*Costume-like*

*(Premium)*

*(Everyday) (Premium)*

*(Premium)*

*(Premium)*

*(Premium)*

*(Premium) (Premium) (Premium)*

*Youthful*

***Urban Flash***

*Flashy*

*100eb*

*20eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*Technological*

*(Premium)*

*(Everyday) (Premium)*

*(Premium)*

*(Premium)*

*(Premium)*

*(Premium) (Premium) (Premium)*

*Streetwear*

***Businesswear***

*Leadership*

*500eb*

*50eb*

*500eb*

*500eb*

*5,000eb*

*500eb*

*500eb*

*100eb*

*500eb*

*Presence*

*(Expensive)*

*(Costly)*

*(Expensive)*

*(Expensive)*

*(Luxury)*

*(Expensive)*

*(Expensive) (Premium) (Expensive)*

*Authority*

***High Fashion***

*Exclusive*

*1,000eb*

*500eb*

*1,000eb*

*5,000eb*

*50,000eb*

*1,000eb*

*1,000eb*

*1,000eb*

*5,000eb*

*Designer*

*(V. Expensive) (Expensive) (V. Expensive)*

*(Luxury)*

*(Luxury)*

*(V. Expensive)*

*(V. Expensive) (V. Expensive) (Luxury)*

*Couture*

102



*FITTED FOR THE FUTURE*

► *How You Get Your Outfit and Gear* ◀

***Streetrats (Templates) and Edgerunners (Fast and Dirty) Versions***

*Like STATs, Skills, Weapons, and Armor, your Outfit and Fashion 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 ([pg. 340](#)), you'll have the option to buy more gear as your Character progresses. To find out what Gear your Character Gear List*

*comes equipped with, check the lists on the table below and look under your Character's Role. Note that you*



[Page 99](#)

*may occasionally be given a choice between two or more options (example: SeeYa or Eraser). Pick one and Fashion List*

[Page 102](#)

*only one when offered an option.*

***Next Step:***

*Lifestyle &*

*Housing*

***Rockerboy***

***Solo***

***Netrunner***

***Tech***

***Medtech***

[Page 105](#)

***Outfit***

***Outfit***

***Outfit***

***Outfit***

***Outfit***

*Agent*

*Agent*

*Agent*

*Agent*

*Agent*

*Gear List*

*Computer*

*Leisurewear: Footwear x2,*

*Cyberdeck (7 Slots)*

*Anti-Smog Breathing Mask*

*Airhypo*

[Page 99](#)

*Electric Guitar **or** Bug Detector*

*Jacket x3, Mirrorshades,*

*Virtuality Goggles*

*Disposable Cell Phone*

*Handcuffs*

*Fashion List*

*Bottoms x2, Top x2*

[Page 102](#)

*Glow Paint x5*

*Program: Armor*

*Duct Tape x5*

*Flashlight*

***Next Step:***

*Pocket Amp*

*Program: Sword*

*Flashlight*

*Generic Chic Jacket x3*

*Lifestyle &*

*Housing*

*Radio Scanner/Music Player*

*Program: See Ya **or** Eraser*

*Road Flare x6*

*Glow Paint*

[\*Page 105\*](#)

*Video Camera*

*Program: Sword **or** Vrizzbolt*

*Tech Bag*

*Medtech Bag*

*Generic Chic: Jacket, Jewelry*

*Program: Worm **or** Sword*

*Generic Chic: Bottoms x8,*

*Leisurewear: Footwear,*

*x3, Top x4*

*Generic Chic: Top x10*

*Tops x10*

*Bottoms x3, Top x5*

*Leisurewear: Jewelry,*

*Leisurewear: Footwear x2,*

*Leisurewear: Footwear x2*

*Mirrorshades, Footwear*

*Jewelry, Bottoms x2*

*Urbanflash: Bottoms, Top*

*Urban Flash: Jacket*

***Media***

***Lawman***

***Exec***

***Fixer***

***Nomad***

***Outfit***

***Outfit***

***Outfit***

***Outfit***

***Outfit***

*Agent*

*Agent*

*Radio Communicator x4*

*Agent*

*Agent*

*Audio Recorder*

*Flashlight*

*Scrambler/Descrambler*

*Bug Detector*

*Anti-Smog Breathing Mask*

*Binoculars*

*Handcuffs x2*

*Businesswear: Footwear,*

*Computer*

*Duct Tape*

*Disposable Cellphone x2 **or***

*Radio Communicator*

*Jacket, Bottoms,*

*Disposable Phone x2*

*Flashlight*

*Grapple Gun*

*Mirrorshades, Top,*

*Road Flare x10*

*Jewelry x2*

*Generic Chic: Contacts, Jewelry*

*Grapple Gun*

*Flashlight*

*Generic Chic: Jacket, Bottoms*

*Leisurewear: Mirrorshades*

*Inflatable Bed & Sleep-Bag*

*Computer*

*x2, Top x3*

*Urbanflash: Footwear, Jacket,*

*Medtech Bag*

*Radio Scanner/Music Player*

*Leisurewear: Footwear x2,*

*Bottoms, Top*

*Radio Communicator x2*

*Scrambler/Descrambler*

*Jacket x2, Bottoms x2,*

*Mirrorshades, Top x2*

*Rope*

*Video Camera*

*Techtool*

*Generic Chic: Footwear,*

*Tent and Camping Equipment*

*Bottoms, Top*

*Bohemian: Jewelry*

*Leisurewear: Jacket*

*Nomad Leathers: Top x4,*

*Urbanflash: Mirrorshades*

*Bottom x2, Footwear x2,*

*Jacket, Hat*

[103](#)



**CMPLT**

## [FITTED FOR THE FUTURE](#)

► *How You Get Your Stuff: Weapons, Armor, Gear, Outfits, and Cyberware*



### ***for Complete Packages (Calculated)***

*Like STATS and Skills, Complete Package Characters have a lot more leeway when selecting Weapons, Armor, and Gear. Unlike Edgerunners and Streetrats, you get 2,550 Eurobucks (eb) to buy any weapons, Next Step:*

***armor, gear, and cyberware you want. Just hit the lists and start shopping. Keep in mind, the Lifestyle &***

*Housing*

*next section of Character creation is where you'll be buying cyberware so make sure you leave some money for*

[Page 105](#)

*those important purchases. A full list of weapons, armor, gear, and cyberware can be found in the Night Market section on [pg. 340](#) and it is all full game if you have the eb. You keep anything you don't spend.*

***Here's where to go for each one:***

***Weapons*** ..... [Page 91](#)

***Fashion*** ..... [Page 102](#)

***Armor*** ..... [Page 96](#)

***Cyberware*** ..... [Page 110](#)

***Outfit*** ..... [Page 99](#)

***Complete Listing of it All*** ..... [Page 340](#)



***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 eurobucks, 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 worked out what he wants to buy with his 2,550eb.

***Item***

***Gear***

***Neural Link (Cyberware)***

*500eb*

***Sandevistan Speedware (Cyberware)***

*500eb*

***Assault Rifle***

*500eb*

***Heavy SMG***

*100eb*

***Heavy Melee Weapon***

*100eb*

***Light Armorjack (Body)***

*100eb*

***Light Armorjack (Head)***

*100eb*

***Basic Heavy Pistol Ammo x 100***

*100eb*

***Basic Rifle Ammo x 100***

*100eb*

***Flashbang Grenade***

*100eb*

***Smoke Grenade x2***

*100eb*

***Binoculars***

*50eb*

***Disposable Cell Phone***

*50eb*

***Tent and Camping Equipment***

*50eb*

***Carryall***

*20eb*

***Flashlight***

*20eb*

***Inflatable Bed and Sleeping Bag***

*20eb*

***Personal CarePak***

20eb

**Rope (60m/yd)**

20eb

**Total Spent : 2550eb**

104



**STREET**

**EDGE**

**CMPLT**

**FITTED FOR THE FUTURE**

► *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**. Anything you don't spend goes away.*

**Example: In keeping with his hard riding Solo persona,**

**Jay decides to mostly wear Nomad-styled clothing.**

**Item**

## ***Gear***

***Nomad Leathers Bottom*** (*Rugged reinforced jeans*)

*100eb*

***Nomad Leathers Top*** (*Denim heavy pullover with reinforced elbow patches*)

*20eb*

***Nomad Leathers Jacket*** (*Heavy fringed*)

*100eb*

***Nomad Leathers Footwear*** (*Cowboy boots*)

*100eb*

***Mirrorshades*** (*Classic mirrored aviators*)

*50eb*

***EMP Threading*** (*Fashionware*)

*10eb*

***Total Spent : 380eb***

***Left Over (and lost) : 420eb***

*liFestyle AnD housinG*

*At character generation, if you aren't an Exec, you'll start off living in a rented Cargo Container, either in the Overcrowded Suburbs of the city or in a Combat Zone, and living a not-so-luxurious Kibble Lifestyle. See [e.pg.](#)*

*[377](#) for more information about your living situation and what it entails. The first month's rent and kibble are free, Lifestyle &*

*Housing Info*

*choomba, but you owe 1100eb on the 1st of next month, or you're getting evicted on the 2nd.*

[Page 105](#)

*On the other hand, if are an Exec, you'll start off living rent free in a Corporate Conapt in a Corporate Zone, **Next Step:***

*Cyberware*

*and living a comfortable Good Prepak Lifestyle, which is already paid for this month. See [pg. 377](#) for more*

[Page 117](#)

*information about your living situation and what it entails. You don't have to pay rent because you're better than other people, but maintaining your Good Prepak Lifestyle will run you 600eb on the first of every month.*

*Lifestyle &*

*Nomads have an additional Housing option, due to their Moto Role Ability. See [Pg. 165](#) for more details.*

*Housing Info*

[Page 105](#)

***Example: As a Solo, Jay's Character begins play living in a Cargo Container with a***

***Next Step:***

***Kibble Lifestyle. He gets this free for one month. After that, he'll have to pay rent or get***

*Cyberware*

[Page 117](#)

*kicked out (or move to a better or worse place, depending on his finances)  
and*

*buy another month of Lifestyle or starve.*

*N*

*Lifestyle &*

*ext Up: Your Cyberware*

*Housing Info*

[Page 105](#)

*Next Step:*

*Time to chip in, Choomba.*

*You're done,*

*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.*

[105](#)





**THE KINNI  
KIBBLE**  
*experience the exotic*

Disclaimer  
\* no more than one serving per day. If you experience nausea  
or poor digestion contact your physician and seek medical attention.

*Upon giving your all to everyone else, let Kibble give some of that back.*

*12 Creotic Amino acids and micro builders that are proven to reweave the molecular fibers of your muscles stronger, faster, and better.*


*Now in  
**KINNI**  
flavor!*





**THE KINNI  
KIBBLE**  
*experience the exotic*

Disclaimer  
no more than one serving per day. If you experience nausea  
or poor digestion contact your physician and seek medical attention.

NOW TALK TWICE AS FAST WITH NAPA™ (Neural Agent Processing Accelerator)






**ZIGGURAT**  
ZCHAT

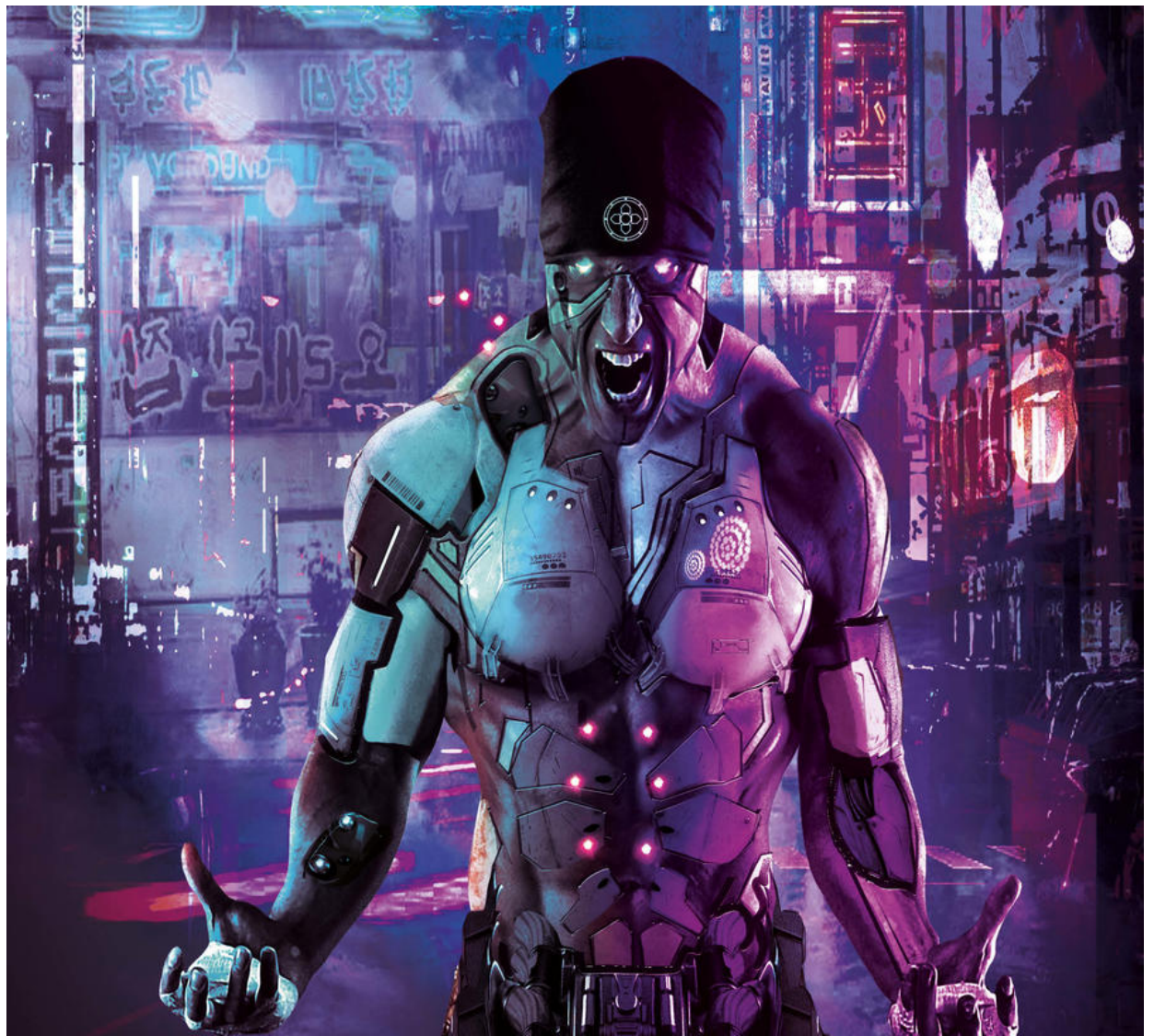
Heyo choomba, let's talk on ZChat :)

WHILE OTHERS SLEEP YOU CAN CHAT ALL NIGHT LONG! LIKE THE CYBEROWL YOU ARE  
NAMED THE BEST CHAT APP BY NIGHT CITY TODAY NEWS!





4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100





1



*BY NEIL BRANQUINHO*

*putting the cyber*

*cyber*

*into the*

*int*

*punk*

*"You can be good. Or you can be dead. But the more you can add; the more you can bring that meat you were born with up to the*

*next level, the better you can be. And that means less of a chance of ending up on the dead side of the equation."*

*Damien*

*tech*

[107](#)



[PUTTING THE CYBER INTO THE PUNK](#)

*Before we Start...*

*improve your cyberball reflexes. If you're cybered up, you probably have interface plugs to operate com-*

*Let's begin by straightening one thing out: It's cyber-puters and vehicles mentally. Maybe your eyes are ware. Not cyberwear. Cyberware is stuff you can cyberoptics with a recording function and the latest remove. You're just wearing it, chombatta. You're a iris tint (polychrome is in this year), or you've boosted tourist. You're not yet committed to the Edge. your hearing to better hear the gossip in the Executive Lounge. Though this type of Cyberware is rarer in the Cyberware is the various types of "hardware" you Time of the Red. actual y have implanted in or replacing parts of your If your job involves some type of security or combat body. It's the stuff that you live with. You see it as part function (and most occupations in this time have at of your body in a way your favorite jacket will never least some type of combat aspect), you probably have be. It's like your heart, or your hands, or your gonads. two or three types of combat chipware, as well as When you get it installed, you're making a major com-plugs for a smartgun. As a Solo, you may have had an*

*mitment. You're replacing or enhancing something you  
arm or a leg replaced with a cyberlimb, allowing you  
were born with. That's staying on the Edge.*

*to hide a variety of tools and weapons in your body,  
Got it? Okay then..*

*as well as giving you an edge in speed and strength.*

*And even if your job technically doesn't involve*

*First, forget everything you ever thought about  
violence, it's a safe bet that you're not going to be  
cyborgs. Everything. This is the Dark Future—the Time  
wandering The Street without some kind of nastiness  
of the Red. Even if the supply lines are down, the  
implanted in your body. "Better cyber than sorry," is stores have been looted,  
and you have to buy it in*

*what The Street says about that.*

*the Night Markets, today's cyborg is still committed to  
being stylish. Cybernetic design focuses on a stream-  
So as a Cyberpunk, you're going to want to get your  
lined, high-mover lifestyle. Whether equipped with  
hands on the best of this exciting and expensive tech.  
implanted memory chips in your nervous system to*

*And "expensive" is the word. The average enhanced enhance a street fight, or bio-engineered mini-weap-Character with, say, two cybereyes (targeting scope ons for your personal protection, the cyborg of the and IR enhancement), peedware, one super-chromed Time of the Red is always on the cutting edge of high-arm with a .25 cal submachine gun, interface plugs, tech living.*

*and chipware for Brawling, Driving, and First Aid is an investment of thousands of eurobucks. If you can even style oveR FunCtion*

*find all that hardware. There was a War choomba, and some of the best stuff's been hoarded or just plain But they aren't necessarily a walking tank either. torn apart in the corporate battlefields of the urban Cyberware should be smoother than that—less zones.*

*obvious. You'll have to integrate your new-tech gadgets into a slick, seamless whole. You're either Of course, the ambitious punk already knows at*

*predator or prey in the City, and the faster you learn  
least twenty-five ways (most of them illegal) to raise  
to blur the line between the two categories, the longer  
that sort of paltry sum; and they have the connections  
you'll survive.*

*to get them in the Night Markets.*

*And that's the point: survival.*

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

*the CybeR liFestyle*

*There's more*

*Cyberpsychosis*

*It's "hip and aware" to have high-tech grafted into  
information*

*your body somewhere. If you can afford it, you prob-*

*Cyberpsychosis is a dissociative disorder which*

*about*

*ably have at least a couple of "enhancements": a few*

*occurs when someone with preexisting psychopathic*

*Cyberpsychosis*

*in play on*

*chips installed in your nervous system to interface with  
tendencies enhances themselves via cybernetics to*

[Page 230](#)

*your computer, remember your appointments, and  
the point they no longer see themselves or others*

[108](#)







## *PUTTING THE CYBER INTO THE PUNK*

*as complete, sapient organisms, but simply as a to hunt down and capture or kill murderous cyberpsy-collection of replaceable parts. Common symptoms chos. If there isn't much government left, the locals wil of cyberpsychosis include lack of self-preservation, probably start their own Psycho Squad Militia and complete disregard for others, poor impulse control, go after your 'borged-up butt anyway, even without and explosive outbursts. Let's get this clear from the a warrant.*

*start: if you already have these underlying psycho-Psycho Squads are common to most urban or cor-logical issues (in game represented by a very low porate police departments, going under names like Empathy) you are more likely to be a candidate for C-SWAT (Cybernetic Special Weapons & Tactical cyberpsychosis).*

*Squad), PSYCHE-DIV, CYB-Enforcement, and Installing cyberware isn't the only way to edge*

*MAX-TAC (Maximum Force Tactical Division). Armed towards this mental explosion. Strong and/or horrifying events and situations can also wear down your Humanity. And unfortunately, Edgerunners deal with these sorts of situations on a regular basis. This is very nice people.*

*something your GM controls; they often times may*

*Now you know. Walk carefully. Guard your mind.*

*attach a **Humanity cost** on an event or situation*

*(like when you stumble across a pack of scavvers*

*eating a baby: Humanity Loss of at least 6 points right there.)*

*PRACTiCinG sAFe CybeR*

*On the other hand, not all cyberware and augmen-*

*tations contribute to cyberpsychosis. In the Time of*

*the Red, people who lose parts of themselves or were*

*born without parts have the option to buy Medical-*

*Grade Cyberware (see [pg. 226](#)) 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 or other forms of therapeutic body modification choose to use Bodysculpting GNALL BA*

*(see [pg. 226](#)) which has no Humanity cost. Only cyberware used to replace perfectly functional body parts or enhance the body beyond the human baseline BY RICHARD*

*line can push someone towards cyberpsychosis. Even then, there are some therapeutic options available ([see pg. 229](#)).*

*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*

*kill ing people? If you're the government, you organize  
a special squad of professional police with one job:*

109



### *PUTTING THE CYBER INTO THE PUNK*

#### *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 instal ations taking place in whatever shopping mall clinics (Bodyshoppe, Fashion/Fusion, The listings in*

*this chapter are*

*and Parts N' Programs are three popular chain stores) still exist, or drop-in medical centers (Docs R Us™). These abbreviated.*

*instal ations are much like getting your ears pierced. You can even have upgrades and improvements plugged You'll find*

*full rules for*

*into the old hardware for the cost of the new parts, al owing you to start small (cal ed "stripped" or "economy") all cyberware*

*and add as you go.*

*starting on*

[Page 358](#)

***You can't install cyberware if you're suffering a Critical Injury related to it.***

***For more information, see [pg. 220](#).***

*the GooDies: CybeRwARe tyPes*

*There are **8 types** of Cyberware.*

***Fashionware:*** *Stuff you install for personal adornment. See [Page 111](#) for list.*

***Neuralware:*** *Stuff you install to enhance or augment your reflexes and mental abilities. See [Page 112](#) for list.*

***Cyberoptics:*** *Stuff you install to improve visual abilities. See [Page 112](#) for list.*

***Cyberaudio*** *Stuff you install to improve hearing and auditory abilities. See [Page 113](#) for list.*

***Internal Body Cyberware:*** *Stuff that is implanted in your body and works like organs or systemic improvements. See [Page 114](#) for list.*

***External Body Cyberware:*** *Stuff that is installed in, on, over or immediately through the skin. See [Page](#)*

*[114](#) for list.*

***Cyberlimbs:*** *Cybernetic arms or legs that can be enhanced with a variety of hands, coverings, or functions.*

*See [Page 115](#) for list.*

***Borgware:*** *Stuff which fully replaces the majority of your body with cybernetic parts that are augmented by cyberoptics, audio, prosthesis, or other cyberware installations. See [Page 116](#) for list.*



## *how to ReAD the CybeRwARe tAbles*

*All Cyberware is defined by five **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 bio-mod shop; the equivalent of ear-piercing in the 1900s. There are not as many of these as there were in the 2020s.*
- ***Clinic** means an actual Medtech in a medical surgery clinic. Most of the installation is 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 capable of doing this kind of work. This also requires a full hospital or the nearest equivalent, which is relatively rare.*

[110](#)



## [PUTTING THE CYBER INTO THE PUNK](#)

***Description & Data**: A description of the cyberware, its game mechanics, its prerequisites, and what is known about it on The Street. **Benefits from multiple installations of the same cyberware do not stack unless otherwise noted.** For more detailed information about the item, go to [page 358](#).*

**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. If a type of cyberware requires a foundational piece it will be listed first with its Option Slots. In the case of Fashionware, Internal Cyberware, and External Cyberware, there is no foundational cyberware but you can still only implant 7 Option Slots worth of cyberware.

**Cost:** What the cyberware costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).

**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 parentheses following the preset number.**

► *FASHionwARE (7 oPtion slots AvAiLAbLe)*

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

**Full**

**Biomonitor**

**100eb**

**0**



*Mall*

*Subdermal implant which generates a readout of vitals. Can link to Agent.*

*Fashionware*

*(Premium)*

*(N/A)*

*listings are on*

[Page 358](#)

***Chemskin***

*Dyes and pigments infused into the skin to permanently change its hue.*

*100eb*

*0*

*Mall*

*+2 to Personal Grooming if user also has Techhair.*

*(Premium)*

*(N/A)*

***EMP Threading***

*10eb*

*0*

*Mall*

*Thin silver lines that run in circuit-like patterns across the body.*

*(Cheap)*

*(N/A)*

*Subdermal patches store light and project colored tattoos*

***Light Tattoo***

*100eb*

*0*

*Mall*

*under the skin. +2 to Wardrobe and Style if user has three*

*(Premium)*

*(N/A)*

*or more tattoos.*

***Shift Tacts***

*100eb*

*0*

*Mall*

*Color-changing lenses implanted into the eye.*

*(Premium)*

*(N/A)*

***Skinwatch***

*100eb*

0

*Mall*

*Subdermally implanted LED watch.*

*(Premium)*

*(N/A)*

***Techhair***

*Color-light-emitting artificial hair. +2 to*

*100eb*

0

*Mall*

*Personal Grooming if user also has Chemskin.*

*(Premium)*

*(N/A)*

*PiCk A hairstyle*

*l AnD Colo*

*l r FoR me.*

*ReFeRenCe uR, miChiko sAnDeRson, AnD*

*D*

*mAZ DesPAiR FoR iDeAs AnD CRoss-ReFeRenCe*

*them AGAinst whAt*

*A 's popular ACCoRDinG to  
niGht City Pulse. senD the sPeCs direCtly  
l  
to my teChhAiR while i'm in the showeR.  
— nightingale  
— nighting  
to her agent*

[III](#)



### [PUTTING THE CYBER INTO THE PUNK](#)

► *neuRAIwARe (FounDAtionAl CybeRwARe: neuRAI link)*

*Name*

*Install*

*Description & Data*

*Cost*

***HL***

*Full*

*Neuralware*

*listings can be*

***Neural Link***

*Wired artificial nervous system. Required to use*

*Clinic*

*500eb (Expensive)*

*7 (2d6)*

*Neuralware and Subdermal Grip. **Has 5 Option Slots.***

*found on*

[Page 359](#)

***Braindance***

*Records user's experiences to memory chip or external device.*

*Clinic*

*500eb (Expensive)*

*7 (2d6)*

***Recorder***

***Requires Neural Link.***

***Chipware***

*A single socket installed in back of the neck.*

*Clinic*

*500eb (Expensive)*

*7 (2d6)*

***Socket***

*Required to use Chipware. **Requires Neural Link.***

***Interface Plugs***

*Plugs in wrist or head that allow connection to machines.*

*Clinic*

*500eb (Expensive)*

*7 (2d6)*

***Requires Neural Link.***

***Kerenzikov***

*Speedware. User adds +2 to Initiative. Only 1 piece of Speedware can be  
Clinic*

*500eb (Expensive)*

*14 (4d6)*

*installed at a time. **Requires Neural Link.***

*Speedware. When activated as an Action adds +3 to Initiative for one  
**Sandevistan***

*Clinic*

*minute. Has 1 hour cool down period. Only 1 piece of Speedware can  
500eb (Expensive)*

*7 (2d6)*

*be installed at a time. **Requires Neural Link.***

### ***Chemical***

*Chipware. Tests substance for precise chemical composition and compares  
N/A*

*500eb (Expensive)*

*3 (1d6)*

### ***Analyzer***

*to a database. **Requires Chipware Socket.***

### ***Memory Chip***

*N/A*

*Data storage. User's cyberware can store or access data on it.*

*10eb (Cheap)*

*0 (N/A)*

### ***Olfactory Boost***

*Chipware. User can use Tracking Skill to track via scent.*

*N/A*

*100eb (Premium)*

*7 (2d6)*

*Requires **Chipware Socket**.*

### ***Pain Editor***

*Chipware. User ignores penalties due to being Seriously Wounded.*

*1,000eb*

*N/A*

*14 (4d6)*

*Requires **Chipware Socket**.*

*(V. Expensive)*

*500eb*

### ***Skill Chip***

*Chipware. User has specific Skill at Level 3 unless Skill is already 3+.*

*(Expensive) or*

*N/A*

*7 (2d6)*

*Skill Chips for (x2) cost Skills cost more. **Requires Chipware Socket**.*

*1,000eb*

*(V. Expensive)*

### ***Tactile Boost***

*Chipware. User can detect motion within 20m/yd by placing hand on*

*N/A*



*100eb (Premium)*

*7 (2d6)*

*surface. **Requires Chipware Socket.***

► *CybeRoPtiCs (FounDAtionAl CybeRwARe: CybeReye)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Full Cyberoptics*

*listings can be*

*Artificial Eye. **Each Cybereye has 3 Option Slots.** Some*

*found on*

***Cybereye***

*Clinic*

*options must be paired (purchased twice and installed in two*

*100eb (Premium)*

*7 (2d6)*

*[Page 360](#)*

*different Cybereyes on a user. HL must be paid for each).*

### ***Anti-Dazzle***

*User immune to effects caused by flashes of light.*

*2 (1d6/2*

*Mall*

*100eb (Premium)*

***Requires two Cybereyes and must be paired.***

*Round up)*

### ***Chyron***

*2 (1d6/2*

*Mall*

*Projects subscreen into user's field of vision. **Requires a Cybereye.***

*100eb (Premium)*

*Round up)*

### ***Color Shift***

*2 (1d6/2*

*Mall*

*Unlimited color and pattern changes for the eye. **Requires a Cybereye.***

*100eb (Premium)*

*Round up)*

### ***Dartgun***

*Single shot Dartgun Exotic Weapon concealed in eye. **Requires a Cybereye**  
2 (1d6/2*

*Clinic*

*500eb (Expensive)*

*and takes 3 Option Slots.*

*Round up)*

***Image Enhance***

*Adds +2 to Perception, Lip Reading, and Conceal/Reveal Object.*

*Mall*

*500eb (Expensive)*

*3 (1d6)*

***Requires two Cybereyes and must be paired.***

[112](#)



[PUTTING THE CYBER INTO THE PUNK](#)

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

***Low Light /***

*User can ignore penalties due to darkness, smoke, fog, etc. **Requires two***  
*Mall*

*500eb (Expensive)*

*3 (1d6)*

***Infrared / UV***

***Cybereyes, must be paired, and takes 2 Option Slots per Cybereye.***

***MicroOptics***

*2 (1d6/2*

*Clinic*

*Provides user with 400x magnification. **Requires a Cybereye.***

*100eb (Premium)*

*Round up)*

***MicroVideo***

*Camera in eye. Records audio and video to Memory Chip or linked Agent.*

*2 (1d6/2*

*Clinic*

*500eb (Expensive)*

***Requires a Cybereye and takes 2 Option Slots.***

*Round up)*

### ***Radiation***

*Radiation readings within 100m/yds displayed in form of blue glow.*

*1,000eb*

*Clinic*

*3 (1d6)*

### ***Detector***

***Requires a Cybereye.***

*(V. Expensive)*

### ***Targeting Scope***

*Clinic*

*Adds +1 to Check when making Aimed Shot. **Requires a Cybereye.***

*500eb (Expensive)*

*3 (1d6)*

### ***TeleOptics***

*Can see detail up to 800m/yd away. +1 to Aimed Shots against target*

*Clinic*

*500eb (Expensive)*

*3 (1d6)*

*51m/yds or farther away. **Requires a Cybereye.***

## ***Virtuality***

*Projects cyberspace imagery over user's view of the world.*

*2 (1d6/2*

*Mall*

*100eb (Premium)*

***Requires two Cybereyes and must be paired.***

*Round up)*

► *CybeRAuDio (FounDAtionAl CybeRwARe: CybeRAuDio suite)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Full Cyberaudio*

***Cyberaudio***

*listings are on*

*Clinic*

***Has 3 Option Slots. Cannot install more than 1.***

*500eb (Expensive)*

*7 (2d6)*

## ***Suite***

[Page 361](#)

### ***Amplified***

*+2 to Perception for Checks involving hearing.*

*Mall*

*100eb (Premium)*

*3 (1d6)*

### ***Hearing***

***Requires a Cyberaudio Suite.***

### ***Audio Recorder***

*Records audio to Memory Chip or linked Agent.*

*2 (1d6/2)*

*Clinic*

*100eb (Premium)*

***Requires a Cyberaudio Suite.***

*Round up)*

### ***Bug Detector***

*Beeps when within 2m/yds of a listening device.*

*2 (1d6/2)*

*Mall*

*100eb (Premium)*

***Requires a Cyberaudio Suite.***

*Round up)*

***Homing Tracer***

*Can follow a linked tracer up to 1 mile away.*

*2 (1d6/2*

*Clinic*

*100eb (Premium)*

***Requires a Cyberaudio Suite.***

*Round up)*

***Internal Agent***

*Fully functional Agent installed internally. Can be linked to a Cybereye with Mall*

*100eb (Premium)*

*3 (1d6)*

*Chyron display. Otherwise, audio only. **Requires a Cyberaudio Suite.***

***Level Damper***

*User immune to effects caused by loud noises.*

*2 (1d6/2*

*Mall*

*100eb (Premium)*



***Requires a Cyberaudio Suite.***

*Round up)*

***Radio***

*User can communicate via radio. 1 mile range.*

*2 (1d6/2*

*Mall*

*100eb (Premium)*

***Communicator***

***Requires a Cyberaudio Suite.***

*Round up)*

***Radio Scanner /***

*Can play music from Data Pool or Memory Chip or tune into radio*

*2 (1d6/2*

*Clinic*

*Costly (50eb)*

***Music Player***

*broadcasts within 1 mile. **Requires a Cyberaudio Suite.***

*Round up)*

***Radar Detector***

*Beeps if active radar beam is within 100m/yd.*

2 (1d6/2

*Clinic*

500eb (*Expensive*)

***Requires a Cyberaudio Suite.***

*Round up)*

***Scrambler /***

*Allows user to scramble outgoing communications and descramble*

2 (1d6/2

*Mall*

100eb (*Premium*)

***Descrambler***

*incoming communications. Requires a Cyberaudio Suite.*

*Round up)*

***Voice Stress***

*+2 to Human Perception and Interrogation Checks.*

*Mall*

100eb (*Premium*)

3 (1d6)

***Analyzer***

***Requires a Cyberaudio Suite.***



*PUTTING THE CYBER INTO THE PUNK*

► *inteRnAl CybeRwARe (7 oPtion slots AvAiLAbLe)*

*Name*

*Install*

*Description & Data*

*Cost*

*HL*

*Full Internal*

*Cyberware*

*AudioVox*

*Clinic*

*Voice synthesizer. Adds +2 to Acting and Play Instrument when singing.*

*500eb (Expensive)*

*3 (1d6)*

*listings can be*

***Contraceptive***

*found on*

*Mall*

*Prevents undesired pregnancy.*

*10eb (Cheap)*

*0 (N/A)*

[Page 362](#)

***Implant***

***Enhanced***

*2 (1d6/2)*

*Mall*

*After stabilization, user heals BODY x 2 for each day spent resting.*

*500eb (Expensive)*

***Antibodies***

*Round up)*

***Cybersnake***

*1,000eb*

*Hospital*

*Esophagus mounted Very Heavy Melee Weapon. Can be concealed.*

*14 (4d6)*

*(V. Expensive)*

### ***Gills***

*1,000eb*

*Hospital*

*User can breathe underwater.*

*7 (2d6)*

*(V. Expensive)*

### ***Grafted Muscle***

*Increases BODY by 2. The increase changes HP, Wound Threshold, and Death 1,000eb*

*Hospital*

*14 (4d6)*

### ***and Bone Lace***

*Save. Cannot raise BODY above 10.*

*(V. Expensive)*

### ***Independent Air***

*Provides 30 minutes of oxygen. Takes 1 hour to refill from*

*1,000eb*

*2 (1d6/2*

*Hospital*

***Supply***

*ambient atmosphere.*

*(V. Expensive)*

*Round up)*

***Midnight Lady™***

*Clinic*

*Be a Venus, be the fire, be desire.*

*100eb (Premium)*

*7 (2d6)*

***Sexual Implant***

***Mr. Studd™***

*Clinic*

*All night, every night, and they'll never know.*

*100eb (Premium)*

*7 (2d6)*

***Sexual Implant***

***Nasal Filters***

2 (1d6/2

*Clinic*

*User immune to effects of toxic gases, fumes, and similar dangers.*

100eb (Premium)

*Round up)*

***Radar / Sonar***

1,000eb

*Clinic*

*Scans terrain within 50m/yds. Cannot scan through cover.*

7 (2d6)

***Implant***

*(V. Expensive)*

*Data on*

***Toxin Binders***

2 (1d6/2

*Clinic*

*Adds +2 to Resist Torture/Drugs.*

100eb (Premium)

*Round up)*

*Weapon*

*Qualities can*

*be found on*

***Vampyres***

*Excellent Quality Light Melee Weapon implanted in mouth.*

*Clinic*

*500eb (Expensive)*

*14 (4d6)*

*Can be concealed. User can add Poison or Biotoxin.*

[Page 342](#)

► *exteRnAl CybeRwARe (7 oPtion slots AvAiLAble)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Full External*

*Cyberware*

***Hidden Holster***

*Clinic*

*Can store weapon capable of concealment inside body.*



*500eb (Expensive)*

*7 (2d6)*

*listings can be*

*found on*

### ***Skin Weave***

*User's body and head armored at SP7. Does not stack with worn*

*Hospital*

*500eb (Expensive)*

*7 (2d6)*

[Page 364](#)

*Armor. Ablates. Recovers 1 SP per day of rest.*

### ***Subdermal***

*User's body and head armored at SP11. Does not stack with worn Armor.*

*1,000eb*

*Hospital*

*14 (4d6)*

### ***Armor***

*Ablates. Recovers 1 SP per day of rest.*

*(V. Expensive)*

### ***Subdermal***

*2" x 4" (5cm x 10cm) storage space just under the skin with Clinic*

*100eb (Premium)*

*3 (1d6)*

***Pocket***

*RealSkinn™ zipper.*

[114](#)



[PUTTING THE CYBER INTO THE PUNK](#)

► *CybeRlimbs (FounDationAl CybeRwARe: CybeRARm oR CybeRleG)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Full Cyberlimb*

***Cyberarm***

*Replacement arm. **Has 4 Option Slots.** Comes installed with Standard Hospital*

*500eb (Expensive)*

*7 (2d6)*

*listings are on*

*Hand that doesn't cause Humanity Loss or take up an Option Slot.*

[Page 364](#)

### ***Standard Hand***

*2 (1d6/2)*

*Clinic*

*Standard cybernetic hand. Can be installed in a meat arm.*

*100eb (Premium)*

*Round up)*

### ***Big Knucks***

*Armored knuckles. Medium Melee Weapon. Can be concealed.*

*Clinic*

*100eb (Premium)*

*3 (1d6)*

***Can be installed as only piece of Cyberware in a meat arm.***

### ***Cyberdeck***

*Cyberdeck installed in Cyberarm. **Requires a***

*Clinic*

*500eb (Expensive)*

*3 (1d6)*

***Cyberarm and takes up 3 Option Slots.***

### ***Grapple Hand***

*Fires hand, along with a grapple line up to 30m/yds.*

*Clinic*

*100eb (Premium)*

*3 (1d6)*

*Cannot be used as a weapon. **Requires a Cyberarm.***

### ***Medscanner***

*Medscanner installed in Cyberarm. Helps diagnose illness and injury. +2*

*Clinic*

*500eb (Expensive)*

*7 (2d6)*

*to First Aid and Paramedic. **Requires a Cyberarm and takes 2 Option Slots.***

### ***Popup Grenade***

*A single shot Grenade Launcher installed in a Cyberarm. Weapon can be*  
*Clinic*

*500eb (Expensive)*

*7 (2d6)*

### ***Launcher***

*concealed. Requires a Cyberarm and takes up 2 Option Slots.*

### ***Popup Melee***

*Any Light, Medium, or Heavy Melee Weapon installed in a Clinic*

*Cyberarm. Weapon can be concealed even if not normally*

*500eb (Expensive)*

*7 (2d6)*

### ***Weapon***

*concealable. Requires a Cyberarm and takes up 2 Option Slots.*

### ***Popup Shield***

*A Bulletproof Shield installed in the Cyberarm. Can be concealed and Clinic*

*500eb (Expensive)*

*7 (2d6)*

*replaced when at 0 HP. Requires a Cyberarm and takes up 3 Option Slots.*

### ***Popup Ranged***

*Any One Handed Ranged Weapon installed in a*

*Clinic*

*Cyberarm. Weapon can be concealed even if not normally*

*500eb (Expensive)*

*7 (2d6)*

## ***Weapon***

*concealable. Requires a Cyberarm and takes up 2 Option Slots.*

## ***Quick Change***

### *Clinic*

*Allows user to remove or install a Cyberarm as an Action.*

*100eb (Premium)*

*7 (2d6)*

## ***Mount***

## ***Rippers***

*Carbo-glass claws. Medium Melee Weapon. Can be concealed.*

### *Clinic*

*500eb (Expensive)*

*3 (1d6)*

***Can be installed as only piece of Cyberware in a meat arm.***

## ***Scratchers***

*Carbo-glass fingernails. Light Melee Weapon. Can be concealed.*

*2 (1d6/2)*

### *Mall*

*100eb (Premium)*

***Can be installed as only piece of Cyberware in a meat arm.***

*Round up)*

### ***Shoulder Cam***

*Video camera mounted in shoulder. Can be concealed.*

*Clinic*

*500eb (Expensive)*

*7 (2d6)*

***Requires a Cyberarm and takes up 2 Option Slots.***

### ***Slice 'N Dice***

*Monofilament whip implanted in the thumb. Medium Melee Weapon. Can be  
Clinic*

*500eb (Expensive)*

*3 (1d6)*

***concealed. Can be installed as only piece of Cyberware in a meat arm.***

### ***Subdermal Grip***

*Allows user to use Smartgun without Interface Plug. Can be installed as  
Clinic*

*100eb (Premium)*

*3 (1d6)*

***only piece of Cyberware in a meat arm. Requires Neural Link.***

### ***Techscanner***

*Techscanner installed in Cyberarm. Helps diagnose broken tech. +2 to  
Clinic*

*500eb (Expensive)*

*7 (2d6)*

*multiple TECH-based Skills. **Requires a Cyberarm and takes 2 Option Slots.***

### ***Tool Hand***

*Fingers contain screwdriver, wrench, small drill, and other tools. **Can be Clinic***

*100eb (Premium)*

*3 (1d6)*

***installed as only piece of Cyberware in a meat arm.***

### ***Wolvers***

*Long claws extended from the knuckles. Heavy Melee Weapon. **Can be Clinic***

*500eb (Expensive)*

*7 (2d6)*

***concealed. Can be installed as only piece of Cyberware in a meat arm.***

[115](#)



## [PUTTING THE CYBER INTO THE PUNK](#)

***Name***

***Install***



## ***Description & Data***

### ***Cost***

### ***HL***

*Replacement leg. **Has 3 Option Slots.** Comes installed with Standard Foot Cyberleg*

*that doesn't cause Humanity Loss or take up an Option Slot. Most Cyberleg Hospital*

*100eb (Premium)*

*3 (1d6)*

*options must be paired (purchased twice and installed in two different Cyberlegs on a user. HL must be paid for each).*

### ***Standard Foot***

*2 (1d6/2*

*Clinic*

*Standard cybernetic foot. Can be installed in a meat leg.*

*100eb (Premium)*

*Round up)*

### ***Grip Foot***

*Traction enhanced. Negates movement penalty when*

*Clinic*

*500eb (Expensive)*

*3 (1d6)*

*climbing. Requires two Cyberlegs and must be paired.*

### ***Jump Booster***

*Hydraulics in legs. Negates movement penalty when jumping.*

*Clinic*

*500eb (Expensive)*

*3 (1d6)*

***Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.***

### ***Skate Foot***

*Inline skates built into feet. Can be concealed. Increases movement by 6m/yds Clinic*

*500eb (Expensive)*

*3 (1d6)*

*when using Run Action. Requires two Cyberlegs and must be paired.*

### ***Talon Foot***

*Blade mounted in foot. Light Melee Weapon. Can be concealed.*

*Clinic*

*500eb (Expensive)*

*3 (1d6)*

***Can be installed as the only piece of Cyberware in a meat leg.***

### ***Web Foot***

*Thin webbing between toes. Negates movement penalty when swimming.*

*Clinic*

*500eb (Expensive)*

*3 (1d6)*

***Requires Two Cyberlegs and must be paired.***

***Hardened***

*Cyberlimb and installed options cannot be rendered inoperable by EMP pulses or 1,000eb*

*Clinic*

*3 (1d6)*

***Shielding***

*Non-Black ICE Program effects. **Requires Cyberarm or Cyberleg.***

*(V. Expensive)*

***Plastic***

*Plastic coating for Cyberlimb. Available in wide variety of colors and patterns.*

*Mall*

*100eb (Premium)*

*0 (N/A)*

***Covering***

***Requires a Cyberarm or Cyberleg but does not take an Option Slot.***

***Realskinn™***

*Artificial skin coating for Cyberlimb. **Requires a***

*Mall*

*500eb (Expensive)*

*0 (N/A)*

***Covering***

***Cyberarm or Cyberleg but does not take an Option Slot.***

***Superchrome®***

*Shiny metallic coating for Cyberlimb. +2 to Wardrobe and Style.*

*1,000eb*

*Mall*

*0 (N/A)*

***Covering***

***Requires a Cyberarm or Cyberleg but does not take an Option Slot.***

*(V. Expensive)*

► *boRGwARe*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

### ***Artificial***

*1,000eb*

*Hospital*

*User can mount 2 Cyberarms under first set of arms.*

*14 (4d6)*

### ***Shoulder Mount***

*(V. Expensive)*

### ***Implanted Linear***

*Enhanced skeleton and support structure. Increases BODY to 14. The*

*Hospital*

*increase changes HP, Wound Threshold, and Death Save.*

*5,000eb (Luxury)*

*14 (4d6)*

### ***Frame β (Beta)***

***Requires BODY 8 and 2 Grafted Muscles and Bone Lace.***

### ***Implanted Linear***

*Enhanced skeleton and support structure. Increases BODY to 12. The*

*1,000eb*

*Hospital*

*increase changes HP, Wound Threshold, and Death Save.*

14 (4d6)

**Frame  $\Sigma$  (Sigma)**

*(V. Expensive)*

***Requires BODY 6 and Grafted Muscles and Bone Lace.***

**MultiOptic Mount**

1,000eb

*Hospital*

*User can mount up to 5 additional Cybereyes.*

14 (4d6)

*(V. Expensive)*

**Sensor Array**

*User can install up to 5 additional Cyberaudio Options.*

1,000eb

*Clinic*

14 (4d6)

***Requires Cyberaudio Suite but does not take up Cyberaudio Option Slot.***

*(V. Expensive)*

116



**STREET**

**EDGE**

**CMPLT**

### [PUTTING THE CYBER INTO THE PUNK](#)

*time to sCoRe some CybeRwARe*

► *How You Get Your Stuff: Cyberware* ◀

***for Streetrats (Templates) & Edgerunners (Fast and Dirty)***

*Like Weapons, Armor, and Gear, your Cyberware is predetermined from the start as a Streetrat or Edgerunner.*

*However, when you move on to the Night Market sections of the rules [\(pg. 340\)](#), you'll have the option to buy more types of cyberware as your Character progresses. To find out what cyberware your Character comes Cyberware List*

*equipped with, check the lists on the tables below and look under your Character's Role. Note that you may*

[Page 110](#)

***Next Step:***

*occasionally be given a choice between 2 or more options (example: Nasal Filter or Toxin Binders). Pick one You're done,*

*and only one when offered an option. We have also worked out all the Humanity Loss costs (see [pg.](#)*

*choomba!*

*[111](#)); subtract these from your current Humanity and see how this affects 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 ([pg. 340](#)).*

*Cyberware List*

*[Page 110](#)*

*Next Step:*

*Rockerboy*

*Solo*

*Netrunner*

*Tech*

*Medtech*

*You're done,*

*Cyberware*

*Cyberware*

*Cyberware*

*Cyberware*

*Cyberware*



*choomba!*

*Audio Recorder*

*Biomonitor*

*Interface Plugs*

*Cybereye*

*Biomonitor*

*Chemskin*

*Neural Link*

*Neural Link*

*MicroOptics*

*Cybereye*

*Cyberaudio Suite*

*Sandevistan*

*Shift Tacts*

*Skinwatch*

*Nasal Filters **or***

*Tech Hair*

*Speedware or Wolver*

*Tool Hand*

*Toxin Binders*

*TeleOptics*

***9 Humanity Loss***

***14 Humanity Loss***

***14 Humanity Loss***

***12 Humanity Loss***

***12 Humanity Loss***

***(-0 EMP)***

***(-1 EMP)***

***(-1 EMP)***

***(-1 EMP)***

***(-1 EMP)***

***Media***

***Lawman***

***Exec***

***Fixer***

***Nomad***

***Cyberware***

***Cyberware***

***Cyberware***

***Cyberware***

## ***Cyberware***

*Amplified Hearing*

*Hidden Holster*

*Biomonitor or Tech Hair*

*Cyberaudio Suite*

*Interface Plugs **or** Wolverers*

***or** Voice Stress Analyzer*

*Subdermal Pocket*

*Cyberaudio Suite*

*Internal Agent*

*Neural Link*

*Cyberaudio Suite*

*Internal Agent*

*Subdermal Pocket*

*Light Tattoo*

*Toxin Binders*

*Voice Stress Analyzer*

***or** Nasal Filters*

***or** Amplified Hearing*

***10 Humanity Loss***

***10 Humanity Loss***

***12 Humanity Loss***

***16 Humanity Loss***

***14 Humanity Loss***

***(-1 EMP)***

***(-1 EMP)***

***(-1 EMP)***

***(-1 EMP)***

***(-1 EMP)***

► ***How You Get Your Stuff: Cyberware*** ◀

***for Complete Packages (Calculated)***

*In case 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. 104](#), 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..*

[117](#)







*PUTTING THE CYBER INTO THE PUNK*

*Running Out of Cash?*

*Join the (CoveRt) militARy*

*The War is over. Or is it? The remnants of the Fourth*

*Starting to look over the list of cyberware and thinking:*

*Corp War are still brewing like rotting sepsis all over*

*"I don't have the kind of eurobucks I need to swing*

*the backwaters of the world. Just because the truce is*

*this tech,"? At this point, you have to ask yourself:*

*in place doesn't mean that there aren't lots of low-key*

*"How desperate am I? Am I really hard up enough*

*national armies running around. President Elizabeth*

*to risk death and dismemberment just to get a lousy*

*Kress ain't gonna let those Arasaka bastards wreck*

*cyberarm?"*

*what's left of America. She's on a mother-humping*

*Sure you are. The truly desperate turn to desperate*

*crusade.*

*measures. In this case, you can hire yourself out to*

*So if you want to get the big bucks, join up to be a*

*someone who can afford to buy your cybernetics*

*fighter in covert proxy wars across the world serving for you. At your GM's discretion, selecting any one what's left of your country's armed forces with dis- of the following employers at Character Generation tinction and honor as part of a Mechanized Combat will swing you 1500eb in cyberware in addition to Force (Cybergrunts, to you). See pain, torture, and an instal ation of mandatory Neural Link cyberware, death close-up, as you participate in any one of a free-of-charge, **assuming you can convince** hundred black ops "cleanup actions" worldwide, pro- everyone else playing at your table to also tecting "national interests." Of course the Cybergrunts **take advantage of this attractive employ-don't exist. Of course your country doesn't send teams** ment opportunity. 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 must 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*  
**BY NEIL**

*1900s: nobody ever quits the Mob. Ever.*

**BR**

*sell out to A CoRPoRation*

**ANQUINHO**

*Join a Corporation and see the world. While you're at it, they'll bankroll you for lots of eurobucks in newtech. But remember, as with all business deals there's a price. In this case, you must 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 sel ing*



*your soul 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*

118



### **PUTTING THE CYBER INTO THE PUNK**

*espionage missions. If you're real y lucky, you'll even*  
*Company Safeguard: Another nasty sabotage*  
*get to be a grunt in the next Corporate war; you know,*  
*chip. You can't wil ingly harm any member of the*  
*the ones that make Vietnam and the Russian engage-*  
*control ing agency; to do so causes you excruci-*  
*ment in Afghanistan look like picnics, defending the*  
*ating pain. To continue causes even more pain,*  
*Corporation's interests in some backwater hellhole*  
*culminating in full heart stoppage and a screaming*  
*with a population of civilians you're suppressing.*  
*death.*

*Restoring the Corporate Order is fun!*

*Remote Detonator: One of the favorite Corporate  
the CAtCh*

*tricks, this is a small package of inert explosive  
buried somewhere in your body, activated by a*

*Like most "free" offers, these employment opportunities  
remote radio signal. You don't know where they put  
are booby-trapped in creative and dangerous ways.*

*it, the scanners can't find it, and if you did go around  
Each requires that you work for an indeterminate  
looking you're likely to set it off.*

*amount of time (forever) for people you may not like.*

*Wanna bet your life, choomba?*

*You'll have to do what they tell you, no matter how  
cruddy, dangerous, or suicidal. Like most powerful  
Remember, if you join one of these groups, any one  
people in the Cyberpunk future, they don't like to be  
(or more) of these little goodies applies directly to  
crossed, and have a variety of awful ways to ensure  
making you a puppet of your employers. What you  
your "cooperation":*

*are forced to do, and what they hold over you, is up*

*Hostages*

*to the GM. They don't even have to tell you if you've*

*: To ensure your good behavior, the con-*

*been tampered with. You don't have a choice. You just*

*trolling agency is holding someone you care about*

*sold your soul.*

*hostage. You mess up, they die—or worse.*

*Blackmail: Somewhere in your past, you did some-*

*thing you can't afford to let out. It could be as small*

*some PeoPle ARe willinG to Do*

*o*

*as cheating on your taxes (with a 20-year jail term),*

*anything*

*. m ?*

*or a murder rap. It may even be fictional—created*

*to Get AheAD. me*

*by your new employers to make sure you toe the*

*i'm not willinG to Go thAt*

*A FA*

*F R.*

*line. Are you wil ing to take the chance?*

*not anymore. eveRy solo*

*Sabotage Cybernetics: To make sure you stay*

*neeDs to hAv*

*A e A bReAk Point;*

*in line, the control ing agency has buried lethal*

*glitches in your cybernetic software. Things to make*

*A line they'Re not willinG to*

*your heart stop on command. Programs that give*

*buDGe oveR no mAt*

*A teR whAt*

*A .*

*t*

*you blinding headaches if you refuse to fol ow an*

*y*

*order.*

*ou hAv*

*A e to weigh the Jobs*

*s*

*Monitored*

*AnD the PeoPle oFFeRinG them*

*: Your employers have implanted sensors*

*or other monitoring devices on you—just to ensure*

*to you. sometimes, the biG*

*your loyalty. You can't say or do anything without*

*sCoRe isn't woRth the priCe*

*them knowing. You can't go anywhere without them*

*finding you. The worst part is, you don't know where*

*oF CAshinG it in when the*

*in your body they've hidden these devices.*

*Job's Done. sometimes, you*

*u*

*Command Kill: A real y vicious sabotage chip—on*

*neeD to Choose between*

*n*

*the command word, you'll kill whomever you are*

*directed to kil ; without control, regret or mercy. Your*

*GettinG RiCh oR beinG Able*

*e*

*mother. Your lover. Your cat. Anyone.*

*to sle*

*lep At*

*A niGht.*

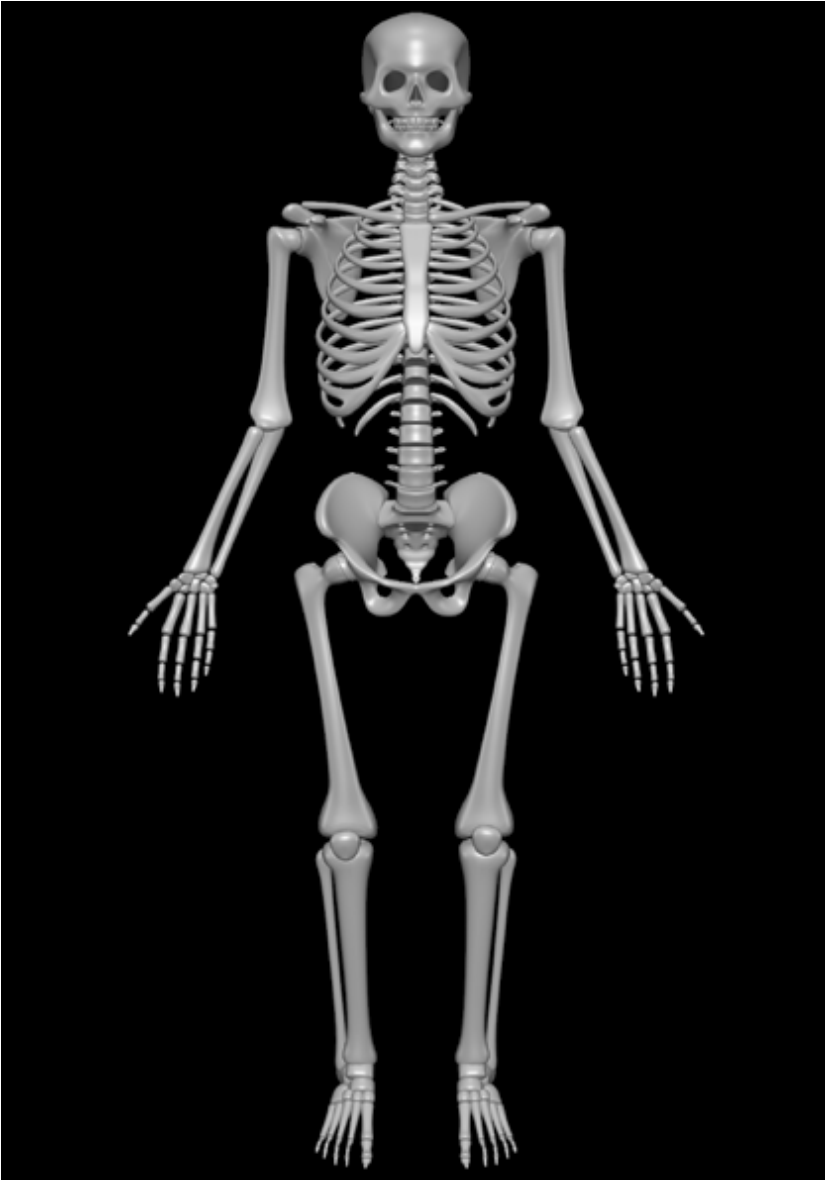
$$t$$

— *zara*

— *z*

119





# DATA

## *SAMPLE CHARACTER SHEET*

### *Your Character Sheet*

*1*

*2*

*4*

*You'll find a three page sheet for recording your*

*Int*

*Awareness Skills*

*LVL*

*STAT BASE*

*Education Skills*

*LVL*

*STAT BASE*

*Ranged Weapon Skills*

*LVL*

*STAT BASE*

*Character's information on [pg. 450](#) or online*



*Concentration (WILL)*

*Language (INT)*

*Heavy Weapons (x2) (REF)*

*Conceal/Reveal Object (INT)*

*Streetslang*

*Shoulder Arms (REF)*

*ReF*

*Lip Reading (INT)*

*Social Skills*

*LVL*

*STAT BASE*

*from a variety of sources. Here's some data on*

*Perception (INT)*

*Bribery (COOL)*

*Tracking (INT)*

*Library Search (INT)*

*Conversation (EMP)*

*DeX*

*Body Skills*

*LVL*

***STAT BASE***

***Local Expert (INT)***

***Human Perception (EMP)***

***how to fill it out.***

***Athletics (DEX)***

***Your Home***

***Interrogation (COOL)***

***Contortionist (DEX)***

***Persuasion (COOL)***

***teCH***

***Dance (DEX)***

***Personal Grooming (COOL)***

***HanDle***

***Endurance (WILL)***

***Science (INT)***

***Streetwise (COOL)***

***1. The big block on top's for drawing or affixing***

***Resist Torture/Drugs (WILL)***

***Trading (COOL)***

***Role***

*Cool*

*Stealth (DEX)*

*Wardrobe & Style (COOL)*

*a picture of your Character. Beneath it, you'll*

*Control Skills*

*LVL*

*STAT BASE*

*Tactics (INT)*

*Technique Skills*

*LVL*

*STAT BASE*

*Role*

*rank*

*rank*

*Drive Land Vehicle (REF)*

*Wilderness Survival (INT)*

*Air Vehicle Tech (TECH)*

*aBility*

*Will*

*Pilot Air Vehicle (x2) (REF)*

*Fighting Skill*

*LVL*

*STAT BASE*

*Basic Tech (TECH)*

*notes*

*find a box for recording your Character's*

*Pilot Sea Vehicle (REF)*

*Brawling (DEX)*

*Cybertech (TECH)*

*Riding (REF)*

*Evasion (DEX)*

*Demolitions (x2) (TECH)*

*luCK*

*Education Skills*

*LVL*

*STAT BASE*

*Martial Arts (x2) (DEX)*

*Electronics/Security Tech (x2) (TECH)*

*Handle (street name), Role, Role Ability, and  
of*

*Accounting (INT)*

*Melee Weapon (DEX)*

*First Aid (TECH)*

*out*

*Animal Handling (INT)*

*Performance Skills*

*LVL*

*STAT BASE*

*Forgery (TECH)*

*MoVe*

*any notes you want to keep.*

*Bureaucracy (INT)*

*Acting (COOL)*

*Land Vehicle Tech (TECH)*

*Business (INT)*

*Play Instrument (TECH)*

*Paint/Draw/Sculpt (TECH)*

*Composition (INT)*

*Paramedic (x2) (TECH)*

*BoDy*

*Criminology (INT)*

*Photography/Film (TECH)*

*2. Write your STATs here. STATs that can have*

*Cryptography (INT)*

*Ranged Weapon Skills*

*LVL*

*STAT BASE*

*Pick Lock (TECH)*

*Deduction (INT)*

*Archery (REF)*

*Pick Pocket (TECH)*

*HuManIty*

*eMp*

*Education (INT)*

*Autofire (x2) (REF)*

*Sea Vehicle Tech (TECH)*

*two different values (Maximum and Current)*

*of*

*of*

*3*

*out*

*out*

*Gamble (INT)*

*Handgun (REF)*

*Weaponstech (TECH)*

*Hit points*

*CRITICAL Injuries*

*Weapons and aRMoR*

*Weapon*

*DMG aMMo RoF notes*

*are divided in two by bar.*

*of*

*out*

*seriously*

*aRMoR*

*sp*

*penalty*

*Wounded*

*5*

*Head*

*-2 to all aCtions*

*aDDICtions*

*Body*

*3. Your Derived Statistics are recorded here. That*

*WHen seRIously WounDeD*

*Shield*

*DeatH saVe*

*penalty applies to ReF, DeX & MoVe*

*includes Humanity, Hit Points, your Seriously*

*Wounded threshold, and Death Save value.*

*You can also record any Critical Injuries or*

*6*

*9*

*a*

*Addictions your Character suffers during play.*

*Ilases*

*GeaR*

*notes*

*IMpRoVeMent*

*ReputatIon*



*p*

*of*

*oInts*

*eVents*

*out*

*ReputatIon*

*For more on*

*4. Skill s go here. They're organized by category*

*lIFepatH*

*Improvement*

*and note the STAT they're linked to. You can*

*CultuRal oRIGIns*

*peRsonalItty*

*Points, how*

*record your Skill Level, your STAT number, and*

*ClotHInG style*

*HaIRstyle*

*you earn them,*

*and how you*

*your Skill Base (STAT + Skill combined).*

*WHat Do you*

*FeelInGs aBout*

*Value Most?*

*people?*

*spend them,*

*7 Most ValueD*

*Most ValueD*

*peRson*

*possession*

*see*

*5. This space is for your weapons and armor.*

*FaMIly*

*CHILDHooD*

*BaCKGRounD*

*enVIRonMent*

[Page 408](#)

*For armor, you record SP and penalty. For*

*FaMIly CRIsIs*

*lIFe Goals*

*Ammunition*

*Cash*

*FRienDs*

*tRaGIC loVe aFFaIRs*

*Weapons, you can record damage, mag-*

*FasHion*

*azine size, Rate of Fire, and any notes like*

*alternate fire modes.*

*HousInG*

*Rent*

*lIFestyle*

*eneMIes*

*Who?*

*What Caused It?*

*What Can They Throw at You?*

*What's Gonna Happen?*

*Role speCIFIC lIFepath*

*6. You'll earn and spend Improvement Points to*

*8*

*raise Skill Levels and Role Ability Ranks during*

*play. This area also has a spot for recording*

*Reputation information. [\(see pg. 193\).](#)*

*7. Record the results of your general Lifepath*

*CyBeRWaRe*

*here.*

*Cyberaudio Suite*

*Data*

*Internal Cyberware*

*Data*

*11*

*8. And record the results of your Role Specific*

*Right Cybereye*

*Data*

*Left Cybereye*

*Data*

*Lifepath here.*

*External Cyberware*

*Data*

*9. This is where you keep track of your Outfit. At*

*Right Cyberarm*

*Data*

## *Left Cyberarm*

### *Data*

*the bottom of the first section is a space for recording ammunition and cash. Beneath that*

*For cyberware with a foundational*

*For cyberware without a foundational*

### *Fashionware*

### *Data*

*you'll find spots for recording what Fashions*

*requirement (i.e. a Cybereye) check*

*requirement (i.e. Internal Cyberware)*

*the box to indicate you have it.*

*just note each piece in the slots below*

*Options go in the slots below.*

*the category name.*

*you own and your current Housing and*

### *Neural Link*

### *Data*

*Lifestyle.*

### *Borgware*

***Data***

***10. An entire page for cyberware! It is all divided***

***Right Cyberleg***

***Data***

***Left Cyberleg***

***Data***

***by category and you can record name and  
what it does. There's additional instructions  
on the page.***

**120**

4 7 6 5 5 4 3 3 5 6 7 8 5 3 7 6 5 5 7 8 3 6 5 7 9 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



*BY NEIL BRANQUINHO*

*the fall*

*f*

*all of the to*

*of the towers*

*o*

*2022 (23 Years Ago*

*(23 Years A*

*)*

*go*

*"All right pipsqueak, time to see if Metal really is better than meat.*

*Let's dance."*

*Morgan Blackhand to Adam Smasher*

*on top of arasaka towers just before the nuke went off*

[121](#)



## [THE FALL OF THE TOWERS](#)

*The door of the trailer swings open and a young man*

*borg, bypasses the physical systems. Johnny sits on*

*in dark leathers, still dusty from the road, hauls himself*

*his haunches, waiting. Time passes. Spider looks up*

*into the air conditioned command truck. Humor glints*

*from her work, distracted by Johnny's pacing. "You*

*from his eyes as light glints from the conchas on his hat*



*changed your hair."*

*and gun belt. A corned beef on rye is still half-eaten,*

*"I do that," replies Johnny absently. "You cut your  
clenched in his gunmetal grey fist.*

*braid."*

*"Evening, gatos y señoritas. The Aldecado—*

*Spider ignores him. Then;*

*Santiago; he sends his regrets, but he has much to do  
now that the war is over. Many contracts for construc-*

*"And... we've... got it! All right. The door's  
tion, many wounded-and dead-to look after, including  
bypassed!"*

*family. But he has sent we Lobos to help in any way*

*Johnny stands up, the Gun ready. "Okay! Shaitan,  
we can."*

*you drew short straw, so you're first in!"*

*"Well, well. Almost like old times, eh Johnny?"*

*The borg nods and lifts his gun pod. "Right. See you*

*Thompson runs the diagnostics on his FN-RAL one last  
in Valhal a if they've been lying to us!"*

*time as he speaks. Camouflage green combat armor sits next to him, his camera already chipped into the Shaitan cracks open the door, scanning it with a helmet's control port.*

*remote extension, then flings the door open, whipping his gun pod up in a smooth motion and firing off two*

*"Not quite. We've got a lot better support than a quick shots from the grenade launcher. "Sorry about thousand screaming fanboys this time!" Rogue's grin that. Autogun in the far corner, camera in the other.*

*quirks as she looks out at Shaitan's huge camouflaged Taken care of."*

*form leaning against the massive self-propelled artillery unit parked next to their trailer. "We may be res-*

*"Well, if that's all, let's get to work. Spider, the conquing Alt, but the stakes are also a lot higher this time."*

*puters are in the next room. Everyone else, secure the perimeter, and let's get those demolitions charges set*

*A lot higher? Johnny's eyes are calm, but the Hand up." Johnny strides into the room as if it were a stage*

*clenches and unclenches like it's possessed.*

*and not a secret lab.*

*"She's been running loose through Arasaka's main-*

*Of course, it's probably the same to him, Spider*

*frames for a decade," grunts Thompson. "Stands to*

*thinks as she jacks her heavily shielded deck into the*

*reason her luck was going to run out sooner or later.*

*console before her.*

*Last thing we need is that thing she created loose in*

*the NET after Rache's fal out."*

*<Hel o Alt.>*

*Johnny stands, looks out into the night. Finally, he*

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

*says, "Tonight."*

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

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

*you.'>*

*I*

*<What?>*

*NTO THE MAELSTROM*

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

*<Where's Rache? I thought he'd be riding point on any*

*"Wel ?"*

*rescue.>*

*"Johnny? I have a request: will you stop pacing and*

*<Rache is dead, Alt. Arasaka found his conapt... and. .*

*stand still and stop asking 'wel ' every minute? Shaitan*

*dropped a rock on it from orbit.>*

*and I will have the door open when we have it open.*

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

*This isn't like popping the lock on a CHOOH2-4U."*

*Spider goes back to work on decrypting the access*

*<Yeah, me too.>*

*codes on the door alarms while Shaitan, the full-body*

*And Arasaka will be too, Spider silently vows.*

[122](#)





*THE FALL OF THE TOWERS*

*"Spider, are you almost done? Is she there? Is she aren't using heavy weapons. Team Alpha is under no okay?"*

*such constraint. Shaitan fires off blast after blast from " Chill, Johnny! Yes, I've found her and I've dumped the portable cannon he calls a shotgun, but is tagged her into the memory core. Now I'm releasing a recursive by an autogun burst that sends him rolling. People on virus to wipe out all mention of the Soullkiller program." both sides spasm and fall as high-velocity death fills the entire floor of the building.*

*"And?"*

*Somewhere, Spider hears Thompson scream in "Well, it should remove every trace of evidence, at pain. Things are bad. There are too damn many of least electronic, that the Soullkiller ever existed. It's sort them—plus that damned borg. Time to make a deci-of like what Facemen use to erase an identity, only sion. But let's chip at her cover while she hurriedly links more general. Now give me some space." her cyberdeck into the heavy suitcase memory stash*



*"Make it fast. They've got to know we're here."*

*carrying Alt. No time to double-check, no time to Johnny steps back out to the outer lab, scanning for confirm links or space available. She launches herself signs of trouble, which gives Spider time to walk over into the NET, dragging the linked ICONS that represent and download the last of the datachips. Then she sent Alt's personality, memories, and whatever else it closes down her deck and joins him outside talking to is that makes her different from an expert system. All that Media, Thompson.*

*Alt has, she thinks, is a hope and a prayer. Here goes nothing.*

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

*"Information on the development team," she says, "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. It's the other ones that contain her ace in the*

*hole...*

*And then everything goes sideways.*

**DEATHS HEAD DANCE**

**ANQUINHO BR**

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

**BY NEIL**

*Someone screams, "Cover!" as machine gun 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 for 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*

[123](#)





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## *THE FALL OF THE TOWERS*

*With a virtual 'toss', Spider fires the various portions hangs shattered and limp at his side, blasted by a of Alt out into the NET, tagging them with a marker grenade. It's only a matter of seconds before Adam so that she can maybe retrieve them someday and, gets free and takes them all down.*

*if she gets lucky enough, re-rezz them back into her*

*"Get out of here! I've got him!" Shaitan's hollow second-best, now first-best, friend.*

*metallic voice bellows at the two women. The rest of*

*On the other side of the room, Johnny crouches*

*the Aras are down, but so are the SpecOps. Rogue,*

*under a desk, fighting with his past between bursts*

*Spider, and a crippled Thompson are alone with*

*of gunfire. I left Alt last time. Just abandoned her. Not*

*the two battling borgs. They can hear more soldiers*

*again. Never again.*

*coming. They know they have no choice. As Spider*

*moves to the Rockerboy's mangled form, Rogue grabs*

*Better to burn out, says the Hand.*

*her arm, her hard eyes boring into Spider's own.*

*Yeah, Johnny says to himself—and he knows what  
"Johnny's dead, Spider. Help me get Thompson out  
he has to do.*

*of here." Rogue's eyes speak of certainty and incred-  
Spider spends just a few seconds in the NET—an  
ible pain, all slammed away behind an iron will to  
eternity and never enough time. She comes back  
survive. Keep the meat baggage light, Rache used  
to find her cover still getting powdered, although  
to say.*

*the cacophony has diminished. She sees Rogue  
Spider reaches inside her jacket. She pulls out the  
discarding her empty rifle and pulling two heavy  
data slug Alt downloaded to her so long ago. It's  
pistols. Spider draws her own flechette pistol, its  
surprisingly heavy. She whispers, Sorry, Johnny, as  
heavy weight somehow comforting in her hand.  
she rams it home into the back of the dying rocker's*

*Suddenly, Johnny's voice rings out, not in song but skull. Then she turns, reaches out for the data suitcase, in chal enge.*

*but sees that it, too, has been savaged by gunfire; it's "Hey, Steelhead! Let's Rock and Rol !" Johnny is wrecked. Two friends down in as many minutes. She standing in plain sight, a Militech SMG in one hand, quietly wishes Alt good luck.*

*the Malorian in the other. He begins pumping out "Spider, now!" rounds at Adam.*

*But at least Johnny will be avenged, Spider thinks Adam turns, but hesitates, astonished at the audacious as she and Rogue drag the wounded Thompson to the ity of the Rockerboy, chal enging him with weapons elevator. She softly touches the remaining datachips that won't even crease his cyborged armor. An arm in her pocket. And so will Rache.*

*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 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 Arasaka 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*





*BY HUNTANG*

*Getting it done*

*ting it*

*the ba*

*the basics of re*

*a*

*sol*

*sics of re*

*ution*

*sol*

*"Spend enough time on The Street and you'll learn talk is cheap. When your AV's busted up and you're about to fall outta the sky or when you need to find a fence before the Corp cops break down your door. A big mouth ain't gonna help you.*

*Edgerunners let their actions speak for them. Put up or shut up."*

*Hornet*

*fixer*

[125](#)



## [GETTING IT DONE](#)

*Getting the Scene Down*

► *Figurative Movement* ◀

*The second scale is Figurative Movement: com-*

*There are a few basic rules to this mental landscape.*

*paring one MOVE STAT to another MOVE STAT to*

*First, if your Character can see something with the*

*see who is faster overall. This is best for simple sus-*

*You'll find*

*the full rules*

*naked eye or the scope of a weapon, you can interact*

*tained speed contests, like the outcome of a footrace.*

*for combat*

*with it. If there's anything in the way, it's considered to*

*This is where you compare the Lamborghini to the*

*in the Friday*

*Night Firefight*

*be blocked and you can't interact with it. If it's posi-*

*Volkswagen; one has a higher MOVE STAT than the*

*chapter on*

*tioned forward of your shoulders, you can face it and*

*other, and this is used as a basis of comparison.*

[Page 167](#)

*possibly interact with it. Last, if it's within your reach (2*

*m/yds), you can also touch it; otherwise, you'll need*

### *► Literal Movement ◀*

*to use a longer tool, weapon, or some other method*

*Finally, there's Literal Movement: a measurement to extend your reach.*

*of actual distance, used in combat and when using*

*That brings us to the subject of measurement. In*

*miniatures. Every Turn, a Character gets a Move*

*Cyberpunk RED, we measure everything in both*

*Action, which can only be used to move a number*

*meters or yards (and treat them interchangeably;*

*of m/yds equal to their MOVE x 2, or a number of*

*the difference is only about 2 inches). One reason*

*squares equal to their MOVE, which can include*

*we do this is that it means we don't have to change*

*moving diagonal y. Move Actions, along with al other*

*measurements around between Metric and English*

*Actions a Character can do on a Turn are explained*

*systems. It also corresponds pretty well to a generic*

*later in the On Your Turn Section on [pg. 127](#).*



*6-foot Character.*

*time AnD initiAtive*

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

*Cyberpunk RED uses two ways of measuring time.*

*The first, Roleplaying Time, works just like it does*

*DistAnCe AnD movement*

*in real life. The second, Combat Time, is far more exacting. Combat Time is divided into Turns, each*

*As a rule, there are three scales of movement used in of which takes approximately 3 seconds. The amount Cyberpunk RED.*

*of time it takes each entity involved in the combat to take a Turn is a Round. Because Actions happen*

*► Narrative Movement ◀*

*roughly simultaneously in game, one Round is also*

*The first scale is narrative movement. This means approximately 3 seconds long.*

*movement that is described in real-world terms as part of the narrative of a story. For example, cars move*

## ► Initiative ◀

*at miles or kilometers per hour, walking is measured*

*But who gets to go first? For that, we need to deter-*

*in similar, but smaller, distances. For most game pur-*

*pose Initiative; basically, a Character's place in*

*poses, we classify these types of movement by cate-*

*"line" relative to everyone else doing something in the*

*gories. Below, you can find the movement categories*

*Turn. The "line" is what we call an Initiative Queue; for the average human. In the Vehicle Combat section*

*a mental lineup of who goes when.*

*on [pg. 189](#) you can find the narrative speeds of the various vehicles.*

*When a combat starts, everyone*

*Travel Method*

*MPH*

*KPH*

*rolls Initiative:*

*Walking*

*2.5*

*4*

*Running*

5

11

*Your Initiative Value = REF + 1d10*

126



### GETTING IT DONE

*All participants in the combat place themselves*

► *Actions in Detail* ◀

*according to their Initiative result into the Initiative*

*Queue in descending order from highest score to*

► *move ACtion*

*lowest score. Resolve ties by rolling again. Combat*

*Every Turn, a Character gets a Move Action, which*

*proceeds in Initiative Queue order, with each entity in*

*can only be used to move a number of m/yds equal*

*the Initiative Queue getting a Turn. When the bottom*

*to their MOVE x 2, or a number of squares equal to*

*is reached, the Initiative Queue is repeated from the*

*their MOVE, which can include moving diagonally.*

*top in the same order.*

*o*

► *A*

*n youR tuRn*

*ttACk*

*Use an Action to make an attack with Ranged Combat*

*Every Turn, a Character gets one Move Action and*

*or Melee Combat. Check out the Combat System [\(pg.](#)*

*one Action. In this section we will describe the most*

*[167](#)) for information on how to make an attack.*

*common Actions in brief. In the Friday Firefight Section*

*[\(on pg. 167\)](#) we will give you a more in-depth, ful*

► *Get into A vehiCle*

*list of Actions. Many of those Actions will only happen*

*during or directly after a combat.*

*Use an Action to get into an unlocked vehicle or a*

*vehicle you have the physical/biometric key for.*

*Your Turn =*

► *Get uP*

*1 Move Action + 1 Action*

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

► *ACtions in bRieF*

► *GRAb*

*Move Action*

*Move up to as many m/yds as your*

*Grab and hold someone, take an object they are*

*MOVE Statistic x 2 each Turn.*

*carrying, or escape a grapple. Check out the Combat Attack*

*Make a Melee or Ranged Attack.*

*System. [\(pg. 177\)](#). for information on how to grapple Get into a Vehicle*

*Get into a vehicle.*

*people.*

*Get Up*

*Stand after being Prone.*

► *hold ACTION*

*Grab*

*Grab and hold an opponent or take*

*away an object they are holding.*

*In combat, a Character can use this Action to Hold off on one specific Action until a designated number*  
*Hold Action*

*Hold an Action until later in the*  
*Round.*

*in the Initiative Queue comes up, or a specified event occurs. When that time comes, they can choose to*  
*Run*

*Take an additional Move Action.*

*either go through with their chosen Action or forgo*  
*Stabilize*

*Stabilize a target to begin the natural*  
*it entirely. You can't Hold an Action across multiple*  
*healing process.*

*Rounds. You can't change your mind about when the*  
*Starting a Vehicle*

*Start a vehicle.*

*action triggers, either. Move Actions and NET Actions*  
*cannot be Held at all.*

## *Throw*

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

## ► *Run*

## *Use NET Actions*

*Perform multiple Actions inside the NET.*

*Use an Action to take an additional Move Action. If*

*Use an Object*

*Manipulate an object in a way that you can't use a Move Action right now, you can't use doesn't require a Skill this Action.*

*Use a Skill*

*Use one of your Skills to accomplish a quick task.*







## [GETTING IT DONE](#)

### ► *stAbiliZe*

### ► *use net ACtions*

*Use an Action to stabilize a target to begin the natural*

*Use an Action to make multiple NET Action such as*

*healing process or pull them out of the Mortally*

*running Programs. Only a Netrunner can make use of*

*Wounded Wound State to save their life. For more on*

*NET Actions, which they can take instead of another*

*stabilization and healing see [pg. 222](#).*

*Action on their Turn. NET Actions are covered in the*

*Netrunning Section [\(pg. 197\)](#).*

### ► *stARtinG A vehiCle*

*Use an Action to start a vehicle that you are already*

### ► *use A skill*

*in. This requires the physical/biometric key for the*

*Use an Action to use one of your Skills to attempt to*

*vehicle. Check out the Vehicle Combat System [m \(pg.](#)*

*accomplish a quick task (3 seconds max). If the GM*

*[189](#)). for information on car chases.*

*determines your proposed task would take more than 3 seconds, and you still want to do it, you can spend*

► *thRow*

*your Action every Turn to attempt to accomplish it, at*

*Throw a person you are grappling or an object you*

*a rate of 3 seconds per Turn, making your Check only*

*are holding. Check out the Combat System [m](#)(*

*when you've finished the duration of the task. Task*

*[pg. 177](#)).*

*for information on how to throw items and people.*

*resolution is covered in Resolving Actions with Skills*

*later on this page.*

► *use An obJeCt*

*Use this Action as a catch-all for using/manipulating/*

*picking up an 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 on your*

*back, picking up an unattended weapon off the floor,*

*pressing the button on a detonator, or biting into a slice of pizza. If the GM determines your proposed task would take more than 3 seconds, and you stil*

*BY*

*want to do it, you can spend your Action every Turn*

*SEBA*

*to attempt to accomplish it, at a rate of 3 seconds per*

*STIAN*

*Turn. Drawing an easily accessible weapon isn't an*

*SZMYD*

*Action if you have a free hand.*

*Resolving Actions with Skills*

*whAt is A skill?*

*A Skill is something your Character knows how to*

*do thanks to their training. The level of your Skill rep-*

*resents 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. This creates your Skill Base.*





## GETTING IT DONE

*skill CheCk Resolution*

*Attacker's STAT*

*Whenever your Character tries to do*

*+ Skill + 1d10*

*e*

*something, there's always the question of*

*xamPLe acTions*

*whether they'll succeed or fail. Sometimes*

*vs.*

*During a fast break in a*

*the task is so easy that it's obvious; for*

*Defender's STAT*

*pickup basketball game*

*instance, taking a step forward without*

*Gina finds herself as the*

*+ Skill + 1d10*

*falling. In those cases, tell the GM what*

*last line of defense on her*

*you're doing, and no die roll is needed.*

*team guarding against a*

*But if you're trying to take a step on the*

*young upstart. The upstart*

*The second way is resolving your Skill*

*deck of a ship pitching wildly in a driving*

*jumps up for a fadeaway*

*against the difficulty of a situation (like*

*rainstorm, walking might be very difficult*

*and Gina leaps up to*

*picking a lock or driving a car). The GM*

*block his shot. This is an*

*indeed. These are the situations that cal*

*determines how long the task you want to*

*Opposed Skill Check.*

*for a Skill Check.*

*perform will take and uses the table below*

*Gina and the young upstart*

*There are two ways to resolve*

*both roll DEX + Athletics +*

*to decide which rating best describes the*

*1d10, and both come up*

*Skill Checks:*

*difficulty to perform the task, the Difficulty*

*with a 14! So, who wins?*

*Value (DV). Then you add your STAT +*

*The first is to resolve your Skill against*

*Gina does, because she is*

*Skill + 1d10 and try to beat the Difficulty*

*another living thing or person's Skill (like*

*the defender, and so she*

*Value (DV) the GM assigned to the task*

*trying to persuade someone to do some-*

*slaps the ball down with*

*you want to perform.*

*panache.*

*thing for you). To do this, you, the Attacker,*

*add your relevant STAT + Skill + 1d10 die*

*Later during the basket-*

*roll against your opponent, the Defender's*

*ball game, Gina breaks the*

*Attacker's STAT*

*own relevant STAT + Skill + 1d10 die roll.*

*backboard during a par-*

*ticularly impressive dunk.*

*The result of your opponent's STAT +*

*+ Skill + 1d10*

*She stays after the game to*

*Skill + 1d10 die roll is also known as the*

*vs.*

*repair the damage. Since*

*Difficulty Value, or DV, the amount your*

*the broken backboard*

*Difficulty Value (DV)*

*STAT + Skill + 1d10 will need to beat in*

*isn't an adversary, this isn't*

*order for you to succeed. In case of a tie,*

*handled as an Opposed*

*the Defender always wins.*

*Skill Check. Instead, she*



*makes the Check against  
a Difficulty Value (DV).*

► *DiFFiCulty vAlues (Dv)*

*The GM determines that  
repairing the backboard  
is an Everyday feat, and  
Difficulty*

*Description*

*DV*

*so assigns it a DV13. Gina  
rol s TECH + Basic Tech +  
Simple*

*This is something most people can do without thinking, but which might  
be 9*

*hard for a small child.*

*1d10, and gets 14 as a*

*result, beating the DV, and*

*Everyday*

*This feat is something most people can do without a lot of special training.*

*13*

*repairing the backboard.*

### ***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, 17***

***skilled in their abilities.***

### ***Heroic***

***This is a highly skilled feat; one that only the best of the best can pull off.***

***21***

***This is the level of sports stars and other highly regarded superstars.***

### ***Incredible***

***This is a tremendous feat. Pulling this off would rate you among the very best 24***

***of your class professionally. You are of truly Olympian mettle.***

### ***Legendary***

***An awe-inspiring feat. This is something people write stories about; a truly 29***

***amazing accomplishment that will be spoken of in hushed tones for years to come.***

**[129](#)**



DATA

DATA

DATA

### GETTING IT DONE

► *Critical Success* ◀

► *Complementary Skills* ◀

*Despite the*

*When you roll a natural 10 on your d10, you've*

*Complementary Skill Checks are where the use of one  
name, a*

*scored a Critical Success. Roll another 1d10 and add*

*Skill directly affects the use of a subsequent Skill. At  
highly skilled*

*Character*

*the result to your first roll. If you roll another 10, you*

*the GM's discretion, a good roll in one Skill (which can*

*can actually*

*do not score another Critical Success.*

*even be rolled by another Character) may confer a +1*

*succeed after a*

*Critical Failure*

*bonus to the subsequent use of a related Skill, so long*

*and a high DV*

**► Critical Failure ◀**

*as the complementary nature of the two Skills makes*

*can still defeat*

*a Character*

*When you roll a natural roll of 1 on your d10, you've*

*sense. This +1 bonus only affects a subsequent attempt*

*who achieves a*

*scored a Critical Failure. Roll another 1d10 and sub-*

*once, and Complementary Skill bonuses do not stack.*

*Critical Success.*

*tract the result from your STAT + Skill + the first roll. If*

*you roll another 1, you do not score another Critical*

**► Taking Extra Time ◀**

*Failure.*

*Taking Extra Time can also give you a bonus to your Skill Check. When the GM tells you how long a task*

► *Modifying the Attempt* ◀

*will take to complete, you can get a single +1 bonus to*

*Sometimes conditions beyond your control may make your Skill Check for taking four times longer.*

*Positive*

*it harder to perform a task. For example, a Simple*

*Modifiers*

*generally come*

*(DV9) Skill Check is a whole order of magnitude*

► *When You Don't Have A Skill* ◀

*from gear,*

*tougher during an earthquake. These external condi-*

*When you just don't have a Skill to use, but you want cyberware,*

*Role Abilities,*

*tions are called Modifiers. When the GM decides a*

*to try anyway, you have one option: Simply use the*

*or drugs.*

*Modifier applies to your Skill Check, you will subtract  
STAT that the Skill you don't have is linked to and add  
the Modifier Value from your roll. Here are some  
it to 1d10. That's all you get. You are relying purely  
typical examples of conditions that might cause your  
on your STAT.*

*GM to call for Modifiers (they are cumulative).*

► *Using Your LUCK* ◀

► *neGAtive moDiFieR exAmPles*

*Before you roll, you can dedicate a portion of your  
remaining LUCK Pool (which holds LUCK Points equal  
Condition*

*Mod Value*

*to your LUCK Statistic, and which refills at the beginning  
of each game session) to a Check, which increases the  
Night or low lighting conditions*

*-1*

*roll by +1 for each point in your LUCK Pool that you  
Have never done this before*

**-1**

*expended. LUCK is a powerful force that can allow the  
Complex task*

**-2**

*otherwise impossible to become attainable.*

*Don't have right tools or parts*

**-2**

*Simple? Remember: to do pretty much anything in*

*Slept uncomfortable the night before.*

**-2**

*Cyberpunk RED, simply combine a STAT, a Skill ,*

*Under extreme stress*

**-2**

*and a d10 roll against a Difficulty Value (DV). If your*

*Exhausted*

**-4**

*Check is over that amount, you did it! Everything else*

*is just window dressing!*

*Extremely drunk or sedated*

**-4**

*Trying to perform task secretly*

*-4*

*Task obscured by smoke, darkness*

*-4*

### *Skill List*

*Below you can find a list of all the Skills used in  
Cyberpunk RED. To give you a concept of what*

*► Trying Again ◄*

*these Skills can do at different levels, each description*

*A Skill Base is*

*If you fail a Skill Check, you can't try again unless your*

*includes breakdowns of commonly achievable tasks*

*the appropriate*

*STAT + Skill*

*chances of success have improved for some reason—*

*at different Skill Bases. Skills marked (x2) cost*

*combined as a*

*you took longer, used a better tool, or you (or one*

*twice as much to purchase and improve.*

*single number.*



*of your friends) made a Complementary Skill Check.*

130



## GETTING IT DONE

*AwARe ness skills*

*what's going on around you and only trained professionals can sneak up on you. At a Base 18, you are*

*Concentration ..... WILL*

*trained to scan rooms for traps, you can spot tiny clues*

*Skill of focus and mental control, encompassing feats*

*like scratches on door knobs, and you can predict*

*of memory, recall, and physiological control.*

*who is entering a room by how they turn that knob.*

*At a Base 10, you've got a pretty solid memory and*

*Tracking .....INT*

*can keep your head in a firefight against the local*

*Skil of following a trail by observing tracks and other*

*boosters. At a Base 14, you've trained your mind to*

*clues left behind.*

*retain knowledge, and probably meditate regularly.*

*It takes a fair amount to shake you. At a Base 18, your*

*At a Base 10, you've done some hunting (whether  
mind is like a steel trap with a 24/7 lock down. You  
that's animals or people is up to you). At a Base  
can walk through gunfire and never flinch.*

*14, you could be a professional bounty hunter, with  
enough knowledge to track people who are actively*

*Conceal/Reveal Object .....INT*

*covering their tracks. At a Base 18, you are almost  
Skil for hiding objects and finding objects that have  
impossible to shake. Once you get a trail, you can  
been hidden. This is the Skill used for concealing  
fol ow it to the ends of the earth.*

*weapons under clothing and detecting concealed  
weapons.*

*boDy skills*

*At a Base 10, you've got some experience with*

*Athletics .....DEX*

*street magic and maybe you know a few common*

*Skil of jumping, climbing, throwing, swimming, lifting*

*hiding places. At a Base 14, you've learned the most common hiding places and can slip small items past weights, etc. It combines the basic elements of any customs. Maybe you work as a smuggler or an investigator part-time. At a Base 18, you are seasoned in thrown weapons.*

*the art of concealment. It's rare that anything goes unnoticed, and you could smuggle a handgun into school "jock," able to run long distances and lift a President Kress' office.*

*respectable amount. At a Base 14, you can perform Lip Reading .....INT*

*in college-level competitions and hold your own in all sorts of athletic challenges. At a Base 18, you are of Olympic or professional caliber and it's rare you meet someone who matches your skill.*

*At a Base 10, you've spent enough time snooping on*

*Contortionist .....DEX*

*conversations to pick up a few words here and there.*

*At a Base 14, you can read all sorts of people includ-*

*Skill of manipulating your body to get out of handcuffs*

*ing those with heavy accents and partially obscured*

*or other bindings and to fit yourself into otherwise*

*mouths. At a Base 18, you could dictate a conversa-*

*inaccessible places or spaces.*

*tion from 10m/yds away through a snowstorm, with*

*At a Base 10, you can slip out of handcuffs sometimes*

*one eye closed.*

*and fit yourself into slightly tight spaces. At a Base*

*Perception .....INT*

*14, you have practiced your contortion and yoga is*

*probably part of your daily ritual. You can slip out*

*Skill of spotting hidden things, like clues, traps, and*

*of handcuffs and bindings with relative ease and fit*

*people using the Stealth Skill, but not objects hidden*

*yourself into small cupboards. At a Base 18, you could*

*with the Conceal/Reveal Object Skill.*

*be traveling with a circus. You can touch your toes to*

*At a Base 10, you know how to keep an eye out and*

*your head, slip out of complex rope bindings, and*

*your spatial awareness is better than the average*

*squeeze your body into spaces that would make an*

*person. At a Base 14, you always know roughly*

*octopus sweat.*

[131](#)



### [GETTING IT DONE](#)

*Dance .....DEX*

*Stealth .....DEX*

*Skill of dancing at a professional level.*

*Skill of moving quietly, hiding, doing an action*

*At a Base 10, you've practiced some moves and*

*discreetly, or otherwise evading detection. Other*

*could dance at a wedding and impress the bride and*

*Characters can try to find you with their Perception*

*groom. At a Base 14, you could compete in one of*

*Skill.*

*Ziggurat's sponsored dance competitions and prob-*

*At a Base 10, you can get past most guards, or your  
ably make it to the semi-finals. At a Base 18, you are  
parents if you've been grounded. At a Base 14, you  
probably well known for your dance moves and may  
are good enough to slip smoothly from shadow to  
even get requests from Corps for you to perform at  
shadow and not make any noise. You can avoid  
their social functions.*

*guards and lose pursuers easily. At a Base 18, you*

*Endurance ..... WILL*

*are the equal of the corporate ninja employed by  
Arasaka. If you want to go unnoticed, there are few  
Skil of withstanding harsh environmental conditions  
people who can spot you.*

*and hardship. This is also the ability to withstand pain  
or discomfort, particularly over long periods of time,*

*ContRol skills*

*by knowing the best ways to conserve strength and*

*energy. Endurance Skill Checks are made whenever*

*Drive Land Vehicle .....REF*

*a Character must continue to be active after a long*

*Skill of driving and maneuvering land vehicles.*

*period without food, sleep, or water or after prolonged*

*activity.*

*At a Base 10, you are the equal of a very good*

*non-professional driver. You know how to handle*

*At a Base 10, you are generally a tough customer.*

*yourself on the road and deal with road rage. At a*

*Maybe you grew up in the outskirts or traveling with*

*Base 14, you are the equal of a moderately skilled*

*a Nomad pack. At a Base 14, you are trained in*

*race car driver. You can make bootlegger turns, jump*

*surviving harsh conditions and capable of living on*

*small gaps, and drive in dangerous terrain. At a Base*

*the streets with no home or shelter, though not com-*

*18, you have the skill to be nationally known as a*

*fortably. If need be, you could flee to the badlands*

*racer and probably can score a sponsorship deal with*

*outside the City to escape trouble. At a Base 18,  
some of the biggest vehicle manufacturers out there.  
you are well accustomed to dangerous terrain and  
long-term hardship. You can live for long periods of  
Pilot Air Vehicle (x2) .....REF*

*time with minimal nourishment, live entirely alone in  
Skill of piloting and maneuvering air vehicles.  
the Badlands and stay alert while on the run with no  
problem.*

*At a Base 10, you are a trained pilot, able to engage  
in most combat situations or pilot an AV through bad  
Resist Torture/Drugs ..... WILL*

*weather. At a Base 14, you are a veteran pilot with a  
Skill of resisting painful effects, including interrogation,  
lot of time in the cockpit. You can handle yourself in  
torture, and drugs.*

*almost any situation, including making complicated  
aerobic maneuvers. At a Base 18, you have the skills  
At a Base 10, you've probably had some experi-  
to be widely known among the piloting community*



*ences with interrogation or hard drugs, and it's*

*for having the "right stuff." You can fly through storms given you some knowledge of how to handle them.*

*and thread the needle between buildings in an AV-4.*

*At a Base 14, you've trained yourself to withstand*

*the garden-variety interrogation of the NCPD and*

*Pilot Sea Vehicle .....REF*

*several different poisons and drugs. At a Base 18,*

*Skil of piloting and maneuvering sea vehicles.*

*you're extremely hard to crack and you can shake*

*off the effects of most poisons and drugs. You can*

*At a Base 10, you have piloted sea vehicles before,*

*withstand even the torture of psychos like the Iron*

*and you know the ins and outs of naval travel and*

*Sights gang.*

*combat. You can handle choppy water and hold your*





### **GETTING IT DONE**

*own in a skirmish. At a Base 14, you have spent a  
the various synthetics and cloned animals coming out  
great deal of time on the water and probably been in*

*recently. You can calm down just about any animal,  
a few naval encounters. You know how to come out  
and can train animals professionally for groups like  
on top in an even engagement. At a Base 18, you are  
the NCPD.*

*a veteran of the seas, able to sail a cargo freighter*

*Bureaucracy .....INT*

*through a hurricane and maneuver a speedboat*

*through a slalom of debris and enemy ships.*

*Skill for dealing with bureaucrats, cutting red tape,*

*Riding.....REF*

*knowing who to talk to in a bureaucracy, how to reach*

*them, and how to extract information from bureaucracies.*

*Skill of riding a living creature trained for the purpose.*

*At a Base 10, you've been around the block a few*

*At a Base 10, you've had the rare luxury of seeing*

*times and know how to deal with bureaucrats to avoid*

*and riding a horse. You know the basics of how to*

*getting trapped in red tape. At a Base 14, you've*

*keep it from haring off. At a Base 14, somehow, you've*

*worked with bureaucracies long enough to really  
had a great deal of experience riding (whether that's  
start unraveling an organization's secrets. You know  
horses or other animals) and you are a very competent  
how to expedite orders, make sure your papers end  
tent rider, able to make quick maneuvers and adjust-  
up on the right desks, and even block other people's  
ments. At a Base 18, you can really connect with the  
requests with Corps and government officials. At a  
creature you're riding to get the most out of them. You  
Base 18, you are masterful at working the system.  
could and probably have at some point competed  
You know how to get just about anything you need  
in Corporate dressage competitions. Horses are  
done, tie up opposition in red tape for ages, and even  
extremely rare and talented riders are even rarer.  
manipulate the bureaucracy to create false claims and  
paperwork.*

*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 a Base 10, you can manage the books for a small company by yourself and rarely make any clerical errors. At a Base 14, you can manage the books for a medium-sized Corp and hide your embezzlement at the same time. At a Base 18, you're a master at double entry and offshore accounting that would make the*  
**C**

*best white collar criminals proud. You'll probably be*  
**MAR**

*sought out by a Corp or a Crime Family to help them with their operations.*

**BY ADRIAN**

*Animal Handling .....INT*

*Skill of handling, training, and caring for animals.*

*At a Base 10, you know how to approach a wild animal without scaring it off, and you've kept a pet before. At a Base 14, you have the skill to train*

*animals for other people, and you've encountered a few different animals in your life. At a Base 18, you may have worked with Biotechnica at some point on*





## **GETTING IT DONE**

***Business .....INT***

***Base 14, you have spent a good deal of  
time studying criminology and it has paid***

***Skill regarding knowledge of basic  
so many sKiLLs!***

***off. You can navigate police precincts and  
business practices, laws of supply and  
records with ease and carry out murder  
demand, employee management, pro-***

***There's no defined Crew  
investigations unaided. At a Base 18, you  
curement, sales, and marketing.***

***in Cyberpunk RED. Your  
have the skill to be the next great detec-  
group could be a bunch of***

***At a Base 10, you have the equivalent of a  
tive. You can breeze through complex cal-  
Edgerunners taking what-***



*few business classes' worth of knowledge  
culations to determine bal istics and blood  
ever jobs come their way,  
and you could run your own company. At  
spatter; and within moments of stepping  
sure, but they could also  
a Base 14, you have been in business for  
be a squad of Corporate  
on the scene of a crime you can get a  
a while now and know the ins and outs  
troubleshooters, a private  
clear view of exactly what happened. It  
of running a successful business. You can  
investigation firm, a team  
takes a real y unusual case to stump you.  
of investigative reporters,  
get resources, hire skil ed workers, and  
Cryptography .....INT  
a Nomad smuggling pack,  
avoid hostile takeovers. You've learned*

*or a Trauma Team crew.*

*just enough to get noticed by the bigger*

*Skill of encrypting and decoding*

*There's a wide world out*

*Corporates. At a Base 18, you know al  
messages.*

*there for you to explore*

*about the wheeling and dealing of the*

*and we've done our best to*

*corporate life. You know how to hire the*

*At a Base 10, you've learned how to code  
provide you with a full list of*

*best of the best, inspire people to thank*

*your messages well enough to keep the*

*Skills so you aren't pigeon-*

*you for the chance to work themselves to*

*average person from figuring out what*

*holed into one specific*

*death, and you can extrapolate the future*

*you're saying or writing and crack basic*

*kind of campaign. Some  
of the Skills on the list might  
machinations of the Corps.  
codes. At a Base 14, you have a lot of  
not come up often in your  
practice cracking codes and communicat-*

*Composition .....INT  
particular campaign and  
ing in code. You could work for the CIA  
you're free to ignore them.*

*The required Skill for writing songs, arti-  
or any other secret service and get along  
Others will pop their heads  
cles, or stories.*

*fine. At a Base 18, you are a master of  
up no matter what type of  
cryptography. There's no code or encryp-  
Cyberpunk story you're*

*At a Base of 10, you can produce salable  
tion out there that you can't crack given*

*tel ing. Those are the Basic  
work and some people will even commis-  
Skil s and there's a reason  
some time, and when you encode some-  
sion you for work. At a Base of 14 you  
you have to have each  
thing you can be sure no one's gonna be  
can create works of art that gain you a  
bought up to at least 2.*

*decoding it without a professional cryp-  
smal but passionate following and some  
tography team.*

*Players, if you're unsure  
critical acclaim. At a Base 18, you have  
if you need Lip Reading*

*the skill to be a nationally recognized*

*Deduction .....INT*

*or Sea Vehicle Tech, talk*

*composer creating works of art that rival  
to your GM and find out*

*Skill of taking several clues and leaping  
the great artists, writers, and composers  
if they think those Skills will  
to a non-obvious conclusion or medical  
come up in the game. And  
of the 20th and 21st centuries.  
diagnosis.*

*GMs, it can be a great*

*Criminology .....INT*

*practice to look over the*

*At a Base 10, you can put two and two*

*Character sheets of your*

*Skill of discovering clues by dusting for fin-  
together and figure out most logical leaps,*

*Players, once and a while,*

*gerprints, doing ballistic tests, examining*

*no problem. You can always deduce*

*and think about ways you*

*evidence, and searching through police*

*where you left your keys or how likely it*

*can work their chosen Skills*

*is that the rash on your arm is deadly. At*

*into the game to help them*

*records and files.*

*a Base 14, you have trained your mind*

*solve problems.*

*At a Base 10, you've learned enough to*

*to collect clues and organize them to*

*ruin precinct procedural dramas forever.*

*make better deductions. You can make*

*You know how to examine evidence, how*

*accurate long-range deductions like how*

*to properly maintain a crime scene, and*

*long it will be before the gangsters figure*

*the basics of using police records. At a*

*out you sold them dud cyberware. At a*

[134](#)

## [GETTING IT DONE](#)

*Base 18, your skills rival that of Sherlock Holmes. You*

*not only speak the language fluently but you know are at the level of a world-class detective, building all the ins and outs of the language including slang, accurate deductions and predictions from the smallest complicated situational rules, and all dialects of the clues imaginable. Some people may even think you're language.*

*psychic.*

*Library Search .....INT*

*Education .....INT*

*Skill of using databases, the Data Pool, libraries, and*

*Skill of general knowledge, equivalent to a basic other compiled information sources to find facts.*

*school education, allowing you to know how to read,*

*At a Base 10, you can use all databases and even*

*write, use basic math, and know enough history to*

*search libraries and physical manifests of information. At a Base 14, you could easily access the*

*At a Base 10, you have the equivalent of a basic*

*Library of Congress (if it was still there) and find rare college education. You have much more education facts pertaining to old subjects. At a Base 18, you than the average person in Night City. At a Base 14, can comprehend any public database and most you have a great deal of education, equal to having private databases. You can find extremely obscure a Masters or a Doctorate. You probably don't actually facts and you're pretty sure you could even find facts have one due to the state of education in Night City. and files from before the DataKrash if there weren't At a Base 18, you are an extremely well-educated so many R.A.B.I.D.S.*

*person; one of those people who "knows a lot about*

*Local Expert .....INT*

*everything" (and hopefully has the good sense to keep their mouth shut).*

*Skill of knowing a specific area well and knowing the agendas of its various factions, both political and Gamble .....INT*



*criminal. You must choose a specific location*

*Skill of knowing how to figure odds and play games*

*whenever you increase this Skill, which*

*of chance successfully.*

*cannot be any larger than a single neigh-*

*borhood or community.*

*At a Base 10, you know how to play cards and you've*

*been to a few casinos. You win more than you lose—*

*At a Base 10, you know the area pretty well ; where*

*unless you go to a Corp or mob casino. At a Base*

*to go to get whatever you need, where to avoid, what*

*14, you have the skill to be a professional gambler.*

*the local public factions are like. At a Base 14, you*

*You know how to play all the major games and you*

*are well acquainted with the area and not only do you*

*can usually double your money when you play. At*

*know the basics but you are aware of the underlying*

*a Base 18, you're a master gambler. Whether that's*

*problems, factions, and rules that the average tourist*

*counting cards, calling bluffs, reading tells, or some*

*isn't. At a Base 18, you could act as a tour guide for other eldritch skill you've learned it well enough to be the area. You've poked your nose in everywhere, real y dangerous to anyone who gambles with you. talked to most of the people, seen the sights, and You've probably been banned from a casino or two. experienced most of what the area has to offer. You are almost never at a loss for info.*

*Language .....INT*

*Science .....INT*

*Skill of speaking a particular language. You must choose a specific language whenever you*

*Skill for knowing how to design experiments, write science papers, test hypotheses, and discuss with other academics in a particular field of science. An area*

*At a Base 10, you can speak the language well of study must be specified whenever this*

*enough to get by on the street but you don't understand. Skill is increased. Possible options include:*

*enough to get by on the street but you don't understand. Skill is increased. Possible options include:*

*stand a lot of the slang. At a Base 14, you are a fluent  
Geology, Mathematics, Physics, Zoology,  
speaker of the language and most people assume you  
Anthropology, Biology, Chemistry, and  
grew up speaking the language. At a Base 18, you  
History.*

135





*GETTING IT DONE*

*At a Base 10, you have studied a science at the level have studied up and learned a great deal about the of a high school class. You know the basics and can flow of battle. You can easily out-think gangers and perform tasks related to the science. At a Base 14, you rent-a-cops and predict your opposition's moves. At a are well trained in the science and are at the level of Base 18, you are a tactical mastermind, able to play having a Masters. You're rarely stumped by problems speed chess against even the most skilled tacticians. relating to your science and could be well respected You could be a great military general.*

*in your field. At a Base 18, you are a master of your discipline. You have the knowledge and the skill to*

*Wilderness Survival .....INT*

*break new ground in your field and even develop new*

*Skill for knowing how to survive comfortably in the aspects and make new discoveries.*

*wilderness. This knowledge includes how to set traps,*

*Tactics .....INT*

*forage for wood, track game, build shelters, and make fires.*

*Skill of managing a large-scale battle effectively and efficiently. A Character with this Skill usually knows*

*At a Base 10, you have the survival skills of the what must be done to direct a battle, and how an average Boy Scout. You can go camping and if enemy force may react.*

*dumped in the middle of the wilderness you would know how to survive with the proper gear. At a Base 14, you have a basic knowledge of how 14, you are a skilled survivalist with enough knowledge to survive in basically any environment with relative comfort. You are at about the level of a Special Forces Green Beret. At a Base 18, you have learned enough to not only survive but thrive. You no longer need tools to survive in the wilderness and you could be dropped in the middle of the Rocky Mountains with*

*nothing but the clothes on your back and still make it look easy.*

### ***FiGhtinG skills***

***Brawling .....DEX***

***Skill at fighting and grappling with brute strength.***

***At a Base 10, you're a pretty good bar brawler and***

***BY***

***you can hold your own in a fist fight. You know how to***

***EVE***

***throw a punch and some of the intricacies of wrestling.***

***VENTRUE***

***At a Base 14, you could be a professional fighter in***

***any number of pit-fighting arenas or official venues***

***around the City. You can lay out most opponents and***

***while you don't have a lot of finesse you know how***

***to use your strength to your advantage. At a Base***

***18, you are a seasoned fighter with an iron grip and***

***a mean right hook. All it takes is one good punch or***

***perfectly executed grapple for most people to think***

***twice about fighting you.***



## GETTING IT DONE

*Evasion .....DEX*

*PeRFoRmAnCe skills*

*Skill for getting out of the way of someone attack-*

*Acting ..... COOL*

*ing you in melee. A Character with REF 8 or higher*

*can also use this Skill to dodge Ranged Attacks and*

*Skill of assuming a role, disguising yourself as*

*Explosions.*

*someone else, whether real or fictitious, and faking*

*emotions and moods.*

*At a Base 10, you're fast on your feet and when in*

*need you can usual y get out of the way. At a Base 14,*

*At a Base 10, you have some skil in disguise and*

*you're quick enough to dodge most gangers and you*

*acting. You can make solid disguises as long as*

*can even hold your own against skil ed combatants*

*they aren't too intensive, and you can convince most*



*armed with monokatanas and monofilament whips. At people you are who you say you are. At a Base a Base 18, you've trained your body to start moving 14, you are a skilled impersonator, actor, and dis- before your brain even responds to what's happening guise artist. You can mimic voices with solid results around you.*

*and create disguises that include more complicated aspects like changes in race or highly advanced or*

*Martial Arts (x2) .....DEX*

*reduced age. At a Base 18, you are so good you Skill for fighting with a Martial Arts Form. Each time could probably pick a person on the street and you increase this Skill you must choose in which form completely steal their life. Even their own friends and you are training. You can learn multiple forms, family wouldn't know the difference. As long as you but you must do so separately. Possible get rid of the original first.*

*options: Karate, Taekwondo, Judo, Aikido.*

*Play Instrument ..... TECH*

*At a Base 10, you are trained in a martial art and Skill of professionally playing a musical instrument. can perform the basic movements. You've got more You can choose which instrument when you going for you than the average brawler. At a Base increase this Skill. Possible options include*

*14, you've reached a level of training in your martial singing, guitar, drums, violin, piano, etc.*

*art that allows you to get a bit fancy. You can reliably pull off special moves like disarming foes, reversing*

*At a Base 10, you are skilled enough to play professional gigs and get paid for your performances. At a a master martial artist on par with legendary greats*

*Base 14, you have the skill to really start getting some such as Ip Man, Bruce Lee, and Mas Oyama. You recognition for your talent. Places you played at might can perform complicated maneuvers that crack skulls, call you up and ask you to play there again. At a Base*

*paralyze opponents, and tear apart armor.*

*18, you could be a widely acclaimed superstar like  
the late, great Johnny Silverhand. All you need is a  
Melee Weapon .....DEX*

*shot and you could be performing on stage in front  
Skill for fighting with melee weapons.  
of millions.*

*At a Base 10, you are trained with melee weapons.  
RAnGeD weAPon skills*

*You can hold your own in a sword fight or a knife  
fight and if you get your hands on a lead pipe you  
Archery .....REF*

*can be a pretty dangerous bar fight opponent. At a  
Skill for accurately firing bolt- or arrow-launching  
Base 14, you are well-versed in the ins and outs of  
projectile weapons.*

*melee combat. You probably carry a melee weapon  
with you just in case and it may be your preferred*

*At a Base 10, you are a fairly skilled archer who can  
weapon. At a Base 18, you have the skill to fight just*

*hit a target easily in the range of your weapon. At a  
about anyone in the City in a melee bout. You might  
Base 14, you are skil ed enough to hit shots that the  
even be able to duel the legendary Kenichi Zaburo in  
average archer would struggle to land and you can  
a one-on-one sword fight and come out alive.  
almost always hit a target in the sweet spot of your  
range. At a Base 18, you are an archer to rival Robin*

137



### **GETTING IT DONE**

*Hood with enough skill to hit targets hundreds of m/  
Shoulder Arms.....REF  
yds away and perform stunts like shooting things out  
Skil for firing shoulder-braced projectile weapons.  
of people's hands.*

*At a Base 10, you know how to maintain and accu-  
Autofire (x2) .....REF  
rately fire assault rifles, shotguns, sniper rifles, and  
Skill for keeping a weapon's Autofire firing mode on*

*other shoulder-braced firearms. At a Base 14, you target through recoil.*

*are skilled enough to hit complicated shots like firing through windows to hit targets in buildings and you*

*At a Base 10, you can fire an assault rifle in full auto*

*can almost always hit a target in the sweet spot of*

*and keep the climb down but you'd better be in the*

*your range. At a Base 18, you are the equal of rifle*

*sweet spot of your range to hit. At a Base 14, you're*

*sharpshooters like Annie Oakley and famous snipers*

*more used to controlling an Autofire weapon and you*

*such as Vasily Zaytsev. In most cases, if you can see a*

*can keep your groupings fairly tight. It's likely that*

*target you can hit it. It's probably not long before the*

*you have an SMG or an Assault Rifle as your primary*

*security Corps start fighting over you.*

*weapon. At a Base 18, you can accurately hit targets*

*out to 100m/yds if you have the perfect conditions*

*social skills*

*and a little luck. You are a terror on the battlefield who*

*can riddle an opponent with bullets with the accuracy*

*Bribery ..... COOL*

*of a finely tuned machine.*

*Skill of knowing when to bribe someone, how to*

*Handgun .....REF*

*approach them, and how much to offer.*

*Skill for accurately firing handheld projectile weapons.*

*At a Base 10, you know how to bribe a guard to look*

*the other way or keep a witness from spilling simple*

*At a Base 10, you know how to maintain and accu-*

*secrets. At a Base 14, you have a knack for reading*

*rately fire handguns, SMGs in single-shot mode, and*

*people and knowing how to manipulate them. You've*

*other small firearms. At a Base 14, you are a skilled*

*made tons of deals and you've got the skill to bribe*

*gunslinger with a quick hand and a good eye. You*

*witnesses not to stand trial, coerce the NCPD into*

*can hit your targets easily in your sweet spot and you*

*leaving your operations alone for a night, and maybe*

*can make longer range shots more accurately. At*

*even convince a corporate hit squad that you're more a Base 18, you are a deadeye gunslinger. You can valuable alive. At a Base 18, you are a master of shoot coins from 12m/yds away and shoot the guns greasing palms. Everyone wants something and you out of people's hands. You have the skill to be known have a gift for knowing exactly what to offer. Even the as one of the best pistoleros in the City.*

*most incorruptible people in City are hard pressed to*

*Heavy Weapons (x2) .....REF*

*deny your offer.*

*Skill for accurately firing extremely large projectile*

*Conversation ..... EMP*

*weapons.*

*Skill of extracting information from people without*

*At a Base 10, you know how to maintain and accu- alerting them through careful conversation.*

*rately fire rocket launchers, grenade launchers,*

*At a Base 10, you are a smooth talker who can coerce railguns, and other heavy weaponry. At a Base 14,*

*their subject into telling them simple information. At a  
you've had the training to really excel at firing heavy  
Base 14, you would make an excellent interviewer,  
weaponry. You are deadly accurate with rockets and  
convincing subjects to tell you anecdotes about  
grenades and you could easily serve as a mount-  
the past, pontificate about favorite interests and  
ed-turret gunner in the next Corporate War. At a  
philosophies, etc. At a Base 18, you have the skill to  
Base 18, you have the skill to be a master with heavy  
gently maneuver a person into telling you everything,  
weaponry. You know this machinery so well you can  
including extremely personal information, like how  
make trick shots with railguns and drop grenades  
they have an illegitimate son and the fact that no one  
down chimneys at 100m/yds.  
ever truly loved them.*

138

GETTING IT DONE



*Human Perception ..... EMP*

*At a Base 10, you know how to keep yourself looking good. You know a few beauty routines and you can Skill of reading a person's facial expressions and body language to discern their emotional state and style your own hair and do your own makeup. At a detect lies or deception.*

*Base 14, you are a professional with the knowledge to pull off specific make up styles and complex hairdos*

*At a Base 10, you can usually tell when you're not to take your look to the next level. At a Base 18, you getting the whole truth and you're adept at reading have the skill to be a world class artist, inventing new people's emotions. At a Base 14, you can detect styles and setting trends in the City. You are always subtle evasions and mood swings with ease, and "together." And you know it.*

*you've learned the tells of most of your companions.*

*At a Base 18, you can not only detect subtle emotional*

*Streetwise ..... COOL*

*clues, but if a person is hiding something, you can*

*Skill of knowing where to get illegal and contraband*

*usually tell what they're hiding in a general sense.*

*things, talking to the criminal element, and avoiding*

*Interrogation..... COOL*

*bad situations in bad neighborhoods.*

*Skill of forcibly extracting information from people.*

*At a Base 10, you can get some "hot" items, score*

*street drugs, and figure out who's the best Fixer in the*

*At a Base of 10, you have the skill to infallibly find out*

*neighborhood. At a Base 14, you know how to get*

*if your mainline is lying to you and you've got a basic*

*in contact with a Solo to arrange a murder contract,*

*knowledge of "advanced interrogation techniques."*

*you might know a few mobsters, and you know which*

*At a Base 14, you are a professionally proficient*

*neighborhoods to steer clear of. At a Base 18, you*

*interrogator, equivalent to a skilled detective grilling*

*have the skill to become a major crime lord yourself*

*a suspect. Depending on how moral you are, you may*

*and skip the middlemen. You know the right Fixers to also be skilled in prying information out of subjects talk to and the right palms to grease.*

*more forcefully. At a Base 18, you are on par with the famous Media, Lyle Thompson, allowing you to Trading ..... COOL*

*make even the most powerful people sweat with just a Skill of striking a good bargain with a merchant or few words. If push comes to shove, you are very well customer.*

*acquainted with instruments of torture.*

*At a Base 10, you are a solid trader who can haggle Persuasion ..... COOL*

*deals, and get a good deal on ammunition at the Skill of convincing, persuading, or influencing individual local market. At a Base 14, you have the skill to make deals. Also, the ability to talk others into doing what you deals with Nomad caravans to get new goods at want. This may be used individually or on large groups. reasonable prices and you are probably well known*

*at the local Night Market. At a Base 18, you are a*  
*At a Base 10, you can win most debates or convince*  
*master of economic maneuvering and can buy and*  
*your mainline that the blonde you were with was your*  
*sell goods for astonishing value. Now all you have*  
*sister. At a Base 14, you are a smooth talker of profes-*  
*to do is make sure you don't get on the wrong side of*  
*sional caliber. If you want to start a career in politics*  
*the local Fixers.*

*in the City this is where that dream can start becoming*  
*a reality. At a Base 18, you are truly gifted with a*  
*Wardrobe & Style ..... COOL*

*silver tongue and you have the skill to convince almost*  
*Skill of knowing the right clothes to wear, when to*  
*anyone of just about anything, if it's not too insane.*  
*wear them, and how to look cool even in a spacesuit.*

*Personal Grooming ..... COOL*

*At a Base 10, you are good at choosing clothes off*  
*Skil of knowing proper grooming, hair styling, etc.,*  
*the rack. You can put together a stylish looking outfit*

*to maximize your physical attractiveness. Use of this  
and coordinate everything you're wearing from your  
Skill allows Characters to increase their chances of  
shoes to your cyberware. At a Base 14, your friends  
successful seduction or persuasion.*

*ask you for wardrobe tips, and you have the skill to*





## **GETTING IT DONE**

*design professional outfits for them on  
repair heavy machinery with ease and  
commission. At a Base 18, you are one  
spot problems and faults in your tech  
of those rare people whose personal  
before they become an issue.*

### ***VehicLe rePair***

*style influences major fashion trends. It's  
Cybertech ..... TECH*

*The DV and amount of  
probably not long before you get scouted  
time it takes you to repair  
by one of the major fashion Corps.  
Skil of identifying, understanding, and  
a damaged/destroyed  
repairing cybernetics. The DV and amount  
vehicle with a TECH Skill to  
teChnique skills*

*of time it takes you to repair a damaged/  
perfect condition is based*

*on the amount of damage*

*Air Vehicle Tech ..... TECH*

*destroyed item with this Skill to perfect  
condition is based on the Price Category  
it has sustained. Minor*

*Skill of repairing and maintaining air  
of the item. (see sidebar on [Page 140](#)).*

*Damage : DV9, 3 Hours.*

*vehicles. The DV and amount of time*

*Major Damage : DV13,*

*At a Base 10, you are well-versed in the*

*1 Day. Destroyed : DV17,*

*it takes you to repair a damaged/*

*ins and outs of cybertech. You probably*

*1 Week.*

*destroyed vehicle with this Skill to perfect*

*have some cybertech installed and can*

*condition is based on the amount of*



*On a failed roll, halfway  
maintain it with no problems. At a Base  
damage it has sustained. (see sidebar  
through the repair, you  
14, you know a lot about cyberware and  
realize that you'll have  
on [Page 140](#)).*

*cybertech. You can rewire a Cyberarm,  
to start the repair from*

*At a Base 10, you have gotten good  
and even do some mechanical work with  
scratch.*

*at maintaining and repairing AVs, improvised tools if need be. At a Base  
18, i*

*Gyrocopters, Helicopters, and other  
you have the skill to keep all cybertech*

*Tem rePair  
flying vehicles. At a Base 14, you are a  
with which you come in contact in perfect  
The DV and amount of  
skilled mechanic who can easily repair*

*shape. You almost never have to worry  
time it takes you to repair a  
almost any damage to an air vehicle  
about the effects of Microwavers and  
damaged/destroyed item  
given enough time. At a Base 18, you  
EMP devices in the field.*

*with a TECH Skil to perfect  
can rebuild an AV-4 from a smoking pile  
condition is based on the*

*Demolitions (x2) ..... TECH  
of rubble in just a week and can fix up a*

*Price Category of the item:*

*Cheap/Everyday : DV9,  
broken rotor with your eyes closed.*

*Skill of setting, defusing, and knowing how  
1 Hour. Costly : DV13, 6*

*Basic Tech ..... TECH  
much explosive will accomplish a desired  
Hours. Premium : DV17, 1*

*result. This Skill allows the Character to be*

*Day. Expensive : DV21, 1*

*Skil of identifying, understanding, and  
knowledgeable in the use of explosives,*

*Week. Very Expensive:*

*repairing simple electronic devices and  
as well as knowing the best explosives to*

*DV24, 2 Weeks. Luxury :*

*all other items not covered by another  
use for which jobs and identifying explo-*

*DV29, 1 Month. Super*

*TECH Skill. The DV and amount of time it  
sive in the field.*

*Luxury : DV29, 1 Month*

*takes you to repair a damaged/destroyed  
per 10,000eb of Item*

*At a Base 10, you can handle most pre-  
Price.*

*item with this Skill to perfect condition is  
made explosives and you have a basic*

*based on the Price Category of the item*

*On a failed roll, halfway*

*concept of what explosives are good for*

*(see sidebar on [Page 140](#)).*

*through the repair, you*

*what jobs. At a Base 14, you have an*

*realize that you'll have*

*At a Base 10, you are pretty handy with*

*intimate knowledge of demolitions and*

*to start the repair from*

*technology. You can fix a printer jam in*

*you can set bombs with timers and con-*

*scratch.*

*your office, rebuild a microwave, and do*

*confidently defuse bombs set by others. At a*

*basic repairs on factory machinery. At a*

*Base 18, you are an expert in demolitions*

*Base 14, you are the local handyman for*

*with knowledge of every explosive under*

*your neighborhood. You have an unerr-*

*the sun. You can defuse most bombs with  
ing sense for what to do when machinery  
your eyes shut and you know how to set  
starts acting up. At a Base 18, you are a  
explosives to get control ed results like  
technical wizard when it comes to house-  
blowing open doors and causing limited  
hold items and basic machinery. You can  
destruction.*

[140](#)



## [GETTING IT DONE](#)

*Electronics/Security Tech (x2) ..... TECH*

*Land Vehicle Tech ..... TECH*

*Skil of identifying, understanding, repairing, coun-*

*Skill of repairing and maintaining vehicles that move*

*tering, and installing complex electronic devices like*

*on land. The DV and amount of time it takes you to*

*computers, cyberdecks, personal electronics, elec-*

*repair a damaged/destroyed vehicle with this Skill to*

*tronic security systems, bugs and tracers, pressure perfect condition is based on the amount of damage plates, laser tripwires, etc. The DV and amount of it has sustained. (see sidebar on [Page 140](#)).*

*time it takes you to repair a damaged/destroyed item*

*At a Base 10, you have gotten good at maintaining with this Skill to perfect condition is based on the and repairing roadbikes, groundcars, and other land Price Category of the item (see sidebar on [Page 140](#)).*

*who can easily repair almost any damage to a land*

*At a Base 10, you are skil ed enough to fix your Agent vehicle given enough time. At a Base 18, you can to when it starts acting up and you're confident you salvage and rebuild old military transports from the could rewire a stock security system. At a Base 14, badlands and you could fix a flat while in your sleep. you have the skil s required to be a solid tinkerer or a Paint/Draw/Sculpt ..... TECH*

*skilled infiltrator. You can crack simple security systems with ease and rebuild a computer given enough time.*

*Skill of producing professional paintings, drawings, At a Base 18, you have the skill to rival high-level or sculpture.*

*Netrunners with your security cracking and you have*

*At a Base 10, you are skilled enough to create works a chance to repair even the most complex and expensive art that actually make you significant money on the sive tech if given enough time and a little luck.*

*market. At a Base 14, you have the skill to really start*

*First Aid ..... TECH*

*getting some recognition for your talent. Your art is, maybe, featured in some screamsheets or Data Pool*

*Skill of applying medical treatments to a wounded articles. At a Base 18, you could be nationally known, person to keep them from dying, and treating the most have exhibits in galleries, and have other lesser artists common Critical Injuries.*

*studying your style in art school.*

*At a Base 10, you have basic first-aid training and*

*Paramedic (x2) ..... TECH*

*know how to handle injuries in the field. When*

*someone calls for a doctor in an emergency,*

*Skill of applying medical treatments to a wounded*

*you're not the best choice but you can get the*

*person to keep them from dying, and treating al*

*job done. At a Base 14, you can take care of all*

*Critical Injuries not requiring Surgery. (Surgery is*

*simple wounds and keep people from dying. You*

*only available to Medtechs through their Role Ability,*

*probably carry a Medtech bag with you just in*

*Medicine.)*

*case. At a Base 18, you are a miracle worker with*

*At a Base 10, you could fil in for Trauma Team as long*

*a medkit. As long as you're on your feet, death is*

*as the situation hasn't gotten too dire. You can splint*

*going to have to wait.*

*limbs and stabilize patients for transport to a hospital.*

*Forgery ..... TECH*



*At a Base 14, you are more than skilled enough to work as a Trauma Team Medical Assistant. If you Skill of creating and detecting false documents, can get to a patient in time, you can make sure they works of art, and identification. Forgery is most often make it out in one piece. At a Base 18, you are the opposed by Forgery.*

*equivalent of a seasoned first-responder with enough*

*At a Base 10, you can fake simple IDs and you can medical knowledge to arrive on the scene of a firefight be fairly sure of whether any document handed to you or natural disaster and immediately start saving lives. is false. At a Base 14, you can pass forgeries off to*

*Photography/Film ..... TECH*

*all but the most sophisticated examination and rarely do forgeries get by your initial inspection. At a Base Skill for producing professional photographs, motion 18, you could display your fakes in the best museums. pictures, or braindances.*



## **GETTING IT DONE**

*At a Base 10, you are skil ed enough to make decent  
can dredge up old Arasaka ships from off the coast  
home movies with some special effects. At a Base 14,  
and get them up and working in no time, and you  
you are a skil ed artist, creating work at the level of  
never have to worry about your ship sinking.*

*the average magazine cover or rock music video. At a  
Weaponstech ..... TECH*

*Base 18, you could be a widely acclaimed producer.*

*Al you need is a shot, and you could be filming the  
Skill for repairing and maintaining weapons of al  
next award-winning blockbuster.*

*types. The DV and amount of time it takes you to repair  
a damaged/destroyed item with this Skill to perfect*

*Pick Lock ..... TECH*

*condition is based on the Price Category of the item:*

*Skill for picking non-electronic locks and countering  
(see sidebar on [Page 140](#)).*

*non-electronic security measures.*

*At a Base 10, you have learned to fix your guns when*

*At a Base 10, you can jimmy most simple locks and  
they break and sharpen your knives when the edges  
you never get locked out of your apartment for long.*

*wear out. You have the skills to keep your weapons*

*At a Base 14, you could be a competent cat burglar.*

*in pretty good shape. At a Base 14, you are a skilled*

*You can crack most safes if you have the right tools*

*Weaponstech who can rebuild most pistols and*

*and enough time. At a Base 18, you could build a*

*cheaper guns after catastrophic mishaps. And putting*

*rep as a master cracksman. You can crack stock safes*

*an edge back on a sword is no problem at all. At a*

*like they were nothing and if you got a chance at it,*

*Base 18, you have learned the ins and outs of weap-*

*you could probably crack the bespoke vaults of any*

*onry, allowing you to fix up just about anything. Given*

*number of Corps in the City.*

*a radiation suit, a wheelbarrow, and a bodyguard*

*team you could probably make quite a bit of money*

*Pick Pocket ..... TECH*

*salvaging destroyed tech from the Hot Zone.*

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

*Role Abilities*

*At a Base 10, you've got quick fingers and deep  
pockets. You can make a good deal of money*

*roleS and role abilities in*

*pick pocketing people on the street, as long as you  
the time of the red*

*don't push your luck. At a Base 14, you have the  
skill needed to start operating in a Corporate Zone*

*In the 2020s, Roles were basically the "job" your  
where the real money is. You can lift a wallet and ID*

*Character had. Roles defined what they did, but not  
badges no problem. At a Base 18, you could lift a*

*what they were. But in the Time of the Red, the lack of  
Solo's wallet, stop them to apologize for bumping into  
structure and steady "jobs" means that a Role is more*

*them, and lift their pistol while you're at it. ID badges,  
of a self-defining label.*

*watches, glasses, grenades, it's all fair game.*

*You don't "do Solo stuff." You are a Solo—it's what*

*Sea Vehicle Tech ..... TECH*

*defines you no matter what you do. No one in the*

*Skill of repairing and maintaining sea vehicles. The DV*

*Time of the Red pays you to punch a clock as a Solo—*

*and amount of time it takes you to repair a damaged/*

*instead you look for gigs that are the kind of gigs a*

*destroyed vehicle with this Skill to perfect condition is*

*Solo would do.*

*based on the amount of damage it has sustained (see*

*In short, in the Time of the Red you are your own*

*sidebar on [Page 140](#)).*

*boss and your Role is your personal job description.*

*At a Base 10, you have gotten good at maintaining*

*But since you are new to The Street, you're not start-*

*and repairing jet skis, cabin cruisers, yachts, and*

*ing at the top. Nope, you're starting near the bottom.*

*other sea vehicles. At a Base 14, you are a skilled  
Starting Characters automatically begin  
mechanic, who can easily repair almost any damage  
their Role Ability at Rank 4 (unless the GM of  
to a sea vehicle given enough time. At a Base 18, you  
your particular game decides to allow you to start at*















### **GETTING IT DONE**

*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 muLTicLassinG*

*wil ing to take a chance on your abilities. So, don't mess it up, yo.*

*examPLe*

*You can find Role Abilities by Role on the following pages:*

*Jay's been playing in a*

*long running Cyberpunk*

*RED campaign and*

*has banked quite a few*

*Improvement Points.*

*A few sessions back*

*his Solo, JP Guyver, was*

*adopted by the Gargoyles,*

*[RoCkeRboy](#).*

*[solo](#)*

*[netRunneR](#)*

*[teCh](#)*

*a Nomad pack in the*

*[PAGe 144](#)*

*[PAGe 146](#)*

*[PAGe 147](#)*

*[PAGe 147](#)*

*Blood Nation. To reflect  
this, he decides to multi-  
class from Solo to Nomad.*

*JP's Solo Role Ability,  
Combat Awareness is  
Rank 4, which means the  
jump to Nomad is per-  
fectly legal. Jay spends*

[meDteCh](#)

[meDiA](#)

[PAGe 149](#)

[PAGe 151](#)

*the Improvement Points  
needed and purchases  
the Nomad Role Ability,  
Moto, at Rank 1. He picks  
a ground bike as his first  
vehicle.*

*From this point on, Jay  
can spend Improvement*

[exeC](#)

[LAwmAn](#)

[FixeR](#)

[nomAD](#)

*Points to increase either of*

[PAGe 153](#)

[PAGe 158](#)

[PAGe 159](#)

[PAGe 161](#)

*JP's Role Abilities, Combat*

*Awareness or Moto.*

*multiCLAssinG Roles*

*If, down the road, he*

*wants to adopt a third*

*You can't start off taking on two Roles at once. Much in the same way that Role (maybe JP Guyver*

*people in the real world have to throw themselves into a career just to make it work, your starts arranging jobs as a*

*Role is just that—a full time career. It's going to take everything you have just to make it Fixer), he'l need to buy his*

*in one area of The Street, so don't get cocky, punk.*

*Nomad Role Ability, Moto,*

*to Rank 4 first.*

*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 4 Ranks in your previous Role by buying Rank 1 in the new Role with Improvement Points. You 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.*

143



### GETTING IT DONE

*ChARismAtiC imPACt (RoCkeRboy Role Ability)*

*The Rockerboy has the Role ability Charismatic Impact. They can 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 Rockerboys*

*physical presence. They could be a rocker—or a cult leader.*

*take their*

*name from*



## ***"Rockerboy"***

***A Rockerboy can only use their Charismatic Impact Role Ability on Fans.***

***Manson, a***

***musician***

***Assuming you aren't in combat, you can make people who aren't currently fans into fans (unless they actively and social***

***dislike you) by rolling Charismatic Impact + 1d10 vs. a DV8 for a Single Person, DV10 for a Small Group of up activist who***

***was beaten to***

***to 6, or DV12 for a Huge Group.***

***death by British***

***police while on***

***The GM determines whenever someone you meet is already a Fan.***

***stage during a***

***concert.***

***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 Rockerboy automatically fails. If it is, the group size determines the DV against which the Rockerboy must roll Charismatic Impact + 1d10. If they succeed, the fan or group of fans puts their best effort toward the favor the Rockerboy asked for. If they fail, the Rockerboy can't ask for the same favor again from those fans for a week.***

**► Charismatic Impact Ranks ◀**

***Venues You Can Play: The best type of venue your Rockerboy can hope to play under most circumstances.***

***Impact on a Single Fan (DV8): The impact your Rockerboy can have on a single fan by beating a DV8 on their Charismatic Impact Check.***

***Impact on a Small Group of Fans (DV10): The impact your Rockerboy can have on a group of up to six fans by beating a DV10 on their Charismatic Impact Check.***

***Impact on a Huge Group of Fans (DV12): The impact your Rockerboy can have on a large group of fans gathered to see them by beating a DV12 on their Charismatic Impact Check.***

**► ChARismAtiC imPACt RAnks 1 AnD 2**

***Venues You Can Play: Small local clubs***

***Impact on a Single Fan (DV8): Rockerboy can convince fan to do a small favor for the Rockerboy; buy the Rockerboy a drink or meal, give them a lift somewhere.***

***Impact on a Small Group of Fans (DV10): Rockerboy has a group of up to 6 fans to ask for autographs and other personal totems; fans will stop Rockerboy in streets to befriend them.***

***Impact on a Huge Group of Fans (DV12): You're kidding, right? You don't have huge groups of fans yet.***

**► ChARismAtiC imPACt RAnks 3 AnD 4**

***Venues You Can Play: Well known clubs***

***Impact on a Single Fan (DV8): Rockerboy can convince fan to do a major favor for the Rockerboy; go to bed with the Rockerboy, put a good word in for them, etc.***

***Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to regularly hang out with Rockerboy; provide booze, drugs, or other***

*party favors to the Rockerboy.*

*Impact on a Huge Group of Fans (DV12): Rockerboy has a strong local following; fans buy their recordings and merch.*





## **GETTING IT DONE**

### **► ChARismaTiC imPACt RAnks 5 AnD 6**

*Venues You Can Play: Large, important clubs*

*Impact on a Single Fan (DV8)*

*c*

*: Rockerboy can convince fan to commit a minor*

*harismaTic imPacT*

*crime for Rockerboy; shoplift, help out in a fight.*

*in acTion*

*Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to act as the Rockerboy's personal "posse"; constantly hang out with them, do Rockerboy It's Friday, and Rico Rico*

*has had a stressful week,*

*favors, and provide things for their personal needs.*

*so he wants to party. He*

*Impact on a Huge Group of Fans (DV12): Rockerboy's fans are all over the hits his favorite bar in the*

*City, often in nearby cities. They are strongly loyal and will often do major favors for Combat Zone. When he*

*the Rockerboy in exchange for attention.*

*arrives, he works the scene,  
being the sociable guy that*



*he is, and the GM lets him*

*hARismAtiC imPACt RAnks 7 AnD 8*

*know that the bartender is*

*Venues You Can Play: Small concert halls, local video feed*

*already a fan of his, which*

*Impact on a Single Fan (DV8): Fan is willing to risk their life for  
Rockerboy without isn't surprising to Rico. Later*

*that night, a bachelorette*

*question.*

*party visits the bar, lured*

*Impact on a Small Group of Fans (DV10): Convince a group of up to 6  
fans by the novelty of drinking*

*to commit a minor crime for Rockerboy; shoplift, help in a fight.*

*in such a dangerous part*

*Impact on a Huge Group of Fans (DV12): The Rockerboy's fans are  
rabidly of the city, and Rico introduces himself to them. As*

*loyal. They fight with rival fan groups, support strong fan information  
networks, will he meets the small group,*

*band together to help Rockerboy.*

*he rolls 4 (his Charismatic*

*Impact Rank) + 1d10 vs.*

► *ChARismAtiC imPACt RAnk 9*

*a DV10 to impress them.*

*Venues You Can Play: Large concert halls, national video feed  
Succeeding, he turns them*

*into his fans. Rico decides*

*Impact on a Single Fan (DV8): Rockerboy can convince fan to commit  
major it would be a great time*

*crime for Rockerboy; steal expensive item, beat someone up for  
Rockerboy.*

*to really get this party*

*Impact on a Small Group of Fans (DV10): Convince a group of up to 6  
fans to started. He calls over one*

*commit a major crime for Rockerboy; steal expensive item, beat someone  
up.*

*of the bartenders, and asks*

*the single fan to do him a*

*Impact on a Huge Group of Fans (DV12): The Rockerboy's fans are  
basical y major favor and hook the*

*a brainwashed, cult-like following; they will riot, destroy property, and  
even kill for bachelorette party up*

*the Rockerboy.*

*with a bottle of his favorite*

*tequila, which happens to*

► *ChARismAtiC imPACt RAnk 10*

*be the good stuff they keep*

*behind the bar to protect it*

*Venues You Can Play: Huge stadiums or international video*

*from errant bullets. He rolls*

*Impact on a Single Fan (DV8): Fan is willing to sacrifice self for  
Rockerboy 4 (his Charismatic Impact*

*without question.*

*Rank) + 1d10 vs. DV10,*

*and burns some LUCK just*

*Impact on a Small Group of Fans (DV10): Convince a group of up to 6  
fans to make sure. It's a success,*

*risk their lives for the Rockerboy; to act as personal protection.*

*and the good times roll all*

*Impact on a Huge Group of Fans (DV12): The Rockerboy's fans are now  
a night, granting Rico the*

*worldwide following with strong, cult-like attributes. They will do almost  
anything for stress relief he needed.*

*the Rockerboy if asked; they are a private army based on the Rockerboy's  
charisma.*









## **GETTING IT DONE**

### ***CombAt AwAReness (solo Role Ability)***

***When combat begins (before Initiative is rolled), anytime outside of combat, or in combat combat awareness***

***with an Action, a Solo may divide the total number of points they have in their Combat in action***

***Awareness Role Ability among the following abilities. If a Solo chooses to not change their point assignments, their previous ones persist. Activating some of these abilities will Stephanie's Solo, Kelsa,***

***cost the Solo more points than others:***

***has a Combat Awareness***

***Rank of 6. When the***

***session begins, her Combat***

### **► *DAMAGE DeFlection***

***Awareness loadout is as***

***You have been trained to "roll with the punches," reducing damage done to you.***

***follows:***

- For 2 points, decrease the first damage you take this Round by 1.***
- Damage Deflection 1***
- For 4 points, decrease the first damage you take this Round by 2.***

*(2 points)*

- *For 6 points, decrease the first damage you take this Round by 3.*
- *Spot Weakness 2*
- *For 8 points, decrease the first damage you take this Round by 4.*

*(2 points)*

- *For 10 points, decrease the first damage you take this Round by 5.*
- *Threat Detection 2*

*(2 points)*

### ► *Fumble ReCoveRy*

*Later in the game, she's*

*You have been trained to instantly recover from mishaps by taking your time with every jump by a group of*

*scavvers. At the beginning*

*shot. For 4 points, you ignore critical failures (1s) you roll while attacking. These rolls are of the fight she reallocates*

*still treated as 1, however.*

*her 6 Combat Awareness*

*points.*

### ► *initiaTive ReACtion*

- *Damage Deflection 1*

*Your reflexes are trained to respond instantly, without thinking, at the start of a firefight.*

*(2 points)*

*Each point adds a +1 to Initiative rolls made.*

- *Initiative Reaction 1*

*(1 points)*

### ► *PReCision AttACk*

- *Precision Attack 1*

*You have been trained to precisely aim attacks, giving you greater accuracy.*

*(3 points)*

- *For 3 points, you add a +1 to any Attacks made.*

*During the fight, Kelsa*

- *For 6 points, you add a +2 to any Attacks made.*

*discovers the scavver*

*leader is heavily armored*

- *For 9 points, you add a +3 to any Attacks made.*

*and she's having trouble*

*punching through his SP.*

### ► *sPot weAkness*

*Stephanie spends an*

*You have been trained to look for weak spots to damage even heavily armored targets.*

*Action and readjusts her*

*Combat Awareness one*

*Each point adds a +1 to the damage (before armor) of your first successful Attack in a last time, putting all 6*

*Round.*

*points into Spot Weakness*

*so her next attack will*

*► thReAt DeteCtion*

*blast through the scavver's*

*protection.*

*You have enhanced situational awareness. Each point adds a +1 to any Perception Checks made.*

146



## GETTING IT DONE

*inteRFACe (netRunneR Role Ability)*

*A Netrunner's Interface Role Ability allows them to Netrun, determines how many NET Actions they can take on their Turn, and gives them access to a suite of Interface Abilities. We will be going into Netrunning in-depth in the Netrunning Section (pg. 198).*

## ► *net ACtions PeR tuRn*

### *Interface Rank*

*1 to 3*

*4 to 6*

*7 to 9*

*10*

### *NET Actions*

*2*

*3*

*4*

*5*

## ► *inteRFACe Abilities*

### *Ability*

#### *Data*

#### *Backdoor*

*Allows the Netrunner to break through Passwords and other obstructions in the Architecture.*

#### *Cloak*

*Allows the Netrunner to hide their actions in the Architecture before they leave.*

#### *Control*

*Allows the Netrunner to control things that are attached to the Architecture.*

### *Eye-Dee*

*Allows the Netrunner to know what a found piece of data is and its value.*

### *Pathfinder*

*Allows the Netrunner to learn the "map" of the Architecture.*

### *Scanner*

*Allows the Netrunner to find out the locations of systems in an area.*

### *Slide*

*Allows the Netrunner to slip away from one Black ICE that is following them.*

### *Virus*

*Allows the Netrunner to leave a custom virus at the very core of the Architecture.*

### *Zap*

*A basic Netrunner attack that works against both Programs and other Netrunners.*

### *mAkeR (teCh Role Ability)*

*A Tech can fix, improve, modify, make, and invent new items using Maker, their Role Ability. Whenever a Tech increases their Maker Rank by 1, they gain 1 Rank in two different Maker Specialties (Field Expertise, Upgrade Expertise, Fabrication Expertise, or Invention Expertise) of their choice.*

### *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 1 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 Check.*

*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.*

147

## GETTING IT DONE

### ► *uPGRADe exPeRtise*

*To upgrade an item, you roll TECH + the*

*TECH Skill that the item is typically repaired*

*Improves an item in one of the following ways. An*

*with + your Rank in this specialty + 1d10.*

*item can only benefit from 1 upgrade granted by this*

*The Tech must purchase materials of the same price specialty.*

*category of the item being upgraded, which installing*

- *Lower the Humanity Loss of non-borgware*

*the upgrade consumes. The DV you roll against and*

*cyberware by 1d6 if its typical humanity loss*

*the time it takes to install the upgrade is based on the*

*would be 2d6 or greater.*

*price category of the item you are upgrading.*

- *Increase the number slots of a type an*

*On a failed Check, halfway through the upgrade,*

*item already has for options, attachments,*

*you realize that you'll have to start again from scratch.*

*Programs/Hardware, etc. by one.*

*The materials purchased to make the upgrade and the*

- *Simplify the item, halving the time it takes to*

*item to be upgraded are both uninjured.*

*make any future full repair to the item.*

- *Grant a typically non-concealable one-*

► *FABRICATION EXPERTISE*

*handed weapon the ability to be concealed.*

*Fabricate an existing item or one invented by the Tech*

- *Increase an Average Quality Weapon to an using Invention Expertise from materials. To make an Excel ent Quality Weapon.*

*item, you roll TECH + the TECH Skill that the*

- *Grant a weapon Attachment Slot to an Exotic item is typically repaired with + your Rank Weapon.*

*in this specialty + 1d10. The Tech must purchase*

- *Al ow an Exotic Weapon to fire one variety of materials of one price category lower than the price Non-Basic Ammunition of its ammunition type.*

*category of the item being fabricated. (Except for Super Luxury items, which require materials equal to*

- *Increase an item's SP by 1, but only if it had half their Price to fabricate.)*

*any to begin with.*

- *Upgrade a vehicle with an upgrade that only*

*The DV you roll against and the time it takes to make requires a Nomad Role Ability Rank of 1.*

*the item is based on the price category of the item you*

*are making. On a failed Check, halfway through the*

- *Install an upgrade invented by the Tech using fabrication process, you realize that you'll have to start Invention Expertise. Requires additional materials again from scratch. The materials purchased to make materials equal to the Price Category assigned to the item are uninjured.*

*the item by the GM when it was invented.*

### **► *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 in the language of already existing technologies in the setting, making sure to include the mechanism by which your Choomba. All that*

*A teR whAt*

*A it was,*

*guage of already existing technologies in the setting, making sure to include the mechanism by which your*

*Choomba. All thAt*

*A mAt*

*A teRs*

*s*

*invention might accomplish its function. It is suggested  
is whAt*

*A i CAn mAKE it into.*

*that you draw up a simple schematic for illustrative  
imAGine the possibili  
l ties!*

*purposes. Your GM and fellow Players will certainly  
appreciate it.*

*— Eran Malour*

*— Eran Mal*

*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*

[148](#)



# DATA

## GETTING IT DONE

*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 Medtechs keep people alive who should be dead the item as close to other items/upgrades of a similar with their knowledge and training. In the Time of "power level" as possible, although the lowest category they can select is Expensive.*

*doctors, caring for people who are oftentimes more machine than human. The Medtech Role Ability is The time it will take to invent the item/upgrade and Medicine. Whenever the Medtech increases the DV your Character has to beat with their TECH + their Medicine Rank, they also choose one the TECH Skill associated with repairing the*

*of the following three Medicine Specialties  
invention or the item the invention is meant  
(Surgery, Medical Tech [Pharmaceuticals],  
to upgrade + your Rank in this specialty +  
or Medical Tech [Cryosystem Operation]) to  
1d10.*

*allocate 1 point to.*

*The DV you roll against and the time it takes to make*

*The Medical Section contains additional uses for  
the item is based on the price category of the item you  
both the Surgery and Medical Tech Skills, which are  
are making. On a failed Check, you realize halfway  
only available to Medtechs through this Role Ability  
through your process that you need to go back to the*

*([See pg. 226](#)). These include Cyberware installation drawing board.*

*and harvesting, Bodysculpting, and Therapy!*

*Once invented, you (or another Tech who you  
show the blueprints to) can make your invented item/*

► *suRGeRy*

*upgrade real using Fabrication or Upgrade Expertise!*

*For every point you allocate to Surgery, you gain 2*

*It's worth mentioning that nobody will give your invention points in the Surgery Skill (up to a maximum of 10).*

*tion a second thought before you have a working*

*The Surgery Skill is the TECH Skill used to treat the prototype. Of course, that's when they'll try to steal it.*

*most severe Critical Injuries, as well as implant cyber-*

*Don't bother with the courts.*

*ware, and is only available to Medtechs through this*

*More than any ability in the game, this ability can*

*Medicine Specialty.*

*result in game imbalance. Your GM might need to*

*retroactively change the way your invention operates*

► *meDiCAl teCh (PhARmAceutiCAls)*

*rules-wise (or, in extreme circumstances, even replace*

*For every point you allocate to Medical Tech*

*it with another invention of an equal price category*

*(Pharmaceuticals), you gain 1 point in the Medical*

*that you collaborate on together) several times before*

*Tech Skill (up to a maximum of 10). The Medical Tech*



*Your Medical*

*you find a version that works well at your table and*

*Tech Skill*

*Skill is the TECH Skill used to operate, understand,*

*Level equals*

*doesn't negatively impact game balance.*

*and repair (as other non-vehicle Tech Skills) medical*

*your points in*

*Pharmaceuticals*

*machinery. This Skill is only available to Medtechs,*

*plus your points*

► *uPGRADe/FABRiCAte/invent Dv/time*

*and only through either this Medicine Specialty or*

*in CryoSystem*

*Operation.*

*Cryosystem Operation. You can only put a maximum*

*Cost*

*DV*

*Time*

*of 5 points into this specialty.*

*Cheap/Everyday*

*9*

*1 hour*

*Each time you allocate a point into Pharmaceuticals*

*Costly*

*13*

*6 hours*

*you also gain access to one of the following phar-*

*Premium*

*17*

*maceuticals, which your Character can synthesize*

*1 day*

*by rolling a DV13 Medical Tech Check, wasting the*

*Expensive*

*21*

*1 week*

*materials used on a failure. A Medtech can make a*

*Very Expensive*

*24*

*2 weeks*

*number of doses from 200eb of materials equal to*

*Luxury*

*29*

*1 month*

*their Medical Tech Skill in 1 hour. You can't synthesize*

*Street Drugs with Medical Tech (Pharmaceuticals).*

*Super Luxury*

*1 month per*

*29*

*10,000eb of Cost.*

[149](#)



[GETTING IT DONE](#)

*Pharmaceutical*

*Effect*

*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.*

### ***Rapidetox***

*When injected with a dose of Rapidetox, a target who is affected by a drug, poison, or intoxicant is immediately purged of the effects of that substance.*

*When injected with a dose of Speedheal, a target who is not in the Mortally Wounded Wound State immediately Speedheal*

*heals an amount of HP equal to their BODY + WILL. A person can only benefit from one use of Speedheal per day.*

### ***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.*

### ***Surge***

*When injected with a dose of Surge, a target can function unimpaired without sleep for a full 24 hours. A person can only benefit from one use of Surge per week.*

*Applying a single dose of a drug 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 administers 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 medical y correct proportions.*

### **► *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 You'll***

***find more***

***(as other non-vehicle Tech Skills) medical machinery. This Skill is only available to Medtechs, and only through information***

***either this Medicine Specialty or Pharmaceuticals. You can only put a maximum of 5 points into this specialty.***

***on Cryopumps***

***and Cryotanks***

***on***

***When you allocate points into Cryosystem Operation you also gain a benefit as detailed below:***

***[page 353.](#)***

***Level***

***Benefit***

***1***

***With 1 point in Cryosystem Operation you gain one Cryopump.***

***2***

***With 2 points in Cryosystem Operation you become a Registered Cryotank Technician and gain unlimited 24/7 access to 1 Cryotank at a time at any cryotank facility operated by medical corporations or government agencies.***

***3***

*With 3 points in Cryosystem Operation you gain 1 Cryotank, installed in a room of your choosing.*

*4*

*With 4 points in Cryosystem Operation you gain 2 more Cryotanks that can fit in the same room as your first one and your Cryopump has 2 charges and its maximum carrying capacity increases to 2 people in stasis.*

*5*

*With 5 points in Cryosystem Operation you gain 3 more Cryotanks that can fit in the same room as the first three and your Cryopump has 3 charges and its maximum carrying capacity increases to three people in stasis.*

[150](#)





## GETTING IT DONE

### *CReDibility (meDiA Role Ability)*

*The Media Role Ability is Credibility. The Media not only can convince an audience of c*

*what they publish, but also has a larger audience the more credible they are. They also redibiLiTy has a*

*have greater levels of access to sources and information. Medias are also in the know biG imPacT*

*and pick up on rumors passively.*

*Credibility is a powerful*

### ► *Rumors* ◀

*tool, and will have a big*

*impact on the story of*

*Medias are deeply plugged into information networks. Assuming you aren't entirely any campaign. Corporate*

*off-grid, at least twice per week the GM will secretly roll Your Credibility Rank + 1d10.*

*guards can be easily and*

*If the Check beats any of the DVs on the Rumor Table's Passive column, the GM wil painlessly replaced, but at*

*clue the Media in on the highest DV rumor which their Check beat. These are the same higher Ranks of Credibility,*



*rumors that a Media might find by hitting The Street during gameplay using their relevant a Media can make a*

*information gathering skills like Library Search, Conversation, or Interrogation. When a Corporation feel real hurt*

*Media is actively looking for a rumor like this, they roll appropriate STAT by going to the wall to*

*get the truth. They may*

*+ relevant Skill + 1d10 against the DV on the Active column the GM has set retaliate, but when you*

*for the rumor based on how detailed it is.*

*document it in your next*

*tell-all book, they'll feel*

*even more pain.*

*Rumor*

*Description*

*Passive Active*

*DV*

*DV*

*Armed with Credibility,*

*Vague*

*if they can't discredit you,*

*The rumor is hazy. It contains the bare minimum of information*

7

13

*and they can't silence you,*

*Rumor*

*required to start hunting down the supposed truth at the core of it.*

*and you won't cut a deal,*

*Typical*

*The rumor is enough to know where to go next in an investigation. It and you won't go away,*

*contains enough information to get a passing glimpse at the supposed 9*

15

*Rumor*

*you can make real change.*

*truth at the core of it.*

*As a Media, it's within your*

*powers to give even a bad*

*Substantial As Typical Rumor, but the rumor additionally contains concrete information that is beneficial to a potential investigation, like names, 11*

17

*story a good ending.*

*Rumor*

*places, and times.*

*As Substantial Rumor, but the rumor additionally contains information Detailed*

*that, if verified, could become a piece of evidence the Media can use in 13*

*21*

*Rumor*

*a story they might publish about the supposed truth at the core of the rumor.*

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

*Finding that is your job.*

*Remember, some threads are dangerous to pull.*

► *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 exposés can reach.*

*Believability is how well your story or exposé goes over with your audience. The higher your Credibility, the more likely people will believe something you have written or broadcast. You 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)*

[151](#)

[GETTING IT DONE](#)

*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 Check.*

*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 exposé 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.*

#### **► CReDibility Ranks 1 And 2**

*Access/Sources: Local honcho, gang lord, local neighborhood leadership  
Audience: Immediate neighborhood.*

*Believability: 2 out of 10 chance the audience buys it.*

*Impact: Change created by a story/scoop is small, incremental. Small-time bad guys are scared and may change their ways a little.*

#### **► CReDibility Ranks 3 And 4**

*Access/Sources: City gang honcho, minor politician, Corp Exec, well known person in the neighborhood  
Audience: You're well known as a contributor on the local screamsheet or Data Pool.*

*Believability: 3 out of 10 chance the audience buys it.*

*Impact: 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.*

► **CReDibility Ranks 5 And 6**

*Access/Sources: Major City player, City politico, local celebrity Audience: Your stuff goes Citywide. You're a regular columnist or contributor to local screamsheets or TV.*

*Believability: 4 out of 10 chance the audience buys it.*

*Impact: 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.*

► **CReDibility Ranks 7 And 8**

*Access/Sources: Local Corp president, mayor or City manager, City celebrity Audience: Your stuff goes Statewide. You are a minor celeb in your own right.*

*Believability: 5 out of 10 chance the audience buys it.*

*Impact: Change created by a story/scoop can change things al over several cities. Mid-level corporations or governments may be thrown out of power. Laws may be passed that affect people over several cities.*

► **CReDibility Ranks 9**

*Access/Sources: Divisional Corp head, State politico, well known celebrity Audience: You are known by many across the country, but not by everyone. If they've seen you, chances are it is on a national newsfeed.*





## **GETTING IT DONE**

***Believability: 6 out of 10 chance the audience buys it.***

***Impact: 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 what if i GeT***

***may be passed that affect people over a national area.***

***fired?***

**► *CReDibility RAnks 10***

***Get ting fired sucks ,***

***Access/Sources: Major world leader, major Corporation head, world-famous but even as a starting***

***celebrity***

***Character, you aren't***

***Audience: You are known worldwide. People stop you for autographs and people just anybody. An Exec***

***or Lawman with skills is***

***in high places use you to leak important stuff.***

***always in demand. Get***

***Believability: 7 out of 10 chance the audience buys it.***

***yourself out there, and***

*Impact: Change created by a story/scoop can change things all over the world.*

*you'll have another gig in*

*Megacorps and powerful governments may fal or be overthrown.  
International laws less than a week. In times*

*like these, the labor market*

*may be established. Change can affect mil ions.*

*has been flipped on its*

*t*

*head. Not many people*

*eAmwoRk (exeC Role Ability)*

*can do the job of an Exec*

*Just like a real corporate executive, the Exec builds a team whose  
members help them and anyone wil ing to be a*

*Lawman is in high demand.*

*accomplish their goals, whether legal or not, morale permitting. The Exec  
Role Ability Learn from the experience*

*is Teamwork.*

*and get in good with your*

*new boss so that you won't*

*► Signing Bonus ◀*

*have to do this again for a*



*At Teamwork Rank 1, as a gift, the Exec is given a suit comprised of a Businesswear while. Your Agent is bound*

*Jacket, Top, Bottom, and Footwear that identify them as a member of the business elite. They to start blowing up with*

*calls from headhunting*

*Exec cannot resell these without raising suspicion.*

*Fixers by lunch. Nothing*

*► Corporate Housing ◀*

*about your Role Ability*

*changes when you get*

*At Teamwork Rank 2, the Exec is given access to one of their Company's fired. Think of it as an*

*Corporate Conapt. As long as they remain a member of that Corporation, they opportunity for Character*

*can stay there without paying any Rent or any other fees. The Exec must still buy their development as you and*

*own Lifestyle separately every month. If the Exec leaves to join another Corporation, your GM work together to*

*figure out just who wants to*

*they will extend to them the same offer, and even pay to move all their stuff to the hire you and what the "on*

*new apartment.*

*boarding" process is like.*

*At Teamwork Rank 7, the Exec's corporate housing is improved to a Beaverville As for your now former*

*House in the Executive Zone.*

*employer? Consider that*

*an opportunity, too. Just*

*At Teamwork Rank 10, the Exec's corporate housing is improved dramatical y to a how much revenge do you*

*Beaverville McMansion in the Executive Zone or a Luxury Penthouse in the Corporate want, choomba? And what*

*Zone.*

*happens if you blab some*

*of their secrets?*

### ► Corporate Health Insurance ◀

*At Teamwork Rank 6, the Exec is given Trauma Team Silver coverage, paid for monthly by their Corporation. If the Exec leaves to join another Corporation, they will extend to them the same offer.*

*At Teamwork Rank 8, the Corporation upgrades their coverage to Trauma Team Executive.*

153



## **GETTING IT DONE**

### **► Team Members ◀**

*Starting at Rank 3, Teamwork give the Exec a Team Member. Ranks 5 and 9 of Teamwork give the Exec an additional Team Member, capping out at a maximum of 3 total Team Members at Rank 9.*

*Team 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.*

*For more on*

*While constructed like Player Characters, they vary in several distinct ways.*

*Housing see*

*[page 377.](#)*

- *They do not improve their Skills. They determine and heal their HP like Player Characters do.*

*For more on*

*Trauma Team*

- *They are controlled by the GM, and their ability to follow an order depends on their Loyalty and ability Insurance see*

*[page 223.](#)*

*to make a Loyalty Check.*

- *They cannot wear Armor other than Light Armorjack. Company Policy.*

*Losing Team Members: If a Team Member is lost, HR will repossess their equipment and replace them during the next game session. This "new*

*hire" has 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 value; 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.*

*Loyalty Save: 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 Save 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.*

*Gaining Loyalty*

*Gain*

*Losing Loyalty*

*Loss*

*Compliment Team Member's work.*

*Gain no Loyalty with Team Member during an*

*Overuse this during a week and it will stop gaining you*

**+1**

**-1**

***entire game session.***

***Loyalty with the Team Member.***

***Berate or chew out Team Member or their work.***

**-2**

***Give them a bonus or other perk of at least 200eb in***

**+4**

***value.***

***Ignore Team Member's contribution to a job.***

**-4**

***Support them against Management.***

**+4**

***Forget Team Member's Birthday.***

***Give them a 20% cut of your earnings for a job.***

**+6**

***Do not come through with bonus or perk promised.***

**-6**

***Give Team Member paid time off.***

**+6**

*Must be for an entire game session.*

*Throw them under the bus to Management.*

**-6**

*Risk physical harm for Team Member.*

**+8**

*Abandon Team Member under fire.*

**-8**

**154**



## **GETTING IT DONE**

### **► Creating Your Team Members ◀**

*Job: Decide what your Team Member's job is. If you want to, you can also pick a cover job for them as well.*

*You might not want other people to know you've got a Covert Ops specialist or Netrunner on the payroll.*

*STATs: Roll 1d6 and read across the corresponding row, recording each STAT. Don't forget to determine their HP, Mortal y Wounded, and Death Save values. You do not need to lower their EMP due to Humanity Loss from cyberware. That's already been factored in.*

*Skills, Cyberware, and Gear: Record your Team Member's Skills, Cyberware, and Gear. These are standard packages provided to them by the company.*

*Starting Loyalty: Roll 1d6 and add 1. This is your Team Member's starting Loyalty.*

► *ComPAny boDyGuARD*

*Cover Jobs: Escort, Personal Trainer•True Job: To protect the Exec in dangerous situations.*

*Roll*

*INT*

*REF*

*DEX*

*TECH*

*COOL*

*WILL*

*MOVE*

*BODY*

*EMP*

*1*

*3*

*7*

*7*

*4*

*7*

**6**

**4**

**8**

**4**

**2**

**5**

**8**

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**2**

**8**

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***Skills at +2: Concentration, Conversation, Education, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Persuasion, Stealth***

***Skills at +4: Athletics, Evasion, Interrogation, Perception, Resist Torture/Drugs, Tactics Skills at +6: Handgun, Brawling***

***Cyberware: Enhanced Antibodies, Subdermal Armor (SP11), Cyberaudio Suite, Internal Agent, Homing Tracer Gear: Agent, Light Armorjack (SP 11), Very Heavy Pistol, Basic VH Pistol Ammo x50***

► *ComPAny CoveRt oPeRAtive*

*Cover Jobs: Personal Assistant, Stylist•True Job: Keeping the Exec from getting their hands dirty.*

*Roll*

*INT*

*REF*

*DEX*

*TECH*

*COOL*

*WILL*

*MOVE*

*BODY*

*EMP*

*1*

*4*

*8*

*5*

*4*

*6*

*8*

*5*

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***Skills at +2: Athletics, Brawling, Concentration, Conversation, Education, First Aid, Language (Street slang), Local Expert (Your Home), Perception, Persuasion***

**155**

## **GETTING IT DONE**

***Skills at +4: Bribery, Bureaucracy, Business, Evasion, Human Perception, Pick Lock, Streetwise, Trading, Wardrobe & Style***

***Skills at +6: Handgun, Stealth***

***Cyberware: Cybereyes with paired Low Light/Infrared/UV, Color Shift, Cyberarm with Grapple Hand, Popup Ranged Weapon (Very Heavy Pistol), Realskinn™ Covering***

***Gear: Agent, Light Armorjack (SP 11), Very Heavy Pistol, Basic VH Pistol Ammo x50***

**► *ComPAny DRiveR***

***Cover Jobs: Valet, Personal Driver•True Job: Drives, pilots, and maintains the Team's vehicles.***

***Roll***

***INT***

***REF***

***DEX***

***TECH***

***COOL***

***WILL***

***MOVE***

***BODY***

***EMP***

***1***

***5***

***8***

***6***

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***Skills at +2: Athletics, Concentration, Conversation, Education, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion***

***Skills at +4: Brawling, Endurance, Evasion, Land Vehicle Tech, Pilot Air Vehicle, Pilot Sea Vehicle, Sea Vehicle Tech, Stealth, Tracking***

***Skills at +6: Drive Land Vehicle, Handgun***

***Cyberware: Radar/Sonar Implant, Cyberaudio Suite, Internal Agent, Homing Tracer, Radar Detector Gear: Light Armorjack (SP11), Very Heavy Pistol, Compact Groundcar with Seating Upgrade, Basic VH Pistol Ammo x50***

**► *ComPAny netRunneR***

***Cover Jobs: I.T. Engineer, Research Specialist•True Job: Netrunning and information gathering.***

***Roll***

***INT***

***REF***

***DEX***

***TECH***

***COOL***

***WILL***

***MOVE***

***BODY***

***EMP***

***1***

***6***

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***Skills at +2: Interface (Netrunner Role Ability), Athletics, Brawling, Concentration, Conversation, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion***



## **GETTING IT DONE**

***Skills at +4: Basic Tech, Cryptography, Cybertech, Education, Electronics/Security Tech (x2), Forgery, Library Search, Handgun, Stealth***

***Cyberware: Neural Link, Chipware Socket, Pain Editor, Interface Plugs, Cybereyes with Virtuality Gear: Agent, Light Armorjack (SP11), Cyberdeck (7 slots: Sword, Sword, Kil er, Worm, Worm, Armor), Very Heavy Pistol, Basic VH Pistol Ammo x50***

► ***ComPAny teChniCiAn***

***Cover Jobs: I.T. Engineer, Intern•True Job: Repairs Team's gear and weapons.***

***Roll***

***INT***

***REF***

***DEX***

***TECH***

***COOL***

***WILL***

***MOVE***

***BODY***

***EMP***

***1***

***8***

***8***

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***Skills at +2: Athletics, Brawling, Concentration, Conversation, Evasion, First Aid, Human Perception, Language (Streetslang), Local Expert (Your Home), Perception, Persuasion, Stealth Skills at +4: Education, Handgun, Weaponstech (x2)***

***Skills at +6 : Basic Tech, Cybertech, Electronics/Security Tech (x2)  
Cyberware: Tool Hand, Cyberaudio Suite, Internal Agent, Bug Detector,  
Audio Recorder Gear: Light Armorjack (SP11), Very Heavy Pistol, Basic  
VH Pistol Ammo x50***

***C***

***MAR***

***BY ADRIAN***

**[157](#)**





## **GETTING IT DONE**

*bACkuP (lAWmAn Role Ability)*

*The Lawman's Role Ability is Backup. Lawmen can call upon the help of a group of fellow bacKuP in acTion*

*law enforcers, 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 Slack is a Rank 4 Lawman*

*will be played by the GM.*

*working the midnight shift.*

*He gets pinned down*

*As a Lawman increases in Rank, they are likely to be promoted within their current law by a boostergang and*

*enforcement organization or to be recruited by law enforcement agencies that they can call s for backup using his*

*currently call Backup from.*

*Action, rol ing a 4 on the*

*d10, which is a success*

*When in danger, you can call on Backup from a group of your Backup Rank or because it is a result of his*

*lower. As an Action, you attempt to roll equal or lower than your Backup Rank on a d10*

*rank or lower! He rol s 1d6*

*to get someone to respond to your call. If you abuse this, your Boss will throw to see how many Rounds*

*you off the force or fine you as they see fit.*

*it will take for backup to*

*arrive and roll a 6! Not*

*After someone responds to your call, you roll a d6 to find out in how many Rounds your only does this mean that,*

*backup will arrive on the scene. If you roll a 6 on this roll, instead of your typical backup, in 6 Rounds, backup will*

*the backup that arrives will be of the next highest level of backup, unless you are Rank arrive, but also that instead*

*10, in which case two separate backup groups will arrive. If nobody responds to of 4 Local Beat Cops*

*your call, you can always try your backup call again next Turn.*

*responding, backup from*

*1 Backup tier higher, 2*

*heavy-firepower-wielding*

### **► Backup Ranks ◀**

*County Mounties will*

*Combat Number: A Skill Base used for both offense and defense. This number com-arrive. He takes cover and*

*uses both STAT and Skill for them. You will add a d10 roll to this value whenever prepares to hold out until*

attacking with their carried weapons or equipment or defending.  
Backup cannot *the cavalry charges to the*

dodge bullets.

*rescue..*

**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 and BODY STAT, important for movement and for some effects that reference the target's MOVE or BODY (like Death Saves).

► **bACkuP RAnk 1 AnD 2**

**Combat Number: 8•SP: 7•HP: 20•MOVE & BODY: 4**

**Corporate Security.** Four local renta-cops on the scene, arriving on foot. They carry Heavy Pistols and wear Kevlar®.

► **bACkuP RAnk 3 AnD 4**

**Combat Number: 10•SP: 7•HP: 25•MOVE & BODY: 5**

**Local Beat Cops.** Four local cops on the beat. They arrive in two Compact Groundcars. They carry Heavy Pistols and are armored in Kevlar®.

► **bACkuP RAnk 5 thRu 7**

**Combat Number: 14•SP: 13•HP: 35•MOVE & BODY: 4**

**Sheriff's Department.** Two local "County Mounties" patrol ing 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.



## GETTING IT DONE

### ► bACkuP RAnk 8

**Combat Number: 16•SP: 15•HP: 50•MOVE & BODY: 6**

**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.**

**There's a**

**tangled web**

**of treaties**

### ► bACkuP RAnk 9

**between public**

**and private law**

**Combat Number**

**enforcement**

**: 15•SP: 18•HP: 35•MOVE & BODY: 4**

**groups in**



**C-SWAT. Two heavy hitters from the Psycho Squad. They carry assault rifles and rocket launchers, wearing Night City. That**

**means they'll**

**Metalgear®. Will arrive from the air in an AV-4.**

**often help one**

**another out**

**and then send**

**► bACkuP RAnk 10**

**the bill for it to**

**the appropriate**

**Combat Number: 14•SP: 11•HP: 35•MOVE & BODY: 6**

**department**

**later.**

**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 Crew on a day-to-day basis, after the first time they are called the same 2 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: Accounting, Acting, Conceal/Reveal Object, Criminology, Cryptography, Deduction, Education, Forgery, Interrogation, Paramedic, Perception, Personal Grooming, Resist Torture/Drugs, Stealth, and Tracking.**

#### **oPeRAtoR (FixeR Role Ability)**

**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 in order 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 to them for a short time. [\(See pg. 338](#) for rules on setting up Night Markets) Haggle is the ability of the Fixer to strike a deal. When haggling with a person, you roll COOL + Trading Skill + Your Operator Rank + 1d10 against their COOL + Trading Skill + Their Operator Rank (if they are a Fixer) + 1d10. If you succeed, you can make 1 deal of your Operator Rank or lower. Only 1 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.**



## **GETTING IT DONE**

### ► Operator Ranks ◀

#### ► oPeRAtoR RAnks 1 AnD 2

**Contacts & Clients:** Local honcho, gang lord, local neighborhood leadership  
**Reach:** 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.

**Haggle:** If successful, you can get 10% more or less than market price when buying or selling.

**Grease:** You know the cultural ins-and-outs of your immediate neighborhood including all local gangs.

#### ► oPeRAtoR RAnks 3 AnD 4

**Contacts & Clients:** City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.

**Reach:** 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.

**Haggle:** If successful, when you buy 5 or more of the same item, you can get one more of that item for free.

**Grease:** You know how to get along well with at least 1 other culture in your area as well as gaining a single language you don't already know associated with that culture at Skill Level 4.

## ► oPeRAtoR RAnks 5 AnD 6

**Contacts & Clients:** Major City player, City politico, neighborhood celebrity.

**Reach:** Once per month, working with other Fixers of your rank, you can set up a Night Market. While at a Night Market that you have helped organize, you can always find a place to source up to Super Luxury items.

**Haggle:** If successful, you can negotiate the pay per person for a Job up 20%.

**Grease:** You know how to get along perfectly with 2 additional cultures (3 in total) in your area as well as gaining a single language which you don't already know associated with each culture at Skill Level 4.

**BY ADRIAN**

**MAR**

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## GETTING IT DONE

### ► oPeRAtoR RAnks 7 AnD 8

**Contacts & Clients:** Local Corp president, mayor or City manager, local celebrity.

**Reach:** 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.

**Haggle:** If successful, when buying a Luxury or Super Luxury item, you can pay half now and half in one month. *If you ever don't pay the second half on time, nobody will do this deal with you again.*

**Grease:** You know how to blend in perfectly with 3 additional cultures (6 in total) in your area as well as a gaining single language which you don't already know associated with each culture at Skill Level 4.

### ► oPeRAtoR RAnk 9

**Contacts & Clients:** Divisional Corp head, state or City zone politico, well known celebrity.

**Reach:** 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. When you set up a Night Market, you can choose to additionally set up a Midnight Market inside it, which gathers the leadership of the criminal underworld.

**Haggle:** If successful, you can get 20% more or less than market price when buying or selling.

**Grease:** You know how to blend in perfectly with not only many cultures in your area, but also with Corporate and governmental agencies.

## ► oPeRAtoR RAnk 10

**Contacts & Clients:** Major world leader, major Corporation head, world-famous celebrity.

**Reach:** 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.

**Haggle:** If successful, you can negotiate to double the pay per person for a Dangerous Job.

**Grease:** You can blend in seamlessly with almost any group, including very specialized or "tight" groups such as secret societies, cults, or exclusive membership groups.

**moto (nomAD Role Ability)**

The difference between most people and Nomads is that Nomads have better cars. The Nomad Role Ability is Moto.

## ► Nomad Vehicle Familiarity ◀

Being part of a Nomad Family means spending your life in the driver's 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 Air Vehicle, Pilot Sea Vehicle, Air Vehicle Tech, Land Vehicle Tech, or Sea Vehicle Tech Skill Check they make.

## ► Family Motorpool ◀

Whenever a Nomad increases their Role Ability Rank, they have the option of:

- Either adding a stock vehicle (with minimum specs) of their Moto Rank or lower to the pool of 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.

[161](#)



### GETTING IT DONE

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.



**More**

**If destroyed, the Family will fully repair any Family Vehicle for the Nomad, but it will take a week's time. The information**

**on vehicles**

**Nomad will also be expected to pay 500eb for the service. Even Family Heads pay this because it's a way of can be**

**saving face for damaging Family property. It might be waived if you are broke, but your reputation would suffer.**

**found on**

**[page 189](#)**

**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 the responsibility that entails. While leading by example, such a Nomad can have all 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 1,000eb a piece.**

**► Family motoRPool**

**Rank**

**Family Vehicle**

**1 to 4**

**Compact Groundcar, Gyrocopter, Jetski, Roadbike**

**5 to 6**

**Helicopter, High Performance Groundcar, Speedboat**



**7 to 8**

**AV-4, Cabin Cruiser, Superbike**

**9 to 10**

**Aerozep, AV-9, Super Groundcar, Yacht,**

**BY NEIL**

**BRANQUINHO**

**162**



## **GETTING IT DONE**

### **► Nomad Vehicle Upgrades ◀**

**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.**

### **► All vehiCles**

**Rank**

**Required**

**Upgrade**

**5**

**Armored Chassis: Armors the vehicle at SP13. Doesn't affect 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 sustain damage individually.

**Communications Center:** Easily accessible touchscreen console with onboard Agent and storage space loaded with removable tech: **6 Radio 1**

**Communicators, 6 Scrambler/Descramblers, a Radio Scanner/Music Player, a Homing Tracer with 6 button-sized linked tracers, and an Audio Recorder.**

**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

**1**

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.

**Onboard Flamethrower:** A Flamethrower you can mount front, side, or back-facing on the exterior of a vehicle. The driver can fire it using their Action. Cannot be reloaded while driving.

**1**

**Weapon cannot be removed and cannot accept weapon attachments.**

**Multiple upgrades can be installed.**

**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. The driver can fire it using their Action. Cannot be reloaded while driving.

**1**

**Weapon cannot be removed and cannot accept weapon attachments.**

**Multiple upgrades can be installed.**

**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, 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/yds into the air above the vehicle, through a trapdoor mechanism in the ceiling of the vehicle, if needed.**

**1**

**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.**

**Security Upgrade: Replaces all the locks on the vehicle with DNA locks, which can be set up to accept a thumbprint, iris scan, blood sample, or any other desired biometric method. 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 5**

**had been hit in the body by a Stun Baton if they are within two m/yds 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.

**Smuggling Upgrade:** Upgrades the vehicle with two onboard Hidden Holsters (exactly the same rules-wise as the Cyberware of 1

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.

[163](#)



## [GETTING IT DONE](#)

► All vehiCles exCePt bikes, Jetskis, GyRoCoPteRs

Rank

Required

Upgrade

1

**Heavy Chassis:** Adds 20 SDP to the vehicle. This doesn't affect 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.

**Onboard Rocket Pod:** A Rocket Launcher with a drum of three rockets that you can mount front facing on the exterior of a vehicle.

**The driver can fire it 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...? Requires Heavy Chassis.**

**Vehicle Heavy Weapon Mount: Upgrade transforms one of the vehicle's seats into a swiveling mount for any two-handed ranged weapon, which can be fired by a passenger using their Action. The passenger also can reload this mounted weapon while the vehicle is in motion. This weapon can be removed or reinstalled using an Action. The first time a Nomad upgrades one of their vehicles with one of these, their Family will 5**

**include with it a Tsunami Arms Helix, Rhinemetall EMG-86 Railgun, or Militech "Cowboy" U-56 Grenade Launcher as a gift, but all others are up to the Nomad to source. If the vehicle has Bulletproof Glass, a bubble of the same glass protects the gunner.**

**Multiple upgrades can only be installed on Cabin Cruisers, Yachts, Aerozepps, and Groundcars that already have the Housing Capacity Upgrade installed. Requires Heavy Chassis.**

**► All lAnD AnD seA vehiCles**

**Rank**

**Required**

**Upgrade**

**Onboard Melee Weapon: A Very Heavy Melee Weapon you can mount front, side, or back facing on the exterior of a vehicle. The driver 1**

**can attack with it using their Action. Weapon cannot be removed. Multiple upgrades can be installed.**

## ► All lAnD vehiCles

**Rank**

**Required**

**Upgrade**

**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.

**AV-4 Engine Upgrade:** This upgrade adds a vectored thrust turbofan engine to the vehicle, allowing flight! As far as movement is concerned, 7

treat the vehicle as an AV-4 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.

## ► All lAnD AnD seA vehiCles exCePt bikes AnD Jetskies

**Rank**

**Required**

**Upgrade**

**Combat Plow:** Whenever you slam the front of the vehicle into a piece of cover, another vehicle, or an unlucky pedestrian your vehicle doesn't 1

take any damage and nobody in your vehicle suffers 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 increases by 2d6.



## ► All GRoundDCARDs

**Rank**

**Required**

**Upgrade**

**Deployable Spike Strip:** Can be deployed by the driver as an Action. When deployed, any closely trailing vehicles with tires must make a DV17

**1**

**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 SP is multiplied by 2). Replacement spike strips are 10eb (Cheap). Multiple upgrades 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.

## ► AeRoZeP, Av-4, CAbin CRuiseR, GRoundDCARs, yACht

**Rank**

**Required**

**Upgrade**

**Housing Capacity:** When installed in a Groundcar or AV-4, this upgrade adds a sleeping area with 1 bed, a toilet, a shower, and a small kitchen 1

to the vehicle, turning it into a Kombi. When installed in a Cabin Cruiser, Yacht, or Aerozep, the upgrade instead adds one room to the vehicle.

**Requires a Heavy Chassis on Compact Groundcar and High Performance Groundcar. .**



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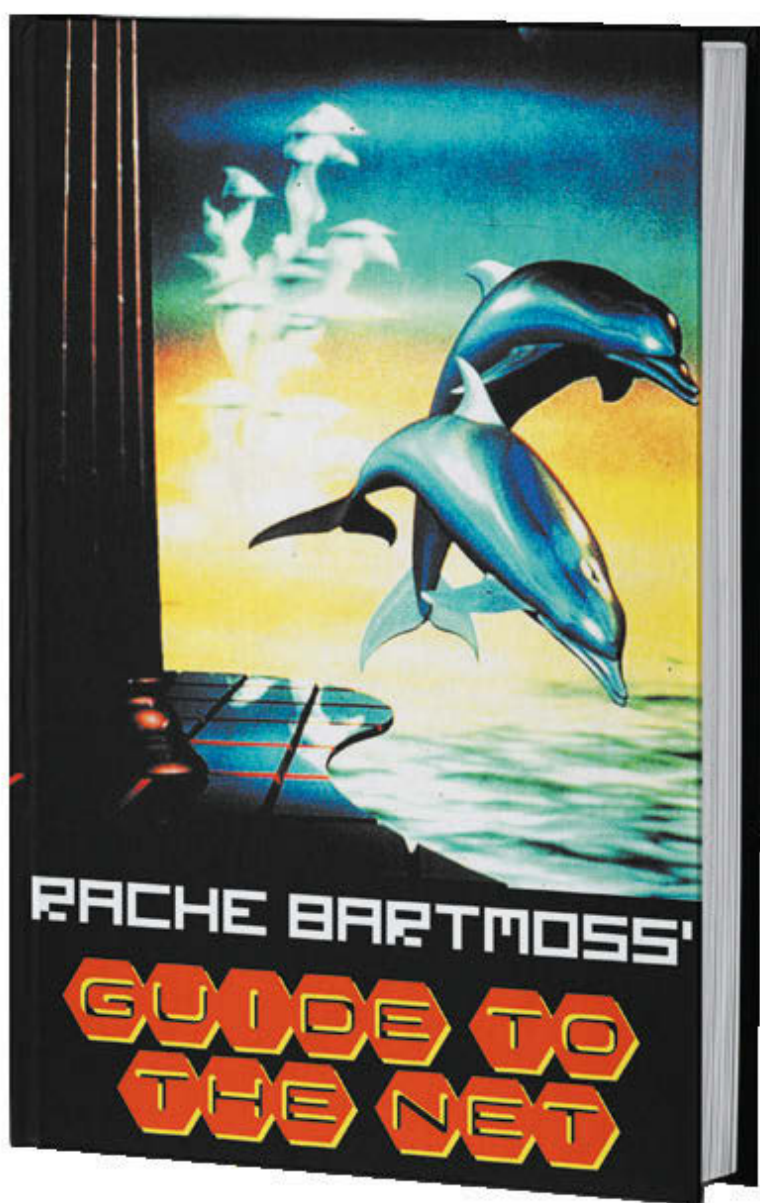
BY ADRIAN

[165](#)



# THE Garden







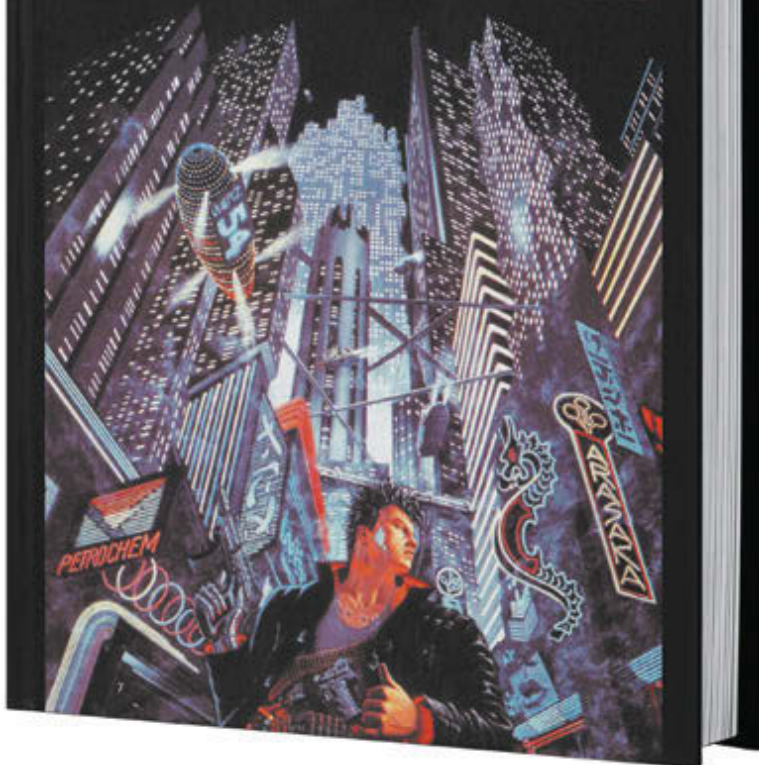
# THE ENFORCER'S HANDBOOK

BY  
MORGAN BLACKHAND

FAX ON FILE™

# NIGHT CITY

TRAVEL GUIDE 2020



# NEAR ORBIT

*In space, no one  
can hear you moan*



by Puddleforge and Olam





**10:19 AM**

**Books**

**popular keywords**

**mr studd**

**lastknmeal**

**uncle bob**

**x3 s league**

**highshelfg**

**food truck**

**since you enjoyed *I Was There* by C.J. O'Reilly...**

**Rache Bartmoss' Guide to the Net**

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The 2020 edition. This book

Netrunner who ever lived.

used to be a guide for visitors

to Night City. Now it's a history

"Grab your cyberdeck, chip in your hottest soft-

lesson. Learn what Richard

ware, activate your reflex boost, and get ready

Night's visionary utopia was like

to tour the NET with Rache Bartmoss. It's a ride

back before the bomb blew and

you won't forget." —Rache Bartmoss

the skies bled red.

The Enforcer's Handbook

Near Orbit

*by Morgan Blackhand*

*by Puddleforge and Olam*



***13 copies available!***

***1 copy available!***

**A classic and torrid tale of love**

**"A lot of battles get won before the first shot is**

**between a synthcoke-addicted**

**fired. When your eyes meet his, and he knows**

**Megacorp executive and a**

**that you're wil ing to pay the price in blood. His**

**Highrider who knows more**

**blood, your blood—it doesn't matter to you.**

**about screwdrivers and solar**

**You're committed."**

**panels than stock options and**

**—Morgan Blackhand**

**spreadsheets.**







**BY NEIL BRANQUINHO**

**Frida**

**Frid y**

**a night**

**y**

**firefight**

**night**

**fa**

**f s**

**a t**

**s .**

**t violent**

**.**

**. cyberpunk red**

**violent**

**.**

**. cyberpunk red**

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).

167



## FRIDAY NIGHT FIREFIGHT

### In Combat Time

We've already discussed how time flows in a *Cyberpunk RED* game on [pg. 126](#). Now, let's talk about when things get violent or very specific. This is when you absolutely need to know who's faster and a Skill Check (covered in-depth on [pg. 128](#)) isn't gonna cut it. . you are definitely in combat. Roll Initiative!

### initiative And CombAt time

To recap, 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 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 1 Move Action and 1 Action**

## **Actions**

**Actions are the meat of your Turn in *Cyberpunk RED*. Here are the basic uses for your Action in combat.**

**Combat-focused Actions are explained in greater detail later in this section.**

## **► CombAt ACtions in bRief**

### **Action**

### **Data**

### **Move Action**

**Move up to as many m/yds as your MOVE STAT x 2 each Turn (or squares equal to your MOVE STAT).**

### **Attack**

**Make a Melee or Ranged Attack.**

### **Choke**

**Choke an opponent you have Grabbed.**

### **Equip/Drop Shield**

**Equipping and dropping a Shield takes an Action. See Using Shields later in this section on [pg. 183](#).**

### **Get into a Vehicle**

**Get into a Vehicle. See Vehicle Combat later in [this section on pg. 189](#).**

## Get Up

**Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.**

## Grab

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

## 168



## FRIDAY NIGHT FIREFIGHT

### Action

### Data

### Hold Action

**Hold an Action until later in the Initiative Queue. You must choose a specified event to trigger the Action or a specific number in the Initiative Queue when the action occurs as well as what the Action is, and what its intended target is.**

### Human Shield

**Equip an opponent you have Grabbed as a Human Shield.**

### Reload

**Fully reload and replace a weapon's magazine with a single ammunition type.**

## **Run**

**Take an additional Move Action, but only if you have already taken a Move Action this Turn.**

## **Start a Vehicle**

**Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue.**

**Stabilize a target to begin the natural healing process or pull them out of the Mortally Wounded Wound State to save Stabilize**

**their life. See on [pg. 222](#).**

## **Throw**

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

## **Use NET Actions**

**Perform multiple NET Actions inside the NET. See Netrunning Section for how to use [NET Actions on pg. 197](#).**

**Manipulate an object in a way that doesn't require a Skill. Drawing an easily accessible weapon into a free hand or Use an Object**

**dropping a held weapon (not a shield) onto the floor does not require this Action but stowing a held weapon on your person does.**

## **Use a Skill**

**Use one of your Skills to accomplish a quick 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.**

## **Vehicle Maneuver**

**Use your Action while driving to focus entirely on making a dangerous Maneuver.**

### **Actions in Detail**

**Here are some specifics you may want to know about**

**These are called 2 Rate of Fire Attacks (or 2 ROF).**

**certain Actions.**

**All attacks from 2 ROF sources can be "split" across**

**a Move Action. You can move, shoot, move, shoot,**

**No matter how**

**m**

**many weapons**

**ove Action**

**move. You can even make a single attack from each**

**you're holding,**

**of two different 2 ROF sources by "Splitting" your**

**you can never**

**Every Turn, a Character gets a Move Action, which**

**make more**

**two attacks across the two of them, allowing them**

**can only be used to move a number of m/yds equal**

**than two Attack**



both to be used in a single Turn. So yes, you can

Checks as part

to their MOVE x 2, or a number of squares (if playing  
of an Action.

use the Heavy Pistol in your left hand to take a shot  
on a grid) equal to their MOVE, which can include  
down the hal way, then walk down that disgusting

You also can't

moving diagonal y. If you are playing on a grid, you  
attack with two

hal way to stab your victim with the machete in your  
cannot stop in between the squares.

1 ROF weapons

right hand.

in the same

Action, even

► Prone ◄

Attacks from 1 ROF sources are slower, and take

if you're dual

wielding them.

When you are Prone, you can't use your Move Action your whole Attack Action, but you can still split movement around them.

### ► Split Movement and ROF ◀

### ► Other Forms of Movement ◀

Combat in *Cyberpunk RED* is fast-paced and Swimming, Climbing, and Jumping with a running fluid. Whenever you Move using your Move Action, start all cost 2 m/yds of movement for every m/yd you can take your Action in the middle of that Move traveled or 2 squares for every 1 square. When Action, and then keep Moving afterwards. We call this jumping from standing you can clear half the distance that you could with a running start. See Taking Splitting, and it's not just for Move Actions. Some types of attacks are faster than others, capable of striking/ Damage later in this section ([pg. 180](#)) for more on shooting twice with a single Attack Action. falling and drowning.







## **FRIDAY NIGHT FIREFIGHT**

### **Aimed shots**

**At a maximum of 1 ROF you can aim a single Ranged or Melee Attack by ranGed combaT**

**taking your entire Action and a -8 to your Check to aim for any of these examPLe**

**special areas. If you hit, you deal the attack's damage as normal, and you also get an additional effect based on the special area you aimed for.**

***Royal lines up a Single Shot***

***on a rapidly approaching***

**Aiming for...**

**Effect**

***naked booster 24m/yards***

***away with his Assault Rifle.***

**Head**

**Multiply the damage that gets through your target's head armor by 2.**

***According to the Range***

***Table, he need to beat a***

**Held Item**

**If a single point of damage gets through your target's body armor, your target drops one DV15. He rol s 1d10, gets**

item of your choice held in their hands. It lands on the ground in front of them.

*a 4, and adds his 8 REF*

**Leg**

If a single point of damage gets through your target's body armor, your target also suffers

*+ 6 Shoulder Arms Skil .*

the Broken Leg Critical Injury if they have any legs left that aren't broken.

*With an 18, it's a hit! He*

*rolls weapon damage*

*(5d6) and gets 25, blasting*

*the booster straight into*

**DRAwinG, DRoPPinG, AnD stowinG**

*Mortal y Wounded. Royal*

Drawing an easily accessible weapon into a free hand isn't an Action. Dropping a held *wishes all the idiots he has*

weapon to the ground isn't an Action but stowing it on your person *is* an Action. One *to shoot took this booster's advice and showed*

exception: equipping and dropping a Shield takes an Action. See Using a Shield later *up to the party without*

in this section on [pg. 183](#).

*wearing armor and without*

*bothering to at least get*

## **ReLoAD**

*Skinweave implanted.*

*At the beginning of the*

**Sometimes, you empty the clip. You can use an Action to fully reload and replace a *booster's turn they fail their***

**magazine with a single ammunition type. You can't mix ammunition types in a magazine.**

*Death Save and die.*

## **Ranged Combat**

**Ranged combat includes any attack made at a distance. Let's look at what is on offer in the Dark Future.**

**how to ReAD 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. Below the magazine size you can find the type of ammunition the weapon fires.

**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.



## **FRIDAY NIGHT FIREFIGHT**

**Can be Concealed? :** 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. 173](#).

**Cost:** What the weapon costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).

**Weapon**

**Weapon**

**Single Standard Rate Hands**

**Can be**

**Type**

**Skill**

**Shot**

**of Fire**

**Damage Magazine (ROF) Required**

**Concealed?**

**Cost**

**Medium**

**12**



**50eb**

**Handgun**

**2d6**

**2**

**1**

**YES**

**Pistol**

**(M Pistol)**

**(Costly)**

**Alt. Fire Modes & Special Features: None**

**Heavy Pistol**

**8**

**100eb**

**Handgun**

**3d6**

**2**

**1**

**YES**

**(H Pistol)**

**(Premium)**

**Alt. Fire Modes & Special Features: None**

**Very Heavy**

**8**

**100eb**

**Handgun**

**4d6**

**1**

**1**

**NO**

**Pistol**

**(VH Pistol)**

**(Premium)**

**Alt. Fire Modes & Special Features: None**

**SMG**

**30**

**100eb**

**Handgun**

**2d6**

**1**

**1**

**YES**

**(M Pistol)**

**(Premium)**

**Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire  
Heavy SMG**

**40**

**100eb**

**Handgun**

**3d6**

**1**

**1**

**NO**

**(H Pistol)**

**(Premium)**

**Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire  
Shotgun**

**4**

**500eb**

**Shoulder Arms**

**5d6**

**1**

**2**

**NO**

**(Slug)**

**(Expensive)**

**Alt. Fire Modes & Special Features: Shotgun Shell**

**Assault Rifle**

**25**

**500eb**

**Shoulder Arms**

**5d6**

**1**

**2**

**NO**

**(Rifle)**

**(Expensive)**

**Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire  
Sniper Rifle**

**4**

**500eb**

**Shoulder Arms**

**5d6**

**1**

**2**

**NO**

**(Rifle)**

**(Expensive)**

**Alt. Fire Modes & Special Features: None**

**Bows &**

**N/A**

**Premium**

**Archery**

**4d6**

**1**

**2**

**NO**

**Crossbows**

**(Arrow)**

**(100eb)**

**Alt. Fire Modes & Special Features: Arrows**

**Grenade**

**2**

**500eb**

**Heavy Weapons**

**6d6**

**1**

**2**

**NO**

**Launcher**

**(Grenade)**

**(Expensive)**

**Alt. Fire Modes & Special Features: Explosive**

**Rocket**

**1**

**500eb**

**Heavy Weapons**

**8d6**

**1**

**2**

**NO**

**Launcher**

**(Rocket)**

**(Expensive)**

**Alt. Fire Modes & Special Features: Explosive**

**171**



## **FRIDAY NIGHT FIREFIGHT**

**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***

**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 [on pg. 186.](#)**

**BY RICHARD**

**BAGNALL**

**[172](#)**

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100





## **FRIDAY NIGHT FIREFIGHT**

► sinGle shot Dvs bAseD on RAnGe

**Weapon Type**

**0 to 6**

**7 to 12**

**13 to 25 26 to 50 51 to 100 101 to 200 201 to 400 401 to 800**

**m/yds**

**m/yds**

**m/yds**

**m/yds**

**m/yds**

**m/yds**

**m/yds**

**m/yds**

**Pistol**

**13**

**15**

**20**

**25**

**30**

**30**

**N/A**

**N/A**

**SMG**

**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**

**15**

**13**

**15**

**17**

**20**

**22**

**N/A**

**N/A**

**& Crossbow**

**Grenade Launcher**

**16**

**15**

**15**

**17**

**20**

**22**

**25**

**N/A**

**Rocket**

**17**

16

15

15

20

20

25

30

**Launcher**

**AlteRnAte FiRe moDes AnD sPeCiAl FeAtuRes**

► **Autofire** ◀

In *Cyberpunk RED*, Autofire has been reworked for speed of play. Instead of directly auTofire examPLe

modeling individual bul ets, we've moved to modeling patterns of bul ets. Being skill ed at keeping an automatic gun on target al ows you to bring out the best in Autofire.

*Royal is backed into a*

*corner by a particularly*

When you use Autofire, it costs an Action and 10 bul ets. If you don't have 10

*large nude boosterganger*

bullets remaining in your clip, you can't use Autofire. You use the Autofire *seeking revenge for what*

Skill instead of the weapon's typical Weapon Skill. Additionally, instead of the weapon's *happened last week* ([see](#)

entry on the Range Table, you use its entry on the Autofire Range Table. Autofire

[pg. 170](#)). *Royal fires his*

cannot be used to make an Aimed Shot.

*assault rifle in glorious*

*Autofire Mode. According*

Targets with REF 8 or Higher can still choose to attempt to dodge your Autofire.

*to the Autofire specific*

*Range Table, he needs to*

If you hit, roll 2d6 for damage, and multiply it by the amount you beat *beat a DV15 to hit a target*

the DV to hit your target, up to a maximum denoted by the weapon's *14 m/yds away. Royal rolls*

Autofire (3 for SMGS, 4 for Assault Rifles). This number is the amount of damage *1d10, gets a 5, and adds*

that Autofire dealt. If both dice came up 6, you've also inflicted a Critical Injury (see *his 8 REF + 6 Autofire Skill*,

[pg. 187](#))! The Defender's armor reduces the damage you do, as detailed later in this *for a total of 19. Since he*

section on [pg. 186](#).

*beat the Autofire DV15 by*

*4, he rolls 2d6 for damage,*

► A

*getting 10, and multiplies*

**AutoFire Dvs baseD on Range**

*the result by 4, the amount*

*he beat the Autofire DV by,*

**Weapon Type**

**0 to 6**

**7 to 12**

**13 to 25**

**26 to 50**

**51 to 100**

*for a total of 40 damage.*

**m/yds**

**m/yds**

**m/yds**

**m/yds**

**m/yds**

*Ouch! Hope this one has*

*Skinweave!*



**SMGs**

**15**

**13**

**15**

**20**

**25**

**Assault Rifle**

**17**

**16**

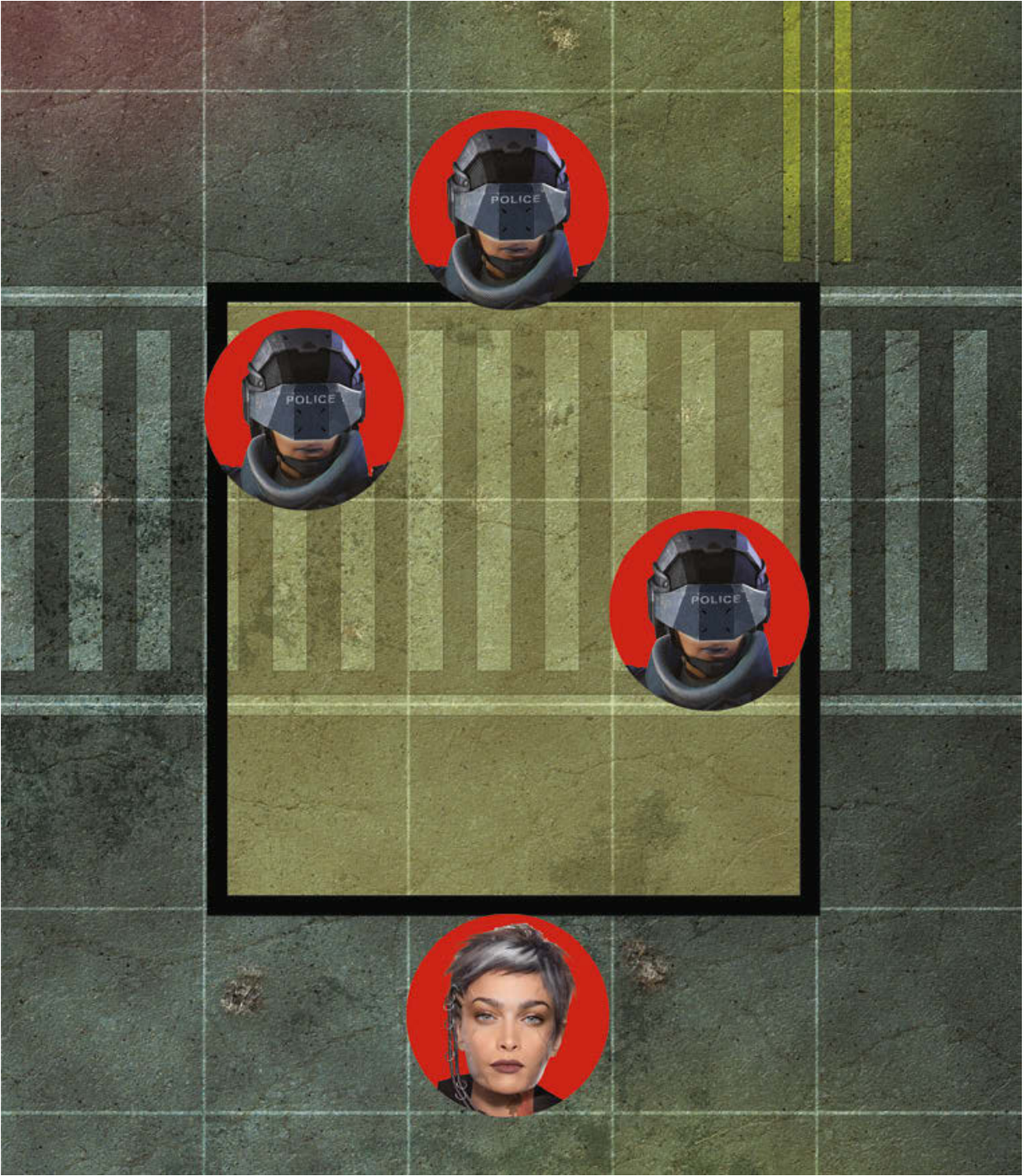
**15**

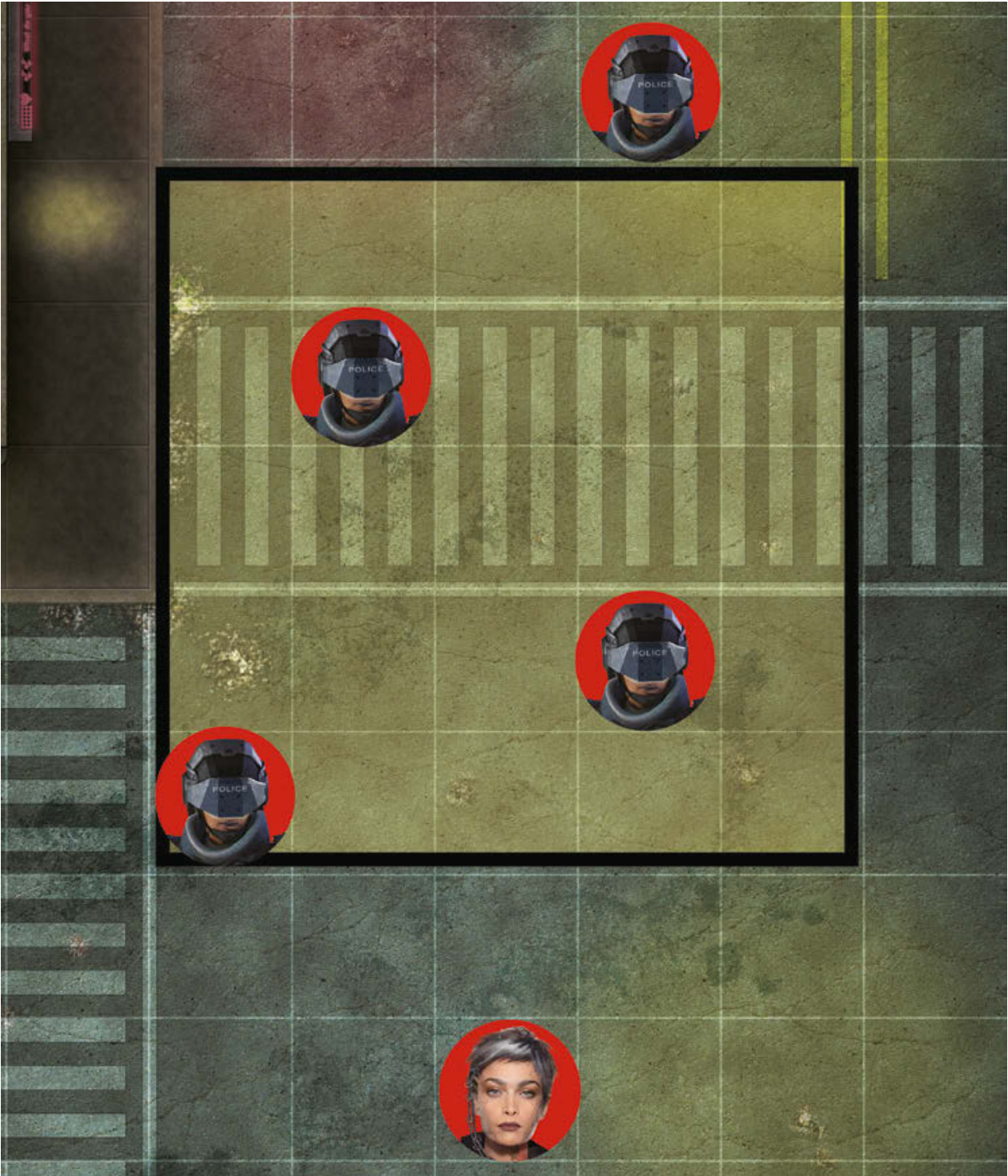
**13**

**15**

**[173](#)**







## FRIDAY NIGHT FIREFIGHT

► Arrows ◀

damage if you hit. You roll damage once for all targets.



**Bows and Crossbows fire Arrows. Because  
The Defender's armor will reduce the damage you do,  
loading an Arrow is part of attacking with a Bow  
as detailed later in this section on [pg. 186](#).  
or Crossbow, you never need to Reload a  
Individual targets with REF 8 or Higher can still  
Bow or Crossbow using the Reload Action.  
choose to attempt to dodge your Shotgun Shell.  
Additionally, Basic Arrows can always be retrieved  
after they are fired, making buying basic ammunition**

### **► Explosives ◀**

**for these weapons almost a one-time investment.  
All explosives weapons deal their damage to all**

### **► Suppressive Fire ◀**

**targets (including the terrain) in a 10m/yd  
When you use Suppressive Fire, it costs an Action and  
by 10m/yd area (5 Square by 5 Square), the  
To learn about  
throwing  
10 Bul ets. If you don't have 10 Bullets remain-**

center of which is your intended target (which is a 2m/  
grenades go to

ing in your clip, you can't use Suppressive

yd by 2m/yard square, not an individual). You only

[Page 177](#)

Fire.

roll damage once for all targets.

Everyone on foot within 25 m/yds, out of cover, and

If you roll under the DV required to hit your intended

in your line of sight must roll WILL + Concentration

target, the GM decides where in that 10m/yard by

+ 1d10 against your REF + Autofire Skill + 1d10.

10m/yard square centered on your intended target

Anyone that fails must use their next Move Action to

the explosive actually landed, and it instead damages

get into cover. If that Move Action would be insufficient

a 10m/yard by 10m/yard square around that point.

to get into cover, they must also use the Run Action to

Anyone with REF 8 or higher can choose to indi-

get into cover or as close to cover as possible.

vidually dodge the blast by rolling higher than your

## ► Shotgun Shells ◀

original Check, placing themselves outside of the blast area if they succeed.

In addition to Slugs, Shotguns can also fire Shotgun Shells. You can't make an Aimed Shot with a Shotgun

An explosive blast will not damage a target behind

Shell. When you fire a Shotgun Shell, you make 1

cover that its damage would be insufficient to destroy.

Ranged Attack (REF + Shoulder Arms + 1d10) vs. a

However, if the damage from the explosive would be

DV13. If successful every target in front of you, within

sufficient to destroy the cover, the individual is no

6m/yds (3 squares), that you can see, takes 3d6

longer behind cover and they take full damage.

## ► shotGun shells exAmPle

## ► exPlosives exAmPle

Won't Hit

Won't Hit

Might Hit

**Might Hit**

**Might Hit**

**Might Hit**

**Might Hit**

**174**







## **FRIDAY NIGHT FIREFIGHT**

### **MELEE COMBAT**

**You couldn't find a gun. There's never one around when you *really* need it. You figure the meLee combaT**

**kids down the hall stole it, or you dropped it behind the dumpster (where you stashed that examPLe**

**body) again. Looks like you're going to have to fall back on Melee Combat.**

***After his set, Rico Rico, a***

**Melee combat is using weapons that you swing or stab. It also applies to anytime you *Rockerboy, is accosted by***

**use the parts of your body (like feet, hands, head, etc.) to strike an opponent.**

***two clowns (not Bozos,***

***h***

***thankfully) who didn't like***

**ow to ReAD the melee weAPon tAble**

***his sound. The Combat***

***Zone is a tough place to***

**Melee Weapon Type: The classification of the melee weapon.**

***play as a solo act. The***

**Example Melee Weapons:** A few examples of the classification of melee weapons.

*assailants set upon Rico*

*Rico with broken bottles*

**Number of Hands Required:** How many hands you need to hold the weapon and *(light melee weapons)* at

use it. In the case of melee weapons the number of hands required is based on what *first. They attack Rico Rico*

the weapon is and not its classification.

*with their DEX + Melee*

*Weapon Skill + 1d10, vs.*

**Damage:** The damage of a single attack from the weapon.

*Rico Rico's DEX + Evasion*

**Rate of Fire (ROF):** How many times the weapon can be swung with a single Attack *Skill + 1d10. Melee attacks*

Action.

*are made at 2 ROF,*

*meaning 2 potential hits*

**Can be Concealed? :** If the weapon can be concealed with the Conceal/Reveal *per Attack Action, so with*

Object Skill under clothing.

*two assailants, Rico Rico*

*has to dodge the clown's*

**Cost:** What the weapon costs in the main currency in Night City, the Eurobuck. The *broken bottles four times*

**Price Category** of the item is listed below its cost. See **Buying and Selling** [on Page](#)

*before he gets a turn. He*

[385.](#)

*dodges three attacks, but*

*the fourth hits him and rolls*

*a 6 for damage. Damage*

*dealt by Melee Weapons*

**Melee**

**Example**

**# of**

*ignores half of the defend-*

**Weapon**

**Melee**

**Hands**

**Damage ROF**

**Can be**

*er's armor (round down),*

**Type**

**Weapons**

**Required**

**Concealed?**

**Cost**

*so Rico Rico's SP11 Light*

*Armorjack is treated as*

**Light Melee**

*SP5, meaning 1 damage*

**Combat Knife,**

**50eb**

**Varies by type**

**1d6**

**2**

**YES**

*slips through. Rico Rico's*

**Weapon**

**Tomahawk**

**(Costly)**

*Light Armorjack is also*

**Medium**

*Ablated, which decreases*

**Melee**

**Baseball Bat,**

**50eb**

**Varies by type**

**2d6**

**2**

**NO**

*it's SP by one to 10.*

**Crowbar, Machete**

**(Costly)**

**Weapon**

**Heavy**

**Melee**

**Lead Pipe, Sword,**

**100eb**

**Varies by type**

**3d6**

**2**

**NO**

**Spiked Bat**

**(Premium)**

**Weapon**

**Very**

**Chainsaw,**

**Heavy**

**Sledgehammer,**

**500eb**

**Varies by type**

**4d6**

**1**

**NO**

**Melee**

**Helicopter Blades,**

**(Expensive)**

**Weapon**

**Naginata**

**175**



**FRIDAY NIGHT FIREFIGHT**

## **melee weAPons in CombAt**

**Trained use of a melee weapon includes fencing, knife fighting, and 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. Very Heavy Melee Weapons can't attack twice in an Attack Action.**

**Melee weapons must be wielded in the number of hands that they were designed for, 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.**

## **ResolvinG melee CombAt**

**Melee Combat is resolved:**

**Attacker's DEX + Relevant Melee Attack Skill + 1d10**

**vs.**

**Defender's DEX + Evasion Skill + 1d10**

**With the exception of Very Heavy Melee Weapons, all Melee combat is 2 ROF, allowing for 2 strikes to be made with every Attack Action. Targets must be in your reach (2m/yards).**

**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 on pg. 186.](#)**

## **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 (but higher if your BODY is 7+). Brawling is also the Skill used for initiating and defending against a Grapple. When dealing damage, a Brawling attack does not ignore half the Defender's armor.**

## **BODY**

**4 or Under**

**5 to 6 (or  $\leq 4$  w/**

**Cyberarm)**

**7 to 10**

**11 or Higher**

## **Damage**

**1d6**

**2d6**

**3d6**

**4d6**

**[176](#)**







## **FRIDAY NIGHT FIREFIGHT**

### **► Grab ◀**

**Throwing your target ends your Grapple with them**

**As an Action you can grab and hold someone, take (freeing you both of the -2 to all Actions imposed by an object they are carrying, or escape a grapple. You being either participant in a Grapple), and leaves need a free hand to initiate a Grab, which cannot them Prone, unable to use their Move Action until they be used to do anything else for the duration of any use the Get Up Action.**

**Grapple that results from the Grab.**

**If you want to Throw an object, you can do so by**

**To determine the outcome of a Grab, both you and using an Action to make a Ranged Attack using DEX your target within your reach roll DEX + Brawling + Athletics + 1d10, up to a maximum of 25m/yds, Skill + 1d10. If you win, you can choose to either using the Grenade Launcher DV entry on the range grab hold of the Defender or take one object the**

**table. If you are throwing the object at a person that**

**Defender is holding in their hands into a free hand.**

**can dodge bullets, they can choose to dodge your**

**object as well. Melee weapons deal their stated**

**If you win and choose to grab hold of the Defender**

**damage when thrown, but don't halve SP. Grenades**

**instead of their stuff, both of you are now considered**

**to be in a Grapple and take a -2 to all Actions for as**

**deal the same damage as they would when fired from**

**long as you both remain in a Grapple.**

**a grenade launcher. An improvised thrown weapon**

**does as much damage as the GM thinks it would.**

**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 more than two arms. The Attacker can end the**

**Grapple at any time without using an Action, but the**

**Defender, or any other 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 them.

## ► Choke ◀

If you are currently the Attacker in a Grapple, you can use an Action to Choke the Defender you are grap-

TANCUR BE

pling, dealing your BODY STAT directly to their Hit GO

Points in damage. If damage dealt by a Choke would reduce a target with more than 1 HP to less than 0

ANTIA

HP, they are instead left at 1 HP and are Unconscious.

BY S

This damage ignores the Defender's armor

and doesn't ablate it. Additionally, if you Choke

the same target for 3 successive Rounds, they go

Unconscious regardless of their Hit Point total.

## ► 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.**

**177**







## **FRIDAY NIGHT FIREFIGHT**

### **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 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 to 6**

**7 to 10**

**11 or Higher**

### **Damage**

**1d6**

**2d6**

**3d6**

**4d6**

### **Martial Arts Attacks /Special**

**Move Resolutions are made**

**using:**

**DEX + That Form's Skill + 1d10**

**vs.**

**Defender's DEX + Evasion + 1d10**

**or DV\***

**BY NEIL**

**\*for some Special Moves**

**BRANQUINHO**

**FoRms AnD 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 section.**

**178**





**DATA**

## **FRIDAY NIGHT FIREFIGHT**

### ► Shared Special Moves ◀

attempt to beat a DV15. If you succeed, the target you hit twice this Turn has all their worn armor ablated by

### ► ReCoveRy

an additional two points.

**No Requirement: All Martial Arts Forms may use this Move.**

### ► bone bReAkinG stRike

Whenever you use the Get Up Action, you can

**Requirement: WILL 8 or higher**

attempt to beat a DV13 with the Martial Arts Special

**Instead of making 2 Attacks with your Martial Arts**

**Move Resolution. If you succeed, that Get Up Action**

**Attack Action you can choose to make a Bone**

**didn't cost an Action.**

**Breaking Strike. Use your Action to use the Martial**

**There's more**

**Arts Special Move Resolution against a single target in**

**info on Critical**

**Injuries on**

► **Aikido** ◀

**Melee range. If you hit, your target suffers the Broken**

**[page 187](#).**

*This soft form practices sweeping hand and body*

**Ribs Critical Injury in addition to your Martial Arts**

*techniques to lock and disarm opponents, turning their*

**Attack damage. If they already had this Critical Injury,**

*power against themselves.*

**they do not suffer another Critical Injury.**

**If you take a -8 to your Check, you can instead use**

► **DisARminG CombinAtion**

**this Special Move to target your opponent's head**

**Requirement: You hit the same target with a**

**location just like making an Aimed Shot, declaring**

**Brawling Attack and a Martial Arts Attack this Turn.**

**you are doing so when you roll. If you hit, your target**

**instead suffers the Cracked Skull Critical Injury, after**

**Once per Turn when you fulfill this requirement, you damage is calculated. If they already had this Critical can use the Martial Arts Special Move Resolution Injury, they do not suffer another Critical Injury. to attempt to beat a DV15. If you succeed, any one object held in the hands of the target you hit twice this**

### **► Judo ◀**

**Turn is either held by you or is on the floor.**

***This soft form practices grabs, throws, and escapes.***

### **► iRon GRiP**

### **► CounteR thRow**

**Requirement: You have a target successful y**

**Requirement: You dodged all Melee Attacks**

**Grabbed that isn't already affected by Iron Grip.**

**that were targeted at you since your last Turn.**

**Once per Turn when you fulfill this requirement,**

**Once per Turn when you fulfill this requirement, as an**

**as an Action you can use the Martial Arts Special**

**Action you may use the Martial Arts Special Move**

**Move Resolution to attempt to beat a DV15. If you**

**Resolution to attempt to beat a DV15. If you succeed  
succeed, the target you are grappling makes all future  
against the DV, you use the Throw Action on one target  
attempts to escape this Grapple at an additional -2.  
in melee range whose Melee Attack you dodged to  
Additional y, until the Grapple is broken, your target  
satisfy this move's requirement. This throw cannot be  
avoided. If you beat your DV, they are getting thrown.  
cannot make any Ranged Attacks.**

**You don't need to be grappling them.**

## **► Karate ◀**

## **► GRAB esCAPE**

*This hard form practices strikes and blows designed  
to break an opponent's bones or armor.*

**Requirement: You hit a target that is grappling  
you with 2 Melee Attacks this Turn.**

## **► ARmoR bReAkinG CombinAtion**

**Once per Turn when you fulfill this requirement, you**

**Requirement: You hit the same target with a**

**can use the Martial Arts Special Move Resolution to**

**Melee Weapon and a Martial Arts Attack this Turn.**

**attempt to beat a DV15. If you succeed, you are no**

**longer grappled by the target you hit twice, and they**

**Once per Turn when you fulfill this requirement, you**

**suffer the Broken Arm Critical Injury if they didn't have**

**can use the Martial Arts Special Move Resolution to**

**it already. You pick the arm.**

**179**



## **FRIDAY NIGHT FIREFIGHT**

### **► Taekwondo ◀**

**Other Ways to get Hurt**

*This hard form practices high kicks and precision*

*strikes to break through defenses and cause severe*

*beSideS gunS and Sharp thingS*

*injury through attacking pressure points.*

### **► PResSuRe Point stRike**

**beinG on FiRe**

**Requirement: WILL 8 or higher.**

**When you are On Fire, until you use an Action to put yourself out, you take an amount of damage direct Instead of making 2 Attacks with your Martial Arts to your HP at the end of your Turn. Your armor isn't Attack Action you can choose to make a Pressure ablated. Remember that each Turn is only three Point Strike. Use your Action to use the Martial Arts seconds. This adds up.**

**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 Intensity**

**Example**

**Effect**

**Attack damage. If they already had this Critical Injury,**

**Mild**

**Wood Fire**

**2 Damage direct to HP**

**they do not suffer another Critical Injury.**

**Strong**

## **Gasoline Fire**

**4 Damage direct to HP**

**If you take a -8 to your Check, you can instead use**

**Deadly**

**Thermite**

**6 Damage direct to HP**

**this Special Move to target your opponent's head**

**location just like making an Aimed Shot, declaring**

**you are doing so when you roll. If you hit, your target**

**DROWNINg ANd AsPhyxiAtion**

**instead suffers the Brain Injury Critical Injury. If they**

**already had this Critical Injury, they do not suffer**

**Characters can hold their breath for a number of**

**another Critical Injury**

**minutes equal to their BODY. When you can't hold**

**your breath any longer, you start Drowning. At the**

**► FlyinG kiCk**

**beginning of a Turn where you are Drowning, you take**

**Requirement: MOVE 8 or higher. You must have**

**your BODY STAT directly to your Hit Points in damage.**

**moved at least 4m/yds already this Turn.**

**This damage ignores your armor and doesn't ablate it.**

**Instead of making 2 Attacks with your Martial Arts**

**Asphyxiation should be treated like Drowning,**

**Attack Action you can choose to make a Flying Kick.**

**save that there are sometimes secondary effects.**

**Use your Action and all your remaining movement**

**If you are Asphyxiating in space you will take an**

**this Turn to fling forward in a straight line toward your**

**additional 1d6 in damage at the end of your Turn to**

**target that can be up to 4m/yards away from you.**

**your INT, REF, and DEX from exposure to the vacuum.**

**Use the Martial Arts Special Move Resolution against**

**If your INT reaches 0, you are dead. This damage to**

**that target. If you hit, you deal damage to your target's**

**your STATS is reversed if you manage to get a breath**

**body location as if you had struck them with a Martial**

**of air.**

**Arts Attack. Additional y, if you hit, your target is now**

**e**



Prone and is removed from any motorcycle or other  
leCtRoCution

vehicle lacking a fully enclosed cabin that they may

When you are electrocuted, you immedi-  
have been in or on.

ately 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  
yo

y u CAn't shoot A Gun iF  
the end of each of your Turns, starting with your next  
i've broken youR sPine.

Turn.

— petra "lea

— petra

ther bel

"lea

t" d

ther bel

a

t" d vids

a

180



## FRIDAY NIGHT FIREFIGHT

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.

FallinG

Falling Characters fall 40m/yds at the end of their Turn. At the moment they are no longer on solid ground, 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 who fall 10 m/yds or more take 2d6 damage for every 10

m/yds they fell (soaked by body armor) and unless they then succeed a DV15 Athletics Check, also suffer the Broken Leg Critical Injury. Characters with 2 Cyberlegs do not take this damage or suffer the Critical Injury. However, Cyberlegs do nothing to prevent damage or Critical Injury if the fall is greater than 30 m/yds. Common sense also dictates that if for some reason you fell off a skyscraper without a parachute, don't bother rolling a Death Save, you are dead.

## **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 suffer the effect of the poison or drug. Your armor isn't ablated. Street drugs, their effects, and addiction are described at length in the Trauma Team Section on [pg. 227](#).**

### **► Poisons**

#### **Intensity**

#### **Examples**

#### **Resist Torture/Drugs DV**

#### **Effect**

#### **Mild**

**Belladonna, Toxic Waste**

**11**

**1d6 Damage direct to HP**

#### **Strong**

**Arsenic**

**13**

**2d6 Damage direct to HP**

#### **Deadly**

**Biotoxin, Designer Poison, Stonefish Venom**

**15**

**2d6 Damage direct to HP**

► **DRuGs**

**Intensity**

**Examples**

**Resist Torture/Drugs DV**

**Effect**

**Mild**

**Alcohol**

**11**

**Inebriation**

**Strong**

**Sodium Pentothal**

**13**

**Suggestibility**

**Deadly**

**Designer Drug**

**15**

**Designer's Intention**

**RADiAtion**

**A lot of Corps**

used small

Low level radiation exposure won't kill you immediately. Over time, it will make you sick, and then it will kill nuclear reactors

to power their

you, eventually, possibly through cancer. This is up to the GM to interpret.

facilities before

the 4th Corp

High level radiation is immediately dangerous. Every Turn that you remain in the hot zone, you are War, so there's

treated as being Mildly On Fire (see Being on Fire

a surprising

[on pg. 180](#)), except you cannot use an Action to number of

put yourself out while you remain in the hot zone. If you are in an *extremely hot zone*, like being in hot zones out

a leaking reactor, you are treated as being Deadly On Fire instead.

there.

[181](#)





## **FRIDAY NIGHT FIREFIGHT**

**BEFORE YOU TAKE THAT DAMAGE...**

**coVer examPLe**

**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 *Someone takes a shot at***

**(or some unlucky booster who you got a good grip on) and Armor.**

***Gina and misses. She's not***

***sure where the sniper is, so***

**tAkinG CoveR**

***she hunkers down behind a***

***Thick Concrete barricade***

***(25 HP) in the entrance***

***to the nearby parking***

**The Golden Rules of Cover**

***garage. The sniper's across***

***the street, on the roof of an***

**You are considered to be in cover if you are fully behind**

***Oasis and they can no***

**something that could stop a bullet.**

*longer see Gina. Since the  
sniper has no line of sight*

**If they have line of sight on you, you aren't in cover.**

*on her, and Gina is too  
smart to leave the safety*

**There is no "partial" cover. It can either stop a bullet or it can't. If of  
cover while attempting**

**it cannot stop a bullet, it provides no cover and thus has no HP.**

*to escape, they have two*

*options: reposition or*

*destroy the cover. They*

**Nothing is stopping your enemy from moving up to re-establish line of  
sight on you, *decide to keep shooting.***

**rendering what was previously cover for you pointless, so make sure  
that your plan is *On their Turn, the sniper***

**better than their plan.**

*shoots at the barricade.*

*They make a Shoulder*

**The other method of getting somebody "out of cover" is removing the  
cover itself using *Arms Check* vs. *a DV deter-something real y fun, like a  
grenade. Anything you might want to take cover behind has mined by their  
weapon (a***

***HP, and a 2 m/yds by 2 m/yds (1 square) section of it can be attacked just  
like you can.***



*sniper rifle) and the range*

*At 0 HP, cover is destroyed. If a cover's HP drops to 0, excess damage is lost and succeed. The shot does*

*doesn't harm any targets hiding behind it. You can hurt them with your next Attack. The 17 damage, bringing the*

*one exception to this involves explosives [s](#).(*

*barricade's HP down to 8.*

*[see page 174](#)).*

*One Round later, a second*

*shot drops the barricade*

*Cover hit Points*

*to 0 HP, blowing a nice*

*Cover HP is determined by the material and its thickness.*

*big hole in it. The sniper*

*can see Gina and, on their*

*Thin cover might be able to be moved slightly in a pinch, but Thick cover is too unwieldy next Turn, can shoot at her*

*for Characters without BODY 10 or higher to move without special equipment.*

*directly.*

*Steel cover cannot be damaged by Martial Arts or Brawling attacks except those made Unfortunately for the*

*sniper, Gina's spent her last*

*by Characters with a Cyberarm or BODY 10 or higher.*

*two Turns figuring out her*

*attacker's position, she's*

*Type of Cover*

*Thick HP*

*Thin HP*

*a crack shot, she's pissed*

*about being attacked, and*

*Steel*

*50 HP*

*25 HP*

*she's got a higher Initiative.*

*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*

*0 HP (Not Cover)*

[182](#)



[FRIDAY NIGHT FIREFIGHT](#)

► *CoveR mAtEriAl AnD thiCkness exAmPles*

*Example*

*Material and Thickness*

*HP*

*This table*

*Bank Vault Door*

*Thick Steel*

***50 HP***

***also gives***

***you a good***

***Bank Window Glass***

***Thick Bulletproof Glass***

***30 HP***

***benchmark***

***for how much***

***Bar***

***Thick Wood***

***20 HP***

***damage walls***

***and doors can***

***Boulder***

***Thick Stone***

***40 HP***

***take before you***

***break them***

***Bulletproof Windshield***

***Thin or Thick Bulletproof Glass***

***15 or 30 HP***

***down.***

***Car Door***

***Thin Steel***

***25 HP***

***Data Term***

***Thick Concrete***

***25 HP***

***Engine Block***

***Thick Steel***

***50 HP***

***Hydrant***

***Thick Steel***

***50 HP***

***Log Cabin Wall***

***Thick Wood***

***20 HP***

***Metal Door***

***Thin Steel***

***20 HP***

*Office Cubicle*

*0 HP (Not Cover)*

*0 HP*

*Office Wall*

*Thick Plaster/Foam/Plastic*

*15 HP*

*Overtured Table*

*Thin Wood*

*5 HP*

*Prison Visitation Glass*

*Thin Bulletproof Glass*

*15 HP*

*Refrigerator*

*Thin Steel*

*25 HP*

*Shipping Container*

*Thin Steel*

*25 HP*

*Sofa*

*Thick Plaster/Foam/Plastic*

***15 HP***

***Statue***

***Thin Stone***

***20 HP***

***Tree***

***Thick Wood***

***20 HP***

***Utility Pole***

***Thick Concrete***

***25 HP***

***Wardrobe***

***Thin Wood***

***5 HP***

***Windshield***

***0 HP (Not Cover)***

***0 HP***

***Wooden Door***

***Thin Wood***

***5 HP***

***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.*

[183](#)



### **FRIDAY NIGHT FIREFIGHT**

*Shield Type*

*Shield Description*

*Hit Points (HP)*

*Cost*

*Bulletproof*

*A transparent polycarbonate shield that can*

*100eb*

*10*

*Shield*

*protect you in a firefight.*



*(Premium)*

*Corpse*

*Depends on how many*

*Shield made of meat. Used to be a person.*

*BODY STAT the corpse had in life.*

*bullets you went through.*

*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 not targeted at your head, 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 who 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 your worn armor in a location is ablated simultaneously whenever you take damage. [See pg. 186.](#)*

*how to ReAD the ARmoR tAble*

*Armor Type: What we general y 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 wil be listed.*

*Stopping Power: How many points of damage the armor can stop before it reaches your body.*

*Armor Penalty: How much does the Armor interfere with your ability to move and respond while wearing it.*

*Cost: What the armor costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385.](#)*

[184](#)



**FRIDAY NIGHT FIREFIGHT**

***Armor***

***Armor***

***Damage***

***Armor***

***Type***

***Description***

***Stopping***

***Penalty***

***Cost***

*Power (SP)*

*(Minimum 0)*

*Leathers*

*20eb*

*Favored by Nomads and other ‘punks who ride bikes.*

*4*

*None*

*(Everyday)*

*Kevlar*

*Can be made into clothes, vests, jackets, business suits,*

*50eb*

*®*

*7*

*None*

*and even bikinis.*

*(Costly)*

*Light*

*A combination of Kevlar® and plastic meshes*

*100eb*

*11*

*None*

*Armorjack*

*inserted into the weave of the fabric.*

*(Premium)*

*Bodyweight*

*Skinsuit with impact absorbing, sintered armorgel*

*1,000eb*

*layered in key body areas. Also has a place to store your*

*11*

*None*

*Suit*

*(V. Expensive)*

*Cyberdeck and supports your Interface Plugs.*

*Medium*

*Heavier Armorjack, with solid plastic plating,*

*100eb*

*12*

*-2 REF, DEX, and MOVE*

*Armorjack*

*reinforced with thicker Kevlar® mesh.*

*(Premium)*

*Heavy*

*The thickest Armorjack, combining denser Kevlar® and a layered*

*500eb*

*13*

*-2 REF, DEX, and MOVE*

*Armorjack*

*mix of plastic and mesh weaves.*

*(Expensive)*

*Flak*

*This is the 21st century version of the time honored flak*

*500eb*

*15*

*-4 REF, DEX, and MOVE*

*vest and pants.*

*(Expensive)*

*Metalgear*

*Metalgear® will stop almost anything, but you're going to be*

*5,000eb*

®

18

**-4 REF, DEX and MOVE**

*easier to hit than a one-legged bantha in a potho race.*

*(Luxury)*

**MOHAMMADIAM**

**BY PEDR**

185



**FRIDAY NIGHT FIREFIGHT**

*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.\* Subtract any remaining damage from your Hit Points.*

*3. If you ended up taking any damage, your armor on that location is still ablated, reducing its SP by 1 point, until it is repaired.*

*\*Some things that cause damage, like poisons and fire, bypass armor.*

*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.*

*For a*

*refresher on*

*Your Wound State is determined by the amount of Hit Points you have remaining.*

*Hit Points*

*go to*

[Page 79](#)

*Wound*

*Stabilization*

*State*

*Threshold*

*Wound*

*Effect*

*DV*



*Lightly Wounded*

*Less than Full HP*

*None*

*DV10*

*Seriously Wounded*

*Less than 1/2 HP (round up)*

*-2 to all Actions*

*DV13*

*-4 to all Actions*

*-6 to MOVE (Minimum 1)*

*Must make a Death Save at start of each*

*DV15 to heal back to 1 HP,*

*Mortally Wounded*

*and Unconscious*

*Less than 1 HP*

*one of their Turns.*

*Mortally Wounded Characters suffer a Critical*

*(Gone from the world*

*Injury whenever they are damaged by a Melee  
for 1 minute)*

*or Ranged Attack. In addition, their Death Save*

*Penalty increases by 1.*

*Dead*

*One failed Death Save*

*Death*

*Never coming back*

[186](#)



## **FRIDAY NIGHT FIREFIGHT**

### **CRitiCAI inJuRies**

*Whenever two or more 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 Critical Injuries to 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. The Bonus Damage doesn't ablate armor and isn't modified by hit location.*

*Critical Injuries and their Bonus Damage are inflicted regardless of if any of the attack's damage got through the target's SP.*

*Information on Quick Fixes, Treatment, and how to heal Critical Injuries can be found [on pg. 223](#).*

► *CRitiCAI inJuRies to the boDy*

*Roll*

*(2d6)*

*Injury*

*Injury Effect*

*Quick*

*Fix*

*Treatment*

*2*

*The Dismembered Arm is gone. You drop any items in that dismembered*

*Dismembered Arm*

*N/A*

*Surgery DV17*

*arm's hand immediately. Base Death Save Penalty is increased by 1.*

*3*

*The Dismembered Hand is gone. You drop any items in the dismembered*

*Dismembered Hand*

*N/A*

*Surgery DV17*

*hand immediately. Base Death Save Penalty is increased by 1.*

**4**

***-2 to MOVE (minimum 1)***

***Paramedic***

***Collapsed Lung***

***Surgery DV15***

***Base Death Save Penalty is increased by 1.***

***DV15***

**5**

***At the end of every Turn where you move further than 4m/yds on foot,  
Paramedic***

***Paramedic DV15 or***

***Broken Ribs***

***you re-suffer this Critical Injury's Bonus Damage directly to your Hit  
Points.***

***DV13***

***Surgery DV13***

**6**

***The Broken Arm cannot be used. You drop any items in that***

***Paramedic***

***Paramedic DV15 or***

***Broken Arm***

*arm's hand immediately.*

*DV13*

*Surgery DV13*

*First Aid or*

*Quick Fix removes*

*7*

*At the end of every Turn where you move further than 4m/yds on foot, you  
Foreign Object*

*Paramedic*

*Injury Effect*

*re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.*

*DV13*

*permanently*

*8*

*Paramedic*

*Paramedic DV15 or*

*Broken Leg*

*-4 to MOVE (minimum 1)*

*DV13*

*Surgery DV13*

*First Aid or*

*Quick Fix removes*

*9*

*Torn Muscle*

*-2 to Melee Attacks*

*Paramedic*

*Injury Effect*

*DV13*

*permanently*

*10*

*Next Turn, you cannot take an Action, but you can still take a Move Action.*

*Paramedic*

*Spinal Injury*

*Surgery DV15*

*Base Death Save Penalty is increased by 1.*

*DV15*

*11*

*Paramedic*

*Crushed Fingers*

*-4 to all Actions involving that hand*

*Surgery DV15*

*DV13*

*12*

*The Dismembered Leg is gone. -6 to MOVE (minimum 1)*

*Dismembered Leg*

*N/A*

*Surgery DV17*

*You cannot dodge attacks. Base Death Save Penalty is increased by 1.*

[187](#)



[FRIDAY NIGHT FIREFIGHT](#)

► *CRitiCAI inJuRies to the heAD*

*Roll*

*(2d6)*

*Injury*

*Injury Effect*

*Quick*

*Fix*

## *Treatment*

*2*

*The Lost Eye is gone. -4 to Ranged Attacks & Perception Checks involving vision.*

*Lost Eye*

*N/A*

*Surgery DV17*

*Base Death Save Penalty is increased by 1.*

*3*

*Brain Injury*

*-2 to all Actions. Base Death Save Penalty is increased by 1.*

*N/A*

*Surgery DV17*

*4*

*Paramedic*

*Damaged Eye*

*-2 to Ranged Attacks & Perception Checks involving vision.*

*Surgery DV13*

*DV15*

*First Aid or*

*Quick Fix removes*



5

*Concussion*

*-2 to all Actions*

*Paramedic*

*Injury Effect*

*DV13*

*permanently*

6

*Paramedic*

*Paramedic or Surgery*

*Broken Jaw*

*-4 to all Actions involving speech*

*DV13*

*DV13*

*First Aid or*

*Quick Fix removes*

7

*At the end of every Turn where you move further than 4m/yds on foot, you  
Foreign Object*

*Paramedic*

*Injury Effect*

*re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.*

**DV13**

*permanently*

**8**

*Paramedic*

*Paramedic or*

*Whiplash*

*Base Death Save Penalty is increased by 1.*

**DV13**

*Surgery DV13*

**9**

*Aimed Shots to your head multiply the damage that gets through your*

*Paramedic*

*Paramedic or*

*Cracked Skull*

*SP by 3 instead of 2. Base Death Save Penalty is increased by 1.*

**DV15**

*Surgery DV15*

*Whenever you move further than 4m/yds on foot in a Turn, you cannot*

**10**

*Paramedic*

*Damaged Ear*

*take a Move Action on your next Turn. Additionally you take a -2 to*

*Surgery DV13*

*DV13*

*Perception Checks involving hearing.*

*11*

*Crushed Windpipe*

*You cannot speak. Base Death Save Penalty is increased by 1.*

*N/A*

*Surgery DV15*

*The Lost Ear is gone. Whenever you move further than 4m/yds on foot in a 12*

*Turn, you cannot take a Move Action on your next Turn.*

*Lost Ear*

*N/A*

*Surgery DV17*

*Additionally you take a -4 to Perception Checks involving hearing.*

*Base Death Save Penalty is increased by 1.*

► *Mortally Wounded* ◄

*Mortally Wounded Characters suffer a Critical Injury whenever they are damaged by an Attack. In addition their Death Save Penalty increases by 1.*

*To find out*

*how to heal*

*go to*

*DeAth sAves*

[Page 222](#)

*At the start of each of your Turns where 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 nastiest Critical Injuries.*

*If you fail even a single Death Save, you die.*

[188](#)



## **FRIDAY NIGHT FIREFIGHT**

**ANQUINHO BR**

**BY NEIL**

### **VEHICLE COMBAT**

*becauSe SometimeS you want to go full road ganger*

*There are a lot of vehicles in the Time of the Red. Many 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.*

*how to ReAD the vehiCle tAbles*

***Description:*** A simple overview of the vehicle, complete with any special features that come standard.

***SDP:*** Structural Damage Points. A vehicle's Hit Points.

***Seats:*** The number of people the vehicle can sit comfortably.

***Speed (Combat):*** The vehicle's MOVE STAT for use in combat.

***Speed (Narrative):*** The vehicle's top speed in Miles Per Hour and Kilometers per Hour. Useful for knowing how fast it is outside of combat.

***Cost:*** What the vehicle costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See [Buying and Selling on Page 385](#).

[189](#)



## **FRIDAY NIGHT FIREFIGHT**

### **► lAnD vehiCles**

***Vehicle***

***Description***

***SDP***

***Seats***

***Speed***

***Speed***

***(Combat) (Narrative)***

*Cost*

*20,000eb*

*Roadbike*

*100 MPH/*

*Common CHOOH<sup>2</sup> powered bike.*

*35*

*2*

*20 MOVE*

*161 KPH*

*(Super Luxury)*

*100,000eb*

*Superbike*

*Exotic CHOOH<sup>2</sup> streetbike, capable*

*300 MPH/*

*35*

*2*

*60 MOVE*

*of extreme speeds.*

*483 KPH*

*(Super Luxury)*

*Compact*

*100 MPH/*

*30,000eb*

*Common CHOOH<sup>2</sup> powered car.*

*50*

*4*

*20 MOVE*

*Groundcar*

*161 KPH*

*(Super Luxury)*

*High*

*50,000eb*

*Performance*

*200 MPH/*

*CHOOH<sup>2</sup> powered sportscar.*

*50*

*4*

*40 MOVE*

*322 KPH*

*(Super Luxury)*



*Groundcar*

*Super*

*Exotic CHOOH<sup>2</sup> sportscar, capable*

*300 MPH/*

*100,000eb*

*50*

*2*

*60 MOVE*

*Groundcar*

*of extreme speeds.*

*483 KPH*

*(Super Luxury)*

► *seA vehiCles*

*Vehicle*

*Description*

*SDP*

*Seats*

*Speed*

*Speed*

*(Combat) (Narrative)*

*Cost*

*20,000eb*

*Jetski*

*Common CHOOH<sup>2</sup> powered*

*60 MPH/*

*35*

*2*

*20 MOVE*

*personal watercraft.*

*97 KPH*

*(Super Luxury)*

*30,000eb*

*Speedboat*

*60 MPH/*

*CHOOH<sup>2</sup> powered speedboat.*

*50*

*4*

*20 MOVE*

*97 KPH*

*(Super Luxury)*

*Luxury CHOOH<sup>2</sup> powerboat with*

*30,000eb*

*room to provide accommodations*

*2 per*

*(Super Luxury)*

*Cabin Cruiser*

*15 MPH/*

*for a small, privileged few.*

*60*

*10 MOVE*

*24 KPH*

*Cabin Cruisers have customized*

*Room*

*per room below deck*

*rooms.*

*(minimum two rooms)*

*Luxury CHOOH<sup>2</sup> pleasurecraft*

*50,000eb*

*with ample room to provide*

*(Super Luxury)*

*4 per*

*Yacht*

*accommodations and*

*15 MPH/*

*100*

*10 MOVE*

*per room below or*

*entertainment for a host and their*

*Room*

*24 KPH*

*distinguished guests.*

*above deck*

*Yachts have customized rooms.*

*(minimum four rooms)*

*FoRGet everything you knew.*

*w*

*none oF thAt*

*A mAt*

*A teRs. when you*

*u*

*kiss the blaCk FoR the FiRst*

*time, youR whole li*

*l fe ChAnGes.*

— *Siobhan*

*deltajock pilot*

[190](#)



## [FRIDAY NIGHT FIREFIGHT](#)

► *AiR vehiCles*

*Vehicle*

*Description*

*SDP*

*Seats*

*Speed*

*Speed*

*(Combat) (Narrative)*

*Cost*

*20,000eb*

*Gyrocopter*

*A tiny CHOOH<sup>2</sup> powered rotorcraft*

***100 MPH/***

***35***

***2***

***20 MOVE***

***avored by flying enthusiasts.***

***161 KPH***

***(Super Luxury)***

***Full featured CHOOH<sup>2</sup> powered***

***40,000eb***

***Helicopter***

***200 MPH/***

***helicopter capable of sustained***

***60***

***4***

***40 MOVE***

***322 KPH***

***flight.***

***(Super Luxury)***

***AV-4***

***Highly advanced CHOOH<sup>2</sup> vertical***

*50,000eb*

*Multipurpose*

*200 MPH/*

*thrust engine powered flying*

*100*

*6*

*40 MOVE*

*322 KPH*

*(Super Luxury)*

*Aerodyne*

*vehicle.*

*AV-9 Super*

*Exotic CHOOH<sup>2</sup> vertical thrust*

*300 MPH/*

*100,000eb*

*engine flying vehicle, capable of*

*60*

*2*

*60 MOVE*

*Aerodyne*

***483 KPH***

***extreme speeds.***

***(Super Luxury)***

***Modern cargo blimps that range***

***30,000eb***

***2 per***

***(Super Luxury)***

***Aerozep***

***wildly in size depending on***

***100 MPH/***

***100***

***20 MOVE***

***their function. Aerozeps have***

***Room***

***161 KPH***

***per room below deck***

***customized rooms.***

***(minimum two rooms)***

***Of course, you don't care about that, do you? You just want to know how to blow them up.***

***stRuCtuRAI DAmAGe Points***



*at a vehicle's weak point, taking your whole Action and a -8 to your Check. If successful, you multiply the*

*All vehicles have Structural Damage Points*

*damage that gets through the vehicle's SP by 2. This is (SDP). As long as a vehicle has at least one SDP, it*

*how you aim for the tires, engine, gas cap, etc.*

*can still move. When it has no SDP left, the vehicle is considered Destroyed, is no longer considered cover,*

*There's no reason not to aim for a weak point with*

*and cannot move unless it is repaired with the appropriate Melee Attack against a stationary vehicle because*

*priate Vehicle Tech Skill.*

*vehicles can't dodge and you automatically hit, but if*

*the vehicle is moving, you must beat a DV13*

*Vehicles cannot dodge Attacks like a*

*to hit its weak point and the -8 penalty still*

*human, but while in a vehicle you can still*

*applies.*

*dodge anything that you could typically*

*dodge on foot when it's targeted at you*

*GettinG youR vehiCle stARteD*

*instead of the vehicle. Shooting a vehicle with a ranged weapon still requires you to hit your shot using Getting into a vehicle is an Action. Getting out of the range table.*

*one is not, it's just movement. Starting a vehicle and Stopping a vehicle is an Action. If you have Interface*

*While in a vehicle, you can still be targeted*

*Plugs, part of this Action can include connecting/*

*with attacks through the glass, which has no*

*disconnecting them. Using Interface Plugs to*

*HP and provides no cover. Bul etproof Glass is a*

*drive a vehicle means you can drive it with*

*Nomad Upgrade, see their Role Ability on [pg. 163](#).*

*no hands! Without Interface Plugs, one of your*

*AiminG FoR vehiCle weAk Points*

*hands must be used for driving and can't be used to*

*do anything else while you are driving. If you take*

*Every vehicle has weak points: areas which*

*this hand off the wheel, at the start of your next Turn*

*can be aimed for using an Aimed Shot. As  
you automatically Lose Control of the Vehicle (see  
an Action you can aim a single shot or Melee Attack  
pg. 192).*

191

### **FRIDAY NIGHT FIREFIGHT**

*What this means is that you cannot get into a car  
Control of the Vehicle. If screwing up couldn't  
and zoom off in the same 3-second Turn, which makes  
cause you to lose control of the vehicle, it shouldn't  
sense.*

*require a Maneuver.*

*Situations that require a Maneuver:*

*When a Vehicle is started, three things  
happen*

*Maneuver*

*DV*

*:*

*Swerve*

*13*

*1. The driver is placed immediately at the*

*Sharp Turn*

*13*

*top of the Initiative Queue.*

*Emergency Stop*

*13*

*Bootleg Turn*

*17*

*2. The Vehicle's MOVE STAT effectively*

*Do a Jump*

*17*

*becomes the driver's MOVE STAT. Any*

*Landing (Air Vehicle)*

*13*

*penalty the driver had to their MOVE*

*Aerobatic Maneuver (Air Vehicle)*

*17*

*doesn't affect the movement*

*of the vehicle.*

## *losinG ContRol oF the vehiCle*

### *3. The driver becomes unable to use the*

*If you lose control of a vehicle, the GM decides your Run Action. (I mean, why did you get entire movement for the Turn you lose control. If your into a vehicle in the first place, right?) vehicle impacts something, it is treated as if you had rammed it.*

## *bAsiC DRivinG*

### *RAmminG*

*Basic driving doesn't require a Skill Check if your REF Whenever you drive a vehicle into something with + Relevant Control Skill is greater than 9. If yours isn't, HP, be it a pedestrian, a piece of cover, or another basic driving requires you to use your Action every vehicle, both your vehicle and the pedestrian, piece of Turn to attempt a DV10 Check to maintain control of cover, or other vehicle take 6d6 damage, and every- the vehicle using  $REF + Relevant\ Control\ Skill + 1d10$ . one involved in the crash (either as a pedestrian or a*

*Failure means Losing Control of the Vehicle. This person in an involved vehicle) suffers the Whiplash is why you probably don't let your kid drive in the first Critical Injury.*

*place.*

*If the HP of any piece of cover or other vehicle you*

*If your REF + Relevant Control Skill is greater than 9,*

*are ramming becomes 0 due to this damage, your*

*Basic Driving doesn't require your Action, and oper-*

*movement can continue. Otherwise, your vehicle's*

*ates just the same as taking a Move Action outside of*

*movement must stop. You can always continue*

*a vehicle, except your MOVE is much higher while*

*moving after you hit a pedestrian, but if they*

*driving.*

*have more than 0 HP after impact, they can choose to*

*now be on top of your vehicle if they want.*

*DoinG mAneuveRs in youR vehiCle*

**► Dodging a Ramming Vehicle ◀**

*The GM will decide when any non-basic driving you*

*Dodging a ramming vehicle on foot (to avoid the  
want to do will require a Maneuver. Maneuvers  
messy 6d6 damage) is only a DV13 Check to dodge  
require your full attention, which in game terms means  
with DEX + Evasion + 1d10.  
both your Action and your Move Action. Failing to  
beat the DV of the Check with REF + Relevant Control  
If successful, the dodger can choose to be on top of  
Skill + 1d10 will cause you to immediately Lose  
the vehicle if they want.*





*FRIDAY NIGHT FIREFIGHT*



## *Reputation*

*Characters roll 1d10. A Character that rolls under the Reputation Level of the person they are meeting has heard of them. Sometimes this can be very good. another kind of combat*

*Other times, it can be very bad, especially if you made lots of enemies while you were earning a Reputation.*

*Not everything on The Street is determined with fists or guns. In a world where combat can end your life*

*Reputation can also be a disadvantage. Whenever in a hot nanosecond, other methods have evolved to you do something extremely uncool (show cowardice, determine who is going to be the top dog in a conflict.*

*desert or betray an ally, etc.) the GM can still award*

*One of these methods involves having a Reputation.*

*you a Reputation Level for these actions. Reputation received from a negative event or action can replace*

*Reputation is a measure of things your Character*

*the Reputation of a positive event or action. In that*

*may do so well (or so badly) that they become wel*

*case, people are more likely to have heard about your known for them. A Reputation for something is always uncool deeds rather than your impressive deeds (once established by a Character's actions, and is then again, roll 1d10). However, this time they won't be awarded by the GM. When your GM believes impressed; if your rep is for cowardice or something your Character has done something worthy just as bad, it will work against you.*

*gaining a Reputation, they can assign them a Reputation Level from the table below. This is your Character's Reputation. While people may know of the other less impressive deeds your Character has accomplished, a new deed's Reputation will only replace the old one if the Level is higher.*

*Most 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.*

*VENTRUE*

*6*

*Others beyond your local area know you on sight.*

*BY EVE*

*7*

*A news story or two has been written about your exploits.*

*Your exploits regularly make the headlines*

*8*

*and screamsheets.*

*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 influence  
how those people react to them. When first meeting,*

[193](#)





## **FRIDAY NIGHT FIREFIGHT**

### ***FACeDowns***

***Reputation in Cyberpunk RED has one other big effect: Facedowns. A lot of combat facedown examPLe***

***in Cyberpunk RED comes down to a duel of wills—who's tougher, meaner, and looks more ready to prove it. This often leads to what are cal ed Facedowns, when two heavies Rico Rico notices a punk***

***spraying graffiti on the side***

***on The Street square off just before a fight or to see who'll back down from a confron-of his apartment building,***

**tation. The GM will call for a Facedown whenever they feel the scene calls for it. When so he tells him to buzz**

**making a Facedown, both participants will rol :**

***off, hanging an Assault***

***Rifle out the window and***

***threatening to use it. The***

**COOL + Reputation\* + 1d10**

***two have a Facedown.***

***Each rolls COOL +***

***\*If your defining Reputation Event is for cowardice your***

*Reputation + 1d10. Rico*

*Reputation Level is treated as a negative number.*

*Rico wins because of his*

*COOL and Reputation of 4*

*(He's known local y for an*

**In a tie, both parties are unsure and nothing happens. Otherwise, the loser has the *kil er show he played last***

**option of either:**

*week). The punk decides*

*to back down instead*

*of trying to fight with his*

*nerves all shaken up.*

**Backing Down...**

**or**

**Taking a -2 to any future Actions made against this opponent**

**due to fear until they have defeated them once**

**i'm Just An angry ol'l vet/**

**t**

**i'm aiming stRAiGht FoR youR heAD/**

**Ain't no ReAson sPeAkin' to you**

**iF we Ain't bReAkin' no bReAD.**

— Xerze

— Xer X

ze

from "heave ho"

[194](#)







**BY NEIL BRANQUINHO**

**netrunning**

**hacking**

**ha**

**in the time of the red**

**"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 static of the drop to "online." Then with a sickening, falling sensation, you hurtle forward into a maze of shifting neon shapes and spinning grid lines..."**

**195**



**NETRUNNING**

**Wel , it used to work that way. Now you slip on your**

**CybeRDeCk**

**Virtuality Goggles, mentally punch in the code, and**

**Programs can**

**be found on**

**shift seamlessly into NET space. And it looks just like**

**Cyberdecks are the modular platforms that**

**[Page 201](#)**

**it did in Meatspace. Except that now there's a strange**

**Programs and Hardware are installed on for the**

**Hardware can**

**meta-universe superimposed over that everyday**

**purpose of Netrunning. Both Programs and Hardware**

**be found on**

**[Page 208](#)**

**vision, filled with shapes, patterns, and unearthly**

**take up the same limited slots in your Cyberdeck.**

**digital creatures.**

**What distinguishes a powerful Cyberdeck**

**from a cheaper one is the number of slots it**

***Welcome to the NET in the Time of the Red.***

**has for Programs and Hardware.**

**A Netrunner  
can only be  
plugged into  
one Cyberdeck  
at a time.**

**Why has the net changed? Type**

**Cost**

**Slots**

**Core NET infrastructure got wrecked during the War.**

**Poor Quality**

**100eb**

**5**

**Switching**

**That included both land lines and sea cables, which**

**Cyberdeck**

**(Premium)**

**Cyberdecks**

**were the main forms of communication links. The**

**requires a**

**Cyberdeck**

**500eb**

**7**

**Meat Action.**

**remaining NET was infested with all kinds of Black**

**(Expensive)**

**ICE from the War. The worst were the R.A.B.I.D.S.,**

**Excellent Quality**

**1,000eb**

**deadly AI constructs that hunted and killed anyone**

**9**

**Cyberdeck**

**(V. Expensive)**

**they encountered in the NET.**

**Finally, Netwatch gave up and shut down the**

**NET infrastructure. Computers remained linked only**

**virtuality goggles**

**through dedicated land lines and laser lines.**

**Since you are actually moving in the real world**

**metaverse**

**(aka "Meatspace") you no longer jack your optic**

nerves into the NET like they did before the Time of  
About 2035, a new programming language was  
the Red. If you did it *the old school way*, you would  
developed. This was designed to unify all the different  
be stumbling around as all your senses would be  
operating systems that were still in existence. This new  
fully in Cyberspace. Instead, modern Netrunners  
language is called META and could be used in place  
use Virtuality Goggles, headsets that project  
of everything from C++ to simple Phone apps. META  
Cyberspace imagery over their view of the world  
is what the current NET works on. Because it is a patch  
that is actually around them. This means that you  
language much like LINUX, META is not very good at  
will be seeing and hearing things like Black ICE  
supporting graphics, so the huge graphical interfaces  
while your Meatspace team buddies will see  
of the old NET couldn't be supported. So, now things  
nothing. But it also means you won't trip over the  
look a little different. No, scratch that. Things look a

door sill when you sneak into the secret biolab.

*lot* different.

But enough about that; we'll talk more on that topic

my better hAlF sAy

A s i'm An

n

later in this book. Meanwhile, let's get started with

addiCt. she sAy

A s i would

D

what you'll need to run the NET.

sPenD my entiRe liFe in the net,

t

What do I need to netrun?

FA

F Ce Down, sluRPinG Down the

dat

a a Flow like one oF those

neuRAI link AnD inteRFACe PluGs

extinCt whAle thinGs. AnD

**D**

**All Netrunners have at least a little cyberware. To**

**i sAy**

**A thAnk GoD i hAv**

**A e heR,**

**even use a Cyberdeck, you need to plug Interface**

**beCAuse iF she wA**

**w sn't heRe to**

**o**

**Plugs into it, which also requires you have a Neural**

**Link. See the Cyberware Section on [pg. 359.](#)**

**GRound me, she'D be right.**

**— pneumo**

**[196](#)**







## NETRUNNING

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.

neT acTions

PRoGRAMs AnD hARDwARe

examPLe

These are the weapons and gear of Cyberspace. Programs are the tools a Netrunner *Al oy Knight is a Netrunner*.

uses to fight, protect, and explore the electronic realm.

*On his Turn he must decide*

*if he wants to use his 3*

misCellAneous uPGRADES

*NET Actions to continue*

*progressing in the NET*

You'll probably want a few extra tools besides Virtuality Goggles and a Cyberdeck *Architecture or if he wants*

loaded with Programs and Hardware. .but you don't real y need anything else, so we'll *to use a Meat Action to*

talk about the extras later.

*shoot the booster down the*

*hall who has discovered*

**D**

*him.*

**oing Things in the Net**

*Al oy decides to let his*

*teammates handle the*

**Being a Netrunner isn't easy. To survive you'll need to have mastery over your toolkit.**

*booster and chooses to*

**So, read closely.**

*use his 3 NET Actions*

**m**

*instead. But first, he uses*

**eAt ACtions vs. net ACtions**

*his Move Action to get*

**Netrunners have access to two kinds of Actions: Meat Actions ( *Non-Move Actions behind cover, staying***

*which take place in reality, or Meatspace) and NET Actions ( *which take place purely within the 6m/yd range**

*in the NET Architecture).*

*of the access point.*

**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.***

## **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 2 NET Actions per Turn, while a Rank 4 Interface Netrunner can take up to 3 NET Actions per Turn.**

**[197](#)**



**[NETRUNNING](#)**

## **list oF net ACtions**

### **JACkinG in oR out**



**J**

**Using a NET Action, you can Jack In to a NET**

**ACk in/out**

**Architecture while within range (within 6 m/yds,**

**Enter or safely leave a NET Architecture when within**

**blocked by walls) of one of its access points. Being**

**6 m/yds of an access point. Typically, a wall between**

**jacked in is a prerequisite for doing anything in an**

**you and the access point will block this Action. If you**

**Architecture. Moving out of the access point's range**

**leave a NET Architecture without Jacking Out first,**

**while jacked in to the Architecture jacks you out of the**

**you'll be in a world of pain.**

**NET Architecture automatical y, but leaves you vul-**

**nerable: You suffer the effect of all remaining**



**use inteRFACe Ability**

**enemy Black ICE you've encountered, but not**

**All but one Interface Ability requires the use of at least**

**Derezzed, in the NET Architecture before you  
one NET Action. See full rules [s on pg. 199](#).**

**get "out." Black ICE will be explained later [\(on pg. 204\)](#), but you don't want this to happen to you.**

### **► ACtivAte/DeACtivAte PRoGRAM**

**It is much safer to use a NET Action to Jack Out  
Activate or Deactivate one of your Programs.**

**from within the access point's range. Jacking Out  
"resets" the defenses of a NET Architecture,**

### **► misCellAneous**

**meaning you'll have to start your run over  
from the very beginning, which can only be  
Very rarely, something you want to do in the NET  
done by jacking back in to the same location  
won't fall into these categories. This is rare because  
you originally entered and giving it another  
the Virus Interface Ability lets you do almost  
shot. All your Programs leave the Architecture with  
anything you can dream to a NET Architecture pro-  
you when you Jack Out. If you want to have a perma-**

vided you are at the Architecture's lowest floor. If  
nent effect on the Architecture, you'll have to reach the  
your GM al ows you to do it, it will probably take a  
bottom to leave a Virus.

**NET Action.**

**whAt isn't A net ACtion?**

**Interface Abilities**

**Doing anything in a NET Architecture requires the use  
A Netrunner needs to know more than just how to  
of a NET Action, except for moving and saving copies  
activate Programs. Mastery of Interface Abilities is  
of Files.**

**what separates weefle runners from the professionals**

**► Moving in a NET Architecture ◀**

**they pretend to be.**

**You can move as much as you want in a NET**

**how to use youR inteRFACe Abilities**

**Architecture on your Turn. You can't move past a**

**NET obstruction blocking you, like a Password.**

**Your Netrunner can use these Interface Abilities**

**Pushing your luck will get you killed if you aren't  
with their NET Actions (save for Scanner).  
careful.**

### **► Saving a Copy of a File ◀**

**Resolution for using any of these abilities**

**(save for Zap) is as follows:**

**When you find a File in an Architecture, saving a  
copy into your Cyberdeck isn't a NET Action.**

**Interface + 1d10 vs. DV**

**198**



## **NETRUNNING**

**inteRFACe Abilities**

***traces of the Netrunner or be able to roll against any***

***Virus that they left. If the Netrunner didn't leave such***

### **► sCAnneR**

***a flashy Virus, maybe the Corp wouldn't have even***

***known that their NET Architecture was compromised!***

**Use a Meat Action to find out the Meatspace loca-**

tion of access points to any NET Architectures in an

## ► ContRol

area. The higher the Check, the more you spot from further away. It is up to the GM's discretion to deter-

Allows you to control things attached to the NET mine how much you find.

Architectures like cameras, drones, turrets, laser grids, elevators, sprinklers, etc., using a Control Node. Each

*Example: The Netrunner uses their Scanner Ability*

Node has a DV required to take control of it as a NET to search the building for NET Architectures and their

Action. Operating each individual thing attached to access points to hack using a Meat Action. Rol ing a

the node requires a separate NET Action once you 1d10 and adding their Interface (7), they get a 14.

have taken hold of the Control Node, and can be

*With this rol , the GM determines that the Netrunner*

done from anywhere in the Architecture as long as you learns the Meatspace location of two of the nearby

are still in control of the Control Node. Each Control



*access points for the building's NET Architecture.*

**Node can only be activated once per Turn.**

**The DV to wrest a Control Node currently held by**

► **bACkDooR**

**another Netrunner or a Demon is equal to the Control**

**Check they made to take control of it. You lose control**

**Allows a Netrunner to attempt to break through**

**of any Control Nodes you hold in an Architecture**

**Passwords in a NET Architecture using a NET Action.**

**when you Jack Out.**

**Of course, if you knew the password already, you**

**automatical y pass through the obstruction.**

**Example : *In an Architecture, a Netrunner encounters a DV10 Control Node that manages the cameras***

**Example: *The Netrunner encounters a particularly on this floor. By using a NET Action to use their Control difficult Password of DV10 blocking their progress Ability they roll Interface (7) + 1d10 and beat the while in an Architecture. Using a NET Action, they Control Node's DV by 2. Now that they've taken***

*attempt to Backdoor it. They roll a d10 and add their control of the Control Node, they use an additional Interface (7), getting a 16. The Password blocks the NET Action to reposition the cameras so that they will Netrunner no more.*

*not capture the Netrunner's friends while they sneak out of the fire escape.*

### ► CloAk

Allows you to hide traces of your presence and any

### ► eye-Dee

Virus you left in the Architecture using a NET Action.

Allows you to know what a found piece of data (like

The Pathfinder DV for another Netrunner to overcome

a File) is and its value using a NET Action. Some Files

your Cloak and discover your Actions is equal to the

have a DV that must be beaten to learn anything from

Cloak Check you made to create the Cloak. If you do them.

not use the Cloak Ability before Jacking Out, another

*Example: After discovering an interestingly titled*

Netrunner can automatically discover what actions  
*File, the Netrunner uses their Eye-Dee Ability with*  
you took in the Architecture upon using the Pathfinder  
*a NET Action. It's a DV9 File, so the Netrunner rolls*  
Ability.

*Interface (7) + 1d10 and easily rolls higher than*

Example: *After leaving their Virus on the*

*9. Unfortunately, the File was a dummy left in the*  
*Corporation's network, the Netrunner wants to hide*  
*Architecture just to waste a Netrunner's time!*

*any traces of their presence on the Architecture along*  
*with their Virus, so they use a NET Action to use their*

## ► PAthFinDeR

*Cloak Ability. They roll Interface (7) + 1d10, getting a*  
Uses a NET Action to partially reveal the "map" of  
*16! An enemy Netrunner will have to beat this number*  
the NET Architecture. The higher your roll, the more  
*with Interface + 1d10 before they can discover any*  
you learn. This tells you generally what is in the NET





## NETRUNNING

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.

### Virus examPLes

*Example: After jacking into a new NET Architecture, the Netrunner has no idea what Here's some inspiration for*

*they might be up against, so they use their Pathfinder Ability with a NET Action to find Viruses and the time and*

*out. Rol ing their Interface + 1d10, they only get a 10. The GM determines they learn DVs they might require to*

*only the first 3 floors of the elevator, because the third has a DV11 Password on it that achieve.*

*blocks their view.*

*Virus which forcibly*

► sliDe

*alters the icon of all Asp*

*Black ICE instal ed into the*

**Attempt to flee combat with a single Non-Demon Black ICE Program as a NET Action. If Architecture from fierce**

**you are able to roll a successful Slide Check against the Program's Perception + 1d10 you serpents into cute little**

can escape the Black ICE to an adjacent floor of the elevator, but not past a Password *sneaks wearing tiny party*

or other NET obstruction. A Black ICE Program that has been successfully slid away *hats. DV6; 1 NET Action.*

from stops following the Netrunner and becomes a Black ICE laying in wait right where it was slid away from. You can only attempt to Slide once per Turn. You can't *Virus which completely*

Slide preemptively.

*deactivates a particular*

*Black ICE installed in the*

**Example:** *In the middle of a painful conflict with a Hel hound Black ICE a Netrunner Architecture until the Virus*

*decides that they real y don't have the time to get kil ed right now. Using a NET Action is destroyed. DV10; 2 NET*

*they attempt to Slide away from the Black ICE, rol ing Interface (7) + 1d10 vs. the Actions.*

*Hel hound's Perception (6) + 1d10. The Netrunner gets 14 to the Hel hound's 13. Success!*

*The Netrunner escapes to the next floor of the elevator. . Unfortunately, there is another Virus which causes a*

*Hel hound waiting there. This Netrunner real y should have used Pathfinder! They can't Control Node to mal-Slide again until their next Turn!*

*function until the Virus is*

*destroyed. DV10; 2 NET*

## ► viRus

### *Actions.*

Once you have reached the lowest level of the NET Architecture you can leave your own Virus in the Architecture to perform up to 2 actions or changes, within reason.

### *Virus which deletes al*

Using this ability is the only way a Netrunner can make a change to a *Black ICE installed in the*

NET Architecture that persists after they Jack Out. Describe to the GM what *Architecture permanently.*

you want the virus to do, and they will assign a DV. A more powerful Virus will *DV 12; 10 NET Actions.*

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 *Virus that causes catas the GM determines. Roll a Virus Check. The DV to destroy a Virus is equal to the astrophic and lasting*

*Virus Check made to create it.*

*damage to the Net*

*Architecture itself, halving*

**Example:** After reaching the lowest level of an Architecture, the Netrunner wants to the number of available

leave it worse than they found it. They explain to the GM that they want to leave a Virus floors permanently. DV 12;

*in the Architecture that changes all the passwords in the Architecture every 5 minutes.*

*10 NET Actions.*

*The GM determines that placing such a Virus would take 9 NET Actions to leave in the Architecture and assigns a DV12. Over their next 3 Turns, the Netrunner spends all 3 of their NET Actions to complete the Virus, then rolls Interface (7) + 1d10... rolling only a 12.*

*Their code just doesn't work so they decide to try again, spending another 9 NET Actions over another 3 Turns to try again, succeeding this time with a 15. When the Corporation later discovers the Netrunner's Virus, their Netrunner gets a headache while trying to clean up the DV15 Virus.*

[200](#)



## [NETRUNNING](#)

### ► 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.*

**Example:** *A Netrunner, who already used all their Attacker Programs this Turn, still hasn't managed to finish off a Hel hound. Luckily, they have one NET Action left, so they Zap it. Rolling Interface (7) + 1d10 vs.*

*the Hel hound's Defense (2) + 1d10 they beat the Hel hound, and deal 1d6 damage to the Hel hound's REZ, finishing it off.*

*net combat*

*When it comes to violence in the NET, here's how it goes down:*



*Your Interface + Program ATK + 1d10*

*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 its 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 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 2 NET Actions: one to deactivate it, and one to activate it again.*

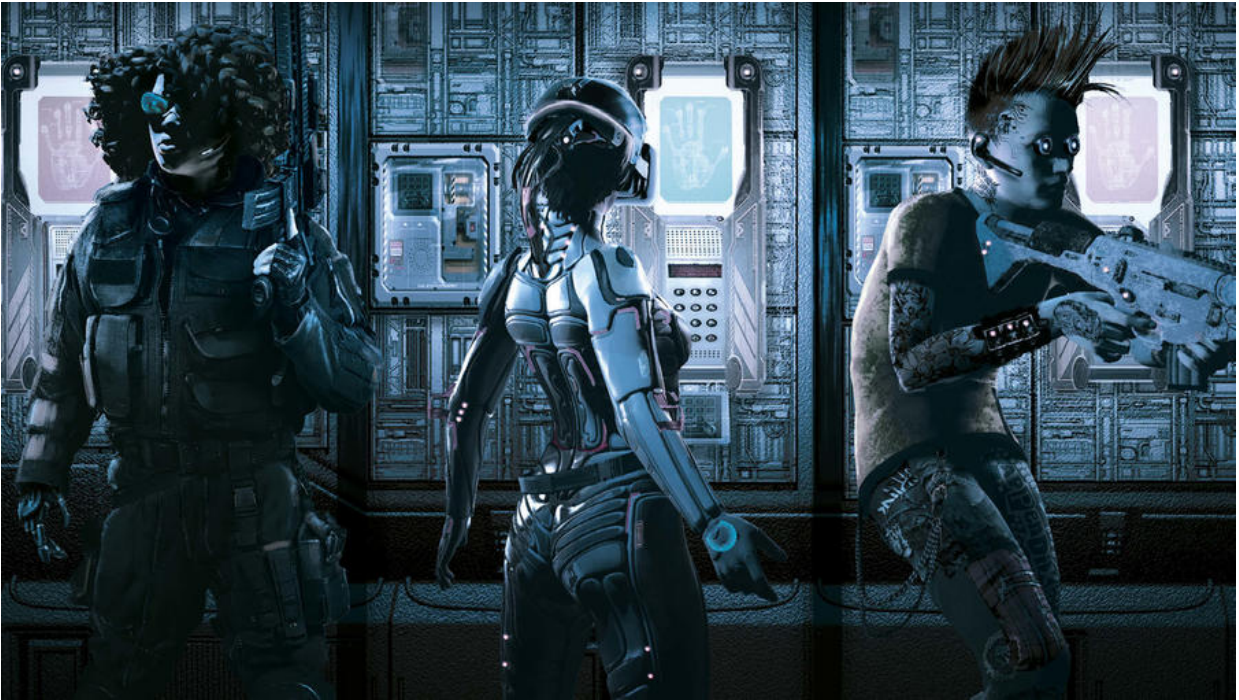
*Unless of course the Program was Destroyed, in which case it is 100% erased (and is no longer Rezzed). You will need to buy a new one. You don't need to hold a funeral, but you could.*

## *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 run simultaneously, unless mentioned otherwise.*

***Installing or Uninstalling a Program takes an hour.***



## NETRUNNING

BY NEIL

BRANQUINHO

► *the thRee kinDs oF non-blACk iCe PRoGRAmS:*

*Class*

*Description*

*Booster*

*Improves your abilities in the NET Architecture while Rezzed.*

*Defender*

*Stops or otherwise reduces the attacks of Programs or other Netrunners while Rezzed.*

### ***Attacker***

*Programs designed to damage or disable Netrunners or Programs, which Deactivate automatically after they are Activated.*

*how to ReAD the PRoGRaM tAbles*

***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 its intended target.*

***Attack (ATK):*** *A number you add to attacks made with the Program.*

***Defense (DEF):*** *A number you add to defense Checks made by 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. Many Netrunners customize the look of their Programs.*

***Cost:*** *What the Program costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).*

[202](#)



## **NETRUNNING**

► **boosters**

***Name***

***Class***

***ATK***

***DEF***

***REZ***

***Effect***

***Cost***

***Eraser***

*Increases all Cloak Checks you make by +2 as long as this Program*

*20eb*

*Booster*

*0*

*0*

*7*

*remains Rezzed.*

*(Everyday)*

***Icon:*** *A pink glob exuding tiny soap bubbles.*

***See Ya***

*Increases all Pathfinder Checks you make by +2 as long as this*

*20eb*

*Booster*

*0*

*0*

*7*

*Program remains Rezzed.*

*(Everyday)*

*Icon: Shimmering silver magnifying glass spinning slowly in place.*

***Speedy***

*100eb*

*Booster*

*0*

*0*

*7*

*Increases your Speed by +2 as long as this Program remains Rezzed.*

***Gonzalvez***

*(Premium)*

*Icon: A trail of dust appearing behind the Netrunner as they move.*

***Worm***

*Increases all Backdoor Checks you make by +2 as long as this*

*50eb*

*Booster*

*0*

*0*

*7*

*Program remains Rezzed.*

*(Costly)*

*Icon: A golden mechanical worm with neon green eyes.*

► *DeFenDeRs*

*Name*

*Class*

*ATK*

*DEF*

*REZ*

*Effect*

*Cost*

*Lowers all brain damage you would receive by 4, as long as this*

*Armor*

*50eb*

*Defender*

*0*

0

7

*Program remains Rezzed. Only 1 copy of this Program can be running  
(Costly)*

*at a time. Each copy of this Program can only be used once per Netrun.*

**Icon:** *Transparent golden armor worn by the Netrunner.*

*Reduces the ATK of all Non-Black ICE Attacker Programs run against*

**Flak**

*you to 0 as long as this Program remains Rezzed. Only 1 copy of this 50eb*

*Defender*

0

0

7

*Program can be running at a time. Each copy of this Program can*

*(Costly)*

*only be used once per Netrun.*

**Icon:** *A cloud of blinding, glowing, multi-colored lights swirling around the Netrunner.*

*Stops the first successful Non-Black ICE Program Effect from dealing **Shield***

*brain damage. After stopping this damage, the Shield Derezzes itself.*

20eb

*Defender*

0

0

7

*Only 1 copy of this Program can be running at a time. Each copy of  
(Everyday)*

*this Program can only be used once per Netrun.*

***Icon:*** *Flickering silver energy barrier surrounding the Netrunner.*

*AttACkeRs*

***Name***

***Class***

***ATK***

***DEF***

***REZ***

***Effect***

***Cost***

***Banhammer***

*Anti-Program*

*Does 3d6 REZ to a Non-Black ICE Program, or 2d6 REZ to a*

*50eb*



*1*

*0*

*0*

*Attacker*

*Black ICE Program.*

*(Costly)*

*Icon: A giant glowing white sledgehammer wielded by the Netrunner.*

203



## NETRUNNING

***Name***

***Class***

***ATK***

***DEF***

***REZ***

***Effect***

***Cost***

***Sword***

***Anti-Program***

***Does 3d6 REZ to a Black ICE Program, or 2d6 REZ to a Non-Black***

50eb

1

0

0

Attacker

ICE Program.

(Costly)

**Icon:** Glowing energy katana appearing from the Netrunner's hand.

Enemy Netrunner is forcibly and unsafely Jacked Out of the

**DeckKRASH**

Anti-Personnel

100eb

0

0

0

Architecture, suffering the effect of all Rezzed enemy Black

Attacker

(Premium)

ICE they've encountered in the Architecture as they leave.

**Icon:** Cartoon stick of dynamite thrown by the Netrunner.

*Does 2d6 Damage direct to the enemy Netrunner's brain. Unless insulated, their Cyberdeck catches fire along with their clothing.*

### ***Hellbolt***

*Anti-Personnel*

*100eb*

*2*

*0*

*0*

*Until they spend a Meat Action to put themselves out, they take*

*Attacker*

*(Premium)*

*2 damage to their HP whenever they end their Turn. Multiple instances of this effect cannot stack.*

***Icon:*** Bolt of crimson fire launched from the Netrunner's hand.

*Enemy Netrunner's INT, REF, and DEX are each lowered by 1d6 for*

### ***Nervescrub***

*Anti-Personnel*

*100eb*

*0*

*0*

0

*the next hour (minimum 1). The effects are largely psychosomatic*

*Attacker*

*(Premium)*

*and leave no permanent effects.*

***Icon:*** *Chrome ball thrown by the Netrunner that sparks with electricity.*

***Poison***

*Anti-Personnel*

*Destroys a single Non-Black ICE Program installed on the*

*100eb*

0

0

0

***Flatline***

*Attacker*

*Netrunner target's Cyberdeck at random.*

*(Premium)*

***Icon:*** *Beam of neon green light shot from the Netrunner's finger.*

*Enemy Netrunner cannot progress deeper into the Architecture or*

***Superglue***

*Anti-Personnel*

*Jack Out safely for 1d6 Rounds (enemy Netrunner can still*

*100eb*

*2*

*0*

*0*

*Attacker*

*perform an unsafe Jack Out, though). Each copy of this Program*

*(Premium)*

*can only be used once per Netrun.*

***Icon:*** *A mass of sticky red goop fired from the Netrunner's hand.*

*Does 1d6 Damage direct to a Netrunner's brain and lowers the*

***Vrizzbolt***

*Anti-Personnel*

*50eb*

*1*

*0*

*0*

*amount of total NET Actions the Netrunner can accomplish on*

*Attacker*

(Costly)

*their next Turn by 1 (minimum 2).*

**Icon:** *A double helix comprised of flickering neon light appearing from the Netrunner's finger.*

## **BLACK ICE**

*Black ICE are deadly Programs that, once triggered, hunt down other Programs or Netrunners across an Architecture. You can choose to load your deck with your own Non-Demon Black ICE, but these Programs are much larger and **will use 2 slots in your deck**. Activating or Deactivating a Program is a NET Action.*

***Installing or Uninstalling a Black ICE Program takes an hour.***

[204](#)





## NETRUNNING

► *the kinDs oF black iCe PRoGRAMs*

*When a Netrunner Activates a Black ICE of their*

own using a NET Action, they can do so in one of two

## **Class**

### **Description**

ways. The first is to activate their Black ICE to lie in

wait at their current "floor" in the Architecture to act as **Anti-Personnel** Deadly single-minded Programs that hunt

described above. This can't be done in combat. The

### **Black ICE**

down and kill Netrunners.

second is to activate their Black ICE during combat

**Anti-Program** Deadly single-minded Programs that hunt  
targeting a valid target. In this case, the Black ICE is

### **Black ICE**

down and kill a Netrunner's Rezzed Programs.

placed into the Initiative Queue at the top, one number

above the entity with the previously highest Initiative. It

Black ICE Intelligent Systems that operate

attacks its target once every Turn, until it is Derezzed,

Control Nodes to defend their NET

### **Demon**

Destroyed, or Slid away from successful y.



*Architecture or a physical space by targeting the Netrunner and their party in Meatspace.*

*To assign a new target to their Black ICE, the These are too big for Cyberdecks.*

*Netrunner needs to spend a NET Action to Deactivate it, and a NET Action to Activate it again, re-entering e*

*it into the top of the Initiative Queue and sending it at nCounteRinG AnD usinG blACk iCe a valid target.*

*When you encounter enemy Black ICE lying in wait Your Black ICE is just as single-minded as the Black in an Architecture, you roll your Interface + any ICE you encounter. Black ICE is not a digital pet; it SPEED bonus you have active + 1d10 vs. the Black cannot do anything except the one thing it was coded ICE's SPEED + 1d10. If it beats your Check, you (or to do.*

*one of your active Programs at random in the case of Anti-Program Black ICE) suffer its effect immedi-*

***The GM plays all Black ICE Turns.***

*ately. 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), 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 GNALL***

***the Slide Interface Ability. Anti-Program BA***

***Black ICE will continue to follow an enemy Netrunner until they are Derezzed or Slid away from even if they currently have no BY RICHARD***

***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 "lying in wait" in the*

*Architecture exactly where their pursuit*

*ended, as described above.*

205



## NETRUNNING

*how to ReAD the black iCe PRoGRAM tAble*

**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 its intended target.*

**Perception (PER):** *How hard the Black ICE is to Slide away from.*

**Speed (SPD):** *How fast the Black ICE can react. A Black ICE with high SPD lying in wait is more likely to connect with a free hit when they initially encounter a Netrunner. (See [Encountering Black ICE pg. 205](#)).*

**Attack (ATK):** *A number the Black ICE adds to its roll when attacking during its Turn.*

**Defense (DEF):** *A number the Black ICE adds to its roll when defending against an attack.*

**REZ:** *The Program's Hit Points, or the amount of damage it can sustain while Rezzed before it is Derez.*

***Effect:*** The Effect caused when the Black ICE hits with an attack.

***Icon:*** The appearance of the Program in the NET. Many Netrunners customize the look of their Black ICE

*Programs.*

***Cost:*** What the Program costs in the main currency in Night City, the Eurobuck. The Price Category of the item is listed below its cost. See Buying and Selling on [Page 385](#).

***Name***

***Class***

***PER SPD***

***ATK***

***DEF REZ Effect***

***Cost***

***Asp***

***Anti-Personnel***

***Destroys a single Program installed on the enemy***

***100eb***

***4***

***6***

***2***

***2***

***15***

*Black ICE*

*Netrunner's Cyberdeck at random.*

*(Premium)*

**Icon:** *Golden Egyptian cobra, spitting beams of neon green light.*

*Does 3d6 damage direct to an enemy Netrunner's*

*brain. The Netrunner is forcibly and unsafely*

*1,000eb*

**Giant**

*Anti-Personnel*

*Jacked Out of their current Netrun. They suffer*

*2*

*2*

*8*

*4*

*25*

*(V.*

*Black ICE*

*the effect of all Rezzed enemy Black ICE they've*

*Expensive)*

*encountered in the Architecture as they leave, not*

*including the Giant.*

**Icon:** *A massive pair of feet and ankles towering above the enemy Netrunner.*

*Does 2d6 damage direct to the Netrunner's brain.*

*Unless insulated, their Cyberdeck catches fire along*

### ***Hellhound***

*Anti-Personnel*

*with their clothing. Until they spend a Meat Action*

*500eb*

*6*

*6*

*6*

*2*

*20*

***Black ICE***

*to put themselves out, they take 2 damage to*

*(Expensive)*

*their HP whenever they end their Turn. Multiple*

*instances of this effect cannot stack.*

**Icon:** *A huge, black metal wolf. Its eyes glow white and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating the enemy Netrunner's name.*

*th*

*t e blACk iCe i hAt*

*A e most?*

*kille*

*l rs. i CAn DeAl with iCe*

*hittinG my bRAin but iF they tA*

*t ke*

*out my PRoGRAmS? i'm fraggEd.*

*— redeye*

206



NETRUNNING

**Name**

**Class**

**PER SPD**

**ATK**

**DEF REZ Effect**

**Cost**

*Does 3d6 damage direct to an enemy Netrunner's*

*brain. Until the end of the Netrunner's next Turn,*

1,000eb

## **Kraken**

*Anti-Personnel*

6

2

8

4

30

*the Netrunner cannot progress deeper into the*

*(V.*

*Black ICE*

*Architecture or Jack Out safely (The Netrunner*

*Expensive)*

*can still perform an unsafe Jack Out).*

**Icon:** *A mass of thrashing, orange tentacles protruding from the walls. Their suckers are covered in sticky red goop.*

*Enemy Netrunner's INT, REF, and DEX are each*

## **Liche**

*Anti-Personnel*

*lowered by 1d6 for the next hour (minimum 1).*

500eb



8

2

6

2

25

*Black ICE*

*The effects are largely psychosomatic and leave*

*(Expensive)*

*no permanent effects.*

***Icon:*** *Metallic skeleton draped in black robes. Its hands are studded with blackened rings that spark with electricity.*

*Derezzes a single Defender Program the enemy*

***Raven***

*Anti-Personnel*

*50eb*

6

4

4

2

15

*Netrunner has Rezzed at random, then deals 1d6*

## *Black ICE*

*(Costly)*

*damage direct to the Netrunner's brain.*

***Icon:*** *Raven adorned in plate armor wielding a glowing white lance.*

*Enemy Netrunner's MOVE is lowered by 1d6 for*

## ***Scorpion***

*Anti-Personnel*

*100eb*

*2*

*6*

*2*

*2*

*15*

*the next hour (minimum 1). The effects are largely*

## *Black ICE*

*(Premium)*

*psychosomatic and leave no permanent effects.*

***Icon:*** *A tiny black scorpion that hisses very loudly whenever the enemy Netrunner speaks.*

*Until this Program is Derezzed, an enemy*

*Netrunner hit by this Effect makes all Slide Checks*

## ***Skunk***

*Anti-Personnel*

*500eb*

*2*

*4*

*4*

*2*

*10*

*at a -2. Each Skunk Black ICE can only affect*

*Black ICE*

*(Expensive)*

*a single Netrunner at a time, but the effects of*

*multiple Skunks can stack.*

***Icon:*** *Cartoon skunk that walks on its hind legs, following the Netrunner much too closely.*

*Does 1d6 damage direct to the enemy Netrunner's*

## ***Wisp***

*Anti-Personnel*

*brain and lowers the amount of total NET Actions*

*50eb*

*4*

4

4

2

15

*Black ICE*

*the Netrunner can accomplish on their next Turn*

*(Costly)*

*by 1 (minimum 2).*

***Icon:*** *Orb of light with a single minuscule eye crackling with energy.*

*Deals 6d6 damage to a Program. If this damage*

*1,000eb*

***Dragon***

*Anti-Program*

6

4

6

6

30

*would be enough to Derezz the Program, it is*

*(V.*

*Black ICE*

*instead Destroyed.*

*Expensive)*

***Icon:*** *Golden-scaled dragon robot wreathed in electrical discharges.*

*Deals 4d6 damage to a Program. If this damage*

***Killer***

*Anti-Program*

*500eb*

*4*

*8*

*6*

*2*

*20*

*would be enough to Derezz the Program, it is*

*Black ICE*

*(Expensive)*

*instead Destroyed.*

***Icon:*** *Robotic samurai with red eyes wielding a glowing katana.*

*Deals 6d6 damage to a Program. If this damage*

*1,000eb*

## ***Sabertooth***

*Anti-Program*

8

6

6

2

25

*would be enough to Derezz the Program, it is*

*(V.*

*Black ICE*

*instead Destroyed.*

*Expensive)*

***Icon:*** *Immense hulking cat with glowing white tusks.*

[207](#)



## [NETRUNNING](#)

*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.*

***Name***

## ***Data***

## ***Cost***

## ***Bodyweight***

*SP11 armor for head and body with storage space for Cyberdeck and cords for Interface Plugs. Adds 1 extra 1,000eb*

## ***Suit***

*Hardware only Option Slot. See the [full listing on pg. 350](#).*

*(V. Expensive)*

## ***Cyberdeck***

*A Cyberdeck installed directly into a Cyberarm. Adds 1 extra Program/Hardware Slot. See the full listing on **Cyberarm***

*500eb*

*[pg. 364](#).*

*(Expensive)*

## ***Option***

*CybeRDeCk hARDwARe*

*Just like a Cyberdeck's Option Slots can be used to hold Programs, they can also be used to hold Hardware.*

*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. All Hardware takes up 1 Option Slot unless otherwise noted.*

***Installing or Uninstalling a piece of Hardware takes an hour.***

**Name**

**Data**

**Cost**

*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*  
**Backup Drive**

*Action, a Netrunner can re-install all Programs "saved" by the Backup Drive onto their deck, if they have 100eb*

*the Slots for them. If removed from a Cyberdeck, the Backup Drive erases its contents automatically. Restored (Premium)*

*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. Takes 2 Hardware Option Slots.*

*A Cyberdeck with a DNA Lock can be locked and unlocked using a thumbprint, iris scan, blood sample, or **DNA Lock***

*any other biometric method desired. The method varies depending on the model of the DNA Lock. A locked 100eb*

*Cyberdeck cannot be accessed without either its biometric key or a DV 17 Electronics/Security Tech Check.*

*(Premium)*

**Takes 2 Hardware Option Slots.**

**Hardened**

*A Cyberdeck with Hardened Circuitry cannot be rendered temporarily disabled, rendered inoperable, or 100eb*



## **Circuitry**

*destroyed by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.*

*(Premium)*

## **Insulated**

*A Cyberdeck with Insulated Wiring cannot catch fire or cause the user's clothing to catch fire as the result of a 100eb*

## **Wiring**

*Program effect.*

*(Premium)*

## **KRASH Barrier**

*A Cyberdeck with a KRASH Barrier is immune to any Program Effect that forces the Netrunner to Jack Out, 100eb*

*safely or unsafely. **Takes 2 Hardware Option Slots.***

*(Premium)*

## **Range**

*100eb*

*A Cyberdeck with a Range Upgrade can connect to an access point from up to 8m away.*

## **Upgrade**

*(Premium)*





## NETRUNNING

*Doing a Netrun*

*it'S eaSier if you think of netrunning like an elevator.*

*noTes on*

*archiTecTures*

*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, Many electronics do not*

*etc.*

*have a NET Architecture,*

*either because they are*

***Every Turn you can go down through the Architecture as many floors analog, like many toasters***

***as you want, assuming you aren't blocked by a Password or other NET obstruction.***

*still are, or operate entirely*

***You don't get to skip any floors. You still have only a limited number of NET on the CitiNet and memory***

*Actions every Turn. How you use them says a lot about your risk tolerance and style of chips, like Agents and*

*Netrunning.*

*Video Cameras do. These*

*types of electronic devices*

*You have to open every door in order. . and behind plenty of them, there's a Black ICE that can still be countered using*

*ICE that will attempt to punish you immediately for opening its door unless you are fast the Electronics/Security*

*enough, and will enter at the top of the Initiative Queue even if you were faster. **How** Tech Skill, but since*

***far can you press your luck?** Do you take things slowly, defeating each Black ICE*

*they don't need a NET*

*Architecture to operate,*

*as you encounter them, or will you Slide recklessly, even into danger, riskily opening door they can't be hacked*

*after door, dodging the initial attacks of all Black ICE lying in wait for you, and safely with the Interface Role*

*Jacking Out with your final NET Action before the Black ICE you've left active in the NET*

*Ability. This is why many*

*Architecture even get a chance to take a Turn?*

*Netrunners have good*

*Electronics/Security Tech*

► *exAmPle net ARChiteCtuRe*

*Skills to complement their*

*Netrunning. Cyberware*

*can't be hacked using*

***Floor***

***On the Other Side of the "Door"***

***DV***

*Interface for the same*

***1***

*File*

*(Eye-Dee DV6)*

*reason, but is governed by*

*the Cybertech skill instead.*

***2***

*Password*

*(Backdoor DV8)*

***3***

*GMs should keep in*

*Control Node (Cameras)*

*(Control DV10)*

*mind the type of operation*

**4**

*Password*

*(Backdoor DV8)*

*setting up an Architecture.*

**5**

*Asp*

*N/A*

*If al someone needs from*

*their NET Architecture*

**6**

*Control Node (Security Door)*

*(Control DV10)*

*is some simple Control*

**7**

*Hellhound*

*N/A*

*Nodes and an Imp to work*

*the sound and lighting in*

*their nightclub, security*

*B*

*may not be a priority.*

*uilding a NET architecture*

*Just like in the real world,*

*B u i l d i n g a N E T a r c h i t e c t u r e*

*people in Cyberpunk*

*build based on balancing*

*Step by Step creation for gmS*

*budget and supporting*

*what's needed to run their*

*Creating a NET Architecture for your Netrunner Player is simple. You could generate operation efficiently.*

*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.*

209



## NETRUNNING

*steP 0: the DiFFiCulty RAtinG*

*Depending on how hardcore the NET Architecture you are creating is, its defenses will be accordingly tough.*

*Control ing 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.*

***Basic***

***Standard***

***Uncommon***

***Advanced***

***Difficulty***

***Difficulty***

***Difficulty***

***Difficulty***

***Password/File/Control Node DV***

***DV6***

***DV8***

***DV10***

***DV12***

***Interface of a Netrunner with a***

***2***

***4***

***6***

***8***

***fighting chance***



## ***Interface of a Netrunner who might***

*N/A*

*2 or less*

*4 or less*

*6 or less*

***die before reaching the bottom***

*steP 1: 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 2: 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 Character.** 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 3: 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, chlo-rination control valves, electronically engaged door locks, massage chairs, soda machines, air conditioning, and pitching machines all make great Control Nodes too.***

[210](#)



## [NETRUNNING](#)

*If there are 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 its location. When in doubt, Imps are 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 its Meatspace location, feel free to replace any Program you've generated with another Program of the same Cost 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.*

► *net ARChiteCtuRe: FiRst two FlooRs (the lobby)*

***Roll***

***Lobby Floor***

***1***

*File DV6*

***2***

*Password DV6*

***3***

*Password DV8*

***4***

*Skunk*

***5***

*Wisp*

***6***

*Killer*

► *net ARChiteCtuRe: All otheR FlooRs*

***Roll***

***(3d6)***

***Basic Floor***

***Standard Floor***

***Uncommon Floor***

***Advanced Floor***

**3**

*Hellhound*

*Hellhound x2*

*Kraken*

*Hellhound x3*

**4**

*Sabertooth*

*Hellhound, Killer*

*Hellhound, Scorpion*

*Asp x2*

**5**

*Raven x2*

*Skunk x2*

*Hellhound, Killer*

*Hellhound, Liche*

**6**

*Hellhound*

*Sabertooth*

*Raven x2*

*Wisp x3*

*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 x3*

*Raven x3*

*Dragon, Wisp*

*Raven, Wisp, Hellhound*

**18**

*Liche*

*Liche, Raven*

*Giant*

*Dragon x2*

[211](#)



## [NETRUNNING](#)

*Demons and Defenses*

***A Demon enters the Initiative Queue at the top when it detects an intruder with one of its Observation Cameras, or when a toolbox for gamemaSterS***

***Netrunner enters its Architecture. On their Turn, Demons prioritize acting on Control***

*One way to spice up a NET Architecture location is Node triggers using their NET Actions, and by loading it up with Defenses. You might want to look only Zap an enemy Netrunner with their into installing a Demon into the Architecture to control leftover NET Actions.*

*them.*

*The biggest limit of a Demon is its specific, non-vo-*



## *Demons*

*litional "intelligence." Demons are rather like the AI used in video games; they have "triggers" that set up*

*In the Time of the Red, what we call "Demons" are predetermined actions they can take.*

*actual y very specific types of Black ICE Intel igent Systems. They are not the True AIs of the pre-War*

*For instance, a Demon control ing a turret knows period, which were restricted after the destruction they to attack anyone who enters a specific room who is wrought during the 4th Corporate War.*

*not wearing a specific ID badge. This is all it cares about. If the marketing manager's ID badge had been*

*These "Demons" are designed to attack Meatspace unknowingly replaced with the wrong ID, the Demon targets, such as a Netrunner's support party, using Control Nodes, like drones and turrets.*

*would treat them just like any other intruder.*

*Demons have an **Interface** and a **Combat***

► *Demons*

***Number.** This Combat Number combines both STAT and Skill for them. You add a d10 roll to this Combat*

***Combat***

*Number for the purpose of attacking and defending*

***Name***

***REZ Interface***

***NET***

***Actions Number***

*with drones, turrets, etc., which they are Controlling.*

***They are unable to run Programs or Black***

***Imp***

*15*

*3*

*2*

*14*

***ICE.***

***Icon:** Small orange sphere of light with red horns.*

*With their Interface, Demons have access to only*

***Efreet***

*25*

4

3

14

*2 Netrunner Abilities with which to use their NET*

***Icon:*** Tall, powerfully built Black man, dressed in elegant

*Actions:* Zap (to defend themselves) and Control (to

evening clothes completed with a fez and dagger.

operate Control Nodes). ***Even when operated by***

***Balron***

30

7

4

14

***a Demon, each Control Node can still only be***

***Icon:*** Huge humanoid monster in futuristic black arm or

***activated once per Turn. Demons can have***

*covered with hissing green glowing tentacles.*

***control of multiple Control Nodes just like***

***Netrunners. That's why Arasaka instal s multiple***

***turrets.***

## *ReADinG the DeFense tAbles*

*A Demon is constantly aware of every facet of*

***Type:*** *The name of the Defense.*

*its Architecture, which means that it is unimpeded*

*by Passwords, is always aware of any Netrunner's*

***Description:*** *A description of the Defense. Some presence, and automatically wins any Speed contest will offer a number of different options for the GM against a Program.*

*to choose from when building the Defense. The DV for countering the Defense with Electronics/Security*

*Thus, Demons have no SPD or PER score. Because Tech (and the amount of time it takes) is also located of this, you cannot Slide away from a Demon, and the here.*

*Demon doesn't have a chance to get a free hit on you when it discovers you. Demons don't have DEF either,*

***Default Trigger:*** *The most common method of attacking and defend just as a Netrunner does with Interface vating the Defense. GMs should feel free to modify*

+ 1d10.

*it to their own needs.*

## 212



## NETRUNNING

**Data:** *Additional notes can be found here. This can include MOVE for Active Defenses, Combat Number for Emplaced Defenses, range of operation, HP, the Perception Check to spot a Defense for Environmental Defenses, and any information about ROF.*

### *Active DeFenses*

*Active Defenses are small robots capable of independent action within an 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/yds 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 its weapons in their own hands and dodging with their own body.*

### **Type**

## ***Description***

## ***Default Trigger***

## ***Data***

## ***Air Swarm***

*Tiny flying drones about the size of gnats, with nanowire cutting surfaces.*

*Target enters area without*

*8 MOVE•15HP*

## ***Drone***

*Treat the cloud as a single entity wielding a Very Heavy Melee Weapon.*

*wearing proper pass or*

*Perimeter of*

## ***Cloud***

***DV17 Electronics/Security Tech, 5 min to counter.***

*badge.*

## ***Defended Area***

*Comes in various forms, including Rolling Ball, Tracked, Wheeled, or Snake Form. Ground Drones are equipped with 2 of the following:*

*4 MOVE•30HP*

## ***Ground***

*Target enters area without*

- Very Heavy Pistol with 8 Armor Piercing Bullets*

*wearing proper pass or*

***Drone***

- *SMG with 30 Basic Bullets*

*Perimeter of*

*badge.*

- *Observation camera*

*Defended Area*

***DV21 Electronics/Security Tech, 5 min to counter.***

*Large Air Drones are equipped with 2 of the following:*

*6 MOVE•20HP*

***Large Air***

- *Dartgun with 8 Poison Arrows*

*Target enters area without*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*wearing proper pass or*

***Drone***

*Perimeter of*

- *Observation camera*

*badge.*

*Defended Area*

***DV21 Electronics/Security Tech, 5 mins to counter.***

*Mini Air Drones are equipped with 1 of the following:*

*6 MOVE•15HP*

***Mini Air***

- *Dartgun with 8 Poison Arrows*

*Target enters area without*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*wearing proper pass or*

***Drone***

*Perimeter of*

- *Observation camera*

*badge.*

*Defended Area*

***DV17 Electronics/Security Tech, 5 min to counter.***

*Spider drones may be equipped with 2 of the following:*

***Spider***

- *Grenade Launcher with 2 Teargas Grenades*

*Target enters area without*

*4 MOVE•40HP*

***Walking***



- *Very Heavy Melee Weapon*

*wearing proper pass or*

- *Heavy SMG with 40 Basic Bullets*

*Perimeter of*

***Drone***

*badge.*

- *Observation camera*

*Defended Area*

***DV21 Electronics/Security Tech, 5min to counter.***

[213](#)



[NETRUNNING](#)

*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 its own Control Node in a NET Architecture. Unlike Active Defenses, Emplaced Defenses do not require a Demon or Netrunner to operate them. 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 control ed, it is vulnerable to being countered using the Electronics/*

*Security Tech Skill. Once countered, the Emplaced Defense can be control ed remotely within 6m/yds 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 control ed by a Netrunner, all attacks are made using the Netrunner's own Skills as if they were firing its weapons in their own hands.*

### **Type**

### **Description**

### **Default Trigger**

### **Data**

*Automated weapon disperses a swarm of nanites into the room as a red fog. The nanites, when inhaled, attack their victim from within by binding the hemoglobin in their blood into clots. Anything that filters gas attacks blocks the Automated **Automated***

*Single Attack on all*

*Blood Swarm.*

*targets*

### **Blood**

*Target enters room without*

*Everyone Meat within the Defended Area must succeed at a DV15 Resist Torture/ wearing proper pass or badge.*

### **Swarm**

*Perimeter of*

*Drugs Check. Anyone who fails is dealt 3d6 damage directly to their HP.  
Their Defended Area*

*armor isn't ablated.*

***DV21 Electronics/Security Tech, 5 min to counter.***

*Target enters room without*

*Combat Number 14*

***Automated***

*An automated Very Heavy Melee Weapon, typically attacking from one  
corner of wearing proper pass or badge.*

*a room. Often, it takes the form of an industrial-grade water cutter or  
spinning **Melee***

*Melee Weapon continues to*

*25HP*

*Monofilament wire.*

*attack until all targets are*

***Weapon***

*Perimeter of*

***DV17 Electronics/Security Tech, 5 min to counter.***

*dead or no longer in range, or*

*Defended Area*

*proper badge is presented.*

*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 Target enters room without*

*Turret, although typically they will be equipped with 1 of the following: wearing proper pass or badge. Combat Number 14*

### ***Automated***

- *Assault Rifle with 25 Basic Bullets*

*Turret continues to fire until*

*25HP*

- *Flamethrower with 4 Incendiary Shotgun Shells*

### ***Turret***

*target is dead, or no longer*

- *Dartgun with 8 Poison Arrows*

*Perimeter of*

*in range, or proper badge is*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*Defended Area*

*presented.*

- *Heavy SMG with 40 Basic Bullets*

***DV17 Electronics/Security Tech, 5 min to counter.***

*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 al*

214



## NETRUNNING

*automatic, and even when controlled by a Demon or a Netrunner can only be 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/yds 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.*

**Type**

**Description**

**Default**

**Trigger**

**Data**

**5HP**

*These cameras can see in Low Light, Infrared, and UV, and report images for a **Observation** Demon or security personnel to act on.*

*Perception DV17 to spot*

*Target enters room.*

### ***Cameras***

***DV9 Electronics/Security Tech, 1 min to counter.***

*Can see one entire*

*room or corridor*

***20HP***

*This is a network of nanowire concealed in a seemingly normal carpet. When triggered, Perception DV17 to spot*

### ***Tanglefoot***

*the wires extend and wrap around the feet and legs of the target, reducing their Target steps onto the*

### ***Flooring***

*MOVE by 1d6 until the carpet is destroyed or they get off the carpet.*

*carpet.*

***1 ROF***

***DV13 Electronics/Security Tech, 1 min to counter.***

*Perimeter of*

*Defended Area*

*This is a grid wired into a standard floor, which, when triggered, delivers a shocking 20HP*

*6d6 damage to the target's body, reduced by armor which it doesn't ablate.  
Target **Electrical***

*Perception DV17 to spot*

*is shocked again at the end of their next Turn and each of their additional Turns Target steps onto the*

### ***Flooring***

*until they get off the flooring.*

*grid area.*

*Perimeter of*

*Defended Area*

***DV13 Electronics/Security Tech, 1 min to counter.***

*Laser grid projected from the ceiling and walls in a tight pattern. Treat touching one of the Target steps into the*

*Perception DV17 to spot*

### ***Laser Grid***

*lasers like getting hit in the body with a Very Heavy Melee Weapon. If perceived, the Laser Defended Area or moves*

*Grid can be crossed safely with a DV17 Contortionist Check, touching a laser on a failure.*

*2m/yds within the*

*Perimeter of*

***DV17 Electronics/Security Tech, 5 min to counter.***

*Defended Area.*

*Defended Area*

*A section of this floor is counter-weighted to drop the target into a pit trap below the floor. Targets can attempt to save themselves from falling with a DV15 Athletics Perception DV17 to spot*

*Check. No Check is required if target has a Grapple Hand or Grapple Gun easily **Tip-floor***

*Target steps onto the*

*accessible. The bottom of the pit may have a grid of nanowire or spikes delivering tip-floor.*

*Perimeter of*

*6d6 damage to the target's body, which is reduced by armor.*

*Defended Area*

***DV13 Electronics/Security Tech, 1 min to counter.***

*10HP*

*This is a series of sprayers that when triggered project a thick goo around the feet Perception DV17 to spot*

*and legs of the target, reducing their MOVE by 2d6 until the goop is destroyed or **Goop***

*Target steps into the*

*they otherwise escape the Defended Area.*

*1 ROF*



*spray area.*

***DV13 Electronics/Security Tech, 1 min to counter.***

*Perimeter of*

*Defended Area*

*20HP*

*Steel rods that slam down in a grid from the ceiling, or out from the wall crushing Perception DV17 to spot*

***Ceiling/Wall*** *targets beneath/between them with 6d6 damage to their body, which is reduced Target steps onto the*

***Punchers***

*by armor.*

*grid area.*

*1 ROF*

***DV13 Electronics/Security Tech, 5 min to counter.***

*Perimeter of*

*Defended Area*

[215](#)



## NETRUNNING

*Type*

*Description*

*Default*

*Trigger*

*Data*

*This is a series of sprayers that when triggered projects a super slick liquid across the 10HP*

*floor of the area. Anyone who takes a Movement Action in this area must succeed **Slip-floor***

*Target steps onto the*

*Perception DV17 to spot*

*at a DV15 Athletics Check or fall Prone.*

*spray area.*

*Perimeter of*

***DV13 Electronics/Security Tech, 1 min to counter.***

*Defended Area*

*These are panels embedded in the walls and designed to look like art or whiteboards.*

*When triggered, they deliver a stunning blast of blinding light and sound. Anyone Target steps within 2m/*

*5HP*

*caught in their area of effect must succeed at a DV 15 Resist Torture/Drugs Check yds of a panel. Area of*

***Stun Panels***

*Perception DV17 to spot*

*or suffer the Damaged Eye and Damaged Ear Critical Injuries for the next minute.*

*Effect 10m/yd by 10m/*

*Perimeter of*

*They do not take the Bonus Damage from these Critical Injuries.*

*yd square centered on the*

*panel.*

*Defended Area*

***DV13 Electronics/Security Tech, 1 min to counter.***

*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 60HP*

*beat a DV13 Resist Torture/Drugs Check. Anyone who fails is now Unconscious, but **Sleep Gas***

*Target steps into the*

*only until they are woken by taking damage, or by someone else using their Action Perception DV17 to spot*

*enclosed space*

***Elevator***

*to wake them. The trap can be defeated by reducing its HP to 0 before everyone or area.*

*Perimeter of*

*falls unconscious or by disarming it through other means.*

*Defended Area*

***DV17 Electronics/Security Tech, 5 min to counter.***

*BY ADRIAN*

*MAR*

*C*





## NETRUNNING

### HOME SECURITY 2045

*Expensive security solutions aren't just for Corporations, they're also for the few indi-whaT Kind of*

*viduals who can actually afford them. If you find yourself in need of automated home securiTy do i*

*defense, reach deep into your wal et and look no further than your local Night Market.*

*It all starts with buying your own NET Architecture.*

*need?*

*buyinG A net ARChiteCtuRe*

*No NET Architecture is*

*immune to a crack infil-*

*A NET Architecture will set you back considerably. The more floors you want, the more tration team you didn't*

*expensive the price per floor. Additionally, the length of the NET Architecture determines see coming. Anything you*

*if the physical server that houses it is portable (the size of a large backpack) or not, and install for defense could be*

*possibly turned against you*

*determines the maximum amount of Control Nodes (sold separately) you can install in by a Netrunner or Tech of*

*it. Choose wisely, because you can't increase the number of floors in a NET Architecture sufficient skill . So, just keep*

*after purchase. NET Architectures are only available for purchase at a Night Market that that in mind.*

*includes Personal Electronics, run by a Fixer of Rank 4 or higher.*

*Sometimes, being subtle*

*with your security can be*

***Number of***

***Maximum***

*advantageous. Perhaps*

***Floors***

***Control Nodes***

***Portable?***

***Cost per Floor***

*invest in control nodes to*

*run cameras and an alarm,*

***3 to 6***

*1,000eb*

*2*

*Yes*

*and a File to store the video*

*(V. Expensive)*

*logs, with some nasty Black*

***7 to 12***

*5,000eb*

*3*

*No*

*ICE protecting it.*

*(Luxury)*

*If you need to send*

***13 to 18***

*10,000eb*

*N/A*

*No*

*a message, focus on a*

*(Super Luxury)*

*security system that kills.*

*Buy as many short Net*

*Architectures as your*

*ADDinG PAsswoRDs, ContRol noDes, AnD Files*

*Fixer can get a hold of,*



*and fill them up to their*

*Once you've got a NET Architecture, you'll want to fill it up. Passwords, Control Nodes, control node limit with two*

*and Files all fill up a floor in your new baby and are all priced based on how difficult Automated Turrets. Take*

*you want to make it for a Netrunner to crack them open. NET Architectures are only advantage of your Fixer's*

*available for purchase at a Night Market that includes Personal Electronics, run by a connections to get some*

*nice rocket launchers and*

*Fixer of Rank 4 or higher.*

*fancy rockets to outfit your*

*shiny new death machines.*

***Netrunner DV to Beat Feature***

***Cost***

*A Netrunner can't do any-*

*thing unless they can get*

***DV6***

*500eb*

*close enough. Make sure*

*(Expensive)*

*they die trying.*

**DV8**

*1,000eb*

*(V. Expensive)*

**DV10**

*5,000eb*

*(Luxury)*

**DV12**

*10,000eb*

*(Super Luxury)*

[217](#)



[NETRUNNING](#)

*ADDinG Demons AnD blACk iCe*

*ADDinG DeFenses to ContRol noDes*

*Now that you've got something to protect, you can fill*

*To add the finishing touches to your home defense  
your NET Architecture with Black ICE. To do so , you  
solution, you can connect each of your Control  
More  
information on  
pay the cost of each Program you want to add individu-  
Nodes to a Defense. If you would rather connect  
Night Markets  
ally, and place them as you desire in open floors in your  
your Control Nodes to something else, talk to your  
can be found  
on*

*NET Architecture. Black ICE for NET Architecture use is  
GM. You'll need a method by which your Defenses*

*[Page 337](#)*

*priced exactly the same as Black ICE for Cyberdecks. If  
can discern friend from foe. You may also want a  
you want to add 2 Black ICE to a single floor, you pay  
Demon to help manage your Control Nodes, unless  
double the cost of each Program you put in that floor. If*

*you plan on doing so manually.*

*you want to add 3 Black ICE to a single floor, you pay*

*Defenses are priced individually, based on the diffi-*

*triple the cost of each Program you put in that floor.*

*culty to counter them using the Electronics/Security Tech*

*Demons are special and cannot be placed in doubles*

*Skill. These are only available for purchase at a Night*

*or triples. You can only have one Demon per six floors*

*Market that includes Personal Electronics, run by a Fixer*

*in your Architecture. See the table below for their prices.*

*of Rank 4 or higher (For a list of Defenses [see pg. 212](#)).*

*All Programs designed for NET Architectures are only*

*available for purchase at a Night Market that includes*

***DV to Counter with***

*Personal Electronics, run by a Fixer of Rank 4 or higher.*

***Electronics/Security Tech***

***Cost***

***Demon***

***Cost***

***DV9***

*500eb*

*(Expensive)*

***Imp***

*1,000eb*

*(V. Expensive)*

***DV13***

*1,000eb*

*(V. Expensive)*

***Efreet***

*5,000eb*

*(Luxury)*

***DV17***

*5,000eb*

*(Luxury)*

***Balron***

*10,000eb*

*(Super Luxury)*

***DV21***

*10,000eb*

*(Super Luxury)*

## *home seCuRity: An exAmPle*

*Someone broke into TLB LTD's warehouse last week so the company decides to up their security. They start with a **4 Floor NET Architecture** (1,000eb/floor for 4000eb). On the first Floor they install a **Hellhound** (1,000eb) and a **Killer** (1,000eb). Each costs double because there's two on the same floor. On Floor 2 they install a **Password** with a DV8 (1,000eb). Floor 3 gets one more **Hellhound** (500eb because it is the only Black ICE on the floor) and the last Floor has a DV8 **Control Node** (1,000eb) that mans an **Automated Turret** (5,000eb). Al together, their new security system costs a whopping 13,500eb.*

► *tlb ltD net ARChiteCtuRe*

### ***Floor***

### ***On the Other Side of the "Door"***

### ***DV***

***1***

*Hellhound, Killer*

*N/A*

***2***

*Password*

*(Backdoor DV8)*

***3***

*Hellhound*

*N/A*

***4***

### Control Node (Automated Turret)

(Control DV8)

218



*BY ADRIAN MARC*

*trauma*

*tra*

*team*

*uma*

*bec*

*be a*

*c use*

*a*

*y*

*use ou're gonna*

*y*

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*t*

***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.***

[219](#)





## TRAUMA TEAM

wound states

*As you take damage, you cross Wound State Thresholds, eventually becoming wounded what To do when a*

*in ways that impair your performance. Each new Wound State replaces the effect of your character dies*

*previous Wound State.*

*What's a GM to do when*

***Your Wound State is determined by the amount of***

*one of PCs takes the Big*

***Hit Points you have remaining.***

*Drop? Here's a few ways*

*to deal with this:*

***Wound***

***Stabilization***

***State***

***Threshold***

***Wound***

***Effect***

***DV***

***Prepare for the***

*worst: Early on in the*

***Lightly***

*campaign, have your*

*Less than Full HP*

*None*

*DV10*

***Wounded***

*players start developing*

*an alternate Character to*

***Seriously***

*Less than 1/2 HP*

*-2 to all Actions*

*DV13*

*pick up the torch should*

***Wounded***

*(round up)*

*the original go down. This*

*-4 to all Actions*

*could be a relative, a close*

*friend, or even an old lover.*

*-6 to MOVE (Minimum 1)*

*It always helps if they knew*

*Must make a **Death Save** at start of each*

*DV15 to heal back to*

*the deceased PC and can*

***Mortally***

*1 HP, and Unconscious*

*Less than 1 HP*

*one of their Turns.*

*slide into the Crew with*

***Wounded***

*Mortally Wounded Characters suffer a*

*(Gone from the world*

*a minimum amount of*

***Critical Injury*** *whenever they are damaged*

*for 1 minute)*

*disruption.*

*by a Melee or Ranged Attack. In addition*

***Expect the End:*** *The*

*their **Death Save Penalty** increases by 1.*

*other way is to psychologi-*

***Dead***

*One failed Death Save*

*Death*

*Never coming back*

*cally prepare the Players to*

*expect death. This is what*

*Mike calls the "samurai*

*do not fear death" option.*

*CRitiCAL inJuRies*

***Cyberpunk**, in all its*

*incarnations, has a repu-*

*tation for being a deadly*

*Whenever two or more dice rolled for damage from a Melee or*

*RPG to play (there are even*

*jokey cartoons about it).*

*Ranged Attack come up 6, you've inflicted a Critical Injury!*

*So, set the Players up, from*

*the beginning, to expect*

***Roll 2d6 on the appropriate Critical Injury Table until you get a Critical sudden and brutal death.***

*Sell the idea that when*

***Injury that the target isn't currently suffering. If you weren't using an Aimed they go, they will go out as***

*Shot to target the head, roll on the Critical Injuries to the Body Table.*

*heroes in a blaze of glory;*

***All Critical Injuries cause a horrible Injury Effect and deal 5 Bonus and when it happens,***

*do whatever you can to*

***Damage directly to the target's Hit Points when suffered. The Bonus Damage doesn't make that death a scene***

*ablate armor and isn't modified by hit location.*

*everyone at the table will*

*Critical Injuries and their Bonus Damage are inflicted regardless of if any of the attack's remember and talk about*

*damage got through the target's SP.*

*for days.*

220



TRAUMA TEAM

► *CRitiCAL inJuRies to the boDy*

***Roll***

***(2d6)***

***Injury***

***Injury Effect***

***Quick***

***Fix***

***Treatment***

***2***

*The Dismembered Arm is gone. You drop any items in that dismembered*

*Dismembered Arm*

*N/A*

*Surgery DV17*

*arm's hand immediately. **Base Death Save Penalty is increased by 1.***

***3***

*The Dismembered Hand is gone. You drop any items in the dismembered*

*Dismembered Hand*

*N/A*

*Surgery DV17*

*hand immediately. **Base Death Save Penalty is increased by 1.***

***4***



*-2 to MOVE (minimum 1)*

*Paramedic*

*Collapsed Lung*

*Surgery DV15*

***Base Death Save Penalty is increased by 1.***

*DV15*

**5**

*At the end of every Turn where you move further than 4m/yds on foot,  
Paramedic*

*Paramedic DV15 or*

*Broken Ribs*

*you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.*

*DV13*

*Surgery DV13*

**6**

*The Broken Arm cannot be used. You drop any items in that*

*Paramedic*

*Paramedic DV15 or*

*Broken Arm*

*arm's hand immediately.*

*DV13*

*Surgery DV13*

*First Aid or*

*Quick Fix removes*

**7**

*At the end of every Turn where you move further than 4m/yds on foot, you  
Foreign Object*

*Paramedic*

*Injury Effect*

*re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.*

*DV13*

*permanently*

**8**

*Paramedic*

*Paramedic DV15 or*

*Broken Leg*

*-4 to MOVE (minimum 1)*

*DV13*

*Surgery DV13*

*First Aid or*

*Quick Fix removes*

**9**

*Torn Muscle*

*-2 to Melee Attacks*

*Paramedic*

*Injury Effect*

*DV13*

*permanently*

**10**

*Next Turn, you cannot take an Action, but you can still take a Move Action.*

*Paramedic*

*Spinal Injury*

*Surgery DV15*

***Base Death Save Penalty is increased by 1.***

*DV15*

**11**

*Paramedic*

*Crushed Fingers*

*-4 to all Actions involving that hand*

*Surgery DV15*

*DV13*

**12**

*The Dismembered Leg is gone. -6 to MOVE (minimum 1)*

*Dismembered Leg*

*N/A*

*Surgery DV17*

*You cannot dodge attacks. **Base Death Save Penalty is increased by 1.***

► *CRitiCAL inJuRies to the heAD*

***Roll***

***(2d6)***

***Injury***

***Injury Effect***

***Quick***

***Fix***

***Treatment***

***2***

*The Lost Eye is gone. -4 to Ranged Attacks & Perception Checks involving Lost Eye*

*N/A*

*Surgery DV17*

*vision. **Base Death Save Penalty is increased by 1.***

***3***

*Brain Injury*

*-2 to all Actions. **Base Death Save Penalty is increased by 1.***

*N/A*

*Surgery DV17*

**4**

*Paramedic*

*Damaged Eye*

*-2 to Ranged Attacks & Perception Checks involving vision.*

*Surgery DV13*

*DV15*

*First Aid or*

*Quick Fix removes*

**5**

*Concussion*

*-2 to all Actions*

*Paramedic*

*Injury Effect*

*DV13*

*permanently*

**6**

*Paramedic*

*Paramedic or*

*Broken Jaw*

*-4 to all Actions involving speech*

*DV13*

*Surgery DV13*

[221](#)



[TRAUMA TEAM](#)

***Roll***

***(2d6)***

***Injury***

***Injury Effect***

***Quick***

***Fix***

***Treatment***

***First Aid or***

***Quick Fix removes***

***7***

***At the end of every Turn where you move further than 4m/yds on foot, you  
Foreign Object***

*Paramedic*

*Injury Effect*

*re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.*

*DV13*

*permanently*

**8**

*Paramedic*

*Paramedic or*

*Whiplash*

***Base Death Save Penalty is increased by 1.***

*DV13*

*Surgery DV13*

**9**

*Aimed Shots to your head multiply the damage that gets through your SP*

*Paramedic*

*Paramedic or*

*Cracked Skull*

*by 3 instead of 2. **Base Death Save Penalty is increased by 1.***

*DV15*

*Surgery DV15*

*Whenever you move further than 4m/yds on foot in a Turn, you cannot*

**10**

*Paramedic*

*Damaged Ear*

*take a Move Action on your next Turn. Additionally you take a -2 to*

*Surgery DV13*

*DV13*

*Perception Checks involving hearing.*

**11**

*Crushed Windpipe*

*You cannot speak. **Base Death Save Penalty is increased by 1.***

*N/A*

*Surgery DV15*

*The Lost Ear is gone. Whenever you move further than 4m/yds on foot*

**12**

*in a Turn, you cannot take a Move Action on your next Turn.*

*Lost Ear*

*N/A*

*Surgery DV17*

*Additionally you take a -4 to Perception Checks involving hearing.*



***Base Death Save Penalty is increased by 1.***

► ***Mortally Wounded*** ◀

*Stabilization and Healing*

*Mortally Wounded Characters suffer a Critical Injury whenever they are damaged by an Attack. In addition Assuming you don't end up dead, you'll want to heal their Death Save Penalty increases by 1.*

*up so you can get back on The Street and do it all over again. To begin the natural healing process, you must DeAth sAves*

*first receive stabilization.*

***At the start of each of your Turns where***

***you are Mortally Wounded, you must make***

***a Death Save. Roll a d10. If you roll under your***

***The DV to Stabilize a target (or yourself)***

***BODY, you live, and can take your Turn as usual. If***

***depends on what Wound State your***

***you roll a 10, you automatically fail your***

***target is in.***

***Death Save . Every time you roll a Death Save,***

*your Death Save Penalty increases, meaning each*

***Lightly Wounded: DV10***

*future Death Save you roll is made with an additional*

***Seriously Wounded: DV13***

*+1, making it progressively harder to stave off death.*

*This Death Save Penalty continues to add up until you*

***Mortally Wounded: DV15***

*are brought back to 1HP by Stabilization, where it*

*resets to your Base Death Save Penalty, which can be*

*Stabilization takes an Action and*

*increased by the nastiest Critical Injuries.*

*is rolled: TECH + **First Aid Skill***

*or **Paramedic Skill** + 1d10.*

*If you fail even a single*

*Death Save, you die.*

*i'm stAbiliZeD. now whAt?*

*And there's no coming*

*Once successful stabilization has been reached, the*

*back from that.*

*target will heal a number of Hit Points equal to their*

*BODY for each full day they spend resting, spending*

222

### TRAUMA TEAM

*the majority of each day taking it easy and doing*

*tReAtinG A CRitiCAL inJuRy*

*only light activity, until they are at Full HP again. If the*

*patient pushes it, they will gain no HP that day, their*

*There are two ways to heal a Critical Injury: a **Quick***

*wounds will reopen, and they will need to receive sta-*

***Fix** and a **Treatment**. Depending on the severity of*

*bilization again to restart the natural healing process.*

*the Critical Injury, either option may not be available,*

*or they may require different skills. The worst Critical*

*. .unless you'Re moRtAlly wounDeD*

*Injuries require the Surgery Skill, which is exclusive to*

*the Medtech Role Ability.*

*A Mortally Wounded target who receives successful*

*stabilization is immediately healed to 1 Hit Point and*

*is now Unconscious. Their adrenaline has run out.*

***A Quick Fix will remove the Injury***

*While unconscious, you are gone from the world.*

***Effect for the rest of the day.***

*This condition always lasts one minute. You still rol*

*Death Saves if somebody stabs you into a Mortally*

*Wounded state while you are unconscious. Happens*

***Each attempt takes a minute.***

*more than you think.*

*You can Quick Fix yourself.*

*n*

*eeDeD skills*

***A Treatment will remove the Injury***

*There are four healing Skills in Cyberpunk RED:*

***Effect permanently.***

***Cybertech, First Aid, Paramedic (x2), and***

***Surgery.***

***Each attempt takes four hours. You***

► ***CybeRteCh***

*can't do a Treatment on yourself.*

• *Not capable of Stabilizing Wound States.*

- *Can be used to Quick Fix and Treat Critical*

*CRitiCAL inJuRies AnD CybeRteCh*

*Injuries done to cyberware that have replaced meat parts like cyberlimbs or cybereyes.*

*If you suffer a Critical Injury to a section of your body that has been replaced with cyberware (Cyberarm,*

► *FiRst AiD*

*Cyberleg, Cybereye, Cyberaudio, etc.) you still suffer the Effect of the Critical Injury and its Bonus Damage.*

- *Capable of Stabilizing Wound States and Quick*

*However, you can use the Cybertech Skill to perform Fixing only the most common Critical Injuries.*

*a Quick Fix or Treatment in place of the First Aid,*

- *Available to all Characters with minimal invest-*

*Paramedic, or Surgery Skills. This Check is made at ment because it is always trained to at least +2.*

*the listed DV and takes the same amount of time.*

► *PARAmeDiC (x2)*

- *Capable of Stabilizing Wound States and Quick*

*Trauma Team: Silver or exec?*

*Fixing or Treating all but the deadliest Critical*

*As demand for their services rose, the Trauma Team*

*Injuries.*

*changed their funding model to reflect the times, offer-*

- *Available to all Characters but is a costly invest-*

*ing 2 levels of service for their clients: **Silver** (500eb/*

*month) as it is a (x2) cost Skill.*

*month) and **Executive** (1,000eb/month).*



***Silver** members are charged for Treatments*

*uRGeRy*

*requiring Surgery equal to the cost that they would be*

- *Capable of Treating even the deadliest Critical*

*charged at the Hospital. If the member doesn't want to*

*Injuries.*

*pay extra for these Treatments, the Trauma Team will*

- *Available only to Medtechs through their Role*

*do everything possible for them using the Paramedic*

*Ability, Medicine.*

*Skill before dropping them off at the nearest hospital.*



### [TRAUMA TEAM](#)

***Executive** coverage includes Treatments requiring Surgery at no extra cost.*

*For more info*

*Both plans are transferable on a 1-1 basis meaning you can use your coverage to help one of your friends about Trauma*

*without coverage, but not for two friends simultaneously, or if you've already called in your coverage for yourself.*

*Team as a*

*Corporation*

*Registering your Trauma Team Card on an Agent with a linked Biomonitor will allow your Agent to call the Trauma see*

*Team on your behalf during a firefight without you needing to take an Action to do so when **you have HP less***

[page 279.](#)

***than your BODY or whenever you receive a Critical Injury that dismembers 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 how many Rounds before the Trauma Team arrives.*

*They then join at the top of the Initiative Queue. The Trauma Team are treated like the Lawman's Backup, meaning that in addition to SP, HP, and a MOVE, and 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 add a d10 roll to this value whenever attacking with their carried weapons or equipment or defending. **The Trauma Team members cannot dodge bullets.***

*A Trauma Team consists of 5 members: A Doctor, a Medical Assistant, a Pilot, and 2 Trauma Team Security Officers. They arrive from the air in an AV-4 equipped with a Vehicle Heavy Weapon Mount loaded with a Tsunami Arms Helix ([see pg. 347](#)). The AV-4 is also packed with medical tech, including 4 Cryotanks and a state-of-the-art operating table.*

*The Trauma Team prides themselves on arriving in their AV-4 as close to the action as possible and getting all patients safely into Cryopump bags on the same Turn that they arrive in combat if possible, after which they leave under covering fire just as soon as all policy holders are secured in the AV-4.*

### **Trauma Team Member**

**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.*

10

11

20

4

*Additionally, they can use their combat number for these Skills: First Aid, Paramedic, Surgery, and Medical Tech.*

### ***Trauma Team Medical Assistant***

*A Medtech in Kevlar® wielding a Cryopump and a Bulletproof Shield.*

10

7

25

6

*Additionally, they can use their combat number for these Skills: Pilot Air Vehicle, First Aid, Paramedic, and Medical Tech.*

### ***Trauma Team Pilot***

*A pilot in Kevlar®, wielding a Very Heavy Pistol.*

10

7

25

6

*Additionally, they can use their combat number for these Skills: Air Vehicle Tech, First Aid, and Pilot Air Vehicle.*

***Trauma Team Security Officer (x2)***

10

13

30

4

*Hired muscle in Heavy Armorjack, wielding Assault Rifles.*

[224](#)



4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

## TRAUMA TEAM

AHULIN

YM HAR

BY MAKES

### *Going to the Hospital*

*Advances in medicine have relegated many hospital trips to simple outpatient procedures, lasting no longer than 4 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 at no extra charge. Likely, you'll walk out of the hospital the same day you walked in, to finish the healing process in the comfort of your home. If you'd rather heal in the hospital, beds are 100eb (Premium) 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: Highest DV of Stabilization or Treatment for Critical Injury During Visit Cost***

### ***DV17 or higher***

*1,000eb*

*(V. Expensive)*

### ***DV15***

*500eb*

*(Expensive)*

### ***DV13***

*100eb*

*(Premium)*

***DV10***

*50eb*

*(Costly)*

[225](#)





## TRAUMA TEAM

*boDybAnk*

*Widespread adoption of new advances in limb cloning technology pioneered by rePLacemenT ParTs*

*Biotechnica during the 4th Corporate War crashed the market for real human cadavers.*

*Cloned limbs became so numerous that **for the first time in the history of organ** When a Character loses a*

*body part due to a Critical*

***harvesting, people became worth less dead than alive.** The Bodybank had Injury such as Lost Eye or*

*to evolve its business model to keep afloat, pivoting itself into a provider of cloned limbs Dismembered Arm, they*

*to hospital clients. As part of this pivot, the Bodybank stopped offering money for both have a few options if they*

*legitimate and il egitimate limbs. The cost for a replacement limb is now included in the want to replace the missing*

*cost of a hospital visit. Buying your own to keep cryochil ed for "just in case" costs only meat.*

*50eb (Costly) a limb.*

*Standard Treatment*

*practices at most hospi-*

*Found CybeRwARe*

*tals involve using either a*

*replacement cloned from*

*Cyberware reclaimed from cadavers has resale value on the market, provided it is prop-the patient's own tissue*

*erly harvested. Only a Medtech is capable of harvesting cyberware (except those easily and force grown to full*

*removable with an Action, like Chipware or Cyberlimbs with Quick Change Mounts) from size or a piece of meda corpse without destroying it in the process (destroyed cyberware has no value on the ical-grade cyberware.*

*market, but it could always be repaired with the Cybertech Skill), and the DV to do so is Medical-grade cyberware*

*equal to the DV to install the cyberware in a new body. Both procedures take 4 hours, replaces the lost body part*

*and if failed, destroy the cyberware and waste 2 hours of operating time. If you have no with a piece of technology*

*issue destroying the cyberware in the process you can reach for your machete and have that offers no additional*

*benefits beyond full func-*

*that Cyberarm in your pack in a minute. Just remember, it will have to be repaired before tionality. Medical-grade*

*it's of any use. While the installation of any cyberware you purchase is part of its cost, cyberware does not have*

*there are many reasons why you may still want to do your own instal ation surgeries off option slots for upgrades*

*the grid, namely privacy. Your patient still suffers Humanity Loss from your installation, (such as Rippers or Chyron)*

*as normal.*

*and they don't count as*

*cyberware for the pur-*

***You can't do installation surgery on yourself***

*poses of causing damage.*

***unless the cyberware's typical installation is Mall.***

*They also do not cause*

*Humanity Loss.*

***Typical***

***Surgery DV***

***Cost to Install at a***

*If a patient wants a ful*

***Installation***

***(Medtech only)***

***Hospital***

*cybernetic replacement,*

*they need to first pay for*

***Mall***

*100eb*



*DV13*

*(Premium)*

*Treatment to repair the*

*Critical Injury and then pay*

***Clinic***

*500eb*

*DV15*

*the cost of the cyberware.*

*(Expensive)*

*If Nightingale loses her*

*arm in a fight and wants a*

***Hospital***

*1,000eb*

*DV17*

*(V. Expensive)*

*cyberarm she can upgrade*

*later, for example, she has*

*to pay 1,000eb for the*

*Treatment and 500eb for*

*boDysCulPtinG*

*the arm.*

*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 most Biosculpting has been*

[226](#)



### [TRAUMA TEAM](#)

*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 Biosculpting***

*can be used*

***Bodysculpted human from a "natural" one by sight alone. It is much easier to assume that for cosmetic***

***the most attractive person in a room is probably Bodysculpted.***

*purposes*

*but also for*

*therapeutic*

*Exotic Bodysculpting, truly fantastic Bodysculpt jobs that emphasize alien or inhuman features, like whiskers, ones, including*

*muzzles, manes, reptilian skin, fur, tails, hooves, antennae, claws, fins, and paws have also become cheaper and helping remove*

*scar tissue,*

*more available. Exotic Bodysculpting, however, causes Humanity Loss due to its extreme effects, and represents repairing*

*a fringe practice in society, being the provenance of animal motif gangs, and other close-knit enthusiast groups.*

*damage caused*

*by cancer and*

*"Exotics," people who get Exotic Bodysculpt jobs, typically also get cyberware to augment their abilities to bring treatments*

*them in line with their new form.*

*for cancer,*

*and gender*

*A skilled Medtech can perform Bodysculpting surgeries on their own. These procedures take 4 hours, and if affirmation.*

*failed, destroy the materials required for the surgery and waste 2 hours of operating time.*

***You can't do Bodysculpting surgery on yourself.***

***Bodysculpting***

***Installation***

***Cost***

***Humanity Loss***

***Surgery DV (Medtech only)***

*Definitions for*

*what constitutes*

***Standard***

*500eb*

*Clinic*

*N/A*

*DV15: Materials are 100eb (Premium)*

*(Expensive)*

*and Clinic and*

*a Hospital can*

*be found on*

***Exotic***

*1,000eb*

*Hospital*

*4d6*

*DV17: Materials are 500eb (Expensive)*

*(V. Expensive)*

[page 110](#)

*Street Drugs*

► *blACk lACe*

*Drugs are dangerous and messing with them will*

***Cost per Dose: 50eb (Costly)***

*probably mess up your Character for the long term.*

***Primary Effect***

*When you take street drugs, you typically are doing*

- *Lasts 24 Hours.*

*so using an Action with an Airhypo to administer a*

- *User takes 2d6 Humanity Loss upon taking a single dose of a desired drug to a willing target, or dose, which is returned if the user isn't affected trying to make a single Melee Weapon Attack with by Black Lace's Secondary Effect.*

*an Action to administer a single dose to an unwilling*

- *For the duration of the Primary Effect, the user target on a hit instead of dealing damage.*

*ignores the effects of the Seriously Wounded*

***When you are dosed with one of these***

*Wound State.*

***drugs, you are automatically affected by***

***Secondary Effect (DV17)***

***the drug's Primary Effect. When the Primary***

***• Humanity Loss from Primary Effect isn't***

***Effect of the drug wears off at the end of its***

*returned.*

***duration, you roll WILL + Resist Torture/***

***• If the user wasn't already addicted to Black***

***Drugs + 1d10 against the DV of the drug's***

*Lace, they are now. While addicted, unless*

***Secondary Effect, which are permanent and***

*the user is currently experiencing the Primary*

***habit forming until you receive therapy for***

*Effect of Black Lace, their REF is lowered by*

***addiction. Taking multiple doses of a drug extends***

*2 points.*

*the primary effect of a drug by its full duration.*



### TRAUMA TEAM

#### ► *blue GLAss*

• *A Blue Glass Junkie will typically "flash out" once every hour, but this can vary heavily from*

*The flip side*

***Cost per Dose: 20eb (Everyday)***

*person to person.*

*of addiction*

*is therapy to*

### ***Primary Effect***

- *While addicted to Blue Glass, its Primary Effect*

*help you kick*

- *Lasts 4 Hours.*

*the habit. More*

*changes: Instead of causing you to "flash out",*

*about that on*

- *For the duration of the Primary Effect, The GM*

*you are instead immune to "flashing out" while*

*[page 229](#).*

*will occasionally tell you when you are "flash-*

*experiencing the Primary Effect of Blue Glass.*

*ing out," meaning you are hallucinating swirls*

*Now, you take it for stability.*

*of vibrant colors in short, powerful bursts. You*

*lose your ability to do an Action on a Turn*

► *boost*



*while in this state.*

***Cost per Dose: 50eb (Costly)***

***Secondary Effect (DV15)***

***Primary Effect***

- *If the user wasn't already addicted to Blue*
- *Lasts 24 Hours.*

*Glass, they are now.*

- *For the duration of the Primary Effect, the user's*
  - *While addicted, The GM will occasionally tell*
- INT increases by 2 points. This can raise your*
- you when you are "flashing out," hallucinating*
- INT above 8.*

*in short powerful bursts that cause you to lose*

***Secondary Effect (DV17)***

*your ability to do an Action on a Turn while in*

- *If the user wasn't already addicted to Boost,*
- this state.*

*they are now. While addicted, their INT is*

*lowered by 2 points.*

***BY HUNT***

ANG

228



## TRAUMA TEAM

► smAsh

*Therapy and YOU!*

**Cost per Dose:** 10eb (Cheap)

### **Primary Effect**

*Empathy is a STAT, and for each point of EMP you*

- *Lasts 4 Hours.*

*have, you have 10 points of Humanity. A Character*

- *Yellow, foamy, and sold in cans everywhere.*

*that starts with 5 EMP has 50 Humanity, for example.*

*As you undergo Humanity Loss (mainly through instal -*

- *For the duration of the Primary Effect, the user  
ing cybernetics), you'll lose points of Humanity. Every*

*feels euphoric, loose, happy, and ready to*

*party. In game terms this gives the user +2*

*time you lose enough Humanity that the ten's place on*

*to the following Skills: Dance, Contortionist,*

*your Humanity changes, like going from 50 Humanity Conversation, Human Perception, Persuasion, to 46 Humanity, your EMP is effectively lowered to and Acting.*

*the ten's place of your Humanity, in this case, EMP 5*

### ***Secondary Effect (DV15)***

*to EMP 4.*

- *If the user wasn't already addicted to Smash,*

***That's where Therapy comes in. When you***

*they are now. While addicted, the user*

***want to keep all your Cybernetics without***

*feels a loss of interest in normally enjoyable*

***feeling less empathetic, or when you want to***

*activities and has -2 to the following Skills:*

***kick an addiction. It's certainly not cheap, or easy,***

*Dance, Contortionist, Conversation, Human*

*but it is quite fast when compared to similar treatments*

*Perception, Persuasion, and Acting.*

*from yesteryear. Most of the improvements in the effi-*

- *While addicted to Smash, your GM will occa-*

*ciency of these therapies are due to pharmaceuticals  
sionally tell you when you crave more Smash,  
pioneered by Biotechnica during the 4th Corporate  
and you should do your best to roleplay  
War.*

*accordingly.*

*A skilled Medtech can perform therapies on their  
own, using the Medical Tech Skill granted to them*

► *synthCoke*

*through their Role Ability, Medicine. Each of these*

***Cost per Dose: 20eb (Everyday)***

*therapies takes 1 entire week, during which the*

***Primary Effect***

*doctor and their patient can do nothing else. At the*

- *Lasts 4 Hours.*

*end of the week, the doctor rolls against the DV of the*

*Therapy. On a success, the patient gains the Effect*

- *For the duration of the Primary Effect, the user's*

*of the Therapy. On a failed Check, the entire*

*REF increases by 1 point. This can raise your*

*week was for nothing, and any materi-*

*REF above 8. In addition, they are prone to*

*als used were lost. The materials used for*

*paranoid ideation.*

*these Therapies are controlled entirely by*

*• For the duration of the Primary Effect, your GM*

*Biotechnica, and they must be purchased*

*will occasionally tell you when you feel para-*

*directly from the company. The price listed for*

*noid, and you should do your best to roleplay*

*Therapy assumes the patient is not sleeping in the*

*accordingly.*

*hospital overnight during the Therapy process. If they*

***Secondary Effect (DV15)***

*are, they must pay 100eb per night, as standard.*

*• If the user wasn't already addicted to*

***Medtechs can't do Therapy on themselves.***

*Synthcoke, they are now. While addicted, their*

*REF is lowered by 2 points, unless the user is*

*currently experiencing the Primary Effect of*

*i see my theRAPist regularly*

*l .*

*Synthcoke.*

*ye*

*y s, i'm A killeR FoR hire,*

- *While addicted to Synthcoke, your GM will*

*occasional y tell you when you crave more*

*but thAt*

*A Doesn't meAn i cAn't*

*t*

*Synthcoke, and you should do your best to*

*PRACtiCe good mentA*

*t l heAlt*

*l h.*

*roleplay accordingly.*

*— cooper*

[229](#)



[TRAUMA TEAM](#)

***Therapy***

***Description***

***Cost***

***Effect***

***Medical***

***Tech DV***

*One week of intensive*

*Patient is freed of one of their addictions. However,*

*DV15*

***Addiction***

*psychotherapy combined with a flight*

*1,000eb*

*whenever they roll against the Secondary Effect of*

*Materials are*

*of anti-addiction drugs in a safe*

*(V. Expensive)*

*the source of their addiction for 1 year after*

*500eb*

*environment.*

*getting clean, they automatically fail the roll.*

*(Expensive)*

*Patient regains 2d6 of their lost Humanity.*

*One week of intensive psychotherapy*

***Humanity cannot be fully regained without***

*combining stress and anger*

***the removal of cyberware. Each piece of***

***Standard***

*DV15*

*management counseling, hypnosis, and*

***cyberware will decrease your maximum***

***Humanity***

*500eb*

*Materials are*

*minor direct brain reprogramming,*

***Humanity by 2. Each piece of borgware***

*(Expensive)*

*100eb*

***Loss***

*aided by pharmaceuticals, and a safe*

***cyberware lowers maximum Humanity by 4***

*(Premium)*



*environment which may be induced by*  
***instead. Cyberware with 0 Humanity Loss***

*therapeutic braindance.*

***on installation will not decrease your***  
***maximum Humanity.***

*Patient regains 4d6 of their lost Humanity.*

*One week of intensive psychotherapy,*  
***Humanity cannot be fully regained without***  
*and sessions focused on direct and*  
***the removal of cyberware. Each piece of***

***Extreme***

*DV17*

*extreme brain reprogramming, only*  
***cyberware will decrease your maximum***  
***Humanity***

*1,000eb*

*Materials are*

*made possible by state-of-the-art*

***Humanity by 2. Each piece of borgware***  
*(V. Expensive)*

500eb

## **Loss**

*pharmaceuticals and a safe environment*

***cyberware lowers maximum Humanity by 4***

*(Expensive)*

*which may be induced by therapeutic*

***instead. Cyberware with 0 Humanity Loss***

*braindance.*

***on installation will not decrease your***

***maximum Humanity.***

*Cyberpsychosis*

***Humanity Loss*** is defined (for this purpose) 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 empathizing 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 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, depersonalization 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.

*DePeRsonAliZAtion DiSoRDeR*

*Depersonalization 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.*





## TRAUMA TEAM

*how CybeRwARe Fits in*

*Developing cyberpsychosis is not triggered merely by putting in cyberware. It is in the voluntary removal of a functioning body part to replace it with a machine. It is generally difficult subjects*

*not normal to voluntarily cut off a limb or remove a functioning body part. Putting in an earring involves some self-harm, but on a level that is barely discernible to the person. A big part of getting to*

*know your Players is*

*doing it. It also does not require the removal of a body part. However, voluntarily choosing to know what they*

*ing to replace a working part for no other reason than aesthetic or functional advantage are and aren't comfortable*

*requires that the user already be able to get past the qualms of cutting up one's body with. Cyberpunk RED is*

*voluntarily.*

*a mature setting and often*

*deals with uncomfortable*

*Cyberpsychosis comes about when the subject begins to compulsively alter the topics. You can derail*

*body beyond the human baseline. Seeing the body as a thing—a form of Dissociative a game very quickly*

*Personality Disorder—they change it without thought.*

*by invoking something*

*that makes your Players*

***Why this doesn't count for people who have***

*uncomfortable, angry, or*

***non-voluntarily needed cyberware:***

*depressed, so it is a good*

Replacing a lost or damaged body part with a new cloned part or **Medical-Grade** idea to work out boundar-Cyberware

*ies ahead of time.*

*(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 disso-In tabletop gaming,*

ciation. This is because the replacement of the body part makes the person feel "whole"

*there's a concept known*

again, *increasing* their level of body awareness. Now, if they replaced that limb with a *as "lines and veils". Lines*

cyberarm with knives in the knuckles—that choice was voluntary because it was *excessive represent hard limits that*

*a Player does not want to*

augmentation, and will thus come with Humanity Loss.

*deal with when gaming.*

m

*Veils represent the idea*

entAl tRAumA

*that something can be part*

*of the story, but the Player*

Adding cyberware is not the only thing that can cause Humanity Loss.  
Humanity Loss *would prefer it not be*

also occurs when the subject experiences strong and traumatic events, such  
as torture or *described and the scene*

living through a natural disaster. And unfortunately, Edgerunners deal with  
these sorts of

*"fade to black". Being*

situations on a regular basis. This is something your GM controls; they often  
times may *aware of the lines and*

attach **Humanity Loss** on an event or situation (like when you stumble  
across a pack *veils of the people you're*

of scavvers eating a baby).

*gaming with can be a*

*good skill to have.*

**Type of Trauma**

**Example of Trauma**

**Humanity**

*If, as a GM, you're*

**Loss**

*unsure of how to talk to*

*your Players about the*

### **Traumatic**

Torture

1d6

*topics they might have*

### **Physical Incident**

*issues with, there are a*

### **Traumatic**

*number of free and wel -*

Witnessing a particularly horrific death, mutilation, etc.

1d6

### **Mental Incident**

*made tools out there on*

*the Internet that can help*

### **Long-term**

Kidnapping, imprisonment. Long term abuse.

2d6

*facilitate the conversation.*

### **Mental Stress**



## Long-term

Starvation or being trapped in a war zone, experiencing

## Environmental

devastation from a long-term disaster, or living in constant

2d6

## Stress Factors

danger for a month.

[231](#)



## [TRAUMA TEAM](#)

eFFeCts oF CybeRPsyChosis

- Easily replacing body parts for no therapeutic

reason *enhances* dissociation. So does external

Cyberpsychosis is not necessarily always violent. Not

and psychological trauma.

all "cyberpsychos" are violent. However, a number

of cases, particularly those who have already mani-

- The greater the dissociation, the more likely fested psycho-pathological or sociopathic tendencies, psycho-pathological symptoms will emerge on will find those tendencies magnified to a dangerous top of the disassociation.
- When angered, irritated or just looking for used or harmed without thought or empathy increases stimulation, you lash out in rage or just for "fun." dramatically.

t

**From the Hare Psychopathy checklist, elements of psychopathy include:**

***If your Empathy is...***

- Grandiose sense of self

► 3 oR GReAtER

- Need for stimulation

No cyberpsychosis or dissociative disorder.

- Cunning and manipulative

- Lack of remorse or guilt

► equAI to 2

Borderline dissociative disorder. Do your best to role-

- Cal ousness and lack of empathy

play accordingly.

- Poor behavioral controls

- Impulsivity

► equAI to 1

Dissociative disorder, borderline cyberpsychosis,

- Failure to accept responsibility

Character exhibits strongly at least 3 traits from the

- Criminal versatility

Hare Psychopathy checklist. Do your best to roleplay accordingly.

This game assumes that if you already have a low

EMP, you will be more prone to these symptoms and

► e

that the act of cramming unneeded cyberware into

quAI to 0

your body may trigger this reaction.

Cyberpsychosis. Character exhibits strongly at least 5 traits from the Hare Psychopathy checklist. Do your

***Dissociation***

best to roleplay accordingly.

+ ***Psychopathic Tendencies*** =

***Cyberpsychosis***

► equal to 0 And you have negative humanity

***or, put another way...***

Extreme cyberpsychosis. Character is handed to the

***"I'm a thing."***

GM, who plays them according to their worst tenden-

+ ***"Everyone else is a thing."*** =

cies. Character is handed back to the Player if their

***"Why not just kill anything that gets in***

Humanity becomes a positive number again.

***my way?"***

**Violent cyberpsychos that become a**

So outside of a game mechanic, this works out to be:

**danger to public safety are hunted down by**

**a branch of Law Enforcement known as the**

- You already have low Empathy. Which means

**Psycho Squad or C-Swat. Death is a typical**

you are already prone to dissociative mental

**outcome. Capture and rehabilitation are**

problems.

**rare.**

- You also have an underlying issue with psycho-pathological/schizophrenic illnesses (low EMP to begin with).

[232](#)





BY NEIL BRANQUINHO

welcome t

wel

o

come t

o

the dark future

the d

Pay attention, punks. My old man used to say History will bite you in the ass if you don't learn about it. It's like a rabid dog that will go after you if you keep going back to its hideout. So, I'm going to fill you in with some history you'd better learn pronto now that you're on The Street. Because you do not want to get bit by this beast.

Trace Santiago

[233](#)



## [WELCOME TO THE DARK FUTURE](#)

*how did it get So bad?*

military, which the Gang lavished money upon to maintain service loyalty and to finance the Gang's

T

expansive policy of war-based imperialism.

he Fall OF America

By the time the Gang was ousted, the U.S. Senate was no longer functional (having been suborned or By the end of the 1980s, it was evident that the

intimidated by the Gang over years), the Supreme United States was in trouble. Most social norms had Court was no longer the law of the land for the dissolved under an all-engulfing wave of competing increasing number of self-declared "Free States," and special interest groups, media-fueled fads, and as most of the federal bureaucracy was in shambles, overall "me first" worldview.

leaving the country unable to cope with the waves of By 1994, the number of homeless on the streets had crises devastating the population.

skyrocketed to 21 million. The technical revolution had further torn the economy apart, creating two radically the Rise of the Free States

divergent classes—a wealthy, technically oriented, Individual states, fed up with the ineffectual and dictatorial actions of the bureaucrats in Washington, D.C. als; and a down-class of homeless, unskilled, blue-collar (and the recently exposed machinations of the Gang



lar workers. The middle class was nearly eradicated.  
of Four), began to break away from the main body  
It was this dismal beginning that led to the American  
of the country; first California, north and later south,  
landscape of the 2000s.  
then Texas, Oregon, Washington and the Dakotas.

***Here are just a few of the major trends***

These new "Free States" set their own laws (although  
***leading to the collapse of the***  
most were remarkably similar), trade arrangements,  
***American Nation.***

and most importantly, no longer sent their collected  
taxes back to Washington, D.C. This only hurried the  
uRbAn CollAPse  
col apse of the unified nation.

In large cities, business areas were clean, neat, wel -  
the new Rustbowl

lit showcases, free of crime and poverty, controlled  
by powerful Corporations. Ringing the central areas  
Unprepared to deal with the effects of worldwide

were the Combat Zones—decrepit, squalid suburbs, global warming, vast areas of the northern hemisphere began to suffer unending years of back-to-back drought. Throughout the Midwestern states, and other violent sociopaths. The outer suburbs were back drought. Throughout the Midwestern states, also Corporate-controlled zones; safe, well-guarded many small towns were abandoned, as local farms, tracts where executives raised their families in relative businesses, and banks collapsed in the wake of this security.

drought, famine, and economic chaos.

C

What farms that survived were eventually bought  
by corrupt and ineffective government  
run by huge AgriCorporations, and were maintained  
Under the corrupt rule of the Gang of Four (a cabal  
with Corporate-controlled wells, hired workers,  
of four government agencies: the NSA, the CIA,  
machine labor, and well-equipped guards. Midwest

the DEA, and the FBI, all led by the brilliant and urban zones also suffered during this time; not from psychopathic Vice President), American government drought, but a collapse of manufacturing jobs and descended into the realm of mobster rule. Ruthlessly industries fleeing the country for cheaper labor in pursuing its agenda of illicit profit above all, the Asia and Africa. Unchecked Corporate mergers and Gang hol owed out Social Security and Medicare, acquisitions destabilized entire areas of production, eliminated Welfare (unless tied to one of their especial y as wel -heeled investors bought successful Corporate clients) and plundered the resources of companies, then pil aged their assets and sold the the United States like a giant personal piggybank. dried husks at pennies on the dollar to finance their The only untouched area of the government was the debts.



## WELCOME TO THE DARK FUTURE

But the hollowing out of the center of the country  
But this brave new world backfired. Corporations  
had an unexpected series of costs; millions became  
and governments began to employ cybernetical y  
homeless, and were forced to travel the open roads to  
enhanced warriors to patrol the streets and fight their  
seek shelter in the urban zones in a latter-day version  
wars. People with cybernetic enhancements found  
of the Dust Bowl period of the American 1930s. The  
themselves becoming impatient with the unenhanced  
open freeways soon became battlegrounds, as armed  
and their (to the cybered-up) painful y slow pace.  
packs of booster gangs also traveled from city to city,  
Cybernetic speed also allowed the rate of change—  
looting and pil aging the homeless travelers like mech-  
or engagement with the rush of a shifting world of  
anized Visigoths.  
endless information—to move still faster, leading  
to greater levels of technoshock (below) in society.

the PLAGues

People began to show signs of psychotic breaks, even-

An already overtaxed medical system found itself

tually culminating in a plague of cybernetical y driven,

inundated by a series of plagues that swept the

murderous rampages called cyberpsychosis. And so,

planet. Aided by easy and rapid transportation

one more log was added to the inferno consuming

between countries, densely packed urban zones, and

society at the end of the 20th century.

a wilful tendency for the broken governments of the

period to ignore or downplay the effects of medical

endless war

emergencies, the "hot zones" spread like fusion-fed

With the option to deploy cybernetical y boosted

explosions, devastating entire continents. For example,

super-soldiers and an unlimited military budget,

the Wasting Plague of 1999, a horrible infection that

the Gang of Four was able to prosecute a series of

attacked the intestines of its victims and made them

starve to death no matter how much food they ate, foreign wars to start its new era of imperialism. But tore across Europe and landed in the United States, even with these advantages, the United States found where, ignored in the chaos of the Gang of Four's itself dragged into a series of military quagmires with rule, it killed an estimated 14 million people before a echoes of the Soviets in Afghanistan and the Old U.S. vaccine was finally developed in Japan. The Wasting in Vietnam. This became even worse as the targeted Plague was only one of a series of epidemiological nations began to use terrorist strikes (such as a pocket disasters that hammered the planet, some natural, nuke in New York) to hit back at the Gang. By the time some bioengineered as part of various national pro- the Cyber Soldier Ten Thousand fought its way back grams. Each one was just another nail in the coffin of from the South American hell hole, the citizens of the United a society already out of control. States were exceptionally tired of the endless battles

filling their nightly news.

the Rise of Cybernetics

And Finally, Technoshock

Humanity has always pushed back against its limits.

Poor eyesight? Get glasses. Hearing failing or poor?

When technological change outstrips people's ability

Get a cochlear implant. Hip going out? Replace it with

to comprehend or fit it into their lives, it creates tech-

a steel one. But by the late 20th century, the explosive

noshock, one of the major contributors to the social

levels of achievements in cybernetics (from cyber =

chaos that brought about the Collapse of the pre-Cy-

machine + netics = control) opened up a new world

berpunk world. Technoshock always starts small. A

of human potential. Now, it became: Poor eyesight?

useful gadget or tool here. A new and very directed

Replace those meat eyes with cyberoptics that can see

communications method there. Information systems

for miles, in the dark, and maybe even shoot lasers like

that allow governments and Megacorps to watch

a superhero. Hearing failing or poor? Time to level  
and track you with surveillance or targeted advertis-  
up to an enhanced audio suite that can hear sounds  
ing that delivers what you want when you don't even  
that only dogs—or whales—can hear. Hip going  
know you want it. .for your own good. Machines that  
out? Replace your entire skeleton with unbreakable,  
adjust your sense of time and place to fit their needs.  
never-wearing-out steel. It's a new age, and you can  
And all of it happening faster and faster, so that your  
become part of it by endlessly improving yourself.  
mind is unable to process the changes and how it's





## WELCOME TO THE DARK FUTURE

affected. The younger you are, the easier it is for you

to deal with the accelerating change; you're used to DARK FUTURE  
COUNTDOWN

it because you were born to it. But sooner or later,  
even the kids can't keep up. Suddenly, people freak

*a timeline for the dark future*

out. They get irrational, violent. Families shatter; relationships tear apart. People feel helpless in the face of

*1990 to 2045*

the Universe. Eventually, the whole society grinds to a halt, the victim of a mass psychosis. The vast majority  
1990

of people, their lives uprooted and changed by the  
to 1993

advancements, sat passively waiting for their leaders

- A secret 'coup' launched by The **Gang of Four**,  
to tell them what to do next. Megacorporations  
a coalition of government agencies led by the  
provided a neo-feudal alternative to the new and  
current Vice President, effectively ends federal  
incomprehensible reality. One smaller group tried to  
democracy in the U.S. Many states begin ignor-  
turn back the pace, by founding the anti-technolog-  
ing federal authority, declaring themselves "Free  
ical Neo-Luddite movement. Still others decided to  
States."

immerse themselves in the technological change. They  
coped by adding machines to themselves, enhancing

- Start of **First Central American Conflict**.

their abilities and perceptions to allow themselves to  
American Imperial ambitions, justified as part of  
catch up to the dizzying pace of the New.

the war on Communism, terrorism, and narcotics,  
kill hundreds of thousands. American veterans

And earned themselves the nickname of  
return home dismembered and maimed, driving

"Edgerunners" or "Cyberpunks."

the demand for cyberware.

BY NEIL

BRANQUINHO

[236](#)



## WELCOME TO THE DARK FUTURE

- **Breakup of Soviet state.** From this point, the
- Kilimanjaro mass driver begins construction, under  
old USSR begins a new era of rapprochement  
joint agreement between Euro Space Agency  
with Western Europe; by the 2000s, the "Neo-  
(ESA) and Pan-African Alliance.

Soviets" are the EuroTheatre's most powerful allies.

1996

- EuroSpace agency launches the Hermes

- **The Collapse of the United States.**

spaceplane.

Weakened by losses in the World Stock Crash, overwhelmed by unemployment, homelessness,

- **CHOOH2** developed by Biotechnica.

and corruption, many local governments collapse

- First arcology built on ruins of Jersey City; 16

or go bankrupt. The U.S. government, snarled in

"arcos" begin construction over the next 5 years,

a staggering deficit and the machinations of the

until the Collapse of 1996, leaving the huge

Gang of Four, is totally ineffective.

structures half-completed, filled with squatters

- **Nomad Riots.** By now, 1 in 4 Americans are

and homeless.

homeless. Hundreds of thousands riot for living

- The Treaty of 1992 establishes the European space throughout the U.S., Nomad packs spring Economic Community. A common currency unit up on the west coast and spread rapidly through (the Eurodollar) is established.

the nation.

- The U.S. Drug Enforcement Agency (DEA)

- First appearance of booster gangs.

develops and spreads several designer plagues

- U.S. Constitution suspended. Martial law established worldwide, targeting coca and opium plants.

lished in U.S.

Governments of Chile, Ecuador, and Afghanistan collapse.

1997 to 1998

- A savage drug war breaks out between Eurocorp-

- **Mideast Meltdown.** A very limited thermo-backed dealers and DEA all over the Americas.

nuclear war destroys much of the Middle East,

- First use of high-energy laser-lift arrays. Simple

radioactive fallout spreads around the world.

mass driver established in Canary Islands by

World oil supply drops by half.

EuroSpace Agency.

- **'Rockerboy' Manson** killed in England. A

- First TRC biologic interface chips developed in  
legendary force in the "populist rock" movement,  
Munich, United Germany.

his stage name was adopted as the term for any

musician or other artist who took up the gauntlet

- AV-4 aerodyne assault vehicle developed to deal  
for political change.

with increasing riots in U.S. urban zones.

- The Drought of '98 reduces most of the Midwest

- In retaliation for U.S. attacks on Bogota,

to parched grasslands. Between agribusiness

Colombian drug lords detonate small tactical

Corps and drought, the family farm all but

nuclear device in New York. 15,000 killed.

disappears.

1994 to 1995

- 10.5 quake shatters Los Angeles; Pacific Ocean inundates 35% of the city. An estimated 65,000
- **World Stock Market Crash of '94.** The U.S. are killed.

is caught manipulating European and American stock markets; a worldwide financial meltdown

1999

results from the news being made public.

- Millennium cults begin to appear, predicting an
- U.S., European Community, and the Neo-Soviets apocalypse on Jan. 1, 2000. Thousands migrate start a new space race, seeking economic and to isolated communes and temples to "await the military advantages over each other.

end."

[237](#)



**DATA**

## WELCOME TO THE DARK FUTURE

- Tycho Colony established. A mass driver is

2003

constructed to provide raw materials for orbital

There's more

data on space

platforms.

- **Second Central American War.** U.S. invades

in the Time of

Columbia, Ecuador, Peru, Venezuela. The War is

the Red on

[page 262](#).

2000

a disaster that costs many American lives and

leaves thousands of troops to struggle home on

- Millennium cults run amok on January 1st in orgy

their own.

of suicide and violence; most destroy themselves.

- WNS Media Tesla Johanneson exposes secret

- First "extended family" poser gangs established.



NSA transcripts of the 1st Central American

- Crystal Palace space station begun at L-1.

conflict.

- **Wasting Plague** hits U.S., Europe, killing
- The remainder of the Gang of Four is swept away millions.

on a wave of reform. Elections resume, although heavily influenced by the Megacorporations.

2001

2004

- The framework of the NET put firmly in place with construction of the WorldSat network.
- First cloned tissue growth in vitro. Micro-sutures, sterilizer fields developed.

2002

- Tesla Johanneson assassinated in Cairo.
- **Food Crash.** Mutated plant virus wipes out
- **First Corporate War (2004 to 2006).**

Canadian, Neo-Soviet crops. U.S. agribusiness

Commando raids and cyberspace attacks

crops survive due to new biological counter agent.

between EBM and Orbital Air introduce the world

Neo-Soviets accuse U.S. of biological warfare.

to the age of direct Corporate warfare.

2005

th

t e CollAPse DiDn't hAv

A e to

- Cybermodem invented.

hAPPen. really

l . but PeoPle Got

2006

All ComPlACent; lAZy.

y th

t ey weRe

e

- First Human clone grown in vitro. Mindless, it only

too willinG to ACCePt Any sCRAP

lives for 6 hours.

oF shiny new toy the meGACoRPs

s

2007

PAw

A neD oFF on them. th

t ey

y

- Braindance developed at UC Santa Cruz.

DiDn't believe thAt

A the militiAs,

teRRoRists, AnD PRivA

v t

A e ARmies

2008

would

l oveRwhelm the CoPs, oR

R

- **Second Corporate War (2008 to 2010).**

SovOil and Petrochem fail to negotiate with each

thAt

A the CoPs Could be suboRneD

other over newly discovered oil fields in the South

AnD Corrupted by the PeoPle

e

China Sea and begin blowing each other up

in PoweR

ey DiDn t even botheR

instead. Even cynical observers are shocked at

PoweR. th

t ey DiDn't even botheR

the level of violence.

to vote. so, whAt

A DiD they

y

- U.S. assault on Russian weapons platform MIR

think wA

w s GoinG to hAPPen?

XIII. EuroSpace agency intervenes, and the

— trace

— tra

santia

s

go

antia

Orbital War breaks out between the "euros" and

[238](#)



[WELCOME TO THE DARK FUTURE](#)

the "yanks" until Tycho Colony mass driver drops

2014

a two-ton rock on Colorado Springs. An uneasy

peace is reached.

- Ihara-Grubb (I-G) transformations redesign the NET. During this time, renegade Netrunner Rache

2009

Bartmoss plants the DataKrash virus into the architecture of the NET.

- Corporations eradicate mob rule in Night City.
- Abortive takeover attempt by U.S. "terrorist group"

2016

of Crystal Palace construction. ESA discovers the

- **Third Corporate War (2016).** Unknown

Defense Intelligence Agency plot and drops a

cyber terrorists attack the networks of

five-ton rock off the coast of Washington D.C. as

Corporations worldwide, causing billions of eb

The four Corp

a warning.

Wars are

worth of losses.

detailed on

[page 249](#)

2010

2020

- Network 54 now controls 62% of all media

- **Carbon Plague incident.** A Corporate AV

broadcasting in the U.S.

crash releases a nanotech plague on the outskirts

- Human clones are now viable, but no technology

of Night City. The plague ravages the city for two weeks, then mysteriously stops.

They are primarily used to provide body parts for

- Chicago Rebuilding Project begins. Financed by the super-rich.

by visionary Dr. Richard Storm of Storm

2011

Technologies, the project joins Nomad groups under the unifying banners of the Aldecaldo and

- Crystal Palace is completed. ESA now has a permanent hold in High Orbit zone.

2021

2021

- ESA/Soviet mission reaches Mars. After a landing, the mission returns, and Mars is abandoned for a decade.

- Euro Aquacorp CINO attempts to acquire bankrupt Aquacorp IHAG. Rival Aquacorp OTEC attempts to act as "white knight" in the

bankrupt Aquacorp IHAG. Rival Aquacorp

OTEC attempts to act as "white knight" in the

2013

hostile takeover. As both Corps line up allies,  
a dangerous war both on and below the sea

- **April 13, 2013.** Johnny Silverhand concert  
begins.

spirals into a riot in Night City. The rioters kill 18,  
wound 51. Old Arasaka complex gutted.

2022

- **Soulkiller** virus developed. It is originally  
• Covert operations expand as Arasaka Security  
designed by programmer Altiera Cunningham of  
and Militech spar to see who will control the  
ITS as a way to implant recorded personalities  
outcome of the CINO/OTEC War.

into cloned bodies. The transfer technology is a  
failure, but Arasaka spies learn of its existence

- Rache Bartmoss, Netrunner supreme, is killed in  
and kidnap Cunningham in order to have her  
a Corporate raid. Two weeks later, the dead man  
develop it into a weapon.



switch for his **DataKrash** virus activates.

- **4th Corporate War.**

- Netwatch, previously a private organization,

Covert operations

is established worldwide by a joint U.S./

explode into a shooting war as Arasaka and

Militech move front line troops into battle. The

EuroTheatre treaty.

ensuing conflict involves operations all over

- First true Artificial Intelligence developed at

the globe, with heavy combat in major cities

Microtech's Sunnyvale, CA facility.

worldwide.

[239](#)



[WELCOME TO THE DARK FUTURE](#)

- The Chicago Rebuilding Project collapses as

2025

Arasaka Corporate factions detonate virus

bombs in an effort to deny the city to the

- **End of the 4th Corp War.** This includes a Militech side.

three-year wrap-up as pockets of fighting are quelled by Militech and national armies. While

- DataKrash virus now infests 78.2% of the NET.

there is only one nuke dropped during the war,

Aware of the virus' potential, Saburo Arasaka

the world's infrastructure is severely impacted,

sets out to create a secure database of uninfected

although not destroyed.

knowledge in the new Arasaka Towers facility in

Night City.

- NET is officially down. Alt Cunningham establishes the Ghost World in the ruins of a bio-de-

- **Seven-Hour War.** Fed up with the fighting, destroyed city.

Highriders at O'Neil Two declare independence,

using deltas and scavenged mass drivers to drop

- Japanese government almost breaks down. By dozens of lunar rocks and other "artillery" at key repudiating Arasaka, national face is saved. sites all over the planet, causing widespread Arasaka is reduced to a Japan-only Corporation death and destruction. U.S. and Japan officially for the next decade. The European Union is mostly recognize the new government. restored.

2023

2026 to 2030

- Total breakdown of international trade. Container
- The **Diaspora** begins. Groups displaced from ship and air travel have been totally disrupted. wrecked cities now set out to Reclaim nearby cities Supplies and food sit on the docks worldwide, abandoned since the Collapse of the 1990s. They unable to reach stores, factories, or suppliers. are supported by Nomads who set up convoys Many Megacorps totally collapse.

between cities.

- **August 20th, 2023: Night City holocaust.**

- There is massive looting of old tech and abandoned

An incursion team led by Solo Morgan Blackhand

storehouses. Only scattered Corps are still

and Ruckerboy Johnny Silverhand attempt to

functioning and only on a very reduced basis,

steal/destroy the Arasaka Secure Database in

Local businesses are left to take up the slack,

the Arasaka Towers facility. During the assault,

often with resources plundered from abandoned

an area denial nuclear device is detonated, which

Megacorp facilities.

destroys most of central Night City. Over half a

- Very limited VPNs within Corporate parks. AIs

million people are killed, and another quarter

occasionally creep into the wrecked cities' old

million die in the resulting aftermath. Militech is

NETs to seek out other AIs to join the Ghost

nationalized by U.S. President Elizabeth Kress by

World.

the expedient of reactivating Militech CEO Gen.

Donald Lundee's reserve commission.

- Arasaka breaks into three warring factions: the

Kiji 雉 (Green Pheasant) Faction, headed by

- **Beginning of the Time of the Red.**

Hanako Arasaka; The Hato 鳩 (Dove) Faction,

Atmospheric particles from the nuclear blast in

Eager to find

helmed by supporters of Michiko Arasaka, Kei's

out about the

Night City, as well as debris from orbital rock

youngest daughter, who as a U.S. citizen, instead

world during

strikes, conventional explosives, and the wartime

the Time of the

al ies with the new U.S. government; and the Taka

Red? Skip to

burning and annihilation of cities and agricultural

鷹 (Hawk) Faction, led by Saburo's rebel son

[page 257.](#)

areas creates an eerie red pall over skies world-

Yorinobu.

wide. For nearly two years, skies are tinged with

a bloody red color, which eventually dies down

- The remaining United States is now a functional to brilliant red sunrises and sunsets throughout the dictatorship under President Elizabeth Kress' State next decade.

of Emergency.

[240](#)



## [WELCOME TO THE DARK FUTURE](#)

2030 to 2035

- Rumors spread that legendary Solo Morgan

Blackhand has been spotted in various First Wave

- Resettlement of Suburban Night City. In time, cities.

Night City Central will be rebuilt, but for now, the

foothills and the small cities around Night City are

- **Netwatch** attempts to clear out the R.A.B.I.D.S. overpacked with refugees fleeing the radioactive and reestablish the Old NET. After a losing three-ruins of the Corporate Zone.

year battle, they give up and shut down all the major Nodes into the Old NET (although some

- **Reestablishing of Nomad High Roads.**

Netrunners still try to go there to loot the abandoned systems).  
Nomads now operate ports, container ships.

Corporations are now mostly local, but as

Nomads establish trade routes, Corps branch

- Establishment of first Data Pools, information out regional y.

servers and exchange systems designed for open use within the limits of a city. Data Pools produce

- Start of **CitiNets**, local VPNs established in

free, open content created through the collaborative efforts of a community of users. In design,

are usually "air gapped" with only limited (and they're similar to the hyper-stack "page" system strongly controlled) access between them.

attempted and then abandoned for the NET in Netwatch oversees the development of this new the early 90s.

series of networks, with Corporate backing.

- Rise of the first Mega Buildings to handle home-
- Like Elvis sightings, rumors arise that Rockerboy

less population. These are "al -in-one" arcologies

Johnny Silverhand's body has been kept in cold

designed to rapidly create safe, habitable zones.

storage in a body bank in the wreckage of Old

Night City. Although this is never substantiated,

- Beginning of first new factories replacing, upgrad-

the claim is that it has been stored there by a ful -

ing, or repairing old and scattered tech.

body conversion (FBC) fan of his who recovered

2045

it from the Arasaka blast site.



- **Start of Night City Reconstruction.** Gigatons

- The Present.

of fill are shifted from the radioactive ruins of the central City. Much of the old Bay is filled in.

you

why, the time

time of the ReD is

2035 to 2045

Almost bibli

1 Cal sometimes.

- First Wave Cities start Reclamation under

A lot of big stuff went Down

in

support from local governments and remaining

And the world was

was Changed

Megacorps. These First Wave Cities are ones

that require only a limited amount of resources

even more than it had been by

to rebuild.

the CollAPse. me; i see myself

F

- "We have no United States until we have a

As A moDeRn DAy

A homeR—you

country again." – Pres. Elizabeth Kress. While

know the GRreek Poet.

t he wRote

local Elections resume, there wil be no national

elections until a treaty exists between Free States

About how his entiRe woRlD wA

w s

s

and remaining United States.

blown APARt.

t well, i Do the sAme

e

- Rebuilding of old factories by Corporations and

thinG, only

l instead oF usinG

other individuals begins to replace lost tech. New

Corps start to rise from the wreckage of the 4th

A hARP, i Got A synth DeCk.

Corp War.

— Lilay

— Lila ah

y

[241](#)



## WELCOME TO THE DARK FUTURE

BY EDDIE

MENDOZA

Before the Red

*the broken world of 2020*

uniFieD euRoPA

ways, Unified Europe was like a Corporate Beaverville;

safe, control ed by the Corps, and a little boring until

In the chaotic world of the 2020s, Unified Europe rep-

you got to where the rich and powerful dwelt.

resented the best option for the new century. Although

some nations of the Euro-bloc (Greece, parts of Central

RussiAn RevAnChment

Europe, and Britain) lagged behind the most success-

Russian politics of the early 2000s was dominated

ful nations (Germany, France, Italy, the Scandinavian

by the Novosovetskaya partiya (or New-Soviet

countries), the nations of the Continent were uniformly

Party (NSP) after the 1999 general election over-

stable, relatively prosperous, and Corporate-run. Some

threw the incompetent Russian Federation estab-  
inequity was present, but in the day-to-day, unlike their  
lished under Gorborev. The NSP has been the only  
American counterparts, a European citizen could  
ruling party to control the government since then.  
depend on regular meals, clean air and water, and a  
Sovietized economic and social reforms dominated  
regular (if not boring) job to go to. There was a roof  
the majority of the population, under the directives  
overhead and crime was kept to a minimum. In some  
of the Tsentral'nyy Organ (Central Authority), a







## [WELCOME TO THE DARK FUTURE](#)

rotating council of kleptocrats who controlled the

majority of spaceport facilities and construction areas  
major "state" industries. The Media Lyle Thompson  
were built on African soil. The resulting population  
once described the NSP as a "capitalist-crony  
evolved into a "national" group called the Highriders;  
kleptocracy with the nice shiny democratic cover  
a space-based, high-tech society, linked by Pan-  
removed."

African roots and a determination never to be victims  
of colonial oppression again.

AsiA AsCenDAnT

CentRAI AnD south AmeRiCA

While the rest of the world struggled through the  
ravages of the late 20th century, the nations of Asia  
After several lengthy wars with the United States,  
were well-prepared for the vicissitudes of climate  
Central America emerged as a strong union of  
change and environmental degradation. China,  
independent states, working under a pact of mutual  
Japan, and Korea rapidly concluded that coal

cooperation. The U.S. was expelled from all but the  
burning and oil were too costly to continue basing  
Panama Canal Zone (which it still holds by sheer  
their expansion on, and instead shifted to creat-  
military force against ongoing guerrilla aggression).  
ing vast fields of oceanic algae that were easily  
converted to the CHOOH

In South America, Argentina, Chile, and Brazil rose  
2 processes of the United  
States. This quantum shift also provided more food  
to become the defacto leaders of the Organization of  
for the Asian nations' dense populations, although  
American States, having thrown the U.S. out after their  
strong (some say draconian) birth control programs  
actions in the SouthAm Wars. The OAS, maintained its  
in some nations also helped reduce excess pop-  
place as a major world power, on the level European  
ulations. Crowded and teeming with people, the  
Union.

cities of Japan, China, Korea, and the Philippines



still managed to sustain high levels of food security, safety, and comfort even if many lack personal freedoms common in other nations.

miDeAst meltDown

The Meltdown of the '90s left vast areas of Iran, Libya, Iraq, Chad, and the Arab Emirates as radioactive fields of glass. Only Egypt, Syria, and Israel survived intact. During the 2020s, only scavengers and the desperate entered the hot zones to hunt for hardware and valuables among the glowing ruins.

C

MAR

AFRoFutuRism AnD the hiGh FRontieR

Once a fractured continent of feuding countries under

BY ADRIAN

a bewildering array of dictators, democracies and socialist states, the new and united Africa was re-born as the many nations of Central Africa banded together to negotiate with the Euronations who sought to build the Kilimanjaro mass driver. As the prominence of the

Central African states grew other nations across the continent joined this Pan-African Alliance.

The Pan-African Alliance established the strongest of all the footholds in space—nearly one-third of all space construction workers were African, and the

[243](#)



## [WELCOME TO THE DARK FUTURE](#)

America: The Eagle Falls

muCk, miRe, AnD DeAD seA Zones

Sloppy pollution controls in the latter half of the 20th

*a global fireStorm*

century left permanent environmental scars on America.

Massive acid-rain storm fronts battered the Midwest,

During the last years of the 20th century, a series

poisoning drinking water and crops. Two entire regions

of ecological disasters also took a huge toll on the

of the Eastern seaboard were reduced to wasteland as

infrastructure of the United States. Global warming

power companies abandoned nuclear reactors during

melted much of the polar icecaps, resulting in higher the Collapse and let their contents leak into the water sea levels. Large parts of the East Coast and the South table. Abortive "rock strikes" from lunar-based mass went underwater or partially became swampland; drivers during the first Orbital War obliterated Tampa what remained of New Orleans ended up on stilts and and Colorado Springs; the explosive impacts blasted Houston rapidly found itself with a much increased mil ions of tons of dust and heat into the atmosphere to local al igator population. Rising temperatures thawed further aggravate global warming. Toxic spills on both out much of southern Alaska, northern Canada, and coasts, the dumping of medical wastes from years of the upper U.S.; these became the new breadbasket the Wasting Plague, all of these have contributed to a areas, producing the verdant fields of bio-engineered steep die-off of ocean life, including marine mammals, "survival grains" that became the basis of much of food fish, and the phytoplankton necessary to replenish

the U.S. economy. However, these same changes in Earth's oxygen supply.

climate dried up even more areas than they helped.

In the Great Plains and Southwest, whole regions the wAstinG PLAGue

became desert in only a few years; unhampered by tree cover, violent winds scoured the land with driving Plagues decimated large sections of the population sandstorms. The Pacific Northwest suffered through as the AIDS epidemic of the 1990s escalated into the twenty years of drought-stricken forests and water **AIDS II** crisis of the early 2000s. Stal ing by poli-shortages. This in turn triggered immense forest fires ticians and academic infighting among researchers that roared through the tinder-dry forests, covering the delayed a cure so long that in the intervening years, entire West in a pall of thick, grey smoke.

the disease mutated to a more virulent form. Even worse, the **Wasting Plague of 1999** further tore Dustbowl hell

through the population, killing hundreds of thousands over the course of only a few years, followed only a From Seattle to San Francisco and San Diego, the decade later by the short-lived **Carbon Plague** of main issue became water: how much, who owned 2020, which targeted adults but left many younger it, and where to get more. In Los Angeles, shifting people alive and orphaned.

ocean currents diverted rainfall from the central coast; the result was dense ground fogs mixing with l.A. shAkeDown

smog to create an acidic, poisonous soup over the LA basin. Only sixty miles away, that same shifting To cap off several decades of ecological and socie-current left San Diego a desert city. Night City, tal disaster, in late 1999 a 10.5 quake shattered Los straddling the area between NorCal and SoCal, Angeles, and the Pacific Ocean rushed in to inundate was left with a mix of everything; sweltering dry 35% of the city. An estimated 65,000 were kil ed. But

there was more to come.

summers and cool, dry winters, punctuated by periodic acid rainstorms and choking poison ground smog. Things were even worse further east, as rain

The Gang of Four

no longer reached the inland areas of the Great

Plains. These areas, save for those maintained by

In the latter half of the 20th century, the United States

Petrochem for its vast fields of modified corn and

faced a wide variety of external and internal threats.

wheat for CHOOH<sub>2</sub> processing, turned into barren

With things rapidly being overwhelmed in the chaos,

dust bowls rivaling those of the late 1930s.

the time became right for a coalition of government

[244](#)



[WELCOME TO THE DARK FUTURE](#)

agencies, later tagged by investigative Media Tesla

CentRAI intelliGenCe AGenCy

Johanneson, as "The Gang of Four," to launch a secret

coup within the United States government, effectively  
Brought into the plot by the NSA, the CIA's primary  
ending federal democracy in the U.S.

concern was the growing independence of the South  
and Central American nations. As these nations

As later revealed by Johanneson, the cabal was  
began to carve out their own economic paths, they  
made up of the heads of four agencies and the  
threatened the lucrative captive markets of several  
Executive Branch as led by the Vice President.

powerful U.S.-based Megacorps. In addition, the  
e

CIA had begun to employ rebel terrorist groups to  
xeCutive bRAnCh

destabilize hostile nations and keep "socialist forces"

**James Richard Allen, President of the United**

from gaining control.

**States:** They say the fish rots from the head. But in  
this case, it was more that the head was detached

FeDeRAl buReAu oF investiGAtion

from the rest of the fish long before it started to rot.  
Used by the Gang to find and prosecute "enemies  
The President of the United States during the earli-  
of the state," the FBI also provided wiretapping,  
est Gang of Four years was a general y amiable,  
intelligence on, and covert surveillance of targets  
regular guy; just not terribly bright. He was easily  
throughout the U.S. Although only a minor part of the  
manipulated by his Vice President and his National  
original Plot, the FBI became enmeshed in the wheels  
Security Council, which were making money  
of the conspiracy as the Gang began to employ its  
through war profiteering and overthrowing selected  
own mercenary armies of "federal agents" to control  
South American governments.  
the restive states.

**Harold Harrison Hunt, Vice President of the**

D

**United States:** A venial psychopath with a severe

RuG enFoRCement AGenCy



lack of any scruples, "H.H." Hunt was favored by  
Providing the excuse for the invasion of central and  
a wealthy family empire, as well as possessing an  
western South America (Bolivia, Chile), the DEA had  
extremely charming and good-looking demeanor.  
long wanted to stem the tide of cocaine and other  
He'd already managed to parlay this into a series  
drugs moving north to their eagerly waiting audience  
of corrupt business deals throughout the world,  
of U.S. addicts. In addition, elements of the DEA  
amassing sizable fortunes in real estate, media,  
wanted to gain the favor of a cabal of pharmaceutical  
and Corporate stock. When several of his European  
Megacorps who wanted the SouthAm drug dealers  
partners began to chafe under his leadership, Hunt  
out of the way so that they could flood the market with  
decided to shift gears and just take over the U.S.  
their own artificially-created superdrugs.  
instead.

A mysteRious mAlADy

nAtionAl seCuRity CounCil

In early 1991, a powerful bio-agent swept the coca  
The Vice President conspired with the NSA to over-  
plantations of South America, turning the lush fields  
throw several countries in SouthAm with the goal of  
into brown and festering pulp. Simultaneously, a sus-  
expanding U.S. influence and taking control of food  
piciously similar bio-agent swept through the poppy  
and raw materials (for their Corporate clients).

fields of Central Asia, wreaking havoc with the opium  
The Gang brought the Attorney General into the  
production of the region. Their economies practical y  
cabal to provide the justification for their destabili-  
wiped out, the drug lords of two continents set out to  
zations, accusing the targeted nations of supporting  
uncover who was responsible.

drug smugglers (thus involving the DEA) and external

As later revealed by investigative Media Tesla  
criminal/terrorist organizations (bringing in the FBI). The  
Johannesson, the Gang of Four was secretly responsible

CIA was later brought into the plot to provide intel and for releasing these bio-agents as part of a long-range black ops resources in exchange for a cut of the take. plan to destabilize the governments of several key South

[245](#)



[WELCOME TO THE DARK FUTURE](#)

and Central American countries (as well as a significant in retaliation for U.S. attacks on Bogota, Colombian portion of central Afghanistan) for their own gain. To drug lords detonated a small "suitcase" nuclear device complicate matters further, in late 1999, Johanneson in the New York Financial District, killing 15,000. discovered that the CIA had diverted a portion of the Ominously, the device seemed all too similar to proceeds from illegal weapon sales to fund groups of devices employed by the Neo-Sovs years ago in their SouthAm separatists attempting to overthrow the legal

abortive and unsuccessful war against the Afghans.

governments of Chile and Bolivia. This was supported by the Gang as both nations had massive reserves of the CRASH of '94

of lithium (Chile = 7.5 million tons, Bolivia = 9 million tons), a vital mineral used to produce electronics and

As part of the Plan, the heads of the CIA had been of which the U.S. had a depleted supply. And while covertly selling black market U.S. arms for money; the economies of these drug-producing nations did rely first, to support the rebels under their control, but heavily on drug income, their very sovereignty was now soon to finance speculative investments that would also under attack.

directly enrich the members of the cabal. Unable to go to Congress for support, they "laundered" the But while the SouthAm nations had only their money through a series of holding companies buying meager military forces to draw upon, such was not stocks on the European and Asian Exchanges. This

the case with the drug lords of the Afghanistan high-  
aroused the suspicions of the European Union, which  
lands. Years of fighting the Soviets and other invaders  
after several years of careful investigation by Interpol  
had forced them to make deals with several powerful  
(the EU's equivalent of the FBI) formally charged the  
Europe-based political groups, who in turn had con-  
government of the U.S. with stock manipulation and  
tacts throughout the halls of many major governments.  
money laundering. This led to the World Stock Market  
It was never clearly determined who gave the orders,  
Crash of '94, a worldwide financial meltdown result-  
(and Tesla Johanneson was killed before he could find  
ing from the news going public.

out who was backing the Afghans), but once the orig-  
inator of the bio-weapon was uncovered as the DEA,  
DeAth oF A PResiDent

drug producers on both sides of the Atlantic struck  
back in coordinated raids against the U.S.

While campaigning in California, then-President

Richard Allen was assassinated by an unknown  
stARteD, the DRuG wARs ARe  
assailant. Some suspect the assassin was Corporate-  
funded and working in the interests of Vice President  
Armed with a proper excuse, the Gang promptly  
Hunt. Subsequently, Harold Harrison Hunt became  
sent units of the U.S. Army south to wipe out these  
President and had free reign to accelerate the plans  
As a result of  
the bio-weapon  
"scourges of the innocent," and "incidentally" conquer of the Gang of Four.  
and the drug  
the ground they were standing on. In response to the  
wars, most  
narcotics in  
U.S. interventions, the beleaguered SouthAm "drug  
the CollAPse AnD mARtiAl lAw  
2045 are  
nations" started a savage guerrilla war that rapidly  
synthetic.

escalated to Vietnam levels. The Afghan drug lords  
The subsequent U.S. Collapse decimated the U.S.  
went untouched; the U.S. didn't really have the  
economy, leaving millions homeless and the govern-  
resources at the time to fight that war on two fronts,  
ment outside of Washington D.C. in free fall. So, the  
and the Neo-Sov's threat to get involved cooled their  
U.S. military was pulled back to the U.S. to establish  
heels.

martial law and maintain order amid the chaos. As  
directed by the Gang, the military used savage and  
At first, it looked like the U.S. Army would simply  
often inhumane tactics to restore order. In one infa-  
walk right over the SouthAm forces, much as they  
mous case, the Houston Incident, military forces under  
had decades ago in the Panama Canal Zone. But  
the direction of the Gang of Four killed over 2,000  
the SouthAm nations refused to stay put in their own  
people by artillery barrage when they refused to  
countries, launching guerrilla attacks all over the

disband during a march on the city to demand housing  
continental U.S. and its satellite territories. Finally,  
and food. With a shoot-on-sight curfew established in

[246](#)



## WELCOME TO THE DARK FUTURE

many U.S. cities like New York, Chicago, and San

The military, which already had come to regret

San Francisco, the rule of the military proved to be harsh

supporting the actions of the Gang of Four, refused

indeed.

to become involved in the succession wars, even after

Californian authorities dynamited the passes into the

Federal forces, covertly taken from the ranks of

eastern part of the state from Nevada (Interstates 80

the Drug Enforcement Agency, Immigration and

and 15) and Arizona (Interstates 10 and 40).

Naturalization Services, the Federal Prisons system,

and paramilitary mercenaries provided secretly by

At this point, several more states begin ignoring



several large Megacorps, were also directed to the federal authority, declaring themselves "Free States" streets of cities all over the U.S. Usually unidentified The military, looking at the Gang's orders to recon- by uniforms or badges, these irregulars only conquer the country, shrugged and said, "Hey, Posse uted to the impression that the government forces had Comitatus, baby," and retreated to their bases in turned into a gang of thugs; the result was that local disgust. And so, the Free States stayed free.

governments and their allies protested, then resisted b

the federal invasion with counterattacks that ended ACK to the southAm

in pitched battles, with State militias and the National Desperate to regain the raw materials they had just Guard units facing down the paramilitary troops.

lost to the seceding states, the Gang went back to the

Much of this was interrupted by ongoing disasters war drawing board. This time, they constructed a force

happening all over the United States: The Collapse, that could fight in the jungles of the SouthAm, using the Nomad Riots (then known as the Homeless Riots), recent breakthroughs in cybernetics and interface the Los Angeles Quake, and the first emergence of the chips. The Army, fed up with fighting its own citizens Wasting Plague. But the seeds of rebellion had been and loathing the idea of having to re-establish martial law in the face of the Free States, was willing to sign planted and were ready to explode.

up for another try at pacifying the SouthAm nations, the succession wars lured by the promise of a way to test out their new "cyber supersoldiers." So ten thousand troops, many of As states clashed with the government in them "cybered up" to varying degrees, hit the ground Washington D.C., they began to consider leaving in combat Aerodyne Vehicles ("AVs" in popular mil- the Union altogether. This began in states like New speak) and entered a vicious ground war involving

York and Texas as economic strikes, in which rebel drug lords, Euro and Neo-Sov mercs, and angry states refused to send taxes to Washington. These locals who were just fed up with the "gringos" coming escalated to economic blockades in which states south to mess with them.

stopped commerce from leaving or entering their

At first, the new War went well, but as it continued borders as an action against the federal government to grind on like a revisited Vietnam, the remainder of ment in Washington D.C.

the United States that had not declared itself part of

This deadlock reached a head in 1993, when one the Free States began to loudly protest the idea of of the Gang's extra-legal "police forces" brutally took Washington D.C. pursuing a foreign war when so control of San Francisco, leading to a pitched battle much of the country was hurting.

in the streets between residents and the paramilitar-

In the end, when WNS media star Tesla

ies. The governor of California called in the National

Johannesson exposed secret NSA transcripts of the

Guard, who took the side of the city in the debacle.

1st Central American conflict, the fiscal matter hit the

Paramilitaries operating under the aegis of the Feds

turbine. Heavily armed mobs stormed the Capitol,

next attempted to take the state capitol of Sacramento

supported by units of the military who had had

in response. This led in turn to the state proclaiming

enough and mercs from both U.S. and EuroTheatre

the current federal administration in Washington D.C.

Megacorps. The Gang of Four, exposed, fled.

as null and void, and declaring the establishment of

But they were hunted down, and in the end even

official articles of separation.

President Hunt found himself run to ground at the

[247](#)



[WELCOME TO THE DARK FUTURE](#)

edge of the Florida swamps and set afire by a cheer-

the planet: the rising Megacorporations. For rapidly  
ing mob. The rest of the conspirators suffered similar  
expanding, large scale companies with resources and  
or even worse fates.

operations all over the world, the logical step was that  
With the Gang of Four swept away on a wave of  
they *should* take over. After al , unstable governments  
reform the question of presidential succession arose.  
are bad for business.

With the Speaker of the House in the hospital and  
For the first part of the 21st Century, the  
the three nearest in succession refusing the job, the  
Megacorporations had been much like the interna-  
position of President fell to Secretary of Defense, John  
tional Corporations of the late 20th century, only  
Seward. As for the troops sent by the Gang to conquer  
much larger and more ful y autonomous. They were  
the SouthAm; they faced the same fate as Xenophon's  
very nearly nations in themselves, with their own laws,  
legendary Ten Thousand, far from home with no food,

cities, factories, and armies. Most Corporations in the no nation, and no reliable allies. And like their historical brethren, they too faced a long, long walk back operations all over the world—some branches as small through the hostile jungles and the northern deserts to as a research facility or sales office, or some as large a land that no longer cared about them.

as a major manufacturing facility and security center.

the CybeRPunk AGe beGins

Most Megacorporations were manufacturers—they produced commodities for sale on the open market.

So, the Cyberwars were over, and America tried to Oil, steel, automobiles, aircraft, weapons, computers, heal itself. It wasn't all bad though. In the cramped cybernetics, bio-technologies—these were only a few megacities that were replacing the many, many small of the literal y mil ions of Corporate operations. Many towns and suburbs that died in the Col apse, a fever-Corporations had several commodities on the market;

ish explosion of technological wonders and headlong they controlled chemical plants in Europe, computer capitalism created a glitzy, super-powered world factories in Japan, and steel-making operations in the dominated by huge Megacorporations that strode the United States. Not al Megacorps were invested in world like nations. The Megas raised armies, fought for manufacturing; Megacorps also control ed banking, international domination, and shaped everything around food production, energy resources, and other key them, while below the glit ering towers of the ultra-rich areas of society.

seethed an ever-growing population of destitute, starving people scrambling just to survive. The only leveler was One type of Corporation deserving special atten- technology, as the masses trapped on the "Street" used tion were Mediacorps. These huge conglomerates cyberware, weapons, and raw cunning to beat their grew out of a trend in the late 1980s, in which certain implacable Corporate foes. Whether they were cal ed

firms bought up TV networks, film companies, record  
Edgerunners, Cyberpunks, or just plain rebels, they  
companies, radio stations, and book, magazine, and  
were the ones who stood up against the power of the  
even comic publishers, effectively centralizing the  
Megacorps and fought to win against all odds.

media under the control of a very few people. Under  
the Mediacorps, mass entertainment became generic  
Rise of the Megacorps

and bland; dissenting opinions and independent  
productions were usually buried under an avalanche  
of media hype, or worse, co-opted or destroyed by  
*power vacuum*

vicious inter-Corp competition. Still worse was the  
effect on news and information as politicians realized  
As the millennium dawned, the state of the world was  
that the right connection to the right Mediacorp could  
still rent by spasms of chaos. And as national gov-  
control the electorate—only a short step to being  
ernments lost their legitimacy (or control) it became



able to select, package, and sell their own versions of  
inevitable that someone had to move into their places.  
reality. The control exercised by the Mediacorp's thus  
And into this gaping hole of command and control  
was essential in establishing and legitimizing the role  
stepped the most obvious (and organized) groups on  
of the Megacorps in ruling the Post Col apse world.

[248](#)



[WELCOME TO THE DARK FUTURE](#)

meGACoRPs AnD GoveRnments

against EBM. These attacks, though damaging, were quickly put down, forcing Zetatech out of the war.

Since the Crash of '94, the governments of the world

EBM responded with a wave of attacks against TWA

**EBM:** Euro

Business

had been in the uncomfortable position of having to let

and OA facilities. Orbital Air met this challenge well,

Machines, a

the multinational Corporations do pretty much as they

beefing up security and using their dominance in LEO

major player

in computers

pleased. Paying lip service to pollution control, product

to establish a blockade against EBM facilities.

and electronic

safety, and minimum wage rules, the multinationals

hardware.

easily dominated local governments through bribes

Orbital Air finally struck back with a wave of terror-

**OA:** Orbital

and military support or trading power, influence, or  
ism and piracy of their own. EBM answered this threat

Air, the world's

leading

money with the right leaders; a judge or police chief

with an army of Corporate Solos and proxy soldiers

provider of air

here, a senator or congressman there. Driven by greed,

from developing nations. During this period, both

based transport.

empowered by success, the Megacorps of the early

companies changed allies as frequently as a joygirl

2000s dwarfed all but the most powerful nations,

changes partners. Hundreds of millions in Eurodollars

corrupting governments, reshaping policy, and even

were wasted, stolen, or simply destroyed as both firms

resorting to using private armies when economic clout

attempted to cut each other's funding. In fact, at one

**LEO:** Low Earth

Orbit.

wasn't enough. By the mid-2010s, the Megacorps point, both sides had to find financial supporters just to pretty much ruled the world economy and much of the save their current allies from being wiped out.

non-economic world as well; and most nations just shut

There were only two major battles during the con- up and collected what taxes they could extort from their flict. The first occurred when OA commandos captured over-sized business neighbors.

For more data

a central EBM space station in response to a similarly on Petrochem

That was until the Corporate Wars started to blow large hijacking that same day by EBM. Both sides see

[Page 275.](#)

the whole cozy arrangement apart.

were chastised by the European Space Agency, who lifted all the blockades and warned the competitors

when CoRPoRAtions Go to wAR

not to extend their fight into LEO again. The second

The first Corporate Wars started as battles over turf

battle didn't occur until a year later, when OA com-

For more data

on SovOil see

or resources. However, as most Megacorps already

mandos attacked CEO Ulf Grunwalder's compound in

[Page 277](#).

had sizable security forces to defend their holdings in

Bavaria, capturing him and forcing EBM to surrender.

the wild and wool y world of the Post Col apse, it was

The ramifications of this war were vast. It was the first

inevitable that eventual y one or more Megas started

conflict of its kind. But more importantly, it gave other

to use those physical forces to settle inter-corporate

companies the green light to use wholesale military

disputes when the lawyering became ineffective.

tactics to obtain favorable business results. Although

some smaller firms had engaged in petty armed

## ► The 1st Corp War ◀

squabbles in the past, nothing had ever matched the ferocity and size of this conflict. And it seemed only a matter of time before another one would.

The First Corporate War began simply enough:

## ► The 2nd Corp War ◀

EBM's leveraged buyout of the failing Transworld Airlines turned unfriendly after their initial deal with

Transworld's CEO went sour. Orbital Air, foaming at the mouth to obtain TWA's air-traffic facilities in the

The Second Corporate War began as a misun-

U.S., came to TWA's aid, blocking EBM's buyout

derstanding between the oil giants Petrochem and

attempt. EBM struck first, dispatching terrorists to

SovOil. Relations began to sour between the two firms

kidnap the OA negotiations team en route to close

when a merger deal fell through at the eleventh hour.

the TWA deal. The terrorists bungled the job, and

A huge drilling rig accident at a Petrochem platform  
EBM's anonymity was compromised. Orbital Air  
then brought the two companies to blows in a conflict  
immediately went to work, recruiting Zetatech as an  
the likes of which the Pacific Rim had not seen since  
al y, who unleashed a massive wave of NET attacks  
World War Two.







## WELCOME TO THE DARK FUTURE

Initially, SovOil enjoyed a string of military victories, although both sides had severely crippled each other's oil facilities within a few weeks. Petrochem fought back hard, expending untold millions to regain the upper hand, at the cost of thousands of lives.

Why wars make

Petrochem's success peaked with their surprise capture of the Spratly Island chain, and cyberPunks

their assassination of SovOil founder and CEO Anatoly Novikovo. But it was still not enough. SovOil easily repelled Petrochem's follow-up offensive of October 2009, reducing the Dark Future to a place

leaving Petrochem's forces in the Pacific to impotency. There was no formal surrender, but the *rife with conflict and*

war effectively ended with SovOil victorious.

*violence. But has it ever*

*occurred to you to wonder*

The Second Corporate War had several ramifications. First, the war shocked the hell *how the people who live*

out of analysts and the public in general who believed that Corporate conflict could *there are just so good at*

never elevate past the point the first war had reached. Second, this war marked the *it? The answer is in the*

*context. These are people*

first time that a multinational firm actually publicly defied national governments. SovOil *who have been fighting on*

completely ignored international sanctions and did whatever it wished. Both sides used *the mean streets since they*

the smaller PacRim nations as extensions of their own armed forces, actively replacing *were born. They are very*

administrations in some cases and installing friendlier ones. In fact, Petrochem's assas-much like child soldiers in

sination of Novikovo was carried out with a squadron of modified Mirage 111 fighters *real world conflicts. When*

on loan from Malaysia.

*you're good at fighting, it*

*stands to reason that, when*

Worst of all, because of constant raiding by both sides against each other's oil refina chance to use those skills

eries, drilling facilities, and pipelines, the war left most of the southern Pacific Rim badly *shows up, you're going to*

polluted. The South China Sea, the focus of the conflict, became a lifeless chemical stew, *take that option. To you, a*

all but uninhabitable for several decades. Entire national economies were ruined, and *Corporate war or national*

although SovOil was forced to pay reparations, no amount of money would ever undo *conflict is just another place*

the damage.

*to collect a paycheck in the*

*thing you do best—fight.*

*Wars also give you access*

► The 3rd Corp War ◀

*to the most cutting edge*

*february 2016 to november 2016*

*cyberware and enhance-*

*ments. And even if you*

*didn't choose a warrior*

The Third Corporate War was another milestone in Corporate warfare because it was *path, chances are that at*

fought almost entirely in the NET. Almost. Hostilities began when financial examiners from *some time or other, you're*

the Los Angeles Chamber of Commerce uncovered a confidence scheme being engi-going to be forced to pick

neered by certain investment counselors at Merrill , Asukaga, and Finch against private *up a gun and hit The Street.*

investors, using the Rothstein Fund (a subsidiary of the Bank of New York) as leverage.

They notified the District Attorney's office, which began an investigation the next day.

The Rothstein Fund, angered by MA&F's duplicity, and not wishing to get dragged down in the investigation, turned everything *they* had over to the DA's office. They also hired local street Netrunners to begin probing MA&F's data fortresses in search of the truth. MA&F's administration took this move by their former al y as a direct attack. They immediately countered

by stepping up NET security and unleashing their own Netrunners to launch an assault on the Rothstein Fund, first hitting Rothstein's financial clients. Then MA&F strike teams turned their attention to actively destroying Rothstein computer systems, which escalated the fighting still further.

For several days, the situation was a confused melee. Data fortresses became armed camps as everyone nervously watched to see what would happen next. Netwatch responded by limiting NET access and cracking down on computer crime, making several sweeps resulting in numerous arrests and flatlines.

[250](#)



### [WELCOME TO THE DARK FUTURE](#)

When both the Rothstein Fund and MA&F decided stock manipulation, minor facility sabotage and to take their conflict to Meatspace, they began hiring "clean" assassinations of key officers, CINO and mercenaries. During a 12-hour period, short pitched OTEC soon reached the furthest extent of their own

For more data

on Arasaka see

battles were fought in LEO and on Earth, all to destroy capabilities. Unable to gain an advantage, both

[Page 267](#)

the physical locations of the enemy's NET communi-

Megacorps stepped up their tactics: each hired the cations gear. These battles ended with considerable forces of still larger Megacorps to provide troops loss of life and millions in material destruction. The and war-fighting material—in this case, OTEC

For more data

next six months consisted of endless NET raids, most hired Militech, a U.S.-based armaments and security Militech see

[Page 272](#)

of them inconsequential and indecisive. Indeed, more rity force, and CINO hired Arasaka, a Japanese damage was done during the 12 hours of actual fire security Megacorp. As the two leading paramilitary fights (that commo stuff is expensive) than during the

tary Corporations in the world, both Militech and  
entire remainder of the conflict. When it was over, the  
Arasaka had been spoiling for a fight for most of the  
Rothstein Fund ceased to exist as single entity. MA&F  
late teens and early 2020s, and the CINO-OTEC  
turned the corpses of two of their executives who had  
conflict provided the perfect excuse.

started the whole mess over to the Los Angeles District  
Attorney's office. They also got stuck with the bill for  
And that's when the real war began. Arasaka and  
damages done in Low Earth Orbit and on Earth.

Militech had already been playing larger and larger  
roles during the course of the conflict. The percentage  
By this time, the idea of Corporate conflict shocked  
of "security operatives" on each side grew astronom-  
no one, although several analysts were surprised the  
ical y in the first three months, as did commitments of  
war lasted as long as it did. That the conflict took  
materiel and technology. In fact, the war between  
place mostly in the NET was rather unusual, and it

OTEC and CINO gradually took a back seat to a sparked a couple dozen theories by various pundits contest of wills between the two largest private militaries on the planet.

would now be fought. But still others maintained that, much like the infantry in military doctrine, Solos would Whatever resolution OTEC and CINO managed to never go out of style.

come to over IHAG rapidly became secondary; the juggernauts of Arasaka and Militech were already on The 4th Corp War

a collision course. Soon, Arasaka and Militech began to move from minor incursions to extreme escalations of the typical tit-for-tat and Corporate espionage

Like the first and second Corporate Wars, the 4th Corporate War began when rival Megacorps began that they had been engaged in for years. As things to flex their military muscle to achieve a financial heated up, the gloves came off and operations grew

objective. In 2021, IHAG, a Megacorp specializing in in frequency and lethality. Each side now cared less underwater shipping and technology, went bankrupt, about covering its tracks and preventing bad publicity leading to two rival ocean-based Megacorps (CINO and OTEC) squaring off for a hostile takeover of giants decide to play hardball in The Street, things IHAG's remaining assets. At first, both Corps engaged always get very, *very* messy.

in the typical opening rounds of this kind of battle: stock manipulations and economic warfare, but as the PhAse two: the hot wAR

conflict grew out of hand both companies began to As major international Megacorps at the absolute engage in outright warfare.

apex of Corporate power in the Cyberpunk age,

PhAse one: the ColD wAR

both Arasaka and Militech were at a military scale equal to many of the smaller nations of WWII, fielding



The Cold War portion of the 4th Corp War (also armies in the tens of thousands of troops. Both sides known as the Ocean or Shadow War) was a particularly vicious game of Corporate power politics and logistics systems, allowing them to strike at each other across the globe.

[251](#)



## WELCOME TO THE DARK FUTURE

This combination of sophisticated war-fighting technology in mission-critical areas such as transportation, communications, and logistics made it almost impossible for many legitimate nations to stop these mobile with fast "hit and fade" tactics making it nearly impossible to stop and engage a force. Small engagements soon flared into major showdowns, until the battle and other highly mobile units made up the majority reached a fever-pitch worldwide, with forces from both Megacorps staging major battles that embroiled ACPAs and combat cyborgs were fielded for the first time in large numbers, with entire companies of them deployed on both sides. Battlefields were transformed into high-tech nightmares as remotes, battlefield

the lAnD wAR

The 4th Corporate War changed not only the face of robots, and infantry clashed for the first time. of Corporate interaction and politics, but of warfare. Even so, the War started out slow, as both sides itself. Until now, wars were still fought much as they tried to find out how much they could get away with had been in the past, with battle lines, "fronts," and without getting slapped down by the governments clear-cut areas of conflict. It was easy to tell which of the world. Probing raids were common, mostly side was winning and which was losing merely by targeted at the other side's military assets. As both looking at who had achieved which objectives. The sides grew more confident in their abilities (and in Hot War was nothing like this. Attacks were sudden, the realization that no one was going to rein them in) savage, and usually unexpected. Targets could be attacks became bolder and more brutal. By mid-year anywhere on the globe, although most strikes were of the War, in parts of the developing world, set piece

BY HÉLIO

FRAZÃO

252



### WELCOME TO THE DARK FUTURE

battles became commonplace. Airports, spaceports, The result was a total suspension of the world's trans-factories, mines, even seaports and banking facilities shipping trade, creating a worldwide economic crisis became fair game as the stakes increased. By mid-as hundreds of desperately needed container ships sat 2022, pitched battles involving aircraft, AVs, tanks, empty or abandoned by their crews mid-transit. Many power armors, and thousands of troops were the rule, of these ships are still drifting even into the Time of the as well as interdiction strikes on international trade, Red, creating vast ghost fleets that are later scavenged energy production, and transportation systems. or recovered by Nomads.

As the war entered its fifth month, both sides began

The last effect of the sea war was almost tragicomic, to show signs of exhaustion. Neither had planned as submarines and surface warships pounded the sea for open warfare to last so long, and vital supplies for seeking their enemies' subsurface bases, resulting like spare parts, weapons, ammunition, and medical in the obliteration of almost all of the OTEC and CINO supplies were becoming scarce. Vehicles, notably assets which had been the cause of the War in the traditional "hangar queens" like AVs and panzers, first place.

started to show the stress of near continuous use without proper maintenance, as did ACPAs and the oRbitAl wAR

cyborgs. Meat troops also suffered, as desertions and As Corporate attacks disrupted banking, information, and news services; orbital space narrowly escaped becoming another battlefield with subor-

contractors. Despite this multi-faceted fatigue, some  
bital delta fighters and gunships, but at this point, the  
Arasaka and Militech units still continued fighting  
space-dwelling "Highriders" decided it was time to  
(without support from either side) well into 2023  
take a hand in the War.

before exhausting themselves.

Up to now, Militech and Arasaka had held monop-  
the seA wAR

olies on the ability to hit ground targets from orbit,  
known as Orbital Artillery (or ortillery). Orbital

One of the biggest effects of unrestricted Corporate  
warfare came about as both sides attempted to deny  
artil ery can range from small "crowbar penetration  
the other access to global shipping and transporta-  
loads" to multi-ton "rocks" fired by an ESA mass  
tion. One method to accomplish this was to spread  
driver (little more than a normal reentry vehicle  
special y engineered bioplagues to target strategic  
loaded with crushed lunar stone). The availability of

seaport hubs, including Hong Kong, Shanghai, and others. The Korean War made many of the attacks of The Hot War possible. Busan, and Long Beach, all with wildly varied levels possible.

of success. Attempts were also made to target the critical port of Singapore, but the Republic of Singapore Navy's (RSN) take-no-prisoner's approach made accurately targeted even into the middle of a city. Its attacks by either Militech or Arasaka suicidal.

kinetic energy and attack speed virtually ensure the destruction of its target and make engagement with mersibles and small warships, both sides also any sort of active countermeasures difficult.

waged an open war on shipping, especially on large container ships suspected of carrying munitions. The downsides of orbital are the time it takes to arrive (usually around five minutes from the launch

tions and supplies to the opposition (in one case of call), its signature (everyone knows you've started poor logistics and communications, both sides had using artillery once the first round arrives), and the loaded cargoes on *the same ship*, which the other fact that you have to have a launcher orbiting above sides' forces subsequently sank). In addition, both you to use it (which may be hard to arrange). sides resorted to deploying autonomous weapons that wandered the sea lanes looking for potential The other catch is that as soon as a launcher reveals targets, often sinking as many friendlies and neutrals as they did enemies. itself, it's only a matter of time (ranging from minutes to a few days) before a rival orbital power destroys

[253](#)



[WELCOME TO THE DARK FUTURE](#)



or "commandeers" it. For all of that, orbital strikes  
This strategy was more successful than Militech  
are nonetheless commonly used. And both sides had  
knew for a time. As a result, neither side retained the  
spent years placing dozens of launchers in orbit and  
resources to conduct broad offensives in the NET (at  
spent considerable effort to place systems designed  
least, not at first) and most NET combat was limited  
to take command of launchers belonging to other  
to localized battles around strike sites to deny the  
Corporations and governments.

NET to the enemy. While even these small-scale  
NET attacks disrupted local business databases, the  
***But it turned out they weren't the only ones.***

mass-attack Netruns or virus bombs many theorists  
the seven-hour war  
feared didn't immediately materialize.

Then it suddenly got worse. Seriously worse.

The Highrider "revolt" that later became known as the  
Seven-Hour War was a decidedly well-organized

the DAAtAkRAsh

and planned event: it soon became obvious in retrospect that the space-dwelling colonists had been It started out subtly, with only a few minor changes preparing to break away from their ESA masters for in databases, lost files, changed lines of machine some time, and the War only provided the excuse. A code. But soon it exploded into wildfire, randomly question that has plagued many post-War historians shifting, erasing, or rewriting data, and destroying or has been "Where did the Highriders get the materiel, altering everything it touched. "It" was the DataKrash, knowledge, and training to deploy such weapons?" a deadly computer viral plague that literally tore the The short answer is no one really knows; but if you heart out of the worldwide information network. spend most of your time shuttling mass driven cargoes Created by brilliantly insane Netrunner and master from Luna to orbit and back down to Earth, chances hacker, Rache Bartmoss; overnight, the DataKrash

are that you will become pretty adept at calculating  
invalidated the entire structure of information that  
delta V and other components of artillery; including  
made Megacorps and governments viable. With  
the ability to make your own. If the alternative is to  
no way to keep secure records, no way to organize

The IGTA

standardized

have your fragile life-supporting habitats blasted to  
over long distances, no way to even track economies  
the NET so

shreds as sacrificial lambs in the middle of a raging  
and money (the United States government went from  
everyone

space battle between Corporate forces, you learn  
experienced

solvent to bankrupt in a matter of minutes), the very  
the same thing

*really fast* how to protect yourself.

foundations of the Information Age collapsed into the

when in the

same "place",

So before either side could move their war into  
ruins of an already shattering world war.

among other

functions.

space, the Highriders began to hit both sides with  
their own lethal suborbital "artillery" strikes capable  
of wiping out most of a small city, as well as wiping  
"th

ten the iGtA

ts (ihARA-GRubb

out the Corporations' own orbiting satellites. When

tR

t AnsFoRmAt

A ion AlGoRithms)

the dust settled, the Highriders announced that they  
would henceforth consider themselves an indepen-  
weRe downlo

laded, AnD AFteR

dent nation and neutral in the ground-side conflict.

About ten houRs, the net wA

w s

s

Or else.

Fully

l transformed, AnD

D

the net wAR

eveRyone sheePishly

l PluGGeD bACk

As the ground, Sea, and Space Wars reached a

in. me, i Just stA

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A eD jaCked

d

fever pitch, the NET became its own tactical bat-

in FoR the whole show.

w it wA

w s

s

tleground. During the Shadow War, Militech, concerned that Arasaka Netrunners and their Soulkiller  
ReAlly

l inCReDible to wA

w t

A Ch the

programs would bury it, conducted a series of hits  
entiRe net Get redesigned..."

(some virtually headed up by Rache Bartmoss

Rache B

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ar

himself) to "whittle down" the Arasaka NET cadre.

bartmoss' guide to the net

[254](#)

[WELCOME TO THE DARK FUTURE](#)

What Rache Bartmoss didn't include in this little  
attacked only known Bartmoss targets like Arasaka  
soliloquy is that he was doing more than just watching.  
and EBM. But as time went on and Rache (now dead)  
Bartmoss was also working: infiltrating his DataKrash  
wasn't around to rein them in, the R.A.B.I.D.s evolved  
code right into the I-G Transformations that would run  
a murderous hatred of anyone they encountered.

the NET, using a backdoor he'd set up months earlier  
They also reproduced like—well—rabbits, creating  
on Manny Ihara's computer (knowing something of  
a deadly pack of killer programs numbering in the  
Ihara's proclivities, Bartmoss had made it look like a  
hundreds of thousands, roving the NET looking for  
hentai anime porn file). In short, whereas most viruses  
something to annihilate.

must infect a computer system, the DataKrash was  
automatical y loaded into every single computer  
the enD oF the net  
that ever ran the NET. Period. The result is that there

By the end of the War, the NET had been reduced to a was never any chance to stop the "spread" of the terrifying wilderness of corrupted data, psychic booby DataKrash; it was as if every copy of Windows (an traps, and rogue demon programs lurking in wait to ancient and long obsolete operating system of the destroy anyone foolhardy (or desperate) enough to 1990s) had been coded with a virus built in. By the venture into cyberspace.

time Magnificent Curtis, head of the worldwide cyber-cop org known as Netwatch, realized the awful truth Unable to wipe out the DataKrash and overwhelmed about the DataKrash it was too late: the process of by frenzied hordes of killer R.A.B.I.D.s, Netwatch finally the Krash was well underway; to stop it would have gave up. On March 5th, 2023, Magnificent Curtis and required stripping the operating system out of practice the I-G Overwatch Council activated IGTA Dissolution calling every computer and cyberdeck on earth.

Prime, propagating a code wave that crashed the I-G



Protocols that allowed cyberdecks and NET-capable

And Rache Bartmoss was dead, killed by an assassin-  
computers to reach cyberspace.

sination team early in the War, with an Arasaka-based

"omniscient" strike totally obliterating the control block in The NET was dead.

which he lived moments afterward.

the Governments step in

At first, Netwatch was able to monitor and repair

the damage as it occurred. But as the chaos mounted,

By October, local governments at the individual

Netwatch's leader and top Netrunner, Magnificent

city and state levels began taking action, first by

Curtis, realized that the crafty Bartmoss had out-

cutting off access to basic utilities and services, and

gamed everyone. There was no way to get rid of the

by ruthlessly enforcing rules and regulations that

DataKrash virus without literally re-writing the entire

the Megacorporations in pre-War times had been

structure of the NET itself. To make the disaster even

allowed to flout. Neither side was willing to openly

worse, the nature of the DataKrash also allowed both  
confront this kind of activity; by this point, both sides  
computer-generated Artificial Intelligences (AI) and  
needed the cash brought in by government service  
Soulkilled Pseudo Intellects (SPI) to travel through what  
contracts too much to be able to default on them.

remained of the NET unimpeded (possibly a favor  
Major governments also began to resist unrestricted  
from Bartmoss to his old friend and fellow program-  
Corporate warfare, first with words and later with  
mer, Alt Cunningham).

actions. The EuroTheatre began to deploy limited,  
Even more disastrous, Bartmoss left yet another  
then ever stronger forces to confront the Corporate  
surprise lurking in the bowels of the NET: a self-repli-  
Armies in the field. In some cases, French, German,  
cating virus that strongly resembled himself, based on  
Scandinavian, and later Neo-Sov armies fought  
a twisted version of the Soulkiller program, and later  
pitched battles outside key national areas such as

dubbed R.A.B.I.D.s (Roving Autonomous Bartmoss Paris, Rome, Kyiv, Munich, and Helsinki. Faced with Interface Drones). R.A.B.I.D.s were AI "killer" programs designed to resemble the late Bartmoss, created moved operations to less well-defended territories or as a last thumb in the eye to his Corporate enemies. were annihilated by the governmental forces. When Powerful, homicidal, and ubiquitous, they infested the a government moves in with troops, most wars ends besieged NET in ever greater numbers. At first, they quickly, at least in the civilized world.





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## [WELCOME TO THE DARK FUTURE](#)

But as the War reached its most fevered and savage pitch, attacks become far more brutal, including massive attacks against each side's employees and facilities. In post-Collapse America, this was especially true as the fractured nature of the Disunited States made it nearly impossible to deploy the full might of the remaining U.S., Army, Air Force, and Navy forces. Having fought savagely for their Free State status in the previous decades, many of these pocket nation states were loath to invite in the armies of their one-time foes to deal with the Corporate incursions.

Then came the Night City holocaust.

the FALL oF niGht City

On August 20th, 2023, unknown forces detonated a "pocket nuke" in the upper floors of the Arasaka Towers complex in Night City (on the western

U.S. coast). The Nuke, while not a city-killer, reduced most of the central city to rubble and killed half a million people almost instantly. It was never formally decided who had triggered the Nuke; some partisans blamed Militech's overzealous desire to crush Arasaka, while still others blamed the detonation on an Arasaka area-denial weapon set off to protect its headquarters.

the war ends

The Night City holocaust was the last straw. Within hours, then-U.S. President Elizabeth Kress nationalized Militech, placing it thoroughly under the control of the still sizable United States military, and banished all Arasaka forces from the continental U.S. under the threat of a retaliatory strike on Arasaka's Tokyo headquarters.

Other nations swiftly followed the U.S.'s lead, nationalizing and/or interdicting assets of both participants of the War.

The War was finally over. Now came the Aftermath.

BY NEIL

BRANQUINHO

[256](#)





BY 望瑾 JIN WANG

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"I remember the day my whole world changed. I kind of knew in a vague way that there was a war going on, but it was very remote. My father never wanted to talk about it. And then, suddenly, my father was gone, my world was gone, the City I'd grown up in was gone— *everything* was gone. And it was all our fault."

Michiko Sanderson (née Arasaka)

[257](#)



## THE TIME OF THE RED

### THE AFTERMATH

are now operating as private armies for hire, personal mini kingdoms, or even marauding packs of well -

In the aftermath of this worldwide conflict, atmospheric armed raiders.

particles from the nuclear blast in Night City, as well

### FRAGmenteD AmeRiCA

as debris from orbital weapon strikes, continent-wide firestorms, conventional explosives, and the wartime

In many ways, the United States is very much as it

burning and annihilation of cities and agricultural

was in the late 1800s—a "civilized" East Coast con- areas, cast an eerie red pall over skies worldwide.

trolled by the federal government in Washington D.C.,

For nearly two years, skies were tinged a bloody red,

a "Wild West" of independent territories east of the

which eventually died down to brilliant red sunrises

Mississippi River, and an unincorporated West Coast

and sunsets through the next decade. Known as the



from Seattle to Mexico. The territories are pretty much

**Time of the Red**, this would be the backdrop for

on their own, hiring local militia or mercenary armies

the first years of the post-War recovery, only fading

to keep the peace, while the sprawl of Night City is

away as the world's battered populations began to

maintained by its own system of interlocking local

reconstruct their shattered cities. But despite the weak-

factions and power blocs.

ening of the atmospheric effects, the name has stuck

among the war's survivors and, much as the 1920s

The United States' government is still primarily

was known as the Roaring Twenties and the 1930s as

centered in the Boston-Washington Corridor (aka

The Great Depression, in future histories the period

BosWash) from New York to Miami, where it oper-

between the end of the 4th Corp War and the present

ates as the effective regional government much as the

will probably always be referred to as the Time of the

regional Councils do for Night City and the Pacifica

Red.

Confederation.

So, the 4th Corporate War ground to a halt, and the

The branches of the federal government still

Cyberpunk world started to begin its slow rebuilding.

operate as before: there are Legislative, Executive,

Some facilities

Through the red skies and periodic "blood rains"

and Judiciary branches—these just have little or no

have decon

chambers

(caused when rainstorms pulled the crimson partic-

effect on anything past the Mississippi—and their

people have to

ulate out of the skies and deposited it as a greasy

members come almost exclusively from the East and

pass through

before they're

crimson slime reminiscent of blood), the cities and

near-Midwest.

allowed entry.

nations of the world cleaned up the last pockets of

P

Corporate resistance and got on with their lives.

ResiDent kRess

T

The current President is Elizabeth Kress: a hard-nosed,

HE U.S. IN THE TIME OF THE RED

ex-military officer who was elected a year before the

start of the now-infamous 4th Corporate War. Honest,

S

fair, and tough enough to face down any threat to U.S.

*uperpower no more*

sovereignty, Kress has held the job for over a decade;

"re-elected" four times in a total disregard for the rules Since the end of the 4th Corp War the United States

on term limits, she is pretty much the only thing holding

has lost much of its superpower status, but that doesn't

the U.S. together after years of war and col apse.

matter much as most of Europe and the Far East are

in the same position. What U.S. military still exists is

niGht City

organized as Combined Operations Groups (COGs):

task forces that combine ships, aircraft, armor, and

Night City was the place hardest hit during the War,

infantry into a cohesive fighting battalion; their main

and the damage is *still* everywhere twenty-two years

mission is to deal with threats to the BosWash Corridor

later. For starters, the city was surrounded by Militech

and the federal government's interests. On the other

forces and under total Arasaka control by the tail-

hand, since the 4th Corporate War several of these

end of the War. Street-to-street fighting was already

COGs have broken away from the United States and

savage, and in the last few days before the Nuke, had

[258](#)



[THE TIME OF THE RED](#)

approached a fever pitch. In some ways, the detona-

release a number of experimental plants and animals  
tion was to become a "clean up" end to a landscape  
that they hope will restore the once-burgeoning  
already littered with burned buildings, wrecked vehi-  
ecology. So be careful out there in the woods, kids.  
cles, and dead bodies. Hanging over everything was  
a dense red pall (The Red) that painted everything the  
mAintAininG the PoweR bAlAnCe  
color of blood and poisoned the air for miles around.  
Overall , the Pacifica Confederation is a powerful eco-  
Post-War Night City was a wreck, but it was a wreck  
nomic region; it is a main trade port to what remains  
determined to rebuild. And one of the things that helped  
of Asia, with access to a lot of military power as well.  
the most in the rebuilding process was the creation  
The local Combined Operations Groups at Bremerton  
of a local alliance of "Free States" along the Pacific  
and Ft. Lewis/McChord have general y supported  
Northwest corridor: the Pacifica Confederation.  
the stable and sensible locals over the unstable main

U.S. government. Kress' New United States is going to the PACiFiCA ConFeDeRAtion

have to work hard indeed to woo this Confederation into an allied membership where they can work with Post-War, Washington, Oregon, Idaho, Northern Washington D.C. in exchange for a great deal of California, and British Colombia unified into an independent governance.

hoc, loose grouping called the Pacifica Confederation.

In the Time of the Red, the Confederation is busy

The Confederation's members are also willing to rebuilding their infrastructure post-Corp War. They work with the rising new Megacorps, but on their own also host several large U.S. government bases that stringent terms; a sort of "Screw up, Mister Megacorp, have permanent leases, but do not otherwise exercise and we'll call on our friends at Lewis/McChord to much control on the population.

flatten you." But they are too economically powerful to need to actually sell out to the new Megas and that's

The Confed is a natural outgrowth of the State not going to change much in the next few decades. Succession period that broke up much of the Old So, while the Corps are as ubiquitous as they are United States. Its members are distinctly "federalist," in Night City, they walk a much more careful line interfering in each other's internal affairs only when knowing that the locals are capable of waging their those affairs cross the border. The biggest thing they own Corporate War against them.

share is a loathing for the mess the Megacorps left behind, and a dismissive shrug at the ineffectual U.S. In the Time of the Red, this relationship is in the government.

process of being defined, and the Corps are currently learning the hard way that the Seattle/Vancouver/

A City oF DAnGeRous DReAms

Victoria/Night City boys *do not fool around*.

The Confederation has allowed Night City to

In the Time of the Red, *everyone* walks lightly

survive as an independent "city-state." In turn, the  
around the Pacifica Confed.

rebuilding city has become a free trade zone for the  
Confederation, as well as an entry point for the rest of  
The Players and the Game

the world when it doesn't want to deal with the remain-  
der of the United States. In the Time of the Red, Night  
*t*

City is a cybernetic Casablanca, and like its famous  
*he big picture in 2045*

cinematic counterpart it's dangerous, lawless, and a  
If the 2020s were dominated by the Megacorps,  
great place to make the Big Score.

the playing field has now shifted back into balance.  
sAsquAtCh is wAtChinG

Nations, governments, and other NGO (non-gov-  
ernmental organizations) now vie for control of the

For more info

One other useful thing: in the process of rebuilding, the  
rebuilding world. Here are just a few of the most



on **Biotechnica**

Washington/Oregon territories of the Confederation

important players and where they stand in the Great

[see page](#)

[268](#)

have allowed Biotechnica, free rein to design and

Game of Power Politics.

[259](#)





## THE TIME OF THE RED

nAtion stAtes AnD GoveRnmentAl ACtoRs

The world of the Time of the Red is not all that unfamiliar to someone who has lived ciTizenshiP in The

through the twenty-teens (2013 to 2019) and through the boom years of the Late Time of The red

Cyberpunk Age. Here is a brief overview of just a few of the major players who have shaped the Cyberpunk world since the 4th Corporate Wars ended.

*In the fractured world of*

*the Time of the Red, citi-*

*zenship has become a fluid*

*thing. You can't just limit it to*

*something only nations can*

The World Beyond

Beyond the borders of the remaining United States is a world in flux.

*grant, because that nation*

*that gave you a fancy cer-*

united euRoPe

*tificate proclaiming you*

*a citizen could be gone*

The EuroTheatre has been badly battered by the War and the subsequent loss of its ESA *tomorrow*.

and Orbital colonies to the Highriders. The World Stock Exchange and the Common *So, citizens in the Time*

Market have managed to maintain a stable economy in which most of the European *of the Red are more like the*

nations participate—the exceptions are Italy, Spain, and Greece—all of which are now *citizens of the old Greek*

suffering violent, chronic political upheavals. Here, the international Corporations still *City states; their alliances*

have a great deal of power, but various Euro-governments have skillfully used the War *are to the place they live*

to keep the Euro business barons under control.

*or the tribe they are part of.*

Great Britain has suffered major economic trouble; swamped by massive immigration *You may even hold citi-from the U.S. and an antiquated technological base, its streets are still almost as explo-zenship in several places;*

*you could be a citizen of*

sively dangerous as those of the U.S. The rest of Europe is in recovery mode as individual *the Pacifica Confederaton,*

nation states struggle to rebuild damaged financial and industrial hubs affected by the *Night City, and a Nomad*

War.

*Family like the Aldecaldos.*

*Each of these relation-*

neo-soviet Russia

*ships has its own ways*

Beyond the massive reforms of the 1990s, Neo-Soviet Russia is still weakened by its *and rituals for granting*

antiquated technology. Even now, it cannot fully feed its hungry population (although the

*"citizenship."*

4th Corporate War has leveled the playing field a bit). With the failure of the economic and social reforms of the *Novosovetskaya partiya* (NSP), a new generation of highly-aggressive oligarchs is coming on fast. Unlike their NSP predecessors who were content to simply siphon off the remaining assets of the State like the good Corporate robber barons they were, these oligarchs are more akin to the Megacorporates of the roaring 2020s: hungry, dangerous, and willing to use heavier amounts of bribery, murder, and mayhem to accomplish their aims than ever before.

the middle East

The Meltdown of the '90s left vast areas of Iran, Libya, Iraq, Chad, and the Arab Emirates as radioactive fields of glass. Only Egypt, Syria, and Israel survived intact, and because of their already ruined state were mercifully left alone for most of the War. But new alliances and power blocs are struggling to take control once again now that the Megacorp's power has been curtailed. With the world trade in oil and raw materials disrupted by Corporate conflict, there is a new interest in mining the remains of the Meltdown nations, and in response many of the national groups in the Middle East are starting to band together to reform and resist the invaders.



## THE TIME OF THE RED

FutuRist AFRiCA

# CentRAI AnD south AmeRiCA

The African states have now established solid

During the War, nationalistic factions in Brazil and  
 footholds in space; nearly one third of all space

Columbia used the Corporate fighting to support their construction workers are African, and the majority own bids for land and influence; the result was a shat-

of spaceport facilities and construction areas are on  
tering of the old alliance that only now is beginning  
African soil. The resulting population has evolved  
to be rebuilt. But the Organization of American States  
into a "national" group called the Highriders; a  
soon rallied and, with the help of strong economic  
space-based, high-tech society linked by Pan-  
partners like Argentina and a newly democratic  
African roots and a determination never to be  
Brazil, are rebuilding their cities and establishing new  
victims of colonial oppression again. Declaring their  
trading partners, especially with the Highriders and  
independence during the War (and enforcing it with  
the Nomads.

commandeered orbital weapons), the Highrider  
Assembly is carefully neutral in the Time of the  
Asia And the Far East

Red, ready to deal with all sides as long as their  
sovereignty (and control of space) is respected. The  
The Far East and Asia are now a hodgepodge of

War barely touched the rising new cities of Africa, damaged nations, with Japan slowly recovering who were well protected by the killsats and deltas from the ravages of the Arasaka Corporation's abhor of their Highrider relatives. Several cities in Africa tive coup. China is still recovering from the loss of count among the most futuristic and advanced Hong Kong through a biological terror attack, and habitations on the planet, with their star-scraping fierce battles in both the South China Sea and the buildings shaped from Orbital titanium and open Mongolian Plateau for access to strategic resources parks sweeping around the busy streets.

has left the government exhausted and tottering. The

MENDOZA

BY EDDIE

[261](#)





## THE TIME OF THE RED

Koreas, fractured again by the 4th Corporate War, capacity from twenty people up to as many as a few have become strongly isolationist, although North thousand. Besides the many research domes, there Korea, drawn into the conflict by promises of Arasaka were semi-submerged "green farms" where krill and support, has collapsed into a chaos of warlords and cryopalan (two essential items in day-to-day life) petty fiefdoms. Hammered by brutal fighting over were harvested and processed, in addition to more trade routes and oilfields, much of Southeast Asia, the exotic seafood. The other major sub-sea industry was Philippines, and Australia are now isolated, damaged deep-sea mining for rare and valuable minerals and and potentially prey to the next powerful group to oil. An extremely dangerous profession (although come along.

technology made the work far safer than several decades earlier), working and living in these undersea

Asia is a long way from the boom times of the facilities still gradually became the everyday world for 2020s.

several thousand people, who began to refer to this the DRIFT Nations

community of subsurface cities as "The Deepdown."

During the War, the Deepdown survived by cutting

During the 4th Corporate War, many of the floating any links to the surface and becoming as invisible as work platforms and drift cities of OTEC and its rival

Another

possible. Dome dwellers developed active camouflage example

CINO were the epitome of oceanic technology. The systems that hid their locations from prowling combat of a Drift

most famous of these floating cities is AquaDelphi,

Nation is the

subs and their weapons. Even now, the full extent of the Metakey, an

the former home and headquarters of the OTEC

Deepdown is uncharted, as the "Deepdowners" don't  
artificial island

Corporation, near Hawai . Other floating cities, like  
constructed

trust the Corps to not drop a few torpedoes or depth  
by the Meta

Florida's Atlantis, are somewhat smaller, while still  
charges on their fragile domes (as happened often  
Nomads.

others began as shantytowns constructed from old oil  
during the 4th Corporate War). Only recently have  
rigs or jury-rigged platforms made from abandoned,  
they begun to forge tentative links with the Drift Nations,  
lashed-together oil tankers (as is the case with the  
whom they use as a safe go-between with the Nomads  
Offshore Colonies in the Gulf of Mexico).

and other non-affiliated groups.

Pirates, hostile Corporate navies, and the perils of  
the open ocean threatened to wipe out these individ-

the hiGhRiDeR ConFeDeRAtion

ual cities during and after the War, but by banding

Mid-war, the Highriders made the choice to not

together in loose confederations, these "drift cities"

become involved in the harsh Corporate conflict

(more properly named Drift Nations) are now smal

below Low Earth Orbit. In the Seven-Hour War, the

nation-states unto themselves, located in international

Low Earth Orbit colonies and the Highriders at O'Neill

waters with their own defense forces, making them

Two declared independence, using commandeered

hubs of international shipping and import/export—a

deltas and mass drivers to drop lunar rocks and other

true no-man's land of free-living fringe folk. And as

"ortil ery" at key sites all over the planet. Given no

terminals for the expanding trade network that has

choice, the EuroTheatre, the remnant U.S., and Japan

replaced the old shipping webs before the War, the

official y recognized the new government, ceding

Drift Nations are now a center of both "pirate" and

control of Earth Space to the Confederation. The legitimate Nomad activity.

"L" (or La Grange Stationary) Points are now home the DeePDown

to literal y hundreds of long-duration, self-contained bases, factories, and construction sites. At the L points

Over the past two decades, the Corporations also orbit the largest space constructions in existence:

expanded not only into space, but into the ocean

the roughly toroidal Crystal Palace space station (L-1),

depths as well. This web of deep-sea domes and

the mammoth O'Neill One Habitat (L-5) Paradise

facilities were scattered across the continental shelves

Station (L-4), and the smaller Galileo Cylinder (L-3).

of most of the continents, with even some very secre-

Behind the Moon sits the L-2 point, home of the ESA's

tive ones located deep in the Atlantic and Pacific

test-bed cylinder and deep space explorer dock. And

trenches. The domes varied greatly in size, ranging in

since the early 2000s, ESA and its allied nations have



## THE TIME OF THE RED

also maintained permanent bases on Luna; networks

**Critical Pathway Plateau (CPP) AIs** are those

of subsurface tunnels with water provided through

that come into existence by accident. A company

mining Lunar ice and air from hydroponic gardens (lit

may be trying to create a very complex program

by rolling back huge shutters on the surface). There are

that, by coincidence, becomes sapient. Their

two permanent cities on Luna, both now controlled by

personalities can vary widely: they may appear

the Highriders. Tycho/Luna Colony, the largest, main-

indistinguishable from people, or they may behave

tains two massdrivers, used to boost Lunar rock and

in completely alien ways. Because they are not

ore out to the L-5 constructions. The second colony, at

deliberately programmed from the start to be AIs,

Copernicus, supports a single mass driver, and a pop-

the final form their personality takes is impossible  
ulation of around 12,000. Even ignoring the fledgling  
to predict. These are the types most often branded  
colonies on Mars, the Highrider Confederation is one  
by the media and Netwatch as Rogue AIs. Rogue  
of the most powerful forces on (or around) the planet,  
AIs are AIs who have decided that interacting with  
easily dominating the ground-side governments.  
human as "employees" is not for them; they have  
The "groundpounders" know this and are constantly  
slipped into the NET and set up their own shop,  
trying to undermine and regain control of space. The  
where they survive by finding a computer mainframe  
outcome is still in dispute and will probably remain so  
to reside in that has been abandoned or is not cur-  
for some time.  
rently in use. They can reside for a time in the Old  
t  
NETs sub-processors and relay stations, but this is  
he Ais

a dangerous prospect because they are extremely

Discussing the place of Artificial Intellects (AIs) in

vulnerable in this position. Eventually, they must find

the post-War period is. .messy. Firstly, the War had

another computer to hang out in. And like all CPP

created or influenced multiple types of what Netwatch

AIs, rogues want bandwidth and storage space

called AIs as servants, slaves, or inadvertent victims.

and are willing to steal it or even kill living humans

And although humans in the meat world still tend

to get it. The infamous R.A.B.I.D.s (digital Rache

to lump them all together into one big ominous box

Bartmoss clones who roam the remnants of the Old

marked "AIs" the reality is that the various types of

NET looking for victims to harass and murder) are

machine intel igences all have their own factions and

a form of CPP AI, which is one reason why these

goals.

types are so feared. For the most part, since War's

end, the Rogues have been in a fierce struggle with



**Soulkilled Pseudo Intellects (SPI)** are AIs that Netwatch to claim control of what's left of the Old were originally actual people but have had their NET for themselves. They've been so successful that consciousness digitized and now exist only on by early 2023, Netwatch was forced to shut down computers in the NET. The process is often not voluntary—the major server paths and backbones of the NET untary—Soulkiller programs produce this type of AI. for the foreseeable future.

Otherwise indistinguishable from Symbolic Analysis AIs, these "ghosts" were created in huge numbers as **Transcendental Sentience (TS) AIs** are emergent. Arasaka put its infamous Soulkiller program to work on emergent AIs which were not programmed or created by targeting enemies and rivals alike. The majority of anyone, instead emerging from the creation of huge these SPIs have gathered in sanctuaries around operating systems that pervade an entire region of deserted mainframes and city systems abandoned

the Old NET. They are therefore an emergent property of Corporations or (as in the case of a number of cities of the OldNET. By their nature, TS AIs are so bio-plague attacked cities along the Asian Rim) large that most people cannot interact with them. totally abandoned cities. Most of these "ghosts" Even when they can, conventional communication just want a safe place to live; rumor has it that Alt isn't really possible because the AIs are incapable of Cunningham, the creator of Soullkiller and a digital understanding any existence outside of themselves. To ghost herself, has created a number of "ghost towns" most, the mere existence of these AIs is highly debated in hidden places all over the remains of the Old able, and outside of those who know better there's no NET. They pretty much want to be left alone. consensus on whether they're actually real. These AIs





## THE TIME OF THE RED

are the type of machine intel ligences that

So, for the past twenty-two years,

Netwatch and the Corps fear the most;

Netwatch has been a police force without

they are extremely powerful, and their

a beat. Their main job has been to act

The corP

overall goals are unknown.

as lifeguards, finding renegade 'runners

GraVeyard

who've managed to find a backdoor into

On the other hand, TS AIs seem to be

the now off-limits Old NET and are being

*Not every Corp survived*

the one group of NET entities able to

*the chaos of the 4th*

torn to ribbons by the bad stuff that now

control al other digital personality fac-

*Corporate War. There*

inhabits "The Dungeon" (as Netwatch

*were a variety of victims*

tions. As a result, Netwatch is now trying

pros and 'runners now called the old

*who went down either by*

to broker some kind of "deal" with the

NET Architecture). They bail the weefle

*association, over exten-*

Transcendental Sentience AIs (with Alt

*sion, or just plan "they were*

runners out and then run for cover before

Cunningham and her ghosts operating as

*in the way"-ism. Among the*

the really awful Black ICE descends

*denizens of the Corporate*

go-betweens) to allow the Old NET to be

upon them like the hammer of Thor. But

*Graveyard are:*

reestablished in some mutually acceptable

recently, with the help of Alt Cunningham  
form.

*Adrek Robotics: This high*

and a mysterious cabal of Transcendental

*end robotics Corp had a*

*long-standing rivalry with*

n

AIs, Netwatch head, Magnificent Curtis

etwAtCh

and his crack team have been able

*Arasaka. During the 4th*

*Corp War, Arasaka wiped*

Established in the early days of the

to write software that could tackle the

*out Adrek's best minds*

NET, Netwatch is a policing orga-

Black ICE and R.A.B.I.D.s that have

*using Soullkiller. After the*

nization founded as part of a U.S./

infested the Old NET. And behind the

*War, Zhirafa bought out*

*many of their factories.*

EuroTheatre treaty. Although technical y  
scenes, the Transcendentals, the Ghosts,  
a non-governmental agency that came  
and Netwatch have been working

***I n f o c o m p: A n o t h e r***

out of a security company based in  
together on a project to get the NET under  
*victim of the DataKrash.*

*Infocomp's stock in trade*

London, England, in reality Netwatch  
control; a project that exists on no books  
*was brokering information*

worked in tandem with, and received  
or official documents, known only by the  
*and that all got ruined by*

most of its funding from, governments,  
ominous title of The Black Wall.

*Bartmoss' virus.*

Megacorporations, and other large

***International Electric***

semi-governmental organizations.

***Corporation (IEC): Once***

*a prominent and diverse*

The NeoCorps

Before the War, Netwatch's job was to

*Megacorp, creating every-*

patrol the NET looking for illegal activity,

The 4th Corporate War ended the age

*thing from baby powder to*

covering various "territories" based on the

of Corporate domination. Even if they

*war machines. IEC was a*

*competitor of both Arasaka*

regional maps established with the imple-

were not involved in the shooting parts

*and Militech and, so, a*

mentation of the Ihara-Grubb protocols.

of the War, many Megacorps found their



*major target during the 4th*

Equipped with the best cyberdecks, power-  
operations fatally wounded through the  
*Corp War.*

erful hunter-killer software, and an almost  
breakdown of communications, NET

***Techtronica: A tech***

unlimited source of funding, Netwatch  
information systems, global transport

*Corp best known for their*

attracted the best of the best Netrunners:  
disruption, and collateral damage.

*Microwaver line. The*

*company died with the*

players who loved taking on the top

the new CoRPs survive

*CEO during the 4th Corp*

"black-hat hackers" in one-on-one NET

*War but their designs live*

combat. But as the War heated up, both

But the Megas aren't out of the picture

*on, replicated by many*

sides unleashed terrifying new programs

entirely. In many cases, local or regional

*other Corporations and*

and Black ICE to devastate the other. In

offices continued to operate in a reduced

*street Techs.*

the end, it took the psychopathic brilliance

capacity—if they could get the materials

of master Netrunner Rache Bartmoss to

and funding to do so. These companies

devise a way that not only destroyed the

sometime renamed themselves but con-

NET, but also made sure even Netwatch

tinued, where possible, to provide the

couldn't fix what he'd done.

services they were known for. Some Corps

[264](#)



## THE TIME OF THE RED

(like Raven Microcyb and Kiroshi) broke into smaller a specific department or production area. The major units that shared a common trade dress but were often infighting begins here—only very successful Managers run by entirely different Corporate officers. Stil other get elevated to the position of Assistant Vice President, Corps just fell apart entirely and found their assets where they control entire factories or other operations. seized by other competitors or ambitious regional They are, in turn, bossed by Vice Presidents, who managers hoping to carve off a personal Corporate control entire divisions of the company. fiefdom.

the CoRneR oFFiCe

The result is that in the Time of the Red, the Megacorps aren't all that mega anymore. These Near the top is the Executive Vice President, who "Corpos" (as they are dubbed on The Street) are effectively runs the Corporation. Their boss is the

closer to what Corporations were in the mid-to-late  
President, who answers only to the Board of Directors  
20th century: local companies powerful on a regional  
(major stockholders) and the Chairman of the Board.  
or national level, but without the enormous interna-  
Theoretical y, Corporate advancement is based on  
tional reach of the roaring 2020s period.

merit. In reality, the Corporate world is rife with nepo-  
tism, deal making, brown nosing, cheating, lying, and  
. .AnD ARe still DAnGeRous

credit stealing. Extortion, blackmail, and frame-ups  
This doesn't mean they're toothless—far from it. Corps  
are common.

in the Time of the Red are, if anything, more rapacious  
teAmwoRk is eveRythinG

and power hungry. There are fewer rules out there  
and ambitious players in the front office are willing to

One of the most disturbing factors in this web of  
do practical y anything to gain the advantage over  
Corporate power brokering is the Team: a personal

a resource or market. They may not be able to field "guard" of workers who do the dirty work for a par-giant armies with tanks and troops, but they can still ticular Exec. Almost every Corporate Exec employs at deploy powerful covert ops squads and bribe the right least one force of highly trained covert operatives spe-governmental overseers to allow them to take out their cializing in espionage, counter-espionage, sabotage, enemies when it's important enough. Unfortunately for and counter-terrorism. In extreme cases, measures them, in this post-War environment, the most deter-such as assassination and terrorism are not unknown, mined Edgerunners can also field hardware and whether against other Corporations or within the advantages often equal to those of smaller Corps. Corporate structure itself. A Corporate covert opera- And there are even a fair number of Edgerunners tions arm is usually made up of weapons specialists, using the open market to start their own "baby Corps" computer technicians, and various "hired guns"—

to take on the tottering "old guys." There's a new and almost all of these covert forces are cyberenhanced dangerous game to be played out in the marketplace, and in this fragmented new age, everyone can play.

yo

you know the old

ladder

As in,

the Corporate Ladder

"Lead From the Front"? then

at

As

s

Corporations are usually organized as a vast hierarchy of bullshit. then

the best Place to

o

chy, with a President and Board of Directors at the top, and a huge sea of workers at the bottom. In the middle lead From is the back. then

t At

A wA

w y

A

tiers, one finds the realm of the Corporate executive, a

you CAn shoot An unDeRlinG iF

struggling middle class overachiever, usual y with the

. o

,

single-minded goal of grabbing as much power and

they betRAy

A you. oR iF they'Re

privilege as possible.

Just not useful AnymoRe.

The average Corporate begins as a junior execu-

— Overseer s

— O

teele

verseer s

tive, "bossing" a particular project or group of people.

petrochem production manager

At the next level, they become a Manager, controlling

265



### THE TIME OF THE RED

with the best technology available. Covert action arms environment, it's more often a case of trading power, frequently search the dead zones and arcologies to influence, or money with the right leaders: a judge or recruit promising young criminals, promising them high police chief here, a councilman or official there. pay, the best enhancements, and a life of glamor and adventure.

the Rule of the FACes

Golden hAnDCuFFs

One final thing that has come about since the end of the 4th Corporate War has been a rewriting of the In the savage world of Big Business, it's not unusual rules of Corporate responsibility. No longer can a for an executive to jump from firm to firm, looking



Megacorp hide behind the "Corporate shield" of the  
for a big success. To prevent this, most Corporations  
past that allowed so many CEOs and their Boards to  
require their employees to sign Employment Contracts,  
evade responsibility for their more nefarious activities.  
specifying how long they must work for the firm until  
ties. As an *absolute* requirement for filing legitimate  
they can quit. Contracts may run from a year for a  
Articles of Incorporation in the EuroTheatre, China,  
low-level executive, to an entire lifetime for a key  
the Free States, and even the New United States, a  
researcher or company president. The penalties for  
Corporation *must* assign the single largest stockholder  
breaking Employment contracts are extremely severe,  
of the Corporation as its " **Face**," a living person who ranging from  
garnishment of wages, to lawsuits,  
is *personally* responsible for any malfeasance committed  
and even loss of licenses in the case of lawyers or  
ted by the Megacorp they control. If the Corporation  
physicians. Corporations have also been known to  
is found out to have committed murder, fraud, or other

use sabotage, software, and deadly booby traps to illegal activities, the Face must *legally* take the punishment for the transgression. This could end up as a long and kidnapping are expected. This makes Corporate prison term or, in the most egregious cases—like industrial accidents such as the infamous Union Carbide for use by your own company) a deadly game of Bhopal disaster—even the death penalty.

cat and mouse. Most Corporations have their own Obviously, this is intended to ensure that the current "extraction teams" of Solos who, like the KGB or CIA, "Face" keeps their company out of trouble. Or at least arrange "defections" of key personnel from one side makes sure whatever trouble it gets into isn't connected to the other. Headhunting can be especially lethal as directly to the management of the Corporation.

most Corporations will use any and all means to stop a rival extraction team.

Power shifts

Just Remember every time you

Since the end of the 4th Corporate War, most national governments are no longer in the uncomfortable position of those so-called

tion of having to let the multinational Corporations do faces up there on the screen,

pretty much as they please. Where once they paid lip service to pollution control, product safety, and that

A with All the Power And

D

minimum wage rules, the modern Megacorp is now Privilege Comes An even heavier

Air

forced to strike a bargain with the local government.

burden of Guilt

l,

t Fear, And

D

Sometimes this may be as simple as a bribe to the right places, or military support for the local dictator. In enemies ChAsinG you Down

n

the more scrupulous New United States, Corporations like A PACk oF rabid wolv

les.

tread especially lightly, going out of their way to hide their more il egal operations, and make sure to toe

— Trace

— Tra

santia

s

go

antia

the line in their more visible ones; Washington D.C. is watching and its fist is like iron, ready at all times to crush a miscreant. But in Night City's looser Free State



## THE TIME OF THE RED

T STUDIO AR

MOON

BY BAD

*Here are the major Corporate players in the Time of the Red:*

ARAsAkA

*Corporate security, Corporate police,  
and various Corporate suboperations*

**Headquarters:** Tokyo, Japan

**Regional Offices:** Offices throughout the world

**Chief Officer:** Hanako Arasaka

**Employees:** 1,000,000

### ► Background ◀

If you want it protected, these are still the people to talk to. Even after a major war, Arasaka still maintains one of the largest armed forces of any Corporation. And though their operations are severely reduced and their headquarters are limited to the Japanese mainland, Arasaka has managed, even in defeat, to hold on to most of its assets thanks to its strong alliance with the official government of Japan.

Most of the time, post-War, Arasaka troops are covertly licensed out to other firms around the world as Corporate security guards, couriers, and mercenaries, but usually wearing the uniforms of their new "employers."

The best trained and hardest operatives in the security business, they follow their client's orders second only to Arasaka's. To the Arasaka Corporation, however, they are loyal to the point of death. Arasaka is more about protecting its own damaged assets than protecting other companies, so they often use their position of trust with major Corporations around the world to gain inside information, contacts, and advantages that will help them to realize their ultimate goal of returning to the political and economic heights they once held.



### [THE TIME OF THE RED](#)

Arasaka may be under the nominal control of Saburo Arasaka, but as in any powerful organization there are always factions vying for dominance. As of the 2040s, there are three major factions struggling to come out on top. All the while hoping that Old Man Saburo will eventually hand the crown over to them. The Arasaka Factions as of 2045 are:

**The Kiji 雉 (Green Pheasant) Faction:** Led by Hanako, this faction is basically a continuation of the mainline, Saburo-controlled regime. But as Hanako is something of a recluse, more interested in her Netrunning experiments than in gathering power, the Kiji faction is mostly trying to maintain the Corporation according to Saburo Arasaka's sweeping vision.

**The Taka 鷹 (Hawk) Faction:** Led by Yorinobu, Saburo's second son. He's still a renegade who opposes the other factions to his own ends. Thought to have been Soulkilled by his elder brother Kei, it turned out that the person who ended up under the probes was a body double; Yorinobu made sure that during the War he was impossible to find. As long as his father Saburo (or the Kiji Faction) are in control, Yorinobu will still be out there trying to bring about its downfall.

**Hato 鳩 (Dove) Faction:** Centered on Michiko Sanderson (née Arasaka), Kei's only daughter and Saburo's granddaughter. This faction has allied itself behind the American-born Arasaka, although in truth the youngest member of the clan wants nothing to do with her family's machinations. But as a figurehead, the Hato Faction considers her a valuable asset that will provide them legitimacy should they take command after Saburo's death.

► Face: Hanako Arasaka ◀

The eldest Arasaka daughter, Hanako has always been a bit of a recluse. A Netrunner of high skill, she has always preferred to work on her digital projects, particularly a revised version of Soulkiller that will allow movement into clone bodies (only she grasped the true meaning of Alt Cunningham's work). However, with the fall of Kei, the remainder of the Old Guard (mostly old commanders under Kei) have unified around her and want to continue Saburo and Kei's plans as the Kiji Faction. They represent the faction that hopes for a peaceful reconciliation with the New U.S. and Hanako is their figurehead. She is also instrumental in getting her brother, Yorinobu to reconcile with the Family.

biotechnica

*Genetic engineering, microbiological,*

*and biochemical research*

**Headquarters:** Los Angeles, California

**Regional Offices:** London, Bonn, Paris, Seattle,



Dallas, Night City, Sydney, Rio de Janeiro

**Chief Officer/Designer:** Nicolo Loggagia

**Employees:** 36,256

## ► Background ◀

When the fuel crisis really began to affect the industrialized community in the late 1990s, Biotechnica, then a small firm with only one office, came up with the answer: CHOOH2 TM (pronounced 'chew two'). CHOOH2

(not its actual chemical formula) is a complex grain alcohol produced by genetically engineered yeasts and wheat strains created by Biotechnica. The potential of CHOOH2 was realized almost immediately after it was introduced, and within a few years, all fuel-burning vehicles and power plants had converted to the new product.

Although Biotechnica held worldwide patents, it lacked the production facilities to meet worldwide demand, forcing it to license production to several large Agricorps and PetroCorps. These deals made Biotechnica an



# continental Bränds

*a treat to eat*



## THE TIME OF THE RED

extremely wealthy, but still not particularly large, company. Biotechnica is also probably the closest thing to a

"good guy" Corporation in the Time of the Red. Its labs have provided much of the tech that enabled the Pacific Confed to develop new bio-engineered "replacement species," and Biotechnica is active in restoring both animals and habitat throughout the blighted environments of this era.

## ► Face: Nicolo Loggagia ◀

A brilliant but erratic biochemist, Nicolo Loggagia has taken what began as a small company based out of an industrial park in Rome and made it into one of the most important Corporations in the world. Biotechnica is still relatively small, hardly what constitutes a true

"Megacorp," but it punches well above its weight with the scale of its creations, such as the CHOOH<sub>2</sub> development that powers most of the vehicles in the world. And behind almost all of these is Loggagia: a slight, white-haired, dapper man with a slightly abstracted air about him. Loggagia likes to make things. Useful chemicals. Biological tools. Artificial life forms.

He doesn't often think of what he'll do with his creations; he leaves that to his grandson Mario and his wife Luchessia, who handle most of the business aspects of the firm. But that's because Nicolo is pursuing a dream.

Since childhood, Loggagia has wanted to restore the biosphere of the planet, starting with endangered flora and fauna and working up to recreating some of the most interesting (to his far-ranging mind) extinct animals throughout history. Loggagia, however, is a practical man. He knows if he recreates such now-extinct wonders as pandas and koala bears, the greedy and rapacious forces of the world will soon destroy his reborn creations.

So Nicolo has redesigned many of his favorite animals with both defensive and offensive capabilities that they previously lacked—koalas with venomous fangs, for example. He's also been experimenting with creating new bio-engineered flora and fauna to restore his favorite ecosystems: the color shifting pattern-panthers now moving into the Northwest forests, or the spotted ptero-raptors that have started to infest the heights of the Canadian Rockies. Nicolo is a pleasant and likable man who exudes an old-world charm that immediately endears him to those he meets. On the other hand, he may well also be the Doctor Moreau of the Time of the Red.

ContinentAl bRAnDs

*Organic and synthetics food and drink*

**Headquarters:** Tulsa, Oklahoma

**Regional Offices:** Chicago, Atlanta, Baltimore,

Seattle, Dallas, New York City

**Chief Officer:** Olivia Forsythe

**Employees:** 147,000

## ► Background ◀

Petrochem's monopoly on the production of CHOOH<sub>2</sub> in the United States meant that any surplus crop of *Triticum Vulgaris Megasuavis*, the wheat from which the fuel is made, had to be completely absorbed by the company.

Having no additional incentive to produce more CHOOH<sub>2</sub> in any given year within the walled garden of their American monopoly, Petrochem turned to their subsidiary food business, Continental Agricornp of Tulsa, OK, to answer this problem.

Petrochem tasked the Continental Agricornp's American New Products Division with an important mission: find new ways to sell Americans more food than they bought the previous year. With each passing year, surpluses of *T. megasuavis* in the U.S. became larger, and the work of selling through the wheat fell increasingly heavy on the American New Products Division.





### THE TIME OF THE RED

The constant pressure to produce exponential year-on-year growth, combined with a lack of oversight from their parent company, created an office environment so toxic other corPs

that it seemed to eat people alive, only to replace them just as rapidly. What rose from of noTe

this poison swamp was the cross-factional alliance of the New Beverages Marketing Director, Olivia Forsythe, and the New Foods Marketing Director, Lewis "Mr. Moo-Moo *Not every Corp gets to sit*

Burger" McAl ister, each served by brand mangers loyal to them alone. In secret, in the *at the table with the other*

summer of 2040, they drafted a plan to cut out the ultimate middleman in their business: *Faces. Here are few of*

*the second tier Corps who*

Petrochem.

*never seem to make the*

*screamsheets.*

They began to consolidate power—and over the course of three years they put half of Petrochem's American Agribusiness into the legal equivalent of a large sack and hoisted

***Cons t i t u t i o n A r m s:***

it over their shoulder. In preparation for their move they brought half of Petrochem's *Prominent arms manufacturer. Produces extremely*

CHOOH-4U gas stations, lobbying, and research and development in-house. One *heavy weaponry.*

morning, all affected staff were made aware. Continental Agricorp was no longer their employer, but Continental Brands was. While they were no longer affiliated with

***GunMart: Low-quality***

*weapons manufacturer.*

Petrochem, the move came with a tidy pay increase.

***Kendachi Arms: Japanese***

In court, Petrochem's legal team in their home state of Texas argued that it was the *a r m s m a n u f a c t u r e r.*

greatest single theft of property, both intellectual and otherwise in recorded history, but *Specializes in mono-mothe case was quickly dismissed. In a final twist of the knife, Continental Brands had stolen molecular blades.*

*the judge, too.*

***Kiroshi Optics: A leading***

*Corp in Cyberoptics*

► *Face: Olivia Forsythe* ◀

*design. Still dominates the*

*market.*

*The Face of Continental Brands is Olivia Forsythe. To the public, she is the Kibble Queen, a persona created entirely by her marketing*

***Merrill, Asukaga & Finch:***

*Highly exclusive invest-*

*department. The Kibble Queen is best known as the mascot of their*

*ment/financial counseling*

*Oasis stores, which launched shortly after they "left" Petrochem to firm.*

*capitalize on the food instability created by the Time of the Red. Their*

***Raven Microcybernetics:***

*business model was simple. If an Oasis was the only place to reliably Once-powerful cybernet-purchase food and only sold their brands, then profit was assured.*

*ics Corp. Knocked down*

*a peg by the arrival of*

*Once an Oasis is established, the community is entered into the Oasis Community Rocklin Augmentics.*



*Loyalty Program. Pleasing the Kibble Queen by purchasing large quantities of foods or*

### ***Thornton Motor***

*electing local representatives supported by Continental Brands earns points for the whole*

***Company:*** *Mid-tier vehicle*

*community. Likewise, displeasing the Kibble Queen by importing food from outside the manufacturer. Builds*

*community, growing your own food, or publicly organizing against Continental Brands extremely durable ground*

*results in a point penalty.*

*cars.*

### ***WorldSat CommNet:***

*High loyalty values bring community-wide rewards like prioritized shipments of food, International communi-more chips in every bag of ChocoKibble, and upon first reaching Gold status a royal cations Corp. Still rules*

*visit from a body double of Olivia Forsythe, throwing company merch from an AV-4.*

*direct A/V communication*

*Low loyalty values result in punishments like lowered food quality and increased prices.*

*between cities.*

*Known enemies of Continental Brands hiding within the community will have old-fash-*

## ***Zetatech: Software and***

*ioned "Wanted" posters drawn up and put outside their local Oasis, with point bonuses heavy machinery manu-given for informing on their last known address. The worst community punishment is facturing Corp.*

*admission into the Discovery Program, which forces the community into testing a single new flavor of kibble by removing all other offerings until their loyalty score improves.*

*Olivia is a home-grown monster of the Corporate world, fil ed with malice toward everything that does not directly benefit her. She detests the Kibble Queen character*

[270](#)



## THE TIME OF THE RED

*and is rarely seen in public unless forced by her duties as a Face. She also unilaterally hates the brands she worked for on her way up the company ladder, with the exception the first brand she helped bring to market for Petrochem, Triti-Fizz, which she considers her greatest achievement. Habitually, she drinks six cans a day and does two lines of synthcoke in the morning. She hates the spotlight put on her by being a Face and wants nothing more than to slink back into the shadows of the Corporate office, where she's always done her best work.*

*DAnGeR GiRl*

*Private investigation and security firm*

***Headquarters:*** *Night City*

***Regional Offices:*** *New York, Miami, Montreal,*

*London, Rome, Zurich, Night City, Washington D.C.,*

*Los Angeles, Toronto*

***Chief Officer:*** *Michiko Sanderson*

***Employees:*** *1,800*

### ► *Background* ◀

*As the Arasaka Corporation faced defeat at the hands of the U.S. military, it was forced to pull almost all its operations back to the core zaibatsu in Japan. The loss of the current operations chief, Kei Arasaka, eldest son of the family-owned business, threw control of the vast security firm back into the hands of the family patriarch: the centenarian Saburo Arasaka. Even at his advanced age, the elder Arasaka had not lost his ability to plan strategical y, or to inspire both loyalty and utter terror in his subordinates.*

*But in America, Kei's only daughter, Michiko, faced her own dilemma. Her family company was now hated worldwide as one of the instigators of a*

*terrible war, as well as having a reputation for mass-murder based on the accusation that they had detonated a nuclear device in the center of a major American city. Michiko, a sheltered seventeen-year-old high schooler, had, of course, known very little of her elder family's world-spanning machinations and her father had made certain to keep her away from the more unsavory side of the family business. With the Arasaka Corporation now persona non grata in the Americas, Michiko faced being deported to Japan, a distant nation that, as an American-born and raised teenager, was utterly alien to her.*

*Michiko's solution was to lean heavily into her strengths. She was young, adorably cute, and possessed of a high IQ. She already had thousands of devoted young fans all over the world who were willing to take it as gospel that she was an innocent caught up in her "evil" family's misdeeds. She started by traveling to Washington D.C. to meet with the President, Elizabeth Kress, to both apologize for her family's part in the War and to plead her case to remain an American citizen. It's not entirely known what Michiko and Kress discussed, but in the end Michiko was allowed to remain in America to finish her high school career and then enter Stanford University, where she majored in—of all things—criminology. When she graduated three years later, she started her own business.*

*As a detective.*

*Danger Girl is the name of Michiko's new company. On the surface, it is a private investigation firm specializing in cases for celebrities and other socially important clients. As its perky, unstoppable head, Michiko is a staple of parties and events from New Hollywood to the hot spots of recovering Europe. Her visible naivete and irrepressible charm disguise the fact that she's also a highly competent criminologist. It also obscures the fact that behind the scenes, she's fulfilling one of the directives she agreed to perform as part of her deal with Elizabeth Kress to remain on American soil: locating and dismantling any Arasaka Corp operations in and around the United States.*



# MILITECH



## *THE TIME OF THE RED*

*Danger Girl is a carefully constructed fiction. While Michiko's clients are all well-heeled and socially prominent enough to pay her astronomical fees, the*

*company also has access to a slush fund provided covertly by President Kress, as well as access to much of the covert databases left behind in the Arasaka estate in New Westbrook.*

*She also has access to a bodyguard, Kenichi Zaburo, once one of Arasaka's top Solos and her personal bodyguard since she was four. For two decades, Danger Girl has been making headlines with its high-society cases and daring exploits, all the while playing a lethal undercover chess game against the warring factions of her deadly family. Don't let the bright pink logo of the "Little Detective" icon fool you. When you cross Danger Girl, you're messing with fire.*

► *Face: Michiko Sanderson (née Arasaka)* ◄

*You couldn't invent a better Face than Michiko Sanderson (her new name taken when she married her partner, detective Marc Sanderson, after a particularly exciting case). Now in her thirties, she still exudes the same bubbly, enthusiastic charm that won the world over in her teens. A constant sight at almost any important social gala, Michiko has a string of successfully solved cases that have made Danger Girl the detective firm you want to handle your case, whether it's to recover a stolen diamond-encrusted cyberlimb, or to extract your Executive husband from the clutches of a dangerous Megacorp. Michiko has grown into an elegant, lovely woman who can read a room like a book and yet never reveals anything to her suspects other than her happy, cheerful facade. Behind her, although not as visible as he was in her early career, is still the formidable figure of Ken Zaburo, the only man who could take on Morgan Blackhand and battle him to a draw.*

*If you see Michiko Sanderson wink at you, run.*

*militeCh inteRnAtionAl*

*Arms manufacturing and distribution, mercenaries*

***Headquarters:*** *Washington D.C.*

***Regional Offices:*** *New York, Miami, Chicago,*

*Montreal, London, Rome, Zurich, Night City,*

*Washington, Los Angeles, Toronto, Tokyo, Beijing*

***Chief Officer: Gen. Donald Lundee, USMC (ret.)***

***Employees: 350,000***

*(700,000 Contracted to the U.S. Military)*

### ► Background ◀

*One of the major players in the 4th Corporate War, MTI fought rival, Arasaka Corp to a bloody standstill that ended only when the Megacorp was ordered to stand down by the President of the remnant United States. This didn't set well with Militech's hotheaded and proud CEO, Gen. Donald Lundee, an ex-Marine who took his war with the renegade Japanese security Corporation very personal y. Currently, even as it labors under controls from Washington D.C. as a nationalized Corporate asset of the New United States, MTI is secretly rebuilding back to its former role as a combination of arms merchant and mercenary army. Even though greatly reduced by wartime losses, MTI is still the world's largest producer and seller of all manner of military weapons. From revolvers to tanks to jet fighters, MTI is a major military supplier to the re-uniting New United States. The New United States, in turn, is MTI's largest customer. But MTI will deal worldwide with anyone who has money, and its mercenary forces and in-house weaponry still make it the most militarily powerful company in the world, if not economically.*







### THE TIME OF THE RED

*Discussion of Militech can't be complete without talking about its primary leader during the 4th Corporate War. General Donald Lundee retired from the USMC as the Collapse was just beginning, helping to reorganize Armatech/Luccessi into the Militech Arms company. Since then, he remains CEO and one of the most, if not the most, influential persons on the Board of Directors. Although he doesn't own enough stock to control the Corporation, his force of personality, allies, and success record have kept him on top despite internal struggles.*

*Lundee is also half of the equation that culminated in the 4th Corporate War. Over the years, he'd set himself and Militech up against Arasaka so often and for so long that he became personally involved, making it a matter of pride to defeat the Japanese and their attempt to take over the global arms market (because he already intended to do so). Not an easy man to get along with, his closest confidant is his second-in-command, ex-Marine Corps General Samantha Lee Young. Possessed of a fiery temper, Lundee's made more enemies than friends. And it's that same temper and arrogance that resulted in a dogged determination to see the war through to the bitter end, only brought to heel by President Kress' reactivation of his commission, and her command to cease hostilities.*



*Lundee's convinced that he was a good general—in truth, he's not bad—and that if Kress hadn't interfered, he would have won his war. Even though his mercurial temper and impulsiveness resulted in some defeats for Militech (like the opening assault on the Osaka Arms Works) and plenty of headaches for his top soldiers, he's still capable of mustering the troops and putting an enemy to the sword if need be.*

► *Face: General Samantha Lee "Sammy Lee" Young* ◀

*Tall, confident, and possessing an imposing military bearing to go with the rank, Marine General Samantha Lee Young (ret.), was an up-and-coming military strategist and brilliant tactical general when she was talked into resigning her commission and going to work for General Donald Lundee. Multiple victories in the grueling combat environment of the SouthAm Wars had already earned her troops'—whom she often led from the front—undying loyalty and the nickname "Sammy Slaughter Lee." So, she was a natural to lead Militech's most elite forces against the armies of their rival, the Arasaka Corporation. Up until President Elizabeth Kress—a fellow soldier in the past—pulled Militech's leash and forced an end to the War, Sammy Lee's tactical foresight was starting to fold Arasaka into a defensive posture. And while Kress didn't reactivate Young's commission, the two experienced warriors soon reached a peaceful understanding that awarded each other the highest respect.*

*Even in her sixties, General Young is still a force to be reckoned with. Her impeccably maintained cyberware, long silver hair, and ramrod military posture positively reek of experience and expert command. She never loses her temper, unlike her superior Gen. Lundee—she responds to most provocations with a wry smile and a dismissive chuckle. But although few talk about it now, many survivors of the SouthAm still recall the Sammy Slaughter Lee who once led her division into the rebel stronghold known as "The Hellmouth," and brought them back victorious. She's definitely more than just a "Face"—she's an unstoppable force.*

*i know i'm A sold*

*l ier. but As A solDieR, i know thAt*

*A*

*t*

*eveRy time you Go to wA*

*w R; eveRy time you PiCk uP thAt*

*A*

*t*

*Gun, theRe's A priCe to PAy*

*A .*

*y i've GRown to ACCePt*

*t*

*thAt*

*A PRiCe, but i still ACCePt it with reservat*

*a ions.*

*beCAuse AFteR the southAm, i'm All too Aw*

*A A*

*w Re*

*e*

*thAt*

*A in the enD, no one ReAlly*

*l wins A wA*

*w R.*

— *general s*

— *general amantha*

*s*

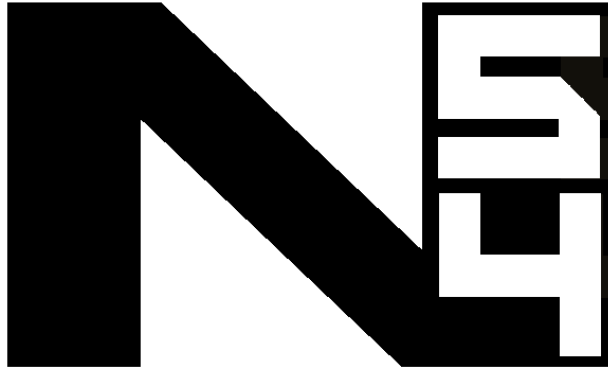
*lee*

*amantha*

*usmc (retired)*

[273](#)





**THE TIME OF THE RED**

*netwoRk 54*

*Nationwide broadcasting service*

*a few n54 shows*

***Headquarters:*** *Santa Fe, New Mexico*

*Tune into Net54 at any*

***Regional Offices:*** *Atlanta, Chicago,*

*given moment you might*

*New Orleans, Dal as, Denver, Arizona,*

*see one of these fine*

*Portland, Seattle, Los Angeles, San Francisco,*

*programs:*

*with subsidiary stations in most major cities*

***Cooking with Kibble: A***

***Chief Officer: Michel e Dreyer***

*fun and frenetic cooking*

***Employees: 62,000***

*competition sponsored*

*by Continental Brands.*

► ***Background*** ◀

*Contestants make gourmet*

*meals using the many*

*Network News 54 is a wavelength monopolizer, operating on the same frequency delectable flavors of*

*across the country. Accordingly, no matter where you go in the country, Network News Continental Brands Kibble.*

*54 is on Channel 54, although since the War their reach into the broadcast markets has been severely curtailed. Despite its name, News 54 offers many diversions in addition*

***The Elflands Online!***

***Chronicles: A cheesy,***

*to news. Every regional office offers a slightly different schedule to its district, with syn-but surprisingly wel -shot*

*licated series, non-prime-time movies, and independent local news programs. Certain series about a Netrunner*

*elements of the broadcasting are universal nationwide, such as prime-time series and named Daedalus who*

*bi-hourly national and world news shows. Under the control of Michelle Dreyer, widow of gets trapped in a mystical*

*the original founder, the actual Corporate offices are located on the vast prairie spread fantasy world after loading*

*at Fifty Pines Ranch near Santa Fe, New Mexico.*

*a mysterious Braindance*

*chip in a strange Night*

► *Face: Michelle Dreyer* ◀

*Market.*

*When her long-time and much-beloved husband, Edwin, passed away, the disconso-*

***Hot Zone Divers: A long***

*late Michelle swore she would keep her sweetheart's dream of a media empire alive.*

*running reality show*

*However, since she wasn't getting any younger, Michelle took out an insurance policy about a group of "salt of*

*the earth" Nomads who*

*to make sure she would be around to shepherd Edwin's legacy. Over the years, first with retrieve broken tech in the*

*moderate cyber repairs and later more extensive cybernetic enhancements needed to Hot Zone and sell it at local*

*hold off the ravages of aging, Michelle has by now almost entirely replaced her original Night Markets. It's well*

*body with a perfectly designed Gemini full-body conversion, fixing her apparent age known that none of the*

*at her mid-fifties. But Michelle is still uncomfortable with her augmentations. After all, cast are actual Nomads*

*she's a good, God-fearing woman from Albuquerque, where people don't hold with and the Night Markets are*

*messing with the Almighty's Plan. Perhaps because of this, she has become a recluse in all Corporate sets.*

*the past few years.*

***La Pasión Dorada: An***

*over the top telenovela*

*about an Exec on her way*

*FoRGet the horizontal.*

*up the Corporate ladder.*

*The shocking plot twists*

*FoRGet the DAMned vertiCal, too.*

*and frequent guest stars*

*we*

*make it popular across*

*Don't Just ContRol the airwav*

*a es.*



*Heywood.*

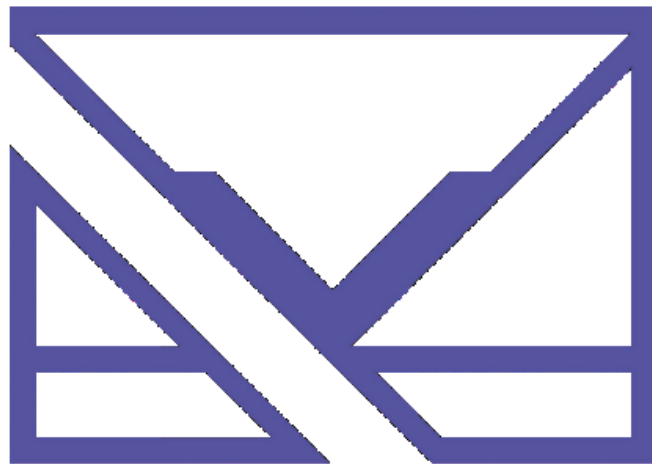
*we ContRol these iDiots' brains.*

*—joseph "the smile" randolph*

—

*weekend anchor for net54 boston*

[274](#)



**PETROCHEM**



### **THE TIME OF THE RED**

*PetRoChem*

*Petrochemical products and agribusiness.*

*Worlds' largest CHOOH<sub>2</sub> producer*

***Headquarters:** Dal as, Free State of Texas*

***Regional Offices:** New York, Washington, Miami,*

*Chicago, San Francisco, Tokyo, London, Hamburg,*

*Paris, Rome. Oil fields in Many Canadian Territories,*

*Texas, Alaska, California, and Antarctica. Agricultural*

*areas in California and the Midwest and Southeast*

***Chief Officer:** Angus Youngblood*

***Employees:** 338,000*

## ► Background ◀

*It was nicknamed "The AV Gas War" by the press during the conflict, but it's also been dubbed "the war within the war." Early in the 4th Corp War, Militech and Arasaka simultaneously realized that they were headed for a major clash, and began squirreling away ever more fuel to prepare. Then both Petrochem and SovOil cheerfully sold these Corporations almost their entire reserves of aviation fuel, realizing that doing so would cause the appearance of a shortage and allow them to adopt massive price increases with impunity. However, even with this unexpected windfall, Petrochem had its own problems to worry about with its far-flung assets vulnerable to attack. This resulted in a general mobilization of Petrochem's military assets. Some press outlets even noted that the American Midwest in this time became the most peaceful in decades, thanks to the preponderance of Petrochem security forces nervously patrolling the area. In the end, although they were never directly involved in the 4th Corp War, the need to protect their valuable wells and fields—as well as fight off sporadic SovOil attacks as opportunities presented themselves—drew so heavily on Petrochem that it entered the post-War period seriously depleted.*

*With the collapse of most multinational fuel companies after the 4th Corp War, Petrochem is keeping the world running. Literally. They're the world's largest producer of CHOOH<sub>2</sub> (under license), and control millions of acres of arable land across the un-incorporated United States—land chiefly used to grow the genetically altered wheat that is used to make the synthetic fuel known as CHOOH<sub>2</sub>. Petrochem is also one of the world's largest oil producers, but with the oil supply dwindling most remaining fossil fuels are used to make plastics and other synthetics. Petrochem also has more fertile oil fields than any other company. All of these assets are huge, and accordingly hard to protect from other companies that would like to usurp Petrochem's wealth. With such vast interests to protect—and due to recent losses to Continental Brands—Petrochem has invested huge amounts of money in protecting itself, maintaining an armed force worthy of a small country. Still chafing under its CHOOH<sub>2</sub>*

*license from Biotechnica, it's only a matter of time before Petrochem's wily CEO finds a way to absorb the smaller biotech company for good.*

► Face: Angus Youngblood ◄

*Before the War, Angus Youngblood was a rich, young Australian investor who became a major shareholder in Petrochem in 2013, when the company bought CHOOH<sub>2</sub>-growing land from his family's huge agricultural holdings in New South Wales. Once the third most powerful member of the Petrochem board, the devious Youngblood used his support of the aging Board Chairman Ellen Trieste as a tool towards his plan to take over the vast fuel empire. Youngblood used Trieste's infatuation with him to talk her into a marriage of convenience, combining his stock with hers to form a large controlling interest. Now that El en is dead, he no longer must cater to her romantic fantasies, as unwanted as he once found them.*





### THE TIME OF THE RED

*Always suave, witty, and stylish, Youngblood is still handsome and healthy in his later years, sporting an air of competence and control. He's well known for his wit and casual bonhomie; a front that has served him well by disarming many of his worst rivals, Local corPs*

*including his ambitious younger brother Malcolm. But make no mistake about it, Angus Local Corps make great*

*Youngblood is as shrewd and as ruthless as ever and has no qualms when it comes to cannon fodder for your*

*mercilessly disposing of his enemies. Angus particularly loathes Olivia Forsythe, for her*

**Cyberpunk RED** games.

*role in stealing billions of dollars of intellectual and physical property from Petrochem They have just enough*

*under his watch.*

*hardware and clout to*

*make the local baddies*

*RoCklin AuGmentiCs*

*take notice, but are still*

*easy picking for the Big*

*American cybernetics and structural*

*Guys.*

*enhancements specialists*

*Local Corps often need*

***Headquarters:*** *Austin, Free State of Texas*

*to hire freelancers since*

***Regional Offices:*** *Washington D.C.,*

*they can't front regular*

*Chicago, Denver, Atlanta, Baltimore, Seattle,*

*talent; you can easily set*

*Dallas, Night City*

*up "temp jobs" connected*

*to a local Corp right from*

***Chief Officer/Designer:*** *Jacinda Hidalgo*

*the start of play (Arasaka*

***Employees:*** *125,000*

*isn't going to be hiring the*

*Characters until they show*

### ► *Background* ◀

*their mettle at the local*

*level and work their way*

*Founded in 2004 by Andrew Rocklin, Rocklin Prosthetics was a major supplier of arti-up so they catch the notice*

*ficial limb technology to the Veterans Administration after the Central American Police of the larger Corps.).*

*Actions. But as prosthetic devices evolved from simple medical aids to full cybernetic enhancements, Rocklin found itself eclipsed by more aggressive Cybercorps like Dynalar Also, local Corps are*

*and Kiroshi. While the Corp eked out an existence through their old government con-more likely to hire and pay*

*the Characters with the*

*tracts, they found their sturdy but basic products falling out of favor in the hyper-charged promise of stock or own-markets of the Cyberpunk Age.*

*ership (they usual y don't*

*Then, like a phoenix rising from the ashes, Rocklin was radically reborn in 2030 as have a lot of cash hanging*

*around) which can be a*

*Rocklin Augmentics. Now led by Andrew's daughter, Jacinda Hidalgo, the Neocorp burst great plot hook and gives*



*onto the scene with an entirely new catalog of enhancements: bleeding edge designs that Characters incentive to*

*emphasized their artificial qualities and unique aesthetics. Stil boasting the Rocklin repu-keep them around and*

*tation for reliability and strength, these new enhancements refused al pretense at organic help them grow.*

*simulation with open frameworks, bizarre color schemes, and proportions and variations Who knows; the PCs in*

*that seemed brazenly inhuman. Public response was immediate and enthusiastic.*

*your game may even end*

*Hidalgo followed up with her "Signature Cybernetics Series," each created by a up running their own local*

*popular artist, from street calligrapher Visser with her daring post-human-punk aesthetic, Corp!*

*to the Art Nouveau-inspired stylings of Hamilton Welch. Rocklin still offers a selection of good-quality, domestical y-made cybernetics in more conventional styles, albeit with greater sophistication than before, but it's Rocklin's more outré lines that are burning up the Data Terms, and Hidalgo keeps pouring CHOOH2 on the flames.*

*RA has grown like a Siamese fighting fish since then, with new facilities in several New U.S. and Free State cities, and has garnered a sizable portion of the domestic augmentations field, focusing on cyberlimb and skeletal enhancement systems. There are*





*THE TIME OF THE RED*

*no overseas manufacturing operations; Rocklin has proclaimed itself an American company first and foremost, even as the term 'American' is being rapidly redefined. They employ a lot of people displaced during the Time of The Red and enjoy a strong populist reputation with the public.*

*Still, controversy erupted in 2041 when an independent Media, Duel Murata, posted interviews with two of Rocklin's former designers who claimed that they were instructed to sign their names to prototypes that they were handed by management; baroque designs that implied the possibility of a "cyberware gestalt," uniting augmentations from multiple individuals. They cited the work as truly next level and possibly a violation of the AI Protocols. Netwatch quickly stepped in, determined to ferret out any illegal AI experiments. But despite a thorough sweep of all Rocklin facilities, including a Warrant Watchdog on all intercompany data traffic, no charges have been filed as of this date.*

*Naturally, Rocklin responded with a new advertising campaign: "Rock Aug! Cyberware for Humans, by Humans!" Rocklin has since filed suits against both the designers for slander and violation of their NDAs, despite the fact that one of them has been missing for almost two months now.*

► *Face: Jacinda Hidalgo* ◀

*Jacinda Hidalgo lost both her legs to a landmine in Costa Rica at age 10. It was while she was getting a set of cyberlegs at the Rocklin clinic in Dallas that her mother, Leticia, met Andrew Rocklin. They married two years later, with Jacinda adopted as Andrew's legal heir. She became known as something of a wunderkind around the Rocklin offices and soon attended the Texas Institute of Technology, graduating with honors in 2022.*

*Unfortunately, Andrew Rocklin disappeared in 223, the rumor being that he died during the War (or flew off to Mars; post-DataKrash records vary). Jacinda took control of the Corporation at the age of 26, and quickly applied her energy and vision to remake Rocklin into a company that could compete in the brutal post-Corporate War market. She held true to her father's tenets of strength and durability, while bringing her own unique sense of artistry to the tech.*

*Now 42, Jacinda still has the face of a young woman, but much of the rest of her body has been made into a display case for Rocklin products. The exact extent of her augmentation is unknown, although she was recently seen sporting a Hamilton Welch cyberarm in addition to her matching cyberlegs, and extensive endostructural enhancements seem likely. She changes cyberlimbs like evening dresses, often displaying her company's creations with acrobatics that would be the envy of trained martial artists. Co-workers describe her as intensively creative and driven, with a no-nonsense, direct management style and take-no-prisoners competitive attitude.*

*Her enemies have given her the nickname 'The War Orphan' to which Hidalgo has responded, "They don't know what war is. But they will."*

*sovoil*

*Petrochemical products and agribusiness*

***Headquarters:*** *Moscow, Russia*

***Regional Offices:*** *Toshkent, St. Petersburg, Tokyo, Seoul, Beijing, Manila, Ho Chi Min City, Havana, Night City*

***Chief Officers:*** *Central Committee*

*(actual membership unknown)*

***Employees:*** *245,000*





## THE TIME OF THE RED

### ► Background ◀

*By 1997, the Neo-Soviets had the capacity to recover only a fraction of the vast fields of oil lying under their federation. After a massive program of expansion and modernization, KeroSov, the previous state-run oil industry, became strong enough to break away from the oligarchs of the Federal Central Committee and become the*

*Neo-Sovetskiy Neftyanoy Kombinat (Neo-Soviet Oil Combine aka SovOil). Now sitting on top of the world's largest remaining oil reservoirs, SovOil's oligarch leaders know that the oil won't flow forever. But they're still a wealthy and powerful Corporation, with unmatched access to an incredibly valuable commodity, plus a variety of other products and industries. Unfortunately for them, developments like Biotechnica's CHOOH<sub>2</sub> have rapidly undermined their strategic dominance.*

*In the mid-2010s SovOil and Petrochem fell into a disagreement over territories in the South China Sea, leading to a short, but savage, war that grievously wounded both Corporations. The result was that Petrochem decided to concentrate its efforts towards emerging CHOOH<sub>2</sub> fuel technology, while SovOil was forced to dedicate its own to exploring the*

*untapped oilfields of the long untouched Siberian region. But both sides knew that they would eventually meet again in a final match-up.*

*The 4th Corporate War has only delayed that reckoning. SovOil's Central Committee is already moving the pieces around in their long game, making plans that will carry the company into the next step of its evolution, when oil is no longer their prime source of income. The first step toward ensuring the company's survival is diversification. SovOil is the major economic force in the Neo-Soviet Union and much of Eastern Europe, and the company has a guaranteed market share in these areas. The more services and goods SovOil can provide the people of these regions, the better off the company will be when the oil runs out. SovOil is already active in mining, shipbuilding, research, and CHOOH<sub>2</sub> agriculture. It's just beginning to move into aircraft, computers, synthetics, CHOOH<sub>2</sub> power systems, and general agriculture. By 2050, the board hopes to have a product base diverse enough to fight the coming war with their Petrochem rivals, who have yet to fully recover from the chaos of the last Corporate War.*

► *Face: Anatoly Novaragov* ◀

*Large, loud, and ostentatious, Anatoly looks exactly like the Western idea of a Russian oligarch. He wears bright and expensive shirts open to the navel, drapes himself in gold jewelry, and favors expensive cars, strong alcohol, and beautiful women. But those who know him well recall an earlier Anatoly: a rather faceless bureaucrat who used to wear shabby suits and scrupulously hoarded his money to the point of miserliness. This has a lot of important people wondering, is this the real Anatoly Novaragov going through a midlife crisis? Is this a clever ruse put on by the Central Committee to distract its Petrochem enemies? Or could it be an actor taking the place of a Novaragov long ago buried behind the dacha of a powerful political rival on the Committee itself? No one knows, and no one's talking. Even Anatoly's ex-wife, Irina, has been quiet on the subject, although a astronomically generous divorce settlement may have had a lot to do with her reticence.*

*What hasn't changed about the current Anatoly Novaragov (whatever his provenance) is his reputation for ruthlessness. Even before he took on his peacock finery, he was well known as a cunning operator who leveraged a*

*number of connections with the old KGB and the fearsome Bratva (Russian mafia) to make enemies and rivals disappear without a trace. Or to sometimes resurface months later as collections of unidentifiable body parts liberally strewn in parks all over his native city of St. Petersburg. Don't let the flashy side of SovOil's "Face" fool you; he can play nasty with the best of them.*

[278](#)







### *THE TIME OF THE RED*

*tRAuma teAm*

*Ambulance and paramedic services*

*Headquarters: Seattle, Washington*

*Regional Offices: Most Major North American Cities*



**Chief Officers:** *Carrie Lachanan and Bob Jones*

**Employees:** *15,000*

### ► Background ◀

*Still one of the largest private medical firms in the world, Trauma Team provides ambulance services and paramedic support for a client base of at least fifteen million people. Equipped with top-line AV type vehicles, Trauma Teams provide an essential service in the 2000s: recovering wounded clients from the field. Dispersed as needed among the offices are 1,305 AV-4 aerodyne vehicles, thirty Corporate jets, twenty-two Osprey II aircraft, and four C-29 heavy cargo jets. Each franchise office also has its own surgical-capable infirmary and arrangements with local hospitals for high-need patients.*

*During the War, Trauma Team International became even busier than ever and the company's capabilities were stretched to the limit. To keep the number of cases down (and to preserve its neutrality) Trauma Team declared that they wouldn't respond to any alert from a member of Arasaka or Militech. They just couldn't to be honest: one battle would tie up every TT team in an entire city otherwise. Instead, TT would only respond to civilian requests, and they'd be charging the combat rate if anyone so much as fired a weapon within half a kilometer.*

*Even with those extra costs, TT was swamped with calls after every Militech/Arasaka clash.*

*Trauma Team survived the 4th Corporate War but only as regional providers. The conflict not only drew heavily upon their limited resources, but also upon their suppliers. Repair parts for their fleet of AV-4s and jets are hard to come by, as well as medical dressings, key drugs and vaccines, and even trained personnel. With the War's end came another problem, as hospitals and clinics collapsed, throwing ever more desperately ill or wounded patients onto the Trauma Team rolls. Not all of these patients can afford TT's high response fees, but groups of Edgerunners have been known to chip in to buy a single card that they break to call in the Trauma Team in the hopes that the TT paramedics will at least patch the rest of the team up.*

*The War has also changed TT's Corporate look as well: in the past, their crisp blue and yellow uniforms were a comforting sign of their competence and capability. But endless street battles and the availability of surplus military hardware has forced the Trauma Team to armor up almost as heavily as the worst Psycho Squad. The uniforms are still blue, but the new helmets are mil-spec, heavy duty combat rigs, coupled with heavy armor, power armor support systems (yellow), and self-contained combat medipacs. This coupled with the lack of qualified Medtechs, has given Trauma Team a new face: harried, overworked, angry, and impatient.*

► *Faces: Carrie Lachanan and Bob Jones* ◀

*Trauma Team is unusual in that it has two Faces, each representing a different area of the Company. Although both Lachanan and Jones are top rated Doctors/Medtechs, Lachanan specializes in the day-to-day operations*

*of the company and its franchises, while Jones covers the manpower and materiel side of the equation. Both, over many years of marriage (each maintains their original name as they married while both worked together in the early days of the company) have become mirrors of each other: weary, fed up, no-nonsense medics who put their patients first. Because the current rules of Corporations require that they present a "Face," they put up with the formalities, but it takes a major act of persuasion to drag them into any Corporate hearing or event.*





## THE TIME OF THE RED

*ZiGGuRAt*

*The backbone of modern communications and data infrastructure*

*Headquarters: Night City*

*Regional Offices: Most North American Cities*

*Chief Officer: UR (Pronounced You Are)*

*Employees: 115,000*

### ► Background ◀

*Ziggurat seemingly appeared from nowhere in 2030 in Night City with a plan to transform the old fiber-optic Data Term network into a new system and restore cheap and reliable communication across the whole of the metroplex. With a grant from Night Corp and buy-in from the fractious City Council, the brand-new CitiNet was up and operational within months. Ziggurat further increased usability by overlaying the CitiNet with the first Data Pool, an open protocol for displaying and sharing data that anyone could use.*

*Ziggurat quickly spread out from Night City to other metroplexes in North America, repeating the process.*

*By 2040, most cities in the New United States, the Pacifica Confed, Canada, and the Free States had CitiNets and Data Pools courtesy of the company. Ziggurat also helped restore communication between metropolitan regions by providing simple and inexpensive city-to-city communication via hourly data-packet burst transfers along a cobbled together patchwork of reclaimed phone lines, free-space optics, and even Nomad couriers. This long-distance communication only works via text, voice, and video messages. Direct audio and visual contact still requires a contract with the more expensive WorldSat Comm Network.*

*Almost immediately after the Night City Data Pool went online, Ziggurat published the first set of apps to make use of it. This allowed them to not only collect fees from the government for setting up and maintaining CitiNets and Data Pools but monetized their use by collecting and selling data, selling advertising space, and supplying users with in-app upgrades.*

*Among Ziggurat's most popular app offerings are the Ask Alex Anything pseudo-AI data crawler, the BabelChat chat app, the ZPost electronic mail service, and the Ziggurat Editing Suite for text, audio, video, and app creation. While there are minor competitors, most content on North American Data Pools is created using Ziggurat Apps and consumed via the Garden, the company's one-stop platform for sharing content.*

*Any Garden user can, at no cost, set up their own Garden Patch, a space on the Data Pool made specifically for sharing their text, audio, virtual, and braindance creations. Patches can be customized using a limited variety of free overlays or more functional—and thus more expensive—templates. Once setup is completed, users can populate their Patch with text, still imagery, audio and video, virtual, and braindance creations that other users can consume and comment on. Ziggurat runs targeted advertisements before, after, and during Garden content, cutting the creators in for ten percent of revenues.*

*Most modern PopMedia stars in the Time of the Red get their start on the Garden and most performers and companies, no matter how big, maintain*

*their own Patch in order to reach the broadest possible audience with their entertainment, commercials, and products.*

*In 2043, Ziggurat opened offices in London and Melbourne with the intent of penetrating the European and Australian markets but has met stiff—and often armed—resistance from local competitors.*

[280](#)





### THE TIME OF THE RED

► Face: UR ◀

*The founder and visionary behind Ziggurat, UR (pronounced You Are), represents the can do, by the bootstrap spirit of the modern Corp Executive. Little is known about them from before they burst onto the scene in 2030 with an ambitious plan to rebuild communications in the Time of the Red. Extremely charismatic, UR's ambition and enthusiasm united a normal y heavily divided Night City Council long enough to build one of the first CitiNets and Data Pools in the world.*

*UR regularly publishes their thoughts and ideas in the form of video journals on their Garden Patch and constantly seeks to redefine themselves. Over the last two and a half decades, they've chased several fad diets and promoted a broad selection of life philosophies. UR has also explored multiple spiritualities, including a brief but controversial stint spent as a member of a small but intense religion that worships a long-dead Rockerboy, known as the Church of Elvis.*

*One thing that has remained consistent no matter what trend UR chases is their enthusiasm for bodysculpting.*

*Since 2030, UR has undergone at least three transformations, from a typical tech to a young-Elvis-inspired look, to their current elegant appearance. Most recently, they began adding elements of Exotic sculpting. Rather than undergo complete overhauls, UR changes appearance gradually, tweaking eye color here or lip shape there until they arrive at a fully different form. It has become something of a game for UR's fans to compare the Executive's current appearance in their latest video journal to their last one to discover what the latest tweak is.*

*Rumors about UR abound but few can be confirmed. Despite regularly recording and releasing video journals, they rarely give away much about their private lives to the public. Those who make a habit of watching UR's video journals have noticed one possible bit of personal information: UR regularly mentions the infamous Rache Bartmoss in a way that indicates the founder of Ziggurat either has, or believes they have, a personal connection to the renegade Netrunner. However, given the volume of misinformation surrounding Bartmoss, this clue provides little insight into UR's life before the Time of the Red.*

*ZhiRAFA teChniCAL mAnuFACtuRinG*

*Manufacturer of drone, autonomous robotics, and  
construction mecha*

***Headquarters:*** *Vladivostok, Russia*

***Regional Offices:*** *London, Paris, Tel Aviv, Mumbai,  
Singapore, Night City*

***Chief Officer:*** *Artyom Sokolov*

***Employees:*** *225,000*

## ► Background ◀

*In the wake of the 4th Corporate War, the Neo-Soviet Union was weakened by antiquated technology and an unstable economy based almost entirely on*

*fossil fuels. The major economic power of the nation, SovOil, had managed to make a killing in the last Corporate War but everyone was painfully aware that sooner or later the oil would run out or CHOOH2 would finally make fossil fuels obsolete and the Neo-Soviet economy would come crashing down. Where many other countries used technology to aid in their recovery and shore up their economies, Russia's ability to compete in the international tech market was still extremely limited. Russia's few technical exports weren't going far and were largely recognized by the rest of the world as poor-quality garbage.*

[281](#)



### [THE TIME OF THE RED](#)

*This changed in 2039, when a street tech from Moscow brought the GRAF3 to the market. This new construction robot entered the market at a*



*reasonable price point and proved itself to be durable and easily repairable. But most importantly, the GRAF3 was perfect for cleaning up the remaining destruction of the War. It was cheap enough to be bought by local governments in bulk, and small communities could buy one and be sure it would last them years. In the chaotic post-War atmosphere, there weren't many people who questioned how Zhirafa got founded or how it spread its influence so far across Russia so quickly after developing their first project. Officially, Zhirafa was founded by its CEO, Artyom Sokolov, with a few of his Edgerunner friends and a healthy savings built on mercenary work during the War, but rumors persist that the meteoric rise of Zhirafa can be attributed to the activity of the Bratva criminal syndicate and their groups of allied Russian Nomads.*

*After breaking into the market with the giraffe-like GRAF3, the Corporation went on to rocket Russian tech to new heights with the release of several lines of drones and robots built for variable tasks. Besides the GRAF*

*Line, the most notable and ubiquitous development of Zhirafa is the Savanna Line, a line of aerial and terrestrial combat drones for use by security and law enforcement. By the year 2045, many governments and Corporations across the world use Savanna Eagle and Savanna Panther Drones for security and law enforcement.*

► *Face: Artyom Sokolov* ◄

*The Founder and CEO of Zhirafa is an ex-Edgerunner named Artyom Sokolov. Zhirafa is quick to mention that Artyom is a self-made man who grew up in a grubby arcology in the heart of the Neo-Soviet Union and his mission statement is to spread affordable technology to the masses and push technological development forward no matter what. They're less upfront about his history on The Street, focusing on his most daring exploits and omitting his time spent as a Corporate soldier protecting SovOil assets in Africa, and the messy nature of his defection.*

*Artyom is a volatile, charismatic figure who maintains a relaxed, simple streetwear style accented by extrava-gant, custom cyberware that could pay an Edgerunner's rent 'til 2077. Artyom is often cited as being off-putting and unprofessional by rival tech companies due to his casual approach to*

*business and his eccentric life. In the office, Artyom is known for rarely taking anything too seriously. Advertisements greenlit by Artyom are casual and honest, often lamp-shading the techniques of other Corporations. When faced with opposition, Artyom has earned a reputation for humiliating challengers with blackmail and humorously doctored photos. And of course, the subsequent disappearance of any particularly stubborn opposition has never been linked to Zhirafa or Artyom. In his personal life, Artyom runs in eccentric circles, hosting parties in starscrapers with the glitterati and known Bratva members and sponsoring bizarre and often radical artists and musicians.*

*However, despite his strange and lavish lifestyle, fans of Zhirafa are always quick to point to the many interviews Artyom has given on the trajectory of Zhirafa and the future of robotics. In these interviews it's easy to see the glint of inspiration in Artyom's gold-plated cyberoptics even if it may be difficult from time-to-time to keep up with the technical jargon he runs through in his almost stream of consciousness style. It's hard, even for Artyom's detractors, to argue that the man isn't a driven tech with a complex understanding of robotics and technology.*

*so, welCome to the ti*

*t me of the red, ChoombA. it's*

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*moRe DAnGeRous thAn the onCe GlAmoRous AnD hyPeR-*

*ChARGeD lost AGe oF the Cyberpunk 2020s. th*

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*boDy Count is higher AnD the stA*

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*A 's not GoinG to stop you, is it? DiDn't think so.*

— *Trace*

— *Tra*

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282

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*BY HÉLIO FRAZÃO*

*Welcome*

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*"Night City's my home. It might be the biggest hell hole this side of the Sierra Nevada but there's a spark here that I ain't found anywhere else. And the people? Hoo-boy, the people are somethin'. Not sure what, but they're somethin'.*

*It's like livin' in a hurricane. You go with the flow and see where the storm takes you. Just try not to get ripped up on the way."*

*Green Thumb*

[283](#)





## *WELCOME TO NIGHT CITY*

*A Bit of Night City History*

*A mAn with A DReAm*

*Born in Pasadena, California, Richard Night was*

*Today, Night City is healing from the ravages of the  
the second of five children. His parents were both  
last tumultuous decades. But it should never be for-  
researchers at Caltech, specializing in materials  
gotten that like most of America, Night City, is still an  
science. Night showed an aptitude for engineering at  
armed society under a blanket of appalling poverty,  
a relatively early age, but when a joint venture with  
violence, and inequity. It's not uncommon to see as  
his college roommate (noted business tycoon Romney  
many guns as briefcases on the crowded City streets;  
Zukarian) turned sour, the angry Night shifted his  
and while the worst days of chaos may be over, the  
major from engineering to business financial invest-  
danger still remains—society's rule collapsed before  
ment. Armed with his new knowledge of the ins and  
and may yet do so again. History can repeat itself,  
outs of business, Night soon regained his company  
and there's always another gang just around the  
from his old rival.*

corner, waiting for its chance to come out on top,  
no matter what the cost. This was the bitter lesson  
Applying his backgrounds in engineering and  
America was learning at the end of the 20th century.  
investment, Night soon founded Halsey, Ferris, and  
Night, a development company specializing in using  
After the Collapse, many Megacorps began  
advanced construction techniques to build massive  
looking to establish their own urban areas: controlled  
mega-projects such as office complexes, airports,  
cities free of crime, poverty, and debt. City govern-  
and even small cities. HFN was wildly successful in the  
ments would be Corporate-run, allowing optimum  
years before the Collapse, leading to the construction  
zoning and no anti-business elements to interfere  
of many large model communities around the world.  
with Corporate growth. But the right combination of  
business savvy and city engineering prowess was only  
niGht & the sPeCtRe oF the CollAPse  
a distant hope, until Richard Night came on the scene.



*Concerned by the violence and disruption of the impending Collapse, Night decided that he was uniquely situated to deal with the problem. Starting a side company (Night Industries) to protect his partners, Night began to plan a new city—an environment that would be controlled and ultimately safe from the ravages tearing the world apart. His new city would be completely planned, self-sufficient, and capable of holding off even the most determined marauders. It would boast planned neighborhoods dedicated to*

*B*

*preserving the feel of different types of nationalities*

*Y MAREK*

*and cultures, as well as a super-modern Corporate*

*Center that would stand as a shining beacon of*

*MADEJ*

*enlightened capitalism. It was ambitious, far-reaching, and visionary in its approach.*

*The only problem was where to put it. Night was going to need a lot of land for his new city devel-*

opment, as well as access to both ocean ports and modern highways to deliver the huge amount of materials that he would need to construct it. He sent scouting teams to scour the East and West Coasts of the besieged United States, but in the end it was a small article in the San Francisco Chronicle that caught

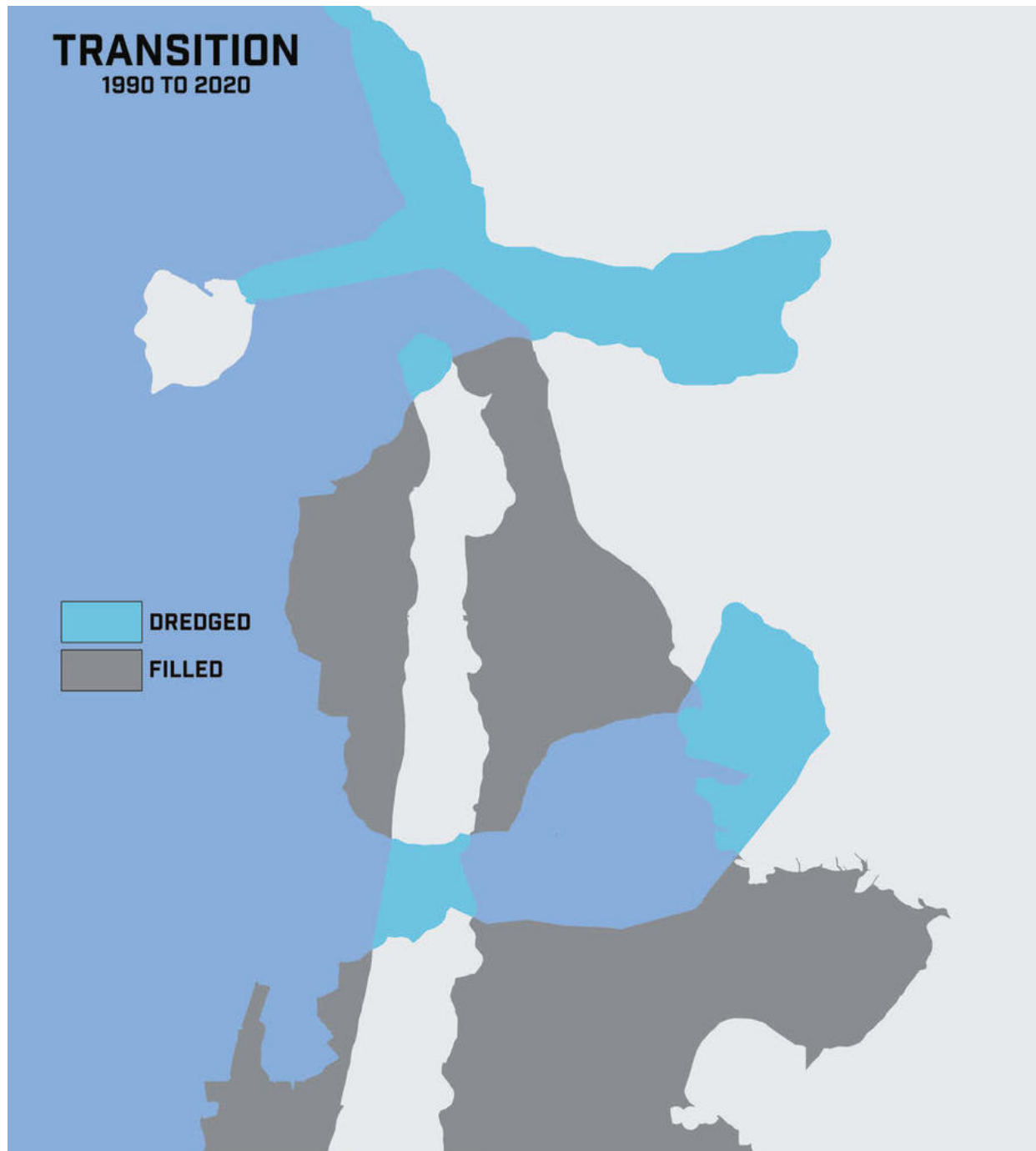
[284](#)

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

# MORRO BAY

1990





[WELCOME TO NIGHT CITY](#)

*his eye: an article describing an incident of post-holocaust horror that had taken place in a small town along the Central California coast.*

*the moRRo bAy mAssACRe*

*Throughout the last decades of the 20th century,  
Morro Bay and San Luis Obispo had suffered a long  
history with the Hell's Angels and other local go/biker  
gangs (a gogang is a cyber-enhanced biker gang),  
mostly because there was very little law enforcement*

*CA 1990*

*on the fringes of the California Coast and the area  
CIR*

*was also a hub for two major highways (Highway  
1 and U.S. 101). During the Col apse, San Luis law  
Y AREA*

*enforcement and the Hel 's Angels legacy booster-  
O BA*

*gangs began a turf war that spil ed over to Morro  
MORR*

*Bay. The Boosters took over the town in a five-day  
rampage that ended with many of the 10,000 people  
who lived there either dead, maimed, or fleeing the  
tiny town (there were only about 4,000 families there*

*to begin with). The entire area became a ghost town that no one wanted to go back to, known to all as the site of the infamous Morro Bay Massacre.*

*the CoRonADo City PARtneRshiP*

*Based on its dark history, maverick developer Richard Night was able to buy the remnants of the ghost town of Morro Bay for pennies on the dollar. He was aided by Petrochem, who had taken over the now-abandoned Dynergy power plant and was already planning to set up an offshore port and oil terminal site. Bankrol ed by Merril , Asukaga & Finch (who wanted to make the new city a financial hub) Night and Petrochem hired Arasaka to clean out*

*020*

*the boostergangs and make the place "safe" again.*

*Further funds came from external (and somewhat*

*1990 TO 2*

*shady) investors lured to the project by the promise of*

*OM*

*lucrative building contracts and possible sources of*

FR

*extralegal income. To avoid the stigma of the Morro Bay Massacre, the Partnership renamed the area Del ANSITION*

*Coronado Bay, the site of their new city of Coronado.*

TR

*However, thanks to the rather out-sized personality of its founder, Coronado City soon became colloquially known by locals as "Night's City."*

[285](#)

### [WELCOME TO NIGHT CITY](#)

***City Center** and the **Corporate Center** were, the RebuilDinG oF moRRo bAy of course, glittering zones of high-rises and corporate Coronado City needed more room than was in the parks. It was here that Night showed off his personal original geology of the Bay, so Night leveled the architectural skills in the designs of the many corpo-surrounding hills and dumped them into the ocean as*

*rate "starscrapers" that were the most visible sign of fill (just as San Francisco had done years ago for the Coronado City's rising affluence. Night's vision was 1939 World's Fair). He reshaped the bay so that the indeed expansive and truly visionary. The only catch formerly narrow sand spit to the west was widened came when he started to build it.*

*to about 10 miles. He also re-dredged the harbor making it capable of porting the large ships needed the mob moves in to build the city; this dirt also ended up as fill on the western edge.*

*Although Petrochem and MA&F were the major bank-rollers for the Coronado Partnership, they had one disadvantage: they weren't construction companies. For a job like Coronado City, the Partnership was going*

*A City oF neiGhboRhooDs*

*Coronado City truly reflected its creator's eclectic vision. Instead of a huge construction of steel and*



*and workforce to actually dig the holes and put up glass, Night's urban plan broke the new city into the steel.*

*a series of neighborhoods, each with a different architectural style and theme, much like the original They ended up with the Mob.*

*Disneyland park's various "lands" (e.g. Frontierland, Tomorrowland, Adventureland, New Orleans Square, the Fall oF niGht City and Fantasyland).*

*The West Coast Mobs (Mafia, Yakuza, etc, etc.) had A faux east coast neighborhood (**Upper Eastside** maintained a stranglehold on heavy construction and **Little Italy**) encompassed elements of Boston, on the "left coast" for decades. They control ed the New York, and Philadelphia, while **Studio City** and construction unions, the transport unions, and most of **Charter Hill** reflected the western styles of Seattle the governmental agencies in charge of construction and San Francisco. **Lake Park, Westhill Gardens,***

licenses, environmental impacts, and other building and the **University District** were primarily set aside necessities. By investing a not inconsiderable sum in as comfortable urban living spaces, ranging from faux the Partnership (through a series of shel corporations), the Mobs hoped to not only make a staggering interspersed with plenty of small shops, restaurants, amount of return on lucrative construction work, but and businesses within easy walking distance. **New** also have the inside track on future gambling, prostitution, and drug franchises in the new city. as the site of a world-class mall, equivalent to San Francisco's tony Galleria with an open Marina area But Night's visionary plan required using his own that could handle yachts, cruise ships, and other advanced building techniques and materials, excluding recreational boating activities (the main industrial ing a number of established unions and construction

port would be established north of the city in **North** firms control ed by his organized crime partners. This **Oak.**) Even the Asian districts (**Little China** and didn't make them happy, and Night's further insis- **Japantown**) were distinctly different, reflecting the tence that his new city would be safe and crime free individual cultural styles of each area, as well as a angered them even more. During the first four years of smattering of other Southeast Asian locales in the construction, there were daily threats against Night's **Eastpark** area adjacent to Japantown. In addition, life.

Night also paid homage to the late and lamented small hamlet of Morro Bay by recreating much of the A proud and self-reliant man, he typically ignored original layout of the area in a small-town, open-air them. When the threats escalated to the level of sabo- environment reminiscent of a seaside vil age cal ed tage and intimidation, he called in his Corporate allies, **Old Downtown.**

*who dealt with the threats in a ruthless, but limited,*

[286](#)



### [WELCOME TO NIGHT CITY](#)

*manner. Finally, Night's luck ran out. On September  
the meGACoRPs tAke over*

*20th, 1998, he was shot and killed in his penthouse  
suite at the top of the newly constructed Parkview*

*After four years of street warfare, in 2009 the*

*Tower. Night's kil er was never apprehended. In his  
Corporations final y decided they'd had enough. From*

*memory, the newly appointed City Council officially*

*2009-2011, during the period of conflict now called*

*Mob is being*

*used as a*

*renamed Coronado City "Night City."*

*the **Mob War**, the Corporations battled the under-  
generic term*

world for control of Night City. It must be understood  
here. A number  
m  
of different  
ob Rule  
that the Corporations didn't go to war over such lowly  
criminal  
concerns as people or basic human decency. This  
organizations  
Four years after initial construction, powerful gang  
was business. Like a rival Corporation, the Mob had  
are active  
in Night City,  
bosses murdered Night and took over the Coronado  
its own goals, and these didn't fit into the Corporate  
including the  
City project.  
agenda. If the Mob wouldn't play by the rules, the  
Mafia, the Triad,  
the Yakuza,

*By 2005, the Mob had become the king of the hill.*

*Corps could deal with them on the same level. Led by  
and the Bratva.*

*The Corporations established their strongholds in the  
Arasaka-trained paramilitary troops in assault vehi-  
outlying "Beaverville" and their lofty Corporate Plaza  
cles, fan tanks, and AV combat aerodynes, a wave of  
fortresses. They had little or no interest in running the  
bombings, assassinations, and outright street battles  
City, and the civic leaders were unable to lead without  
descended upon the Mob's ill-prepared cadres.*

*Corporate masters to pull the strings and provide the  
When the smoke cleared, the Corporations had  
muscle.*

*utterly destroyed the Mob's power base in Night  
Organized crime may be great at being organized  
City. From then on, any time the Mob crossed one of  
to do crimes, but it's not as good at running a city.  
the Corps, they made sure to do it by the rules of Big  
Within a year of opening, Coronado City's city*

*Business. At the end of the Mob War, the Corporations government was replaced by corrupt Mob-selected placed a puppet mayor in power and started cleaning puppets and even Petrochem and MA&F found up the City. The newly elected Council, faced with the themselves shoved aside in the rush to make the quick return of chaos in Night City, deputized Corporate il egal Eurobucks.*

*security forces and al owed them full authority within city limits. The Corporate and city centers were Between selling contracts to their cronies, setting up cleaned out and restored to their pristine state. The drug and extortion rackets, and general y inviting the other neighborhoods were also cleaned out (some- scum of the Collapse into the area, the mobs managed times with varying levels of success) and made livable to turn a relatively clean, modern city into an embat- again. Marginally.*

*tled war zone. Crime, drugs, prostitution, random violence, and cybernetic terrorism soon became the*

*The Corps' draconian policies contributed to the rule of law. By 2009, the name Night City had taken City's now chronic homeless problem; if you didn't have on a grim and deadly new meaning.*

*enough money to pay for the renovated version of the place you were living in, you were kicked out by force.*

*These years were the "dark ages" of Night City, with*

*This ultimately put hundreds on the street as affordable more murders in that four-year span than there were*

*housing was upgraded and used to house the troops*

*for most cities in ten. The Mob ruled the city with an*

*the Corporations needed to maintain order. In later*

*iron fist, killing anything in its way. Gang activity was*

*years, this situation eased as fewer enforcers and*

*at an all-time high during this period, with notorious*

*security teams were needed to keep the streets safe.*

*gangs like the Blood Razors and the Slaughterhouse*

*making their debut.*

*By 2013, much of the worst excesses of the City*

*had been crushed under the ruthless heel of the*



*Night City soon became the closest thing to hell  
Megacorps. The basic services such as Police, Fire,  
on earth: a war zone where you were just as likely  
and support services had been reestablished, and if  
to have your car blown up as have its radio stolen.  
the Corporate masters were oppressive, at least to  
The number of unsolved murders documented by the  
the average punk on The Street, it was better than  
police rose into the thousands.  
dodging gunfire on the way to the Vendit booth.*





## [WELCOME TO NIGHT CITY](#)

*Night City in 2020*

***Northside District:** An aging industrial neighborhood designed to resemble Old New York, with many interesting why The hisTory the golden age inhabitants.*

*Lesson?*

*By 2020, Night City was a rapidly*

***Upper Marina:** Blending architectural*

*So, why are we giving growing urban region, still rife with elements to resemble San Francisco's you this lowdown on what urban violence and street crime, but with North Beach and Marina district.*

*Night City used to look like more than two decades*

*strong economic growth in the Corporate*

***East Marina:*** *The old industrial and pier*

*ago? Simple: Cities are like*

*sector. It was the quintessential city of the*

*area, partially gentrified. Home to the*

*layer cakes. Different eras*

*Cyberpunk future—gritty, dangerous, but*

*Ferry Building and the Marina Yacht*

*of construction are often*

*possessing an urban slick and stylish cool*

*Club.*

*built right over the previous*

*that made it unique. As Bes Isis, Net 54*

*era (for example, there*

*newscaster and one of Night City's most*

*are so many levels of the*

► *The Upscale Brownstones* ◀

*wel -known public figures put it at the time:*

*legendary city of Troy that*

***Old Downtown:*** *The core of the orig-*

*archaeologists have given*

*the individual eras their*

*n*

*inal township of Morro Bay; a pictur-*

*obody ever leAv*

*A es*

*esque mesh of older slums and equal y*

*own numbers; and did you*

*know that Seat le has entire*

*niGht City.y exCePt*

*colorful boosters.*

*underground districts?) But*

*in A body bag.*

***West Hill:*** *An elegant, self-contained*

*like legendary Troy, buried*

*community catering to the wealthy and*

*parts of a City may hold*

*all kinds of interesting*

*the "DisneylAnD" Zones*

*powerful.*

*and now lost treasures—*

*Keeping with Richard Night's vision,*

*weapons, money, data,*

► *City & Corporate District* ◀

*etc. So, think of this section*

*Coronado City was divided into neigh-*

***Corporate Center:*** *Where the real*

*as the start of an archae-*

*borhoods, each with a different archi-*

*power laid in Night City; home to the*

*ological treasure map that*

*tectural style and theme, much like the*

*towering citadels of the real rulers of*

*may net your Players some*

*original Disneyland park. Night hoped*

*the City.*

*really cool stuff if they're*

*to bring in a vibrant multi-cultural popu-*

*willing to dig.*

*lation attracted to each neighborhood.*

***City Center:*** *A City governmental nexus*

*But with his untimely death, Night's city  
and hub of the Megacorps and power  
disintegrated into a hodgepodge of  
dealers. See your taxes at work.*

*competing districts, savaged by gangs,*

***Bank Block:*** *The beating financial heart  
and later controlled by domineering  
of the City, and source of the Corporate  
Megacorporations.*

*cash.*

► *Little Asia* ◀

***Med Center:*** *The largest concentration*

***Japantown:*** *An exciting Japanese cul-  
of medical-related businesses in the  
tural center and link to the Pacific Rim.  
City. Also, home to Trauma Team and  
other knife artists.*

***Little China:*** *An old-style Chinatown  
with many fine restaurants and curio*

► *The Nightlife District* ◀

*shops.*

***New Harbor Area:*** *Home of the  
Mallplex, a multi-level shopping*

► *Little Europe* ◀

*plaza and mini-arcology, and its*

***Little Italy:*** *A traditional Italian neigh-  
neighbor, McCartney Stadium, home  
borhood and stronghold of the colorful  
of the Superbowl-winning California  
old Mafia Lords of Night City.*

*Rangers.*







## [WELCOME TO NIGHT CITY](#)

*Upper Eastside: A commercial and business zone*

► *The North Oak Military Suburb* ◀

*with gang action and hot clubs.*

*The home of the NorCal Military Base, North Oak's*

***Studio City:*** *Home to Colonial Studios, an old-time  
towering structures and ship superstructures were  
film studio.*

*a regular sight seen across the Bay from the East*

*Marina. In the 2020s, with the Free State Wars a*

***Charter Hill:*** *Enjoy gambling in style in the luxurious relatively recent  
memory, North Oak was a military*

*Hacienda Hotel casino.*

*town and most of its shops catered to servicepeople*

► *The University District* ◀

*or their families, and the majority of its population was*

*in some way or another associated with the military*

***Night City University:*** *An academic fortress*

*industrial complex. The enormous NorCal Military*

*and bastion of higher learning, supporting a lively*

*Base was established as part of the deal which allowed  
counterculture.*

*Northern California to maintain its titular independence*

***Lake Park:*** *Bio-engineered plants and animals are*

*from the Union as a Free State. The State government only two of the attractions of this spacious central didn't mind, as the Base was a deterrent keeping the park.*

*roadgang scum from coming north and raiding for water. Living on North Oak's wide, oak-shaded streets the subuRbAn sPRAwls*

*could be quite agreeable. The homes were pleasant, pastel-colored bungalows with identical numbered*

*As developed, there were six "suburbs" surround-curbs. Schools were excellent and the Base Hospital,*

*ing metropolitan Night City: South Night City (an Theater, Officers, and Enlisted Clubs and the Base*

*industrial port area), Pacifica (a beach city on the Exchange shopping mall provided almost anything*

*coast), Rancho Coronado (the ultimate Beavervil e),*

*you might have wanted. If you liked being in or around*

*Heywood (light industrial and residential suburbs),*

*uniforms, this was the place for you.*

*North Oak (sister city to Night City, and the home*

*of the NorCal Military Base) and Westbrook (Land of the Rich and Powerful). All these suburbs were within twenty minutes (by maglev) of Central Night City.*

### *► The Pacifica Playground ◀*

*Home of Playland by the Sea, Pacifica was an upper-class residential area nestled between the cliffs of the Pacific Ocean and Rancho Coronado. Protected by a Militech security contract, Pacifica was a fairly safe place before the War. The newly renovated Playland by the Sea was a big hit among the amusement park*  
*CA 2020*

*crowd coming down from San Francisco and brought*  
*Y CIR*

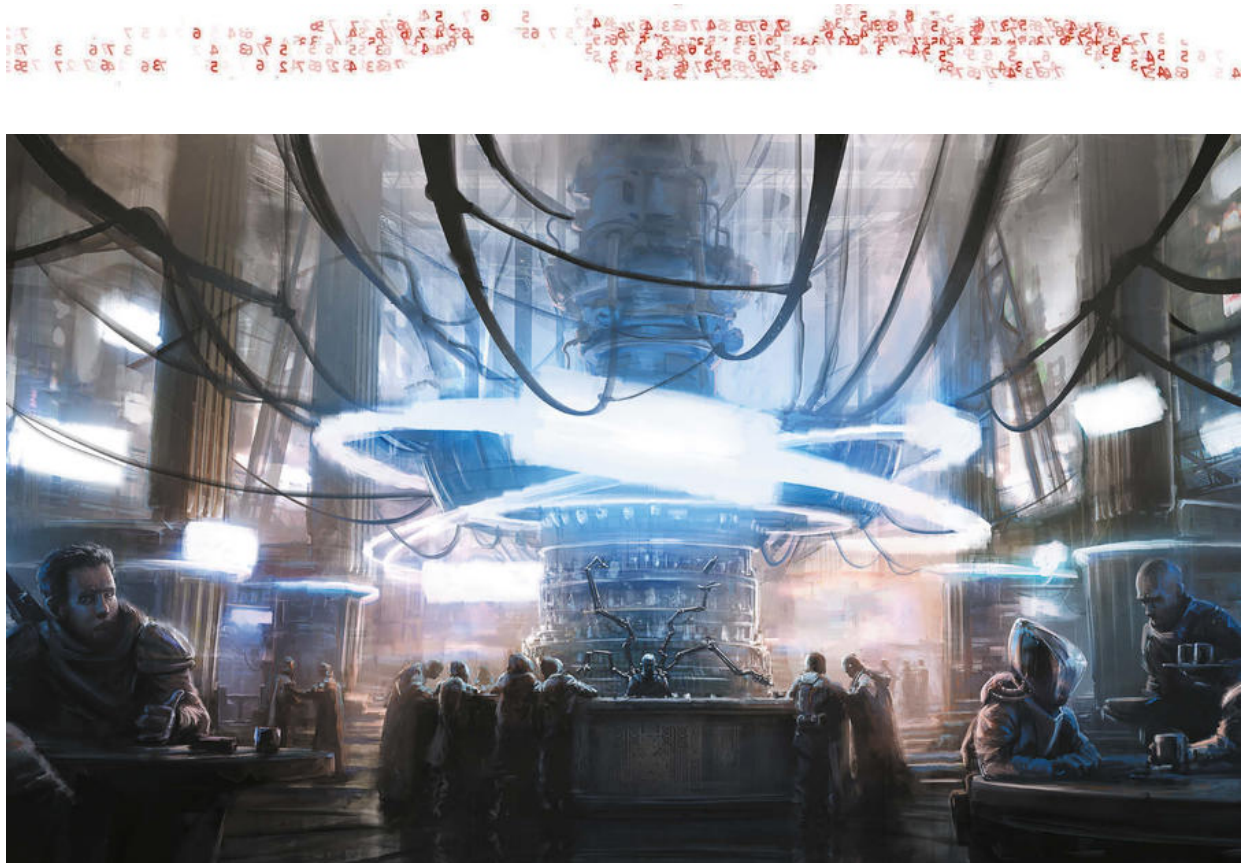
*a fair amount of tourist traffic up from the south as well.*  
*CIT*

*On the cliffs at Pacifica lay the expensive condos of*  
*NIGHT*

*the Coastview development, offering a view of both*  
*the open sea, and for some a view of the bright lights*

*of Playland by the Sea below. Pacifica was the place to kick back and relax after a hard day of battles and beatdowns in the City.*

289



### WELCOME TO NIGHT CITY

#### ► *The Rancho Coronado Beaverville* ◀

*dotted with large, sprawling factories, industrial complexes, including an Arasaka Arms factory, several implies. South of Night City on Highway 126,*

*Biotechnica research stations, two EBM storage and Rancho Coronado extended for miles, consisting research stations, and many other facilities. These almost entirely of tract housing interspersed with bland, mass-designed industrial parks dotted the hills small, trendy mini malls. Mostly vast featureless of Heywood, some underground, some above, some subdivisions, Rancho Coronado was packed full of small, some sprawling over acres. At some point, there Arasaka, Petrochem, Biotechnica, WNS, and EBM were so many of them that even the Heywood City employees, all neatly slotted into rows of identical, Council didn't know all of their names or what they small three-bedroom homes that reached towards the did. horizon.*

### *► South Night City ◀*

*Rancho Coronado was the kind of place that made This area was chiefly a heavily industrialized port city most Edgerunners break out into a cold sweat just*

*with a battered old oil refinery terminal, a container thinking about it.*

*shipping port, the Night City Municipal Sewage*

### *► The Heywood Industrial Zone ◀*

*Treatment Plant, and miles and miles of cheap, shabby housing constructed at the turn of the century by Mob-*

*A light industrial area that straddled the east of Del control ed contractors. South Night City was known in Coronado bay between Rancho Coronado and*

*the 2020s as an especially dangerous place. If you*

*North Oak, Heywood had a lot of everything, some weren't waylaid and dragged into a dark alley by*

*housing, a little retail shopping, a few bars and the*

*one of the many gangs that roamed the South Night*

*well-known Apple Valley Corporate subdivision, a*

*City sprawl, it was just as likely you would be shot by*

*primarily Biotechnica dominated Beavervil e in South*

*some trigger-happy local mistaking you for a member*

*Heywood. But most of Heywood's rol ing hills were*

*of one of the aforementioned gangs. It was always a*

BY MAKS

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290



### WELCOME TO NIGHT CITY

*good idea to travel here during the day. At night, the abandoned town or dry lake bed. Known as the fireworks started, and usually the ambulances didn't Badlands, this was an area that few Night City inhabitants willingly ventured out into, save for the hardy employer in South Night City was the San Morro Nomads who crossed the Badlands in their huge and Bay Cargo & Container Port. The main loading and wel-protected caravans. unloading terminal for container ships entering the Oh yeah. And the gogangers. Did we forget to central California area. From here, fruit, vegetables, mention the gogangers?*



*processed foods, and manufactured goods flowed out of both Nor and SoCal in a steady stream, while imported goods flowed back in.*

*Night City, Happy at Last?*

► *Westbrook* ◄

*All in all, by 2020, Night City had evolved into a Westbrook was always a fortress, built on a naturally busy, successful, and dangerous urban zone. The occurring set of hills overlooking Night City from government managed to keep the lid on, and when across the Bay and North Oak below. It was just a they failed the Corps could be depended on to very genteel and wel -manicured fortress. Many of the re-screw the lid down with their own brand of violent Corporate rich had expensive homes there, and their and implacable savagery. Deals got made, money expensive security made sure that nothing disturbed changed hands, some people got kil ed, but other them. An Arasaka services contract made sure of it. Al people managed to avoid getting kil ed in turn. Night*

*Westbrook residences also boasted specially coded, City wasn't the utopian city of Richard Night's futurist skin-implanted identity chips with at least three check-dreams, but in the main, Night City in 2020 worked. points on the road into the hills and several surface-to-Then came the 4th Corporate War. air missile sites to make sure all air vehicles also had the proper IFF codes.*

*niGht City AnD the 4th (2022)*

*Almost all the Execs working for the largest corporations in Night City lived in Westbrook, including has, by now, been the subject of many dozens of VPs and Execs from Arasaka, EBM, and Petrochem, books, movies, and even a few braindances (recorded as well as many prominent Night City personalities. from captured fighters under extreme duress). What's Admission to Westbrook was only limited in one way: more important is Night City's unique position in the the ability to afford it.*

*chaotic, unstable world of the early 2020s.*

*In general, Westbrook was also well-known as  
Because of its Free State status, Night City was  
a very safe place for Corporations to place their  
home to units on both sides of the 4th Corporate  
high extraction-risk employees. There was only one  
War. The War was not kind to Night City. There was  
extraction attempt in the history of Westbrook, and  
constant street-to-street, building-to-building fighting  
that left three AV-4s destroyed and 24 Militech  
throughout the City, especially around the Corporate  
soldiers dead; it was the first—and last—attempted  
Zone where both factions maintained substantial  
extraction at Westbrook through the entire 2010s. Of  
office complexes. Even before the nuclear event that  
course, at the time, some people in the know opined  
wiped out the center area, people were abandoning  
that this incident was what had started the long-run-  
the city in droves, doing whatever they could do to  
ning rivalry between the Night City branches of*

*avoid getting sniped by drones, crushed by tanks,  
Arasaka and Militech.*

*or just gunned down by Corporate kill squads. A big  
chunk of the City was wrecked, and people were  
the bADlAnDs*

*climbing all over themselves to get to safer spots like  
Heywood and Pacifica.*

*Beyond the Night City hub and surrounding  
suburbs, there was a wide-open space of endless  
Then both sides went over the line and some bright  
dry California scrub, punctuated by the occasional  
boy dropped a bomb.*

[291](#)



[WELCOME TO NIGHT CITY](#)

*the bomb (2023)*

*THE Time of the Red*

*In retrospect, it was just Night City's bad luck that it*

was a Free City in an area not controlled by a larger

The explosion was technically an air blast, as the power like a nation. Neither of the Corporate combat-detonation went off at roughly 366m/yds. (Little Boy, ants was stupid enough to drop a nuke in the middle of in comparison, had a detonation height of about some place where the remnant U.S. or the still power-579m/yds.). While this lessened overall long-termful EuroTheatre cared about. In fact, probably the only radioactivity, most of what remained penetrated only thing that kept then-President Kress from wiping out the huge skyscraper towers surrounding the blast (they every Arasaka stronghold on earth was the fact that were later scraped off and buried as fill in the Bay). Night City wasn't technically part of the U.S.

The high blast area and the tons of raw concrete and steel instantly converted into particulate debris covering the entire NorCal region and far out to sea for

The power of the bomb detonated in the Arasaka

*many months, as well as igniting a fierce firestorm that Towers was about a tiny fraction of the Hiroshima covered thousands of acres beyond the City.*

*bomb; basically a tactical nuke a bit larger than a*

*This combined dust cloud spiraled up into the sky*

*"suitcase bomb;" it was designed to utterly demolish*

*and turned it red with particulate matter for almost two*

*Arasaka's Reliquary Database Project and make it*

*years. Even several years after the blast, suspended*

*unusable to a rival Megacorp. Similar to a 1950s*

*particles caused the skies at dawn and dusk to glow a*

*Davy Crockett backpack nuke, with an overall **yield***

*lurid red, inspiring people who lived through that era*

***of .1** kiloton, the Nuke was prematurely detonated*

*to call it the Time of the Red.*

*at floor 120 (366m/yds.), in Kei Arasaka's apartment*

*bunker where the Soukileer lab was located.*

*suRvival moDe*

*The blast instantly obliterated the Arasaka Towers,*

*a*

*splitting them in half and causing them to collapse*

*fter the bomb (2023-2025)*

*outward. The entire central city became rubble in*

*Night City was barely habitable within 24 hours of*

*seconds with almost everyone in the immediate area*

*the detonation. Many people were unaffected by the*

*dying instantly. And, as much of Night City was built*

*initial fal out as they were mostly cybered up or had*

*on fill, because the elevation (5m/yds.) was originally*

*radioactivity filters installed in their bodies already.*

*so low, the Arasaka nuke caused a minor earthquake*

*However, the firestorm destroyed a large part of*

*that liquefied parts of the fill and flooded the inner city.*

*Night City's housing, forcing people to move over to*

*either the suburbs on the other side of the bay, or to*

*areas further out. Worse, Night City was largely built*

*th*

*t e olD mAn sAy*

*A s thAt*

*A iF the*

*on layers of fill: sand and earth which, triggered by*

*Trace is talking*

*the explosion of the Bomb, liquefacted and turned to*

*nuke*

*about his father,*

*hAD been DetonAt*

*A eD*

*D*

*jello. The shaking soil broke gas mains, water pipes,*

*"Nomad"*

*Santiago,*

*where they PLAnneD, the heAv*

*A ily*

*l*

*and electrical grids. Streets became twisted chunks of*

*ex-partner to*

*Rogue and*

*shielDeD ComPlex would hAve*

*asphalt strewn with wrecked ground cars, while fal en*

*ComPlex would hAve*



*leader of the*

*AVs littered the sides of broken skyscrapers. Night City*

*Aldecaldo*

*absorbed the mAin blAst*

*t*

*was in ruins—although still not as bad as other cities*

*Nomad nation.*

*AnD sAv*

*A eD the Rest oF the*

*like Rio and Hong Kong.*

*City.y i Don't know iF he wA*

*w s*

*s*

*Most of the areas around Night City had*

*been abandoned during the Collapse. But now,*

*RiGht,*

*t but i Aim to find out.*

*t*

*people started moving East as soon as they could.*

*— Trace*

— *Tra*

*Santia*

*S*

 $go$ 

*antia*

*Neighborhoods found a new unity and purpose, even if it was grudgingly and with little trust. They weren't looking for rebuilding yet. They were looking for food.*

292



# TRANSITION

2020 TO 2045



**DATA**

[WELCOME TO NIGHT CITY](#)

*In a wasteland of ruins, gangs, renegade Corporate  
Yet, for all this political theater, Kress showed little  
fighters, and radioactive wreckage, Night City was  
or no interest in helping Night City recover. Much  
in survival mode.*

*as several previous Presidents during the Col apse  
had done, she wrote the city off as unrecoverable  
And survival is what the inhabitants of Night City  
and offered sanctuary in a new United States to the  
do best.*

*surviving refugees. There were two reasons for this:*

*There are*

*dozens, if not*

*the ReCoveRy*

*First, with the resources of the United States already*

*hundreds, of*

*stretched to the breaking point, there were exceed-*

*conspiracy*

*theories*

*after the bomb (2030-2040)*

*ingly few options left for Kress. Second, the flinty and  
surrounding*

*farsighted American President saw this as the perfect  
the Night City*

*holocaust. Feel*

*President Kress blamed the Night City attack on  
way to bring the wayward "Free State of NorCal"  
free to make a*

*few up for your*

*Arasaka, although she was soon able to determine  
(and its lucrative technology base) back into the gov-  
game.*

*that the actual weapon used had been supplied by  
ernment's control.*

*a Militech strike team. The Big Lie was that Arasaka*

*But stubborn to the end, Night City fought back.*

*blew up the Corporate Center in an area denial attack*

*to stop Militech from seizing the Arasaka's Night City*

*niGht City RebuilDinG*

*office. In point of fact, Arasaka did actually have*

*a much larger thermonuclear device buried in the  
after the bomb (2040-2045)*

*foundations of the Towers for just that reason, but the  
explosion of the Militech pocket nuke rendered this*

*While its impact on the United States outside of the  
plan inoperable. No one knows where the Arasaka*

*Boston Washington (BosWash) Corridor was negligi-*

*Bomb actual y wound up after the Fall of the Towers,*

*ble, roughly 2 mil ion people in the greater Night City*

*and since only a few of the upper echelon of the zai-*

*region were homeless from direct effects of the Bomb,*

*batsu (such as Kei and his father Saburo) even knew*

*about this fal back, the knowledge of the Arasaka*

*weapon has since passed into the realm of rumor.*

*the ReAlm oF ConsPiRACy & RumoR*

*Very few people knew anything about the Militech-*

*backed strike team or its composition. Rumor has it*

*that Morgan Blackhand, operating as a hidden gov-*

*ernment asset, passed the information about the failed*

*raid on to President Elizabeth Kress independently;*

*this is still only in the realm of rumor, as no one has seen Morgan Blackhand alive or dead since the CA 2020*

*Fall of the Towers. In any case, Kress used this (and Y CIR*

*the reactivation of General Lundee's commission) to CIT*

*gain leverage over Militech, bringing it to heel and nationalizing its assets as part of a resurgent U.S.*

*NIGHT*

*government. Bringing the full force of her military and propaganda resources to bear, Kress painted a lurid picture of Arasaka as an evil foreign Megacorp run by a madman who wantonly destroyed an American city in the pursuit of personal power. Arasaka's charters to operate in the United States were immediately revoked, its members and board declared terrorists, and their assets either seized or driven offshore.*





DATA

### [WELCOME TO NIGHT CITY](#)

*as well as from flooding by the liquefaction of the City's foundations (which were built on fill and sand). Survivors fled into overcrowded tent cities in the surrounding suburbs of North Oak, Westbrook, Pacifica, Heywood, and South Night City. But it was soon obvious that something needed to be done fast.*

*The remnants of the Night City government turned to outside resources, calling in old markers and favors from a wide variety of Edgerunner allies. Recovery was led by the Nomads of the Aldecaldos Clan and their allies in the StormTech Corporation. With a lot of experience in city rebuilding since the Chicago rebuild, StormTech and the Aldecaldos were uniquely equipped to build extensive temporary housing from shipping containers and later formcrete modules brought in by rail and sea.*

*But first, the ground needed to be cleared to put up even these rudimentary structures. Most of central Corp Zone had been destroyed. The wreckage*



*was far too vast to move out of the area, so the survivors used bulldozers and  
Among the*

*jury-rigged main battle tanks (abandoned by both sides) to shove the debris  
into the Bay. Most of Night City's structures*

*lost by the*

*inner neighborhoods had already been razed to the ground in the ceaseless  
battles preceding the Fall of the end of the*

*Towers. Now, the wreckage became the fill that new mega-buildings and old  
cityscapes used to rise again and War was the*

*New Harbor*

*challenge the smog-filled skies. And the building keeps going on, despite  
gangs, plagues, riots, and all those Mallplex, a*

*other inconveniences that are just part of the Time of the Red.*

*shopping mall/*

*arcology.*

*This ongoing rebuilding period has also cemented Night City's relationship  
to the outer world. Abandoned by President Kress and her "New" United  
States, Night City has no intention of ever yoking itself to that tottering  
governmental shibboleth again. Kress's successors are going to be in for a  
really long and ugly war if they want to take this particular Free Zone back  
into the fold; frack, they might even ask Arasaka for help if it comes to that.*

*As for the European Theater, the Euros can go their own way just as long as  
they don't mess with Night City's particular path. Like a cyberfighter who's  
been hit, knocked down, and rises again with a scream of heavy metal rage,  
Night City has dreams. Dreams of becoming the biggest, baddest, most  
important city on the planet one day soon.*

*And it's a big dreamer.*

BY MAKs

YM HAR

AHULIN

294



WELCOME TO NIGHT CITY

*Night City in the time of the Red*

*bACk beFoRe he RetuRneD to the hiGh RoAD, my dad useD to*

*hAnG out in niGht City A lot.*

*t he sAiD thAt*

*A FoR All the GRUnGy*

*y*

*DAnGeRousness oF the PLACe (AnD tRust me, i've Got no illusions*

*thAt*

*A my DAD wA*

*w sn't in the miDDle oF the most GRUnGy,*

*y most*

*DAnGeRous PARTs) theRe wA*

*w s A GlitteRinG, GoRGeous CenteR thAt*

*A*

*t*

*wA*

*w s the FliP siDe oF the euRobuCk Coin. bACk then, iF you hAD the*

*e*

*money AnD the ConneCtions, niGht City CouLD be the best PLACe*

*e*

*on eARth—FilleD with the beAutiFul, CybeReD-uP, AnD PoweRFul.*

*oF CouRse, iF you weRe (like he wA*

*w s in those DAy*

*A s) A younG hiReD*

*Gun lookinG FoR A Job, it CouLD bounCe FRom suPeR sliCk AnD*

*D*

*GLAm All the wA*

*w y*

*A to miseRable AnD homiCiDAl just like thAt*

*A .*

*t*

*to*

*t DAy*

*A ,*

*y Just like in my old mAn's DAy*

*A ,*

*y whAt*

*A liFe in niGht City's like*

*e*

*DePenDs on where you ARe. neiGhboRhooDs AnD Zones vA*

*v Ry wilDly*

*l ,*

*y*

*DePenDinG on whAt*

*A FA*

*F Ction/G*

*/ AnG/CoRPoRAt*

*A ion Controls the loCAI*

*tuRF,*

*F AnD even then, ConDitions CAn ChAnGe on the FliP oF A euRo. but*

*oveRAI, seven Zones now PRetty muCh define the niGht City ReGion*

*—Tra*

*—*

*ce S*

*Tra*

*antia*

*ce S*

*go*

*antia*

*Night City is a city in the process of rebuilding even now. The old Neighborhood Zones of the 2020 period have been rearranged, renamed, or even scraped off into the Bay if they're still too radioactive. Instead of neighborhoods, locals now refer to these new areas based on the type of environment they're dominated by: Hot Zone, Rebuilding Urban Center, Executive Zone, Overpacked Suburbs, Reclaimed Perimeter, and The Open Road.*

## ***Zone Type***

### ***Description***

#### ***Hot Zone***

*The area most affected by the Night City Nuke, this is blasted terrain full of wrecked, twisted skyscrapers, burned-out vehicles, and entombed bodies of the unlucky.*

#### ***Rebuilding***

*These are parts of the city that escaped the worst of both the War and the bomb. In the Rebuilding Center, cranes and **Urban Center***

*construction gear are everywhere, building new Corporate towers and crowded urban megabuildings.*

#### ***Executive Zone***

*This is a special area of the City that has been cordoned off and gated for the use of High-Level Corporate executives and their families only.*

### ***Combat Zone***

*The most dangerous and lawless part of the city which grew out of the original Combat Zone in the wake of the 4th Corporate War. The only justice here comes from the barrel of a gun.*

### ***Overpacked***

*Now filled with sprawling tent cities and unregulated refugee camps crammed with the displaced of the War, this is a place on **Suburbs***

*the edge of disaster, where once safe and secure "Beavervilles" stood.*

### ***Reclaimed***

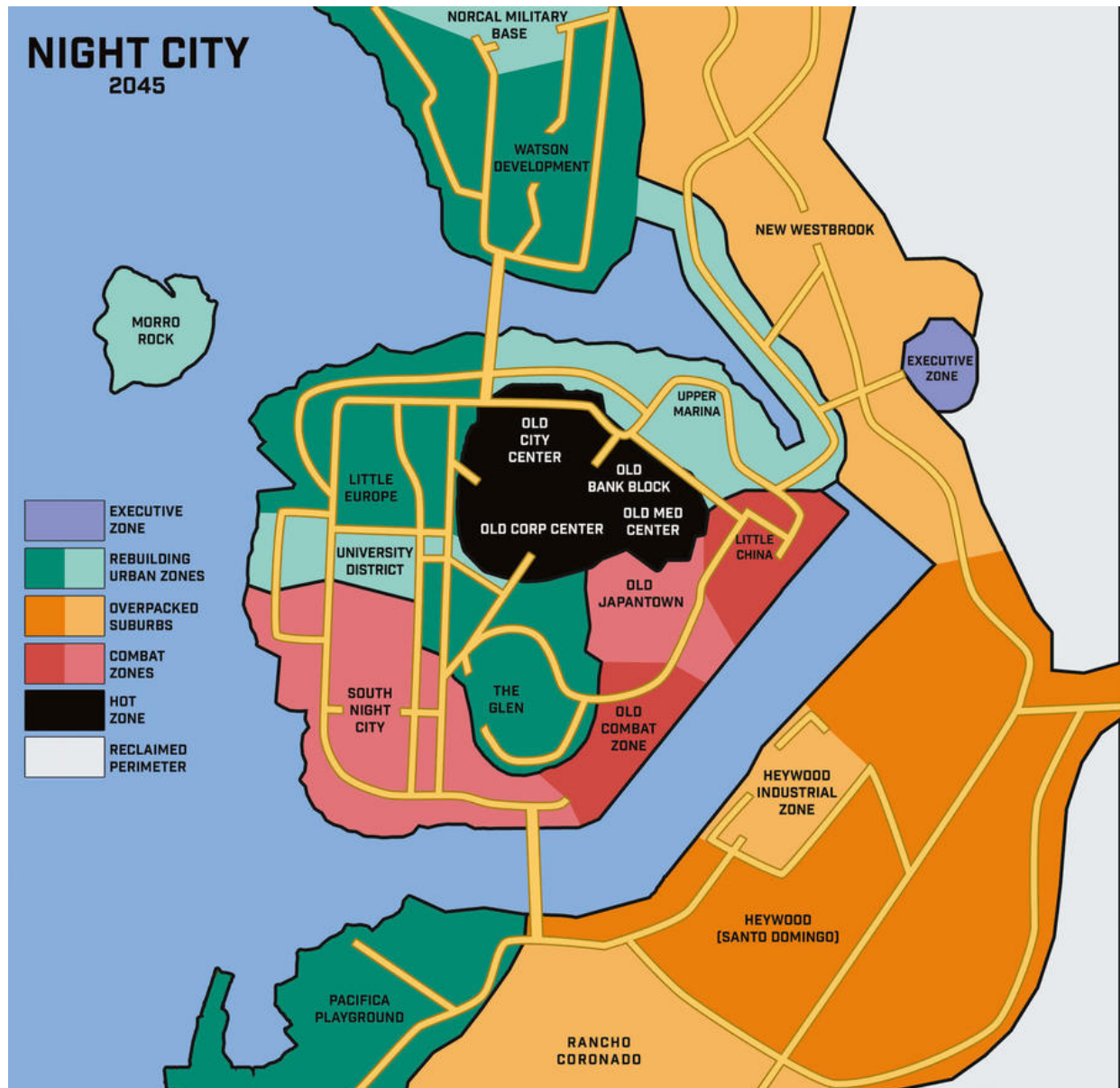
*This is the area just outside the City's sprawl. On the edge of lawlessness, save for the areas controlled by the Nomad Families.*

### ***Perimeter***

### ***The Open Road***

*This is the open highway, populated only by people in transit or roving boostergangs on spiky ground cars and motorcycles.*





## [WELCOME TO NIGHT CITY](#)

*NIGHT*

*CITY CIRCA 2045*

*In addition to this urban re-designation, each new area has now been given a Threat Rating by the City Council: a designation of just how dangerous the area is and what kind of threats might be encountered there.*

*You can find more about these Threat Ratings below.*

*thReAt RAtinGs*

*In Night City, Threat Rating are used to profile armed opponents and levels of overall danger that may be encountered within major areas of the City. Here's a brief rundown on each:*

296



## WELCOME TO NIGHT CITY

### ***Threat Rating***

#### ***Description***

#### ***Executive***

*This is a secure gated neighborhood which is only accessible to the ultra-rich and powerful, who live there, playing golf and tennis under the protection of armed security. This is connected to the Rebuilding Urban Center via maglev so you can go to work.*

#### ***Corporate***

*These are parts of the city patrolled by Corporate security which are safe from the carnage of the Combat Zone. However, they have their own kind of danger. Danger with a much higher budget.*

*These are the parts of the city that exude out of Corporate Zones, where the people who can't afford to live there do so here **Moderate***

*in relative safety... that is compared to the carnage of the Combat Zones. Unfortunately, what happens in the Combat Zones doesn't always stay there, and sometimes it leaks into the Moderate Zone.*

#### ***Combat***



*These are the worst places in the city, where people die, and nobody cleans it up afterwards.*

### **Outskirts**

*This is the area just outside the City's sprawl.. The only laws here are the ones you make for yourself. Likely, you'll only run into road gangers and Nomads if you're out here.*

*Note that while the majority of a region might fit into a specific Threat Rating that doesn't mean a region may not have other Threat Ratings in and around the main classification. An area undergoing reconstruction or gentrification may have several Threat Ratings, or even be transitioning from one Rating type to another.*

***Remember that treasure map idea we mentioned back on [page 288 ?](#)***

### **► The Hot Zone ◀**

#### **Threat Rating: Combat**

*This is the area that used to be the central city Corporate Zone. While much of this area has been bulldozed into the Bay as fill, the remainder is still a haunted landscape of wrecked, twisted skyscrapers, burned-out vehicles, and entombed bodies of the unlucky. Although the radiation has subsided, it's still present, and most people have abandoned the area to the worst of the gangs. If you go here, you probably are either a ganger, suicidal, or driven there to find something that's hidden in the endless wreckage.*

*Old Neighborhood Zones included in the Hot Zone Wasteland are:*

***The Old Bank Block:*** *Housing all of the old banks of Night City, the Bank Block is mostly rubble but it was never cleared out officially.*

***The Old City Center:*** *Only radioactive ruins remain of the once-bustling City Center.*

***The Old Corporate Center:*** *Once the heart of the Corporations of Night City, the Corporate Center is a ruin of its former glory.*

***The Old Medical Center:*** Largely irradiated, the Old Medical Center houses many hospitals buried under rubble.

► ***The Rebuilding Urban Center*** ◀

***Threat Rating: Corporate/Moderate***

*Not all of Night City was obliterated in the holocaust. Already heavily built up with skyscrapers and densely packed urban construction, a considerable amount of the urban center has survived. But the detonation and subsequent destruction has damaged the seawalls and breakwaters that kept the Bay and the outer Pacific Ocean from overwhelming the fill the majority of the Central City stood on. Periodic flooding is a regular occurrence, and power and water are chancy at best. The NCART subway still runs, when it isn't flooded by the tide; the City planners are working to raise the majority of the track into a new monorail configuration, but that will take time and money the City scarcely has.*





**DATA**

## [WELCOME TO NIGHT CITY](#)

*In the Rebuilding Center, cranes and construction*

***NorCal Military Base:*** *A heavily fortified military base north of Night City, staffed primarily by everywhere. The looming skeletons of new corporate Militech soldiers. Mostly shut off from the rest of the towers rise from the ruins of the Old City, patrolled by City.*

*vigilant private armies and mechanical sentry drones.*

***Pacifica Playground:*** *A largely Corporate-*

*The work never stops, and the Center is always alight*

*For a listing*

*sponsored district built around the Playland by*

*of locations*

*with the slam of heavy machines and brilliant with*

*in Night City*

*the Sea amusement park, which is in the midst of*

*construction arc lights. Chief among these new con-*

*during the*

*massive development.*

*Time of the*

*structions are the rising mega-buildings of the Watson*

*Red, skip*

*Urban Reconstruction Zone; all-in-one mini-arcologies*

***Upper Marina:*** *A bustling urban district with a mix*

*ahead to*

[page 310.](#)

*designed to house the millions of people who were*

*of old industrial zones and gentrified "International"*

*forced to leave their homes when the Nuke went off.*

*style neighborhoods built around a well-maintained*

*marina.*

*Neighborhood Zones included in the Rebuilding*

*Urban Center are:*

***University District:*** *A slim district on the edge of*

***The Glen***

*the Combat Zones which houses the city's only still*

*: A burgeoning new district which contains*

*functioning university.*

*most of the important governmental buildings of Night City.*

***Watson Development:*** *A developing district where Little Europe*

*megabuildings and arcologies are being built to : A divided district composed of tightly house the thousands of homeless from the War. Much knit neighborhoods made up of old brick buildings of Night City's Asian population has moved to the and tall sky scrapers alike.*

*Watson neighborhood colloquially known as Kabuki.*

► *The Executive Zone* ◀

***Threat Rating: Executive.***

*This area is a special gated and heavily defended community reserved for High Ranking Corporate Execs and their families. As well as luxury homes, this area has its own shopping and recreational facilities, including golf courses, private spas, and clubs.*

***The Executive Zone:*** *A new Zone with only one*

*B*

*district for the safety and pleasure of the Corporate*

*Y NEIL*

*elite, carved out of the open hills surrounding the City.*

*BRANQUINHO*

## ► *The Combat Zones* ◀

### ***Threat Rating: Combat***

*Gangs are the absolute rulers of the Combat Zones.*

*Moving between the slums, tenements, and ruins of*

*abandoned city blocks, the gangs and their allies*

*divide up turf, control the limited resources, and kill*

*anyone or anything that gets in the way. There's*

*no reconstruction going on in the Combat Zones,*

*although sometimes Corporate or City Lawmen drop*

*down on the area like a ton of ferrobricks and start*

*killing the gangers wholesale, a process the City likens*

*to trimming back kudzu.*

[298](#)



## [WELCOME TO NIGHT CITY](#)

*Neighborhood Zones included in the Combat*



*citizens who either fled other areas of Night City*

*Zones are:*

*because of the War or who were pushed out*

***Old Japantown:*** *A once, popular Japanese cultural more recently by the ongoing gentrification of the center that fell into chaos and disrepair during the Rebuilding Urban Center.*

*4th Corporate War. Much of the population has*

***Rancho Coronado:*** *A vast stretch of old Beaverville moved to Watson and the area is now mostly empty style housing, taken over by tent cities and industrial save for the gangs.*

*zones that have grown out of the corpses of previ-*

***Little China:*** *A sprawling, dangerous Chinatownous mini-malls.*

*with many small communities fighting to stay alive and fend off the gangs of the Combat Zones.*

► *The Reclaimed Perimeter* ◀

***Old Combat Zone:*** *A district of the City long ago*

***Threat Rating: Outskirts***



*abandoned to the gangs and psychos, the Old*

*While Night City was the regional hub, it was sur-*

*Combat Zone is the seed that the rest of the Combat*

*rounded by a constellation of smaller towns and*

*Zones grew from.*

*suburbs. Most of these were abandoned during*

***South Night City:*** *An industrial sprawl, filled with*

*the 2000-2020 period, as they were too far out to*

*trigger-happy gangs and abandoned warehouses*

*protect from the roving go-gangs that plagued the*

*repurposed into hide-outs and headquarters.*

*area.*

### ► *The Overpacked Suburbs* ◀

*Now, supported by Nomad Families and private*

*security, the Reclaimers are attempting to make new*

***Threat Rating: Moderate/Combat***

*homes for the dispossessed of the City in many of*

*In the aftermath of the War, most of central Night City*

*these abandoned places.*

*was uninhabitable, not because of residual radiation,*

***Neighboring Cities included in the***

*but from the loss of power, sewer, and water services.*

***Reclaimed Perimeter are: Atascadero, Avila***

*The suburbs became host to a huge number of tent  
Beach, Cambria, Los Osos, Paso Robles, Pismo Beach,  
cities and unregulated refugee camps smack in the  
San Luis Obispo, and San Simeon  
middle of what had previously been safe suburban  
corporate "Beavervilles." While huge mega-buildings*

***► The Open Road ◄***

*are under construction to house the refugees, this  
region is crowded, crime-ridden, and on the edge of*

***Threat Rating: Outskirts***

*disaster all the time.*

*In the 2020s, the Open Road was home to roving  
Neighborhood Zones included in the Overpacked  
gogangers and wel -defended Nomad caravans.*

*Suburbs are:*

*But as the Nomad Families take greater control of the  
world's commerce and shipping, they're using surplus*

**Heywood:** *A truly overpacked sector of the City, military hardware to drive out the gogangs and make housing a large percentage of the City's population and already starting to divide based on wealth and the roads safe for travel.*

*power—The rich in the north, the poor in the south  
The roads are still open, wide, and dusty, with dead  
(who call the area Santo Domingo instead).*

*and burned-out vehicles littering some areas, but more*

**Heywood Industrial Zone:** *The largest industrial and more the Open Road is looking a bit more like zone in the City, overflowing with warehouses, Route 66 than Mad Max.*

*construction equipment, factories, and even some*

**Old Highways included in the Open Road**  
*derelect cargo ships.*

**Zones are:** *California State Route 41, California*

**New Westbrook:** *An urban sprawl built in the State Route 46, California State Route 58, California remains of the original Executive Zone, stil gleaming*

*State Route 99, California State 828, Interstate  
with glitz and glam, but now packed with homeless  
Highway 5, and Interstate Highway 101*

[299](#)



[WELCOME TO NIGHT CITY](#)

*ChAnGe is CominG*

*aggressive or charismatic members of these disparate  
factions, including:*

*In the Time of the Red, Night City is a city in the midst  
of massive change. Areas are constantly being rebuilt.*

- *The Nomad Families*

*For more*

*information on*

*The first temporary housing is rapidly being replaced*

• *The Edgerunners, including Netrunners, Solos, the Corps with by a new generation of gigantic mega-buildings. influence in Rockerboys, and other "cyberpunk" types the Time of the Modeled after the old New Harbor Mall Arcology Red see (which was destroyed by shellfire in 2022), these*

• *The old City government*

[page 267.](#)

*towering structures encompass living spaces, enter-*

• *The Corporate interests of Biotechnica, tainment, food courts, and shopping malls all in their Continental Brands, Danger Girl, Militech, centralized hubs. As time goes on, these will probably Network 54, Petrochem, Rocklin Augmentics, evolve to be the main habitable space in the Night SovOil, Trauma Team, Ziggurat, Zhirafa and City.*

*(recently and covertly) Arasaka.*

*the new un-noRmAl*

*Since Night City is far too chaotic post-War to have a centralized City government, the Night City Council Services are spotty, the law is chancy, and you can't run the NET to the edge of space anymore, much is made up of City Managers from the different districts grab an Orbital Air luxury flight up to the Crystal tracts and neighborhoods of the City. Even the Combat Palace. But in general, things still work in Night City. Zones have City Managers, though they have effectively no control over the gangs of the Zones. A City the best weapons on the market (there's still a major Manager chosen by their fractious group is nominally problem with supply chains that were disrupted by in charge of each area of the City—as opposed to the War), but thanks to the explosion of rooftop and a mayor, which is a purely ceremonial title that still green-wall gardens, bandit solar collectors, and*

*remains in some areas like San Francisco. The Council  
refabbed hardware from your friendly neighborhood  
and City Managers are theoretically in charge of:*

*Tech, you're actually eating better (when you eat),*

- *The local sections of the Data Pool.*

*have access to more reliable power and gear, and  
can even count on the local Fixer setting you up with*

- *Zoning designations for Corporations and  
new drugs and new cyberware right off the (illicit)  
neighborhoods.*

*Streets.*

- *Road and infrastructure taxes (collected from  
It's not the Golden Age of the 2020s, choomba. But  
Corps, factions, and neighborhoods).*

*The Street still works.*

- *Freelance PI and Police licensing.*

*The Particulars*

- *City contracts for construction and justice services.*

*There is no mayor or central leadership, and fights*

*Political power grows out*

*t*

*between factions are frequent and often settled on The Street with weapons over negotiation. No one faction*

*There's a list*

*oF the bARRel oF A gun.*

*holds the upper hand, but between shifting al iances*

*of powerful*

*people in Night*

*—Mao T*

*—Ma*

*se*

*o T -*

*se Tung*

*-*

*and agendas, somehow things generally get done*

*City starting on*

*without descending into open warfare on The Streets.*

[page 304.](#)

*PolitiCAI PoweRs*

*Although badly underfunded and strapped for*



*Politically, the current Night City is more or less run supplies, Night City has its own Police, Fire, and (and we use the term loosely indeed) by a junta of Emergency Service Departments. Maintained by old city government, Edgerunner and Nomad factions, a levy on the local Corps and neighborhoods, and the few Corporations whose assets have survived these small units are heavily armed and operate the War. This City Council is dominated by the most Citywide.*

[300](#)



[WELCOME TO NIGHT CITY](#)

*PubliC seRviCes*

*the creation of deranged master Netrunner Rache*

*Bartmoss shortly before his death in 2021, has*

► Hospitals ◀

*made running the greater NET an almost suicidal*

*The two public hospitals established in the 2020 proposition; the remnants of Netwatch (the global years (City Medical Center and Crisis Medical police of the NET), have pretty much banned*

*Center) are still in existence in the Central Night Netrunners from large sections of the Architecture City area, but they suffer from lower-level flooding to keep the Krash from spreading.*

*and regular disruption of services such as water, This is implemented by literally destroying key NET power, and communications. The hospitals are, nodes in the system and taking still others offline.*

*however, the last stand for major surgery and the What NET traffic still exists in the Time of the Red ability to handle the periodic plague outbreaks*

*is limited to heavily secured VPN or "airgapped" that were common in the period right after the systems limited to on-site traffic within a single build-Fall. There are now a number of constantly shifting*

*ing or campus.*

*clinics which have become the Time of the Red's  
main source of medical care; outgrowths of the*

### *► The Data Pool ◄*

*often-covert ripperdocs of the 2020s, they're*

*The Data Pool is a Citywide information network built  
where most people go to get medicine, emergency  
on the backbone of the earlier Data Term systems of  
care, and moderate level cyberware installations.*

*the pre-Red era. Information servers and exchange*

*The City also maintains a large cryobody bank, a  
systems designed for open use within the limits of a  
holdover from the days immediately following the  
city, Data Pools produce free, open content created*

*Fal when corpses were choking the streets; these  
through the collaborative efforts of a community of  
cavernous, refrigerated chambers are packed with  
users. In design, they're similar to the hyper-stack  
racked cold slabs filled with bodies.*

*"page" system attempted and then abandoned for*

*the NET in the early '90s.*

## ► Information ◀

*Data Terms, established in the 2010s, are still located*

*lAw AnD oRDeR*

*on the corners of many (30%) City Streets, and can*

*Between the War and the Fall of the Towers,*

*be used to access information, computer services,*

*Data Terms*

*law enforcement in Night City literally fell apart.*

*also make*

*fax-mail, and NET input. It's a testament to how inde-*

*Gradually, random Solos and Law Enforcement*

*great cover in*

*structibly they were constructed that they still operate*

*case you were*

*Officers began to reassert control over the roving*

*wondering.*

*even under the most rudimentary conditions. However,*

*They count as*

*gangs and looters on a neighborhood-by-neigh-*

*enterprising Netrunners, Techs, and Fixers have taken*

*Thick Concrete*

*borhood basis.*

*(25 HP).*

*to rewiring some terms to require a pass card or*

*other payment system in order to access their chosen*

*The more money the locals had to throw at the*

*'Terms. Most Data Terms are also patched into the*

*problem, the better these ad hoc police units were,*

*local Data Pool system, allowing them to be used to*

*with Corporate "rent-a-cops" getting the best vehi-*

*phone booths, message services, news readers, and*

*cles and hardware overall. With their limited assets,*

*Pop Media access points.*

*Lawman bribery is common and corruption the*

*standard.*

► *The NET* ◀

*The only real survivors of the old Night City PD are*

*Overall, the War has totally wiped out most NET*

*the members of the C-SWAT aka MAX-TAC aka " The*

*traffic outside the City; what has survived the Cyberpsycho" Squad. Incorruptible to the last and still destruction of NET nodes and wiring infrastructure led by their commander, Max Hammerman, this lone was severely compromised by a deadly cyber virus bastion of the NCPD maintains an iron-fisted control that ravaged the Ihara-Grubb protocol systems at over any and all suspected cyberpsychotic elements the War's end. This "DataKrash," rumored to be in the City.*





## [WELCOME TO NIGHT CITY](#)

### ► *I Don't Need No Stinking Badges* ◀

*it follows to the letter—it ends fights, no matter who*

*While Night City (and most Reclaimed City Zones)*

*starts them. If you're a security service guy fighting*

*maintain their own Citywide police forces, other*

*a bunch of boosters, you'd better put your weapons*

*areas just hire a Security force to protect key city*

*down when MAX-TAC shows up or they'll open*

*buildings like the local Records Hall and Council*

*fire on you too. MAX-TAC doesn't hold prisoners;*

*Offices. For these guys (and others) law enforcement services are instead licensed to a variety of Security Facility.*

*professional, Neocorporate, private police, and local forces deputized to patrol/control a specific*

### *► Security Services ◄*

*area by the owners of that area. These include:*

*These are represented by the thousands of uniformed "rent-a-cops" hired to patrol urban areas, office*

### *► MAX-TAC ◄*

*blocs, and upscale living areas. The largest of these*

*Once a part of the Night City Police Department, is Lazarus Security, the heir to the 2020s' ubiquitous*

*MAX-TAC is now a fully independent organization*

*Arasaka and Militech. These Security Services have in its own right. It contracts with neighborhoods,*

*arrest authority, but maintain no jails; prisoners are governments, and even private citizens to take care*

*remanded to whatever local Justice/Security Facility*



*of the most egregious assaults on the public: hostage  
is in the area.*

*situations, cyberpsychos, military class weapons,  
terrorists, etc. MAX-TAC is run by the incorruptible*

### ► Corporate Security ◀

*Commander Max Hammerman, late of the original  
Similar to Security Services, these are forces directly  
Night City Police Forces. Hammerman is a man on  
related to a Corporation. They often do not have  
a mission: to maintain law and order and protect  
arrest authority or the right to maintain jails, but rumors  
the innocent. MAX-TAC has an impartial code that  
abound of covert prisons beneath Corporate HQs.*

*BY EDDIE*

*MENDOZA*

[302](#)





## [WELCOME TO NIGHT CITY](#)

► *Personal Bodyguards* ◀

► *Transport: The Nomads* ◀

*These are personal security forces that have been  
The most reliable transportation in or out of Night City  
licensed and bonded by the local City government,  
comes via the services of the Nomad Clans. Individual*

*much like getting a Private Investigator's license in the Clans sponsor heavily armed convoys to cities along old days. Personal bodyguards are licensed to use the Coast, the West, and even to the edges of the New maximum force only in the event their clients are in United States. These convoys, often made up of over a hundred vehicles ranging in size from giant multifamily they must call local Private Police Forces or Security Kombis to small armed escort cycles, are capable of Forces to take prisoners.*

*fending off even the most determined road-gangs and rogue mercenary groups. Sea-based Clans have*

### *► Freelance Police ◀*

*commandeered everything from abandoned luxury A variation of personal bodyguards, these are Solos liners to gigantic container ships and pressed them hired to provide security and protection for a neighborhood. Protectors "patrol the beat" of their area,*

*of Night City via the sea lanes.*

*dealing with threats as they turn up. Freelance Police have arrest authority, as granted by the neighborhood*

► *Transport: By Air and Even Space* ◀

*they work for. They sometimes have holding cells, but*

*Need to travel faster? Nomad Clans now control a*

*Of course,*

*more often as not remand prisoners to the local Hal*

*sizable percentage of the Aerozep (modern cargo*

*there's already*

*of Justice/Security Facility.*

*blimps) traffic around the region and overseas, usual y*

*a working*

*high-security*

*backed up by satellite snub fighters and AVs. There*

*monorail*

► *Transport: NCTC* ◀

*are few actual commercial jets or other winged air-*

*that runs in a*

*loop from the*

*The Night City Transit Corporation (NCTC) provides  
craft available (too expensive to operate), but if you're*

*Executive Zone*

*to Little Europe*

*bus services on most major city thoroughfares. NCART*

*really in a hurry, there are an assortment of ex-ESA*

*and the Watson*

*(Night City Area Rapid Transit), a public corporation*

*(European Space Agency) or Orbital Highrider pilots*

*Development.*

*Money talks.*

*with some private (read: Corporate) funding, has*

*commanding their own suborbital scram-jets—like the*

*mostly been submerged under several hundred feet*

*legendary Han Solo, these "Deltajocks" go out of their*

*of salt water with the collapse of the Night City water*

*way to avoid legal entanglements and will move any*

*table, but there are plans to rebuild the flooded sections*

*cargo (including you) for the right price.*

*above ground and extend the new monorail to cover*

*the growing suburban areas of: North Oak, New Westbrook, Pacifica, Heywood, and Watson.*

► *Transport: Night City Metro* ◀

*The local airport, handling both domestic and international flights. If there were any. Once again, the chaos of the War disrupted most regular transit—private jets AR*

*and aerodynes exist only for the wealthy. As part of DUD*

*the reclamation of the City, plans are underway to establish an orbital spaceplane/delta massdriver launch site on Morro Rock (A volcanic batholith, it is the most geologically stable area in the entire region).*

*BY ALEXANDER*

► *Transport: Freeways* ◀

*Night City is on State Highway 828, which runs east to connect to I-5. Ground transit to San Francisco is about 4 hours (due to road gang activity and bad roads); to LA is about 6 hours.*



*WELCOME TO NIGHT CITY*

*People of Night City*

*via his numerous hirelings, each equipped with a  
telescopic video micro-camera replacing one eye.*

*Who to know, who to avoid, and who to get jobs from*

*Their information is sent via scrambled signal to  
in Night City.*

*Mr. Ling Po.*

***Dr. Edward Michaels, PhD (Exec):*** *Dean of Night*

*Power PLAYeRs oF niGht City*

*City University (because no one else wants the job).*

*Anyone who wants anything from the University will  
the moverS and ShakerS*

*eventual y meet him. He's balding and in his late*

*who run the city.*

*seventies, but still runs every morning to keep in shape, aided by his new Rocklin Augmentics cyber-*

***Bes Isis (Media):*** *Bes Isis is a well-known freelance*

*legs. Dr. Michaels is a distinctly open and honest*

*Media who has a reputation for being slightly*

*man, and made his reputation for excellence in the*

*In a former life,*

*Bes Isis was*

*off-balance when it comes to scooping other*

*academic circles during his term on the Pacifica*

*a member of*

*Medias. More than once, she's broken a few rules*

*school board. He has made deals with various*

*Samurai, the*

*band fronted*

*to get the inside scoop on a big story, sometimes*

*groups of Edgerunners in the interest of defending*

*by Johnny*

*at significant personal cost. She has one chrome*



*his university in the Time of the Red. Michaels also  
Silverhand.*

*leg and a similar replacement for half of her chest.*

*believes that everyone at NCU should be treated*

*These were necessary after she faked injury to get*

*equally, while many of his colleagues believe that*

*a story on "meat jumping."*

*total Corporate sponsorship is the way to go.*

***Blacklist (Tech):*** *A onetime renegade chemical/*

***Fiona Hayes (Media):*** *Where one finds scandal,  
cyber-engineer from the Biotechnica Corporation,*

*graft, or corruption, one can also be fairly sure*

*Fiona Hayes*

*isn't the only*

*Blacklist makes his presence known in Night City*

*of finding Net 54 star, Fiona Hayes. A Night City*

*journalist*

*in several ways. He is the man that boostergangs*

*institution, she's in the habit of turning up where she*

*around who*

*might not be*

*see to get "personalized" cybernetics, the man that  
is most definitely unwanted, usually accompanied  
the original. A*

*Corporations see to get viruses synthesized, and the  
by a hand-picked, seasoned camera crew and a  
lot of Medias*

*use the nom*

*man who the police talk to when they need help in  
battery of tough questions. Her investigations have  
de plume*

*identifying and analyzing chemicals used in crimes.  
uncovered political and corporate crime, scandal,  
"Thompson"*

*when they*

*After a dispute with Biotechnica he made peace  
and conspiracy. Many a once-powerful person lives  
want to publish*

*with Niccolo Loggagia and found new employment  
in jail or retired shame due to a Fiona Hayes' inves-*

*a particularly  
dangerous  
as a designer for Biotechnica's bio-engineered  
tigation. Naturally, Fiona's journalistic exploits have  
story without  
replacement fauna.  
made her a marked woman, and she sometimes  
having it traced  
back to them.*

*lives like a fugitive for months at a time to avoid*  
***David Ling Po (Exec):*** *Born in Hong Kong, David  
assassination by the targets of her investigations.  
Ling Po emigrated with his family to the United  
She'll turn up only when her report is complete  
States in 2014. A graduate, (Summa Cum Laude)  
and her evidence solid, cornering her mark with a  
of Stanford University, in every respect Ling Po  
camera crew somewhere nice and public. Even if  
appears to be a model businessman and pillar of  
the only response is a "no-comment" the report she*

*the community. But behind his mask of respectability, Ling Po is head of the Weng Fang Tong, the inevitable conclusion. There's a rumor on the streets largest and most powerful Chinese criminal organization in the western United States. The Weng be the last.*

*Fang Tong controls all gambling, loan sharking, and prostitution in much of Night City. Almost all*  
**Fireman (Fixer):** *Fireman is the most well-known of the boostergangs operating in Little China are on of the many local arms dealers. His main distinction comes from the fact that he supplies many for his various dealings. Operating from the top of the legitimate businesses with security systems floor of his export business, he monitors the district in addition to the weapons their bouncers/hired*



## [WELCOME TO NIGHT CITY](#)

*Solos use. Fireman was initially a cyber-soldier*

**Lucius Rhyne (Rockerboy):** *A community organizer in the SouthAm War who used his contacts after nizer in the newly forming Watson Development, leaving the service to supply his modest business.*

*Lucius is a rare idealist working to make the world*

*In addition to his arms dealing, Fireman is also a better place. He is well-known for his inspiring involved in information dealing, something that speeches and calls to action.*

*makes him very popular with Edgerunners in the*

**Mister Kernaghan (Fixer):** *Before the 4th city. A regular in the Afterlife, he is well-known in Corporate War, Mister Kernaghan worked IT for the the Solo community.*

*Night City Port Authority. When the Nuke went off*

**Franklin M'bolu (Tech):** *As a developer of many and the port shut down, he grabbed as much data of Orbital Air's leading technologies, M'bolu is as he could and ran. Once he was secure and away in charge of building the company's forthcoming from the radiation, Mister Kernaghan used those massdriver. Constructed within the Morro Rock, the shipping manifests and filed route plans to build his massdriver will allow space planes to be launched empire. At first, he hired teams to retrieve essentials into LEO. Franklin M'bolu is the hard-bargaining like food, water, and medicine and sell them to local man originally responsible for managing OA's gangs and Nomad Packs but as Night City began contracts and purchases in the U.S. He is rumored to recover, Mister Kernaghan moved up the chain to in some circles to supplement his income by dealing rarer, and more profitable, goods. Now a wealthy some of this technology and information on the man, Mister Kernaghan and his cat, Kosmos, hold*

*black markets.*

*court over quarterly Midnight Markets where the elite come to buy luxury items like Aerozeps, Cryo-*

***Garven Haakensen (Fixer):*** *Once the Assistant Max suits, and one-of-a-kind collectibles.*

*Mayor, "Councilman" Haakensen can always be found in his office. He has contacts with*

***Nostradamus (Media):*** *Unlike the Nostradamus all the special interest groups, as well as the of the 1400s, this one specializes not in the future, Corporations and organized crime. Or, to be but in the past and present. He is somewhat of a more specific, they all have contacts with him. So recluse, living in a converted warehouse that has far, he has been able to juggle all this for years many defenses. Inside the warehouse lies the without anyone being the wiser, and, given the biggest collection of real books that are left in the fact that there's no longer an official Mayor of City. Nostradamus uses these books along with a*

*Night City, he's the closest thing the Council has  
gigantic mainframe to compile all the information  
to a favor-granting power broker.*

*that he can. To facilitate this collection, he often hires  
Netrunners to acquire the saleable information he's*

***Hornet (Fixer):*** *A self-made man with a score of  
known for brokering.*

*enemies, Hornet has become a well-known and  
respected Fixer in the City in the last several years.*

***The Other Dr. Bob (Medtech):*** *One of the few sur-  
A sure-fire*

*way to piss off*

*Originally a small-time forger from Heywood,  
geons in the City who didn't get his training from the  
Hornet is to ask*

*Hornet made his bones working with Arasaka  
military. The Other Dr. Bob does a lot of cybernetic  
him about his*

*house. Rumor*

*during the tail end of the 4th Corporate War, pro-*



*implants for boostergangs, but he won't do facial*

*has it he had*

*viding deadly chemical weapons, at least some of*

*reconstruction for posers. Years ago, this was just*

*a nice place*

*in the 'burbs*

*which were of his own design. Post-War, Hornet has*

*a limit of his skill but since losing his hands to one*

*once. With a*

*edged his way into most markets in the City, making*

*of the many John F. Kennedy Juniors of Night City*

*white picket*

*fence and*

*alliances with many of the Nomad Pack on the out-*

*The Other Dr. Bob has harbored a deep hatred of*

*everything!*

*skirts and snapping up talented Techs and Medtechs*

*poser gangs. To make matter's worse, people keep*

*to work for him. If you need cybertech, biotech, or*

*mistaking him for Dr. Bob Jones, one of the Faces of*

*drugs, Hornet is the man to talk to. He travels often, Trauma Team.*

*maintaining several offices throughout the City and*

***Phoenix Redwyne (Medtech):*** *When Phoenix*

*is never without his bodyguard: a masked, monoka-*

*quit her job at Trauma Team, she had a plan: do*

*tana-wielding Solo named Fox.*

*some jobs, raise some money, and open a clinic of*

[305](#)



### [WELCOME TO NIGHT CITY](#)

*her very own. Then the 4th Corporate War came*

***William Joseph "Billy Joe" Brentwood (Exec):***

*and blew her plans all to hell. Instead of earning*

*To most of the people he meets, Billy Joe Brentwood*

*enough cash to open a fancy new clinic Phoenix*

*is stil the congenial, backslapping, loudmouthed*

*made do with whatever she could find. She opened*

*executive in charge of the Dal as-based Petrochem's*

*the first version of her clinic, 'From the Embers' in*

*Night City office; a spinner of good-natured fish  
a tent on the outskirts of the city. Over the years  
stories and tall tales of a rowdy youth in the Texas  
the clinic's moved from tent to storage container to  
Free State. Those a little closer know the truth.*

*abandoned storefront to its current location: a con-  
Behind the high-profile, free-spending exterior is a  
verted garage. These days, Phoenix keeps the lights  
ruthless, ambitious Exec who cares little who he cuts  
of her clinic on thanks to community donations and  
down on his way to the top, as long as he doesn't  
a complicated network of contacts. After over two  
besmirch his public image. Brentwood is rumored  
decades of patching up the people of Night City,  
to have his fingers in many pies, including local  
pretty much anyone who is anyone owes Phoenix  
and national politics. His lifestyle has made him no  
a favor or two.*

*stranger to scandal—he's a favorite target of black-*  
***Queen Morosha (Solo): A rising star in the Solo***

*mailers and investigative reporters, but many of the community, Queen Morosha is a mysterious figure people trying to coerce him, or expose his shadier who fought her way out of the Combat Zone to side, have turned up face down in the harbor or become one of the most well-known Solos in Night disappeared completely.*

*City in just a few years. Already, she's made a*  
***Dr. Wu Chii Lee (Medtech):*** *Now ensconced in the name for herself as the "Queen of Solos", running Watson Development, the elderly Dr. Lee is a healer, a small but astonishingly effective organization of priest, fortune-teller, and herbal pharmacist to the freelancer killers and bodyguards. Unlike many people. Lee is also well known and respected by other Solos, Queen Morosha has an extremely his peers for having his finger on the pulse of Night visible persona, taking interviews about her work, her organization, and making appearances from City's Asian communities. Information flows like a*

*time to time. It's safe to say her meteoric rise and stream through his hands, often directed by him to her self-proclaimed title have ruffled some feathers where it will do the most good. To most people, he but as of yet no challenger has managed to take seems to be a simple herbalist who speaks only his down the Queen.*

*native Cantonese. But if faced with an interesting problem, or shown proper respect, this facade is*

***Rex Royale (Fixer):*** *For those who live on the edge quickly done away with, and he can be of great of the Combat Zones, safety is a primary concern. help.*

*Where do the Combat Zones stop? Rex says it's where he stops it. That's why you pay him to protect bADAsses oF niGht City you from it. It's not like the police will. Straddling the line between protection racket and public service,*

***A few notable people you***

*Rex's Community Solos keep the Fixer popular*

*never want to cross.*

*enough with his neighbors to keep them paying him.*

***Dillon Murphy (Solo):*** *Dillon is a soft-spoken,*

*To his credit, Rex actually cares about the commu-*

*nity, occasionally organizing pancake breakfasts*

*The Street for a cool head and a fast .44. He speaks*

*and the like. He's just not a charity.*

*with a thick Irish accent and bears a resemblance*

***Rogue (Solo):*** *Once upon a time Rogue and her*

*to a certain Rory McGuire, an I.R.A. gunner from*

*ex-partner Santiago were the best hit men and*

*Belfast who escaped from a maximum-security*

*bodyguards in the business. After traumatic events*

*prison several decades back. Behind his back,*

*of the Night City holocaust, Rogue retired and took*

*he is known as the "White Knight of Night City"*

*over operation of the Afterlife. Now, she holds court*

*because of a chivalrous streak that causes him to*

*with the local Solos and occasionally acts as a go*

*protect women and children—sometimes without  
between with potential contacts.*

*pay. Rumor has it, he married a pretty red-head*

[306](#)



[WELCOME TO NIGHT CITY](#)

*and settled down to raise a horde of children. But  
Rumor has it that she has taken to training young  
he can still be found on The Street from time to time,  
Solos in her quiet but effective ways but, of course,  
especial y around Father Kevin's church.  
no one knows for sure.*

**Eran Malour (Tech):** *A decorated veteran of the*

**Green Thumb (Solo):** *Born in Night City to a family  
brushfire wars of South America, Eran Malour  
of Nigerian immigrants, Green Thumb signed up  
decided he had seen enough. After eight years in  
with Militech when the War really broke out. He*

*the Marines, Malour returned to the United States, served 'til the end of the conflict and returned to and using his veteran's benefits started up his own a partially obliterated home. With his family and business. A skilled armorer, he began building many of his friends dead, his home destroyed, and custom weapons for his friends and soon gathered a his body heavily augmented with borgware, Green following among many Solos in Night City. In 2016, Thumb was left with nothing but the will to build Malour convinced some of his best customers to something from the ashes. Post-War, Green Thumb invest in plans to expand his business. He purchased is one of the many rooftop gardeners of Night City's a small robotics factory that had been rendered Rebuilding Urban Center. Still heavily augmented obsolete by recent innovations in zero-gravity manufacturing and well trained from years of combat, he has facturing. He then modified the factory with his own formed a loose coalition of rooftop gardeners and*



*specifications to design, produce, and modify any  
farmers whom he protects from gangers and Corps  
firearm to the desires of the customer. He's mostly  
like Continental Brands.*

*retired now, but he'll do you up a weapon if he  
especially likes you. One of his more notable clients*

***Kenshiro Saeba (Lawman):*** *A one-time Solo*

*has been Johnny Silverhand for whom he's built a  
who served in the SouthAm War, Kenshiro works  
Kenshiro is*

*succession of personalized handguns.*

*as a private investigator in Little Europe, where  
known for*

*he picked up the nickname "The Night Hunter."  
taking cases*

***Father Kevin (Solo):*** *To no one's surprise, Father*

*Years ago, when he cracked a kidnapping case  
most PI firms,*

*Kevin of Holy Angels Church was a Solo in his  
including*

*involving Yasume Kanzaki and a rival Mob boss,*

*Danger Girl,*

*younger days and saw action in a dozen or more*

*he was temporarily forced to pull up stakes and*

*won't touch.*

*countries. When he grew sick of wholesale destruc-*

*hide out in Japantown for several years. A hel a-*

*tion and human intolerance, he came to the conclu-*

*cious hand with a gun and a good man to have*

*sion that only charity and divine grace could save*

*backing you in a fight, Kenshiro has many con-*

*humanity. He and his church will provide sanctuary*

*tacts in local law enforcement but not al approve*

*and mediate disputes for anyone who asks (and is*

*of his methods.*

*wil ing to turn over their weapons). Father Kevin's*

*record for peacefully settling gang or Corporation*

***"The Knife" (Solo):*** *A Yakuza assassin now oper-*

*problems is exceptional even in the chaos of the*

*ating in the Night City area. A master of disguise,*

*Time of the Red.*

*no one knows what The Knife looks like, or who they might be. And when they could be anyone you*

***Fox (Solo):*** *Fox is a tall slender woman, at least as meet, you'll never see them coming. It's rumored far as one can tell from her voice. When she was that "The Knife" may actually be a code name for younger she cultivated an intimidating presence, a number of assassins. If you need to reach them—always wearing stylish black from head to toe, her think twice—you can send the message "Katana" to face barely visible behind a net inset in her hood, a ZChat account known to a few select Fixers.*

*speaking little. As Hornet's bodyguard for many years she made her bones disappointing an almost*

***Recluse (Netrunner):*** *Very little is known about the constant stream of people wanting to kill her colorful hermitic Netrunner living in the heart of the Combat principal during his rapid climb through the power Zone's Old Japantown district. But everyone in the*

*structures of Night City. At this point she is well  
Combat Zone knows you don't go into the old Kaifū  
known and respected in Night City but continues  
Corner shopping complex unless you're looking for  
her affectations just because she's used to it. She  
trouble or you need a top-tier Netrunner. For the last  
prefers killing people in quiet but effective ways.  
several years, Recluse has lived in the abandoned*

[307](#)



[WELCOME TO NIGHT CITY](#)

*mini-mall, installing expensive, covert defenses and  
Night City. Members of the 6th Street are generally  
complex NET Architectures that most Edgerunners  
well-armed and heavily cybered-up with armament*

*could only dream of acquiring. She only speaks with  
from their days in the field. Recently, they have  
clients who can shell out big time cash and never  
been forced to move into extortion and smuggling  
meets anyone in person. Recluse prefers to meet  
in efforts to pay their bills. While they operate all  
clients in the lobby of her NET Architecture, where  
throughout the city, the 6th Street all are welcome  
she appears in the form of her Icon, a tremendous  
protectors of the Holy Angels Church.*

*brown recluse spider with an icy voice. Some say  
she's an ex-Netwatch agent, hiding out from her  
**The Bozos:** When they first appeared, the Bozos  
former employers; some say she's really an A.I.; and  
were a prankster gang. Biosculpted to look like*

*Despite years*

*some people even say Recluse is a Net Ghost who  
circus clowns with red bulbous noses, wild red hair,  
of rumors, no  
one has ever*

*lives in the Old NET. But there's one thing everyone  
and long flat feet (no, not shoes) and costumed to  
confirmed the  
in the Combat Zone knows: if you need a NET  
the part, the Bozos became impromptu slapstick.  
existence of  
"the Great Bozo",  
cracked, no matter how airtight, you go to Recluse.  
But soon the Bozos became the ultimate kil er clown  
the supposed  
gang. People living on Bozo turf learned the hard  
leader of the*

***Woodchipper (Nomad):*** *The rise of the Nomads  
way that if you see a pack of Bozos, just run. Bozos  
Bozos.*

*during the Time of the Red has led to a steady  
enjoy playing on people's greatest fears: lurking  
increase in conflicts between Nomad Families.  
in apartments in the dark, locking victims in smal  
When they seek mediation, Woodchipper's*

*spaces filled with rats, stopping elevators midway  
garage on the outskirts of Night City is often their  
and filling them with water. They are not funny.*

*destination. From squabbles over reclaimed land  
to interpersonal conflicts, they throw it all to the*

***Inquisitors:*** *The Inquisitors are a cult gang; like the  
You never*

*Woodchipper. For her clients, she is equal parts  
hate gangs, they center on a specific ideology, in  
know who*

*might be an*

*extralegal judge, private investigator, and marriage  
this case, religious. The Inquisitors think cyberware is  
Inquisitor. They*

*counselor. In her garage, weapons are not allowed  
blasphemous, and think nothing of tearing it right out  
often hide their*

*gang robes*

*and all seeking violence are removed violently by  
of your body. They consider this "saving" your soul.*

*when they're*

*270 lbs. of peace-loving, subdermal y armored*

*Not only do they believe that cybernetics are "evil,"*

*doing their*

*day job.*

*Nomad and her internal linear frame.*

*but they also have a war going on with every other*

*gang in the city. Everyone hates these guys.*

*GAnGs oF niGht City*

***Iron Sights:*** *The Iron Sights are a relatively small,*

*The streets of Night City are alive and crawling with*

*but surprisingly tough, combat gang of borderline*

*gangs. By day, The Street may still be the province of*

*cyberpsychos. Once funded by Arasaka, they fel*

*Corporate Execs and commuting Beavers. But at night,*

*on hard times after the War. But word on The Street*

*the predators slither out from under their rocks and*

*is that they have a new benefactor and are once*

*more flexing their Rippers.*

*trash heaps, and the City howls. Call them gutter-rats,*



*night crawlers, trash, or street scum; the gangs are the*

***Maelstrom:*** *This combat gang formed around the ultimate rulers of the City's night. Whether it's a small remnants of the old Metal Warriors; a gang virtually wiped out in one night by the Inquisitors. It later gang in Night City is as diverse as The Street itself; drafted members of the Red Chrome Legion and guardians, chromers, dorphers, and freaks all thrown Iron Sights who also had violent personal grudges together in a lethal cocktail, mixed and sprinkled against the Inquisitors. Post-War, Maelstrom settled liberally with blood.*

*another long running feud with a smaller gang of cyberpsychos and began to adopt some of their*

***Meet the gangs.***

*old rival's meat-hating philosophies, leading to an*

***Meet your worst nightmares.***

*almost exponential increase in visible and extreme*

***6th Street:*** *Born from the many veterans of the 4th*

*cyberware among gang members. This, in turn,  
Corporate War, the 6th Street is a vigilante gang  
has only increased the number and intensity of the  
which protects various neighborhoods around  
battles between Maelstrom and the Inquisitors.*





## WELCOME TO NIGHT CITY

### ***Philharmonic Vampyres: The Vamps***

*left behind by the War. They scour the  
are a prankster gang who were dubbed  
treacherous debris for salable items  
the "Philharmonic Vampyres" a few  
such as copper, platinum, old tech, and  
w*

*decades ago when five members clad  
even abandoned weapons. Many die  
here's [GanG x]?*

*in tuxedos, capes, and vampire teeth  
doing so. Not least of all because these  
Even before the 4th*

*flew up on wires behind the Night City  
urban battlegrounds have been pretty  
Corporate War, gangs*

*Symphony on Halloween night. Are  
picked over in the last seventeen years,*

*lived and died in a cycle of  
they artists, hoodlums, or social com-  
and scavvers are constantly forced to  
bloody violence. It wasn't  
mentators? Are those teeth part of the  
dig deeper and deeper into unsafe  
uncommon for a gang to  
costume or not? Who knows?  
terrain for anything of value.  
die after a single orgy of  
destruction, at the hands*

***Piranhas:*** *The Piranhas are a typical*

***Steel Vaqueros:*** *A Nomad pack out  
of a rival, or as a result of  
party gang. They party, drink Smash,  
of Salinas, their ragtag convoys make  
Corporate reprisal.*

*take and deal drugs, and mug people,  
the coastal highway run from the Santa  
In the aftermath of the*

*all as part of a "just because" lifestyle.*

*Cruz agriplots to the southern cities.*

*Night City holocaust, a*

*To these guys, the Party is everything.*

*They take in anyone who displays skill ,*

*lot of gangs just fell apart*

*dependability, and who can keep up.*

*in the chaos. The DJs*

***The Prime-Time Players: The Players***

*Smart and relatively honest, they have*

*scattered to the wind, a*

*are a poser gang who use biosculpting*

*lot of Brainiacs fel victim*

*supply deals with several Reclaimer*

*to look like members of old sitcoms and*

*to R.A.B.I.D.S, and most*

*groups in Night City.*

*TV shows from bygone eras. They are*

*of the Wild Things died*

*an extended family gang which protects*

**Tyger Claws:** Once under the thumb of fighting Militech soldiers.

their neighborhood and longs for a

Arasaka, the Tyger Claws have broken

Of course, there's always

bygone time. The Players are broken up

away and become a dangerous pro-

a chance a survivor's alive

into a number of different factions based

tector gang for the Asian community of

to start over again, or a

on various shows. They are territorial and

Night City. They have had a significant

new ganger decides to

pick up some cred by

fiercely protective of their members.

role in rebuilding the sections of Japan

adopting an old name and

Town after the 4th Corporate War. The

**Reckoners:** The Reckoners are one of

*motif.*

*Tyger Claws are known for their fast  
several apocalyptic cults that sprung  
bikes, enhanced reflexes, and killer*

*If you've got a favorite*

*up after the War. They roam the  
gang from previous edi-  
martial arts.*

*streets, preaching the coming Harvest  
tions and you don't see*

*of Souls, recruiting from the homeless,*

***Voodoo Boys:*** *Major crime contacts in  
them on this list, feel free*

*and looking for donations, often taken*

*Florida and the Caribbean may have  
to throw them into the mix.*

*Night City's a big place*

*from your unconscious body. A few are  
been the beginning of the Voodoo  
and there's plenty of room*



*serious crazies who want to evoke the  
Boys, a terrorist gang with ritual magic  
for a new gang or two.*

*End Times right now with blood and  
overtones, feeding their bizarre tastes  
C4.*

*by dealing primarily non-synthetic  
drugs. But that's been changing*

***Red Chrome Legion:*** *The Legion is a  
recently, as real Haitians and other ref-  
neo-fascist hate gang; young people  
ugees from the decimated Dominican  
united around various hate group  
Republic have started to move into the  
ideologies. Uniforms and militaristic  
area. These immigrants have taken  
slogans are the rule. The Red Chromers  
offense at the so-cal ed Voodoo Boys  
will attack anything that they think isn't  
and have taken to expressing their*

*"right."*

*displeasure by maiming victims and*

***Scavvers:*** *Scavengers aren't a gang*

*dissecting the dead with machetes,*

*per se, but the desperate homeless*

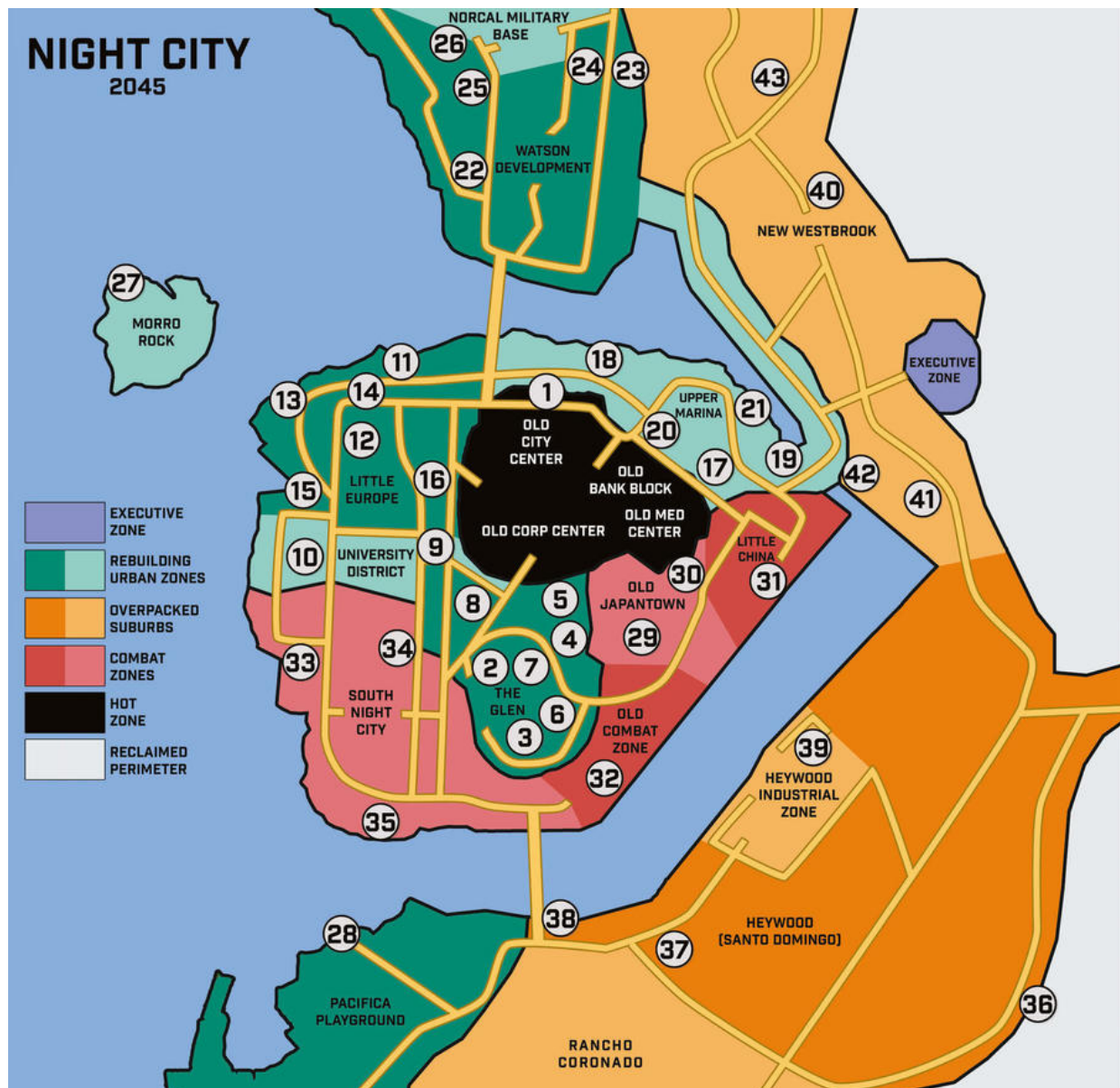
*leaving body parts as warnings. Stay*

*who squat in the ruined City Zones*

*tuned.*

[309](#)





## [WELCOME TO NIGHT CITY](#)

*NIGHT*

*CITY CIRCA 2045*

*Key Places in and Around Night City*

*Following are some of the major attractions and locations of Night City.*

*hot Zone*

1. **Totentanz:** This bar at the edge of the Hot Zone is well-known as a place to find boostergangs. They all seem to congregate here, but they don't come to dance. It's considered a bad night if the body count is under twenty.

[310](#)



[WELCOME TO NIGHT CITY](#)

RebuilDinG uRbAn CenteR

► The Glen ◀

2. **1st Night City Bank:** The main artery of business in Night City. The first floor of the building is a publicly accessible old-school, marble-floored banking institution, complete with friendly bank tellers, and red velvet queue lines. The real money is stored in the vault on the second floor, and between these floors there is restricted access.

3. **City Hall:** The seat of local government in Night City. Despite everything, the number of lobbyists, special interest groups, and government employees buzzing in this location has not decreased.

Some of the

4. **City Police Precinct #1:** Straddling the line between the Glen and the Combat Zones, Precinct #1 is the Corps are

first line of defense against the boosters and cyberpsychos of the Combat Zones and they watch that border working hard

towards a day

*with an eagle eye and a quick trigger.*

*when Night*

*City has a*

*5. **Club Atlantis:** A glamorous, multi-level club popular with Execs for its flashy, avant-garde, and disorienting full central*

*government*

*style, highlighted by moving staircases, mirrored walls, and cool cerulean lighting.*

*again. That's*

*why they*

*6. **Hall of Justice:** The courthouse and jail, an imposing brutalist structure, designed to intimidate with its funded*

*oversized towers and black steel doors complete with portcullis, was opened to the public on the same day the Glen's*

*construction.*

*as the neighboring City Hall.*

*7. **Merrill, Asukaga & Finch Offices:** The Merrill, Asukaga & Finch offices are located in the top floors of a centrally located skyscraper. Access to these floors is restricted to those with an appointment. Generally, they aren't taking new clients, except by referral.*

*8. **Raven Microcybernetics:** Raven Microcyb's new offices are located in a relatively unadorned corporate skyscraper. While they own the building, their offices only make up the top 10 floors. The rest is dedicated to housing their close business partners.*

► *University District* ◀

*9. **Biotechnica Campus:** Biotechnica's offices are found on the edge of the University District. Geodesic dome greenhouses dot the property and its rooftop terraces give it a unique look. One dome is open to the public, as a living museum of natural and company history. Strange sounds can be heard from the campus at night.*

*10. **Night City University:** A college campus built up into more of a fortified monastery after many assaults by Boosters, NCU is the center of higher learning in the City and the only opportunity for non-Corpo kids to get a higher education.*

### ► Little Europe ◀

*11. **Camden Court:** A highly reinforced, ritzy apartment complex on the north side, the Court is favored by Solos for its truly staggering physical and NET security—only a madperson would try to break into Camden Court without a full Corporate assault team.*

*12. **Continental Brands Offices:** The Continental Brands offices are located in one of Night City's newest skyscrapers. The first few floors house the Oasis Megamart, where you can shop for the most obscure flavors of Kibble, tour the Oasis Test Kitchen, or attend a Cooking with Kibble class. The upper floors are exclusively drab offices and the occasional chemical lab.*

*13. **Danger Girl Offices:** The Danger Girl offices are found in a stately thirteen story art deco building capped by a decorative clock tower. Inside, you'll find thirteen floors of hot pink shag flooring, stuffed mascot characters, smiling cat girls, model robots, shrines to J-pop groups, and brightly colored guns.*



## WELCOME TO NIGHT CITY

*i know it's hARD to unDeRstA*

*t nD*

*D*

*in A PLACe like niGht City,*

*y kiD,*

*but this is A holy*

*l plaCe. so,*

*either ResPeCt the sanCtity oF my*

*ChuRCh oR you'll be ResPeCtinG the*

*sAnCtity oF my fists. yo*

*y uR ChoiCe.*

*— Fa*

*— F ther kevin*

*a*

**14. Holy Angels Church:** *A three story, Roman Catholic church run by Father Kevin, which provides sanctuary and spiritual guidance to anyone who is wil ing to lay down their weapons and talk peaceful y.*

**15. Night City Firestation #2:** *A large, fortified fire station which deploys cybered-up firefighting teams to deal with accidental fires in the Rebuilding Urban Zone and arson cases at the edge of the Combat Zones.*

**16. Short Circuit:** *A favorite haunt of Techs and Netrunners, it's not uncommon to find patrons of this bar hauling wrecked tech in from the Hot*

*Zone to tinker with in the booths—Zhirafa drones at the door keep people from hauling in anything too dangerous.*

► *Upper Marina* ◀

**17. City Medical Center:** *The City Medical Center is a large research hospital with multiple Corporate ties.*

*Aside from offering medical care to the citizens of Night City, the hospital is also known for offering therapy and biosculpting, assuming you've got the eb of course.*

**18. McCartney Field Stadium:** *A Corporate-sponsored, 75,000-seat stadium home to Night City's many local teams: The Night City Slammers (Basebal ), The Night City Rangers (Footbal ), The Night City Heat (Basketbal ), and The Night City Death Dealers (Combat Soccer).*

**19. REO Meatwagon Offices:** *REO Meatwagon, a small time rival of Trauma Team, has its offices near the Combat Zones. They still practice the questionable business model of "meat jumping", attempting to show up to a Trauma Team call before them to steal the client, charging them out the nose for medical treatment should they survive.*

**20. The Afterlife:** *The premiere Solo bar in Night City, built in the remains of an old morgue on the outskirts of the Hot Zone, and run by the legendary Solo, Rogue. Every Solo in the city dreams of getting a drink at You can order*

*a Johnny*

*the Afterlife named after them—even if it only happens post-mortem.*

*Silverhand at*

*the Afterlife*

**21. Ziggurat Offices:** *The Ziggurat offices are located in a impressive, curved skyscraper designed to soar but, oddly, you*



*can't order*

*above the bay and command attention. Public access is limited to the occasional press conference.*

*a Morgan*

*Blackhand.*

### ► *Watson Development* ◀

*22. **City Police Precinct #3:** A large, well-armed (and often paranoid) precinct, staffed by veteran officers and armed with Militech weaponry to help them keep the peace in the northside of Night City.*

*23. **Petrochem Offices:** Petrochem's offices are located across the street from their bitter corporate rival, SovOil. Aside from a small museum where you can learn about the storied history of petroleum and a gift shop, the compound is heavily defended and inaccessible to the public.*





## WELCOME TO NIGHT CITY

**24. SovOil Offices:** SovOil's offices are located across the street from their bitter Corporate rival, Petrochem. While entirely inaccessible to the public, just beyond the gates of the compound, a variety of gaudy gilded statues and monoliths can be seen.

*your ciTy*

**25. Trauma Team Tower:** The Trauma Team Tower contains their own hospital exclusively for Trauma Team Executive clients, an AV-4 repair bay, and an air traffic There's no rule saying

*control tower to manage the logistical chaos of it all.*

*you need to play a game*

*of Cyberpunk RED in*

► NorCal Military Base ◀

*Night City. You can set*

*your game in Atlanta,*

**26. Militech Offices:** Militech's offices in Night City are located on the Norcal Military Barcelona, Melbourne, Rio

*Base. Access to non-government personnel is restricted. Any meeting held with out-de Janeiro, or anywhere*

*siders is in a secure building that sits between the two security checkpoints.*

*else in the world. Your*

*game. Your choice. Make*

► Morro Rock ◄

*it your own.*

**27. Orbital Air Massdriver:** *A tremendous construction site on the Morro Rock, put There's also no rule*

*in place to build the first orbital massdriver in Night City.*

*saying you have to play in*

*our version of Night City.*

► Pacifica Playground ◄

*If you've got an idea for a*

*big Mediacorp to replace*

**28. Playland by the Sea:** *A Corporate-sponsored amusement park/vacation des-Net54, go for it! If you*

*tainment, which features thrilling braindance adventures, amazing theme park rides, want there to be a popular*

*Continental Brands food courts, and lots of Corporate security. Much of the park is noodle bar and hot springs*

*in constant renovation.*

*in the Upper Marina, grab*

*a marker and doodle it*

*CombAt Zones*

*onto the map.*

*The City you play in,*

## ► Old Japantown ◀

*be it Night City or some-*

*where else, should be a*

*29. **Crisis Medical Center:** A no-questions asked medical center supplied with the living, breathing place. It*

*most advanced technology and frequented by Edgerunner, Solos, and boosters should be just as much a*

*alike, Crisis Medical is neutral ground for all factions.*

*Character as any NPC in*

*30. **Highcourt Plaza Hotel:** A decidedly classy and well-defended hotel nestled the game. The best way to*

*do that is to make that city,*

*between Old Japantown and Little China featuring glass elevators, excellent service, whatever it is, your own.*

*and 1920s decor.*

*Use our stuff, sure, but*

*populate it with your own*

## ► Little China ◀

*people, your own gangs,*

*31. **The Forlorn Hope:** A small, exclusive Solo bar that caters primarily to veterans your own locations.*

*from the SouthAm and 4th Corporate Wars, serving as a home away from home to Make it your City.*

*many of the City's most dangerous retired Solos.*

### ► Old Combat Zone ◀

**32. Jesse James' Kosher Deli:** *A popular hangout for Nomads and Boosters alike, the deli's real y more of a saloon with a nightly body count to rival the Totentanz—but for a small fortune you can get a pretty good corned beef on rye.*

### ► South Night City ◀

**33. Medical Technologies:** *A small body bank on the waterfront that has avoided being pushed into the bay by specializing in growing replacement limbs to order as well as supplying cyberware to various boostergangs.*

[313](#)



[WELCOME TO NIGHT CITY](#)

**34. Savage Docs:** *A decently sized ripperdoc joint run by the 5 apprentices of the late Savage Doc and protected by the Yakuza and the Tyger Claws.*

**35. The Slammer:** *A popular ganger bar on the southside docks, known for its cinder block arena where boosters from all across the Combat Zones come to settle disputes with heavy fire power and bloody rippers.*

*oveRPAcKeD subuRbs*

► Heywood (Santo Domingo) ◀

*36. **Aldecaldo Camp:** A large, multi-cultural encampment at the edge of the city where the Aldecaldo Nomads run an expansive trade and transport network, hiring themselves out to guide people across the badlands and Nomads control*

*a number*

*transport goods just about anywhere.*

*of points of*

*entry into*

*37. **City Police Precinct #2:** A large and overworked police precinct which has to devote more than half its Night City but*

*forces to dealing with gangs of scavvers and has come to rely on Zhirafa drones to patrol the vast expanse the Aldecaldo*

*Camp is where*

*of the Overpacked Suburbs.*

*they like to do*

*business.*

*38. **MetalStorm:** A nearly indestructible bar, built under the bridge to central Night City, MetalStorm caters to chromers of all shapes and sizes, including a bunch of full body conversions who come to the bar to thrash and get plastered. Almost everything in this bar is solid metal, even the customers.*

► Heywood Industrial Zone ◀

*39. **Zhirafa Office Park:** The Zhirafa offices were built on an existing factory park, building new floors right on top of the existing architecture and*

*breathing new life into old interiors to make room for cozy cafeterias, innovation nooks, and at least one laser tag arena. Drones and animal mecha are often seen patrol ing the office park.*

► *New Westbrook* ◀

*40. **Network 54 Offices:** Even from across the bay, Network 54's public offices are an easily identifiable part of the skyline thanks to the neon 54 on the side of the building. The home of many popular shows taped before live studio audiences, the building is also home to its own clinic, restaurants, rec-center and housing exclusively for its stars, which aren't a part of the tour.*

*41. **Night City Firestation #1:** A well-supplied fire station at the edge of the bay which deploys AVs and firetrucks to fires across the Northern and Southern side of the City.*

*42. **Rocklin Augmentics Campus:** The Rocklin Augmentics offices are on a campus comprised of offices, meeting spaces, a cafeteria, and a hospital, connected via several skybridges to a second much larger concrete building home solely to research and development.*

*43. **WorldSat Offices:** The WorldSat Communications offices are located in New Westbrook atop a ridge which boosts the range of their main communications tower, located on-site. Being located relatively close to the outskirts of Night City, the compound is heavily defended.*

*th*

*t At*

*A 's the third CoRP muRDeR this week!*

*who's bright iDeA wA*

*w s it to Put sovoil*

*l*



*AnD PetRoChem RiGht next to eACh otheR?*

— *officer suri nav*

— *officer suri na arro*

v

314



*BY PEDRAM MOHAMMADI*

*everyd*

*ever*

*a*

*yd y*

*a life*

*y*

*in the time of the red*

*So, you're just in from the Open Road, neh? You're a Family member and I wouldn't be a good member of the Pack if I didn't take care of a brother. So, let me fill you in on how they do things in Big Bad Night City.*

*Trace Santiago*

[315](#)

[EVERYDAY LIFE](#)

*Staying out of Trouble*

*JustiCe, ARmy style*

*During the martial law period that began in the*

*the law*

*late 1990s, the U.S. government looked to military regulations to replace the laws that had previously Let's start with the cops (which is the first thing you're governed the nation. As a result, the Military Justice gonna need to know in the City). First of all, most Code became the main rule of U.S. law.*

*are now called Lawmen, since their ambit covers a lot more than the old school City Beat. The Lawmen The Code's draconian standards of crime and punishment served so well, in the eyes of those in power, were during the 20th century with Homicide, Vice, that when martial law was suspended the government Burglary, and Traffic Squads; about 5 men each. The established a Uniform Civilian Justice Code in its place. most recent addition to police organization has been Some loosening of restrictions was seen in the early the addition of the Cyberpsycho Squad (also known 2020s but, in the aftermath of the 4th Corp War, the*

*as the Psycho Squad), whose main job is to deal with Uniform Civilian Justice Code is once again the law of cybernetic criminals. While the average beat cop the land.*

*hits The Street in an armored squad car, wearing an armor jacket, helmet, and carrying a smart-chipped Even Night City, which isn't part of the New United Minami-10 sidearm, the Psycho Squad detail employs States, still bases what laws it actual y has on the aerogyros, AV-4s, miniguns, assault weapons, and Uniform Civilian Justice Code. Of course, how much Stinger missile launchers.*

*the laws get enforced depends entirely on what part City cops can patrol all areas of the city. Corporate of the City you're in and what your annual income Cops are deputized to patrol only corporate facili- is. Funny how, no matter how harsh the laws get, the ties. However, in areas where a large number of rich still manage to get away with murder. Sometimes office areas are huddled together, this effectively*

*literally.*

*can turn an entire downtown region into Corporate*

*CRime. .*

*Cop territory. Corporate Cops are usually better*

*armed and armored, and often have full Trauma*

*Theft, Fraud, and Stealing*

*Team medical coverage. They are also more vicious,*

*sadistic, and likely to shoot first—after all, they know*

*If theft is defined as taking something that isn't yours,*

*the Corporation can cover up any incidents.*

*there's a lot of thieving going on in Night City. Too*

*much to account for, in fact. Stealing gets you food*

*There are also Lawmen on the open highways as*

*when you're starving, weapons when you're under*

*well. Since a lot of new Reclaimed Cities don't have*

*attack, safe places when you're living in a dumpster,*

*police forces set up yet, these wandering marshals are*

*and money to pay other people to cover you when*

*much like the range-riding Wyatt Earps of the Old*

*you're not powerful enough to do it for yourself.*

*West—hard riding, fast shooting—part of why they  
are colloquially all lumped under the Old Western/  
If the Lawmen really buckled down and tried to bust  
Roaring '20s tag of "Lawmen."*

*every person in Night City who stole something, they'd  
be at it 24-7. And there just aren't enough Lawmen out  
the leGAlities  
there for that.*

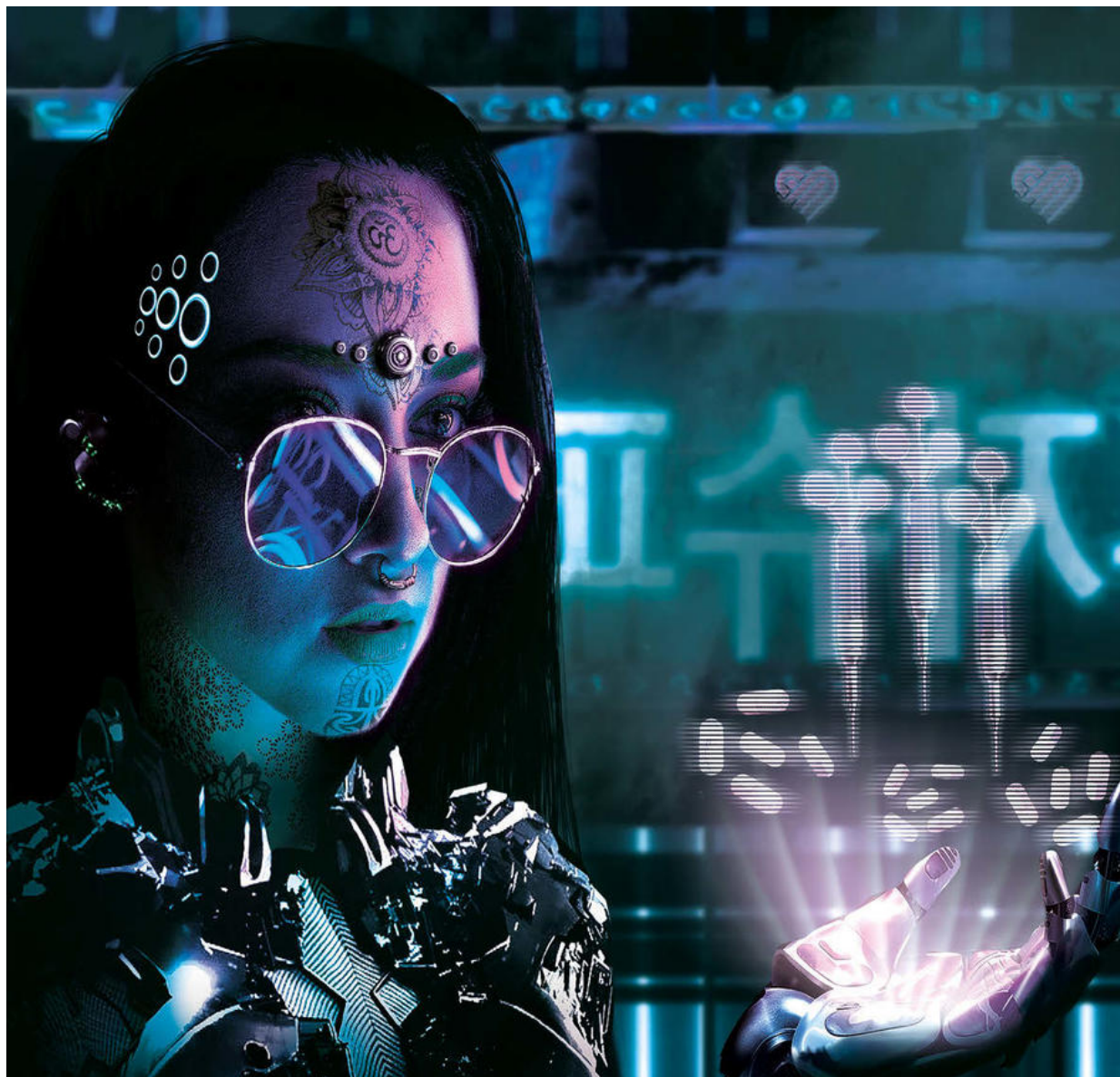
*Skyrocketing crime rates in the 1990s proved the  
No, in general, The Street deals with theft in its own  
existing legal structure was falling apart. Following  
way. If you get caught, the only question becomes  
the Purge of 1996 (when citizens' groups lynched  
how bad can the victim mess you up. Sometimes you  
hundreds of criminal defense lawyers), the government  
just get a beating. Sometimes you get hunted down  
declared martial law throughout the United States for  
like a dog and flat out kil ed (assuming the victim  
a period of three years. During this time, justice was  
doesn't fit in a bit of torture just for laughs before they*



*dispensed by local military courts.*

*kill you). If you steal from a Corp, chances are you'll*

316



EVERYDAY LIFE

*just end up back on The Street with your frontal lobes*

### ► *Murder vs. Self-Defense* ◀

*burned out or parted out into the local body bank.*

*Self-defense is defined as "any instance in which the*

*These things have a way of working out long before*

*assailant can show just cause that his or her life, or the*

*any Lawman comes on the scene.*

*life of another party, was threatened in circumstances*

*Fraud? Between the bunko rackets and scams, the*

*where a duly-appointed officer of the law could not*

*confidence schemes and creative bookkeeping, fraud*

*be summoned, or where it was impossible to restrain*

*is a way of life on The Street. But remember that if your*

*the injured party by any other means." There is a lot*

*Corp finds out their new Exec is cooking the books*

*of murder on The Street. Sometimes the Lawmen get*

*or stealing under the table, you're going to only wish*

*involved. Sometimes you can get someone to inves-*

*you were dead. The Corps are actual y pretty legal*

*tigate someone else's murder. But in general, if you*



*about these things; they'll hand what's left of you to the  
have a weapon and they had a weapon, The Street  
authorities .. eventually.*

*considers it self-defense and whoever died probably  
deserved it.*

*Assuming you get lucky and stand trial for what The  
Street considers to be a non-issue, you'll be lucky to  
.. .AnD Punishment*

*get off with a little electroflogging, long term exile, or  
a year or two of braindance. Just sayin'. .*

*Nailed for a Crime? The punishment for criminal  
actions under the Uniform Justice Code of 1999 are*

### *► Drugs ◄*

*swift, certain, and draconian. Plea bargaining (plead-  
Theoretically, narcotics may not be possessed within  
ing guilty to a lesser charge to speed up a trial) has  
the premises of the United States. However, bio-engi-  
been eliminated. Probation is almost unheard of. The  
neered plant diseases developed through the 1990s  
death penalty is standard for murder cases—there is a*

*by the Drug Enforcement Agency wiped out 96% of 3-month appeal process during which new evidence the coca and opium plants in existence, making the can be produced. Most felonies have mandatory point moot. The law also does not cover "designer prison terms of five to ten years. Lesser crimes are drugs" such as endorphins, which are defined as covered by a number of unpleasant forms of punish-medicinal. Besides, you're in Night City. It's not part ment that make prison sound pretty good.*

*of the United States anymore, choomba. Smoke 'em if ya got em.*

### ► Rape and Assault ◄

*In the Time of the Red, there's not much difference between rape and other physical assaults—at least as far as The Street sees it. If you can't take vengeance on your attacker yourself, there are plenty of Solos or other guns for hire who will gladly find you some Street justice. Most of the time, there's no trial other than what you and your allies can put together, although the Laws*

*ANQUINHO*

*will usually take a hand if you ask them; they figure*

*BR*

*some scav who harms others is probably going to move  
up to even more heinous crimes sooner or later, so they*

*BY NEIL*

*might as well slam their ass into a cell on the way to a  
legally sanctioned punishment now.*

*On the other hand, don't even think about assaulting  
or raping a Nomad. They usually just drag you behind  
the nearest vehicle until you're hamburger. You don't  
even want to guess where they tie the rope.*

[317](#)



[EVERYDAY LIFE](#)

► *Personality Adjustment* ◀

*be deputized and allowed access to non-lethal*

*The simplest punishment is personality adjustment—a weapons if their psych reports permit this. Low process which implants an aversion to committing the Security inmates are often required to work diligently crime ever again. Adjustment has some nasty side at menial tasks. This can be likened to the chain effects, including exaggerated fears of situations and gangs of long ago, where prisoners were worked events related to the crime (such as a terror of money so hard that they didn't have the energy to cause based on an anti-robbery adjustment).*

*trouble. Some Low Security facilities maintain dormitories instead of cells.*

### ► *Electroflogging* ◀

*Then there's Top Security. Top Security provides Unless you're into serious S&M action, you're containment facilities for the baddest offenders. Most not going to enjoy this one. Being tied to a large are locked down almost all of the time. Interpersonal All this is*

*assuming you*

*X-shaped cross while the State Executioner (or  
interactions between inmates is forbidden. You do  
even make it*

*the local equivalent) tears your back apart with  
time in Top and you're on your own—for the duration.  
to prison. A*

*lot of security*

*an electrified metal whip is probably something  
Automated sentries guard perps around the clock and  
forces shoot*

*you're not going to enjoy. Ten lashes are usually  
no infringement of security is allowed—under penalty  
first and fill out*

*fatal incident*

*enough to kill most people. But for minor crimes,  
of death. Inmates come into contact with guards and  
reports later.*

*you'll probably get off with only three.*

*other authorized personnel only when undergoing*

*treatment of some kind.*

### ► Exile ◀

*Exile implants are keyed to a transmission signal*

### ► Braindance ◀

*broadcast through the city phone NET. If the*

*To cope with overcrowding, many prisons force*

*offender enters the city, the implant causes excru-*

*inmates into "braindance"—they are placed in*

*ciating pain. The offender is effectively exiled*

*cryotanks, wired to interface loop programs, and "shut*

*from ever entering that specific city again. Repeat*

*down" for periods of two or three years. Continuous*

*offenses in other cities simply cause additional city*

*braindance creates a nightmare of unending, bland*

*codes to be added to the implant. After enough*

*horror, making it the thing cons fear most. Although*

*crimes in enough cities, the offender will be unable*

*Braindance therapy is often a common component of*

*to enter civilization again.*

*a criminal's sentence, most will do anything to avoid it.*

## ► Prison Blues ◀

*Although the body is cooled and no physical exertion is possible, the perp's mind is fully active for the duration of the session. All they can really "see" and deadly. After the riots of the '90s, prison authorities couldn't care less about rehabilitation—they're Fifteen years or more of this will cause even the most mostly interested in penning up society's "mad dogs" hardened perp to beg for a different sentence. But and keeping the streets clear. Most prisoners are regarded to Low Security Blocks.*

*may arise from this.*

*Low Security Blocks are containment facilities for Braindance is also seen as an excellent way of petty criminals and those convicted of moderate getting difficult prisoners out of the way in lieu of ex-offenses. Prisoners often share cells with one or more*

*cutions (which are not always good for public relations).*

*other prisoners.*

*In many ways, Low Security facilities are very*

► *Bang—You've Got Justice* ◄

*similar to prisons of the late 20th century. They're*

*The simplest method of punishment is still execution.*

*staffed by prison guards, either private or Corporate,*

*Most states have a State Executioner who administers*

*who will not hesitate to shoot criminals who become*

*justice with one well-placed .44 slug at point-blank*

*a nuisance. Most prisoners are short-term; long-*

*range. They are also empowered to hunt down escap-*

*term prisoners can become Trustees and may even*

*ees from Death Row.*





## [EVERYDAY LIFE](#)

*How You Stay in Touch*

► *What Your Agent Can Do* ◀

*Let's start with basic "phone" functions. Sure, you*

*m*

*can use your Agent to make phone calls in voice, or*

*meet youR AGent*

*flatscreen. You can record your calls, forward them, or*

*Need to buy an*

*Agent? Check*

*In the Time of the Red, the cell phone of the 2000s*

*even put them on answer mode. But why stop there?*

*out*

*has been replaced by a device a generation*

*Like a real agent, your Agent can also manage your*

*[page 351](#).*

*step beyond its predecessors. Even back in 2013,*

*calls. If you're trying to locate a person, your Agent*

*A lot of people*

*cellphones could make calls, record information,*

*will not only scan the local Data Pool to get their*

*also use old-*

*take pictures, and record music. Some could even*

*location from their Agent but can also place the cal*

*fashioned flip*

*phones. They're*

*download movies and TV. But the Agent is the new*

*for you. If you don't have time to talk, it can generate cheap, making tech solution and goes a lot further than simply a realistic talking headshot of you compiled from the them easy to dump if you're taking your calls. times you've used it; the headshot can deliver messages or act as an answering machine. Your Agent being traced.*

### **► Agent AI ◀**

*can also screen your calls, tailoring the headshot's What makes your Agent unique is its Self-Adaptive AI response to each caller as needed (nice for a client, (SAAI)—the programming that operates your Agent. nasty for a solicitor) and telling you what's been done It's not a true AI, but rather a set of interlocking programs in each case, using one of the hundreds of possible downloadable "voices" it can access for itself.*

*grams that manage data and "learn" how to do things by interacting with its owner. This allows the Agent to Finally, your Agent can send or receive text messages as well as download screamsheet (news) to do what you need instead of going to the store or updates keyed to particular subjects you want to keep washing the laundry. track of.*

*GNALL BA*

*BY RICHARD*

[319](#)



[EVERYDAY LIFE](#)

► Getting Personal ◀

*more supplies and have them delivered to your door.*

*Your Agent is also your backup memory. Not only can*

*It even talks to the toilet paper roller to make sure you*

*it keep appointments for you like an organizer, but it*

*never run out. You can hook your Agent up to talk to*

*can act on them. Let's say you have an anniversary.*

*your clothes—the digital fabric tells your Agent when*

*Tell the Agent the person and date. Not only will it*

*it's getting worn out, lets the Agent know what it is,*

*remind you, but you can set it up to scan its personal*

*where it was purchased, and from where to order a*

*data base on the person in question and use the data*

*replacement. You can hook your Agent into most of the*

*to pick out a gift. It'll ask you ahead of time if the gift*

*devices in your life: if your fancar needs maintenance,*

*would be acceptable; if it is, the Agent orders the*

*it'll schedule an appointment with the mechanic; if your*

*gift, pays for it out of your cred account, and has it*

*weapons need cleaning or repairs, it'll tell you that,*

*delivered to the recipient—all via the Data Pool. Your*

*too. The Agent even monitors your body signs if you  
Agent also acts as a portable "farley file"—compiling  
ask; if you're wounded, it can scan your body and call  
information about the people you associate with,  
the Trauma Team if you link it to a Biomonitor.  
either by noting your interactions with them, or by*

### *► Entertainment ◀*

*interrogating their Agents to ask for data (like phone  
numbers or personal preferences).*

*Your Agent is also your main entertainment conduit.  
Forget about lugging around those old-school music*

### *► Let's Get Even More Personal ◀*

*players, MPEG pods, or entertainment dataslivers.*

*Your Agent doesn't have to be a lifeless tool. With  
Your Agent can store thousands of hours of program-  
upgrades, you can give it a surrogate personality with  
ming: music, video, movies, games. It can display them  
Feel free to  
assign your  
a name, voice, and even a avatar in the form of a face*

*on its own onboard LCD or automatically seek out any*

*Agent a name*

*and body. You can call it by name, ask it to do things,*

*unused video/audio screen in the area and project*

*and even a*

*personality.*

*or even set it to call you and talk to you as though it*

*its programming though that. With digital fabrics, it*

*They can*

*were a real person. Some lonely souls stationed on*

*can even project your favorite entertainment onto your*

*make fun*

*NPCs during a*

*distant transport runs or orbital stations have been*

*clothes.*

*game!*

*known to reprogram their Agents to act as surrogate*

*Your Agent takes note of the entertainment programs*

*lovers as well as personal assistants (with the aid of*

*you watch; after the second time you watch, your*

*specific cybernetical y driven "enhancements" to meet Agent wil automatical y download future episodes for very specific needs).*

*you from the DP. It'll also keep track of similar kinds of programs and flag a sample episode for you to*

### ► Database ◀

*watch. And if its storage memory gets overloaded,*

*Need information? Forget using a Data Term. Your it can automatically download unused data into*

*Agent has autonomous search functions that let it do backup memory modules (which it can buy and have Ziggurat's Ask*

*Alex Anything*

*research for you. Ask your Agent to find you informa-delivered to your Conapt) where it can access them app is specially*

*tion on a topic, and it cruises the Data Pool looking for at any time.*

*designed to*

*work with*



*facts. It can compile those facts into a simplified report*

*Agents for Data*

*format (you choose the report parameters) that can be*

► *What Your Agent Can Carry* ◀

*Pool searches.*

*delivered through text, graphics, or voice. Your Agent*

*While not fully functional computers, Agents do have*

*can also scan the Data Pool to locate a person, place,*

*access to many computer program functions as well.*

*or thing. You can tell it to display the result as a map,*

*They can word process using voice or a Virtuality*

*a GPS guide, or a vocal file.*

*keyboard, downloading the output to Data Pool or*

*a hardcopy printer. They can record images in 2- or*

► *Lifestyle Manager* ◀

*3D (depending on the model) and upload the images*

*Your Agent can be linked to most of the appliances*

*to the Data Pool. Onboard programs can be used to*

*in your Conapt. It talks to your fridge and your cup-*

*mix music, create special effects, even generate CGI*

*boards to ask them if you need food; if you're running imagery. With links to flop-screens and music synths, out of items on your shopping list it can be set to order you can even use an Agent to play a gig.*

[320](#)



### [EVERYDAY LIFE](#)

*In short, having an Agent is like having a personal Under the provisions of the Federal Weapons secretary equipped with a phone, TV, recording studio, Statute, it is not legal to carry submachine guns and entertainment system, computer, medical alert button, other fully automatic weapons; possession carries a personal organizer, and online shopping service al in stiff five- to seven-year mandatory prison sentence. a box about the size of a pack of cigarettes.*

*Not that this stops anyone.*

► Agency and Data Pool Links ◀

*GettinG the GooDs*

*But all this power isn't much use without a hookup,*

*Where do you get weapons? There aren't any Militech  
neh? And that means Agency. You'll need a service  
showrooms these days. But any decent Fixer can hook  
provider to sell you that Agency-connectivity. No  
you up at the local Night Market. There are a ton of  
one company owns connectivity; there are millions of  
options—after all, there was a war just a few years  
providers and new ones rezzing in every day. They  
ago—but you'll have to take potluck. Who knows? You  
put up a few wireless nodes and link cheater software  
into the existing nodes that are already active. No one  
might score an old Malorian, or a classic wheel ock.  
owns all the nodes, but since every new node simply  
old Guns still woRk*

*increases the reach, existing providers are happy to let  
new guys link in. The cost of your Agency is included  
There are still more than enough used models of ven-  
in any Lifestyle.*

*erable Berettas and Webleys for sale (particularly  
in Night Markets), and large numbers of "obsolete"*

## *What You're Packing*

*weapons can be found at reasonable prices in any pawn shop. The tough part is finding ammunition; most*

*By 1997, even the most well-intentioned gun-control modern guns are now caseless and if you have an old statutes were buried under a wave of public protest as gun, you're going to have to load your own.*

*crime rates made America a siege state. Self-defense m*

*soon became an American lifestyle, and there was ilitARy suRPlus*

*an explosive increase in light personal protection*

*One result of massive conventional war spanning five weapons.*

*continents is that in the end there's going to be a lot of*

*By 1999, most gun-control statutes involved 1) fil ing surplus and abandoned hardware just lying around.*

*out a "carry application" allowing you to carry a con- Handguns, rifles, ful y automatic weapons, handheld cealed handgun; 2) waiting four days for an extensive*

missile launchers, flamethrowers—you're going to be background check and approval, which could be spoiled for choice. If your Fixer can find it, you can probably buy it—and get the caseless ammo that fits it to boot. of mental illness; and 3) paying the 25eb fee and having a serial number laser etched into the butt of the moDeRn stuFF

gun. This number is cataloged with the ballistics firing While there's a certain panache in using an old pattern of your weapon at FBI/CIA Headquarters in model sidearm like a Colt .357 or .45, the sensible Washington D.C.

Cyberpunk knows that a modern pistol makes a Everyone pretty much ignores all of the above. good backup. Since the introduction of the Glock 17 automatic in the mid-1980s, most major handgun the Rules manufacturers now produce polymer resin pistols in a variety of calibers.

*The Federal Weapons Statute of 1999 states*

*that if a gun with your ID number is used in the com-*

*PolymeR one-shots*

*mission a crime, you are liable for that crime unless*

*you have previously reported the weapon as lost or*

*The most ubiquitous of these weapons are the various*

*stolen and have had this report filed with your local*

*models of polymer plastic handguns (Poor Quality*

*police agency.*

*Pistols). Easily created using 3D printing, they're cheap*

[321](#)





*EVERYDAY LIFE*

*and available even from some Vendit machines.*

*Manufactured in a variety of bright, designer colors, How You Get Around these so-called "Polymer One-Shots" come with easy*

*Surprise, surprise. Contrary to expectations, the Dark -to-load caseless ammunition, retail at cheaper prices and are available in most Oasis Convenience stores.*

*Future has not yielded any staggering new develop-*

*They combine practicality, durability, and style in ments in transportation. Years of economic strife and potent little packages. The now dated Cyberteen™*

*civil unrest have discouraged research into new ways*

*line includes airbrushed casings with colorful shapes*

*to travel—in fact, the very act of travel has become*

*and artwork molded right in—the perfect gift for the*

*very restricted. Don't expect the inner-city world of the*

*young consumer interested in personal defense.*

*Time of the Red to be much like the 20th century—a*

*network of crowded freeways, packed trains, and*

*Ammo*

*swarming airports. Instead, think of it as a patchwork*

*of badly up-kept roads, abandoned airports, and*

*No matter the type, most modern guns are primarily*



*trains plagued by gangs and intermittent service.*

*designed to use a specific class of ammunition based on the size of the gun. These are grouped by fire-*

*GRound tRAnsPoRt*

*power: Light (equivalent to 6mm), Medium (9mm), Heavy (11mm), and Very Heavy (12mm) types.*

#### ► *GRoundCARs*

*General y, rifles fire a standardized round (based on the 7.62x39mm), allowing almost any local Tech to*

*Various manufacturers*

*produce ammunition as needed.*

- **Powerplant:** *CHOOH<sub>2</sub> or methane-fueled internal combustion*

- **Top Groundspeed:** *100 to 300 MPH, depending on model*

- **Structural Damage Points:** *50*

- **Cost:** *Varies depending on model*

*There haven't been any major changes in automobiles since the 1980s—external y. Most cars are still basically a box on wheels, with smooth or hard edges.*

*The Cyberpunk ethos being, "If it works, keep it til it doesn't work." In the cash poor environment of the 2000s, auto manufacturers have kept to conservative,*

*BY*

*unimaginative designs, so that by today the average*

*HUNT*

*family car is little changed from its practical y antique*

*ANG*

*roots.*

*With the extremely high price of petroleum,*

*almost all cars of the 2000s are powered by tanks*

*of liquefied methane or meta-alcohol fuels such as*

*CHOOH<sub>2</sub>. Electric cars are the exception, not the rule,*

*simply because the infrastructure for rapid charging is*

*non-existent.*

### ► CybeRCARs

*Cybercar control systems are roughly like those of*

*the late 20th century but employ a few more digital*

*displays and push-button controls. In addition to*



## EVERYDAY LIFE

*control, most cars offer cybernetic control systems.*

### ► *oteC hAmmeRheAD multiPuRPose minisub*

*These systems employ servos at the wheels, throttle,*

- ***Powerplant:*** *Battery, CHOOH<sub>2</sub> propulsion*

*and transmission, which are control ed by a modified cybermodem in the dash.*

- ***Top Surface Speed:*** *15 MPH (10 MOVE)*

*The driver simply "studs" their Interface Plugs into the*

- ***Top Submerged Speed:*** *60 MPH (20 MOVE)*

*cybermodem and thinks the car through the motions.*

- ***Structural Damage Points:*** *100*

*To find out how*

*Vehicles without external controls are relatively*

*Vehicle Combat*

- ***Crew:*** *3-8*

*works see*

*uncommon, as the removal of external controls renders*

*[page 189.](#)*

*the vehicle useless to anyone but a cybered driver.*

*The Hammerhead is an example of most "taxi" subs*

*So far, no major manufacturer has produced a purely*

*used throughout the oceans. Employed as a long-*

*cyber-driven automobile, although there are several*

*range shuttlesub, it was never intended for combat*

*after-market firms which will convert a car purely to*

*and has a notoriously "dirty" silhouette which makes it*

*cyber control.*

*easy to spot on sonar. Still, it is functional and flexible,*

*with two onboard Pseudo-AIs to assist the pilot and*

► *CybeRbikes*

*crew in their tasks.*

*Various manufacturers*

*Despite its apparent lack of combat utility, some*

*have been armed with twin rocket pods and pushed*

• **Powerplant:** *CHOOH2 or hydro-fueled internal*

*into the fray as stop-gap patrol subs. Those who pilot combustion*

*these "torp-tubs" have developed a standard tactic of*

*• **Top Groundspeed:** 100 to 300 MPH, depending on model firing their torpedoes at any hostile bogey as soon as it*

*enters their weapon's maximum range. They then turn*

*• **Structural Damage Points:** 35*

*and run back to their bases, avoiding any possible close encounter with undoubtedly better-equipped*

*• **Cost:** Varies depending on model foes.*

*There's a huge number of bikes and trikes out there these days as well. Most are hydro or CHOOH2*

*AiR tRAnsPoRt*

*fueled. Models include Kundalini, Harlon-Dawson, Zondo, and Toyo-Tomo.*

► *GyRoCoPteRs*

*s*

*Various manufacturers*

*eA tRAnsPoRt*

- **Powerplant:** CHOOH<sup>2</sup>-powered rotary aircraft

► *sPeeDboAts*

*engine*

*Various manufacturers*

- **Operational Radius:** 50 Miles
- **Powerplant:** CHOOH<sub>2</sub> or hydro-fueled internal
- **Top Airspeed:** 100 MPH

*combustion*

- **Structural Damage Points:** 35.
- **Top Surface Speed:** 60 MPH
- **Cost:** 20,000eb (Super Luxury)
- **Structural Damage Points:** 50

*The riots of the late '90s required new tactics for*

- **Cost:** 30,000eb (Super Luxury)

*operating in urban areas. Chief among these was*

*Any one of a number of small, light, mono-hulled per-  
the introduction of light, low passenger helicopters or  
formance craft designed for smuggling, rescue, law  
"gyrocopters."*

*enforcement ops, piracy, or (rarely) water-ski ng. Hul s*  
*Currently used by police units, Corporate defense*  
*are made primarily of a flexible dense polymer with*  
*teams, Solo assault operations teams, and drug-run-*  
*titanium reinforcement. Common upgrades include*  
*ning gangs. Unarmed versions are popular as recre-*  
*onboard machine guns and other heavy weapons.*  
*ational vehicles.*

[323](#)



## [EVERYDAY LIFE](#)

### ► *heliCoPteRs*

*rotary and tiltwing aircraft cannot penetrate. Short,*  
*bulbous, and equipped with only rudimentary maneu-*

*Various manufacturers*

*ver wings, the AV-4 has the aerodynamic character-*

• **Powerplant:** *CHOOH<sup>2</sup>-powered turboshaft*

*istics of a rock, relying on the brute force of its huge*  
*engine gas turbine*

*jet engine to keep it aloft (the original engine lifted a*

- **Operational Radius:** 600 Miles

*19,550 lb. jumpjet, while a fully loaded AV-4 weighs about 8,600 lbs).*

- **Top Airspeed:** 200 MPH

*The AV-4 is used by police or Corporate troops*

- **Structural Damage Points:** 60

*for urban assault after being upgraded with a bel-*

- **Cost:** 50,000eb (Super Luxury)

*ly-mounted onboard machine gun. They are also used*

*as emergency vehicles by the Trauma Team, and as*

*Most helicopters mount two large, wide-propped*

*Corporate vehicles for making special deliveries. The*

*engine nacelles at the ends of long, high-lift wings. The*

*most common upgrade made to an AV-4 is to armor*

*engines can be tilted from a forward-facing direction to*

*its chassis.*

*a vertical position, allowing the aircraft to take off and*

*hover vertically. The wings can also be folded back*

► *Av-9 s*

*along the body for easy storage, making them a perfect*



*uPeR AeRoDynes*

*vehicle to launch from rooftop helipads and airstrips.*

*Various manufacturers*

*A revolutionary concept when it was unveiled in*

- **Powerplant:** *Twin vectored thrust turbofans*

*1988, the tilt rotor aircraft has become a standard*

- **Operational Radius:** *400 Miles*

*vehicle throughout the 2000s. The military version*

- **Max Airspeed:** *300 MPH*

*served with distinction throughout the riots of the '90s*

*and the Central American Conflicts. Various civilian*

- **Structural Damage Points:** *60*

*manufacturers have licensed the tilt-rotor design*

- **Cost:** *100,000eb (Super Luxury)*

*and applied it to smaller commercial and business*

*applications.*

*A relatively recent development of the AV class, these*

*are smaller aerodynes designed to fulfill the role of a*

*Helicopters are used as commuter vehicles for*

*sports car, with twin vectored thrust turbofans mounted*

trips between city centers and hub airports, or as in heavily armored side housings. In addition to the Corporate aircraft operating from rooftop pads atop increase in thrust provided by the second fan, the starscrapers. Small versions such as the AE-800 reduction in weight gained from its minimal cabin Featherlite are popular light aircraft throughout the al ows the AV-9 to scream through the air at extreme world, allowing flight operations in even the most speeds. They are primarily purchased for recreation remote and unprepared sites.

by the wealthy, but a select few on the street have found their own uses for them.

► Av-4 multiPuRPose AeRoDynes

oRbitAl tRAnsPoRt

Various manufacturers

- **Powerplant:** Single vectored thrust turbofan

► DeltA 4 sPACePLAnE

- **Operational Radius:** 400 Miles

- **Powerplant:** Batteries, Hi-Lox fuel cells

- **Top Airspeed:** 200 MPH
- **Top Airspeed:** Mach 6
- **Structural Damage Points:** 100
- **Structural Damage Points:** 40
- **Price:** 50,000eb (Super Luxury)
- **Crew:** 1-2

*The nearest thing to a science-fiction jet-car, the AV-4*

*A holdover from the 4th Corp War, Deltas are high-speed, suborbital spaceplanes designed for combat capable of operation in close urban areas where and interception. They usually have two engines: a*

[324](#)



## [EVERYDAY LIFE](#)

*normal supersonic jet for reaching an altitude of*

► *Cino RelACs CARGo sub*

*35,000 m/yds, and a solid-fueled rocket engine for*

- **Powerplant:** Battery, CHOOH<sub>2</sub> propulsion

*boosting into orbit. Occasionally, deltas are carried*

*piggyback by larger jet aircraft, or boosted into orbit*

- ***Top Surface Speed: 15 MPH (10 MOVE)***

*by using disposable rockets. They can also be carried*

- ***Top Submerged Speed: 60 MPH (20 MOVE)***

*aboard deep space craft.*

- ***Structural Damage Points: 300***

*Once in orbit, deltas use maneuver thrusters to*

- ***Crew: 6-36***

*move in on orbital targets. Wel -armed with twin*

*smart rocket pods, deltas must strike quickly and then*

*This cargo sub is perhaps the closest thing that any*

*use their remaining fuel to reenter safely. Deltas are*

*Nomad group will ever own that could hope to*

*exceedingly rare; the EuroSpace Agency only had*

*compare to the big governmental "boomers." Over*

*around 24, but recently discoveries of hidden space-*

*one hundred m/yds long and more than ten decks*

*plane attack wings stashed in remote airbases in the*

*high, the ClNO cargo sub is the largest cargo sub-*

*U.S. and the EuroTheatre have made them available*

*mersible currently in production, and is always operated by the most well-heeled Execs and Nomad Families*  
*ated by a full Nomad clan. Designed by the Russians*  
*through world-class Fixers.*

*of the Neo-Sov, and affectionately known as the*  
*m*

*Really Exceptionally Large Cargo Sub (RELaCS),*  
*eGA vehiCles FoR mAximum tRAnsPoRt*

*it is a fifty-year-old design that was refitted for the*  
*2040s and beyond. A smooth hull layered with sound*

► *liGht RAil lev tRAin*

*absorption tiles and oversized caterpillar drives makes*

*Various manufacturers*

*the RELaCS an amazingly quiet sub (considering its*  
*size). Despite the ship's mass, it has a small crew*

• **Powerplant:** *Electric third rail inductance field*  
*and can be operated by only 6 people (depending*

• **Top Groundspeed:** *300 MPH (60 MOVE)*

*heavily on its automated systems). Features include*

• **Structural Damage Points:** *100 per train car*

*quad rocket pods and a Minisub bay, which these days typically houses a Hammerhead.*

*Superconductor magnets have made it possible to build extremely cheap and durable "levitation trains."*

### ► k151 AeRoZeP

*Riding on magnetic cushions, these "levs" have*

- **Powerplant:** *CHOOH<sub>2</sub> or hydro-fueled internal become one of the major transportation resources in combustion*

*the 2000s. Financed by Corporations or city governments, they are present in most major cities.*

- **Top Airspeed:** *100 MPH (20 MOVE)*

*Levs are usually built underground within city*

- **Structural Damage Points:** *300*

*limits, and run on high pillars out in the suburbs.*

- **Crew:** *2-36*

*Usually one line, headed out to the Executive Zone,*

*Based on the pre-War U.S. Army's popular Overlord is sealed off and requires an entry pass to get onto.*

*design, this Aerozep is now used primarily as a cargo*

*Corporate lev stations are always clean, well-lit, and hauler, redesigned to move up to ten cargo modules well-guarded by Corporate security. City lev stations between staging areas. They are the primary heavy lift are usually not up to these standards, although most transports for aerial-based Nomad Families, and do cities run police patrols on the line to control crime not operate anywhere near a potential Combat Zone; and vandalism.*

*they are always kept as far away as operationally Lev tickets are charged at a rate of 1eb per station possible, guarded by several fast-strike combat AVs passed; a trip passing through three stations, for or air-superiority fighters. The K151 can be piloted example, would cost 3eb. Tickets may be purchased with a crew of 2, although this is rare; usually a K151 from automatic ticket machines using cash. These is the primary workhorse of a single Nomad Family machines are located in the stations themselves and with upwards of 30 people onboard, or sometimes*

*in local convenience store outlets.*

*more when cargo is not being carried.*

325



EVERYDAY LIFE

*HOW YOU GET THE WORD*

*DAtA teRm*

*The **Data Term** is a street corner computer terminal, built into a heavily armored concrete post. Data Terms have a direct NET link to a central Data Term service in their home city and can provide maps of the area, information, news updates, phone numbers, current events, entertainment information, and shopping services. Data Terms may also be used to jack into the Data Pool. Rates are about 10eb (Cheap) per minute. Most Data Terms are operated by Ziggurat or a local DT service, which is often a subsidiary of a local newspaper or screamsheet publisher.*

*sCReAmsheets*

*To stay competitive with television, most newspapers now use digital technology. Entire pages are typeset and laid out by computer, photos scanned into place, and the entire newspaper reduced to digital code. This code You can find*

*examples of*

*is transmitted to hundreds of newspaper boxes all over the area. The newsboxes reassemble the code and print screamsheets*



*the paper (using high speed replication) on the spot. The result is a slick, flimsy newspaper known in streetslang (and the*

*missions that*

*as a **screamsheet**.*

*come with*

*them)*

*Screamsheets have many advantages over previous newspapers. You can dial the newsbox to print only the starting on*

*[page 425](#)*

*sections of the paper you want, paying 0.1eb per page printed. New editions can be compiled in hours, allowing the public to keep abreast of a story even as it happens (although most screamsheets are updated at 6:00 a.m., 12:00 p.m., 5:00 p.m. and 10:00 p.m.).*

*In addition, you can download a screamsheet to your Agent.*

*Top of the News Screamsheet Headline Generator*

*Top of the news gives you the biggest screamsheet headlines in a four-hour time period: **1d6***

**1**

**2**

**3**

**4**

**5**

**6**

***Category***

*International*

*National*

*State*

*Local*

*Financial*

*Gossip*

***Screamsheet Headlines (roll 1d10, or choose, on each column)***

***1***

*(Pick A Corp)*

*Offers*

*Corporations*

***2***

*Senator*

*Threatens*

*City*

***3***

*President*

*Compromises*

*Compromise*

**4**

*Corporation(s)*

*Murders*

*Warning*

**5**

*City Council*

*Killed*

*Plan*

**6**

*Cyberpsycho*

*Dies*

*Scandal*

**7**

*Killer*

*Praises*

*Woman*

**8**

*Slayer*

*Announces*

*Man*

9

*Tragic*

*Reveals*

*Accident*

10

*Investigators*

*Continues*

*Hope*

326

4 5 6 5 5 4 2 3 3 5 2 6 5 5 3 7 6 5 5 8 3 3 5 3 5 7 5 7 3 6 5 4 7 6 3 4 5 2 3 4 5 7 6 5 6 7 5 4 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



**DATA**

*EVERYDAY LIFE*

*new meDiACoRPs*

*What You Wear*

*Mediacorps provide CGI or live action "shows" featuring variety, drama, comedy, etc. A New Mediacorp Digital fabric integrates micro-circuitry into the weave can be a huge multi-city operation, or as small as a of material, allowing the material to have other prop-*

*To learn more*

*dozen talented artists, techs, and producers.*

*erties than mere adornment and protection. Others*

*about Ziggurat,*

*have heating or cooling abilities to alleviate the*

*check out their*

*i*

*Corporate*

*nDePenDents AnD meDiAs*

*summer heat or winter chill. Most buttons and zippers*

*listing on*

*incorporate microcomputers to control these functions.*

[page 280.](#)

*Independents and Medias provide news, gossip, vid and braindance shows, investigative reporting, and Clothes in the DArK FutuRe commentary on current events. They also provide the format for most "talk" shows, as well as documentaries*

- *Know if they are ripped or dirty and can report and informational programming—equivalent to the this information to Agents or other readouts. Their news anchors of the past.*

*"tags" not only contain cleaning and wear data, but also manufacturer's codes, order numbers, the DAtA Pool*

*and sizes. The Agent can then order replacement clothing based on this data.*

*What makes PopMedia possible is the Data Pool—a Citywide LAN network that links the Red world*

- *Can adapt themselves to minor temperature changes by monitoring your body temp and together in lieu of the old NET. Usually built and main-tightening /relaxing the weave to let air in or out.*

*tained by Ziggurat, each City has its own version of a Data Pool, requiring the user to set up an account in*

- *Can change color or project 2D images on the order to log on and use its facilities.*

*cloth itself.*

*Data Pools are also limited with their LAN structure, a requirement in a world where rampant NET sabotage is the rule—a hardwired system just doesn't have the same flexibility.*

*Since the Data Pool is an open-ended database, anyone can readily drop new PopMedia programming into it, with new entries easily found by Agent search functions. Getting a new PopMedia download is as easy as clicking a link—and once you've loaded it into your Agent once, it'll keep downloading that media (or similar ones) until you say stop. PopMedia is also flexible and viral—since the Data Pool has*

*ANQUINHO*

*integrated feedback, this means that it can track*

*BR*



*how many times a program is accessed and react accordingly.*

*BY NEIL*

*A PopMedia program may start out only occupying one time slot, but as subscribers mount and word gets around, it may end up dominating a huge percentage of the overall possible bandwidth. This also means that competing shows often find themselves battling for bandwidth, with small outfits going toe-to-toe (and gun-to-gun) with the giant Mediacorps that stil remain.*

[327](#)





DATA

### EVERYDAY LIFE

*styles oF the DArk FutuRe*

*What You Eat*

*In the Time of the Red, clothing is wildlly varied. You  
take what you can get and sometimes even the biggest*

*Pollution, toxic waste, and wanton resource strip-*

*Find out more*

*about how*

*bankroll can't score you that cool cyberjacket (with*

*ping has left many croplands barren and many*

*much fashions*

*the lighted color) that you're drooling over. Even so,  
food staples are either endangered or outrageously  
cost on*

[page 356.](#)

*fashion tends to follow trends, most of which we have  
expensive. America's response has been to create  
listed here; each style tells other people on The Street  
processed substitutes for whatever it needs. The  
about the kind of image you project.*

*patents for much of this technology are owned by  
Continental Brands.*

***Fashion Trend***

***Style and What it***

*s*

***Says About You***

*ynthFood*

***Bag Lady Chic***

*Homeless Ragged Vagrant*

► Kibble ◄

## ***Gang Colors***

*Dangerous Violent Rebellious*

*Kibble is the standard base-line food product. It is a*

## ***Generic Chic***

*Standard Colorful Modular*

*mass-produced nutrient made primarily of kelp, plank-*

## ***Bohemian***

*ton, and soy proteins (none of this "Kibble is people!"*

*Folksy Retro Free-Spirited*

*drek) that fulfills most nutritional requirements, but*

## ***Leisurewear***

*Comfort Agility Athleticism*

*smells and tastes about as good as its canine name-*

## ***Nomad Leathers***

*Western Rugged Tribal*

*sake. Neocorps often dispense this to laborers as*

## ***Asia Pop***

*Bright Costume-like Youthful*

*part of their "support" programs (of course, the cost*

## ***Urban Flash***

*Flashy Technological Streetwear*

*is deducted from their pay). Most people in the urban zones have at least one meal a day of kibble, but*

***Businesswear***

*Leadership Presence Authority*

*try to have something with more variety as their main*

***High Fashion***

*Exclusive Designer Couture*

*meal, if they can afford it.*

***BY EVE***

***VENTRUE***

[328](#)



[EVERYDAY LIFE](#)

► *Prepack* ◀

## ► Meet the Meat ◀

*The next step up is Prepack: meals that can be micro-*  
*Things got even more heated when some enterprising*  
*waved or self-heated. They still tend to be largely soy*  
*farmers began raising real chickens, dwarf pigs, and*  
*and grain-based "faux food," but they are usually fla-*  
*even goats (cows are still rare). Herds were shipped*  
*Cloning is still*  
*too expensive*  
*vored more effectively and may have a few bits of real*  
*under Nomad protection with a heavy Solo element,*  
*a process to*  
*meat or veggies in there. Good Prepack has a higher*  
*creating a new form of "cattle drive." Needless to say,*  
*make cloned*  
*meat a viable*  
*percentage of natural food and is rather like restaurant*  
*there were attempts to rustle the range that ended*  
*food for the*  
*fare, just in a bag. You press the tab and it's "heat and*

*up with many of the rustlers buried in the Night City masses.*

*eat." A Prepack diet is significantly more expensive equivalent of Boot Hill.*

*than kibble with Good Prepack pushing up the price still higher. Prepack is far more common in Executive*

### *► The Market Price ◀*

*and wealthy homes; if you want Prepack in Edgerunner*

*In the Time of the Red, things have died down a little.*

*turf, you'd better head out to a restaurant, choomba.*

*A tentative detente was reached, especially between*

*F*

*the Growers and certain Neocorps. In exchange for*

*Resh Food*

*some heavy security, the Growers traded fresh food,*

*Fresh food had always been standard fare for the*

*and both sides profited. This does not always hold*

*City elite and a rare luxury for the average person,*

*up, however and there are still raids on individual city*

*although some groups had an advantage in this area*

*farms and rooftop gardens that come too close to the  
as they were living in environments where the food  
Oasis Markets operated by Continental Brands.  
was processed.*

## *► Guerrilla Gardening ◀*

*How You Have Fun*

*But right after the War, getting any kind of food into  
the Cities (and past the raiding gangs, the warring  
bRoADCAs*

*Megacorps, and the issues of just plain transportation)*

*No longer as pervasive a force in the Time of the  
was nearly impossible. Faced with starvation, many  
Red, television has moved into the lowest level of  
Edgerunners suddenly developed green thumbs—*

*For data on*

*mass entertainment. Far fewer channels crowd the  
Network*

*tearing up previously abandoned lots and revealing  
airwaves, and most are various cable and subscriber  
54, one of*



*the soil beneath—and transporting the materials to  
the biggest  
channels limited to a single city or to small audiences  
broadcasters  
make rooftop gardens and water sprinkler systems  
of cities within a few hundred miles of each other.  
around, see*

*powered by the intermittent rains. Within a couple  
[page 274](#)*

*These cover everything including sports, news, music  
years post-War, there were a lot of gardening sites  
videos, old movies, foreign shows, religious program-  
that were small, carefully tended, and feeding the  
ming, debate, erotic and adult programming, business  
populations of local Conapts and neighborhood  
news, and weather. In addition, there are still many  
squats. It was actually good food for a change (if you  
single-band pirate radio stations scattered throughout  
didn't mind the radioactivity and toxic waste traces).  
the post-War world.*

## ► Killing for Cabbages ◀

*netwoRk PProGRAMminG*

*This didn't go unnoticed by the non-farming communities ... like the Boosters, gogangers, and anyone else*

*In the Euro and Asian theaters, most programming not particularly interested in raising crops. Savage is still state-controlled—the BBC in Great Britain and wars broke out over food-growing areas, with the NGK TV in Japan—for example. In the United States, body counts growing (only to be reprocessed into ferthree privately owned entertainment networks domitilizer when possible). Whole neighborhoods armed nate: recent arrival New Century Broadcasting (NCB), up and started patrolling their Upper Forties, ready to World Broadcasting Network (WBN), and Network maim and kill anyone who had a hankering to steal News 54. These networks are the broadcast divisions a tomato.*

*of three massive entertainment conglomerates, each*



### EVERYDAY LIFE

*producing data chips, games, streaming content, radio transmitters to broadcast their programming. But videos, movies, and books for the masses. The product as established media outlets fell apart, new ways to is bland, mindless, and caters to the lowest possible disseminate information and programming arose to denominator. With the collapse of the NET and the fill the gap. And the main format to make the cut was Sat Nets, however, network programming faces fierce PopMedia. competition from new entertainment forms, such as the PopMedia is entertainment and news program-Data Pool and PopMedia. ming created by independent producers instead sAtFeeDs of huge Mediacorps. Combining audio, data, and*

*visual images in a podcast-like format, PopMedia*  
*In addition to network programming, there are still*  
*provides most of the Red Era's programming (as well*  
*a few satellite feeds, featuring programming from*  
*as an ungodly amount of trash), most coming from*  
*around the world (many of the SatFeeds of the late*  
*five main sources: New Mediacorps, Rockers, Idols,*  
*2020s were casualties of the War). There are also*  
*Independents, and Medias.*

*a large number of "pirate" TV stations, operating*  
*out of hidden stations and through cable and pirate*  
*RoCkeRboys*

*Highrider satellite patch-ups. These are often a*  
*Named after the famed rebel rock star of the late*  
*major source of news and information untainted by*  
*'90s with the stage name of Rockerboy Manson,*  
*Corporate or government interference.*

*today's Rockerboys are performers or agitators who*  
*In addition to the standard high definition flat screen*  
*operate without the support of a New Mediacorp.*

*TV of the pre-War era, experimental (and expensive—  
They provide performance shows: concert footage,  
up to 10,000eb per set) 3-D holographic TV systems  
music tracks with visuals, personal observations, even  
are available.*

*braindance experiences. Idols are similar to Rockers,  
but their programming tends to be equivalent to an  
PoPmeDiA*

*old-style "reality" show of the 2000s—it's all about  
the Idol.*

*By the mid-2020s, most media in America was  
controlled by one or more gigantic multimedia*

*A lot of*

*bRAinDAnCe*

*PopMedia is*

*Megacorps, such as the ubiquitous Network 54 or its  
consumed via*

*most aggressive rival, DNS. Even news was channeled*

*An offshoot of the same neural interface technology  
the Garden,*

*an "all you can  
through a Megacorporate filter, with World News  
that spawned the cyberware revolution (see above),  
eat" content*

*Service (WNS) dominating the airwaves through its  
braindance is considered the purest form of enter-  
platform run  
by Ziggurat.*

*22-channel, 24/7 news programming (heavily laden  
tainment around. The braindance unit consists of a  
Setting up your  
with subliminals and talking head commentary). The  
memory chip playback unit and a cable that can  
own "Garden  
Plot" is free!*

*problem was that as the 21st century wore on, these  
access an interface plug or convert to surface trodes. It  
mighty media megaliths became little more than house  
plays chips which contain recorded experiences—not  
organs for their parent Corporations, or mouthpieces*

*just visual and auditory info—but complete emotional for the dominant political party of the time. With a and tactile info, as well.*

*corrupt FCC controlling access to the airwaves, there Braindance chips let you feel what the performer wasn't much chance that a dissenting voice could was feeling at the time (albeit heavily edited so as not break through, so for most of the early Cyberpunk to discomfort the buying public). As with most tech, Age, people were resigned to a diet of insipid reality braindance is a double-edged sword: it's been used shows, mind-numbing entertainment vids, bad movies, to pacify prisoners almost as much as to entertain the and Corp-sponsored sports shows.*

*masses. In the 2010s, it looked as if braindance tech- Then came the 4th Corporate War and the nology was to be the next great step in entertainment. DataKrash. The Mediacorps were the hardest hit However, psychological addiction and the expense by these events, since they depended on the NET's*

*of producing quality braindance chips has made this instantaneous communication and access to huge TV/format less popular.*

### 330



### EVERYDAY LIFE

#### *boDy lotto*

*The Night City "Body Lottery" is a regular nightly lottery where six winning numbers are chosen depending on how many corpses are found in areas of Night City. The numbers of the Body Lotto are taken from six random districts within the Night City Greater Metro Area. Numbers are derived from the locations that cadavers are found, not necessarily from where they were murdered.*

*All numbers are accumulated by the Night City Police Department (or what remains of it) and verified by the investment firm of Merrill , Asukaga & Finch. People holding a winning ticket must contact the downtown offices of MA&F by 10a.m. the next morning. If no one claims the winning ticket, the next night's winnings go up by 1,000eb.*

#### *Where You Get Stuff*

*When you need to make big purchases, there are very few stores around in the Cyberpunk future. And if you're looking for an old-fashioned grocery store for a bag of soy chips (or to hold it up for a few bucks), forget it.*

#### *venDits*



*In the Time of the Red, most low-cost, day-to-day purchases are done via Vendits: self-contained vending machines that dispense everything from meals to clothing to weapons. All you have to do is swipe a cred-card over the scanner (Vendits do not trade in hard currency), press a few buttons or say a few words, and within The contents*

*of a Vendit*

*moments your desired purchase drops out the slot.*

*can range in*

*price from*

*A Vendit can be placed almost anywhere; they are self-powered using a small thermal battery good for five 10eb (Cheap)*

*years, and use an onboard datalink to call for repairs, refills, or even protection (although most don't need to 100eb*

*(Premium).*

*much protection, a Vendit typically counts as Thick Steel cover and has an installed Automated Turret with a Generally, a*

*Flamethrower [\(see pg. 214\)](#).*

*fresh meal or a*

*living creature*

*is on the more*



*expensive side.*

*hAt's in the neARest venDit?*

*Roll 1d6 (or choose) to determine the Vendit type and 1d10 (or choose) to determine the Vendit contents.*

***1d10***

***Food***

***Personal***

***Just Plain Weird***

***(1d6: 1 to 3)***

***(1d6: 4 to 5)***

***(1d6: 6)***

***1***

*Ramen noodles*

*Canned T-shirts*

*Pet Wigs*

***2***

*Pizza*

*Sex Toys*

*Bug Snacks*

***3***

*Hamburgers*

*Umbrellas*

*Balls of Lettuce*

**4**

*Smash*

*Ties*

*Flying Fish Soup*

**5**

*Sushi*

*Surgical Masks*

*Vat-Grown Seafood*

**6**

*Hot Meat*

*Underwear*

*Canned Smells*

**7**

*1kg bags of kibble*

*Floral Arrangements*

*Live Rhinoceros Beetles*

**8**

*Canned Coffee*

*Guns & Ammo*

*Paper Cosplay Costumes*

**9**

*Canned Juice*

*Braindance Chips*

*Bizarre Capsule Toys*

**10**

*Canned Soft Drinks*

*Video Games*

*Used Panties*

[331](#)





DATA

## EVERYDAY LIFE

*boDeGAs*

*A **bodega** is a small corner store or market that sells groceries and wine. A bodega is kind of like an off-brand convenience store, just smaller and more convenient than a supermarket. This isn't the 17-11. This is Bob's If your Players*

*Dollarama. Thing is, bodegas are always a source of action in the City. They're open all night, they have alcohol are getting*

*bored, send*

*and other things gangers really like, and the clientele are almost always colorful characters.*

*them down*

*to the corner*

*bodega to get*

► *the boDeGA's Clientele*

*a carton of*

*soy milk. That*

*should un-bore*

***Roll***

***Owner or Cashier***

***Colorful Character #1***

***Colorful Character #2***

*them real fast.*

***1***

*Maternal granny who treats you like one*

*The customer who mumbles a lot,*

*The yo-ganger who is casing the place*

*of her own kids and fusses over you.*

*then pauses to stare at you.*

*trying to work up the nerve to rob it.*

**2**

*Bad-tempered retiree who hates everyone.*

*The ganger who is going to try and bust*

*The customer who obnoxious and drunk.*

*Especially you.*

*the place up in 1d6 turns.*

*Continental*

*Brands doesn't*

**3**

*Bored yo-ganger who got shackled to*

*The stoned customer who "sees things" and*

*The small-time ganger who tries to rough*

*much like*

*the register by their parents.*

*keeps trying to bat them out of the air.*

*the Owner up for "protection" money.*

*bodegas.*

*They'd much*

*The joygirl/boy who is short on cash but*

*The adorable runaway 4-year-old*

*rather have*

**4**

*Overly friendly type that keeps trying to  
will "do you a favor" if you buy them  
who has inexplicably wandered in  
an Oasis on  
hit on you—badly.  
some Smash.*

*looking for "Mommy."  
every corner.*

*And they're  
willing to kill to*

**5**

*The total stoner who just waves you  
Off-duty Lawman looking for a quick bite  
The couple who are having a loud fight as  
through and says, "Whatever, man..."  
to eat and not in a chatty mood.  
they enter the store, and it just gets louder.  
get it!*



*The customer who is terrified to be down*

*Middle-aged person whom you can't*

*Wealthy couple wearing too much expensive*

**6**

*on The Street and is about to jump*

*understand, but who seems to always be*

*stuff wandering in to pick up some booze*

*(and maybe pull a gun) on anyone who*

*arguing with you anyway.*

*after a night of high-class partying.*

*approaches them.*

*BY EDDIE*

*MENDOZA*

[332](#)





*BY RICHARD BAGNALL*

*the new*

*street*

*s*

*e*

*treet conomy*

*e*

*"The quintessential 'punk needs quintessential warez. It's a necessity, chombatta."*

*Gil Myxx*

[333](#)



### [THE NEW STREET ECONOMY](#)

***It's not post-holocaust, kids.***

*of these cargo containers, which would be loaded*

***It's economic scarcity.***

*or offloaded in huge marshaling port yards by titanic giraffe-like cranes.*

*The cyberpunk writer and sage William Gibson*

*once said, "The future is already here—it's just not evenly-distributed." And that's a pretty good way*

*A War of Supply*

*to describe the situation of life on The Street in the*

*Time of the Red. All the cool tech and advancements*

*Then came the Fourth Corporate War. This conflict of the Golden 2020s are still around; but thanks to was unique in that it occurred on both land and sea. a nasty global war and a total disruption of supply Save for the Second Corporate War in which SovOil chains, it's just real y hard to get your hands on it. You and Petrochem faced off in the South China Sea, pre-can't even go down to the store because the store has vious Corporate wars were primarily land-based. But been blasted by an anti-tank round, the company that with AHAG and CINO being nautical-based Corps, owned the store has gone bel y-up, and the shelves the war took on an added dimension final y focusing would be empty anyway because no one's been able on denial of supply lines; this meant stopping soldiers to get their inventory stocked since the cargo ship car-and material from getting to where they were needed. rying it was sunk and the delivery truck was looted. Most of the early war supplies were carried by cargo subs control ed by individual companies. However,*

*Before the War*

*as the War became hotter, the Corps were forced to use the same transport methods as the rest of the developed world: the huge container ships.*

*In the time before the War, almost 90% of all raw materials and completed goods moved, not by train*

*As part of their overall strategies, both sides in the or by truck as many assumed, but by the use of huge*

*War began to attack the supply lines of the other;*

*"container" ships plying the world's extended sea starting with sabotage (and later full-on military*

*lanes. These ships allowed a kind of economics that attacks) of key ports. The conflict then escalated to*

*had previously been unknown (save perhaps in the*

*attacks on individual ships suspected of carrying war*

*Late Bronze Age of the Mediterranean). Raw materials*

*materiel, which in turn lead to both sides deploying*

*were gathered in one place where they were common,*

*both well protected convoys and hunter/killer subma-*

*then shipped to another place that would turn those*

*rine packs.*

*raw materials into finished components, which then*  
*By the end of the war, literally all inter-ocean trans-*  
*might be shipped to another distant location where a*  
*shipping was halted. Ships were trapped in harbors*  
*factory would install the components into a finished*  
*or abandoned at sea, unable to get through the sub-*  
*product, which would then be shipped to receiving*  
*marine blockades to safe harbors. By the end of the*  
*ports al over the world and sold in local stores near*  
*War, there were literally millions of TEUs of cargo, in*  
*those ports. This system was further enhanced by*  
*raw and finished states, scattered all over the planet;*  
*the lightning-fast communications of the NET, which*  
*some stil sitting unloaded in blockaded ports, some*  
*allowed producers and consumers to coordinate pro-*  
*drifting in container ships abandoned by their crews,*  
*duction so that there was little or no waste—a system*  
*stil others left loaded onto trucks and trains that never*  
*known as "just in time" inventory.*

*left for their final destinations.*

*Before the War, there were literally thousands of  
And they're still out there, waiting for someone to  
these huge ships, all over the world, plying the sea  
get their hands on them.*

*lanes loaded with raw materials, partially finished  
materials, and completed, salable product. Each  
the specialists*

*ship held thousands of identical metal transport  
containers called TEU's (twenty-foot equivalent unit)  
So, here's the scoop. In a post-holocaust world, there's  
in the parlance of world shipping companies. Large  
nothing left. Looters have stripped away all the food  
container ships were able to transport up to 20,000  
and gear they can get their hands on, or it's otherwise*





### [THE NEW STREET ECONOMY](#)

*lost to the rest of civilization. But in the Time of the Red,*

***Fixers:*** *Selling the contents of these abandoned*

*there's literal y millions of tons of perfectly usable stuff*

*TEUs is one of the things Fixers excel at. With their*

*out there, if you can just figure out where it is and get*

*wide network of clients and contacts, Fixers are*

*a salvage team to it. But a salvage team is going to*

*the people to go to when you need something or*



*need a few elements:*

*want to sell something. Fixers also are great at*

### ***Netrunners***

*hiring people to get the stuff from one customer*

*: When the DataKrash started, almost*

*to another, hiring Solos to protect the stuff, Techs*

*every record of shipping manifests or bills of lading*

*to assess or break into a TEU to get to the stuff,*

*was obliterated by the virus. But a determined*

*Lawmen to clear the stuff that needs to get past the*

*Netrunner might be able to track down the records*

*local authorities (who'll want their cut), and various*

*in the architecture of their local Data Pool or in*

*other entities (Execs who want to buy it, Rockerboys*

*the storage archives of a local branch of a larger*

*and Medtechs who want to use it, etc.). About the*

*Megacorp. And a truly crazy Netrunner might*

*only people that Fixers don't have a grip on are the*

*even put their brain/life on the line to sneak into*

***Nomads.***

*the remnants of the Old NET (assuming they can find a connection point) and seek out what scattered records could be assembled from the hash of false Rise of the Nomads data and Black ICE. But if that risk netted you the location of a million brand new, unused Agents or From their position as the refugees and riffraff of the a few dozen TEUs of raw lithium ore, you could Cyberpunk Golden Age, the fortunes of the Nomads become a billionaire overnight. If you could find have reversed, suddenly making them one of the most someone to sell it to, that is.*

*powerful groups around in the Time of the Red. They can be found in almost every environment and are*

*ARIUSK*

*BY D*

[335](#)



### [THE NEW STREET ECONOMY](#)

*involved in the transshipping and protection of almost cargo. They often went up against Road Gangers*

*all of the goods that keep things running in the Time of  
and other land pirates, as well as whatever local  
the Red. You need something? Chances are a Nomad  
"bosses" tried to extort fees from them for crossing  
will be the one who gets it to you.*

*their territories. Already familiar with their enemies, the  
land-based Nomads were the best equipped group to  
nomADs in the wet*

*tackle these raiders or rivals, eventually establishing  
well-defended convoys and monitored roadways*

*Before the War, many Nomads were pirates, espe-  
(nicknamed "Nomad High Roads") that allowed cargo  
cially in the waters of the South China Seas, the Straits  
to spread out from the reclaimed marshaling yards at  
of Magellan, and the Red Sea. These bands were  
the major seaports. Once the ports were secured, still  
often nationally based but made up of loose coalitions  
other Families established heavily armed, long-haul  
of families from the same area. In prime positions to  
trucking lines that carried smaller loads throughout*

*hijack abandoned or lightly defended shipping, these the old highway system. Finally, several Nomad packs Nomads went for it, thinking, "Well, there's half the took over the long-abandoned maglev and other train Lawmen in the South China Sea after us already, so systems, which they armored up and used to transport we might as well get paid for it."*

*huge amounts of TEU, spreading out several rail corridors. Shipping companies also hired other Nomads to dors that reach distant Chicago and St. Louis.*

*defend ships against pirates. These too were family groups. Nomads were the perfect groups for this:*

*sky PiRates*

*familiar with transportation tech and weapons, and The Nomads have also taken to the air, hijacking the with a strong family loyalty. The battles between the few remaining large Aerozeps from the 2020s and Pirates and the "Ship Rats" were often long and perpressing them into intermittent service as cargo and sonal feuds. As the 4th Corp War progressed, these*

*passenger ships. These also require Nomad protection*

*Ship Rat Nomads came under attack by forces from*

*in the form of armed small aircraft, aerodynes, and*

*rival Corps as well as Pirates. They were subsequently*

*auto-gyros. There are still other Nomads who prey*

*supplied with arms and gear by the shipping compa-*

*on these passenger ships, but no matter what their*

*nies, who, while not optimized for combat, were quite*

*business all of these aerial Nomads are generally*

*capable of paying for the hardware that their Ship*

*nicknamed "Sky Pirates" by those outside of their*

*Rats needed to defend their cargoes. Many Ship Rat*

*close-knit Family groups.*

*crews had no choice but to take over the ships they*

*protected and act as free agents, especial y as many*

*The appellation of Sky Pirates is also applied to the*

*worldwide shipping companies had collapsed during*

*Nomad Deltajocks who use the remaining military*

*the War.*

*high orbital scramjets to deliver small, expensive*

*and high value cargoes like medicine, tech parts, or  
Gradually, the Ship Rats began to unite as family  
even important passengers. These Deltajocks have a  
combines controlling more than one ship. Modeling  
passing accommodation with the Highriders of the  
themselves off the smuggling Families they interacted  
Low Earth Orbit Zone, but since they rarely stay in  
with on land, they created scattered shipping groups  
orbit for long, are considered to be a better type of  
to replace the defunct world transhippers of the late  
"groundpounder" by the space-living group.*

*2020s. So, if you need to get to a ship, or get a ship  
into port, you're going to probably need a Ship Rat.*

*n*

*Why it isn't Post-holocaust*

*omADs on the DRy siDe*

*Meanwhile, on land, Nomads often picked up where*

*When people outside of the un-United States think*

*their Ship Rat cousins left off at the beach. They*

*of the Time of the Red, they invariably think of a*

336



# DATA

## THE NEW STREET ECONOMY

*this period is far different. It's not like there isn't anything out there for people to live on. There's plenty of water, food, weapons, and CHOOH<sub>2</sub> for anyone who wants them. But they have to have the money to buy the goods, and someone (usually a Fixer) to locate them.*

*Or to put it another way: although the huge Sammtung factories in Korea have fallen silent from a current lack of silicon microchips and lithium batteries, that just means no one in the Time of the Red is making new phones or Agents (it's going to take some time before the supply lines allow those factories to start up again). But in thousands of TEUs and storage warehouses (as well as abandoned stores) all over the planet, there are hundreds of millions of perfectly good phones and Agents stored away in bright shiny store packaging, complete with operators' manuals. You just have to link up with someone who knows where they are, and is willing to provide a place for you to buy one. You need a Fixer—and a **Night Market**.*

### *Night Markets*

*Night Markets spring up all over the City, often without warning; whenever a good shipment comes in off a transport or something really useful is uncovered by the Nomads or Fixers. Similar to the old swap meets held in the 20th century, Night Markets are mobile shops mounted on trailers, vehicles, shipping containers, and whatever else has To find a Night*

*Market, you*

*mobility and some spare volumetric to display stuff. Getting to a Night Market is as much about connections as can start asking*

*it is about money. Some of the best markets are top secret affairs, which require connections or access codes just around or find*



*your local Fixer*

*to find them. Night Markets can pop up for a few hours, then vanish forever, or regularly show up at specific sites to see if they'll*

*where they can depend on enough security and space to set up shop over time.*

*hook you up.*

*GNALL BA*

*BY RICHARD*

[337](#)



### *THE NEW STREET ECONOMY*

*niGht mARket GeneRAtoR*

*what kind of night market iS it?*

*Use the fol owing tables to generate a Night Market on the spot.*

*First, roll 1d6 twice on the table below to determine what is found at the Night Market. If you roll the same result twice, reroll until you get a different result.*

***Roll***

***Type of Goods Sold***

## ***Description***

***1***

### ***Food and Drugs***

*Processed foods, fresh vegetable, live animals, and sometimes fresh street drugs.*

***2***

### ***Personal Electronics***

*Gizmos and gadgets galore. You can even find Black ICE if you hit the shadier stalls.*

***3***

### ***Weapons and Armor***

*Everything you need to cause some chaos on The Street.*

*The best cybertech on Street; probably not stolen or harvested.*

***If you roll a Cyberware Option, any Foundational Cyberware (for example, a Cybereye 4***

*Cyberware*

***or Neural Processor) required to install that Option is also available at the Night Market.***

***Cyberware bought at a Night Market is not installed at the Night Market but the seller will send you to their preferred local Ripperdoc for a free installation.***

***5***

*All the hottest street fashion in one place plus some chrome to accent.*

*Clothing and Fashionware*

***Fashionware can be installed at the Night Market.***

**6**

*Survival Gear*

*All the practical gear you need to survive the Time of the Red.*

► *On the Shelves* ◄

*Next, roll 1d10 for each category included in the Night Market to determine how many types of items are available. Then roll d100 that many times on the appropriate columns below to see what's there. If you roll the same result twice, reroll until you get a different result. If you roll an item that has multiple Quality Ratings, all Quality Ratings are present in the Night Market. This is not the total inventory, but a general listing of types of things available in the Market.*

***Roll***

***Food and***

***Personal***

***Weapons***

***Survival***

***d100: Roll***

***d100***

***Drugs***

***Electronics***

***and Armor***

***Cyberware***

***Clothing and***

***Fashionware***

***Gear***

*two d10s. Use*

*one for the*

*Anti-Smog*

*Is place and*

***0-5***

*Canned Goods*

*Agent*

*Medium Pistol*

*Cybereye*

*Bag Lady Chic*

*Breathing Mask*

*one for the*

*10eb (Cheap)*

*100eb (Premium)*

*50eb (Costly)*

*100eb (Premium)*

*10s place to*

*20eb (Everyday)*

*get a number*

*Auto Level Dampening*

*between 1 and*

*Programs or*

*Heavy Pistol or*

*100.*

***6-10***

*Packaged goods*

*Cyberaudio Suite*

*Ear Protectors*

*Hardware of 100eb Very Heavy Pistol*

*Gang Colors*

*10eb (Cheap)*

*500eb (Expensive)*

*1,000eb*

*or less*

*100eb (Premium)*

*(Very Expensive)*

**11-15**

*Frozen Goods*

*Audio Recorder*

*SMG*

*Neural Link*

*Binoculars*

*Generic Chic*

*10eb (Cheap)*

*100eb (Premium)*

*100eb (Premium)*

*500eb (Expensive)*

*50eb (Costly)*

**16-20**

*Bags of Grain*

*Bug Detector*

*Heavy SMG*

*Cyberarm*

*Carryall*

*Bohemian*

*20eb (Everyday)*

*500eb (Expensive)*

*100eb (Premium)*

*500eb (Expensive)*

*20eb (Everyday)*

*Chemical Analyzer*

**21-25**

*Kibble Pack*

*Shotgun*

*Cyberleg*

*Flashlight*

*1,000eb*

*Leisurewear*

*10eb (Cheap)*

*500eb (Expensive)*

*100eb (Premium)*

*20eb (Everyday)*

*(Very Expensive)*

[338](#)

[THE NEW STREET ECONOMY](#)

***Roll %***

***Food and***

***Personal***

***Weapons***

***Survival***

***Drugs***

***Electronics***

***and Armor***

***Cyberware***

***Clothing and***

***Fashionware***

***Gear***

***26-30***

***Bags of Prepak***

***Computer***

***Assault Rifle***

***External Cyberware***

***Duct Tape***

***Nomad Leathers***

***20eb (Everyday)***



*50eb (Costly)*

*500eb (Expensive)*

*of exactly 1,000eb*

*20eb (Everyday)*

*Inflatable Bed &*

### **31-35**

*Street Drugs of*

*Cyberdeck*

*Sniper Rifle*

*External Cyberware*

*Asia Pop*

*Sleep-bag*

*20eb or less*

*500eb (Expensive)*

*500eb (Expensive)*

*of 500eb or less*

*20eb (Everyday)*

*Disposable*

### **36-40**

*Poor Quality Alcohol*

*Bows or Crossbow*

*Internal Cyberware*

*Lock Picking Set*

*Cell Phone*

*Urban Flash*

*10eb (Cheap)*

*100eb (Premium)*

*of exactly 1,000eb*

*20eb (Everyday)*

*50eb (Costly)*

*Electric Guitar or*

*Grenade Launcher*

**41-45**

*Alcohol*

*Internal Cyberware*

*Handcuffs*

*Other Instrument*

*or Rocket Launcher*

*Businesswear*

*20eb (Everyday)*

*of 500eb or less*

*50eb (Costly)*

*500eb (Expensive)*

*500eb (Expensive)*

*Excellent Quality*

*Programs or*

**46-50**

*Ammunition of*

*Cybereye Option*

*Medtech Bag*

*Alcohol*

*Hardware of exactly*

*High Fashion*

*500eb or less*

*of exactly 1,000eb*

*100eb (Premium)*

*100eb (Premium)*

*500eb*

*MRE*

*Medscanner*

*A Single Exotic*

*Tent and Camping*

**51-55**

*Cybereye Option*

*Biomonitor*

*10eb*

*1,000eb*

*Weapon of GM's*

*Equipment*

*of 500eb or less*

*100eb (Premium)*

*(Cheap)*

*(Very Expensive)*

*choice*

*50eb (Costly)*

*Light Melee*

**56-60**

*Live Chicken*

*Homing Tracer*

*Cyberaudio Option*

*Chemskin*

*Rope (60m/yds)*

*Weapon*

*50eb (Costly)*

*500eb (Expensive)*

*of exactly 1,000eb*

*100eb (Premium)*

*20eb (Everyday)*

*50eb (Costly)*

*Medium Melee*

**61-65**

*Live Fish*

*Radio Communicator*

*Cyberaudio Option*

*EMP Threading*

*Techtool*

*Weapon*

*50eb (Costly)*

*100eb (Premium)*

*of 500eb or less*

*10eb (Cheap)*

*100eb (Premium)*

*50eb (Costly)*

*Techscanner*

*Heavy Melee*

**66-70**

*Fresh Fruits*

*Neuralware Option*

*Light Tattoo*

*Personal CarePak*

*1,000eb*

*Weapon*

*50eb (Costly)*

*of exactly 1,000eb*

*100eb (Premium)*

*20eb (Everyday)*

*(Very Expensive)*

*100eb (Premium)*

*Very Heavy Melee*

*Radiation Suit*

## **71-75**

*Fresh Vegetables*

*Smart Glasses*

*Neuralware Option*

*Shift Tacts*

*Weapon*

*1,000eb*

*50eb (Costly)*

*500eb (Expensive)*

*of 500eb or less*

*100eb (Premium)*

*100eb (Premium)*

*(Very Expensive)*

## **76-80**

*Root Vegetables*

*Radar Detector*

*Armor of*

*Cyberlimb Option*

*Skinwatch*

*Road Flare*

*20eb (Everyday)*

*500eb (Expensive)*

*100eb or less*

*of exactly 1,000eb*

*100eb (Premium)*

*10eb (Cheap)*

*Scrambler/*

**81-85**

*Live Pigs*

*Armor of*

*Cyberlimb Option*

*Techhair*

*Grapple Gun*

*Descrambler*

*100eb (Premium)*

*exactly 500eb*

*of 500eb or less*

*100eb (Premium)*

*100eb (Premium)*

*500eb (Expensive)*



*Radio Scanner/*

**86-90**

*Exotic Fruits*

*Armor of*

*Fashionware*

*Tech Bag*

*Music Player*

*Generic Chic*

*100eb (Premium)*

*exactly 1,000eb*

*of GM's Choice*

*500eb (Expensive)*

*50eb (Costly)*

*Braindance Viewer*

*Weapon*

**91-95**

*Exotic Vegetables*

*Borgware*

*Shovel or Axe*

*1,000eb*

*Attachments of*

*Leisurewear*

*100eb (Premium)*

*of GM's Choice*

*50eb (Costly)*

*(Very Expensive)*

*100eb or less*

*Weapon*

**96-100**

*Street Drugs of*

*Virtuality Goggles*

*Any Cyberware*

*Airhypo*

*Attachments of*

*Gang Colors*

*exactly 50eb*

*100eb (Premium)*

*of GM's Choice*

*50eb (Costly)*

*500eb or higher*



### THE NEW STREET ECONOMY

*miDniGht mARkets*

*Besides Night Markets, there's another, even more secretive level of Market—the Midnight Market. Midnight Markets are flash markets open, only by invitation, to a select clientele: the extremely wealthy, powerful, or You must be at*

*influential. That velvet painting of the cats playing poker? That's a Night Market find. That Mona Lisa you wanted?*

*least a Rank*

*9 Fixer to set*

*Midnight Market. Only the very top Fixers host Midnight Markets, and it's the dream of every ambitious Fixer to up a Midnight*

*one day reach the exalted realms where they can host their own. A Midnight Market contains 1d10 + 5 rare and Market. You*

*need to be a*

*sought-after items of the GM's choice. Additionally, a Midnight Market gathers the leadership of the criminal real bonafide*

*badass to earn*

*underworld to make deals, discuss operations, and recruit new blood.*

*an invitation*

*to one.*

### *Night Market Appendix*

*Here's a list of everything you could possibly buy at a Night Market. It even includes options not shown during in Fitted for the Future [\(pg. 71\)](#) but available to Characters during Character Generation if they can afford it.*

***Looking for a specific section? Here's a handy index.***

<b><i>Melee Weapons</i></b> .....	<a href="#"><u>Page 340</u></a>
<b><i>Fashion</i></b> .....	<a href="#"><u>Page 356</u></a>
<b><i>Ranged Weapons</i></b> .....	<a href="#"><u>Page 341</u></a>
<b><i>Street Drugs</i></b> .....	<a href="#"><u>Page 357</u></a>
<b><i>Weapon Qualities &amp; Examples</i></b> .....	<a href="#"><u>Page 342</u></a>
<b><i>Cyberware</i></b> .....	<a href="#"><u>Page 358</u></a>
<b><i>Weapon Attachments</i></b> .....	<a href="#"><u>Page 342</u></a>
<b><i>Cyberdeck Hardware</i></b> .....	<a href="#"><u>Page 368</u></a>
<b><i>Ammunition</i></b> .....	<a href="#"><u>Page 344</u></a>
<b><i>Programs</i></b> .....	<a href="#"><u>Page 368</u></a>
<b><i>Exotic Weapons</i></b> .....	<a href="#"><u>Page 347</u></a>
<b><i>Home Defenses</i></b> .....	<a href="#"><u>Page 372</u></a>
<b><i>Armor</i></b> .....	<a href="#"><u>Page 350</u></a>
<b><i>Services &amp; Entertainment</i></b> .....	<a href="#"><u>Page 376</u></a>

**General Gear** ..... [Page 351](#)

**Lifestyle & Housing** ..... [Page 377](#)

*melee weAPons*

**Melee**

**Example**

**# of Hands**

**Weapon Type**

**Melee Weapons**

**Required**

**Damage ROF**

**Can be**

**Concealed?**

**Cost**

**Light Melee**

*50eb*

*Combat Knife, Tomahawk*

*Varies by type*

*1d6*

*2*

*YES*

***Weapon***

*(Costly)*

***Medium Melee***

*Baseball Bat, Crowbar,*

*50eb*

*Varies by type*

*2d6*

*2*

*NO*

***Weapon***

*Machete*

*(Costly)*

***Heavy Melee***

*Lead Pipe, Sword,*

*100eb*

*Varies by type*

*3d6*

*2*

*NO*

***Weapon***

*Spiked Bat*

*(Premium)*

***Very Heavy***

*Chainsaw, Sledgehammer,*

*500eb*

*Varies by type*

*4d6*

*1*

*NO*

***Melee Weapon***

*Helicopter Blades, Naginata*

*(Expensive)*

[340](#)



[THE NEW STREET ECONOMY](#)

*RAnGeD weAPons*

***Weapon***

***Weapon***

***Single Standard Rate Hands***

***Can be***

*Type*

*Skill*

*Shot*

*of Fire*

*Damage Magazine (ROF) Required*

*Concealed?*

*Cost*

*Medium*

*12*

*50eb*

*Handgun*

*2d6*

*2*

*1*

*YES*

*Pistol*

*(M Pistol)*

*(Costly)*

*Alt. Fire Modes & Special Features: None*

*Heavy Pistol*



8

100eb

Handgun

3d6

2

1

YES

(H Pistol)

(Premium)

***Alt. Fire Modes & Special Features: None***

***Very Heavy***

8

100eb

Handgun

4d6

1

1

NO

***Pistol***

(VH Pistol)

*(Premium)*

***Alt. Fire Modes & Special Features: None***

***SMG***

*30*

*100eb*

*Handgun*

*2d6*

*1*

*1*

*YES*

*(M Pistol)*

*(Premium)*

***Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire Heavy  
SMG***

*40*

*100eb*

*Handgun*

*3d6*

*1*

*1*

*NO*

*(H Pistol)*

*(Premium)*

***Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire Shotgun***

*4*

*500eb*

*Shoulder Arms*

*5d6*

*1*

*2*

*NO*

*(Slug)*

*(Expensive)*

***Alt. Fire Modes & Special Features: Shotgun Shell***

***Assault Rifle***

*25*

*500eb*

*Shoulder Arms*

*5d6*

*1*

*2*

*NO*

*(Rifle)*

*(Expensive)*

***Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire Sniper Rifle***

*4*

*500eb*

*Shoulder Arms*

*5d6*

*1*

*2*

*NO*

*(Rifle)*

*(Expensive)*

***Alt. Fire Modes & Special Features: None***

***Bows &***

*N/A*

*100eb*

*Archery*

*4d6*

*1*

2

NO

**Crossbows**

*(Arrow)*

*(Premium)*

***Alt. Fire Modes & Special Features: Arrows***

**Grenade**

2

500eb

*Heavy Weapons*

6d6

1

2

NO

**Launcher**

*(Grenade)*

*(Expensive)*

***Alt. Fire Modes & Special Features: Explosive***

**Rocket**

1

500eb

Heavy Weapons

8d6

1

2

NO

**Launcher**

(Rocket)

(Expensive)

**Alt. Fire Modes & Special Features:** Explosive

JustiCe Comes FRom the bARRel oF A gun, AnD my mili

l teCh

uRbAn missile lAunCheR's biGGeR thAn youR PeA shooteR, punk.

— general e

— general xe

e c c

xe

. lance

c c

star of the militech action hour



### THE NEW STREET ECONOMY

*weAPons oF exCellent oR PooR quAlity*

*Melee and Ranged Weapons often vary by the quality of their construction. You can find cheaper versions of more weapons that are prone to jamming. But you can also find high quality version that improve your capabilities.*

*Poor Quality Weapon*

*Poor Quality Weapons malfunction whenever you roll a Critical Failure (a 1 on your Attack Check), requiring you to use an Action to reverse the malfunction before they can be used again. Unjamming your weapon doesn't Exotic Weapons*

*require a Check. Cost varies based on the weapon's base cost.*

*are always*

*Average*

*Quality*

*Excellent Quality Weapons*

*unless their*

*description says*

*When attacking with an Excellent Quality Weapon you add a +1 to your Attack Check with it. Cost varies based otherwise.*

*on the weapon's base cost.*

***Standard Quality Weapon Cost***

***Poor Quality Weapon Cost***

***Excellent Quality Weapon Cost***

*50eb (Costly)*

*20eb (Everyday)*

*100eb (Premium)*

*100eb (Premium)*

*50eb (Costly)*

*500eb (Expensive)*

*500eb (Expensive)*

*100eb (Premium)*

*1,000eb (Very Expensive)*

► *RAnGeD weAPon bRAnD exAmPles*

***Ranged Weapon***

***Poor Weapon***

***Standard Weapon***

***Excellent Weapon***

***Type***



***Quality Example***

***Quality Example***

***Quality Example***

***Medium Pistol***

*Dai Lung Streetmaster*

*Federated Arms X-9mm*

*Militech "Avenger"*

***Heavy Pistol***

*Dai Lung Magnum*

*Mustang Arms "Mark III"*

*Nova "Cityhunter"*

***Very Heavy Pistol***

*Federated Arms "Super Chief"*

*Sternmeyer P-35*

*Militech "Boomer Buster"*

***Bow***

*GunMart "Sherwood"*

*Eagletech "Tomcat"*

*Eagletech "Bearcat"*

***Crossbow***

*GunMart "Hunter"*

*Eagletech "Striker"*

*Eagletech "Scorpion"*

### ***SMG***

*Federated Arms Tech-Assault III*

*Militech "Mini-Gat"*

*Arasaka "Minami 10"*

### ***Heavy SMG***

*Chadran Arms "City Reaper"*

*Sternmeyer SMG-21*

*Militech "Viper"*

### ***Shotgun***

*GunMart "Home Defender"*

*Arasaka "Rapid Assault"*

*Militech "Bulldog"*

### ***Assault Rifle***

*Chadran Arms "Jungle Reaper"*

*Militech "Ronin"*

*Militech "Dragon"*

### ***Sniper Rifle***

*GunMart "Snipe-Star"*

*Nomad "Long Rifle"*

*Arasaka WSSA Sniper System*

### ***Grenade Launcher***

*Towa Manufacturing Type-G*

*Militech "Mini-Grenade"*

*Tsunami Arms Type-18*

### ***Rocket Launcher***

*Towa Manufacturing Type-R*

*Militech "Urban"*

*Militech "Hotshot"*

### ***weAPon AttACHments***

*Each Non-Exotic Ranged Weapon has 3 Attachment Slots that 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.*

[342](#)



## **THE NEW STREET ECONOMY**

### ***Attachment***

***Cost***

***Attachment***

***Cost***

***Bayonet***

*100eb (Premium)*

***Infrared***

*500eb (Expensive)*

***Drum Magazine***

*500eb (Expensive)*

***Nightvision Scope***

***Extended Magazine***

*100eb (Premium)*

***Shotgun Underbarrel***

*500eb (Expensive)*

***Grenade Launcher***

***Smartgun Link***

*500eb (Expensive)*

*500eb (Expensive)*

***Underbarrel***

***Sniping Scope***

*100eb (Premium)*

► *bAyonet*

**Cost:** 100eb (Premium) • **Eligible:** All Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.

*When wielded, this weapon can also be used as a Light Melee Weapon. While this is attached to a weapon, it cannot be concealed under clothing.*

► *DRum mAGAZine*

**Cost:** 500eb (Expensive) • **Eligible:** All Non-Exotic Ranged Weapons except Bows/Crossbows.

*The weapon holds a maximum number of shots equal to its Drum entry on the Clip Chart below. Only one clip can be attached to a weapon at a time. While this is attached to a weapon, it cannot be concealed under clothing.*

► *extenDeD mAGAZine*

**Cost:** 100eb (Premium) • **Eligible:** All Non-Exotic Ranged Weapons except Bows/Crossbows.

*The weapon holds a maximum number of shots equal to its Extended entry on the Clip Chart chart below.*

*Only one clip can be attached to a weapon at a time. While this is attached to a weapon, it cannot be concealed under clothing.*

► *GRenADe lAunCheR unDeRbARRel*

**Cost:** 500eb (Expensive) • **Eligible:** All Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.

*When wielded in two hands, the weapon can also be used as a Grenade Launcher, with only 1 grenade in its magazine. While this is attached to a weapon, it cannot be concealed under clothing. **Requires 2***

## ***Attachment Slots.***

### ► *inFRAReD niGhtvision sCoPe*

***Cost:*** 500eb (*Expensive*) • ***Eligible:*** *All Non-Exotic Ranged Weapons.*

*Reduces penalties imposed on your firing at a target obscured to you by darkness, smoke, fog, etc. to 0.*

*Looking through the scope, you can distinguish hot meat from cold metal, but not more specifical y than that.*

*You can't tell the brand of their Cyberarm from a distance, or see any of its internal surprises, for example.*

### ► *shotGun unDeRbARRel*

***Cost:*** 500eb (*Expensive*) • ***Eligible:*** *All Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.*

*When wielded in two hands, the weapon can also be used as a Shotgun, with only 2 shots in its magazine.*

*While this is attached to a weapon, it cannot be concealed under clothing.*  
***Requires 2 Attachment Slots.***

[343](#)



[THE NEW STREET ECONOMY](#)

### ► *smARtGun link*

**Cost:** 500eb (Expensive) • **Eligible:** All Non-Exotic Ranged Weapons.

*Installing or uninstalling a Smartgun Link takes an hour. A weapon is a Smartgun only when it has a Smartgun Link attached to it. Special Cyberware is required to take advantage of a Smartgun. A Smartgun Link must be connected to you with Interface Plugs or a Subdermal Grip in order to operate, both of which require you to have a Neural Link. A Subdermal Grip connects a Smartgun held in it automatically. You can plug in Interface Plugs as part of drawing a Smartgun into a free hand, as long as your Interface Plugs aren't already plugged into something else. Being disarmed of your Smartgun doesn't snap your cables, it just unplugs them from the Smartgun. Plugging them back in isn't an Action should you have the Smartgun in your hand, as their ports are designed for ease-of-use. Why go through all this trouble? Because when making Ranged Attacks with one, you add a +1 to your Check. **Requires 2 Attachment Slots.***

#### ► *sniPinG sCoPe*

**Cost:** 100eb (Premium) • **Eligible:** All Non-Exotic Ranged Weapons.

*Looking through the scope, user can see detail up to 800m/yds 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 Check. Does not stack with TeleOptics Cyberware.*

#### ► *CliP ChARt*

**Type**

**Standard**

**Extended**

**Drum**

**Medium Pistol**

18

36

***Heavy Pistol***

8

14

28

***Very Heavy Pistol***

8

14

28

***SMG***

30

40

50

***Heavy SMG***

40

50

60

***Shotgun***

4



8

16

### ***Assault Rifle***

25

35

45

### ***Sniper Rifle***

4

8

12

### ***Grenade Launcher***

2

4

6

### ***Rocket Launcher***

1

2

3

### ***Ammunition***

#### ***Grenade***

*ammunition*

- *Ammunition comes in many varieties: Bul et (Medium, Heavy, & Very Heavy Pistol, Slug, or Rifle), Shotgun can be either*

*thrown or*

*Shel , Arrow, Grenade, and Rocket and must be bought for the ammunition type of the weapon.*

*loaded into*

*a Grenade*

- *Grenades and Rockets are purchased individually. All other ammunition is purchased in increments of 10.*

*Launcher.*

[344](#)



## [THE NEW STREET ECONOMY](#)

### ***Ammunition Type***

#### ***Cost***

#### ***Basic Ammunition***

*10eb (Cheap)*

#### ***Armor-Piercing Ammunition***

*100eb (Premium)*

#### ***Biotoxin Ammunition***

*500eb (Expensive)*

***EMP Ammunition***

*500eb (Expensive)*

***Expansive Ammunition***

*100eb (Premium)*

***Flashbang Ammunition***

*100eb (Premium)*

***Incendiary Ammunition***

*100eb (Premium)*

***Poison Ammunition***

*100eb (Premium)*

***Rubber Ammunition***

*10eb (Cheap)*

***Sleep Ammunition***

*500eb (Expensive)*

***Smart Ammunition***

*500eb (Expensive)*

***Smoke Ammunition***

*50eb (Costly)*

***Teargas Ammunition***

50eb (Costly)

► *bAsiC Ammunition*

**Cost:** 10eb (Cheap) • **Ammo Types Available:** All except Grenades and Rockets.

*This is the standard ammunition for the weapon. It has no special features.*

► *ARmoR-PieRCinG Ammunition*

**Cost:** 100eb (Premium) • **Ammo Types Available:** All except Shotgun Shells  
*When using this ammunition, you ablate armor by 2 instead of 1 whenever you would ablate armor.*

► *biotoxin Ammunition*

**Cost:** 500eb (Expensive) • **Ammo Types Available:** Arrows and Grenades only.

*When using this ammunition, you deal no damage with your attack. Anyone meat hit by your attack 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.*

► *emP Ammunition*

**Cost:** 500eb (Expensive) • **Ammo Types Available:** Grenades only.

*When using this ammunition, you deal no damage with your attack. Anyone hit by your attack must instead attempt to beat a DV15 Cybertech Check. If they fail, the GM chooses 2 pieces of their Cyberware or carried electronics to become inoperable for 1 minute. Cyberlimbs that are rendered inoperable act as their meat counterparts do when they have been dismembered, but they stil hang loosely. See Critical Injuries on [pg. 187](#).*

► *exPAnsive Ammunition*

**Cost:** 100eb (Premium) • **Ammo Types Available:** Arrows, Bul ets, and Slugs.

When using this ammunition, whenever you cause the Foreign Object Critical Injury, the victim rolls again on the Critical Injury table [\(see pg. 187\)](#) until they roll a Critical Injury that isn't Foreign Object. The victim then suffers that Critical Injury as well. This second injury deals no Bonus Damage.

[345](#)



### [THE NEW STREET ECONOMY](#)

#### ► *FLashbAnG Ammunition*

**Cost:** 100eb (Premium) • **Ammo Types Available:** Grenades only.

When using this ammunition, you deal no damage with your attack. Anyone hit by your attack must instead attempt to beat a DV15 Resist Torture/Drugs Check. Anyone who fails suffers the Damaged Eye and Damaged Ear Critical Injuries [\(see pg. 188\)](#) for the next minute. You do not take the Bonus Damage from the Critical Injuries.

#### ► *inCenDiARy Ammunition*

**Cost:** 100eb (Premium) • **Ammo Types Available:** Arrows, Bul ets, Grenades, and Shotgun Shells.

When using this ammunition, whenever you deal damage to a target through their armor, you ignite the target.

Until your target spends an Action to put themselves out, they take 2 damage directly to their HP whenever they end their Turn. Multiple instances of this effect cannot stack.

### ► *Poison Ammunition*

**Cost:** 100eb (Premium) • **Ammo Types Available:** Arrows and Grenades only.

*When using this ammunition, you deal no damage with your attack. Anyone meat hit by your attack 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.*

### ► *RubbeR Ammunition*

**Cost:** 10eb (Cheap) • **Ammo Types Available:** Arrows, Bul ets, and Slugs.

*Damage dealt using this ammunition cannot cause a Critical Injury. Additionally, attacks made with this ammunition cannot ablate armor. If damage dealt by this ammunition would reduce a target with more than 1 HP to less than 0 HP, they are instead left at 1 HP.*

### ► *sleeP Ammunition*

**Cost:** 500eb (Expensive) • **Ammo Types Available:** Arrows and Grenades  
*When using this ammunition, you deal no damage with your attack. Anyone meat hit by your attack must instead attempt to beat a DV13 Resist Torture/Drugs Check. Anyone who fails is now Prone ([see pg. 169](#)) and Unconscious for 1 minute or until they are woken by taking damage, or by someone else using an Action that touches them.*

### ► *smARt Ammunition*

**Cost:** 500eb (Expensive) • **Ammo Types Available:** Arrows, Bul ets, and Rockets  
*Targeting Scope Cyberware is required in order to make use of Smart Ammunition. When fired by a User without Targeting Scope Cyberware, Smart Ammunition won't fire even when the trigger is pul ed, as a safety feature. When using this ammunition, whenever you miss a shot by 4 or less when using a weapon's single shot firing mode, your missed shot immediately has a second chance to hit your target. This second chance to hit is made by rol ing again to hit the exact same shot DV on the range table*

*which you missed, except that you add 10 to the d10 instead of anything you would typically add to the Check, with the only exception being LUCK. A target that can dodge bullets can choose to dodge this ranged attack as normal.*

346



### THE NEW STREET ECONOMY

#### ► smoke Ammunition

**Cost:** 50eb (Costly) • **Ammo Types Available:** Grenades only.

*Obscures a 10m/10m area with smoke for a minute on impact. The typical penalty for trying to perform a task obscured by smoke is -4.*

#### ► teARGAs Ammunition

**Cost:** 50eb (Costly) • **Ammo Types Available:** Grenades only.

*When using this ammunition, you deal no damage with your attack. Anyone with meat eyes hit by your attack must instead attempt to beat a DV13 Resist Torture/Drugs Check. Anyone who fails suffers the Damaged Eye Critical injury ([see pg. 188](#)) for the next minute. You do not take the Bonus Damage from the Critical Injury.*

#### 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 otherwise noted.***

#### Weapon

***Cost***

***Weapon***

***Cost***

***Air Pistol***

*100eb (Premium)*

***Microwaver***

*500eb (Expensive)*

***Battleglove***

*1,000eb (V. Expensive)*

***Militech "Cowboy" U-56***

*5,000eb (Luxury)*

***Constitution Arms***

***Grenade Launcher***

***Hurricane Assault***

*5,000eb (Luxury)*

***Rhinemetall EMG-86***

*5,000eb (Luxury)*

***Weapon***

***Railgun***

***Dartgun***



*100eb (Premium)*

***Shrieker***

*500eb (Expensive)*

***Flamethrower***

*500eb (Expensive)*

***Stun Baton***

*100eb (Premium)*

***Kendachi Mono-Three***

*5,000eb (Luxury)*

***Stun Gun***

*100eb (Premium)*

***Malorian Arms 3516***

*10,000eb (Super Luxury)*

***Tsunami Arms Helix***

*5,000eb (Luxury)*

► ***AiR Pistol***

***Cost: 100eb (Premium)***

*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.*

### ► *bAttleGlove*

**Cost:** 1,000eb (Very Expensive)

*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.*

[347](#)



### [THE NEW STREET ECONOMY](#)

### ► *Constitution ARms huRRiCane AssAult weAPon*

**Cost:** 5,000eb (Luxury)

*An Exotic 2 ROF Shotgun. It cannot make Aimed Shots. Its 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.*

### ► *DARtGun*

**Cost:** 100eb (Premium)

*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.*

### ► *FLAmethRoweR*

**Cost:** 500eb (Expensive)

*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 damage. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.*

### ► *kenDACHi mono-thRee*

**Cost:** 5,000eb (Luxury)

*An Excellent Quality Two-Handed Exotic Very Heavy Melee Weapon. With the correct biometric key, damage dealt by this weapon ignores the target's armor entirely if it is lower than SP11. Armor with a higher Kendachi is a*

*Japanese Corp*

*SP is still interacted with as normal. A high-tech katana with a nearly transparent crystal blade. Orbital crystal specializing*

*reinforces its redesigned microscopically serrated edge which vibrates four thousand times a minute when its in glass*

*and crystal*

*handle is gripped by a user with a correct biometric key. In the hands of a user without the correct biometric production.*

*key, the blade will not vibrate, leaving it only an Excel ent Quality Two-Handed Exotic Very Heavy Melee Most of their*

*weapons were*

*Weapon. At no additional cost, any color of laser can be instal ed into the hilt to refract within the crystal made in orbital*

*blade, giving it a flaring neon glow. The most popular color is red.*

*factories.*

► *mAloRiAn ARms 3516*

**Cost:** *10,000eb (Super Luxury)*

*An Excel ent Quality Exotic Very Heavy Pistol. It deals 5d6 damage with a single shot, and comes permanently instal ed with the Smartgun Link weapon attachment which must be connected (via Interface Plugs or To learn more*

*a Subdermal Grip) in order for the weapon to operate. Extremely rare and sought after, this weapon is even about the Tech*

*who designed*

*more expensive today than it was in the past, when one even can be found for sale.*

*the 3516, go to*

[page 307](#)

► *miCRoWAvE*R

**Cost:** 500eb (*Expensive*)

*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 or carried electronics to become inoperable for a minute. Cyberlimbs that are rendered inoperable act as their meat counterparts do when*

[348](#)



[THE NEW STREET ECONOMY](#)

*they have been dismembered, but they still hang loosely. See Critical Injuries. Ammunition is costless, as it runs off easily rechargeable (1 hour) battery packs that need to be replaced after 8 shots. Extra battery packs are 50eb (Costly).*

► *militeCh "Cowboy" u-56 GRenADe lAunCheR*

**Cost:** 5,000eb (*Luxury*)

*An Exotic 2 ROF Grenade Launcher. Its magazine holds four grenades. Despite being an Exotic Weapon, it is capable of firing all forms of Grenade Ammunition. 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.*

► *RhinemetAll emG-86 RAilGun*

**Cost:** 5,000eb (Luxury)

*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.*

*Weapons like*

*the Cowboy*

*Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns.*

*and the*

*Firing this weapon requires BODY 11 or higher unless it is mounted.*

*EMG-86 were*

*designed to*

*be used by*

► *shRiekeR*

*heavily cybered*

*individuals.*

**Cost:** 500eb (Expensive)

*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 (Costly).*

► *stun bAton*

**Cost:** 100eb (Premium)

*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.*

► *stun Gun*

**Cost:** 100eb (Premium)

*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 easily rechargeable (1 hour) battery packs that need to be replaced after 8 shots. Extra battery packs are 50eb (Costly).*

► *tsunAmi ARms helix*

**Cost:** 5,000eb (Luxury)

*An Exotic Assault Rifle, fired entirely with the Autofire Skill. It can only be fired using Autofire and it cannot Tsunami Arms*

*is a bespoke*

*make Aimed Shots or fire in single shot. It holds 40 bullets. When fired, the Helix consumes 20 bullets with weapons*

*every attack. If you hit, you roll 2d6 for damage, and multiply it by the amount you beat the DV to hit your manufacturer*

*based out of*

*target, up to a maximum of 5. Reloading this weapon requires using two Actions, and thus can only be done Japan.*

*over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.*

349



## THE NEW STREET ECONOMY

*mAsTeR ARmoR list*

***Armor Type***

***Damage Stopping***

***Armor Penalty***

***Power (SP)***

***(Minimum 0)***

***Cost***

***Leathers***



*None*

*20eb (Everyday)*

***Kevlar®***

*7*

*None*

*50eb (Costly)*

***Light Armorjack***

*11*

*None*

*100eb (Premium)*

***Bodyweight Suit***

*11*

*None*

*1,000eb (Very Expensive)*

***Medium Armorjack***

*12*

*-2 REF, DEX, and MOVE*

*100eb(Premium)*

***Heavy Armorjack***

*13*

*-2 REF, DEX, and MOVE*

*500eb (Expensive)*

***Flak***

*15*

*-4 REF, DEX, and MOVE*

*500eb (Expensive)*

***Metalgear®***

*18*

*-4 REF, DEX and MOVE*

*5,000eb (Luxury)*

*10 HP*

***Bulletproof Shield***

*None, but always*

*100eb (Premium)*

*which is reduced by damage*

*takes up one arm*

***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 wannabes wearing open-butt chaps and random sports equipment.*

***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.

**Light Armorjack:** A combination of Kevlar® and plastic meshes inserted into the weave of the fabric. Armorjack provides superior protection, especial y against high-velocity bul ets.

**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 Interface Plugs so they stay out of the way while you're busy brain-burning 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 its own SP11. When repaired, both pieces are repaired at the same time. You can't wear more than one Bodyweight Suit. **Wearing a Bodyweight Suit adds one Hardware only Option Slot to a Cyberdeck connected to it.** Hardware instal ed in the Bodyweight Suit cannot be accessed if the armor isn't worn and can only take up 1 Option Slot.

**Medium Armorjack:** Heavier Armorjack, with solid plastic plating, reinforced with thicker Kevlar® mesh.

Typical Street wear; this combines decent protection with a decent ost.

**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 costs a pretty eb.

**Flak:** This is the 21st century version of the time-honored flak vest and pants with metal plates designed to provide protection from high explosive weaponry, artillery, grenades, shotguns, and anti-personnel mines.

Modern flak will also stop many of the higher caliber rounds from automatic rifles.

**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 bantha in a potho race.

[350](#)



### THE NEW STREET ECONOMY

**Bulletproof Shield:** A transparent polycarbonate shield that can protect you in a firefight. See Using a Shield in the Friday Night Firefight Section [\(pg. 183\)](#).

*mAsteR GeAR list*

**Item**

**Cost**

**Item**

**Cost**

**Agent**

*100eb (Premium)*

**Inflatable Bed &**

*20eb (Everyday)*

**Airhypo**

*50eb (Costly)*

***Sleep-bag***

***Anti-Smog Breathing***

***Kibble Pack***

*10eb (Cheap)*

*20eb (Everyday)*

***Mask***

***Linear Frame***

*5,000eb (Luxury)*

***Audio Recorder***

*100eb (Premium)*

***β (Beta)***

***Auto Level Dampening***

***Linear Frame***

*1,000eb (Very Expensive)*

*1,000eb (Very Expensive)*

***Ear Protectors***

***Σ (Sigma)***

***Binoculars***

*50eb (Costly)*

***Lock Picking Set***

*20eb (Everyday)*

***Braindance Viewer***

*1,000eb (Very Expensive)*

***Medscanner***

*1,000eb (Very Expensive)*

***Bug Detector***

*500eb (Expensive)*

***Medtech Bag***

*100eb (Premium)*

***Carryall***

*20eb (Everyday)*

***Memory Chips***

*10eb (Cheap)*

***Chemical Analyzer***

*1,000eb (Very Expensive)*

***MRE***

*10eb (Cheap)*

***Computer***

*50eb (Costly)*

***Personal CarePak***

*20eb (Everyday)*

***Cryopump***

*5,000eb (Luxury)*

***Pocket Amplifier***

*50eb (Costly)*

***Cryotank***

*5,000eb (Luxury)*

***Radar Detector***

*500eb (Expensive)*

***Cyberdeck***

***Radio***

*1,000eb (Very Expensive)*

*100eb (Premium)*

***(Excellent Quality)***

***Communicator***

***Cyberdeck***

***Radio Scanner/***

*100eb (Premium)*

*50eb (Costly)*

***(Poor Quality)***

***Music Player***

***Cyberdeck***

***Road Flare***

*10eb (Cheap)*

*500eb (Expensive)*

***(Standard Quality)***

***Rope (60m/yds)***

*20eb (Everyday)*

***Disposable Cell Phone***

*50eb (Costly)*

***Scrambler/***

*500eb (Expensive)*

***Drum Synthesizer***

*500eb (Expensive)*

***Descrambler***

***Duct Tape***

*20eb (Everyday)*

***Smart Glasses***

*500eb (Expensive)*

***Electric Guitar or***



***Tech Bag***

*500eb (Expensive)*

*500eb (Expensive)*

***another Instrument***

***Techscanner***

*1,000eb (Very Expensive)*

***Flashlight***

*20eb (Everyday)*

***Techtool***

*100eb (Premium)*

***Food Stick***

*10eb (Cheap)*

***Tent &***

*50eb (Costly)*

***Glow Paint***

*20eb (Everyday)*

***Camping Equipment***

***Glow Stick***

*10eb (Cheap)*

***Vial of Biotoxin***

*500eb (Expensive)*

***Grapple Gun***

*100eb (Premium)*

***Vial of Poison***

*100eb (Premium)*

***Handcuffs***

*50eb (Costly)*

***Video Camera***

*100eb (Premium)*

***Homing Tracer***

*500eb (Expensive)*

***Virtuality Goggles***

*100eb (Premium)*

[351](#)



## [THE NEW STREET ECONOMY](#)

***Agent:*** *Self-adaptive-AI powered smartphone; that*

***Airhypo:*** *Easy to use drug distribution platform*

*"learns" how best to fit your needs simply by inter-*

*which uses a quick burst of compressed air to*

*acting with you. While not a true AI, it is more than force a drug through the skin. Allows user to use capable of replacing any need for a secretary. When an Action to administer a single dose of a desired you sit back and allow your Agent to manage your drug to a willing target, or try to make a Melee life, everything is easier, including making sure you Weapon Attack to administer a single dose to an have time to do what you need to do (crimes, killing unwilling target on a hit instead of dealing damage. people, getting away with it, and so forth) instead of Reloading the Airhypo with a dose of your desired going to the store to get something you forgot. There drug isn't an Action. [\(See pg. 357 t](#)o score some are many reasons why almost everyone has one.*

*street drugs).*

*Things your Agent can do:*

***Anti-Smog Breathing Mask:*** *Useful for filtering*

- *Make phone calls in voice or video and record out toxins and smoke from the local environment. them, forward them, or send them to voicemail,*

*User is immune to the effects of toxic gasses, fumes, which pretty much only Agents actually end up and all similar dangers that must be inhaled to affect listening to nowadays.*

*the user.*

- *Surf the Data Pool.*

***Audio Recorder:*** *Device records up to 24 hours of audio before its output fills up a standard Memory*

- *Scan the Data Pool to locate a known location and bring up directions.*

*Chip stored in the device.*

- *Keep your schedule for you and act inde-*

***Auto Level Dampening Ear Protectors:***

*pendently on events, like ordering a gift and*

*Compact ear protection. When worn, user is having it delivered to the recipient.*

*immune to deafness or other effects caused by dangerously loud noises, like those produced by a*

- *Maintain a personality complete with name, flashbang.*

voice, and virtual body. Some particularly lonely individuals reprogram their Agents to act as sur-

**Binoculars:** You look through them. They double or  
rogate lovers or friends.

triple the size of what you are seeing.

- Suggest clothes for you to buy.

**Braindance Viewer:** Allows the user to experience

- Record audio and video to the Agent's standard  
braindance content. Braindances are digital record-  
Memory Chip.

ings of an experience which you view through the  
eyes of the actor. The experience includes all the

- Link to your Cyberware to share data storage with  
subject's senses, and you feel every emotion felt,  
them and the Agent's Memory Chip.

for better or worse.

- Link to most appliances in your living space.

**Bug Detector:** Device beeps when user is within

- Monitor your use of easily acquired resources  
2m/yds of a tap, bug, or other listening device.

*(Cheap, Everyday, or Costly) and automatically reorder them when you get low at market price.*

**Carryall:** *Heavy ripstop nylon bags of varying sizes, from messenger to nearly man-sized duffel*

- *Recommend a future course of action based on bags.*

*your personal goals. AI may suggest unwise actions.*

**Chemical Analyzer:** *Can test substances as an Action to find their precise chemical composition, In addition to all this, **an Agent gives the user +2 to their Library Search Skill and +2 to their identifying most substances instantly from a wide***

**Wardrobe & Style Skill**  
*database of samples.*

*, but only if you wear the*

*clothes your Agent suggests for you, which change*

**Computer:** *Laptop or desktop computer, used mostly every season. Multiple Agents don't multiply these for comfortable word processing and surfing the*

bonuses.

Data Pool.

352



### THE NEW STREET ECONOMY

**Cryopump:** *A Cryopump is a briefcase-sized tool*

**Cyberdeck (Standard Quality):** *Modular plat-*

*containing a body bag hooked up to a powerful*

*form that Programs and Hardware are installed*

*pump. Once wil ing/unconscious targets have been*

*on for the purpose of Netrunning. **This cyber-***

*placed into the bag and hooked up to the pump as*

**deck has 7 slots to install Programs and**

*an Action, the pump forces a hyper-cooled chemical*

**Hardware.** *Requires Interface Plugs and Neural*

*fluid into the bag, draining one of the Cryopump's*

*Link for a Netrunner to operate. See Netrunning*

*charges per target put in stasis (one per person, if*

*Section on [n.pg. 195.](#)*

*the Cryopump can accept multiple people). While*

**Disposable Cell Phone:** *There are still billions of in stasis, targets are unconscious and no longer roll the things around. A good choice for Fixers and any Death Saves for up to a week, as long as they other people who don't want to be tracked.*

*remain inside the bag and the bag has at least 1 HP. A Character in a cryopump bag is considered*

**Drum Synthesizer:** *Flat plastic pads of varying to be behind a piece of cover that has 15 HP. The sizes, linked by cables to a central processor. Can bag's transparent top and gloves molded into the simulate almost any kind of drum. Requires some lining allow the target to undergo surgery and be type of amplification to be heard.*

*stabilized while in stasis, which is much less danger-*

**Duct Tape:** *Comes in many colors and optionally can ous to the patient. A standard Cryopump has only 1 glow in the dark. Glowing duct tape is often used charge and can only hold a single roughly human-to mark tunnels, dead drops, or caches. It glows in*



sized target. Refueling a Cryopump costs 50eb  
the dark even if there has been no light exposure.

(Costly) per charge. **A Character who is not a  
Medtech cannot operate a Cryopump.**

**Electric Guitar or another Instrument:** Use your  
imagination. But remember that you will need an amp

**Cryotank:** A Cryotank is a human-sized container  
to be heard with any electronic-based instrument.

which can hold a fully grown adult. Assuming the  
Medtech succeeds at a DV13 Medical Tech Check,

**Flashlight:** Rechargeable. 100m/yd beam, lasts up  
the Cryotank keeps 1 person in stasis as long as  
to 10 hours on a charge.

desired. While in the Cryotank, they are consid-

**Food Stick:** Grainy, dried food bar that comes in a  
ered to be unconscious, but they heal at double  
variety of (awful) flavors. One meal.

the normal rate as long as they remain inside the  
tank and the tank has at least 1 HP. A Character in

**Glow Paint:** Glow in the dark paint for marking

*a Cryotank is considered to be behind a piece of locations and creating art. Comes in a spray can. cover that has 30 HP. A **Character who is not a** Also good for tagging.*

***Medtech cannot operate a Cryotank.***

***Glow Stick:** Light tube to illuminate a 4m/yd area*

***Cyberdeck (Excellent Quality):** A high-end for up to 10 hours. One use only.*

*modular platform that Programs and Hardware*

***Grapple Gun:** When wielded in a hand, user as an are installed on for the purpose of Netrunning. **This** Action can fire a rocket propel ed grapple that will cyberdeck has 9 slots to install Programs*

*attach securely to any "thick" cover up to 30m/yds*

***and Hardware.** Requires Interface Plugs and*

*away. Line can only support two times the user's*

*Neural Link for a Netrunner to operate. See*

*body weight, and has 10 HP. The user negates the*

*Netrunning Section on [pg. 195.](#)*

*normal movement penalty for climbing when they*

**Cyberdeck (Poor Quality):** A cheap modular

climb this line, and can retract the line without an  
platform that Programs and Hardware are installed

Action, including as they climb. When used as a

on for the purpose of Netrunning. **This cyber-**

grapple, user can't hold anything in the hand used

**deck has 5 slots to install Programs and**

to wield the grapple gun. Ineffective as a weapon,

**Hardware**

and cannot be used to make the Grab Action.

. Requires Interface Plugs and Neural

Link for a Netrunner to operate. See Netrunning

**Handcuffs:** Book 'em, Danno. Can be broken easily

Section on [pg. 195](#).

if your BODY is higher than 10.

[353](#)



## [THE NEW STREET ECONOMY](#)

**Homing Tracer:** Device can follow a linked tracer

**MRE:** Self-heating plastic and foil meal bag. Add

*up to 1-mile away. Comes with a free button sized water, snap the tab on the top, and in 2 minutes linked tracer. Replacement linked tracers are 50eb. you have something that resembles a single hot,*

***Inflatable Bed & Sleep-bag:*** *It's a self-inflating nourishing meal.*

*air mattress than comes packed with a thin sleeping*

***Personal CarePak:*** *Toothpaste-loaded toothbrush, bag. The whole thing folds to a 6"x6" package for al body wet-wipes, depilatory paste, comb, etc. easy storage.*

***Pocket Amplifier:*** *About the size of a large book,*

***Kibble Pack:*** *One foil package of dry, pet food-like this rechargeable amplifier delivers sound up cereal or wafers equivalent to a single meal. Usual y to 100m/yd for up to 6 hours. Can support two identified by number rather than the fake appetizing instruments.*

*label and description.*

***Radar Detector:*** *Device beeps if an active radar*

**Linear Frame  $\beta$  (Beta):** Powered exoskeleton,  
beam is present within 100m/yds.

*giving the user tremendous strength.*

**Radio Communicator:** Earpiece allowing user to

- User increases their BODY to 14 while plugged  
communicate via radio, 1-mile range.

*into the frame. This cannot increase the user's*

*BODY to 15 or higher. This increase in BODY*

**Radio Scanner/Music Player:** Music player can

*does not increase the user's HP or change their  
link to the Data Pool to listen to the hottest music, or  
Death Save.*

*play directly from a Memory Chip. User can also*

- Requires 2 installation of Interface Plugs to  
scan all radio bands within a mile that are currently  
operate.

*being used and tune into them, though some chan-  
nels might require a Descrambler to understand.*

**Linear Frame  $\Sigma$  (Sigma):** Powered exoskeleton,  
*giving the user even more tremendous strength.*

**Road Flare:** Lights an area of 100m/yards for 1

- User increases their BODY to 12 while plugged hour. Different colors. One use.

into the frame using two installations of Interface

**Rope (60m/yds):** Nylon rope. Can come in colors

Plugs. This cannot increase the user's BODY to if desired. Holds up to 800lbs (360kg).

13 or higher. This increase in BODY **does not** increase the user's HP or change their Death

**Scrambler/Descrambler:** Allows user to scramble Save.

outgoing communications so they cannot be under-

- Requires 1 installations of Interface Plugs to stood without a descrambler, which is also included operate.

at no extra charge.

**Lock Picking Set:** A small pouch of tools for crack-

**Smart Glasses:** Contains two option slots for ing mechanical locks.

Cybereye options. When worn, Smart Glasses

*give the user access to the benefits of these options.*

***Medscanner:*** *Scanner with external probes and*

*When cybereye options are installed into the contacts that diagnoses injury and illness, assisting glasses, they always count as if they were paired, user in medical emergencies not requiring Surgery.*

*and it costs the same as installing the option once User adds +2 to their First Aid and Paramedic Skills. in a cybereye. You can only wear a single pair at This doesn't stack with itself.*

*a time. Enthusiasts often replace the frames of their*

***Medtech Bag:*** *Medical toolkit that includes every-*

*Smart Glasses with nicer ones, as they aren't the thing from dermal staplers to spray skin applicators prettiest out of the box.*

*to sterile scalpels. All you need to save lives using*

***Tech Bag:*** *Small bag of tools for fixing electronics your skills and training.*

*and machines. Includes a Techtool, electrical parts*

***Memory Chips:*** *Thin wafers of doped plastic that*

*like tape and wire wraps, asst. screws and bolts,  
store information in all forms. Some of these are  
plug in modules for repairs, heat torch, 2 small  
larger than others.  
prybars, and hammer.*

354



THE NEW STREET ECONOMY



**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.

**Techtool:** Small bag of tools for fixing electronics and machines. Includes a Techtool, electrical parts like tape and wire wraps, asst. screws and bolts, plug in modules for repairs, heat torch, 2 small prybars, and hammer.

**Tent and Camping Equipment:** Small one-person tube tent with plastic stakes, one self-heating, rechargeable pot to boil water (takes 5 min to recharge, lasts 2 hours) and a cheap metal spork that couldn't hurt a fly.

**Vial of Biotoxin:** An entire 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.

**Vial of Poison:** An entire 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 Virtuality

poisoned Light Melee Weapon must instead attempt to beat a DV13 Resist Torture/Drugs Check. Anyone isn't just for

who fails is dealt 2d6 damage directly to their HP. Their armor isn't ablated because it wasn't interacted with.

Netrunners.

Many people

with Interface

***Video Camera:*** When held in a hand, user can record up to 12 hours of video and audio before its output Plugs use

*fills up a standard Memory Chip stored in the device.*

*Virtuality to*

*better visualize*

***Virtuality Goggles:*** Headset that projects cyberspace imagery over your view of the world around you.

*control panels*

*and displays for*

*Highly advised for Netrunners. See Netrunning Section on [pg. 195](#) for more info.*

*the machines*

*they connect to.*

***ANQUINHO BR***

***BY NEIL***

**[355](#)**



## **THE NEW STREET ECONOMY**

***Fashion***

***Bottoms***

***Top***

***Jacket***

***Footwear***

***Jewelry***

***Mirrorshades***

***Glasses***

***Contact***

***Lenses***

***Hats***

***Bag Lady***

***Chic***

***20eb***

***10eb***

***20eb***

***20eb***

***20eb***

***20eb***

***10eb***

***10eb***

***10eb***

***Homeless***

*(Everyday)*

*(Cheap)*

*(Everyday)*

*(Everyday)*

*(Everyday)*

*(Everyday)*

*(Cheap)*

*(Cheap)*

*(Cheap)*

*Ragged*

*Vagrant*

***Gang Colors***

*Dangerous*

*50eb*

*20eb*

*50eb*

*20eb*

*50eb*

*20eb*

*20eb*

*10eb*

*10eb*

*Violent*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Everyday)*

*(Cheap)*

*(Cheap)*

*Rebellious*

***Generic Chic***

*Standard*

*50eb*

*20eb*

*50eb*

*20eb*

*50eb*

*20eb*

*20eb*

*10eb*

*10eb*

*Colorful*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Everyday)*

*(Everyday)*

*(Cheap)*

*(Cheap)*

*Modular*

***Bohemian***

*Folksy*

*50eb*

*20eb*

*50eb*

*50eb*

*100eb*

*50eb*

*50eb*

*10eb*

*10eb*

*Retro*

*(Costly)*

*(Everyday)*

*(Costly)*

*(Costly)*

*(Premium)*

*(Costly)*

*(Costly)*

*(Cheap)*

*(Cheap)*

*Free Spirited*

***Leisurewear***

*Comfort*

*100eb*

*20eb*

*100eb*

*50eb*

*100eb*

*50eb*

*50eb*

*20eb*

*50eb*

*Agility*

*(Premium)*

*(Everyday) (Premium)*

*(Costly)*

*(Premium)*

*(Costly)*

*(Costly)*

*(Everyday)*

*(Costly)*

*Athleticism*

***Nomad***

***Leathers***



*100eb*

*20eb*

*100eb*

*100eb*

*100eb*

*50eb*

*50eb*

*20eb*

*100eb*

*Western*

*(Premium)*

*(Everyday) (Premium)*

*(Premium)*

*(Premium)*

*(Costly)*

*(Costly)*

*(Everyday) (Premium)*

*Rugged*

*Tribal*

***Asia Pop***

*Bright*

*100eb*

*20eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*Costume-like*

*(Premium)*

*(Everyday) (Premium)*

*(Premium)*

*(Premium)*

*(Premium)*

*(Premium) (Premium) (Premium)*

*Youthful*

***Urban Flash***

*Flashy*

*100eb*

*20eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*100eb*

*Technological*

*(Premium)*

*(Everyday) (Premium)*

*(Premium)*

*(Premium)*

*(Premium)*

*(Premium) (Premium) (Premium)*

*Streetwear*

***Businesswear***

*Leadership*

*500eb*

*50eb*

*500eb*

*500eb*

*5,000eb*

*500eb*

*500eb*

*100eb*

*500eb*

*Presence*

*(Expensive)*

*(Costly)*

*(Expensive)*

*(Expensive)*

*(Luxury)*

*(Expensive)*

*(Expensive) (Premium) (Expensive)*

*Authority*

***High Fashion***

*Exclusive*

*1,000eb*

500eb

1,000eb

5,000eb

50,000eb

1,000eb

1,000eb

1,000eb

5,000eb

Designer

(V. Expensive) (Expensive) (V. Expensive)

(Luxury)

(Luxury)

(V. Expensive)

(V. Expensive) (V. Expensive) (Luxury)

Couture

[356](#)



[THE NEW STREET ECONOMY](#)

*stReet DRuGs*

***Drug***

***Primary Effect Duration***

***Secondary Effect DV***

***Cost per Dose***

***Black Lace***

*24 Hours*

*17*

*50eb (Costly)*

***Blue Glass***

*4 Hours*

*15*

*20eb (Everyday)*

***Boost***

*24 Hours*

*17*

*50eb (Costly)*

***Smash***

*4 Hours*

*15*

*10eb (Cheap)*

***Synthcoke***

*4 Hours*

*15*

*20eb (Everyday)*

► *blACk lACe*

*in short powerful bursts that cause you to lose*

***Cost per Dose***

*your ability to do an Action on a Turn while in*

*: 50eb (Costly)*

*this state.*

*Lawmen in*

*Night City*

***Primary Effect***

- *A Blue Glass Junkie will typically "flash out"*

*usually won't*

- *Lasts 24 Hours.*

*hassle you over*

*once every hour, but this can vary heavily from*

*drugs unless*

- *User takes 2d6 Humanity Loss upon taking a person to person.*

*they're looking*

*for an excuse*

*dose, which is returned if the user isn't affected*

- *While addicted to Blue Glass, its Primary Effect to mess up*

*by Black Lace's Secondary Effect.*

*your day.*

*changes: Instead of causing you to "flash out",*

- *For the duration of the Primary Effect, the user you are instead immune to "flashing out" while*

*ignores the effects of the Seriously Wounded*

*experiencing the Primary Effect of Blue Glass.*

*Wound State.*

*Now, you take it for stability.*

### ***Secondary Effect (DV17)***

► *b*

- *Humanity Loss from Primary Effect isn't returned.*

*oost*



- *If the user wasn't already addicted to Black*

***Cost per Dose:*** 50eb (Costly)

*Lace, they are now. While addicted, unless*

***Primary Effect***

*the user is currently experiencing the Primary*

- *Lasts 24 Hours.*

*Effect of Black Lace, their REF is lowered by*

- *For the duration of the Primary Effect, the user's*  
*2 points.*

*INT increases by 2 points. This can raise your*  
*INT above 8.*

► *blue GLAss*

***Secondary Effect (DV17)***

***Cost per Dose:*** 20eb (Everyday)

- *If the user wasn't already addicted to Boost,*

***Primary Effect***

*they are now. While addicted, their INT is*

- *Lasts 4 Hours.*

*lowered by 2 points.*

- *For the duration of the Primary Effect, The GM*

*will occasionally tell you when you are "flash-*

► *smAsh*

*ing out," meaning you are hallucinating swirls*

***Cost per Dose: 10eb (Cheap)***

*of vibrant colors in short, powerful bursts. You*

***Primary Effect***

*lose your ability to do an Action on a Turn*

- *Lasts 4 Hours.*

*while in this state.*

- *Yellow, foamy, and sold in cans everywhere.*

***Secondary Effect (DV15)***

- *For the duration of the Primary Effect, the user*

- *If the user wasn't already addicted to Blue*

*feels euphoric, loose, happy, and ready to party.*

*Glass, they are now.*

*In game terms this gives the user +2 to the fol-*

- *While addicted, The GM will occasionally tell*

*lowing Skills: Dance, Contortionist, Conversation,*

*you when you are "flashing out," hallucinating*

*Human Perception, Persuasion, and Acting.*



### THE NEW STREET ECONOMY

#### **Secondary Effect (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, and 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.*

► synthCoke

**Cost per Dose:** 20eb (Everyday)

#### **Primary Effect**

- *Lasts 4 Hours.*
- *For the duration of the Primary Effect, the user's REF increases by 1 point. This can raise your REF above 8. 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.*

#### **Secondary Effect (DV15)**

- *If the user wasn't already addicted to Synthcoke, they are now. While addicted, their REF is lowered by 2 points, unless the user is currently experiencing the Primary Effect of Synthcoke.*
- *While addicted to Synthcoke, your GM will occasionally tell you when you crave more Synthcoke, and you should do your best to roleplay accordingly.*

*CybeRwARe*

► *FAshionwARe (7 FAshionwARe oPtion slots AvAiLAbLe)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*A piece of*

*Cyberware*

*Subdermal implant which generates a constant LED readout of pulse, temperature, only takes up*

*one Option*

***Biomonitor***

*100eb*

*0*

*Mall*

*respiration, blood sugar, etc. You can link your Biomonitor to your Agent to allow it to (Premium)*

*(N/A)*

*Slot unless*

*track your wellness.*

*otherwise noted.*

*Dyes and pigments infused into the skin to permanently change its hue, the applications of which can range from hiding blemishes to the desire for neon-green skin. Pigments can **Chemskin***

*100eb*

*0*

*Mall*

*optionally be temperature-sensitive or reactant to hormone changes in the body. A **user** (Premium)*

*(N/A)*

*with **Chemskin** and **Techhair** adds +2 to their **Personal Grooming Skill** for having both. (This bonus only applies once)*

*Popularized by the media sensation UR, these thin silver lines run in circuit-like patterns **EMP***

*across the body. Many people believe they act as a "Faraday cage" to protect you from 10eb*

*0*

*Mall*

***Threading***

*radiation and EMP effects but so far there's no scientific backing to these claims. But they (Cheap)*

*(N/A)*

*sure do look cool. Most people wear EMP Threading as a fashion statement.*

*Subdermal patches store light and project colored tattoos under the skin. The larger the **Light***

*piece, the more installations of this fashionware you need to complete it. A **user with a 100eb***

*0*

*Mall*

***Tattoo***

***three or more Light Tattoo installations adds +2 to their Wardrobe & Style Skill. (Premium) (N/A)***

***(This bonus only applies once.)***

*Color-changing lenses implanted into the eye. Several patterns are also available. Lenses **Shift***

*can optionally be temperature-sensitive or reactant to hormone changes in the body. Only 100eb*

*0*

*Mall*

***Tacts***

*one choice of color and pattern can be made, but the user can deactivate the color change (Premium)*

*(N/A)*

*at any time desired without an Action.*

358



## THE NEW STREET ECONOMY

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

0

**Skinwatch**

*Subdermal implant generates a constant LED readout of the current time and date visible 100eb*

**Mall**

*through the skin.*

*(Premium) (N/A)*

*Color-light-emitting artificial hair. Hair can optionally be temperature sensitive, motorized 0*

**Techhair**

*to extend/retract, or reactant to hormone changes in the body. A user with Chemskin 100eb*

*Mall*

***and Techhair adds +2 to their Personal Grooming Skill for having both.  
(This (Premium) (N/A)***

***bonus only applies once.)***

► *neuRAIwARe (FounDAtionAl CybeRwARe: neuRAI link)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Wired artificial nervous system, required to use Neuralware, and Subdermal Grips.*

***Neural Link***

*500eb*

*7*

*Clinic*

***System has 5 Option Slots for Neuralware options.***

*(Expensive)*

*(2d6)*

***Braindance***

*Neuralware Option. Share your story from your point of view! Records  
braindance content 500eb*



7

*Clinic*

*to a standard Memory Chip or a linked Agent. Braindances can be viewed using **Recorder***

*(Expensive)*

*(2d6)*

*a Braindance Viewer. **Requires Neural Link.***

*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.*

**Chipware**

*500eb*

7

*Clinic*

*The first time you install a piece of Chipware you've never used before, you always **Socket***

*accrue Humanity Loss. Re-installing Chipware you've already used doesn't do this.*

*(Expensive)*

*(2d6)*

**Chipware does not take up a Neural Link Option Slot.**

*Multiple sockets may be installed, but each must be paid for individually.  
**Requires Neural Link.***

*Neuralware Option. Plugs in the wrist or head that allow user to jack into  
and make use **Interface***

*of Smartguns, Cyberdecks, heavy machinery, and drive vehicles with no  
hands! Multiple 500eb*

7

*Clinic*

**Plugs**

*installations allow user to be plugged into multiple things at the same time.  
**Requires (Expensive)***

*(2d6)*

**Neural Link.**

*Neuralware Option. Always-on Speedware that provides consistently  
improved reaction time.*

**Kerenzikov**

*500eb*

14

*Clinic*

*User adds +2 to their Initiative Rolls. Only a single piece of Speedware can  
be installed (Expensive)*

*(4d6)*

*into a user at a time. **Requires Neural Link.***

*Neuralware Option. Speedware that provides short boosts of highly improved reaction time.*

### ***Sandevistan***

*500eb*

*7*

*Clinic*

*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 (Expensive)*

*(2d6)*

*single piece of Speedware can be installed into a user at a time. **Requires Neural Link.***

### ***Chemical***

*Chipware. While installed into a Chipware Socket, allows user to test substances to find 500eb*

*3*

*N/A*

### ***Analyzer***

*their precise chemical composition as an Action, identifying most substances instantly (Expensive)*

*(1d6)*

*from a wide database of samples. **Requires Chipware Socket.***

### ***Memory***

*Chipware. The standard for data storage. While installed into a Chipware socket, the user's 10eb*

0

N/A

### **Chip**

*cyberware can store data on it or access data stored on it. **Requires Chipware Socket.***

*(Cheap)*

*(N/A)*

### **Olfactory**

*Chipware. While installed into a Chipware Socket, the user's sense of smell is boosted, 100eb*

7

N/A

*allowing them to use the Tracking Skill to track scent in addition to visual clues.*

### **Boost**

*(Premium)*

*(2d6)*

**Requires Chipware Socket.**

[359](#)



## THE NEW STREET ECONOMY

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

**Pain**

*Chipware. While installed into a Chipware Socket, a Pain Editor shuts off the user's pain 1,000eb*

14

N/A

*receptors dynamically, allowing them to ignore the effects of the Seriously Wounded **Editor***

*(V. Expensive) (4d6)*

*Wound State. **Requires Chipware Socket.***

*Chipware. While installed into a Chipware Socket, a Skill Chip makes the Skill it was 500eb*

**Skill**

*made for trained for the user at +3, unless the user's Skill was already trained higher (Expensive) or*

7

N/A

## **Chip**

*than +3, in which case it does nothing. Skill Chips for (x2) cost Skills are 1,000eb, chips 1,000eb*

*(2d6)*

*for all other skills are 500eb. **Requires Chipware Socket.***

*(V. Expensive)*

*Chipware. While installed into a Chipware Socket, it boosts the user's sense of touch, **Tactile***

*allowing them to detect motion within 20m/yds of them, as long as their hand is 100eb*

*7*

*N/A*

## **Boost**

*touching a surface. While in use as a motion detector, that hand can't be used to do (Premium)*

*(2d6)*

*anything else. **Requires Chipware Socket.***

► *CybeRoPtiCs (FounDationAl CybeRwARe: CybeReye)*

**Name**

**Install**

**Description & Data**

**Cost**

## ***HL***

*All following options are installed in an artificial eye that replaces a meat one. Each Cybereye has 3 Option Slots for Cybereye Options.*

### ***Cybereye***

*100eb*

*7*

*Clinic*

*Some options must be paired to work properly (purchased twice and installed in two (Premium)*

*(2d6)*

*different Cybereyes on a user. Humanity Loss is calculated separately for each purchase).*

*2*

*Cybereye Option. User is immune to blindness or other effects caused by dangerous **Anti-Dazzle***

*100eb*

*(1d6/2*

*Mall*

*flashes of light, like those of a flashbang. **Requires two Cybereyes and must be** (Premium)*

*Round*

***paired.***

*up)*

2

*Cybereye Option. Projects a tiny subscreen into user's normal field of vision for messages, **Chyron***

*100eb*

*(1d6/2*

*Mall*

*video, etc. from a user's other cyberware or electronics. Picture in a picture for real life.*

*(Premium)*

*Round*

***Requires a Cybereye.***

*up)*

2

***Color***

*Cybereye Option. Cosmetic upgrade allows unlimited color and pattern changes to be 100eb*

*(1d6/2*

*Mall*

*made as an Action. Eye can optionally be temperature sensitive or reactant to hormone **Shift***

*(Premium)*

*Round*



*changes in the body. **Requires a Cybereye.***

*up)*

*2*

### ***Dartgun***

*Cybereye Option. Dartgun Exotic Weapon, with only a single shot in the clip, concealed inside 500eb*

*(1d6/2*

*Clinic*

*the Cybereye. **Requires a Cybereye and takes 3 Option Slots.***

*(Expensive)*

*Round*

*up)*

### ***Image***

*Cybereye Option. User adds +2 to their Perception, Lip Reading, and Conceal/Reveal Object 500eb*

*3*

*Mall*

*Skills for Checks which include sight. **Requires two Cybereyes and must be paired.***

### ***Enhance***

*(Expensive)*

*(1d6)*

*Multiple installations of this option provide user no additional benefit.*

### ***Low Light/***

*Cybereye Option. Reduces penalties imposed by darkness and other intangible **Infrared/***

*obscurement, like smoke, fog, etc. to 0. User can distinguish hot meat from cold metal 500eb*

3

*Mall*

*but cannot see through anything that could provide cover. **Requires two Cybereyes, (Expensive)***

*(1d6)*

**UV**

*must be paired, and takes 2 Option Slots per Cybereye.*

[360](#)



## **THE NEW STREET ECONOMY**

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

2

### ***MicroOptics***

*Cybereye Option. Microscope providing user up to 400x magnification.  
**Requires a 100eb***

*(1d6/2*

*Clinic*

***Cybereye.***

*(Premium)*

*Round*

*up)*

2

### ***MicroVideo***

*Cybereye Option. Camera in eye records video and audio to a standard  
Memory Chip or a 500eb*

*(1d6/2*

*Clinic*

*linked Agent. **Requires a Cybereye and takes 2 Option Slots.***

*(Expensive)*

*Round*

*up)*

***Radiation***

*Cybereye Option. Radiation readings within 100m/yds of the user are displayed in user's 1,000eb*

3

*Clinic*

### ***Detector***

*vision hovering over their source in the form of a blue glow. **Requires a Cybereye.***

*(V. Expensive) (1d6)*

### ***Targeting***

*Cybereye Option. User gets a +1 to their Check when making an Aimed Shot. Multiple 500eb*

3

*Clinic*

### ***Scope***

*installations of this option provide user no additional benefit. **Requires a Cybereye.***

*(Expensive)*

*(1d6)*

*Cybereye Option. User can see detail up to 800m/yds away. When attacking a target 51m/yds or further away with either a weapon's single shot firing mode or an Aimed **TeleOptics***

*500eb*

3

## *Clinic*

*Shot, you can add a +1 to your Check. Multiple installations of this option provide user (Expensive)*

*(1d6)*

*no additional benefit. Does not stack with Sniping Scope Weapon Attachment. **Requires a Cybereye.***

*2*

## ***Virtuality***

*Cybereye Option. Projects cyberspace imagery over user's view of the world. Never forget 100eb*

*(1d6/2*

*Mall*

*your Virtuality Goggles again. **Requires two Cybereyes and must be paired.***

*(Premium)*

*Round*

*up)*

► *CybeRAuDio (FounDAtionAl CybeRwARe: CybeRAuDio suite)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Cyberaudio Suite is installed invisibly in the inner skull.*

## **Cyberaudio**

*500eb*

*7*

*Clinic*

## **Suite**

*System has 3 Option Slots for Cyberaudio Options. User can only have one Cyberaudio (Expensive)*

*(2d6)*

*Suite installed.*

## **Amplified**

*Cyberaudio Option. User adds +2 to their Perception Skill for Checks which include 100eb*

*3*

*Mall*

*hearing. **Requires a Cyberaudio Suite.** Multiple installations of this option provide **Hearing***

*(Premium)*

*(1d6)*

*user no additional benefit.*

*2*

## **Audio**

*Cyberaudio Option. Records audio to a standard Memory Chip or a linked Agent.*

*100eb*

*(1d6/2*

*Clinic*

***Recorder***

***Requires a Cyberaudio Suite.***

*(Premium)*

*Round*

*up)*

*2*

***Bug***

*100eb*

*(1d6/2*

*Mall*

*Cyberaudio Option. Beeps when user is within 2m/yds of a tap, bug, or other listening **Detector***

*device. **Requires a Cyberaudio Suite.***

*(Premium)*

*Round*

*up)*

2

## ***Homing***

*Cyberaudio Option. Can follow a linked tracer up to 1 mile away. Comes with a free 100eb*

*(1d6/2*

*Clinic*

## ***Tracer***

*button-sized linked tracer. Replacements are 50eb. Requires a Cyberaudio Suite.*

*(Premium)*

*Round*

*up)*

[361](#)



## [THE NEW STREET ECONOMY](#)

***Name***

***Install***

***Description & Data***

***Cost***

***HL***



*Cyberaudio Option. Fully functional Agent (See Gear Section [pg. 352](#)), controlled **Internal***

*entirely via voice commands. Images are described, but output can be linked to a Cybereye 100eb*

3

*Mall*

**Agent**

*with Chyron or a nearby screen if visual output is desired. The implanted Agent's Memory (Premium)*

*(1d6)*

*Chip cannot be removed without surgery. **Requires a Cyberaudio Suite.***

*Cyberaudio Option. Automatic noise compensation. User is immune to deafness or 2*

**Level**

*100eb*

*(1d6/2*

*Mall*

*other effects caused by dangerously loud noises, like those produced by a flashbang.*

**Damper**

**Requires a Cyberaudio Suite.**

*(Premium)*

*Round*

up)

2

### ***Radio***

*Cyberaudio Option. User can communicate via radio, 1-mile range.  
Requires a 100eb*

*(1d6/2*

*Mall*

### ***Communicator***

***Cyberaudio Suite.***

*(Premium)*

*Round*

up)

### ***Radio***

*Cyberaudio Option. User can use an Action to scan all radio bands within a mile that 2*

### ***Scanner/***

*are currently being used and tune into them. Music player can link to the Data Pool (1d6/2*

*Clinic*

*Costly (50eb)*

### ***Music***

*to listen to the hottest music or play directly from a Memory Chip.*  
*Understanding Round*

### ***Player***

*scrambled channels requires a Scrambler/Descrambler. **Requires a Cyberaudio Suite.***

*up)*

*2*

### ***Radar***

*Cyberaudio Option. Beeps if active radar beam is present within 100m/yds.*  
***Requires 500eb***

*(1d6/2*

*Clinic*

### ***Detector***

***a Cyberaudio Suite.***

*(Expensive)*

*Round*

*up)*

*2*

### ***Scrambler***

*Cyberaudio Option. Allows user to scramble outgoing communications so they cannot be 100eb*

*(1d6/2*

*Mall*

*understood without a descrambler, which is also included at no extra charge.*

***Requires Descrambler***

*(Premium)*

*Round*

***a Cyberaudio Suite.***

*up)*

*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 your Character's Human Perception and Interrogation Checks* ***Voice Stress***

*100eb*

*3*

*Mall*

*privately, beeping once whenever it detects a lie, or whenever they desire after a failed **Analyzer***

*roll. Beware of false positives and negatives. **Requires a Cyberaudio Suite.***

*(Premium)*

*(1d6)*

*Multiple installations of this option provide user no additional benefit.*

► *inteRnAl boDy CybeRwARe (7 inteRnAl boDy oPtion slots AvAiLAbLe)*

***Name***

## ***Install***

### ***Description & Data***

#### ***Cost***

#### ***HL***

*Vocal synthesizer. User adds +2 to their Acting skill and also adds +2 to their Play **AudioVox***

*500eb*

*3*

#### ***Clinic***

*Instrument Skill while singing. Multiple installations of this option provide user no (Expensive)*

*(1d6)*

*additional benefit.*

#### ***Contraceptive***

*10eb*

*0*

#### ***Mall***

*Implant prevents undesired pregnancy.*

#### ***Implant***

*(Cheap)*

*(N/A)*

2

## ***Enhanced***

*After stabilization, the user heals a number of Hit Points equal to twice their BODY for 500eb*

*(1d6/2*

## ***Mall***

*each day they spend resting, doing only light activity, and spending the majority of the **Antibodies***

*(Expensive)*

## ***Round***

*day taking it easy until returning to full HP, instead of at their typical rate.*

*up)*

[362](#)



## ***THE NEW STREET ECONOMY***

### ***Name***

### ***Install***

### ***Description & Data***

***Cost***

***HL***

*Horrifying throat/esophagus-mounted tentacle weapon.*

*1,000eb*

***Cybersnake***

*14*

*Hospital*

*A Very Heavy Melee Weapon (4d6, 1 ROF) that can be successfully concealed without (V.*

*(4d6)*

*a Check.*

*Expensive)*

*1,000eb*

***Gills***

*7*

*Hospital*

*User can breathe underwater.*

*(V.*

*(2d6)*

*Expensive)*

***Grafted***

*User increases their BODY by 2.*

*1,000eb*

### ***Muscle and***

*14*

*Hospital*

*This increase in BODY changes a Character's HP and Death Save.*

*(V.*

*(4d6)*

### ***Bone Lace***

*This cannot increase the user's BODY to 11 or higher.*

*Expensive)*

*2*

### ***Independent***

*Contains 30 minutes of air, before the user needs to refill the tank from the ambient 1,000eb (1d6/2*

*Hospital*

*air, which takes an hour. Alternatively, replacing an empty tank with a full one (50eb), (V.*

### ***Air Supply***

*Round*

*takes an Action.*



*Expensive)*

*up)*

***Midnight***

***Lady™ Sexual***

*100eb*

*7*

*Clinic*

*Be a Venus, be the fire. Be desire.*

*(Premium)*

*(2d6)*

***Implant***

***Mr. Studd™***

***Sexual***

*100eb*

*7*

*Clinic*

*All night, every night. And they'll never know.*

*(Premium)*

*(2d6)*

***Implant***

*User is immune to the effects of toxic gasses, fumes, and all similar dangers that must 2*

### ***Nasal Filters***

*100eb*

*(1d6/2*

*Clinic*

*be inhaled to affect the user.*

*(Premium)*

*Round*

*User can deactivate nasal filters, if desired, without an Action.*

*up)*

*Constantly scans terrain within 50m/yds of user, including underwater, for new threats.*

*Scan does not include anything behind cover, like the contents of a room behind a **Radar/Sonar***

*closed door.*

*1,000eb*

*7*

*Clinic*

*(V.*

***Implant***

*User receives a beep from the GM along with the direction of its source whenever a (2d6)*

*Expensive)*

*new moving object is detected on the scan.*

*Multiple installations of this option provide user no additional benefit.*

*2*

*User adds +2 to their Resist Torture/Drugs Skill.*

### ***Toxin Binders***

*100eb*

*(1d6/2*

*Clinic*

*Multiple installations of this option provide user no additional benefit.*

*(Premium)*

*Round*

*up)*

*Fangs implanted in the user's mouth.*

*An Excellent Quality Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without a Check.*

*There's full data*

*A Vial of Poison or Biotoxin (purchased separately, [see Gear List on pg. 355](#)).*

*on Weapon*

*can be safely stored and concealed in a compartment in the roof of the mouth near Quality on*

## ***Vampyres***

*500eb*

*14*

*Clinic*

[page 342](#)

*the fangs without a Check. The contents of the stored vial can then be applied to the (Expensive)*

*(4d6)*

*Vampyres 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 due to a bad Check.*

[363](#)



## **THE NEW STREET ECONOMY**

► *exteRnAl boDy CybeRwARe (7 exteRnAl boDy oPtion slots AvAilAble)*

***Name***

***Install***

***Description & Data***

## **Cost**

## **HL**

*Holster inside the user's body can store a weapon already capable of concealment so that **Hidden***

*it can be successfully concealed without a roll. Weapon can be drawn from the hidden 500eb*

7

## **Clinic**

## **Holster**

*holster without an Action, as long as it is implanted in an easily accessible place on the (Expensive)*

*(2d6)*

*user's body. You don't want one in your thigh unless you don't wear pants.*

*User's body and head are armored at SP7.*

*Your SP in any location is determined by your highest source of SP in that location.*

## **Skin**

*Additionally, whenever your armor is ablated in a location, all your sources of SP in that 500eb*

7

## **Hospital**

*location are ablated at the same time.*

## **Weave**

*(Expensive)*

*(2d6)*

*Whenever the user successfully completes a day of natural healing, nanomachines present in the Skin Weave repair both the body and head location of the Skin Weave for one point of its lost SP.*

*User's body and head are armored at SP11.*

*Your SP in any location is determined by your highest source of SP in that location.*

### ***Subdermal***

*Additionally, whenever your armor is ablated in a location, all your sources of SP in that 1,000eb*

*14*

*Hospital*

*location are ablated at the same time.*

*(V.*

### ***Armor***

*(4d6)*

*Whenever the user successfully completes a day of natural healing, nanomachines present in Expensive) the Subdermal Armor repair both the body and head location of the Subdermal Armor for one point of its lost SP.*

### ***Subdermal***

*2"x4" (5cm x 10cm) space with a Realskinn™ zipper.*

*100eb*

3

*Clinic*

***Pocket***

*Contents can be successfully concealed without a Check.*

*(Premium)*

*(1d6)*

► *CybeRlimbs (FounDAtionAl CybeRwARe: CybeRARm oR CybeRleG)*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

*Replacement arm. Does not have to be paired. A Cyberarm has 4 Option Slots for Cyberarm*

*500eb*

*7*

*Hospital*

***Cyberarm or Cyberlimb Options, and each comes pre-installed with a Standard (Expensive)***

*(2d6)*

*Hand that doesn't cost any Humanity Loss or take up a Cyberarm Option Slot.*

2

***Standard***

*Resembles a normal hand. If installed into a meat arm, a standard hand doesn't 100eb*

*(1d6/2*

*Clinic*

*count towards the number of pieces of cyberware installed in a meat arm.*

***Doesn't Hand***

*(Premium)*

*Round*

***take up a Cyberarm Option Slot.***

*up)*

*Cyberarm Option. Armored knuckles. A Medium Melee Weapon (2d6 damage, **Big Knucks***

*2 ROF) that can be successfully concealed without a Check. When wielded as a 100eb*

3

*Clinic*

*weapon, user can't hold anything in this arm's hand. **Can be installed as the only** (Premium)*

*(1d6)*

***piece of Cyberware in a meat arm.***



*Cyberarm Option. Cyberdeck permanently installed into the user's Cyberarm. A Cyberdeck must be provided by the user at the time of installation. In addition to never accidentally misplacing your Cyberdeck, integration into a Cyberarm gives any Cyberdeck 1 extra slot that can be used for either Programs or Hardware. This is a **Cyberdeck***

500eb

3

*Clinic*

*permanent upgrade. Attempting to uninstall the Cyberdeck from the Cyberarm (Expensive)*

(1d6)

*breaks it beyond repair, but any Programs or Hardware on it could be easily recovered. **Requires a Cyberarm and takes 3 Option Slots.***

*Cyberdeck still requires Interface Plugs and Neural Link to be operated by the user.*

[364](#)



## [THE NEW STREET ECONOMY](#)

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

*Cyberarm Option. User, as an Action, can fire a rocket propelled grapple that will attach securely to any Thick cover up to 30m/yds away. Line can only support two times the user's body weight, and has 10 HP.*

### **Grapple Hand**

*100eb*

*3*

*Clinic*

*The user negates the normal movement penalty for climbing when they climb this (Premium)*

*(1d6)*

*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. Ineffective as a weapon and cannot be used to make the Grab Action. Requires a Cyberarm.*

*Cyberarm Option. Scanner with external probes and contacts diagnoses injury and illness, assisting user in medical emergencies not requiring the Surgery Skill. User **Medscanner***

*500eb*

*7*

*Clinic*

*adds +2 to their First Aid and Paramedic Skills. **Requires a Cyberarm and takes** (Expensive)*

*(2d6)*

**2 Option Slots.**

*Multiple installations of this option provide user no additional benefit.*

*Cyberarm Option. A One-Handed Grenade Launcher with only a single grenade in its **Popup***

*magazine that is incompatible with all Weapon Attachments except Smartgun Link is **Grenade***

*installed into the Cyberarm. Launcher can be successfully concealed without a Check 500eb*

7

*Clinic*

*and can be drawn and stowed without an Action. While the weapon is "popped up,"*

*(Expensive)*

*(2d6)*

**Launcher**

*the user can't hold anything in this arm's hand. **Requires a Cyberarm and takes 2 Option Slots.***

*Cyberarm Option A One-Handed Light, Medium, or Heavy Melee Weapon (that need **Popup Melee***

*not be concealable before its installation) is installed in a Cyberarm so that it can 500eb*

7

*Clinic*

*be successfully concealed without a roll, and can be drawn and stowed without an **Weapon***

*(Expensive)*

*(2d6)*

*Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. **Requires a Cyberarm and takes 2 Option Slots.***

*Cyberarm Option. 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 can't hold anything in that Cyberarm's hand **Popup Shield***

*500eb*

*7*

*Clinic*

*other than the shield. The Bulletproof Shield installed inside your Cyberarm is easily *(Expensive)**

*(2d6)*

*removable and replaceable with another Bulletproof Shield, for ease of cleaning and repair. **Requires a Cyberarm and takes 3 Option Slots.** See Using Shields in the Combat Section on [pg. 183](#).*

*Cyberarm Option. A One-Handed Ranged Weapon (that need not be concealable before its installation) provided by the user is permanently installed into the **Popup Ranged***

*Cyberarm (along with any weapon attachments attached to it) so that it can be 500eb*

*7*

*Clinic*

## ***Weapon***

*successfully concealed without a Check, and can be drawn and stowed without an (Expensive)*

*(2d6)*

*Action. While the weapon is “popped up,” the user can't hold anything in this arm's hand. **Requires a Cyberarm and takes 2 Option Slots.***

*Cyberarm Option. Cyberarm can be installed in an open socket or uninstalled with **Quick Change***

*an Action. The first time you install a brand new Cyberarm, whether using a Quick 100eb*

7

## ***Clinic***

*Change Mount or otherwise, you always accrue Humanity Loss. Reattaching one **Mount***

*(Premium)*

*(2d6)*

*you've already used before with a Quick Change Mount does not do this. **Requires a Cyberarm.***

*Cyberarm Option. Extendable Carbo-glass fingernails. A Medium Melee Weapon (2d6*

## ***Rippers***

*damage, 2 ROF) that can be successfully concealed without a Check. When wielded 500eb*

3

*Clinic*

*as a weapon, user can't hold anything in this arm's hand. **Can be installed as the** (Expensive)*

*(1d6)*

*only piece of Cyberware in a meat arm.*

365



## THE NEW STREET ECONOMY

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

*Cyberarm Option. Carbo-glass artificial fingernails that cut on a diagonal slice. A 2*

**Scratchers**

*Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without 100eb*

*(1d6/2)*

**Mall**

*a Check. When wielded as a weapon, user can't hold anything in this arm's hand.*

*(Premium)*

*Round*

***Can be installed as the only piece of Cyberware in a meat arm.***

*up)*

*Cyberarm Option. Camera in a popup in the user's shoulder that tracks independently **Shoulder Cam***

*of the user and records video and audio to an onboard Memory Chip or a linked 500eb*

*7*

*Clinic*

*Agent. Camera can be successfully concealed without a Check and can be drawn and (Expensive)*

*(2d6)*

*stowed without an Action. **Requires a Cyberarm and takes 2 Option Slots.***

*Cyberarm Option. Monofilament whip implanted in the user's thumb. A Medium **Slice 'N Dice***

*Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a 500eb*

*3*

*Clinic*

*Check. When wielded as a weapon, user can't hold anything in this arm's hand.*

*(Expensive)*

(1d6)

***Can be installed as the only piece of Cyberware in a meat arm.***

*Cyberarm Option. Neuralware Option. Subdermal plate under the palm allows user **Subdermal***

*to make use of Smartguns. A cost-effective alternative to Interface Plugs. **Can be 100eb***

3

*Clinic*

***Grip***

***installed as the only piece of Cyberware in a meat arm. Requires Neural (Premium)***

(1d6)

***Link and takes up a Neuralware Option Slot.***

*Cyberarm Option. Scanner diagnoses a wide variety of machinery and electronics, assisting the user in repairs or other technical work. User adds +2 to their Basic **Techscanner***

500eb

7

*Clinic*

*Tech, Cybertech, Land Vehicle Tech, Sea Vehicle Tech, Air Vehicle Tech, Electronics/*

*(Expensive)*

(2d6)



*Security Tech, and Weaponstech Skills. **Requires a Cyberarm and takes 2 Option Slots.** Multiple installations of this option provide user no additional benefit.*

*Cyberarm Option. Fingers contain screwdriver, wrench, small drill, etc.  
Never be **Tool Hand***

*100eb*

*3*

*Clinic*

*without your Techtool! **Can be installed as the only piece of Cyberware in a (Premium)***

*(1d6)*

***meat arm.***

*Cyberarm Option. Extendable Carbo-glass claws in the knuckles. A Heavy Melee **Wolvers***

*Weapon (3d6 damage, 2 ROF) that can be successfully concealed without a Check.*

*500eb*

*7*

*Clinic*

*When wielded as a weapon, user can't hold anything in this arm's hand. **Can be (Expensive)***

*(2d6)*

***installed as the only piece of Cyberware in a meat arm.***

*Replacement leg. Does not have to be paired. A **Cyberleg** has 3 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.*

### **Cyberleg**

*100eb*

*3*

*Hospital*

*Most Cyberleg options must be paired to work properly (purchased twice and (Premium)*

*(1d6)*

*installed in two different Cyberlegs on a user. Humanity Loss is calculated separately for each purchase).*

*2*

*Resembles a normal foot. If installed into a meat leg, a Standard Foot doesn't count **Standard Foot***

*100eb*

*(1d6/2*

*Clinic*

*towards the number of pieces of cyberware installed in a meat leg. **Doesn't take** (Premium)*

*Round*

***up a Cyberleg Option Slot.***

*up)*

*Cyberleg Option. Feet are coated with state-of-the-art traction material. The user **Grip Foot***

*500eb*

*3*

*Clinic*

*negates the normal movement penalty for climbing. **Requires two Cyberlegs and (Expensive) (1d6) must be paired.***

### ***Jump Booster***

*Hydraulics in legs. Negates movement penalty when jumping.*

*500eb*

*3*

*Clinic*

***Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.***

*(Expensive)*

*(1d6)*

### ***Skate Foot***

*Inline skates built into feet. Can be concealed. Increases movement by 6m/yds 500eb*

*3*

*Clinic*

*when using Run Action. **Requires two Cyberlegs and must be paired.***

*(Expensive)*

(1d6)

366



## THE NEW STREET ECONOMY

**Name**

**Install**

**Description & Data**

**Cost**

**HL**

**Talon Foot**

*Blade mounted in foot. Light Melee Weapon. Can be concealed without a Check.*

500eb

3

*Clinic*

**Can be installed as the only piece of Cyberware in a meat leg.**

*(Expensive)*

(1d6)

**Web Foot**

*Thin webbing between toes. Negates movement penalty when swimming.*

**Requires 500eb**

3

*Clinic*

***Two Cyberlegs and must be paired.***

*(Expensive)*

*(1d6)*

***Hardened***

*Cyberlimb Option. Cyberlimb and installed options cannot be rendered inoperable 1,000eb*

3

*Clinic*

*by EMP effects, like Microwaver pulses, or Non-Black ICE Program effects.*  
***Requires Shielding***

*(V. Expensive) (1d6)*

***Cyberarm or Cyberleg.***

***Plastic***

*Cyberlimb Option. Plastic coating for Cyberlimb. Available in wide variety of colors 100eb*

0

*Mall*

*and patterns. Requires a Cyberarm or Cyberleg but does not take an*  
***Option Covering***

*(Premium)*

(N/A)

**Slot.**

**Realskinn™**

*Cyberlimb Option. Artificial skin coating for Cyberlimb.*

500eb

0

*Mall*

**Covering**

***Requires a Cyberarm or Cyberleg but does not take an Option Slot.***

*(Expensive)*

(N/A)

**Superchrome®**

*Cyberlimb Option. Shiny metallic coating for Cyberlimb. +2 to Wardrobe and Style.*

1,000eb

0

*Mall*

***This bonus only applies once. Requires a Cyberarm or Cyberleg but does not Covering***

*(V. Expensive) (N/A)*

***take an Option Slot.***

► *boRGwARe*

***Name***

***Install***

***Description & Data***

***Cost***

***HL***

***Artificial***

*1,000eb*

***Shoulder***

*User can mount 2 Cyberarms under first set of arms. User can only have one Artificial 14*

*Hospital*

*(V.*

*Shoulder Mount installed.*

*(4d6)*

***Mount***

*Expensive)*

*An enhanced skeleton and support structure with hydraulic and myomar muscles.*

***Implanted***

- *User increases their BODY to 12.*

1,000eb

### ***Linear Frame***

14

Hospital

- *This increase in BODY changes a Character's HP and Death Save.*

(V.

(4d6)

$\Sigma$  (***Sigma***)

- *This cannot increase the user's BODY to 13 or higher.*

Expensive)

- ***Installation requires BODY 6 and Grafted Muscle and Bone Lace.***

*A heavily enhanced skeleton and support structure with even more hydraulic and myomar **Implanted***

*muscles.*

### ***Linear Frame***

- *User increases their BODY to 14.*

5,000eb

14

Hospital

- *This increase in BODY changes a Character's HP and Death Save.*

(Luxury)



(4d6)

### ***β (Beta)***

- *This cannot increase the user's BODY to 15 or higher.*
- ***Installation requires BODY 8 and Two Grafted Muscle and Bone Lace.***

### ***MultiOptic***

*1,000eb*

*User can mount up to 5 additional Cybereyes into the MultiOptic Mount.  
Cybereyes sold 14*

*Hospital*

*(V.*

### ***Mount***

***and installed separately. User can only have one MultiOptic Mount installed.***

(4d6)

*Expensive)*

*Twin flattened antennae protruding from the user's head improving their Cyberaudio Suite, sometimes referred to as "Rabbit Ears." User can install up to 5 additional Cyberaudio **Sensor***

*1,000eb*

*14*

*Clinic*

*Options into their Cyberaudio Suite.*

(V.

## **Array**

(4d6)

*User can only have one Sensor Array installed. **Requires Cyberaudio Suite but doesn't** Expensive)*

*take up a Cyberaudio Option Slot.*

367



## THE NEW STREET ECONOMY

*CybeRDeCk hARDwARe*

**Name**

**Data**

**Cost**

*A piece of*

*Cyberdeck*

*While installed on a Cyberdeck, a Backup Drive "saves" Non-Black ICE Attacker, Defender, or Booster Programs Hardware*

*that are destroyed by pulling them into the Backup Drive the instant before they meet their end. As a Meat only takes up*

*one Option*

### ***Backup Drive***

*Action, a Netrunner can re-install all Programs "saved" by the Backup Drive onto their deck, if they have 100eb*

*Slot unless*

*the Slots for them. If removed from a Cyberdeck, the Backup Drive erases its contents automatically. Restored (Premium)*

*otherwise noted.*

*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. **Takes 2 Hardware Option Slots.***

*A Cyberdeck with a DNA Lock can be locked and unlocked using a thumbprint, iris scan, blood sample, or **DNA Lock***

*any other biometric method desired. The method varies depending on the model of the DNA Lock. A locked 100eb*

*Cyberdeck cannot be accessed without either its biometric key or a DV 17 Electronics/Security Tech Check.*

*(Premium)*

***Takes 2 Hardware Option Slots.***

### ***Hardened***

*A Cyberdeck with Hardened Circuitry cannot be rendered temporarily disabled, rendered inoperable, or 100eb*

### ***Circuitry***

*destroyed by EMP effects like pulses, or Non-Black ICE Program Effects.*

*(Premium)*

### ***Insulated***

*A Cyberdeck with Insulated Wiring cannot catch fire or cause the user's clothing to catch fire as the result of a 100eb*

### ***Wiring***

*Program effect.*

*(Premium)*

### ***KRASH Barrier***

*A Cyberdeck with a KRASH Barrier is immune to any Program Effect that force the Netrunner to Jack Out, safely 100eb*

*or unsafely. Takes 2 Hardware Option Slots.*

*(Premium)*

### ***Range***

*100eb*

*A Cyberdeck with a Range Upgrade can connect to an access point from up to 8m away.*

### ***Upgrade***

*(Premium)*

*PRoGRAMs*

► *boosteRs*

***Name***

***Class***

***ATK***

***DEF***

***REZ***

***Effect***

***Cost***

***Eraser***

*Increases all Cloak Checks you make by +2 as long as this Program*

*20eb*

*Booster*

*0*

*0*

*7*

*remains Rezzed.*

*(Everyday)*

***Icon:*** *A pink glob exuding tiny soap bubbles.*

***See Ya***

*Increases all Pathfinder Checks you make by +2 as long as this*

*20eb*

*Booster*

*0*

0

7

*Program remains Rezzed.*

*(Everyday)*

**Icon:** *Shimmering silver magnifying glass spinning slowly in place.*

**Speedy**

100eb

*Booster*

0

0

7

*Increases your Speed by +2 as long as this Program remains Rezzed.*

**Gonzalez**

*(Premium)*

**Icon:** *A trail of dust appearing behind the Netrunner as they move.*

**Worm**

*Increases all Backdoor Checks you make by +2 as long as this*

50eb

*Booster*

0

0

7

*Program remains Rezzed.*

*(Costly)*

**Icon:** *A golden mechanical worm with neon green eyes.*

368



## THE NEW STREET ECONOMY

► *DeFenDeRs*

**Name**

**Class**

**ATK**

**DEF**

**REZ**

**Effect**

**Cost**

*Lowers all brain damage you would receive by 4, as long as this*

**Armor**

*50eb*

*Defender*

0

0

7

*Program remains Rezzed. Only 1 copy of this Program can be running  
(Costly)*

*at a time. Each copy of this Program can only be used once per Netrun.*

**Icon:** *Transparent golden armor worn by the Netrunner.*

*Reduces the ATK of all Non-Black ICE Attacker Programs run against*

**Flak**

*you to 0 as long as this Program remains Rezzed. Only 1 copy of this 50eb  
Defender*

0

0

7

*Program can be running at a time. Each copy of this Program can  
(Costly)*

*only be used once per Netrun.*

**Icon:** *A cloud of blinding, glowing, multi-colored lights swirling around the  
Netrunner.*

*Stops the first successful Non-Black ICE Program Effect from dealing **Shield**  
brain damage. After stopping this damage, the Shield Derezzes itself.*



20eb

*Defender*

0

0

7

*Only 1 copy of this Program can be running at a time. Each copy of  
(Everyday)*

*this Program can only be used once per Netrun.*

***Icon:*** *Flickering silver energy barrier surrounding the Netrunner.*

► *AttACkeRs*

***Name***

***Class***

***ATK***

***DEF***

***REZ***

***Effect***

***Cost***

***Banhammer***

***Anti-Program***

***Does 3d6 REZ to a Non-Black ICE Program, or 2d6 REZ to a***

50eb

1

0

0

*Attacker*

*Black ICE Program.*

*(Costly)*

**Icon:** *A giant glowing white sledgehammer wielded by the Netrunner.*

**Sword**

*Anti-Program*

*Does 3d6 REZ to a Black ICE Program, or 2d6 REZ to a Non-Black*

50eb

1

0

0

*Attacker*

*ICE Program.*

*(Costly)*

**Icon:** *Glowing energy katana appearing from the Netrunner's hand.*

*Enemy Netrunner is forcibly and unsafely Jacked Out of the*

## ***DeckKRASH***

*Anti-Personnel*

*100eb*

*0*

*0*

*0*

*Architecture, suffering the effect of all Rezzed enemy Black*

*Attacker*

*(Premium)*

*ICE they've encountered in the Architecture as they leave.*

***Icon:*** *Cartoon stick of dynamite thrown by the Netrunner.*

*Does 2d6 Damage direct to the enemy Netrunner's brain. Unless insulated, their Cyberdeck catches fire along with their clothing.*

## ***Hellbolt***

*Anti-Personnel*

*100eb*

*2*

*0*

*0*

*Until they spend a Meat Action to put themselves out, they take*

*Attacker*

*(Premium)*

*2 damage to their HP whenever they end their Turn. Multiple instances of this effect cannot stack.*

**Icon:** *Bolt of crimson fire launched from the Netrunner's hand.*

*Enemy Netrunner's INT, REF, and DEX are each lowered by 1d6 for*

**Nervescrub**

*Anti-Personnel*

*100eb*

*0*

*0*

*0*

*the next hour (minimum 1). The effects are largely psychosomatic*

*Attacker*

*(Premium)*

*and leave no permanent effects.*

**Icon:** *Chrome ball thrown by the Netrunner that sparks with electricity.*

[369](#)



# DATA

## THE NEW STREET ECONOMY

***Name***

***Class***

***ATK***

***DEF***

***REZ***

***Effect***

***Cost***

***Poison***

***Anti-Personnel***

***Destroys a single Non-Black ICE Program installed on the***

***100eb***

***0***

***0***

***0***

***Flatline***

***Attacker***

***Netrunner target's Cyberdeck at random.***

*(Premium)*

**Icon:** Beam of neon green light shot from the Netrunner's finger.

Enemy Netrunner cannot progress deeper into the Architecture or

**Superglue**

*Anti-Personnel*

Jack Out safely for 1d6 Rounds (enemy Netrunner can still

100eb

2

0

0

*Attacker*

perform an unsafe Jack Out, though). Each copy of this Program

*(Premium)*

can only be used once per Netrun.

**Icon:** A mass of sticky red goop fired from the Netrunner's hand.

Does 1d6 Damage direct to a Netrunner's brain and lowers the

**Vrizzbolt**

*Anti-Personnel*

50eb

1

0

0

*amount of total NET Actions the Netrunner can accomplish on  
Attacker*

*(Costly)*

*their next Turn by 1 (minimum 2).*

**Icon:** *A double helix comprised of flickering neon light appearing from the  
Netrunner's finger.*

► *blACk iCe*

**Name**

**Class**

**PER SPD**

**ATK**

**DEF REZ Effect**

**Cost**

*Black ICE takes*

*up 2 Option*

**Asp**

*Anti-Personnel*

*Destroys a single Program installed on the enemy*

*100eb*

4

6

2

2

15

*Slots in a*

*Black ICE*

*Netrunner's Cyberdeck at random.*

*(Premium)*

*Cyberdeck. All*

*other Programs*

***Icon:*** *Golden Egyptian cobra, spitting beams of neon green light.*

*take 1 Option*

*Slot.*

*Does 3d6 damage direct to an enemy Netrunner's*

*brain. The Netrunner is forcibly and unsafely*

*1,000eb*

***Giant***

*Anti-Personnel*

*Jacked Out of their current Netrun. They suffer*



2

2

8

4

25

(V.

*Black ICE*

*the effect of all Rezzed enemy Black ICE they've*

*Expensive)*

*encountered in the Architecture as they leave, not*

*including the Giant.*

***Icon:*** *A massive pair of feet and ankles towering above the enemy Netrunner.*

*Does 2d6 damage direct to the Netrunner's brain.*

*Unless insulated, their Cyberdeck catches fire along*

***Hellhound***

*Anti-Personnel*

*with their clothing. Until they spend a Meat Action*

*500eb*

6

6

6

2

20

### *Black ICE*

*to put themselves out, they take 2 damage to*

*(Expensive)*

*their HP whenever they end their Turn. Multiple*

*instances of this effect cannot stack.*

***Icon:*** *A huge, black metal wolf. Its eyes glow white and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating the enemy Netrunner's name.*

*Does 3d6 damage direct to an enemy Netrunner's*

*brain. Until the end of the Netrunner's next Turn,*

*1,000eb*

### ***Kraken***

*Anti-Personnel*

6

2

8

4

30

*the Netrunner cannot progress deeper into the*

*(V.*

*Black ICE*

*Architecture or Jack Out safely (The Netrunner*

*Expensive)*

*can still perform an unsafe Jack Out).*

**Icon:** *A mass of thrashing, orange tentacles protruding from the walls. Their suckers are covered in sticky red goop.*

[370](#)



## **THE NEW STREET ECONOMY**

**Name**

**Class**

**PER SPD**

**ATK**

**DEF REZ Effect**

**Cost**

*Enemy Netrunner's INT, REF, and DEX are each*

**Liche**

*Anti-Personnel*

*lowered by 1d6 for the next hour (minimum 1).*

*500eb*

*8*

*2*

*6*

*2*

*25*

*Black ICE*

*The effects are largely psychosomatic and leave*

*(Expensive)*

*no permanent effects.*

***Icon:** Metallic skeleton draped in black robes. Its hands are studded with blackened rings that spark with electricity.*

*Derezzes a single Defender Program the enemy*

***Raven***

*Anti-Personnel*

*50eb*

*6*

*4*

*4*

*2*

15

*Netrunner has Rezzed at random, then deals 1d6*

*Black ICE*

*(Costly)*

*damage direct to the Netrunner's brain.*

**Icon:** *Raven adorned in plate armor wielding a glowing white lance.*

*Enemy Netrunner's MOVE is lowered by 1d6 for*

**Scorpion**

*Anti-Personnel*

*100eb*

*2*

*6*

*2*

*2*

*15*

*the next hour (minimum 1). The effects are largely*

*Black ICE*

*(Premium)*

*psychosomatic and leave no permanent effects.*

**Icon:** *A tiny black scorpion that hisses very loudly whenever the enemy Netrunner speaks.*

*Until this Program is Derezzed, an enemy*

*Netrunner hit by this Effect makes all Slide Checks*

### ***Skunk***

*Anti-Personnel*

*500eb*

*2*

*4*

*4*

*2*

*10*

*at a -2. Each Skunk Black ICE can only affect*

*Black ICE*

*(Expensive)*

*a single Netrunner at a time, but the effects of*

*multiple Skunks can stack.*

***Icon:*** *Cartoon skunk that walks on its hind legs, following the Netrunner much too closely.*

*Does 1d6 damage direct to the enemy Netrunner's*

### ***Wisp***

*Anti-Personnel*

*brain and lowers the amount of total NET Actions*

50eb

4

4

4

2

15

*Black ICE*

*the Netrunner can accomplish on their next Turn*

*(Costly)*

*by 1 (minimum 2).*

***Icon:*** *Orb of light with a single minuscule eye crackling with energy.*

*Deals 6d6 damage to a Program. If this damage*

*1,000eb*

***Dragon***

*Anti-Program*

6

4

6

6

30

*would be enough to Derezz the Program, it is*

*(V.*

*Black ICE*

*instead Destroyed.*

*Expensive)*

***Icon:*** *Golden-scaled dragon robot wreathed in electrical discharges.*

*Deals 4d6 damage to a Program. If this damage*

***Killer***

*Anti-Program*

*500eb*

*4*

*8*

*6*

*2*

*20*

*would be enough to Derezz the Program, it is*

*Black ICE*

*(Expensive)*

*instead Destroyed.*

***Icon:*** *Robotic samurai with red eyes wielding a glowing katana.*



*Deals 6d6 damage to a Program. If this damage*

*1,000eb*

***Sabertooth***

*Anti-Program*

8

6

6

2

25

*would be enough to Derezz the Program, it is*

*(V.*

*Black ICE*

*instead Destroyed.*

*Expensive)*

***Icon:*** *Immense hulking cat with glowing white tusks.*

[371](#)



[THE NEW STREET ECONOMY](#)

*buyinG A net ARChiteCtuRe*

► *numbeR oF FlooRs*

***Number of***

***Maximum***

***Floors***

***Control Nodes***

***Portable?***

***Cost per Floor***

***3 to 6***

*1,000eb*

*2*

*Yes*

*(V. Expensive)*

***7 to 12***

*5,000eb*

*3*

*No*

*(Luxury)*

***13 to 18***

*10,000eb*

*N/A*

*No*

*(Super Luxury)*

► *ADDinG PAsswoRDs, ContRol noDes, AnD Files*

***Netrunner DV to Beat Feature***

***Cost***

***DV6***

*500eb*

*(Expensive)*

***DV8***

*1,000eb*

*(V. Expensive)*

***DV10***

*5,000eb*

*(Luxury)*

***DV12***

*10,000eb*

*(Super Luxury)*

► *ADDinG Demons AnD otheR blACk iCe*

*You can place 2 or 3 Black ICE on the same Floor but the cost multiplies. If you have 2 Black ICE on a Floor, double the cost of both. If you have 3 Black ICE on a Floor, triple the cost of each. You cannot put more than one Demon on the same Floor and no more than one Demon per six floors of NET Architecture.*

*Name*

*REZ*

*Interface*

*NET Actions*

*Combat Number*

*Cost*

*Imp*

15

3

2

14

1,000eb (*Very Expensive*)

*Icon:* Small orange sphere of light with red horns.

*Efreet*

25

4

3

14

5,000eb (*Luxury*)

*Icon:* Tall, powerfully built Black man, dressed in elegant evening clothes completed with a fez and dagger.

**Balron**

30

7

4

14

10,000eb (Super Luxury)

**Icon:** Huge humanoid monster in futuristic black arm or covered with hissing green glowing tentacles.

[372](#)



## THE NEW STREET ECONOMY

► ADDinG DeFenses to ContRol noDes

**DV to Counter with**

**Electronics/Security Tech**

**Price**

**DV9**

500eb

(Expensive)

**DV13**

1,000eb

*(V. Expensive)*

***DV17***

*5,000eb*

*(Luxury)*

***DV21***

*10,000eb*

*(Super Luxury)*

► *Active Defenses* ◀

***Type***

***Description***

***Default Trigger***

***Data***

***Air Swarm***

*Tiny flying drones about the size of gnats, with nanowire cutting surfaces.*

*Target enters area without*

*8 MOVE•15HP*

***Drone***

*Treat the cloud as a single entity wielding a Very Heavy Melee Weapon.*

*wearing proper pass or*

*Perimeter of*

## ***Cloud***

***DV17 Electronics/Security Tech, 5 min to counter.***

*badge.*

## ***Defended Area***

*Comes in various forms, including Rolling Ball, Tracked, Wheeled, or Snake Form. Ground Drones are equipped with 2 of the following:*

*4 MOVE•30HP*

## ***Ground***

*Target enters area without*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*wearing proper pass or*

## ***Drone***

- *Medium SMG with 30 Basic Bullets*

*Perimeter of*

*badge.*

- *Observation camera*

## ***Defended Area***

***DV21 Electronics/Security Tech, 5 min to counter.***

*Large Air Drones are equipped with 2 of the following:*

*6 MOVE•20HP*

## ***Large Air***

- *Dartgun with 8 Poison Arrows*

*Target enters area without*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*wearing proper pass or*

### ***Drone***

*Perimeter of*

- *Observation camera*

*badge.*

*Defended Area*

***DV21 Electronics/Security Tech, 5 mins to counter.***

*Mini Air Drones are equipped with 1 of the following:*

*6 MOVE•15HP*

### ***Mini Air***

- *Dartgun with 8 Poison Arrows*

*Target enters area without*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*wearing proper pass or*

### ***Drone***

*Perimeter of*

- *Observation camera*



*badge.*

*Defended Area*

***DV17 Electronics/Security Tech, 5 min to counter.***

*Spider drones may be equipped with 2 of the following:*

***Spider***

- *Grenade Launcher with 2 Teargas Grenades*

*Target enters area without*

*4 MOVE•40HP*

***Walking***

- *Very Heavy Melee Weapon*

*wearing proper pass or*

- *Heavy SMG with 40 Basic Bullets*

*Perimeter of*

***Drone***

*badge.*

- *Observation camera*

*Defended Area*

***DV21 Electronics/Security Tech, 5min to counter.***

[373](#)



## THE NEW STREET ECONOMY

### ► Emplaced Defenses ◀

#### **Type**

#### **Description**

#### **Default Trigger**

#### **Data**

*Automated weapon disperses a swarm of nanites into the room as a red fog. The nanites, when inhaled, attack their victim from within by binding the hemoglobin in their blood into clots. Anything that filters gas attacks blocks the Automated **Automated***

*Single Attack on all*

*Blood Swarm.*

*targets*

#### **Blood**

*Target enters room without*

*Everyone Meat within the Defended Area must succeed at a DV15 Resist Torture/ wearing proper pass or badge.*

#### **Swarm**

*Perimeter of*

*Drugs Check. Anyone who fails is dealt 3d6 damage directly to their HP. Their Defended Area*

*armor isn't ablated.*

***DV21 Electronics/Security Tech, 5 min to counter.***

*Target enters room without*

*Combat Number 14*

***Automated***

*An automated Very Heavy Melee Weapon, typically attacking from one corner of wearing proper pass or badge.*

*a room. Often, it takes the form of an industrial-grade water cutter or spinning **Melee***

*Melee Weapon continues to*

*25HP*

*Monofilament wire.*

*attack until all targets are*

***Weapon***

*Perimeter of*

***DV17 Electronics/Security Tech, 5 min to counter.***

*dead or no longer in range, or*

*Defended Area*

*proper badge is presented.*

*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  
Target enters room without*

*Turret, although typically they will be equipped with 1 of the following:  
wearing proper pass or badge. Combat Number 14*

### ***Automated***

- *Assault Rifle with 25 Basic Bullets*

*Turret continues to fire until*

*25HP*

- *Flamethrower with 4 Incendiary Shotgun Shells*

### ***Turret***

*target is dead, or no longer*

- *Dartgun with 8 Poison Arrows*

*Perimeter of*

*in range, or proper badge is*

- *Very Heavy Pistol with 8 Armor Piercing Bullets*

*Defended Area*

*presented.*

- *Heavy SMG with 40 Basic Bullets*

***DV17 Electronics/Security Tech, 5 min to counter.***

► *Environmental Defenses* ◀

***Type***

***Description***

***Default***

***Trigger***

## ***Data***

*5HP*

*These cameras can see in Low Light, Infrared, and UV, and report images for a **Observation** Demon or security personnel to act on.*

*Perception DV17 to spot*

*Target enters room.*

## ***Cameras***

***DV9 Electronics/Security Tech, 1 min to counter.***

*Can see one entire*

*room or corridor*

*20HP*

*This is a network of nanowire concealed in a seemingly normal carpet. When triggered, Perception DV17 to spot*

## ***Tanglefoot***

*the wires extend and wrap around the feet and legs of the target, reducing their Target steps onto the*

## ***Flooring***

*MOVE by 1d6 until the carpet is destroyed or they get off the carpet.*

*carpet.*

*1 ROF*

***DV13 Electronics/Security Tech, 1 min to counter.***

*Perimeter of*

## *Defended Area*

*This is a grid wired into a standard floor, which, when triggered, delivers a shocking 20HP*

*6d6 damage to the target's body, reduced by armor which it doesn't ablate.  
Target **Electrical***

*Perception DV17 to spot*

*is shocked again at the end of their next Turn and each of their additional  
Turns Target steps onto the*

## ***Flooring***

*until they get off the flooring.*

*grid area.*

*Perimeter of*

*Defended Area*

***DV13 Electronics/Security Tech, 1 min to counter.***

[374](#)



## [THE NEW STREET ECONOMY](#)

***Type***

***Description***

***Default***

***Trigger***

## ***Data***

*Laser grid projected from the ceiling and walls in a tight pattern. Treat touching one of the Target steps into the*

*Perception DV17 to spot*

## ***Laser Grid***

*lasers like getting hit in the body with a Very Heavy Melee Weapon. If perceived, the Laser Defended Area or moves*

*Grid can be crossed safely with a DV17 Contortionist Check, touching a laser on a failure.*

*2m/yds within the*

*Perimeter of*

***DV17 Electronics/Security Tech, 5 min to counter.***

*Defended Area.*

*Defended Area*

*A section of this floor is counter-weighted to drop the target into a pit trap below the floor. Targets can attempt to save themselves from falling with a DV15 Athletics Perception DV17 to spot*

*Check. No Check is required if target has a Grapple Hand or Grapple Gun easily **Tip-floor***

*Target steps onto the*

*accessible. The bottom of the pit may have a grid of nanowire or spikes delivering tip-floor.*

*Perimeter of*

*6d6 damage to the target's body.*

*Defended Area*

***DV13 Electronics/Security Tech, 1 min to counter.***

*10HP*

*This is a series of sprayers that when triggered project a thick goo around the feet Perception DV17 to spot*

*and legs of the target, reducing their MOVE by 2d6 until the goop is destroyed or **Goop***

*Target steps into the*

*they otherwise escape the Defended Area.*

*1 ROF*

*spray area.*

***DV13 Electronics/Security Tech, 1 min to counter.***

*Perimeter of*

*Defended Area*

*20HP*

*Steel rods that slam down in a grid from the ceiling, or out from the wall crushing Perception DV17 to spot*

***Ceiling/Wall*** *targets beneath/between them with 6d6 damage to their body, which is reduced Target steps onto the*

***Punchers***

*by armor.*

*grid area.*



*1 ROF*

***DV13 Electronics/Security Tech, 5 min to counter.***

*Perimeter of*

*Defended Area*

*This is a series of sprayers that when triggered projects a super slick liquid across the 10HP*

*floor of the area. Anyone who takes a Movement Action in this area must succeed **Slip-floor***

*Target steps onto the*

*Perception DV17 to spot*

*at a DV15 Athletics Check or fall Prone.*

*spray area.*

*Perimeter of*

***DV13 Electronics/Security Tech, 1 min to counter.***

*Defended Area*

*These are panels embedded in the walls and designed to look like art or whiteboards.*

*When triggered, they deliver a stunning blast of blinding light and sound. Anyone Target steps within 2m/*

*5HP*

*caught in their area of effect must succeed at a DV 15 Resist Torture/Drugs Check yds of a panel. Area of*

***Stun Panels***

*Perception DV17 to spot*

*or suffer the Damaged Eye and Damaged Ear Critical Injuries for the next minute.*

*Effect 10m/yard by 10m/*

*Perimeter of*

*They do not take the Bonus Damage from these Critical Injuries.*

*yard square centered on the*

*panel.*

*Defended Area*

***DV13 Electronics/Security Tech, 1 min to counter.***

*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 60HP*

*beat a DV13 Resist Torture/Drugs Check. Anyone who fails is now Unconscious, but **Sleep Gas***

*Target steps into the*

*only until they are woken by taking damage, or by someone else using their Action Perception DV17 to spot*

*enclosed space*

***Elevator***

*to wake them. The trap can be defeated by reducing its HP to 0 before everyone or area.*

*Perimeter of*

*falls unconscious or by disarming it through other means.*

*Defended Area*

***DV17 Electronics/Security Tech, 5 min to counter.***

[375](#)



### [THE NEW STREET ECONOMY](#)

*seRviCes AnD enteRtAinment*

***Service/Entertainment***

***Cost***

***Bodysculpting (Standard)***

*500eb (Expensive)*

***Bodysculpting (Exotic)***

*1,000eb (Very Expensive)*

***Braindance***

*20eb (Everyday)*

***Drink, Dive Bar***

*10eb (Cheap)*

***Drink, Good Bar***

*10eb (Cheap)*

***Drink, Excellent Bar***

*20eb (Everyday)*

***Drink, Executive Bar***

*50eb (Costly)*

***Found Cyberware Installation (Mall)***

*100eb (Premium)*

***Found Cyberware Installation (Clinic)***

*500eb (Expensive)*

***Found Cyberware Installation (Hospital)***

*1,000eb (Very Expensive)*

***Hospital Treatment (DV10)***

*50eb (Costly)*

***Hospital Treatment (DV13)***

*100eb (Premium)*

***Hospital Treatment (DV15)***

*500eb (Expensive)*

***Hospital Treatment (DV17+)***

*1,000eb (Very Expensive)*

***Hotel, Per Night***

*100eb (Premium)*

***Hotel, Luxury, Per Night***

*500eb (Expensive)*

***Interactive Braindance***

*50eb (Costly)*

***Live Concert / Sporting Event***

*100eb (Premium)*

***Movie***

*20eb (Everyday)*

***Professional Services, Good, Per Hour***

*100eb (Premium)*

***Professional Services, Excellent, Per Hour***

*500eb (Expensive)*

***Professional Services, World Class, Per Job***

*5,000eb (Luxury)*

***Restaurant Meal, Fast Food***

*10eb (Cheap)*

***Restaurant Meal, Good***

*20eb (Everyday)*

***Restaurant Meal, Excellent***

*50eb (Costly)*

***Restaurant Meal, World Class***

*500eb (Expensive)*

***Taxi***

*20eb (Everyday)*

***Therapy (Standard Humanity Loss)***

*500eb (Expensive)*

***Therapy (Extreme Humanity Loss)***

*1,000eb (Very Expensive)*

***Therapy (Addiction)***

*1,000eb (Very Expensive)*

***Trauma Team (Silver), Per Month***

*500eb (Expensive)*

***Trauma Team (Executive), Per Month***

*1,000eb (Very Expensive)*

***Video Game***

*50eb (Costly)*

[376](#)



[THE NEW STREET ECONOMY](#)

*Lifestyle and housing*

*Your Lifestyle determines how you live, what you eat, and how you have fun. Whenever you live beyond the Lifestyle you paid for at the beginning of the month, the GM will charge you separately for your expenditures.*

*If you don't pay for your lifestyle at the start of a month, you have one week to do so before you roll a Death Save at the start of each day you don't. A kibble lifestyle is only 100eb a month. You shouldn't starve . . but the only difference between some brands of Kibble and dog food is cheeseburger flavoring.*

## ***Lifestyle***

### ***What it Entails***

### ***Monthly Cost***

### ***Kibble***

*You eat horrible food that you might not buy for a dog you liked. Once a month, you can see a movie or braindance.*

*100eb*

### ***Generic***

*You eat food which tastes much better than kibble, by comparison. Each weekend, you can afford to go out **Prepak***

*to a good bar and party or have a sit-down meal at a good restaurant.*

*300eb*

### ***Good***

*Your food is the same quality as most restaurants, and while still artificial it tastes almost exactly the same as real food. You frequent excellent bars and restaurants when you go out. Once a month, you can see a 600eb*

### ***Prepak***

*Live Concert or Sporting Event.*

*You eat real food. Once per month if you are tired and too far from home, you can get a nearby hotel **Fresh Food***

*room and not worry about your budget. You frequent an executive bar. Once a month, you can eat at a 1500eb*

*world class restaurant.*

*housinG*

**2. Sleeping on the street.** *Unless you make a*

*You have to sleep sometime. A safe and comfortable successful DV15 Endurance Check, sleeping on place is preferable.*

*the street will leave you fatigued. Sleeping on the*

*At the beginning of every month, you'll have to set le street is also asking for trouble.*

*your Housing and Lifestyle Costs. If you must pick one or*

**3. Sleeping in the wilderness.** *Unless you make*

*the other, it's bet er to be evicted than to starve to death.*

*a successful DV15 Wilderness Survival Check,*

*Going without at least 6 hours of sleep a day wil*

*sleeping in the wilderness will leave you fatigued.*

*give you a -2 to everything you attempt for each day*



*Unlike sleeping on the street, other persons can  
since you've last slept a full 6 hours.*

*roll this Wilderness Survival Check for you.*

*Nomad friends are nice to have.*

*Sleeping in an uncomfortable situation will leave  
you fatigued the next day, which will penalize you an*

► *The Big Money: Real Estate* ◀

*additional -2 to everything you attempt while fatigued.*

*Likely, where you sleep will be your largest monthly*

*This won't kill you, but it doesn't feel good, either.*

*expense. You may start out in a cargo container*

*What does sleeping uncomfortable mean?*

*located outside of the city, but if you start saving up,*

*you'll be able to move to a more secure arrangement*

*1. **Being cramped:** sleeping in housing with a  
in no time.*

*number of persons greater than 1 + the number  
of bedrooms. Persons unconscious in Cryo-stasis*

*Or you could become an Exec, never have to pay  
and corpses do not count toward this limit. A Cube*

*rent, and live in comfortable security from the begin-  
Hotel is the only exception. Sleeping with more  
ning ... just by sel ing your soul into Corporate slavery!  
than one person in a cube is always sleeping  
**Just remember, the**  
uncomfortable and will leave you fatigued the  
**game is rigged.**  
next day.*

[377](#)



## **THE NEW STREET ECONOMY**

### **Real Estate**

#### **Cost to Rent (per month)**

#### **Cost to Buy**

#### **Living on The Street**

N/A

N/A

#### **Living on The Street in a Vehicle**

N/A

N/A

***Cube Hotel***

*500eb*

*N/A*

***Cargo Container***

*1,000eb*

*15,000eb*

***Studio Apartment***

*1500eb*

*25,000eb*

***Two-Bedroom Apartment***

*2500eb*

*35,000eb*

***Corporate Conapt***

*Given to you by a Corp*

*N/A*

***Upscale Conapt***

*7500eb*

*85,000eb*

***Luxury Penthouse***

*15,000eb*

50,000eb

### ***Corporate Beaverville House***

*Given to you by a Corp*

200,000eb

### ***Corporate Beaverville McMansion***

*Given to you by a Corp*

500,000eb

#### **► *livinG on the stReet***

***Every night, unless you make a successful DV15 Endurance Check, sleeping on the street will leave you fatigued the next day (You have -2 to everything you attempt while fatigued).*** Sleeping on the street is also asking for trouble. You have no security, heating, or electricity to speak of, and you can't realistically have more things than you could carry at any given time. You wouldn't be doing this if you owned a car.

#### **► *livinG on the stReet in A vehiCle***

Living on the street is asking for trouble. Your vehicle requires fully enclosed glass to do this. You will have limited security unless your vehicle has a Security upgrade and Bulletproof windows. You have enough room to store your stuff, and with a bed, inflatable or otherwise, you can sleep comfortably. ***Otherwise, unless you make a successful DV15 Endurance Check, sleeping in your car will leave you fatigued the next day (You have -2 to everything you attempt while fatigued).*** You've got Electricity, but no Water unless your Vehicle is designed to be lived in. You can't sleep in your car in Corporate, Executive, or Moderate Zones without being forced to leave at gunpoint by security forces. Either you park in the Combat Zone to sleep, or you stick to the city's Outskirts.

#### **► *Cube hotel***

*Cube Hotels are located in Zones with Corporate, Moderate, and Combat Threat Ratings. This is by far the cheapest way to live in the city. You live in a single windowless room with a nice strong lock where you can touch both walls if you spread your arms. Flatpack furniture folds out of the walls, converting your cell from a chair with a desk to a bed with a small television. Living here, you can't realistically have more things than you could carry at any given time, plus the contents of a backpack you can safely store behind the bed when it folds into the wall. **Sleeping with more than one person in a cube is always sleeping uncomfortable and will leave you fatigued the next day (You have -2 to everything you attempt while fatigued).***

*Down the hall, past all of your equally compacted neighbors, there is a common room that has running water and a bathroom with a shower. Even going near this common room is a bad idea unless you are properly gang affiliated. Most people keep three water bottles in their rooms just to avoid entering the common room. There's a single window on the opposite side of the cell block where these bottles are emptied. If you own a vehicle and you live here, you likely park it on the street.*

[378](#)



### [THE NEW STREET ECONOMY](#)

#### ► CARGo ContAineR

*Cargo Containers are located in the Suburbs, Reclaimed Perimeter, and the Combat Zone. You'll have plenty of places to store your things, a bed to sleep comfortably, a desk, electricity, a refrigerator, microwave, and sink, protected by the security of a strong lock. In the Combat Zone, you'll be in danger the second you step outside, The trend of*

*using Cargo*

*but if you live in the Outskirts, you'll be much safer. Restrooms, Showers, and Laundry are located in facilities Containers as*

*you'll share with the residents of other Cargo Containers stacked nearby your container. If you own a vehicle housing started*

*with Nomads*

*and you live here, you likely park it on the street. If you live in the Combat Zone, it will probably get broken into who used them*

*on occasion. If you chose the Outskirts, it will probably be fine.*

*to help shelter*

*the refugees*

*fleeing the 4th*

### ► *stuDio APARtment*

*Corporate War.*

*Studio Apartments are located in Zones with a Corporate, Moderate, or the Combat Threat Rating. The typical Studio is not spacious by any stretch of the imagination but is the first housing option that truly feels like your own private space. You'll have a bed to sleep comfortably, and a small kitchen, with range, oven, microwave, and a large refrigerator. You'll have your own private bathroom, with a shower where you can't be attacked. You'll have a tiny living room to decorate as you see fit. Laundry facilities are still shared with your neighbors, however.*

*The Studio Apartment comes with a single space of protected parking, meaning your vehicle will be safe.*

### ► *two-beDRoom APARtment*

*Two-Bedroom Apartments are located in Zones with a Corporate, Moderate, or the Combat Threat Rating. This comfortable apartment has enough space for two people to live together without ripping each other's cybereyes out. Two Bedrooms, a full-size kitchen, one bathroom you'll probably squabble over, a living room with enough space for a comfortable couch, and laundry in the unit make this apartment seem like luxury when compared to a cargo container or a disgusting cube. The apartment comes with two spaces of protected parking, meaning your vehicles will be safe.*

### ► CoRPoRAte ConAPt

*Corporate Conapts are located in the Zones with a Corporate Threat Rating, in buildings controlled by individual Corporations. You can't rent or buy a Corporate Conapt, but you might be able to live in one if you know an Exec. The Conapts are luxury accommodations; two bedrooms, two bathrooms, a full-size kitchen, dining room, and large living room that opens up into a small balcony that usually smells like smoke. Laundry is in the unit.*

*Surveillance by the Corp that controls the building should be expected in every room except the bathrooms.*

*Messing with Corporate employee surveillance equipment will lead to a 50eb (Costly) fine if discovered, but the sound of the laundry machine is well known to interfere with their ability to record audio. Plenty of Execs treat a monthly 50eb fine as a cheap price to pay for privacy, and nobody has ever really gotten fired for it. Every Corporate Conapt comes with two spaces of protected parking, meaning your vehicles will be safe.*

### ► uPsCAle ConAPt

*Upscale Conapts are located in the Zones with a Corporate or Moderate Threat Rating. These are spacious two floor apartments with two bedrooms and bathrooms, in addition to a luxurious master bedroom and master bathroom on the second floor. Other amenities include a full kitchen, dining room, two living rooms, and a balcony with a nice view of the city. An Upscale Conapt comes with three spaces of protected parking, one of which can be located on the roof, perfect for an Air Vehicle. Your vehicles will be safe.*



## THE NEW STREET ECONOMY

### ► *luxuRy Penthouse*

*Luxury Penthouses are located on the tops of buildings in Zones with a Corporate Threat Rating. The height of luxury in city living. Two floor layout includes three bedrooms and two bathrooms on the first floor with a master bedroom and bathroom on the second floor. Other amenities include two living rooms, an entertainment room, facilities room, full kitchen, and palatial dining room. The Luxury Penthouse also spills out onto a private roof, on which is located an infinity pool, sitting area, and barbecue for entertaining, in addition to a private helipad.*

*In addition to the helipad, the penthouse comes with four spaces of protected parking, accessible via private elevator. Your vehicles will be safe. Complementary maid service is also included, courtesy of the building management.*

### ► *CoRPoRAte beAveRville house*

*A Beaverville House is located in the Executive Zone, in an area known affectionately by many as Beaverville.*

*You can't rent one, because renters drive down property values and introduce strangers into the community. The streets are patrol ed by Lazarus Corp private security. Owning a home in Beaverville gives you four security badges that grant access to the bul et train connecting it to the Corporate Zone, as well as the freedom to not be harassed by security while jogging in Beaverville. Aside from the security presence, Beaverville is a charming community full of freshly mown lawns, white picket fences, and culs-de-sac. It's the perfect place for the Corporate elite to raise a family. These smal er homes in Beaverville are quaint and neighborly. Two floors, three bedrooms, two bathrooms, with a master bedroom and bathroom on the second floor.*



*The bottom floor contains a sunken living room that connects sidelong into a full-size kitchen, which exits onto a charming patio, like the set of a sitcom. The backyard and lawn are synthetic, constructed of Realtree™ and Realgrass™, the latest from Biotechnica. Complementary maid service is also included. Your Beaverlil e security badges will also grant you access to the country club located in the more well-appointed district of Beaverlil e. That is, assuming you are invited by an existing member. The country club is replete with facilities, including a world class restaurant, bar, world class gym, paddleball and tennis courts, golf, croquet, heated indoor pool, dedicated lap pool, hot tubs, sauna, and steam room. The country club also contains a business lounge that's considered neutral ground in the Corporate world, a place where even rival companies can meet and discuss terms. These are the closed doors behind which business really gets done.*

► *CoRPoRAte beAveRville mCmAnsion*

*In addition to the benefits of living in Beaverlil e in the Executive Zone, **which are listed above in the description of a mere Beaverlil House**, living in a Beaverlil e McMansion means living there in a suburban castle of splendorous proportions. You'll have three floors, four bedrooms, five bathrooms, a master bedroom and bathroom, a four-car garage and a helipad. Three living rooms with vaulted ceilings, a bar in the basement, a personal gym, and a poolside patio. Your lawn is real grass. Your backyard is meticulously landscaped every season of the year by staff paid by the Homeowner's Association. Beaverlil e can't have their best looking less. Complementary maid service is also included. Living in a Beaverlil e mansion isn't just about living there, it's also a way to declare that you've arrived in the community. You have either paid enough to earn this recognition, or instead demand it by having very powerful friends, and the greater community recognizes both as being equally impressive. You can expect preferential treatment in the Country Club, which you live within walking distance to, whether it be on the golf course, its world class restaurant, or behind the natural leather doors of the business lounge. Your McMansion comes with six Beaverlil e security badges, but if you live like this, you'll hardly ever need to flash them.*





## THE NEW STREET ECONOMY

### *Making a Living in a Cyberpunk World*

*It's not easy. Survival is a good starting goal, but you don't want to just live. You want to whaT is a*

*thrive and buy ammunition. The game is rigged against almost everybody, and the only eurobuck,*

*way to win is to get rich, quickly. Everything has a price, and when you are just starting out you are going to have to snatch every last eurobuck you can get your hands on just anyway?*

*to pay up when the rent is due to stay off the street.*

*At the basic level, a*

*woRkinG FoR A euRobuCk (wAys to mAke money)*

*eurobuck is the currency*

*currently in use among the*

*An Edgerunner in the Time of the Red makes most of their scratch one of three ways: nations who are part of the*

*European Union. It's blue,*

- *Doing jobs*

*comes in various denomi-*

*nations and has embossed*

- *Hustling*

*national symbols of all the*

- *Buying and selling*

*member nations brightly*

*shining on each bill.*

## ► *Doing Jobs* ◀

*It's also formally called a*

*You, like most, work for a living. Except, unlike most other people, your job can get you Eurodollar, but nobody in*

*killed in messy ways. Often, the pay you can expect to receive for a job, after you fence Night City ever calls it that.*

*everything and divide up the spoils, is roughly equal to the amount of mortal danger. But since the European*

*you signed up for. This is of course, assuming you don't take bad jobs that are way too Union is one of the most*

*dangerous for what they pay.*

*stable economies on the*

*planet in the Time of the*

***Okay, let's stop pretending. You make this mistake all the time.***

*Red, the eurobuck (or*

***Treat this as a guideline for the best-case scenario.***

*eb for short) become the*

*"gold standard" to which*

*all other currencies are*

### ***Job Type***

### ***Explanation & Example***

### ***Pay for Job***

### ***(Per Person)***

*currently pegged (much*

*as the American Dollar*

*Armed resistance is not expected. But you never know.*

*was before the Collapse).*

### ***Easy Job***

*500eb*

*Even if you're not physical y*

*Protect this VIP from a possible threat to their life.*

*exchanging eurobucks for*

*Armed resistance is expected, but you can be prepared for it.*

*most transactions chances*

### ***Typical Job***

*1,000eb*

*Every four hours the guards change their patrols. I need that diamond.*

*are your purchases or*

*sales, whether handled via*

***Dangerous*** *Armed resistance is overwhelming. Without heavy preparation, you die.*

*2,000eb*

*credit chips, downloads,*

### ***Job***

*Sneak into the military facility and blow up the armory, then escape.*

*or digital accounts, are*

*measured in Eurodollars*

*as they are the standard of*

### **► *The Hustle* ◄**

*exchange almost everyone*

*can agree on.*

*Whenever you have a full seven days free ( this will often happen because the rest of your friends are healing from gunshot wounds), you can work to earn a little eb. The amount you are paid is dependent on your Role, your Role Ability Rank, and the outcome of rolling 1d6.*

***You'll notice that your pay seems pretty low. Don't worry.***

***As an Edgerunner, this isn't your primary stream of income.***

***The real way to get paid is to get a crew together to do a Job.***



## THE NEW STREET ECONOMY

► RoCkeRboy hustle

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

***Played a small local gig.***

***200eb***

***300eb***

***600eb***

***2***

***No gigs or jobs to be had this week.***

***0eb***

***100eb***

*300eb*

**3**

*Played a big gig for a rich Corporate or Local Personality.*

*300eb*

*500eb*

*800eb*

**4**

*Got some royalties in for your most recent*

*300eb*

*500eb*

*800eb*

*Data Pool download.*

**5**

*Opening act for a Big-Name group.*

*300eb*

*500eb*

*800eb*

**6**

*Personal appearance netted you a large fee.*

*200eb*



*300eb*

*600eb*

► *solo hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Bodyguard work, low-end client.*

*100eb*

*200eb*

*500eb*

***2***

*Bodyguard work, high-end client.*

*200eb*

*300eb*

600eb

**3**

*Difficult hit or extraction.*

200eb

300eb

600eb

**4**

*Hired out as muscle to a Fixer, Corp, or Gang.*

100eb

200eb

500eb

**5**

*Attracted undue attention, had to lay low.*

0eb

100eb

300eb

**6**

*Basic enforcer or hitman work for a local Corp.*

100eb

200eb

500eb

► *netRunneR* hustle

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Cracked a small system and sold the data.*

100eb

200eb

500eb

***2***

*Cracked a major Corporate system and sold the data.*

200eb

300eb

600eb

**3**

*You got sidetracked and didn't hack anything this week.*

*0eb*

*100eb*

*300eb*

**4**

*Found a valuable data cache in an abandoned*

*200eb*

*300eb*

*600eb*

*system and sold it.*

**5**

*Brought down a major system with ransomware*

*200eb*

*300eb*

*600eb*

*and got paid off to uninstall it.*

**6**

*Sabotaged or otherwise disabled a major system*

*200eb*

300eb

600eb

*for a faceless client.*

382



## THE NEW STREET ECONOMY

► *teCh hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

***No jobs this week.***

***0eb***

***100eb***

***300eb***

**2**

*Rebuilt some tech you scavenged in the Combat Zone.*

*100eb*

*200eb*

*500eb*

**3**

*Helped a client break into some place or*

*200eb*

*300eb*

*600eb*

*installed security systems for a client.*

**4**

*Did some modifications or repairs to some cybertech.*

*100eb*

*200eb*

*500eb*

**5**

*Did some modifications or repairs to some weapons.*

*100eb*

*200eb*

500eb

6

*Sabotaged or otherwise disabled something for a client.*

100eb

200eb

500eb

► *meDteCh hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Patched up someone after a firefight.*

100eb

200eb

500eb

**2**

*Sold cyberware from a "failed" medical case.*

*200eb*

*300eb*

*600eb*

**3**

*Helped Trauma Team on some backup work when*

*100eb*

*200eb*

*500eb*

*they were overloaded.*

**4**

*Did some minor "free clinic" work for locals.*

*0eb*

*100eb*

*300eb*

*You can't eat goodwill though.*

**5**

*Did a major medical procedure for a very well-heeled client.*

*200eb*



300eb

600eb

**6**

*Designed and delivered medicines or street drugs to a client.*

100eb

200eb

500eb

► *meDiA hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Wrote an expose that covered a major topic,*

300eb

500eb

*800eb*

*made a big sale.*

**2**

*Wrote a popular "puff piece" that got you some*

*200eb*

*300eb*

*600eb*

*notice and some cash.*

**3**

*Did some boring ad writing to pay the bills.*

*200eb*

*300eb*

*600eb*

**4**

*Exposed a big story that got you a few enemies*

*200eb*

*300eb*

*600eb*

*and some cash.*

**5**

*No good stories or leads this week.*

*0eb*

*100eb*

*300eb*

**6**

*Wrote an expose that blew the lid off a major topic.*

*300eb*

*500eb*

*800eb*

[383](#)



[THE NEW STREET ECONOMY](#)

► *lAwman hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Made a few minor busts, business as usual.*

*100eb*

*200eb*

*500eb*

***2***

*Got a reward from a grateful citizen. Or was it a bribe?*

*200eb*

*300eb*

*600eb*

***3***

*Bust went bad, and it came out of your salary.*

*0eb*

*100eb*

*300eb*

***4***

*Nothing much happened this week.*

*100eb*

*200eb*

*500eb*

*Collected a paycheck and that was it.*

**5**

*Pulled off a major drug or smuggling bust*

*200eb*

*300eb*

*600eb*

*and gained a bonus from the boss.*

**6**

*Took down a big gang and got some of a*

*200eb*

*300eb*

*600eb*

*"civil seizure" bonus.*

► *exeC hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Landed a moderate success on a project, earned*

*300eb*

*500eb*

*800eb*

*a reward bonus.*

***2***

*Nothing much happened, and Corporate was unimpressed.*

*0eb*

*100eb*

*300eb*

*Lost a bonus.*

***3***

*Collected a paycheck and that was it.*

*200eb*

*300eb*

*600eb*

**4**

*Got some dirt on a rival and used it to score a bonus.*

*300eb*

*500eb*

*800eb*

**5**

*Pulled off a major project success and gained a bonus*

*300eb*

*500eb*

*800eb*

*from the Head Office.*

**6**

*Took out a legitimate target that was threatening*

*200eb*

*300eb*

*600eb*

*a job and took their funding.*

► *FixeR hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

*Got a Media some information for a good bribe.*

*200eb*

*300eb*

*600eb*

***2***

*Got a Rocker a good Gig for your 12% fee.*

*200eb*

*300eb*

*600eb*

***3***

*Helped a client locate a desirable item they needed and got a cut.*

*200eb*

*300eb*



600eb

4

*Deal went south; you're keeping your head down till it blows over.*

0eb

100eb

300eb

5

*Got a Solo or Netrunner a profitable "job" and took*

200eb

300eb

600eb

*your agency fee.*

6

*Brought in a rare, illegal, or very hard to get item for a client.*

300eb

500eb

800eb

[384](#)

[THE NEW STREET ECONOMY](#)

► *nomAD hustle*

***Roll***

***What you did to make bank that week***

***Role Ability***

***Role Ability***

***Role Ability***

***Rank 1 to 4***

***Rank 5 to 7***

***Rank 8 to 10***

***1***

***Made a legit shipment.***

***100eb***

***200eb***

***500eb***

***2***

***Protected a shipment.***

***100eb***

***200eb***

***500eb***

***3***

*Smuggled some small contraband.*

*100eb*

*200eb*

*500eb*

**4**

*Smuggled a huge shipment.*

*200eb*

*300eb*

*600eb*

**5**

*Delivered a client safely to destination.*

*100eb*

*200eb*

*500eb*

**6**

*Couldn't find work this week, legit or otherwise.*

*0eb*

*100eb*

*300eb*

► *Buying and Selling* ◀

*Whenever you buy or sell something, you aren't doing it alone. First off, you're always selling it to someone, or buying it from someone, and you two aren't the only people in the city. All transactions happen in the context of an economy, which determines the current Market Price for an item. The economy of the Time of the Red is one of scarcity where more often than not supply is low, and demand is high.*

***Without the help of an experienced Fixer or one of their Night Markets, only items up to Premium can be purchased.***

*Everything you buy in Cyberpunk RED falls into one of eight Price Categories, which determines their Market Price. If you aren't a Fixer, forget about getting it cheaper. If it's Expensive and you don't know a Fixer, forget about getting it at all.*

*everythinG is worth whAt*

*A its*

*s*

*PuRChAseR will pay*

*a FoR it,*

*t ChoombA.*

*— Publilius Syrus*

*— Publilius S fixer*

***Price Category***

***Market Price***

***Cheap***

*10eb*

***Everyday***

*20eb*

***Costly***

*50eb*

***Premium***

*100eb*

***Expensive***

*500eb*

***Very Expensive***

*1,000eb*

***Luxury***

*5,000eb*

***Super Luxury***

*10,000eb and up*

[385](#)





# THE Garden









**MAZ**

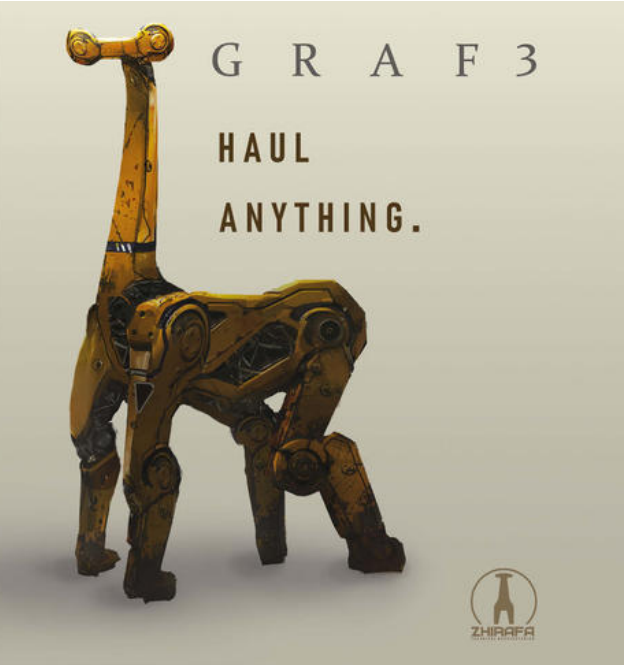
**DESPAIR**

**NOT**

**ASHAMED**



1. The first part of the document is a list of the names of the people who were present at the meeting.



5:22 PM

Music

popular keywords

j mutiny

zygoptera

zeh dancing

cassie glass

naturalists

jonjontw

since you enjoyed Never Fade Away by Samurai...

***The Ballad of Buck Ravers***

***Friday Night***

*by Samurai*

***Firefight***

*402 copies available!*

*by the Rubicones*

*15 copies available!*

*The Ballad of Buck Ravers isn't as well-*

*known as Never Fade Away or Chippin'*

*A classic somehow both*

*In but many hardcore Samurai fans con-*

*chipper and violent. As*

*sider it to be the band's angriest and most*

*Ripperjack said, "This is*

*cyberpunk song.*

*music I can shoot to!"*

***Heave Ho***

***Not Ashamed***

*by XerzeX*

*by Maz Despair*

*142 copies available!*

*27 copies available!*

*A piece of hip hop history. In Heave Ho,*

*In her comedy career,*

*XerzeX paints an intense picture using*

*Maz Despair spoke truth*

*pigments of pain, anger, and trauma to*

*to power no matter the*

*create an anthem for anyone locked in*

*cost. The same's true with*

*combat with their mental demons.*

*her music.*







*BY NEIL BRANQUINHO*

*Running cyberpunk*

*so... ho*

*so*

*w*

*... ho do i run*

*w*

*this g*

*do i run*

*ame,*

*this g*

*any*

*ame,*

*wa*

*w y*

*a ?*

*y*

*Glad you asked. Cyberpunk is a challenge for even an experienced Gamemaster, in that you must create the right atmosphere of grunginess, sleek technology, and pervasive paranoia throughout your entire game.*







## [RUNNING CYBERPUNK](#)

*The classic Cyberpunk environment is almost always exclusively urban. Its landscape is a maze of towering skyscrapers, burned out ruins, dingy tenements, and dangerous alleyways. In short, any major city in the world at about 2:30 in the morning when the cybPerunK PLayer*

*lowlifes come out in force.*

*read This!*

*This chapter's mostly about*

*running **Cyberpunk RED***

*The Urban Environment*

*as the Gamemaster. If that*

*The urban environment is critical to your Cyberpunk world. Whether you use our Night City doesn't interest you, we*

*or create your own, remember that your setting has to have all the right elements. There recommend you skip to*

*should be garbage-strewn al eyways. There should be bodies lying in the gutters. There the one part that pertains*

*should be wild-eyed lunatics, staggering through pre-dawn streets, muttering darkly and specifically to Players, the*

*clutching sharp knives. Taxis won't stop in the Combat Zones. There are firefights at the rules for "leveling up" your*

*Characters via earning and*

*street corner as the local gangs slug it out. Players should find their apartments regularly spending Improvement*

*broken into, their cars vandalized, their property stolen. Crossing town should be like Points. You can find those*

*crossing a battlefield, filled with looters, riots, crazies, and muggers.*

*rules [on page 408](#).*

*But it doesn't always rain. At least, not since the Time of the Red messed up the upper You can also turn to*

*atmosphere (this is what you get when you throw Lunar rocks into the Earth). Expect wild*

*[page 435](#), [where](#) you'll*

*shifts in weather patterns as things are still settling down. The ozone layer decayed, the find Black Dog, a fictional*

*greenhouse effect took over, the sky is full of hydrocarbons and the ocean full of sludge.*

*story that shows what the*

*Nice place.*

*world's like in the Time of*

*the Red.*

*But what about those classic, rain-wet, neon streets we see in all good Cyberpunk movies? Yeah, it does rain a lot. Most days should be grim, gloomy, and overcast.*

*If you're not planning on*

*When the sun does come out, it should be the overly bright gold of a smoggy Los running **Cyberpunk RED**,*

*Angeles day, with brilliant (heavily polluted) sunrises and sunsets. And the stars never it is a good idea to avoid*

*come out, because of the smog.*

*pages [425](#) thru [433](#).*

*as those contain adven-*

*There are no singing birds in a Cyberpunk world (the last unmodified bird died some-*times* your GM might be*

*time around 2008), at least not in the city—but they’re starting to creep back into the using for your game.*

*outer areas as some of Biotechnica’s more ... experimental projects come to fruition (hint: You do want to be sur-some of those things are not birds—at least as we know them).*

*prised, don't you?*

*There are laughing children these days, but they may be laughing over things you and I would be kind of appal ed at. Growing up in a nuclear bomb zone gives you an odd perspective on life. Kids don’t get much raising on The Street, and what raising they do get usual y involves drugs, guns, and unhealthy extracurricular activities. There are no day-cares other than kid gangs.*

*Trust No One keep your ... er ... minami 10 handy*

***Paranoia** is important in a **Cyberpunk** run. Players shouldn’t be able to tell who are the good guys and who are the bad just by looking at them. Choices between sides should be ambiguous—there should be no clear-cut sense of good and evil, much like real life. Sworn enemies may be thrown together without notice or preparation. Heroes may have to do something il egal or*

*distasteful to accomplish something good; vil ains may have to do a lit le good once in a while. It's the breaks.*

[388](#)





## [RUNNING CYBERPUNK](#)

*Contrast*

*cache weapons somewhere, steal them.*

*If they stop for a rest, mug them. If they  
can't handle the pressure, they shouldn't  
cyberPunK*

*Your world should have staggering*

*be playing **Cyberpunk**. Send them*

*b*

*contrasts. In the glittering citadels of the*

*ibLioGraPhy*

*back to that nice roleplaying game with*

*rich there should be fine food, expensive*

*the happy elves and the singing birds.*

*Synners by Pat Cadigan*

*vices, and beautiful scenery. On The*

*We've given you some great encounter*

*Do Androids Dream of*

*Street, things should be cold, hungry,*

*tables which we suggest you use every*

*Electric Sheep by Philip K.*

*and desperate. There's no middle ground*

*Dick*

*time the action drags ([see pg. 417](#)).*

*between the haves and have-nots. It's all*

*When Gravity Fails & A*

*or nothing.*

*Fire in the Sun by George*

*Alec Effinger*

*K*

*Set the Mood*

*now the World*

*Neuromancer, Count Zero,*

*Mona Lisa Overdrive,*

*The third trick to running **Cyberpunk**:*

*& Burning Chrome by*

*Atmosphere. Get out your heaviest rock*

*William Gibson*

*First trick to running **Cyberpunk**:*



*tapes and play them during your run.*

*Immerse yourself in the genre. We've*

*Trouble and Her Friends by*

*Encourage your Players to wear leather*

*Melissa Scott*

*given you a start with the stories scat-*

*and mirrorshades. Adopt the slang and*

*tered throughout this book: Never Fade*

*Snow Crash by Neal*

*invent your own. Replace all the lights*

*Stephenson*

*Away ([on pg. 5](#)) sets the tone of a*

*in your room with dim blue bulbs. This*

*The Artificial Kid & Islands*

*Cyberpunk world, Fall of the Towers*

*is the Dark Future here; and it can't be*

*in the Net by Bruce Sterling*

*([on Pg. 121](#)) shows you how a good*

*accurately portrayed in a brightly lit*

*Hardwired, Voice of the*

*covert (and not so covert) op should feel,  
room with milk and cookies on the table.*

*Whirlwind, & Angel Station*

*and Black Dog. [\(on pg. 435\)](#) should*

*by Walter Jon Williams*

*We've listed a few tricks in the sidebars  
give you the differences in style between a  
of this chapter.*

*cyberPunK*

*purely urban setting and the new "death-  
road highway" settings the Time of the  
fiLmoGraPhy*

*Red has brought to the game table. All of  
Teamwork*

*Akira*

*these should give you the style of speech,*

*Alien & Aliens*

*the feel, and the hard-edged realities of a  
the more the bloodier*

*Appleseed*

*Cyberpunk world. But you should also hit  
the local video-store, the library, and the  
Altered Carbon*

*Four th and last trick to running  
record shops (or, you know, the Internet)*

**Cyberpunk:** Teams. You'll notice that  
*Blade Runner & Blade  
Runner 2045*

*for source material. We've included a bib-*

**Cyberpunk** groups are not social.

*liography of places to start in the sidebar.*

*The Expanse*

*The Players will have no reason to trust  
anyone, and the conventional reasons*

*Ghost in the Shel*

*Play for Keeps*

*(stop evil, kill bads) for a Crew won't*

*Max Headroom*

*work. A bar isn't a place to meet new*

*The Matrix Trilogy*

*Second trick to running **Cyberpunk**:*

*Edgerunners—it's a place to scope out*

*Overdrawn at the Memory*

*Bank*

*Play hard and fast. You should not be*

*potential victims. Crews are more likely to*

*Robocop 1 & 2*

*afraid to kill off Player Characters.*

*kill each other in a firefight than divide the*

*Road Warrior (original and*

*You should constantly be getting them*

*spoils fairly.*

*remake)*

*into fights, traps, betrayals, and other*

*the team is the hook*

*soap operas. There should be no one*

*they can trust entirely, no place that's*

*For this reason, you'll need a more solid*

*absolutely safe. Never let 'em rest. This*

*"hook" on which to hang a **Cyberpunk***

*doesn't mean you shouldn't play fair. But  
adventure. Our hook is the team. A team  
you should always play for keeps. If they  
is a group of people who are already*

389



### RUNNING CYBERPUNK

*thrown together by Fate in some way that forces them  
good Corporate team might consist of one or more  
to cooperate. They don't have to like each other, but*

*Execs (an executive and an assistant), a Netrunner they have to work together. Besides giving the Party (who runs the team's intrusion and computer systems), a springboard from which to work, the team also a Fixer (who deals with the team's Street contacts), a makes the adventure easier to run. Players can be Tech (either medical or mechanical), and two to three given assignments from a "higher power," or the entire Solos (who handle the combat).*

*group can be faced with a problem which requires cooperation to solve. The group stays together, or it bAnDs dies. Simple.*

*Bands are any group of Rockerboys who have M*

*gotten together to play music. The band travels from eet the Teams*

*place to place, getting into trouble at each new gig, holding concerts and raising hell. Their main base*

*We've given you several Teams which might natural y*

*of operations can be a practice hall, a club, or a  
evolve in the Cyberpunk world. Each proposes a good  
road bus. There may be any number of Rockerboys  
mix of Character Roles and offers many ways in which  
in the band itself (although three to four is consid-  
all the Players can become equally involved.  
ered best). In addition, there will be at least one  
Fixer (who acts as manager), a possible Tech (to  
neoCoRPoRAte teams  
handle equipment needs), and several Solos (who  
are both bodyguards and roadies). Various other  
Corporate teams are groups that are oriented around  
slots such as groupies and tour personnel can be  
a specific Corporation, working together to accom-  
Nomads, Execs (playing record execs), and Medias  
plish the company's goals. The main base of opera-  
(as rock-reporters or reviewers).*

*tions is the Corporation's offices or security areas. A*

*BY HUNT*

*ANG*









## RUNNING CYBERPUNK

*Cults And boosteRGAnGs*

*Not just for NPCs these days, any group of Players can aspire to be in a boostergang or other cult. The Players may have ended up on The Street through job loss, personal seTTinG The mood*

*tragedy, or just from a desire to find a social y acceptable outlet to kil , loot, and pillage.*

*In a lot of ways, setting*

*up a good **Cyberpunk***

*R*

*game is like going on a*

*eClAimeRs*

*date. You pick a time and a*

*Reclaimers are a new thing in the Time of the Red. Pioneering sorts with a desire to carve place to go to (yours?), you*

*provide a sophisticated*

*homes out of the abandoned cities of Old America, Reclaimers come from all walks meal (okay, so it's soy*

*of life and have all kinds of reasons why they have banded together to rebuild their chips and the brew of your*

*homestead. A Nomad leading the group on its journey to the new location is an excel ent choice), and your goal is to*

*idea, and Solos and Fixers will be needed to protect the supplies and group while they show your guests a good*

*work. Netrunners may want to exploit any abandoned NET nodes or Corporate/military time. But what's missing?*

*systems lying in wait.*

*The answer is ambiance.*

*t*

*You wouldn't start a date*

*RAumA teAms*

*in a room lit by bright flo-*

*rescent lights, would you?*

*Trauma Teams are groups of licensed paramedics who patrol the city looking for accident Naw, you're going to want*

*victims. They operate from an AV-4 Urban Assault Vehicle, redesigned into an ambulance to set the mood. Swap out*

*configuration and armed with a belly-mounted minigun. A typical Trauma Team would the bright room lamps for*

*include a driver (Exec, Fixer or Solo, although Nomad is best), one or more Medtechs, dimmer ones, or even a few*

*and two or more Solos acting as "security." The team may also have a Dispatcher (Exec colored bulbs (violet and*

*or Fixer) in charge of sending them on their missions. A Media might also tag along with blues are best). Scatter the*

*the team, writing stories about their adventures.*

*occasional flashing strobe*

*in the mix (make sure it isn't*

*meRCenARies*

*a health risk first, though)*

*and you're golden.*

*Mercs are often hired throughout the Cyberpunk world when more powerful people And play some romantic*

*don't want to get their hands dirty. A typical merc group could include at least one Fixer music; in **Cyberpunk**,*

*(to handle contracts), one Netrunner (to handle security systems, computer assault, etc.), this means jarring atonal*

*one Tech (for weapons), one Medtech (for wounded), and any combination of Solos or rock, solid hip hop, heavy*

*Nomads (as grunt soldiers). It wouldn't be out of line to have a Media there, writing as a metal, or various types of*

*war correspondent. A merc group could operate out of a club, a bar, or a well-hidden techno and digital music*

*paramilitary base camp.*

*(Kandinsky or Vangelis are*

*among our faves).*

*GAnGs*

*Last but not least, instead*

*of spraying per fume*

*Gangs and countergangs are usually the enemy in **Cyberpunk**. But why not turn the around the room, open a*

*tables? Gangs can also be created for positive purposes: neighborhood defense, to bag of week-old garbage.*

*stop other more violent gangs, or to resist a major invasion by government or the Corps.*

*That'll get them in the*

*proper mood!*

*In this context, you could look at Robin Hood or the WWII Resistance as gangs. A typical gang would have lots of Solos, Nomads, and Fixers. There might be a Medtech or Tech around, and possibly even an Exec if the gang is one of those controlled by a covert organization. A Media could be covering the gang from The Street angle. Gangs operate out of clubs, bars, and deserted buildings.*





## RUNNING CYBERPUNK

*nomAD PACks*

*Nomad packs are natural teams; they're already together in one group and everyone PLayer enemies*

*knows each other. A good Nomad pack could include a few Fixers (to handle in-town smarTer*

*negotiations), a Netrunner (who handles the pack's intel elligence work), a mixture of Techs and Medtechs, and any number of Nomads and Solos. The pack operates from Don't think of your bad*

*the caravan, an assemblage of RVs, trailers, buses, and cars moving across the blasted guys as mere obstacles for*

*landscape of freeway America. The pack members could travel with the main caravan, your players. Sit down a*

*or as scouts traveling ahead in their own vehicles.*

*moment and put yourself*

*in their heads. What do*

*they fear? What are their*

*lAwmen*

*desires? What do they*

*The Lawman team could operate out of a seedy, heavily fortified police station. They value?*

*might include a few Fixers on the Vice Squad, a Netrunner on counter intelligence, a For starters, they fear*

*Captain (Exec) who handles connections with the City government, and a large number getting killed. That means*

*of grunt cops. Don't forget a few maddened Solos on the Psycho Squad. A Media they will do just as much as*

*might also choose to follow the cop team, looking for hot stories on the crime beat. But any Character to prevent*

*a Lawman team might also be a band of hard driving/riding marshals who scour the this from happening. If*

*Characters wear armor, the*

*open road seeking out the gogangs and roadwarrior wannabes who infest the highway bad guys will wear armor.*

*or a private investigation firm.*

*If the Characters set traps,*

*the bad guys will set traps.*

*meDiA teAms*

*If your NPCs are smart,*

*Media teams go anywhere, and do anything to get the story. A Media team can operate they'll make the PCs work*

*out of a TV or radio station, a newspaper office, or even a major network news bureau.*

*to kill them. They'll boob-*



*A good Media team might include two or three Medias (as hard-hitting reporters), a ytrap doors instead of just*

*Netrunner (running communications, information gathering, and computer snooping), a locking them. They'l hide*

*in ambush with long-range*

*Tech for the equipment, and a couple Solos or Nomads to provide muscle and protection.*

*weapons. They'll crash*

*A good newsroom also has at least one harried Exec who has to cover the team with AVs through the sides*

*the bosses upstairs.*

*of the Crew's hideout.*

*They'll send out decoys*

*Don't Give uP youR DAy Job*

*bioscupted to look like*

*them. They'l find out who*

*Any one of these Teams can fit a Character role that isn't described. A low-level the players value most*

*Rockerboy could moonlight as a Trauma Teamer while waiting for that big score. A and use them as hostages.*

*Netrunner might do a little time with a Corporate team, while sneaking into the Company In short, they will never,*

*mainframe at night. A Nomad might do almost anything to earn money while his pack is ever just walk into a room*

*in town. In these cases, the main Character role should be treated as an interest, which without armor, carrying*

*may become more important to the team as time passes.*

*a big gun, and expect to*

*survive.*

*Make your NPCs real,*

*three-dimensional people.*

*ACyberpunk Masterclass*

*A few smart baddies wil*

*or how maximum mike buildS hiS miSSionS at rtg.*

*go a lot farther than a*

*mil ion dumb ones.*

*it's AlwAys stReet level*

*A good **Cyberpunk** game isn't about saving the world: it's about saving yourself.*

*This basic principle shows up throughout the genre. The heroes are not super heroic; at best they're low to medium successful professionals (Humphrey Bogart's portrayals*



## [RUNNING CYBERPUNK](#)

*of Philip Marlowe and Sam Spade on the Silver Screen are good examples) who are often prone to having shady pasts and failures to live down. A good GM should assume the Players have basic skills but are not total y badass.*

*it's AlwAys A CAPeR*

*A "Caper" is a time-honored part of the crime genre, although sometimes (like in the venerable Mission Impossible franchise) it can be in the spy genre instead. The Caper involves getting a team of professionals with rather dubious skills together to steal, kidnap, sabotage, or even assassinate a particular person, place, or thing. Sometimes cal ed "The Heist," a Caper is the best way to get a play group together, keep them focused, and make sure they all get a great payoff at the end.*

*Capers almost always involve a Caper Crew: a team assembled to pull off the Job. Often a Caper Crew will get a rep and be hired over and over by a succession of clients, with the terms worked out by their Fixer. A good Caper should use as many Character Roles as possible in their Caper Crew. Good*

Role choices include: **The Mastermind:** This is the Player organizing the Job. Most often a Fixer as they have the cash to bankroll under the table jobs, but an Exec can fill this slot too. Either way, a Caper Crew often has someone paying to get the job done. The Mastermind may not be going along on the Job, but they have a stake and they're not going to be happy if it all goes sideways.

**The Runner:** This is the Player who provides your NET cover, opening remote doors, spying out cyberspace traps, taking control of security systems, and always scanning ahead of the Caper Crew for problems.

**The Tech:** This is the Player who brings the Gear. It can be specialized stuff, or off the rack—no matter; this is the Player who keeps it running and comes up with on the fly solutions when unexpected tech problems crop up.

**The Medtech:** Because sometimes things do go wrong, and you end up full of holes this Role needs to patch up. The Job may also involve kidnapping, extraction or some other element that will have a medical function.

(Like how much sodium pentathol should we give this guy to find out where he hid the microchip we want?) MENDOZA

BY EDDIE





## **RUNNING CYBERPUNK**

***The Ninja:*** This role is usually a variation

*ADD some twists*

*of a Solo, but one who specializes in  
getting into places and silently taking  
side Quest ideas*

*A good adventure will have many twists,  
out the opposition. They're also compe-  
turns, and unexpected events. We use an*

*Here are a few good Side*

*tent muscle, but they're usually sneakier  
ascending arc of danger/opportunity as  
Quest concepts to get your  
about it.*

*the way to propel the Main Plot.*

*brain churning.*

***The Face:*** This Role is the Player who

*it's Always PeRsonAl*

*Perhaps the Characters*

*deliberately puts themselves out in front  
come into possession of a  
of the target of a Job. Sometimes they're  
The Main Plot should always be personal,  
piece of experimental tech  
there as a distraction. Sometimes they're  
but may eventually involve larger world  
and quickly discover that  
there to pump the opposition for info.  
the Corp—or Tech—who  
threats. In other words, the Crew might  
Sometimes they're the one to smooth  
built it has hired a Crew of  
find themselves involved in a major fight  
Solos to get it back. Now  
talk the bad guys into doing something  
between two Corps but they should  
the PCs get to decide what  
advantageous for the team. Rockers  
have an intimate and personal reason*

*to do with it.*

*are naturally good at playing the Face  
for getting involved. If you need a hook,  
role; they can often rely on a guard or  
Maybe the Crew gets*

*don't forget their Lifepaths. Those are full  
hired by the NCPD to help  
secretary to be too starstruck by their  
of good ways to snag a Character.*

*hunt down a dangerous  
arrival to think clearly.*

*cyberpsycho who's been*

*The start of each "story spike" can*

***The Driver:*** *This is the Player who pro-  
killing civilians across*

*begin based on orientation of individual  
Night City. The problem?*

*vides the transport. Probably best as a  
Character roles.*

*This psycho's stealthy and*



*Nomad, as that's the Role with the most methodical.*

*vehicular options. You may also have*

***Technical:*** *New technology or using to drive several types of vehicles in a Tech Skills to fix a problem.*

*If you happen to have*

*a Nomad in the Crew,*

*single caper.*

***Combat:*** *A threat or other physical they could receive word*

***The Muscle:*** *This Player provides danger (like in an action movie)*

*from their Pack that a close*

*family member's gone*

*raw strength and violence. Often*

***Persuasion:*** *Conning or otherwise*

*rogue and must be hunted*

*whomever is best at hand-to-hand*

*getting around danger without throwing*

*down. Now the Nomad  
beatdowns. If a Player doesn't fit one  
fists or playing with gadgets.*

*Character has to decide  
of the other Roles on the Caper Crew,  
whether they're going to  
they can probably find something to*

*D  
hunt down their packmate  
on't lose the mAin Plot  
do as the Muscle.*

*or try to figure out what  
No matter how big the plot gets, Jabba  
happened.*

***The Killer:*** *This Role also deals with vio-  
the Hutt still wants his 5,000 credits.*

*A new musical act  
lence, but usually using guns, swords,  
hits Night City and hires  
or other types of weapons. They're the*

*And he will keep showing up with  
the PCs to act as muscle  
snipers, hit men, and drive-by guys  
bigger and bigger threats to get it. (After  
and support while they  
who take out the guards or the rival  
al , it is personal.)  
play their gigs. Build  
gangs.*

*two or three interesting  
somethinG FoR eveRyone  
Rockerboys and their*

***The Scrounger:*** *This Player is there to  
manager and let your  
come up with whatever the Caper Crew  
Side Quests are linked to main plots for  
Crew get to know them as  
is going to need; a good place for a  
each Player Type. However, you can  
they defend the band from*

*Fixer, a Tech, or an Exec. He always has the dangers of Night City.*

*also look at doing Side Quests that fall a cousin who knows a guy who has a between two or more Types. Side Quests brother, who knows a guy whose uncle are a great way to add depth to a story can turn up with something useful, no and help it extend beyond a basic plotline. Who knows, you might even get it? Don't ask.*

*some Character development out of it!*

[394](#)



## [\*\*RUNNING CYBERPUNK\*\*](#)

### *Beat Charts*

*Pack driving off into the night, or the protagonists living (as much as anyone can in the Time of the Red) happily ever after.*

*maximum mike'S Secret weapon*

### ***3. Alternate Developments and Cliffhangers***

***You've got Edgerunners and an idea for your***

***throughout the story. Developments are basi-***

***Cyberpunk RED campaign. Now it's time to***

***cal y non-action Beats that move the story along;***

***write the Script.***

*they involve clues, revelations, conversations, and*

*Character Developments. Cliffhangers are always*

*sCRiPtinG the GAmE*

*action scenes: chases, dogfights, battles, and*

*so on. Developments and Cliffhangers always*

*Whether for a show, movie, or RPG adventure, you*

*appear in alternating order; you should never*

*need a script to tell you where the action's going.*

*have two Cliffhangers or two Developments in*

*And pacing is the most important part of that script.*

*a row. As a general rule, if your Hook has a lot*

*You not only have to tell a story, but also break it*

*of action and battle, you'll start the rest of the*

*up into manageable chunks for your Edgerunners.*

*story with a Development; if the Hook was more*

*Each "chunk" of story should convey information, be*

*cerebral and inactive, you'll want to start with*

*entertaining, and help provide excitement by pushing*

*a Cliffhanger to liven things up. You also want*

*the plot along in some visible way. One way to do*

*to make sure to end on a Development if your*

*this is by using a writing trick called a Beat Chart; a*

*Climax is on active one, and a Cliffhanger if your*

*framework in which certain actions or scenes take*

*Climax is more mental.*

*place in a certain order. The order of the scenes*

*helps both maintain dramatic tension and allows the*

*A beat Chart example*

*storyline to make sense.*

*Let's take a look at a Beat Chart with the Beats in*

*Each Beat Chart has five aspects, or Beats: the*

*place, in this case, from the opening story of this book,*

*Hook, the Development, the Cliffhanger, the Climax,*

*Never Fade Away. You can reread it on [pg. 5](#).*

*and the Resolution.*

***Hook:*** *The story starts with a Cliffhanger, in which Some Beats, like the Hook, Climax, and Resolution Johnny and Alt are attacked. Johnny goes down occur only once. Other Beats, like the Development and Alt is Kidnapped.*

*and the Cliffhanger, are used over and over, but in alternating order.*

***Development:*** *After he's patched up, Johnny meets Thompson who provides information in the form of*

***There are Three Rules***

*a Revelation. Johnny learns who kidnapped Alt*

***for Setting up a Beat Chart***

*(Arasaka) and why (they want her to make a new*

***1. The story always begins with a Hook. The Soullkiller).***

*Hook is a short piece of action or suspense that is*

***Cliffhanger:*** *Johnny and Thompson travel to the used to involve the reader, viewer, or Edgerunner*

*Atlantis to recruit Rogue and Nomad Santiago.*

*in the story.*

*The meet gets interrupted by Arasaka agents and*

**2. The story always ends on a Climax, fol-**

*a Battle breaks out.*

**lowed by a Resolution.** *The Climax is the big*

**Development:** *The focus switches to Alt, who wakes*

*finale of the story—the battle where the protag-*

*up in the office of Toshiro, an Arasaka exec who*

*onists complete their mission (maybe), or where*

*launches into a Monologue about why she was*

*the murderer is revealed. The Resolution is the tag*

*kidnapped.*

*line: it's the part at the end that tells what happens*

*as a result of the Climax. It's the part in the show*

**Cliffhanger:** *While they fought off the first wave*

*or movie where we see the supposedly dead*

*of attackers, Johnny and crew know they are the*

*antagonist flying away in their AV, the Nomad*

*subject of a Pursuit by a force much bigger than*





### **RUNNING CYBERPUNK**

*theirs. They run away and take refuge on a fire  
another group of opponents on the street, you'd groan  
escape and try to figure a way out of their present  
and ask, "Is that all they ever do?" Likewise, if Johnny  
predicament.*

*spent the entire first half of the episode staring at a*

### **Development**

*screen while he researched Arasaka, you'd get bored  
: Alt and Johnny hit the Advantage*

*and wander off. A good Beat Chart keeps a balance Revealed Development at the same time. He shows of action to introspection and makes everything flow how his music can inspire and direct legions by smoothly.*

*raising a mob and unleashing them on Arasaka Tower. Alt, meanwhile, cooperates with Arasaka mAKinG A beAt ChARt*

*and creates a new Soullkiller, but ensures it will remain loyal to her.*

*Grab a scrap of paper (or the digital equivalent), and*

### ***Climax***

*quickly jot down a rough idea of the Beat Chart for : The Final Battle happens on two fronts.*

*your adventure. You know you'll start with a Hook, Johnny and friends take advantage of the chaos to and end on a Climax and a Resolution. But how slip into the building and fight their way to where many Developments and Cliffhangers are you going Alt's being held. Alt, meanwhile, uses Soulkil er to*

*to need? One way to determine this is to decide just how long you want your adventure to be. A good rule of thumb is that each Beat in the chart should take*

*of thumb is that each Beat in the chart should take*  
***Resolution:*** *Johnny arrives, and; in the commotion, about one half-hour of game play. Your Hook, Climax, connections are cut. Alt can't return to her body and and Resolution automatically account for one-and-a-half-hours; subtract this from the total hours of play, but, in the end, this is a Pyrrhic Victory.*

*then divide this remainder between Developments and Cliffhangers.*

*As you can see, the Beat Chart for a story is designed to make sure all the scenes happen in an orderly manner, and that things stay interesting*

*1 Beat = ½ Hour of Real-World Time*

*throughout. If our protagonists moved from fighting one group of opponents in the Atlantis to fighting*

*BY NEIL*

*BRANQUINHO*

396





## [RUNNING CYBERPUNK](#)

*For example, say your typical one-night*

*The Hook is what you'll use to get your*

*game is about six hours. Subtracting*

*Edgerunners into the adventure fast. Its*

*one-and-a-half-hours from this gives*

*sole reason for existence is to start the*

*a*

*you four-and-a-half-hours remaining;*

*action rolling and make things interest-*

*n examPLe beaT*

*enough for several Developments and/or*

*ing from the beginning of the Game.*

*charT*

*Cliffhangers. Decide (in a general way,*

*You don't want to waste time with all the*

*since you haven't started to plot things*

*Edgerunners fumbling around trying to*

***My Beat Chart***

by CyberBob

out yet), whether you want to start on a  
decide what to do. Instead, you Hook  
Development or Cliffhanger, and which  
them and reel in the line.

**HOOK:** How about we  
type of Beat you want to end on. Number  
start with a **Discovery**?  
the list in order of appearance and you've

► CoRonet blue

The Edgerunners find an  
encrypted Memory Chip  
got a Beat Chart.

The name of this Hook is taken from an old  
in a bar.

A F

'60s TV show in which the hero wakes up  
ew GooD beAts

**CLIFFHANGER:** Oh  
to find he cannot remember his identity,

*no! An **Ambush!** Some*

*In this section, we've listed some of the  
yet everyone he meets knows him and  
booster gangers attack!*

*al -time best Beats; Beats found in shows,  
assumes he knows the score.*

**DEVELOPMENT:** *Now,*

*movies, books, and plays throughout*

*In this Hook, the Edgerunners awake*

*a **Warning.** An old but*

*entertainment history. Start by picking*

*in some type of dangerous or difficult*

*Skilled Netrunner joins the*

*the type of Beat (Hook, Cliffhanger,*

*situation. They have no memory of how*

*fight. Once the gangers are*

*Development, Climax, or Resolution) that*

*they got there or who they are expected*

*mopped up, she tel s the*

*you'll need for each part of your Beat*



*Edgerunners the Memory*

*to be. Meanwhile, friends and enemies*

*Chart. Next, read each Beat listed under*

*Chip contains information*

*alike treat them as though the Edgerunners*

*that'll take down the local*

*that area for ideas and possible directions*

*know the whole thing.*

*branch of Biotechnica.*

*to take that Beat. With a little imagination,*

*They'll need to take it to a*

*you'll be surprised at how fast you can*

► *CRisis*

*data specialist on the out-*

*construct an interesting story line!*

*skirts of the city to decrypt*

*The Edgerunners are immediately*

*it. She's willing to pay them*

► *The Hook* ◀

*embroiled in an ongoing crisis; a disaster*

*to accompany her.*

*The Hook is how you get your  
that extends beyond just their immediate*

**CLIFFHANGER:** *Time for*

*Edgerunners involved. It can involve any  
sphere of influence to the whole city or*

*a good old **Pursuit**. The*

*type of situation which poses an immedi-  
maybe even the entire world. A war*

*Edgerunners are chased*

*ate threat or interest to the Edgerunners.*

*between Corps has spilled out onto the*

*by booster gangers riding*

*some sweet motorcycles.*

*An ambush could be a Hook. So could  
streets, booster gangs are spil ing out of  
finding a suitcase full of Eurobucks. Both  
the Combat Zone in an orgy of destruc-*

**DEVELOPMENT:** *Give*

*situations get the Edgerunners involved*

tion, an earthquake is shaking everything  
the PCs an **Advantage**

and moving. A Hook need not be directly  
to the ground, or plague is killing every-  
to help them out. Following  
instructions from the old  
connected to the main plotline; it can be  
one in sight.

Netrunner; the Edgerunners

a self-contained scene, just as long as it

The Crisis begins the moment the

discover a pre -War

does its job: wake the Edgerunners up. For

Edgerunners walk into the Game and

cache full of supplies and

example: in the movie Raiders of the Lost

doesn't let up for a moment until they either  
weapons.

Ark, the opening scene where the hero

escape or set out to stop it. Once again,

Continued on [page 398](#).

*breaks into the tomb is a Hook. It tells the audience that the Crisis Hook relate directly to the Game; the boostergangers that he has enemies, and that the pace of are being goaded by the Edgerunner's action will be fast and frenetic. No one enemies, or the Antagonist has caused ever leaves Raiders to get some popcorn the earthquake using a new Corp-funded in the lobby after this scene. drilling device.*

[397](#)





## [RUNNING CYBERPUNK](#)

► *DisCoveRy*

*Threat the actual danger hasn't broken  
over their heads yet. There are mysterious  
This Hook marks an adventure started by  
portents, and an aura of dread pervades  
an examPLe beaT  
an important discovery. The Edgerunners  
the air. In the Looming Threat Hook, the  
might find a lost piece of pre-War tech,  
charT (conTinued)*

*Booster Gangs haven't hit the streets yet,  
or a datafile filled with dangerous infor-  
but they're all massing in their strongholds,*

**CLIFFHANGER:** *Doesn't  
mation. In all cases, the Discovery Hook  
psyching themselves up. The Corps are  
a **Confrontation** sound  
should directly link into some important*

*massing armies in their headquarters, and*

*good? A Biotechnica*

*element of the later Game (the datafile is*

*Operative contacts the*

*everyone knows it's just a matter of time.*

*the key to unlocking a vault that belonged*

*Edgerunners and tells them*

*The plague hasn't started yet, but dozens*

*to a Crew member's parent, or that long-*

*to hand over the Memory*

*of people have all died from a mysterious*

*Chip or something terrible*

*lost tech they found is something their*

*and horrible disease. Once again, the*

*will happen.*

*Corp Antagonist wants, badly).*

*Threat should be directly related to the*

***DEVELOPMENT:*** *Now*

*Game's plotline.*

*for the twist! Dun. Dun.*

► *False ACCusAtion*

*Dun!!! A Lie Revealed!*

*In this Hook, the Edgerunners are falsely*

► *muRDeR*

*The Edgerunners overhear*

*accused of a heinous (or not so heinous)*

*the old Netrunner talking*

*This Hook begins with a murder, either of*

*crime. A Fixer sends goons after them*

*to someone on her Agent.*

*a friend/relative/al y of the Edgerunners,*

*because "They stole from my Night*

*It turns out the Memory*

*or of an obviously innocent victim.*

*Chip is actual y an elec-*

*Market!" A seemingly terrified Corp*

*The murder can occur either near the*

*tronic key to a buried vault*

*rushes up to one of the Edgerunners and*

*Edgerunners, or the victim can be discov-*



*where samples of a nasty  
points him out to a nearby NCPD officer  
ered by them. In no case may you allow  
bioweapon were stored  
as their attacker. A man falls dead in an  
the Edgerunners to actually capture the  
during the 4th Corporate  
Edgerunner's arms, a monoblade sticking  
murderer in question; the aim is to link the  
War. The Netrunner is a  
out of his body. Anything that could get  
nihilist cultist and wants to  
murder into the subsequent Game.  
the Edgerunners into major trouble is laid  
release the bioweapon into  
the city.*

*(undeservingly) at their doorstep. The*

► *PLAy A CliFFhAnGeR*

*important part is that the accusation be*

***CLIMAX: Final Battle!***

*unfounded and that the Edgerunner be  
A Hook can also begin with a furious  
The Edgerunners fight the  
given only a limited number of options:  
action scene (most action shows begin  
Netrunner and her drone  
army just outside the vault,  
fight (against impossible odds) or flee  
like this). The best Cliffhanger Beats to  
defeating her and prevent-  
(with everyone in the world after them).  
play are Confrontation, Ambush, or Fist  
Fight. A Cliffhanger Beat should serve to  
ing the bioweapon from  
being released.*



*propel the Edgerunners immediately into  
iDnAPPeD  
the Game's plotline, by introducing them  
**RESOLUTION: A Happy***

*In this Hook, the Edgerunners are either to either their opposition or their allies.*

**Ending.** *The Biotechnica*

*kidnapped by an unknown force, or one Operative offers to pay of their friends is kidnapped. The unknown the Edgerunners well for*

► *Play A Development*

*force should be mysterious and far more the Memory Chip and lets*

*You can also elect to play a Development them watch as the vault's*

*powerful than the Edgerunners (the idea*

*Beat as a Hook (this is a common tactic last-resort mechanism is*

*here is to begin the Game with the kid-*

*in mystery and crime shows). The best*

*activated, and the bio-*

*napping, setting the Scene for the next*

*options for this are: Secret Meeting,*

*weapon is destroyed by*

*actions).*

*an intense blaze.*

*Mistaken Identity, Romance, or Treachery.*



*Once again, your choice should imme-*

*ominG thReAt*

*diately propel the Edgerunners into the*

*This Hook immediately places the Game's plotline and introduce major Edgerunners in a situation similar to the*

*allies or opponents. For example, an*

*Crisis Hook. However, in the Looming*

*Edgerunner could fall in love with a*

[398](#)



## [\*\*\*RUNNING CYBERPUNK\*\*\*](#)

*Nomad they'll ally with later, be betrayed by a*



*friendly force, or find themselves en route to a secret*

*Generally, this Cliffhanger is much like a Battle: two*

*meeting with their opponent.*

*sides meet and have a fight. But in an Ambush, one*



*side always gets a first free shot before its opposition*

*evelAtion*

*can respond. There are two ways to play this. If the*

*The Revelation Hook represents a previously hidden*

*intent is to have the Edgerunners stage an Ambush,*

*fact that wil dramatical y change the Edgerunners'*

*the Gamemaster should set the stage so that it's*

*lives. A Revelation could include an unexpected*

*obvious that their opposition is nearby and completely*

*inheritance, a secret past, mysterious parentage*

*unaware of the Edgerunners' presence. Whatever*

*revealed, or an unpurgeable virus in their cyberware.*

*happens after this is up to them. In most cases,*

*In this Hook, the revelation will directly be linked to*

*however, when this Cliffhanger is played against the*

*the Game in some way or another. ("You're probably*

*Edgerunners the opposition drops out of nowhere, and*

*wondering why I cal ed you all here..."*)

*the Edgerunners must make a successful Awareness*

### ► *Cliffhanger* ◀

*check against their opponent's Stealth to know the Ambush is coming.*

*A Cliffhanger is defined as: "A contest whose outcome is in doubt up to the very end." Al Cliffhangers involve*

### ► *bAttle*

*physical conflict or peril of some sort. A Cliffhanger*

*can take many forms: a car chase, a dogfight, a*

*This Cliffhanger is played when a ful -out, formal*

*sword duel, or even a fist fight. Cliffhangers serve*

*combat is staged. A Battle differs from an Ambush in*

*two purposes in your script: they speed up the plo-*

*that both sides are fully aware of the battle to come*

*tline by increasing the pace, and they wake up the*

*and meet openly. Unlike a Duel, all the participants*

*audience by interjecting a note of danger. Sure, it*

*can join in at any time: it's a combat free for all. When*

*may be important that the hero discover the secret*

*playing this Cliffhanger, you'll want to scale each sub-mind control weapon in the basement, but the monster sequent Battle (you might have several in the course of a Game) at higher and higher levels.*

*exciting problem. A problem only combat can resolve.*

*For example, if you have three battles, the first one*

*You don't want to pile Cliffhanger on top of*

*should be with mere Mooks, the next with Lieutenants,*

*Cliffhanger; your audience will get tired of unrelenting*

*and the next one with the Mini Boss. To make this*

*battles pretty fast. Also, Cliffhanger after Cliffhanger*

*easier, we have set up the following examples of*

*begins to dull the impact of danger and excitement. The*

*battles in order of appearance:*

*best rule of Cliffhangers is to keep them short, deadly,*

*and with the threat of defeat (or death) right up front.*

***Battle 1:*** *Mooks. These types are usually of*

*lesser Skill than the Edgerunners and it's safe to*

*Another ground rule of Cliffhangers is to save the*

*throw an equal number of Mooks at the Crew (if best for last. At the start of a script, the Edgerunners there are 4 Edgerunners, there are 4 Mooks). If the are unknown quantities—a few short battles will tell Crew has several combat-oriented Characters, you both them and their opponents, their strengths and can generally have the Mooks outnumber the Crew weaknesses. This is when you send out a reasonable 2-to-1.*

*force of bad guys that the Edgerunners can defeat unless they do something stupid. Once they've got*  
**Battle 2:** *Lieutenants. These enemies are usually the hang of it, you want to raise the ante enough to of equal or slightly greater Skill than the Edgerunners. make the Edgerunners and the audience a little more For every 2 Edgerunners there should be 1 Lieutenant. worried; can they defeat this stronger foe? By the end If you need to make things interesting, have the of the script, you want to hit them with the toughest Lieutenants round out their forces with Mooks so*



*thing you've got; but hopefully, they've now defeated there's a number of antagonists equal to the number of the Antagonist's henchmen and have the anti-FBC gun Edgerunners (keep in mind that each Lieutenant counts they need in order to defeat (barely) the Big Threat. as 2 Edgerunners).*

[399](#)



### [RUNNING CYBERPUNK](#)

**Battle 3:** *Mini Bosses. The best the opposition can to simply lean on the Edgerunners and give them a throw at the Edgerunners now makes their appearance. They are always substantially more powerful, finally get the chance. skill-wise, than the Edgerunners. Each Mini Boss counts as 3 Edgerunners making them a very difficult*

## ► Contest

*fight. Generally, a Mini Boss will be accompanied by*

*A contest is some type of ritualized confronta-*

*a number of Lieutenant and Mooks needed to make*

*tion, in which one side wins and one side loses. A*

*the opposition equal the Crew.*

*Contest could involve riddles, feats of strength,*

*feats of memory, or cleverness, or any other type of*

*GMs, you*

*1 Mook = 1 Edgerunner*

*one-on-one competition. Note: You may not use a*

*Gamemaster fiat to allow the NPC to win a Contest;*

*can find stats*

*for Mooks,*

*1 Lieutenant = 2 Edgerunners*

*this should come down to roleplay and the rolls and*

*Lieutenants,*

*1 Mini Boss = 3 Edgerunners*

*the Edgerunners should always have a chance at*

*and Mini*

*Bosses on*

*victory.*

[page 412](#)

*Keep in mind that sometimes the answer isn't*

► *D*

*throwing more enemies at your Players but giving the*

*oGFight*

*enemies you're using better gear. A Mook can be far*

*A Dogfight is any Cliffhanger that involves vehicular*

*more dangerous if they trade in their Poor Quality*

*combat; this could be a battle of flying vehicles like*

*Pistol for a Malorian Arms 3516. This can also go in*

*the name suggests, but also motorcycles, cars, or even*

*the other direction. When your Players start getting*

*boats. A Dogfight Action gets played when you want*

*ahold of high powered gear they'll probably be able*

*to have the opposition attempt to shoot down the*

*to punch above their weight. You may want to start*

*Edgerunners.*

*treating Characters with powerful weapons or cyber-*

*ware as 2 or even 3 Edgerunners for the purposes of*

### ► *Duel*

*building encounters.*

*A Duel is a one-on-one combat between two participants. Weapons are usually of equal power and*

### ► *ChAse*

*lethality (for example, a sword vs. a dagger would be*

*The Crew engages in a hot pursuit of the opposition.*

*considered a Battle, not a duel). Duels do not have to*

*Obviously, you aren't going to be able to get the*

*be to the death in most cases, the object is to prove*

*Edgerunners to follow anyone unless they've got a*

*who's the better combatant between the two parties.*

*good reason. This Cliffhanger is best used right after*

*A Duel can also be used to ritually decide the outcome*

*a Kidnapping or Revelation.*

*of a situation: if A wins, B agrees to do something A*

*wants. In the world of Cyberpunk, some bars have*

### ► *ConFRontAtion*

*combat pits to help settle things between individuals,*

*A Confrontation is a non-physical fight—a scene so violence doesn't erupt in the streets.*

*where the Edgerunners face the opposition on a verbal combat level. Threats are exchanged and*

### ► *Fist FiGht*

*intimidation resorted to. Either one side backs*

*In this Cliffhanger, the Edgerunners (or a single down or both do. The Confrontation Cliffhanger is champion of the Edgerunners) meets the Opposition*

*a tough one to play; the opposition should have an in hand-to-hand combat. This doesn't have to be an overwhelming advantage over the Edgerunners yet actual fist fight; it can be any contest where physical, choose not to exploit it in combat. A good example*

*weaponless combat can take place. Wrestling, kung is the scene where the Antagonist's minions come to*

*fu, and fisticuffs are all acceptable. The rules of the the Edgerunners and tell them to "Get outta town by*

*combat are often ritualized in some way (inside a sundown, or else." Unless the Edgerunners push it, the*

*circle, one hand behind the back, salt thrown at the opposition isn't going to attack just then. The idea is opponent).*

400



## **RUNNING CYBERPUNK**

► *monster*

*include an electrified fence, the crumbling floor of an old building, and a timebomb that started ticking. Monsters are a special type of Cliffhanger. Monsters down the moment the Edgerunners entered the room.*

*are non-intelligent threats to the Edgerunners: the drone guarding the office building, the automated turrets on the wall, or the horde of mini drones in the case of traps set by enemies, clues to help the hal way.*

*Edgerunners overcome them must be present, either in the scene in which the Obstacle is played or in an*

#### ► *obstacles*

*earlier scene.*

*Obstacles are traps, hazards, or other dangers the Edgerunners must physically overcome. The great part*

#### ► *Pursuit*

*about obstacles is that they're pretty generic—you can The Edgerunners are chased by the opposition, who move them from adventure to adventure with only a have superior force on their side. This Cliffhanger little window dressing.*

*works best when you make it really obvious that the enemy has far superior numbers and will do bad*

*Obstacles can be lethal or non-lethal. Non-things to the Edgerunners if they don't run.*

*lethal obstacles are usually deadfalls, snares, or another type of confinement designed to capture the Edgerunners or subject them to a situation in which*

► *RACe*

*they must either perceive and defeat the trap before it The Edgerunners must race the opposition to reach a is sprung, or escape the trap after they have walked goal first. The goal can be a person, place, or thing.*

*into it. Examples include a booby-trapped hallway*

*This is best played after some type of Revelation or with dropdown walls or a closed room filling with*

*Discovery Development, which gives the Edgerunners*

*knockout gas. Lethal obstacles are similar but can*

*a better sense of the stakes and a reason to win the*

*cause real harm and even death. Lethal obstacles*

*race.*

*C*

*MAR*



BY ADRIAN

401



## RUNNING CYBERPUNK

► *skiRmish!*

► *AlliAnCe*

*The Crew engages in a small battle with the opposi-*

*This Development represents gaining help from outside*

*tion. If the Crew is winning, the opposition escapes*

*sources: an experienced Solo takes up your cause, the*

*via trickery (smoke bombs, leaping onto the back of a*

*locals are swayed into giving you aid, etc.*

*passing truck, etc.). If the Crew is losing, the opposition*

*The Alliance Development will always give the*

*is content to capture them or leave them wounded but*

*alive.*

*Edgerunners a new "manpower" resource to use*

*in their mission. Allies should be powerful, but not*

► *Development* ◀

*enough to tip the battle's outcome by themselves.*

*A Development is a scene where the plot moves ahead*



*without a physical conflict. Also known as the "bump,"*

*ACk FRom the DeAD*

*it is the part of the script that sets the direction of action*

*An old opponent returns from a supposed death.*

*until the next big Development. For example, in Lord*

*Like the Second Chance, this is a tough Beat to play:*

*of the Rings, Gandalf the Wizard's visit to Frodo to tell*

*you must devise a reasonable excuse for how the old*

*him about the Ring is a Development. The direction*

*enemy escaped their doom (the AV crashed in the*

*of action is set; Frodo and his companions must find*

*water, the wound only looked like a death stroke, etc.).*

*a way to destroy the Ring or face the destruction of*

*Only use this once, and it's best used when the*

*Middle Earth.*

*Edgerunners have overwhelmingly defeated the bad*

*A Development can also be used to give the*

*guys early in the game and you want the Final Battle Edgerunners a clue, pass on information, warn of to be a challenge.*

*danger, or reveal a previously unknown aspect of the plot. For example, in the movie Casablanca, the return*

► *betRAyAl*

*of Ilse Lund to Rick's Cafe is a Development that forces The Party's been betrayed! It could be a trusted ally, the cynical Rick to help the Resistance.*

*a lover, or their local bartender. A Betrayer can be Another way Developments are used is to give the anyone involved with the Party. What form will the Edgerunners clues on how to gain advantage against Betrayal take? Maybe the Party's plans are revealed their foes. In the movie Star Wars IV: A New Hope, to the opposition. Maybe the betrayer helps the opposing Obi Wan Kenobi is the Development Luke set up an ambush (or drugs the Edgerunners so Skywalker must pass through in order to learn the that they can be captured). Maybe they kidnap an*

*ways of the Force, and thus be able to blow up the important NPC and turn them over to the Antagonists Death Star.*

*as a hostage. Or even steal the gadget needed to defeat the enemy.*

*Developments can also lead to new Developments:*

*Luke meeting Ben in order to learn about the Force*

*A Betrayal should always allow the Edgerunners a leads him to eventually travel to Dagobah in order to chance to catch the Betrayer in the act or find them train under Yoda, which in turn leads to his discovery soon afterward to enact revenge.*

*that Darth Vader is indeed his father.*

► *Clue*

► *ADvAntAGe ReveAlED*

*An ambiguous Revelation. One part of the puzzle is The Edgerunners uncover a previously unknown revealed, but not the whole thing. With a Clue, the ability, advantage, tool, or weapon in their quest. Edgerunners learn only that ‘Someone is buying or*

*Examples are the piece of pile that is really a powerful stealing up all the loose radioactive material in the weapon when assembled, a new, specialized piece city," instead of "Inquisitors are acquiring all the radio-of cyberware, or knowledge of a technique that didn't active material they can find because they've decided seem all that important at first (how to weave baskets to cleanse the city in fire by building and detonating under water). a nuclear device."*

[402](#)





## [RUNNING CYBERPUNK](#)

► FoReshADowinG

► GAin mAsTeRy

*Like Warnings, the foreshadowing Development gives This Development represents a period of learning or warning of events to come. However, the warnings improvement: a long session with a teacher or master, are always ambiguous and hazy: instead of saying special training from a skilled source, study, or long "Watch out for Corp agents," Foreshadowing says practice. The Edgerunners spend weeks in a training "Be wary of anyone with an expensive haircut." This camp with an old Militech Drill Sergeant, or travel to Development can be played at almost any time but a Nomad encampment to learn to drive from Nomad shouldn't be played immediately before the event (as Santiago himself. At the end of the Mastery period, you're going to want some time for the suspense to*

*they will possess the skills needed to win the Game, if build). Foreshadowing can be used in a number of ways: the Antagonists may meet the Edgerunners in a Development: don't cover each moment of every day, non-threatening situation, or someone may warn the just the high spots (training montage!).*

*Edgerunners about the Antagonist. Foreshadowing is unique in that it can encompass messages from the*

► *hAZARDous quest*

*NET and obscure hints. The nature of the threat is not*

*The Edgerunners are forced to embark on a journey obviously explained.*

*of hazardous proportions to destroy, find, or recover*

► *F*

*something. The way will be long and arduous, with RAmED!*

*obstacles everywhere. There may be terrible storms*

*The Party (or a member of the Party) is set up for a or other deadly environmental conditions. In the*

*crime they didn't commit. The frame should be obvious  
Hazardous Quest Beat, any combat or attacks will be  
to everyone except the authorities (who will have con-  
of a minor nature unrelated to their Opposition: wild  
vincing evidence to the contrary).*

*animals, old drones, random gangers. A hazardous*

*GNALL BA*

*BY RICHARD*

[403](#)



### [RUNNING CYBERPUNK](#)

*journey can, however, start, be interrupted by, or end  
control, after a Kidnapping, Trap, or Confrontation.*

*with a Battle, Ambush, Trap, or other combat-related*

*The bad guys feel like it won't matter: the Edgerunners  
Beat.*

*are going to die or serve them anyway, so why not  
make them sweat?*

► *hesitAtion*

*The Hesitation Development is much like the Retreat;*



► *not whAt it seems*

*the opposition breaks off its attack without warning.*

*An action in a previous Beat is not as it was origi-*

*However, they do not quit the field. Instead, they*

*nal y perceived. Friends may turn out to be enemies,*

*may pause to negotiate a temporary truce. A typical*

*something harmful is actual y good, etc. A classic*

*version of this is the old, "Hrrmm. You guys are a lot*

*example is the ally who changes sides in one Beat,*

*better than I expected. I'm impressed. Perhaps you*

*then is discovered to be infiltrating the opposition as*

*would be wil ing to work with me." Note that in most*

*a double agent. This is a tough Development to play,*

*cases, should the Edgerunners go along with them, the*

*as it requires that the Gamemaster knows the true*

*Antagonist will betray or backstab them at the earliest*

*meaning of the original action and makes it obvious*

*opportunity.*

*that the change was intended al along.*

► *lie ReveAleD*

### ► *obsession*

*Something previously thought to be true turns out to be a lie! This could be a clue, a piece of information, Character's obsession. This obsession may be for love, the identity of an NPC, or any other vital fact. The obsessed Actor will do their best to follow the object of obsession around, trying to stay close to them. They will not attack the Edgerunners were originally told is untrue. and will avoid confrontation whenever possible.*

### ► *mistaken identity*

### ► *Personal stake*

*One (or more) of the Edgerunners is mistaken for (or poses as) someone else. This Development raises the ante of the Game by interjecting a Personal Stake into the action. Examples that of an important person; however, it may be a*

would include one of the Edgerunners being poisoned, good or bad guy. "Aren't you the PopMedia celeb/ with the only vial of the antidote being in the hands the Boss's kid/my old lover?" With the mistaken of the opposition; an Edgerunner's friend or lover identity can come problems, advantages, or information being kidnapped by the Antagonist; the Edgerunners' information, which can be played as Developments after learning that their enemy set them up in some way this is played. For example, if everyone thinks an Edgerunner is the Long-Lost, Presumed Dead Rache's real culprit, etc.

Bartmoss, this may provoke Rache's (many) enemies to attack as soon as possible. Later, Rache's romantic

### ► PuZZle

tic (?) interest may show up with information for the Edgerunners. A riddle is posed to the Edgerunners—something the same Edgerunner. Use this Development carefully—it's that must be solved before they can move on. It can

*dynamite.*

*be any type of riddle or puzzle. Unlike a Contest, a*

► *m*

*Puzzle does not involve two sides, it is merely placed*

*onoloGue*

*before the Edgerunners, who must then solve it before*

*The leader of the opposition is in a talkative mood. Like*

*they can escape, get into the Corp HQ, learn the*

*Antagonists everywhere, they have the need to brag*

*Antagonist's secret, etc. Like a Trap, a Puzzle must*

*about the Master Plan; what the Goal is, how it will be*

*always have a solution, and clues to that solution must*

*accomplished, etc. This Development is only played*

*either be present in the same Scene or in a Scene that*

*when the Edgerunners are total y in the Antagonist's*

*has already occurred.*

[404](#)



[RUNNING CYBERPUNK](#)

### ► ResCueRs!

*device." Revelations should only be used when you  
The Edgerunners must save someone from capture,  
real y want the Edgerunners to know the whole story  
death, or confinement. The important part of this Beat  
and this knowledge won't affect the outcome in any  
is to provide a compelling reason for the rescue to  
critical way.*

*take place. Maybe the victim is a friend or has infor-  
mation the party needs to succeed.*

### ► RomAnCe

*Ah, love! (We couldn't resist.) In this Development,*

### ► RetReAt

*Romance comes to one or more of the Edgerunners  
Usual y played after a Cliffhanger. For an unknown  
when someone takes a strong liking to them.  
reason, the Edgerunner's opponents are suddenly  
This doesn't have to be all hearts and flowers,  
forced to break off an Attack, Ambush, or other  
though: a new lover can come complete with secret*

*action, and retreat to their current stronghold. As a  
alliances to the Edgerunner's enemy, jealous suitors,  
Gamemaster, it's up to you to decide the reasons for  
angry parents, hidden secrets, or a lethal and incur-  
this sudden reversal. Perhaps there has been a setback  
able disease.*

*or betrayal in the enemy camp, a hostile third party  
is on their way, or the opposition has realized that*

► *sAbotAGe!*

*the fight will not serve its original purpose. When a  
retreat is played, the enemy will always seek to cover  
An important weapon, piece of cyberware, or  
their tracks with some delaying tactic that makes it  
vehicle of the Party's is disabled by sabotage. Like  
impossible for the Edgerunners to immediately follow:  
the Betrayal Development, the party should have a  
collapsing a stairway, dropping a cluster of grenades,  
chance to detect the sabotage and avert/repair it.  
or weaving into impossible to navigate traffic.*

► *seConD ChAnCe*

► *Revealed Weakness*

*This represents another crack at the problem. The A Revealed Weakness shows the Edgerunners some Edgerunners have suffered a major setback in some previously unknown weakness of their opposition. The way (they were unprepared or just missed the clues). weakness could be physical, mental (a hidden fear or This Development can be played to "save" a disin-phobia), a special weapon or Tool which can be used integrating game; Allies appear with new information, against the opposition, or a traitor within the enemy's new clues are revealed, or comrades previously camp.*

*thought dead may be brought back by an act of divine intervention (or scriptwriting; i.e.; "When Harry's A Revealed Weakness is always clearly described: AV crashed, he ejected at the last moment, but was "The Dragoon Full Body Conversion unit is a combat knocked out and lost his memory, but then he recovered monster but there's a flaw in the casing around the*

*ered and has rejoined the Crew.").*

*power core that can be penetrated by a solid shot."*

*This is a very powerful Development to play, and*

► *RevelAtion*

*should be deployed with extreme care.*

*A Revelation is played when a key piece of infor-*

► *s*

*mation is uncovered. Revelations don't tell the*

*eCRet meetinG*

*Edgerunners the same things as a Hidden Weakness*

*A secret meeting is called, in which the Edgerunners*

*or Clue. Instead, in a Revelation, they discover the*

*can gain new allies or information. Secret Meetings*

*entire story—all of what's going on in one shot. It's not*

*are usually played before a Clue, Revelation, or*

*merely a clue, like "Someone is buying up or stealing*

*Alliance Development. A Beat can be played between*

*all the radioactive material in the city," but rather, "The the two  
Developments (the Meeting is broken up by*

*Inquisitors are acquiring all the radioactive material*



*an Ambush or some other type of conflict). Most of  
they can find because they've decided to cleanse  
the action in this Development comes from setting up,  
the city in fire by building and detonating a nuclear  
reaching, and meeting people at the Meeting.*

405



### *RUNNING CYBERPUNK*

► *stRAnGe beDFellows*

*assorted Minions, and whatever Monsters or other  
Opposition forces you can muster. A Final Battle  
A common threat suddenly forces the Crew to ally  
with the opposition. This works best when the enemy  
should be a dramatic free-for-all, with destruction  
suddenly shows up and says, "We have a common  
meted out on a grand scale. Like the Final Revelation,  
problem and need to work together." The common  
the Final Battle wraps up the Game for the most part,  
threat must be both compelling and convincing for this  
the enemies are beaten, the love interest rescued, and*

*Beat to work.*

*the neighborhood saved.*

► *t*

► *F*

*uRnAbout!*

*inAl RevelAtion*

*One member of the opposition decides (for their own*  
*In the Final Revelation, the Edgerunners (and appro-*  
*reasons), to aid the Crew. Classic examples of this*  
*priate NPCs) are gathered together in one place, and,*  
*would be the underling who betrays the Antagonist in*  
*like the participants in an Agatha Christie novel, must*  
*order to get their job, or the opponent who joins the*  
*decide what is going on and expose the true facts.*  
*Edgerunners because they fal in love with one of them.*  
*What has been going on must final y be revealed in its*  
*This is a good way to balance the odds when the Crew*  
*entirety: the Edgerunner's learn about the Inquisition's*  
*has been reduced in strength and needs some support.*  
*nuclear bomb plot, the murderer is revealed, or the*

*enemy's secret identity exposed. The outcome of*



*this Revelation is already decided; once the killer is  
enGeAnCe!*

*revealed, the police will arrest them, or once the Corp*

*One member of the Crew becomes the target of the  
exec's illicit business affairs are uncovered, they will  
opposition's vengeance. Maybe it's something the  
slink away in disgrace. The goal of the Final Revelation  
Edgerunner did. Maybe the bad guy just doesn't  
is to merely uncover the underlying mystery.*

*like the Edgerunner's face. In any conflict, this enemy  
will make a point of attacking or chal enging this*



*FinAl ACt*

*Edgerunner, no matter what the risk.*



*wARninG*

*battle. Sometimes Edgerunners try for stealth and  
guile and actually succeed. This is especially true  
The Warning Development tells the Edgerunners of*

*in heist adventures. In the Final Act Revelation, the something to come, or of a threat they may not be Edgerunners enact their big plan to accomplish their aware of. Warnings are mysterious voices in the goal. Example goals include stealing a piece of tech, NET, notes slipped under doors, or allies coming to planting a crippling virus in a Corp's network, or the Edgerunners to tell them what's about to happen. placing the bomb that'll wipe out an enemy gang's*

*The main difference between a Warning and a headquarters once and for all. While the Final Act Foreshadowing is that a Warning is always explicit: might involve fights or obstacles, they aren't the main it tells the nature of the threat or problem, while a focus. Instead, the focus should be on how the pieces Foreshadowing gives only vague hints.*

*of the plan come together to help the Edgerunners*

► Climax ◀

*complete the job.*

*Climaxes are scenes that happen near the end (or*

## ► Resolution ◀

*sometimes at the end) of the Game. Thus, they are Resolutions are like the "tag line" of a show: they're a played last. The only other Scene that can follow a tiny denouement in which plot ends are neatly tied up Climax is a Resolution.*

*(or the possibilities of a sequel revealed). They may only be played as the final Beat in your script and are*

## ► FinAl bAttle

*the result of all the other Beats. But how can that be, This is the big megillah, the last showdown between you ask? Didn't the Final Battle Beat resolve things? the Edgerunners and the enemy. In this one, you can Not necessarily. The Resolution Beat can overturn all feel free to bring in the Antagonist, their Henchmen, other results of the Final Battle.*

[406](#)

[RUNNING CYBERPUNK](#)

### ► *AntAGonist esCAPes*

*the opposition, or an AV lands on the battlefield and an unknown person motions for them to hop in. The Antagonist is Beaten, but not killed or locked. The object is to save the Edgerunners for another round, away. They've got a secret bolt hole, or it really because they really did do a good job. Like the wasn't them at all—it was a bodysculpted double. If Edgerunners Captured Resolution, you should make this Scene is played, the Antagonist gets clean away: the Players sweat out another game first. Not a common option, and one to apply with great care. the Edgerunners have no way of tracing them and no way of recapturing them. They're out there, waiting. A great way to re-use a major opponent, assuming that*

### ► *enDinG CliFFhAnGeR*

*you don't do it all the time.*

*So, they beat the rival gang and kicked them out of*

### ► *AntAGonist is killeD*

*their territory, huh? Just as the Edgerunners are about*

*to break out the Smash and celebrate, a Nomad  
Take that, you slimy Corp Exec! Bang! Snicker-snack!  
convoy rolls down the street and announces they're  
The Antagonist is dead and the Gamemaster gets to  
taking over the neighborhood!  
hand out I.P.. A fairly common Resolution, especially  
if your Edgerunners are a bloodthirsty lot.  
The Ending Cliffhanger is another way to set up  
for a sequel but keep the tension on all the way. As*

#### ► *AntAGonist toPPleD*

*with the Edgerunner Captured Resolution, you might  
Another common resolution. The Edgerunners win  
consider spacing out the sequel with another, different  
and, while the Antagonist survives, the threat is neu-  
game first.  
tralized. The murderer goes to prison, the Corp Exec*

#### ► *GReAtER thReAt*

*gets transferred to a remote posting in shame, or the  
gang leader loses all their followers. This resolution  
So, you thought getting rid of the Antagonist ended*

*offers a chance to use the Antagonist down the road the problem, eh? No; behind them stands a far greater but either as a minor threat (perhaps working for a threat! Sure, you took down the local Zhirafa head of new Antagonist) or as a different sort of challenge. security but that means you've attracted the attention of their boss or the gang leader you deposed was*

### ► *eDGeRunneRs CAPtuReD*

*working for the Yakuza and now you have to deal This Beat is best played when the Edgerunners have with them. really messed up, but you don't want to kill them In this Scene, you discover that this is only the beginning. Instead, they're captured, and the adventure ends with them in disgrace, locked in a Corp jail or left adrift on the ocean. At this point, you have the*

### ► *hAPPy enDinG*

*option of starting a new Game or picking up where The Edgerunners win the day! In **Cyberpunk**, this*



*the old one left off. A hot Gamemaster tip: don't immediately start the next Game. Instead, put the PCs in or minor victory like getting paid after finishing a limbo, make them create all new Edgerunners, and run mission. Any job you can walk away from, choomba. a totally different game first. Not only does this make the Players sweat out the fate of their Edgerunners,*

#### ► PyRRhiC viCtoRy

*it buys you time to decide how you want to proceed The Edgerunners won, technically. They finished the after their upcoming daring escape!*

*job and they killed the Antagonist, but their victory*

#### ► e

*came at a hefty price. Their HQ burned to the ground DGeRunneRs esCAPE*

*or an important NPC died during the final confrontation. This Beat is best used when your Edgerunners are on tion. Whatever the case, while they're walking away the ropes and you don't feel like killing them. Instead,*

*winners, the Edgerunners shouldn't feel like it. Be  
you allow them to escape: an earthquake interrupts  
careful—while this victory feels very Cyberpunk it can  
their losing battle, another force attacks and distracts  
be a tough act to follow.*

[407](#)



## [RUNNING CYBERPUNK](#)

*BY ANSELM*

*ZIEL*

*ONKA*

*losinG the beAt*

*In your average movie, the actors stick to the script and everyone knows  
what will happen next. Players in an RPG, on the other hand, are famous for*

*surprising the GM. Just because you've set up a Beat Chart doesn't mean the Players will follow it step by step. And trying to force them to, usually called "railroading," isn't much fun for you or them. Not to mention, RPGs like **Cyberpunk** rely on a certain amount of random luck to adjudicate the action. All it takes is a few bad rolls and suddenly your carefully planned Beat Chart might fall apart. What do you do then?*

*Improvise.*

*A good Beat Chart should be flexible. Sure, your Players might have lost a fight and not gotten the briefcase filled with secrets they needed from the enemy, but that doesn't have to end the adventure. Ask yourself, can the Edgerunners find that information somewhere else? Is there a Fixer with the same data who'll sell it at a cost?*

*Or did some gangers ambush the enemy with the briefcase after the fight and steal it? With a stroke of a pen (or a few clicks of a keyboard) you can change your Clue Development from "The Edgerunners find important documents in a briefcase they got from the baddies," to "The Edgerunners have to track down the ganger who stole the briefcase and negotiate (or fight) for it."*

*Just stay calm, be willing to change things up and, if you need it, call for a bio break to buy yourself time and rethink your Beat Chart. Who knows? Maybe the new direction will open up new possibilities as well! Remember, a **Cyberpunk** adventure isn't "GM Storytime" but a collaborative effort everyone contributes to.*

*Getting Better learning new Skills and improving old ones*

*Assuming you live through everything the City has thrown at you, you're going to need to get better at what you do. Players can improve their Skills (or begin new ones) and Role Abilities by accumulating what we call Improvement Points (I.P.). As you gain more I.P., you'll record these points in the Improvement Point area of your character sheet. When you have collected enough Improvement Points you can raise the Level of a Skill or the Rank of your Role Ability.*



## RUNNING CYBERPUNK

### *PLAystyle-bAseD imPRovement*

Unlike other tabletop games, **Cyberpunk RED** uses a system called *Playstyle Improvement*. This type of Improvement allows the GM to reward each player based on their preferred type of gameplay and their level of participation in that gameplay type. In classic Bartle Taxonomy, these types are Socializers, Explorers, Achievers and Killers. But in **Cyberpunk RED**, we describe the types as:

- **Warriors:** *Combat oriented Players like to engage in tests of skill against adversaries. They want to build the strongest fighter in the group, as well as have the best weapons or combat abilities.*
- **Socializers:** *Social-oriented Players are all about the overall game experience. They like to tell jokes, record stories, and contribute in ways that are not directly within the game. In and out of the game, they tend to take supportive roles.*
- **Explorers:** *Exploration oriented players like to find new things in the world. They like to make friends and alliances and find new places and things to experience. They also love to solve non-combat related puzzles and mysteries.*
- **Roleplayers:** *Roleplay oriented Players like to concentrate on playing their character as accurately to type as possible. They enjoy constructing elaborate backgrounds for the character, often including personal props, pictures and even special diaries. They enjoy "acting out" important scenes with speeches or elaborate descriptions.*

► What Type of Player Am I? ◀

*But what kind of playstyle is yours? We figure this out by having each Player take a small quiz after they finish character creation. This helps both the GM and the Player to determine what playstyle best approximates their type.*

*In the boxes below, the Player should choose the 5 things they find **most important** when playing. The box with the most circles is their **primary** play style. The box with the second most circles is their **secondary** play style.*

*EXP*

*Defeat an enemy in battle.*

*S*

*Find a new place on the map.*

*Gain a powerful tool or weapon.*

*R*

*Meet someone new in the world.*

*L*

*Prove your Skill in battle.*

*IO*

*O*

*Solve a difficult puzzle.*

*The thrill of the hunt.*

*R*

*R*

*Learn about the world and its Lore.*

*R*

*Make the most powerful Character/tool.*

*E*

*Establish a place or alliance.*

*R*

*Establish a stronghold.*

*WA*

*Contribute to the history of the world.*

*S*

*Have a nemesis to beat.*

*R*

*Reminice about a favorite*

*S*

*Have a picture of your Character.*

*O*

*R*

*game moment.*

*L*

*Write up your Character's background.*

*E*

*E*

*Tell other people about the*

*Create extended family around*

*P*

*IZ*

*games you're in.*

*your Character.*

*L*

*L*

*Contribute to the success of the group.*

*AY*

*Know about pets, favorite things,*

*IA*

*Team up to beat a challenge.*

*friends, and enemies.*

*C*

*E*

*Make friends outside of the game.*

*Act out the accents and mannerisms*

*O*

R

S

S

*Be part of the group.*

*of your Character.*

409



### **RUNNING CYBERPUNK**

#### *eARninG imPRovement Points*

*After each game session, the GM awards all Players Improvement Points based on how successful they were in their mission. If the mission was finished (successful y or unsuccessful y), the Players gain Improvement Points based on their Group's success (taking the value from the Group Column) unless they did something that the GM*

*considers stand out from one of the other playstyles that would award them more points.*

*If the players didn't finish the mission, they are awarded I.P. based on either their Primary or Secondary Playstyle, unless they did something that the GM considers stand out from one of the other playstyles that would award them more points.*

*For instance, if Bob Jones is a Warrior Type and he manages to defeat all of the dreaded Team X by luring them into a crossfire trap, that would fall under the "very effective or clever use of combat skills, defeating several opponents in unexpected or unusual ways" category. So, Bob would get 50 Playstyle I.P. for that feat.*



► *PlAystyle imPRovement Point tAble*

***I.P. Earned***

***Group***

***Warrior***

***Socializer***

***Explorer***

***Roleplayer***

*Attempted to investigate*

*Group did not succeed*

*Used combat Skills*

*Was a supportive and*

***10***

*or explore the world/*

*Attempted to roleplay*

*in mission, but tried*

*often, even if not to*

*helpful part of the party, situation often, even if*

*character often*

*valiantly*

*exceptional effective.*

*in or out of game.*

*not to exceptional effect*

*Supportive actions were*

*Used combat Skills often*

*Group barely*

*helpful in maintaining*

*Used exploration*

*Roleplayed in character*

**20**

*and effectively, often*

*accomplished mission*

*Player/party unity and effectively to learn about*

*all the time, often*

*taking out important*

*goals*

*cohesion (quote lists,*

*the world/situation*

*effectively*

*opponents.*

*game notebooks, etc)*

*Frequent and effective*

*Frequent and effective*

*use of supportive or*

*Group worked together*

*Frequent and effective*

*use of combat Skills,*

*helpful activities were*

*Frequent and effective*

*well, accomplishing most*

*use of roleplaying*

**30**

*defeating the most*

*beneficial in maintaining use of exploration and*

*of the mission goals with*

*to accomplish a goal*

*dangerous opponents*

*Player/party unity and*

*investigation to further*

*everyone taking part in*

*(acted, not rolled to*

*in a given combat*

*cohesion (Character*

*personal and party goals*

*the adventure.*

*accomplish task)*

*challenge.*

*pictures, extensive*

*diaries, etc.)*

*Did something out of*

*Did something out of the Discovered something*

*Group accomplished*

*the ordinary with use of*

*Did something out of*

*ordinary that encouraged out of the ordinary or*

**40**

*most of the mission*

*combat Skills, defeating*

*the ordinary roleplaying*

*or helped the group*

*exceptional through*

*goals well, showing  
an opponent in an  
wise (a clever speech or  
overall (extensive  
exploration and  
strong cooperative skills.  
unexpected or unusual  
interaction in game)  
diaries, special events)  
investigation activities  
way.*

*Very effective or clever*

*Group accomplished*

*Very effective or clever*

*Very effective or clever*

*Did something very*

*use of investigation or*

*most of the mission*

*use of combat Skills,*

*use of roleplaying (a*

50

*effective or clever that  
exploration activities to  
goals extremely well,  
defeating several  
clever interaction or  
encouraged or helped  
uncover an important  
with a few stellar  
opponents in unexpected  
important roleplaying  
the group overall.  
person, place, clue, or  
moments.*

*or unusual ways.*

*moment)*

*thing*

[410](#)





DATA

RUNNING CYBERPUNK

***I.P. Earned***

***Group***

***Warrior***

***Socializer***

***Explorer***

***Roleplayer***

*Group's mission was*

*Combat Skills were*

*Player's use of*

*a strong success,*

*absolutely critical to*

*Player's participation*

*investigation or*

*Roleplaying actions were*

*accomplishing all of*

*the Character in this*

*in supporting the group*

*exploration to uncover  
critical to the Player*

**60**

*the mission goals set  
game session, allowing  
was a very important  
an important person,  
in this game session  
forth with several  
the Character to defeat  
part of helping the  
place, clue, or thing was  
(changed personal  
stellar moments in the  
a major opponent or  
group work together to  
critical to the Character  
game outcome through  
adventure  
long-term nemesis*



*accomplish its goals  
convincing roleplaying)  
single-handedly  
in this game session  
Group's mission was  
a resounding success,  
Combat Skills were  
Player's use of  
accomplishing all of the  
absolutely critical to  
Player's participation  
investigation or  
Roleplaying actions  
mission goals set forth  
entire party in this  
in supporting the group  
exploration to uncover  
were critical to entire*

**70**

*and also several side*

*game session (without  
was a critical part of  
an important person,  
party in this game  
goals of the session.*

*Character's help, party*

*helping the group work place, clue, or thing was session (changed entire  
Group also showed*

*would have been totally*

*together to accomplish critical to entire party in game outcome through  
strong cooperation and*

*defeated)*

*its goals*

*this game session*

*convincing roleplaying)*

*teamwork*

*Group's mission was*

*legendary, accomplishing*

*Did something really*

*Player's use of*

*Did something really*

*all of the mission goals  
incredible in a combat  
Did something really  
incredible in roleplaying,  
encounter (hole in  
incredible to support the  
investigation or  
such as a heroic speech,*

**80**

*set forth and also all  
exploration uncovered  
side goals of the session.  
one shot, took down  
group and help it work  
something really  
star moment, or  
Group also showed  
impossible enemy or  
together to accomplish  
incredible in this game*

*amazing influence on*

*exceptional cooperation*

*nemesis, saved entire*

*its goals*

*session*

*game outcomes through*

*and teamwork*

*party)*

*roleplaying*

*sPenDinG imPRovement Points*

*Players can spend their earned Improvement Points to better their Character. To raise a Skill or Role Ability, they must spend a number of Improvement Points based on the Skill or Ability's **next** Level/Rank.*

*Even if you*

*have the*

► *t*

*Improvement*

*yPiCAI skill imPRovement*

*Points, you*

*can't skip*

***Level***

***1***

***2***

***3***

***4***

***5***

***6***

***7***

***8***

***9***

***10***

*Levels/Ranks.*

*You should*

*spend some*

***I.P. Cost***

*20*

*40*

*60*

*80*

*100*

*120*

*140*

*160*

*180*

*200*

*time at your*

*new Level/*

*Rank before*

► *D*

*advancing to*

*iFFiCult (x2) skill imPRovement*

*the next one.*

***Level***

***1***

***2***

***3***

***4***

***5***

***6***

***7***

***8***

**9**

**10**

***I.P. Cost***

**40**

**80**

**120**

**160**

**200**

**240**

**280**

**320**

**360**

**400**

**► *Role Ability RAnk imPRovement***

***Rank***

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

***I.P. Cost***

**60**

**120**

**180**

**240**

**300**

**360**

**420**

**480**

**540**

**600**

**411**



**DATA**



## [RUNNING CYBERPUNK](#)

*Mooks and grunts diSpoSable baddieS for every occaSion*

*Gamemasters, you can use the following NPCs to flesh out their encounters. Feel free to change them to suit you needs. The Skill Bases presented here combine STAT + Skill + any modifiers from cyberware, Role Abilities, and gear already. These NPCs do not have Roles, or Role Abilities, or LUCK, unless otherwise noted.*

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

3

6

5

2

4

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

4

—

4

6

3

► *hit Points*

► *seRously wounDeD*

► *DeAth sAve*

35

18

6

*ard* ► *ARmoRArmor: KW 6evlar*

*eapons*

*Weapons*

*Armor: Kevlar®*

*Info on*

*Head*

*Poor Quality Sh 7 SP*

*otgun*

**Poor Quality**

5d6

**y Shotgun**

5d6**Head**

7 SP

*Weapon*

*Quality can be*

*ygu* **Body**

*Ver*

7 SP

*y Heavy Pistol*

**Very Heavy Pistol**

4d6

4d6**Body**

7 SP

*found on*

[page 342](#)

► *skill bases Athletics 9, Brawling 11, Concentration 6, Conversation 5, Drive Land Vehicle 10, Bod*

*Education 5, Endurance 9, Evasion 7, First Aid 4, Handgun 10, Human Perception 5, Interrogation 6, Language (Native) 5, Language (Street slang)*

*5, Local Expert (Your Home) 5, Perception 9, Persuasion 6, Resist  
Torture/Drug 8, Shoulder Arms 10, Stealth 7*

▶ *CybeRwARe & sPeCiAl equiPment Slug Ammo x25, Very Heavy Pistol  
Ammo x25, Radio Communicator*

▶ *int*

▶ *ReF*

▶ *Dex*

▶ *teCh*

▶ *Cool*

*2*

*6*

*5*

*2*

*4*

▶ *will*

▶ *luCk*

▶ *move*

▶ *boDy*

▶ *emP*

*2*

---

4

4

3

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

20

10

4

*anger* ► *ARmoRArmor: KW 6evlar*

*eapons*

*Weapons*

*Armor: Leather*

*Head*

*Poor Qualit*

7 SP

*y VH Pistol*

*Poor Qualit*

4d6

**y Shotgun**

**5d6Head**

4 SP

**Body**

*Rippers*

7 SP

**Very Heavy Pistol**

2d6

**4d6Body**

4 SP

*terg*

► *skill bAses Athletics 9, Brawling 9, Conceal/Reveal Object 4, Concentration 4, Conversation 5, Drive Land Vehicle 10, Education 4, Endurance 6, Evasion 7, First Aid 4, Handgun 12, Human Perception 5, Interrogation 6, Language (Native) 4, Language (Streetslang) 4, Local Expert (Your Home) 4, Melee Weapon 11, Perception 6, Persuasion 6, Resist Torture/Drugs 4, Stealth 7*

*boos*

► *CybeRwARe & sPeCiAl equiPment VH Pistol Ammo x30, Disposable Cellphone, Rippers, Techhair*

[412](#)



# DATA

## RUNNING CYBERPUNK

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

4

6

4

4

3

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

3

---

3

3

3

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

25

13

3

► *ARmoR*

*anger*

***Armor: K 6***

***evlar Weapons***

***Weapons***

***Armor: Leather***

***Head***

*Ver*

7 SP

*y Heavy Pistol*



*4d6 Poor Quality*

*y Sh*

*Light Melee W*

*otgun*

*eapon*

*5d6*

*1d6*

*Head*

*4 SP*

*Body*

*Crossbow*

*7 SP 4d6 Very Heavy Pistol*

*4d6Body*

*4 SP*

*ad g ► skill bAses Archery 10, Athletics 10, Brawling 6, Concentration 5, Conversation 6, Drive Land Vehicle 12, Education 6, Endurance 5, Evasion 6, First Aid 6, Handgun 10, Human Perception 5, Land ro*

*Vehicle Tech 10, Language (Native) 6, Language (Street slang) 6, Local Expert (Your Home) 6, Melee Weapon 8, Perception 6, Persuasion 5, Stealth 8, Tracking 8, Wilderness Survival 8*

*► CybeRwARe & sPeCiAl equiPment VH Pistol Ammo x20, Arrow Ammo x20, Rope, Flashlight, Neural Link (Interface Plugs)*

***Bodyguards, Boostergangers, Road Gangers, and Security Operatives as presented here***

***are considered Mooks (low level adversaries). In general a group of Player Character***

***Edgerunners should be able to battle an equal number of Mook NPCs and have a good***

***chance of coming up on top.***

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

3

7

4

2

2

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

3

—

3

5

3

*tive*

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

30

15

5

► *ARmoR Armor: K 6*

*evlar Weapons*

*Weapons*

*A armor: Kevlar®*

*Head*

*Poor Qualit*

*7 SP*

*y Assault Rifle*

***Poor Qualit***

*5d6*

***Med y Shotgun***

*ium Melee*

***5d6Head***

*7 SP*

*y opera*

*Info on*

*2d6*

*Weapon*

***Body***

*Ver*

*7 SP*

*y Heavy Pistol*

***Very Heavy Pistol***

*4d6*

*Weapon*

**4d6Body**

7 SP

Quality can be  
found on

[page 342](#)

► skill bAses Athletics 8, Autofire 10, Brawling 6, Concentration 7, Conversation 5, Education 5, Evasion 6, First Aid 4, Handgun 10, Human Perception 5, Interrogation 6, Language (Native) 5, Language (Streetslang) 5, Local Expert (Your Home) 5, Melee Weapon 6, Perception 5, Persuasion 4, curit

Resist Torture/Drugs 5, Shoulder Arms 10, Stealth 6

se ► CybeRwARe & sPeCiAl equiPment Rifle x40, VH Pistol Ammo x20, Radio Communicator

[413](#)



[RUNNING CYBERPUNK](#)

► int

► ReF

► Dex

► teCh

► Cool

7

5

4

7

4

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

5

—

5

3

4

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

30

15

3

► *ARmoR Armor*

*W : K 6*

*evlar*

*eacons*

*Weapons*

*Armor: Bodyweight Suit*

*Head*

*Ver*

*7 SP*

*y Heavy Pistol*

*Poor Qualit*

*4d6*

*y Shotgun*

*5d6*

*Head*

*11 SP*

*Body*

*7 SP*

## ***Very Heavy Pistol***

*4d6*

## ***Body***

*11 SP*

► *skill bAses* **Interface 4**, *Athletics 9, Basic Tech 13, Brawling 6, Conceal/Reveal Object 11, Concentration 9, Conversation 6, Cryptography 11, Deduction 11, Education 11, Electronics/Security Tech 11, Evasion 6, First Aid 9, Forgery 13, Handgun 10, Human Perception 6, Language (Native) 9, netrunner*

*Language (Street slang) 9, Local Expert (Your Home) 13, Library Search 9, Perception 11, Persuasion 6, Pick Lock 11, Resist Torture/Drugs 7, Stealth 8*

► *CybeRwARe & sPeCiAl equiPment* *VH Pistol Ammo x50, Flashlight, Virtuality Goggles, Neural Link (Interface Plugs)*

► *CybeRDeCk PRoGRAMs*

*Banhammer, DeckKRASH, Eraser, Hellbolt, Shield, Sword, Worm*

***The Netrunner, Reclaimer Chief, and Security Officer as presented here are considered***

***Lieutenants (mid-level adversaries). A good rule of thumb is to throw out 1 Lieutenant***

***for every 2 Edgerunners in the Crew.***

► *int*

► *ReF*

► *Dex*



► *teCh*

► *Cool*

3

6

6

5

4

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

5

—

4

6

4

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

40

20

6

► *ARmoR Armor: K 6*

*evlar Weapons*

*Weapons*

*Armor: L Armorjack*

*Head*

*Shotgun*

7 SP

5d6

*Poor Qualit*

*Light Melee W y Sh*

*eapon otgun 1d6 5d6Head*

11 SP

*Body*

*Heavy Pistol*

7 SP

3d6

## ***Very Heavy Pistol***

*Heavy Melee Weapon*

**3d6 4d6Body**

*11 SP*

► *skill bAses Athletics12, Basic Tech 9, Brawling 8, Concentration 7, Conversation 6, Deduction 7, Drive Land Vehicle 10, Education 5, Electronics/Security Tech 9, Endurance 11, Evasion 8, First Aid 7, Handgun 10, Human Perception 6, Land Vehicle Tech 7, Language (Native) 5, Language claimer chief*

*(Streetslang) 5, Local Expert (Your Home) 5, Melee Weapon 10, Paramedic 7, Perception 8, Persuasion 6, Pick Lock 7, Resist Torture/Drugs 10, Shoulder Arms 10, Stealth 10, Weaponstech re*

*9, Wilderness Survival 7*

► *CybeRwARe & sPeCiAl equiPment Slug Ammo x25, H Pistol Ammo x25, Agent, Grapple Gun, Radio Communicator, Tent*

*& Camping Equipment, Nasal Filters, Neural Link (Chipware Socket, Tactile Boost)*

[414](#)



## ***RUNNING CYBERPUNK***

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

4

8 (6)

6 (4)

4

6

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

5

—

6 (4)

7

4

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

40

20

7

► *ARmoR Armor: K 6*

*evlar Weapons*

*Weapons*

*Armor: M Armorjack*

*Head*

*Assault Rifle*

7 SP 5d6 **Poor Qualit**

*Med*

**y Shotgun**

*ium Melee*

5d6**Head**

13 SP

2d6

*y officer **Body***

*Ver*

7 SP

*y Heavy Pistol*

***4d6 Very Heavy Pistol***

*Weapon*

***4d6Body***

*13 SP*

► *skill bAses Athletics 10 (8), Autofire 12 (10), Brawling 10 (8), Concentration 7, Conversation 6, Deduction 6, Drive Land Vehicle 12 (10), Education 6, Evasion 10 (8), First Aid 6, Handgun 10 (8), Human Perception 6, Interrogation 8, Language (Native) 6, Language (Streetslang) 6, Local Expert (Your Home) 6, Melee Weapon 10 (8), Perception 6, Persuasion 8, Resist Torture/Drugs 10, curit*

*Shoulder Arms 10 (8), Stealth 6 (4), Tactics*

*se ► CybeRwARe & sPeCiAl equiPment Rifle Ammo x50, VH Pistol Ammo x30, Bulletproof Shield (10 HP) Binoculars, Disposable Cellphone, Flashlight, Handcuffs x2, Radio Communicator, Radio Scanner/Music Player, Neural Link (Kerenzikov Speedware)*

***The Outrider and Pyro as presented here are considered Mini Bosses (high level adversar-***

***ies). A good rule of thumb is to throw out 1 Mini Boss for every 3 Edgerunners in the Crew.***

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

6

8

8

3

5

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

6

—

6

6

6

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

40

20

6

► *ARmoR Armor: K 6*

*evlar Weapons*

*Weapons*

*Armor: L Armorjack*

*Head*

*Assault Rifle*

7 SP

*Poor Qualit*

5d6

*y Sh*

*Light Melee otgun*

5d6**Head**

11 SP

1d6

**Body**

*Ver*

7 SP



*y Heavy Pistol*

**Ver**

*4d6 y Heavy Pistol*

*Weapon*

*4d6Body*

*11 SP*

► *skill bAses **Moto Family 4**, Animal Handling 8, Athletics 14, Autofire 12, Basic Tech 5, Brawling 14, Concentration 10, Conversation 6, Criminology 10, Drive Land Vehicle 14, Education 8, outrider*

*Endurance 10, Evasion 14, First Aid 5, Handgun 14, Human Perception 8, Land Vehicle Tech 7, Language (Native) 8, Language (Streetslang) 8, Local Expert (Badlands) 10, Local Expert (Your Home) 8, Melee Weapons 12, Perception 14, Persuasion 7, Resist Torture/Drugs 12, Shoulder Arms 14, Stealth 12, Streetwise 9, Tracking 10*

► *CybeRwARe & sPeCiAl equiPment Rifle Ammo x60, VH Pistol Ammo x40, Handcuffs x2, Homing Tracers, Radio Communicator, Cyberaudio Suite (Amplified Hearing), Cybereye (Targeting Scope, TeleOptics), Neural Link (Interface Plugs)*

[415](#)



[RUNNING CYBERPUNK](#)

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

5

8

6

7

4

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

4

—

6

5

3

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

35

18

5

► *ARmoR Armor: K 6*

*evlar Weapons*

*Weapons*

*Armor: L Armorjack*

*Head*

*Flamethrower 7 SP*

*Poor Qualit*

3d6

*y Shotgun*

*Heavy Melee*

5d6**Head**

11 SP

3d6

*Body*

*Heavy Pistol*

7 SP

**Ver**

**3d6 y Heavy Pistol**

**Weapon**

**4d6Body**

11 SP

*pyro ► skill bAses **Combat Awareness 4**, Athletics 11, Basic Tech 12, Brawling 10, Concentration 8, Conversation 5, Demolition 13, Drive Land Vehicle 10, Education 7, Evasion 13, First Aid 9, Handgun 14, Heavy Weapons 14, Human Perception 5, Interrogation 10, Language (Native) 7, Language (Street slang) 7, Local Expert (Your Home) 7, Melee Weapon 13, Perception 12, Persuasion 6, Resist Torture/Drugs 14, Science (Chemistry) 10, Stealth 10, Streetwise 8, Tactics 8*

*► CybeRwARe & sPeCiAl equiPment Flamethrower Ammo (Incendiary Shotgun Shells) x8, VH Pistol Ammo x50, Incendiary Grenade x1, Flashbang Grenade x1, Cyberaudio Suite (Level Dampners), Cybereye x2 (Anti-Dazzle x2), Nasal Filters*

***The Cyberpsycho is built to be a full on boss battle. Don't put them on the board unless***

***you're sure your Edgerunners are up for the challenge!***

► *int*

► *ReF*

► *Dex*

► *teCh*

► *Cool*

5

8

8

5

4

► *will*

► *luCk*

► *move*

► *boDy*

► *emP*

7

—

8

10

0

► *hit Points*

► *seRiously wounDeD*

► *DeAth sAve*

55

28

10

► *ARmoR Armor: K*

*ycho*

6

*evlar Weapons*

*Weapons*

*Aarmor: Subdermal*

*Head*

*Popup Gr*

7 SP

*enade Launcher*

*Poor Qualit*

6d6

*y Sh*

*Cyber*

*otgun*

*snake*

5d6

4d6

**Head**

11 SP

**Body**

P

7 SP

opup Heavy SMG

**Very Heavy Pistol**

3d6

Wolvers

4d6

3d6

**Body**

11 SP

► skill bAses Athletics 16, Autofire 14, Basic Tech 11, Brawling 15, Concentration 6, Conversation 2, Drive Land Vehicle 10, Education 7, Endurance 10, Evasion 13, First Aid 6, Handgun 12, Heavy Weapons 14, Human Perception 2, Interrogation 13, Language (Native) 7, Language (Streetslang) 7, Local Expert (Your Home) 7, Melee Weapon 17, Perception 9, Persuasion 6, cyberps

Resist Torture/Drugs 15, Stealth 10, Tracking 10

► CybeRwARe & sPeCiAl equiPment Armor Piercing Grenade x2, Heavy Pistol Ammo x100, Cyberarm x2 (Popup Grenade Launcher x2, Popup

*Heavy SMG, Wolver), Cyberleg x2 (Jump Boosters x2), Cybersnake, Grafted Muscle & Bone Lace, Neural Link (Chipware Socket, Pain Editor), Subdermal Armor*

416



## RUNNING CYBERPUNK

### *ENCOUNTERS IN THE RED*

*won't run into encounters and will instead have to deal with the constant, paranoid, surveillance of Corporate Welcome to the mean Streets of the City. These security. If you even draw a gun in the Executive Zone encounter tables are fast and nasty ways to keep your the Corp cops will be on you in seconds and they'll Players moving, thinking, and living in Cyberpunk arrive in greater numbers, with better weaponry.*

*RED. Just roll a percentage (2d10, with one representing Daytime encounters in Night City*

*ing the tens' place) to determine the outcome. Each listing refers to one of the ten NPCs on the previous*

***(1-5) Local Law:** A number of patrol officers equal section, sometimes with modifications. Remember,*



*to half the Players, armed with Assault Rifles, Very just because we give you STATS doesn't mean each Heavy Pistols, and heavy batons and armored in encounter should result in combat; use these as role-Kevlar®. If you're wearing visible weapons or armor, playing opportunities whenever possible. Feel free to they stop you and demand identification. If you're alter the participants or the locale for extra variety. argumentative, they call for backup (3 officers) to take you in. If you reach for a weapon, they'll shoot*

#### *ReGionAl vARiAtion*

*first, fill out the paperwork later. (Use **Security***

#### ***Operatives***

*When using these Encounter Tables it's important to .)*

*keep in mind what part of the City you're in. If you're (6-11) **Corporate Guards**: A number of low-level in a zone with a Moderate Threat Rating then it's free Corporate guards equal to the Players patrolling the game and any of these encounters could happen.*

area, wearing *Light Armorjack* and carrying SMGs.  
But in the safer Zone with a *Corporate Threat Rating*  
Unless you work for their Corporation, they don't  
you're not gonna be running into gang wars and  
think you have any business hanging around where  
cyberpsychos. And if you wander into the Combat  
they're operating. Move it, punk. (Use **Security**  
Zone or the Hot Zone you're far more likely to run  
**Operatives**; Replace Kevlar® with *Light Armorjack*  
into trouble.

and *Poor Quality Assault Rifles* with *Poor Quality*  
SMGs.)

When rolling for an encounter in a zone with a  
**Corporate Threat Rating** you'll want to avoid  
**(12-13) Techs**: A number of Techs equal to half the  
Encounters at the higher end of the scale (Above 50)  
Players, with Shotguns, wearing Kevlar® vests. Roll  
unless you really want a shake-up. Also keep in mind  
1d10. 1-2, they're lugging a crate of tools into an  
that in most cases, if a fire fight breaks out in these

*AV-4. 3-5, they're working on a City system in your zones the Corporate police will arrive shortly. When path. 6-10, they're walking toward you on their way combat breaks out in one of these zones roll 1d10. In to work. (Use **Bodyguards**; Add Tool Hand and that many rounds a group of Corp cops will arrive to a MicroOptics Cybereye.)*

*kill or detain everyone on the scene with a weapon  
(14-17) **Private Investigator**: A PI armed with a  
(see the appropriate Corporate Guards encounter).*

*Very Heavy Pistol and a heavy baton and wearing  
Likewise, when rolling for an encounter in the more  
a Medium Armorjack. Roll 1d10. On 1-3, they are  
lawless zones (**Combat and Hot Threat Ratings**)  
ahead of you, hassling an informant on the street  
you may want to avoid using encounters from the  
corner for the whereabouts of a suspect. 4-7, they're  
lower end of the scale (Below 50) unless it's a slow  
shadowing someone ahead of you. 8-10, they stop  
day in the zone. Combat is more likely and a peaceful*

*you and ask you whether you've seen the person  
resolution is harder to come by.*

*they're following. (Use **Security Officers**; Remove  
Assault Rifle and Bulletproof Shield.)*

*The exception to these tables is the Executive Zone,  
which acts as a haven for high-level Corporates and  
(18-20) Corporates: A number of Corporates  
their families. The Executive Zone is outside the City  
equal to the Players from a local firm, trying to find  
and locked off by the highest security money can buy.  
a taxi. They are wearing suits woven with Kevlar®  
If your Players ever make it to the Executive Zone they  
and carrying Medium Pistols. Roll 1d10. 1-4,*

[417](#)





### [RUNNING CYBERPUNK](#)

*they're being followed by a number of gangers watching us." 9-10, they blow out a local trans-equal to the players intent on robbery. 5-8, they former and the entire block goes black. General think you're boosters and open fire at any provocation. 9-10, they think you're trouble and call for **Reclaimer Chief; Use Reclaimer Chief***

*Corporate backup (see Corporate Guards, above).*

*(Corporates; use Boosters; Remove Rippers; Replace*

*(33-37) Medias: A 2-person camera and inter-*

*Leather with Kevlar® and Poor Quality Very Heavy*

viewer team, staking out a building on a hot assignment. Roll 1d10. On 1-5, they're spotted by their and Radio Scanner/Music Player. Gangers; use story-subject and a conflict ensues. You, of course, Boosters.)

are right in the middle of it. (Media; use Boosters; Replace Leather with Kevlar® and Poor Quality Very

**(21-27) Locals:** Two young people from the local Heavy Pistols with Heavy Pistols; Remove Rippers;

neighborhood. (Use **Boosters**; Remove Rippers

Add MicroVideo Cybereye, Cyberaudio Suite, and and Poor Quality Very Heavy Pistols.) Roll 1d10.

Amplified Hearing. Story-Subject; Rol again on the 1-5, they are being held up by a number of gangers Encounter Table.)

equal to the Players from the Red Chrome Legion gang. 6-10, they are being beaten severely by a

**(38-41) Private Investigator:** A PI armed with a number of Inquisitor cultists equal to the Players for Very Heavy Pistol and a heavy baton and wearing

*the sin of having designer eyes. (**Red Chrome***  
*a Medium Armorjack. Roll 1d10. On 1–3, they are*  
***Legion**; use **Boosters**; Replace Leather with*  
*ahead of you, beating an informant on the street*  
*Heavy Armorjack. **Inquisitors**; use **Boosters**;*  
*corner. 4–7, they are breaking into someone's car.*  
*Replace Rippers with Medium Melee Weapons;*  
*8–10, they stop you and demand answers regard-*  
*Remove Techhair.)*  
*ing the whereabouts of their target. (use **Security***  
***Officers**; Remove Assault Rifle and Bulletproof*  
*(28-32) **Reclaimers**: You run across a well-*  
*Shield)*  
*equipped group of reclaimers equal to the Players*  
*minus 2 with 1 chief trying to hot-wire an aban-*  
*(42-46) **Trauma Team**: The AV-4 hits the ground*  
*doned building into the local power grid. Roll 1d10.*  
*in the middle of a recent firefight and the medics*  
*On 1-5, they ignore you. 6-8, the chief and one*  
*start tending to the half-dozen wounded gangers.*

*of the reclaimers come over to "Check those guys*

*Roll 1d10. On a 1-5, the Team decides you're*

*BY DARIUSK*

[418](#)



### [RUNNING CYBERPUNK](#)

*bystanders and ignores you. On 6-10, they figure*

*(Minimum 2) are dealing with a broken-down truck.*

*you're part of the problem and the 2 security officers*

*Most of them are facing off with a group of local*

*open up with Assault Rifles. (See **Trauma Team***

*gangsters equal to the Players while the last one tries*

*on [pg. 224](#) for Trauma Team Statistics.)*

*to fix the motor. If you ignore them, they ignore you,*

***(47-57) Scavvers***

*but the Nomads may take an offer to help (Roll*

*: A number of dirt-poor scav-*

*1d10: 1-6, Yes; 7-10, No). (Nomads; use Road*

*engines equal to the Players rooting through the*

*Gangers; Replace Leather with Kevlar®. Gangers;*



*ruins or garbage near one of the burned-out city*

*Use Boosters.)*

*blocks. All have filthy leathers and are armed with a variety of makeshift knives and Poor Quality Very*

***(89-94) Boostergang:** A number of members of Heavy Pistols. Roll 1d10. On a 1-6, they beg you the Iron Sights gang equal to the Players, armed for hard cash or anything you can spare. On 7-8, with SMGs, Rippers, Low Light Cybereyes, and they ignore you. On 9-10, they try to rob you. At the Speedware. They hassle anyone in the Crew who GM's discretion, the scavvers may have up to a 6 stands out, shake you down for money, and generally scavs nearby who come to assist if violence already are spoiling for a fight. (Use **Boosters**; Replace ensues. (Use **Boosters**; Replace Rippers with Light Poor Quality Very Heavy Pistols with Poor Quality Melee Weapon.)*

*SMGs. Add Low Light/Infrared/UV Cybereyes,*

***(58-63) Nomads***

*Neural Link, & Kerenzikov.)*

*: A group of Nomads equal to*

*Players. Wearing Leather, carrying Crossbows,*

*(95-00) Major Criminal: You've walked into a*

*knives, and Very Heavy Pistols. Moderately drunk*

*major operation of the ruthless Vilshenko syndicate.*

*and looking for a fight. They hassle anyone they find*

*A number of Solos equal to the Players minus 2*

*attractive in your group. Face it: they want a fight.*

*armed with Very Heavy Pistols and Shotguns and*

*Give them one. (Use **Road Gangers.**)*

*wearing Heavy Armorjack are unloading contra-*

*(64-70) **Boostergang***

*band cargo out of a truck. They're led by a veteran*

*: A number of low-level*

*Solo. Roll 1d10. 1-4, they don't notice you. 5-8,*

*street punks equal to the Players from the Piranhas*

*they notice you and one warns you off. 9-10, they*

*boostergang. If you look like easy prey and have*

*decide you're witnesses and ought to be totaled*

money, they'll rough you up. They're armed with right now. (**Solos**; Use **Security Operatives**.

Very Heavy Pistols and Rippers. (Use **Boosters**.)

**Veteran Solo**; Use **Security Officer**; Replace

**(71-76) Street Punks**: A number of Smash-heads

Poor Quality Assault Rifles and Assault Rifles with equal to the Players, looking for cash to feed their Shotguns.)

habit. If you're not wearing Corporate or gang colors, they try to rush you right on the street. Armed eveninG enCounteRs in niGht City

with knives and clubs; no armor. (Use **Boosters**;

**(1-5) City Police**: A number of patrol officers

Replace Rippers with Light Melee Weapons, and equal to half the Players, armed with Assault Rifles, remove Very Heavy Pistol and Leather Armor.)

armored in Medium Armorjack. If you're wearing

**(77-82) Culties**: The Reckoners are out in force. A

visible weapons or armor, they'll stop you and number of them equal to the Players, armed openly

*demand identity papers. If you're argumentative, with knives, clubs, and Heavy Pistols, corner you to they call for backup (3 **Security Operatives**) to preach that the red sky is a sign of the End Times. take you in. If you reach for a weapon, they'll shoot If you just blow them off, they try to beat their truth first, fill out the paperwork later. (Use **Security** into you. (Use **Boosters**; Replace Rippers with Big **Officers**.)*

*Knucks and Poor Quality Very Heavy Pistols with (6-11) **Corporate Guards**: A number of Corporate Poor Quality Heavy Pistols; Add a Light Melee guards equal to the players patrol ing the area. Weapon.)*

*Armored in Heavy Armorjack carrying Heavy (83-88) **Nomad Truck**: A number of Nomads SMGs. Unless you're a Corporate, they don't from the Steel Vaqueros equal to half the Players think you have any business running around their*







DATA

*RUNNING CYBERPUNK*

*territory. Move it, punk. (Use Security Operatives;*

***(14-17) Private Investigator:** A PI armed with a  
Replace Kevlar® with Heavy Armorjack; Replace  
Very Heavy Pistol and a machete and wearing a  
Poor Quality Assault Rifles with Poor Quality Heavy  
Light Armorjack. Roll 1d10. On 1-3, they're ahead  
SMGs.)*

*of you, hassling an informant on the street corner  
for the whereabouts of a suspect. 4-7, they're*

***(12-13) Corporate Techs:** A number of Corporate  
shadowing someone ahead of you. 8-10, they'l  
Techs equal to half the Players with a number of  
stop you and ask whether you've seen the person  
A lot of these*

*heavily armed bodyguards equal to half the  
they're following. The PI is armed with a heavy  
entries refer to*

*specific gangs*

*Players. Roll 1d10. 1-2, they are loading crates*

*caliber revolver and wearing an armor jacket.*

*in Night City.*

*You can find*

*of parts into an AV-4. 3-5, they are working on a*

*(Use **Reclaimer Chief**; Remove Tent & Camping*

*out more on*

*City system in your path. 6-10, they are fixing up a*

*Equipment, Shotgun; Replace Heavy Pistol with*

*[page 308](#)*

*nice-looking car on the side of the road. (**Tech**; Use*

*Very Heavy Pistol and Heavy Melee Weapon with*

***Bodyguards**; Add Tool Hand and a MicroOptics*

*Medium Melee Weapon.)*

*Cybereye. **Bodyguards**: Use **Bodyguards**;*

*(18-20) **Corporates**: A number of Corporates*

*Replace Kevlar® with Medium Armorjack and Poor*

*equal to the Players from a large firm, headed for*

*Quality Shotgun with Shotguns; Add Targeting*



*the lev train station. All of them wear suits woven  
Scope Cybereye.)*

*with Kevlar® and carry polymer one-shots. Roll  
1d10. 1-4, they're being followed by a number  
of gangers equal to the Players intent on robbery.  
5-8, they think you're boosters and will open  
fire at any provocation. 9-10, they not only think  
you're trouble, but will call for Corporate backup  
(see Corporate Guards, above). (Corporates; use  
Boosters; Remove Rippers; Replace Leather with  
Kevlar®; Add Cyberaudio Suite and Radio Scanner/  
Music Player. Gangers; use Boosters.)*

**(21-25) Rockerboys:** *You start to overtake a  
group of Rockers equal to half the Players minus  
1 on the way to a gig, backed by their Solo  
B*

*bodyguards (equal to half the Players) and their  
Y ANSELM*

*Fixer manager. Roll 1d10. On 1-4, they will invite  
you to join them. 5-8, they will send the Solos*

*ZIEL*

*to "Deal with those guys following them." 9-10,*

*ONKA*

*they ignore you. (**Rockers**; Use **Boosters**; Add*

*AudioVox, & Instruments. **Fixer**; Use **Boosters**;*

*Add Cyberaudio Suite and Internal Agent.*

***Bodyguards**; use **Bodyguards**.)*

*(26-30) **Medias**: A 2-person camera and inter-*

*viewer team, staking out a building on a hot assign-*

*ment. Roll 1d10. On 1-5, they will be spotted by*

*their story-subject and a firefight wil ensue. You,*

*of course, will be right in the middle of it. (Media;*

*use **Boosters**; Replace Leather with Kevlar® and*

*Poor Quality Very Heavy Pistols with Heavy Pistols;*

*Remove Rippers; Add MicroVideo Cybereye,*

*Cyberaudio Suite, and Amplified Hearing. Story-*

*Subject; Roll again on the Encounter Table.)*

[420](#)

[RUNNING CYBERPUNK](#)

*(31-33) Philharmonic Vampires: The (47-52) Nomads: A group of Nomads equal to Philharmonic Vampires gang are up to some trouble*

*the Players from the Roadrunners Pack. Wearing*

*again. Roll 1d10. 1-2, three of them are setting*

*Medium Armorjack, carrying fighting knives, and*

*up for some kind of prank involving three or four*

*rifles. Moderately drunk and looking for a fight.*

*unusual household items (your choice), but a group*

*They'll hassle any attractive looking people in*

*of gangers equal to the Players have caught on and*

*your group. Face it; they want a fight. Give them*

*conflict ensues. 3-4, three of them have hacked into*

*one. (Use **Road Gangers**; Replace Crossbows*

*the local streetlights to flash to the beat of a popular*

*with Assault Rifles and Leather with Medium*

*pop song. 5-6, three of them have hacked into the*

*Armorjack. Swap Archery Skill for Shoulder Arms*

*Data Terms to show a warning of an impending*

*Skill.)*

*missile strike and panic is spreading. 7-8, three of*

*them have released the contents of several huge*

*(53-58) **Street Punks:** A group of Smash-heads bags of Eurobucks from the window of a stolen equal to the Players, looking for cash to feed their police cruiser. People are scrambling for the cash habit. If you're not wearing Corporate or gang only to find it's all fake. 9-10, three of them have colors, they try to rush you right on the street. Armed hacked into the local video boards and are broad-with knives and clubs; no armor. (Use **Boosters**; casting fake news. Undoing the Vamp's pranks Replace Rippers with Light Melee Weapons, and requires a DV14 Electronic/Security Tech Check. remove Poor Quality Very Heavy Pistol and Leather (**Philharmonic Vampires**; Use **Boosters**; Armor.)*

*Add an Electronic/Security Tech Skill Base of 10.*

*(59–63) **Trauma Team:** The AV-4 hits the ground in **Gangers**; Use **Bodyguards**. )*

*the middle of a recent firefight and the medics start*

*(34-40) **Locals:** One teen from a Beaverville. Probably*

tending to the half-dozen wounded gangers. Roll  
snuck out to see the city. Roll 1d10. 1-4, they're being  
1d10. On a 1-5, the Team decides you're bystand-  
held up by a number of gangers equal to the Players  
ers and ignores you. On 6-10, they figure you're  
from the Piranhas gang. 5-8, they're being beaten  
part of the problem and the 2 security officers open  
severely by a number of Inquisitors equal to the  
up with Assault Rifles. (See **Trauma Team** on [pg. 224](#)  
Players for the sin of having fashionware. 9-10: they  
[224](#) for Trauma Team Statistics.)  
are being held up by a Fixer they don't have the money  
to pay. (**Piranhas**; use **Boosters**; Replace Leather  
(64-69) **Chromers**: A group of hardcore fans  
with Light Armorjack. **Inquisitors**; use **Boosters**;  
of a local Chromatic Rock band decked out with  
Replace Rippers with Light Melee Weapons; Remove  
metal spiked leathers and metal arms covered  
Techhair. **Fixer**; use **Bodyguard**; Add Cyberaudio  
with chrome and cyberweapons. They equal the

*Suite, Internal Agent, and Voice Stress Analyzer; Add  
Players in number. Roll 1d10. 1-5, they're hyped  
a Trading Skill Base of 10.)*

*up on Smash and try to pick a fight. 6-7, they pass  
you by, maybe making a few rude comments.*

***(41-46) Roaming Netrunner:*** *Two Netrunners  
8-10, they take a liking to one or more members  
armed with Very Heavy Pistols and armored in  
of the Crew and invite you to tag along with them  
Light Armorjack. They're lingering around a small  
to get smashed and hit the concert. (Use Boosters;  
Corporate office trying not to get spotted as  
Add 2 Cyberarms with Superchrome® Covering;  
they break into the building's NET Architecture.*

*Replace Rippers with Wolverers and Leather with Light  
Roll 1d10. On 1-5, they're spotted by a group of  
Armorjack.)*

*security guards equal to the Players and a conflict  
ensues. You, of course, are right in the middle of*

***(70-72) Solo Team:*** *A group of Solos equal to*

it. On 6-10, the Netrunners assume you're security half the Players, armored in Light Armorjack, carrying swords and a Heavy Pistol. They're cybered you. (**Netrunners**; use **Netrunner**; Replace up with boosted reflexes, cybereyes with IR, and Bodyweight Suit with Light Armorjack. **Security**; cyberlegs. Obviously, a team of assassins looking use **Security Operatives**. **Security Turret**; use for someone. Roll 1d10. 1-5, they dodge you and Automated Turret on [pg. 214](#)).  
move on; 6-10, they decide you're witnesses and [421](#)



### **RUNNING CYBERPUNK**

ought to be totaled right now. (Use **Security** Poor Quality Assault Rifles with Smartgun **Officers**; Add Low-Light/Infrared/UV Cybereyes, Linked Assault Rifles; Add Wolverers, Neural Link, and two Cyberlegs with Jump Boosters; Remove

*Interface Plugs, Smartgun Link, and a Targeting Assault Rifle; Replace Very Heavy Pistol with Scope Cybereye.)*  
*Heavy Pistol.)*

**(94-100) Firefight:** *Great. You just walked into*  
**(72-77) Boostergang:** *A group of Iron Sights*  
*a major altercation between the Maelstrom and*  
*gangsters equal to the Players armed with automatic*  
*the Red Chrome Legion. Each side has a number*  
*weapons, cyberweapons, Low-Light/Infrared/UV*  
*of members equal to the Players who are wearing*  
*cybereyes, boosted reflexes. They will hassle any*  
*Light Armorjack and firing Very Heavy Pistols.*  
*attractive people in the Crew, shake you down for*  
*Cyberweapons are everywhere. Each side is led*  
*money, and are generally looking for a fight. This*  
*by 1 leader armed with heavier weapons. Pick*  
*group is tougher than the daylight crowd was. (Use*  
*a side or pick a target. (**Grunts**; use **Boosters**;*  
**Bodyguard**; Replace Poor Quality Shotgun with



*Replace Leather with Light Armorjack. Keep Rippers Heavy SMGs; Add two cyberweapons of your or replace with other cyberweapons as desired. choice; Add Low Light/Infrared/UV Cybereyes, **Leaders**; use **Security Officers**; Add a cyber-Neural Link, and Kerenzikov.)*

*weapon of your choice.)*

***(78-83) Solo Team:** A group of Solos equal to half miDniGht enCounteRs in niGht City*

*the Players, carrying Smartgun Linked Assault Rifles.*

*Boosted reflexes, boosted hearing, cybereyes with*

***(1-10) City Police:** A number of patrol officers*

*IR and targeting. Obviously up to some grey opera-*

*equal to half the Players, armed with Smartgun*

*tion. If you are wearing a rival Corporate uniform or*

*Linked Assault Rifles. If you're wearing visible*

*patch, they wil : 1-5, dodge you and move on; 6-10,*

*weapons or armor, they'll stop you and demand*

*decide you're witnesses and ought to be totaled*

*identity papers. You've got no business running*

*right now. (Use **Security Officers**; Add Smartgun around after midnight and they know it. They'll Link, Interface Plugs, Cyberaudio Suite, Amplified stop you and look for any pretext to make a Hearing, Low-Light/Infrared/UV Cybereyes, and bust. If you're wearing visible weapons, consider yourself detained. If you go for a weapon,*

**(84-90) Boostergang**

*they'll shoot first and forget the paperwork. (Use : A group of low-level street*

**Security Officers**; Add Interface Plugs and punks from the Piranhas equal to the Players plus 2. Smartgun Link.)

*If you look like easy prey and have money, they'll rough you up. They're armed with Medium Pistols, (11-22) Corporate Guards: A group of Corporate knives, and boosted reflexes. (Use **Boosters**; guards equal to the Players patrolling the area, car- Replace Poor Quality Very Heavy Pistols with*

*rying Smartgun Linked Heavy SMGs. "What are Poor Quality Medium Pistols; Add Neural Link and you doing on the property after midnight? Can't Kerenzikov.)*

*have a good reason!" (Use **Security Officers**;*

***(91-93) Major Criminal***

*Replace Assault Rifles with Heavy SMGs, Add*

*: You've walked into*

*Interface Plugs and Smartgun Link.)*

*a major operation of the notorious Scagattalia*

*Family. A number of cybered-up Solos armed*

***(23-24) Private Investigator:** A PI armed with a*

*with cyber weapons, Heavy Pistols, and*

*Very Heavy Pistol and a machete and wearing a*

*Smartgun Linked Assault Rifles are unloading a*

*Light Armorjack. Roll 1d10. On 1-3, they're ahead*

*drug cargo out of a truck. Roll 1d10. 1-4, they*

*of you, hassling an informant on the street corner*

*don't notice you. 5-8, they notice you and one*

*for the whereabouts of a suspect. 4-7, they're*

warns you off. 9-10, they decide you're witnessing someone ahead of you. 8-10, they'll nesses and ought to be totaled right now. (Use a stop you and ask whether you've seen the person number of **Security Operatives** equal to half they're following. The PI is armed with a heavy the players and 2 **Security Officers**; Replace caliber revolver and wearing an armor jacket.

422



### **RUNNING CYBERPUNK**

(Use **Reclaimer Chief**; Remove Tent & Camping (43-45) **Ranger**: A Lawman and their deputized Equipment, Shotgun; Replace Heavy Pistol with partner are in town looking for a local gang of 6 Very Heavy Pistol and Heavy Melee Weapon with scavengers hiding out in the City. Roll 1d10. 1-5, Medium Melee Weapon.)

the gunfight has already broken out by the time you

(25) **Medias**: A 2-person camera and interviewer

get there, blocking your path. The Lawman calls to team, looking for a story. Roll 1d10. On 1-5, they'll the Players to join them. There's a high bounty on be spotted by their story-subject and a firefight will the 6 lowlives. 6-10, the Lawman and their deputy ensue. You, of course, will be right in the middle are about to go into the gang's hideout and flush of it. On a 6-10, they'll decide you're the story them out. They've blocked off the street with the and follow you. (Media; use Boosters; Replace help of the local cops and the Lawman offers the Leather with Kevlar® and Poor Quality Very Heavy Players part of the bounty to go in and help bring Pistols with Heavy Pistols; Remove Rippers; Add the scavengers out dead or alive. (**Lawman;** MicroVideo Cybereye, Cyberaudio Suite, and use **Outrider**. **Deputy;** use **Road Ganger**. Amplified Hearing. Story-Subject; Roll again on **Scavengers;** use **Boosters**.) the Encounter Table.)

*(46-58) Nomads: A group of Nomads equal to the*

*(26-29) Chromers: A group of hardcore fans of a*

*Players plus 2 from the Wildman Pack are currently*

*local Chromatic Rock band decked out with metal*

*beating a Corporate couple bloody for looking at*

*spiked leathers and metal arms covered with chrome*

*them wrong. The Nomads are sporting light tattoos,*

*and cyberweapons. They outnumber the Players by*

*and leather pants, carrying fighting knives, clubs,*

*2. Roll 1d10. 1-5, they're coming back from a concert,*

*and rifles. As long as you stay clear of them and*

*hyped up on Smash, and try to pick a fight. 6-7, they*

*their bikes, they'll ignore you and concentrate on*

*drunkenly pass you by, maybe making a few rude com-*

*beating the Corporates to mush. (Nomads: Use*

*ments. 8-10, they take a liking to one or more members*

***Road Gangers;** Add Light Tattoos, Replace*

*of the Party and invite you to tag along with them to*

*Crossbows with Assault Rifles. Swap Archery*

*the after party. (Use Boosters; Add 2 Cyberarms with*

*Skill for Shoulder Arms Skill. **Corporates:** Use Superchrome® Covering; Replace Rippers with Wolver Boosters; Remove Rippers) and Leather with Light Armorjack.)*

***(59-63) Culties:** It's Inquisition time! The Inquisitors*

***(30-39) Edgerunner Team:** A small team of are out in maximum force. A group of them equal Edgerunners. One Netrunner, 1 Solo, and a to the Players, armed openly with nunchaku, hand-Nomad. They're on the street in an old Ground Car guns, and whips corner you. Two more Inquisitors preparing to break into a small Corporate office. armed with Air Pistols with Acid Rounds stand back, Outside, 6 security guards are on patrol. Roll 1d10. ready to pepper the more heavily armored Players. On 1-5, they're spotted by security and a conflict "Only a servant of the Metal Demons would be ensues. You, of course, are right in the middle of it. awake at this hour. Any decent citizen would be at On 6-10, they spot you and offer you a piece of*

*home, asleep. Hack, slay, and maim the heretics!"*

*the action. (Netrunner; use Netrunner. Solos;*

*(Inquisitors; use Boosters; Remove Leathers*

*use Security Officer. Nomad; use Reclaimer*

*and Techhair; Replace Rippers with Medium Melee*

*Chief. Security; use Security Operatives. )*

*Weapons; Add Air Pistols with 20 Acid Paintballs to*

*two of them.)*

*(40-42) Trauma Team: The AV-4 hits the ground in*

*the middle of a recent firefight and the medics start*

*(64-73) Street Punks: A group of lace addicts*

*tending to the half-dozen wounded gangers. Rol*

*equal to the Players plus 2, looking for cash to feed*

*1d10. On a 1-5, the Team decides you're bystand-*

*their habit. Even if you're wearing Corporate or*

*ers and ignores you. On 6-10, they figure you're*

*gang colors, they try to rush you right on the street.*

*part of the problem and the 2 security officers open*

*They're boosted up on Black Lace and armed*

*up with Assault Rifles. (See Trauma Team on [pg.](#)*



*with knives and clubs; no armor. (Use **Boosters**;*

*[224](#) for Trauma Team Statistics.)*

*Replace Rippers with Light Melee Weapons and*

*[423](#)*



### **RUNNING CYBERPUNK**

*remove Very Heavy Pistol and Leather Armor.*

*each armed with 1 Incendiary Grenade, Rippers,*

*They're all under the influence of Black Lace [see*

*and a Poor Quality Very Heavy Handgun. They*

*[page 227](#)] and are unaffected by the Seriously*

*aren't looking for a fight but they're burning down*

*Wounded Wound State.)*

*the block and they'll kill anybody who gets in their*

***(74) Major Criminal:** You've walked into a major*

*way, or happens to be in the way. (**Flamethrower***

*operation of the notorious Scagattalia Family. A*

***Ganger; use Pyro. Gangers; use Boosters;***

*group of cybered-up Solos equal to the Players*

*Add 1 Incendiary Grenade)*

*armed with cyberweapons, Heavy Pistols, and*

**(88-92) Turf War:** *Great. You just walked into an*  
*Smartgun Linked Assault Rifles are unloading a*  
*al -out turf war between two of the largest gangs*  
*drug cargo out of a truck. Roll 1d10. 1-4, they don't*  
*in the area. Roll 1d10 for each of the sides. 1-2, it's*  
*notice you. 5-8, they notice you and one warns you*  
*the Bozos, decked out in polka dot Light Armorjack,*  
*off. 9-10, they decide you are a witness and ought*  
*with giant mal ets and colorful Very Heavy Pistols.*  
*to be totaled right now. (Use **Security Officers**;*  
*3-4, it's the Maelstrom, armored in Medium Armor*  
*Add Wolveres, Interface Plugs, Smartgun Link, and*  
*Jack and bristling with cyberweapons. 5-6, it's*  
*a Targeting Scope Cybereye)*  
*the Primetime Players armed with old school*

**(75-79) Turf War:** *Great. You just walked into*  
*shotguns and leather jackets with fringe. 7-8, it's*  
*an al -out turf war between the two of the largest*  
*the Voodoo Boys, armed with Teargas Grenades*

gangs in the area. Roll 1d10 for each of the sides.

and SMGs. 9-10, it's the Red Chrome Legion in

1-2, it's the Tyger Claws, wearing light armored

Medium Armorjack uniforms with Assault Rifles.

biker jackets, with Katanas and Very Heavy

Each side has a number of members equal to the

Pistols. 3-4, it's the 6th Street, armored in Medium

Players (Minimum 4) who have gear according

Armorjack and carrying Heavy SMGs. 5-6, it's

to their affiliation. Cyberweapons are every-

the Piranhas armed with Poor Quality Very Heavy

where. Pick a side or pick a target. (**Bozos**; use

Pistols and ripped leather jackets. 7-8, it's the Iron

**Boosters**; Replace Leather with Light Armorjack;

Sights, armed with various cyberweapons and

Replace Rippers with Big Knucks; Add Very Heavy

SMGs. 9-10, it's NCPD Patrol Officers in Medium

Melee Weapons. **Maelstrom**; use **Boosters**;

Armorjack uniforms with Assault Rifles. Each side

Replace Leather with Medium Armorjack. Replace

*has a number of members equal to the Players*  
*Rippers with Wolverers. **Primetime Players**; use*  
*(Minimum 4) who have gear according to their affil-*  
***Boosters**; Add Shotgun with 20 Slugs and a*  
*iation. Cyberweapons are everywhere. Pick a side*  
*Shoulder Arms Skill Base of 10. **Voodoo Boys**;*  
*or pick a target. (**Tyger Claws**; use **Boosters**;*  
*use **Boosters**; Replace Poor Quality Very Heavy*  
*Add Heavy Melee Weapons; Replace Leather*  
*Pistols with SMGs; Add 1 Teargas Grenade. **Red***  
*with Light Armorjack. **6th Street**; use **Boosters**;*  
***Chrome Legion**; use **Boosters**; Replace Leather*  
*Replace Leather with Medium Armorjack. Replace*  
*with Medium Armorjack; Add Assault Rifles and a*  
*Rippers with Heavy SMGs. **Piranhas**; use*  
*Shoulder Arms Skill Base of 10.)*  
***Boosters. Iron Sights**; use **Boosters**; Replace*  
*(93-99) **Major Criminal**: You've walked into*  
*Poor Quality Very Heavy Pistols with SMGs;*  
*a major operation of the notorious Scagattalia*

*Replace Rippers with Cyberweapons as desired.*

*Family. Six cybered-up Solos armed with cyber-*

***NCPD Patrol Officers**; use **Boosters**; Replace*

*weapons, Heavy Pistols, and Smartgun Linked*

*Leather with Medium Armorjack; Add Assault Rifles*

*Assault Rifles are unloading a drug cargo out of a*

*and a Shoulder Arms Skill Base of 10.)*

*truck. Roll 1d10. 1-4, they don't notice you. 5-8,*

***(80-87) Arsonists**: A small group of radical anar-*

*they notice you and one warns you off. 9-10, they*

*chists with a grudge against somebody local. One*

*decide you're witnesses and ought to be totaled*

*cybered up ganger wielding a Flamethrower, an*

*right now. (Use 6 **Security Officers**; Add*

*Axe, and a Heavy Pistol, and leading a group of*

*Wolvers, Interface Plugs, Smartgun Link, and a*

*Boosters equal to the Players minus 3 (Minimum 2)*

*Targeting Scope Cybereye.)*



## [RUNNING CYBERPUNK](#)

*(00) **Cyberpsycho Rage:** A single cyberpsycho, gleaming with metal and taking their fury out on a pedestrian who pushed them a little too far. The cyberpsycho is cybered up to the teeth with four cyberlimbs, Jump Boosters, multiple Popguns, Wolveres, and more. They don't look like they're going to calm down and it will be a little bit (1d6 + 1 rounds) before Psycho can get on the scene. What's worse, they just noticed you. (Use **Cyberpsycho**.)*

## *SCREAMSHEETS*

*In the world of **Cyberpunk RED**, screamsheets are custom-designed newspapers either printed on flimsy paper or downloaded to an Agent via the local Data Pool.*

*Screensheets are also what we call something that pair a page of in-world text (in the form of a Night City Today screamsheet) and a page or two of*

*instructions for running a scenario during a game. These Screamsheets are simple to setup, easy to customize, and, with just a little work on the part of the Gamemaster, easily a full session's worth of adventure.*

*If you're a Player, we highly recommend you don't advance to the next few pages. Skip to [page 435](#), instead, and read Black Dog, a story about a group of Edgerunners who get a job that takes them from Night City to. .*

*wel , we won't spoil the rest.*

*If you're a GM, read on. Don't be afraid to change things up to move a scenario to a different city, tie one into the Lifepaths of your Edgerunners, add in your own NPCs, throw in some random encounters from the previous section, or just make things more interesting for you and your Players.*

***Cyberpunk** really is what you make it.*

*MENDOZA*

*BY EDDIE*

[425](#)







## WHEN YOU NEED TO KNOW...

- > THE LATEST **BODY LOTTO** NUMBERS...
- > WHAT STREETS TO AVOID BECAUSE OF **UNSCHEDULED DEMOLITIONS**...
- > A **BLOW BY BLOW** OF LAST NIGHT'S COMBAT BALL GAME...
- > AN ACCURATE THREE DAY **BLOOD RAIN** FORECAST...
- > STORIES ABOUT OTHER PEOPLE'S **MISFORTUNES** TO CHEER YOU UP...
- > OR EVEN ACTUAL **NEWS** ABOUT LOCAL AND WORLD EVENTS...

ON YOUR DATA TERM, ON YOUR AGENT,  
OR DOWNLOADED DIRECTLY TO YOUR BRAIN







**BIOTECHNICA**

*3:56 PM*

*GOSSIP*

*OPINION*

*weather*

*tech*

*lifestyle*

*local*

*business*

*world*

### ***Reference Forests: Controversy?***

*by Jackie McGee*

*Biotechnica is no stranger to cutting edge genetic engineering. Their 'super crops' and 'Orchards' are helping curb the food crisis across America. Organizations like the Food Investor's Corp (FIC) have fully endorsed these endeavors.*

*In the last year Biotechnica has revealed what they call*

### ***Biotechnica Researcher Found Alive***

*'Reference Forests' to help restore decimated forests and rebuild the lumber industry. With three of these forests already*

*by Jackie McGee*

*up and running, Biotechnica has been working to grow their*

*Professor Kōgan Akigo, head of Biotechnica's Project:*

*operations. The yield from each Reference Forest is enough*

*Orchard and presumed dead was found alive last week in*

*to rebuild small communities. However, not everyone is happy*

*the northeast woods of the BosWash. His current condition is about the Reference Forests. Green Fist, an environmental unknown. Professor Akigo was hailed as an innovator in agri-activist group, has demanded that Biotechnica be shut down cultural genetic engineering after his work with 'super crops.' for harming Mother Nature. In a statement from Green Fist's It was his research that helped launch 'Reference Forests' in founder, "Green Hammer," he explains that, "These genetian at empt to repopulate diminished forests due to disease, cal y engineered trees are an abomination to the Earth. They harmful insect life, and pollution. Professor Akigo and his staff destroy the ecosystems around them and don't allow for were presumed killed in a tragic dam break that wiped out a natural selection. Not to mention that most of the trees grown community only a half mile from the prototype 'Orchard.' The are not native to the lands they're grown on. It's just one big incident set Biotechnica back six months in launching other cash-grab, man! We need to shut it down." Some scientists Orchards. When asked for comment, Biotechnica offered agree with the activist group, but most don't. Professor Geri this: "We are grateful to have Professor Akigo back with us.*

*McKenna, lead arborist for Biotechnica had this to say:*

*He's currently recovering after his traumatic experience. He is*

*"What we are doing here is rebuilding whole forests in a  
looking forward to get ing back in the labs once he is ready."*

*mat er of a few short years. This is producing clean air and*

***Link: Famine Solved? Biotechnica Takes Lead***

*helping restore the natural order. These activists just don't*

***Link: Secret Nuclear Waste Facility Destroyed in Dam Break***

*understand. Yes, we have some trees that aren't native, but*

***Link: Kōgan Akigo***

*by growing them we may someday produce trees that will*

*be able to grow in the most inhospitable places. We could*

***Land Grab in Washington***

*even grow trees on Mars." The idea does sound amazing,*

*but only time will tell if these Reference Forests are our friend*

*by Jericho Hunt*

*or our end.*

*A private group of investors has begun a massive land grab in*

***Link: Reference Forests***

*the Free State of Washington. The target acquisitions: wood-*

***Link: Green Fist***

*lands. In the past few months, millions of acres have been purchased. Who is behind the buyouts remains to be seen, but this event isn't without victims. Small communities have suffered*

***Queen Morosha Does it Again!***

*due to the closing of woodland access, leaving the lumber*

*From Solo of Fortune Magazine*

*industry with no place to harvest. The legal representative for*

*The Queen has pulled off another amazing win for her*

*the investors released this statement: "The investors have big*

*organization with the recent recovery of Professor Kōgan*

*plans for this land, and they ask locals to please be patient.*

*Akigo. When asked who hired her services, the Queen had*

*Work will be coming, and everyone is going to win". Sadly,*

*no comment. There's no denying that the Queen of Solos is*

*those are not comforting words for those who are suffering. It*

*making a name for herself and her organization with her*

*looks like this will be a wait and see.*

*recent string of high-profile successes.*



## *WOOD PIRATES*

### ► *Player Information* ◀

*access key. The inside of the watchtower isn't very high tech, Biotechnica is looking for a team to stand guard over one of but it does offer a 360° view of the forest. There's a solar their Reference Forests in northern California. There has been panel that provides basic power for meteorology computers a recent string of thefts from other sites and they believe that and communications for the security monitors. There's even a the next location to be hit will be Site RF003. The corporation seismograph. The hammocks are not well made and won't isn't looking to hire people that will do more damage than support the weight of anyone with more than one cyberlimb.*

good. They want people who will be sensitive to the eco-  
There are two metal folding chairs next to the computer  
system in the Reference Forest and leave a minimal footprint.  
console. The food comes in the form of freeze-dried packets  
and there isn't even a sink. Water must be carried up from  
Biotechnica will provide access to forest security drones,  
a rain catch basin at the bottom of the tower. As for a toilet,  
1,000eb per person, and room and board while the team is  
there is an old wooden outhouse that smells like death.  
there. Any team that accepts the job will receive this briefing  
from Professor Geri McKennel:

► Gamemaster Notes ◀

"As you are aware, in the last three months two of our  
The 'pirates' hitting RF003 are actually working for one of the  
Reference Forests have been hit by wood pirates. Whoever  
Biotechnica investors out of the Free State of Washington. The  
they are, they have cut down dozens of valuable trees and  
idea is to drive Biotechnica to move all their operations out  
removed a few dozen burls. At first, we thought it was Green  
of NorCal and solely invest in the Free State of Washington



*Fist, but it's looking more like someone out there doesn't want instead. That would make millions for all the investors. us cutting into their business ... no pun intended. These pirates have hit at night when the forests are unattended. Site RF003 There are two teams of pirates that will hit RF003. There are is the next logical location for a hit. Your job is to go into the a number of pirates with chainsaws equal to half the number forest and set up an ambush. Find these pirates and find out of Edgerunners and a number of pirates with SMGs equal who is funding them. As for dead or alive, Biotechnica doesn't to the half the number of Edgerunners. All of the pirates have want to know what happens after you get the intelligence."*

*Kevlar®. (Chainsaw Pirates: Use **Road Gangers**; Add Very Heavy Melee Weapon; Replace Leather with Kevlar®. SMG The team is flown in via a VL-11 Corporate Bus (Helicopter) Pirates: Use **Road Gangers**; Add Heavy SMG and Heavy and dropped just outside of RF003 at a Biotechnica ranger Pistol Ammo x50; Replace Leather with Kevlar®.) station. The forest is dense and the trees tower over the surrounding region. It doesn't even look like RF003 was*

*The first team will strike from the east while the other attacks established in the last decade. A Biotechnica rep is waiting from the northeast. The seismographs will go nuts because for the team at the station. He will point out the value of the each team is driving large logging trucks. The trucks are forest, rambling on about Dalbergia which isn't even native unmarked and don't have any forms of identification of to the region and how Biotechnica is able to acclimatize it to ownership inside. With the seismographs going off it will the region through genetic splicing. The forest is also densely give the Characters enough time to get close to where the populated with mahogany and oak. There is an access road trucks are going before the pirates can do too much damage. that leads into the forest. The rep will give temporary access The drones will show the trucks going deep into RF003. The codes for the security drones (Use **Mini Air Drones** [on pg. 213](#) chainsaws are loud and will cover any approach by the [213](#)) to either a Netrunner or Tech. This will allow the team to Characters. control what they see and allow them to maneuver drones as The trick here is to nail each team before they do any*

*needed. If there isn't a Netrunner or Tech, he will only offer damage. Unfortunately, at least one tree is going to get cut a link for agents that offers a standard video security feed down. If the Characters don't split up, the damage is going to instead. The rep also provides the team with an access key be worse. The pirates aren't there to fight either, but they also to a firewatch tower located at the heart of RF003. He men-won't let themselves just get taken. They will put up a serious tions that there is a decent supply of food inside along with fight to escape. If a pirate is captured and interrogated the hammocks. If there are any questions the rep will answer with prisoner's head will explode right as he starts spil ing the vague responses and just point into the forest, wish everyone beans... Damn undetectable micro bombs.*

*good luck and in a not-so friendly way emphasizes avoiding damage to the ecosystem.*

*In the morning, the Biotechnica rep will show up to see how things went. If there was any damage to the forest, he'll throw It's about an hour hike to the firewatch tower and the site's a fit. Total Pay is reduced by -100 eb per tree lost. He's real y*

*nothing to brag about. It's constructed from fireproof materials not amused by the fact that they still don't know who is hitting and has a center lift, along with a ladder that goes to the the Reference Forests but it's a start. He'll offer the team an top. In order to access the lift, the team will need to use the extended contract to guard RF003.*

[428](#)





*4:52 PM*

*GOSSIP*

## *OPINION*

*weather*

*tech*

*lifestyle*

*local*

*business*

*world*

***New Arms Race: Construction?***

***The Big Reopen is Here: HardGrind!***

*by Ziggy 'Front' Page*

*by HardGrind Harry*

*As Night City begins to rebuild, there's a new arms race hitting*

*Why worry about commitment or cheating when you can*

*the streets: Construction. The sight of Zhirafa equipment is*

*have a discrete and disease-free exotic dancing experience.*

*ubiquitous throughout the city as would-be architects and*

*These braindances are so real they feel like the real thing.*

*design engineers are scooping up high paying contracts to*

*We even provide disposable towels for your convenience.*

*help rebuild. It's not just manpower either. Scientists have been*

*So avoid jealous partners and STDs and head on down to jumping on the bandwagon. Petrochem has been working HardGrind Friday night for spirits and hard grinding! with companies to make better use of energy consumption*

***Link: Gunfight at Popular Braindance Strip Club***

*from heavy construction machinery while Militech has*

***Link: Sex Braindance, Safer Than the Real Thing?***

*been working on a new form of blast-proof material. Even Biotechnica has been participating with their 'Reference Forest' project. Of course, it's not all flowers. This mad rush for*

***MA&F Employees Get Sick***

*innovation and materials has led to an increase in construction by IGG*

*site sabotage and theft which could jeopardize the progress*

*Several employees of Merrill, Asukaga & Finch were diag-*

*being made in the Rebuilding Center. Director Bon Chaney,*

*nosed with radiation sickness after handling gold that was*

*of the Night City Restoration Committee, put it this way: "Each transferred to a Night City branch vault. Employees were*

*theft, each delay, keep us from rebuilding residential blocks*

*unaware that the gold was radioactive. The depositor, one*

*and helping get people back to some level of normalcy."*

*Mr. Krash, could not be reached for comment. In recent years there has been an increase in radioactive precious metals. With so many people displaced by the catastrophe and the showing up across Night City and on the Black Market due to amount of homeless occupying the suburbs, disease and to scavvers raiding the Hot Zone. Several banks and financial famine are a serious concern. Director Chaney is calling for institutions have begun mandatory testing for all valuable people to work together to rebuild, and points out there will be more than enough work for everyone. Will Night City have Asukaga & Finch have offered a 500eb reward to anyone a new Golden Age? Only time will tell.*

*who can locate Mr. Krash for questioning.*

***Link:*** *Night City Restoration Committee*

***Link:*** *The Treasure Trove in the Hot Zone*

***Link:*** *Stolen GRAF3 Rampages Through Little Europe*

***Health Warning***

***Faisal's Customs***



*by Faisal's Customs*

*by Night City Health Department*

*Are you in need of that special gun? Looking for a vehicle that*

*A friendly reminder from the Night City Health Department:*

*screams you? Well then you are in luck with Faisal's Customs.*

*The Hot Zone is not safe for unprotected occupation or travel.*

*If you can imagine it, Faisal's team can produce it.*

*Please make sure when entering the Zone to be properly  
equipped.*

***Disclaimer:*** *Faisal's Customs is not legal y responsible*

***Link***

*for death or injury as a result of using his products. Faisal's*

*: Hot Zone*

*Customs cannot guarantee that they can indeed produce*

*the product that customers can imagine. Faisal's Customs wil*

*not produce weapons of mass destruction. So, no asking for*

*Little Detective • Big Gun*

*nukes.*

*The bad guys never see us coming.*

***Link:*** *Faisal Farah, Entrepreneur of Night City*

***Link:** Underground Fight Clubs Testing Faisal Tech*

***Link:** Danger Girl*

[429](#)



***SMASH THE BOX***

► *Player Information* ◀

*they refuse to go to that block because of the gangs. While Taking to the streets usual y offers some adventure, but today his street crew installed the safe, his Tech crew set up cameras is special. The crew hits the asphalt looking for some action. all around to film the chaos. The safe was left concealed As they hit their first local spot, they come across a Postal until about mid-morning when one of his team ran by and Service truck delivering a package to a shop on the corner.*

*removed the covering.*

*The truck is pretty tricked out with an Armored Chassis,  
The safe is made from a transparent material, so the 5,000lb,  
Bulletproof Glass, and an Onboard Machine gun manned by  
along with a Militech Avenger (Excellent Quality Medium  
a scrawny kid wearing a Flak vest and helmet that look about  
Pistol), a Militech Bulldog (Excellent Quality Shotgun), and  
three sizes too big for him. The postal lady driving the truck is  
a teddy bear holding an envelope are in full public view.*

*decked out in all black leathers and Kevlar®. Her Techhair is  
Inside the envelope there is a private invite to a Militech job  
styled in a way that makes it look like she has cat ears. When  
fair. There is a large decal on the safe that reads 'Maximum  
she sees the crew, she'll wave and say "Hello," in her usually Security Safe.'  
squeaky voice.*

*In addition to mounted street cameras, there are drones flying  
When it comes to knowing what is going on across the city,  
around recording the entire show (Use Mini Air Drones). Any  
the mail lady sees a lot. If asked if there's anything fun hap-  
time a shot misses a Character roll 1d10. On a 7-10 the shot*

pening, she tells the crew about some work being done two hits a camera drone instead.

blocks down close to a gangland border. She also points out that she doesn't know why anyone would want to do work on

The two gangs involved are low level boostergangs. The first the sidewalk there since the block usually gets shot up daily.

is a minor local gang called the Albino Alligators (5 total;

After, she winks and struts back to the postal truck and speeds Use **Boosters** stats). They're all wearing T-Shirts with a car-off, laying a rather large black strip.

toon-like white alligator carrying an Assault Rifle. Some have the logo tattooed on their upper arms. The second gang is the

Sounds like it might be fun to check out what's going on. It's

Piranhas (5 total; Use **Booster** stats). The remaining people

sure better than sitting around being bored. As the crew gets

on the street are a variety of locals (10 + 1d6). The GM can

to about four blocks away, they can hear the sound of gunfire.

arm these bystanders as they desire.

It looks like there's a party after all. At the one block mark the

crew can see a large glass box sitting in the middle of the

*No one will attack the Characters unless they try to approach sidewalk. Inside there's a pile of neatly stacked currency, a the safe or if they start shooting at people trying to get to the pistol, a rifle, and a teddy bear.*

*safe. If the Albino Alligators lose more than two members, they retreat. If the Piranhas lose three members, they retreat. Every few seconds someone runs up and tries to smash it, al Both gangs take their dead and wounded with them. The while bullets ricochet all around them. The street and walk-crowd wil disperse after half of them are either incapacitated ways are crowded with people, guns drawn, shooting at each or wounded.*

*other. Some of the people blazing away look like they might be gang connected, but there are about a dozen more that Once the area is secured, an old man will emerge with a are just randomly shooting at the box or each other.*

*large cylinder on his back and a hose that runs down to a nozzle. He will turn the release on the nozzle and a whitish An older man dressed in casual at ire approaches the crew aerosol sprays onto one edge of the safe. It will take about*

*and tells them that he could crack into that glass case easily, two minutes to do one side. 1d6 streetrats (Use **Booster** but there are too many trigger-happy choombas by it. He stats) will make one more at empt to take the safe from the offers to split the swag if the crew clears out the crowd.*

*Characters.*

### ► Gamemaster Notes ◀

*These at ackers are easily scared and if one of them dies the rest will flee. When the old man finishes, he asks if he can Militech is getting ready to launch their new Maximum borrow someone's piece. He'll take the gun and tap the side Security Safe and wanted to do a little marketing. They of the safe. While the glass-like material doesn't break, the hired street marketing guru Wil y Maze to work his magic sealant used to hold it together gives way and all the glory promoting it. The claim to fame for this safe is that it's inde-*

*structible (100 HP). When it comes to guerril a marketing, Willy is the man. Without permission from the city, Willy took If more than half of the Characters are in the Seriously*

*the Maximum Security Safe to a part of Night City known  
Wounded Wound State the old man then turns the gun on the  
for gang activity and secured it to the sidewalk with massive  
them. Just goes to show you can't even trust an old choomba.  
iron bolts. Public works is going to be pissed, even though  
If not, he takes his share and leaves.*

[430](#)





*5:12 PM*

*GOSSIP*

*OPINION*

*weather*

*tech*



*lifestyle*

*local*

*business*

*world*

### ***Street Theaters Pop up in Suburbs***

*ghost has no soul; therefore it is not alive. Are we to say that*

*by Ziggy 'Front' Page*

*Als are now soulful entities like humans? Doubtful. A program*

*is just that, a program. It does what it was programmed to do,*

*As the global economy struggles to balance out, imports and*

*nothing more." While it may sound cold, the Reverend has*

*exports have suffered. This has made it more difficult for film*

*a valid point. Of course, it also means that instead of losing*

*companies to get their movies made. This was made worse*

*loved ones in the future we could just download their memo-*

*by the crash of the Old NET. But a new trend is popping up*

*ries and keep an AI version of them on our Agents. As for the*

*around the suburbs of Night City: Street Theaters. Entertainers*

*'ghosts' inside the Old NET, could they be retrieved or purged*

*affiliated with Julliard Performers Guild have begun doing*

*from the system? It's a possibility, but one Netwatch refuses to shows on street corners and it's gaining in popularity. There's comment on. With Data Pool access becoming more common no cost to at end the shows, but the performers do take dona-around Night City, it's possible that the Old NET could very tions. In some cases, these thespians are bringing in almost well be dumped in lieu of a more local network system with 500eb a night. The more elaborate the production the more global access linkage.*

*people come to watch. This has drawn in Techs looking to make a lit le eb on the side. Eric Wells, thespian, explained it*

***Link: Specters of the NET***

*this way: "People are tired of spending hard earned creds on*

***Link: Netwatch Frustrated Over R.A.B.I.D.S. in Old NET***

*crappy reruns. They want real emotion and stories. The street theatre phenom is delivering just that." The downside to these*

***Gang War Ends Early***

*street theaters is a slight increase in pick pocket thefts, but it's by Jackie McGee*

*not enough to deter people from at ending.*

*Ongoing tensions in the suburbs began to boil over this week*

***Link: Juliard Performers Guild***

*leading to a gang war between The Primetime Players and*

***Link: Foreign Cinema in Decline***

*the Piranhas. The shooting had only lasted one minute when guns on both sides proved to have one fatal flaw: they were*

***REO Meatwagon***

*3D printed using very unreliable materials. Both gangs suffered massive casualties caused by these extremely cheaply printed guns exploding in user's hands.. Within 24 hours of*

*Our armored ambulances are ready for almost any warzone*

*the incident, a teen going by the name Zip Print was found*

*situation. We'll get you, any lost limbs or organs, and deliver hanging from a lamp post with a bullet hole in his head and you to the nearest medical facility. Reasonable rates.*

*"cheap" carved in his chest. Underneath him was a pile of*

***Link: REO Meatwagon Call Button***

*broken guns that he had sold to both gangs. While the murder of the teen is tragic, both gangs have declared a cease fire*

***Ghost NET***

*until they could buy more reliable guns.*

*by Miller Marcus*

***Link: 3D Printed Warriors***

*When Netwatch closed down access to the Old NET, many  
Netrunners refused to let it be. Their infiltration into the Old*

*Bring on the sunshine,*

*NET has yielded valuable data and several 'ghost' stories.*

*There are tales of NET phantoms who became trapped in*

*Bring on the smiles,*

*the system when it was closed and Netrunners who fell victim*

*Hello Cutie is here!*

*to R.A.B.I.D.s. The question then becomes, are these really*

***Good for***

***5eb off***

*ghosts or just data memory scans that exist in the NET but*

*Wash away that*

***your next***

*aren't sentient? Artificial Intelligence experts like Professor*

*cyber-psycho frown,*

***Hello Cutie***

*Kil grave Shaw suggests that, "In some sense these 'ghosts'*

### ***Purchase***

*are sentient because they feel the emotions that the Netrunner*

*Grab your best gat in town,*

*would have felt. This makes them living beings." Theologians*

*Hello Cutie is here!*

***Link:*** *Sanroo Hel oCutie*

*like Reverend Phillip Longfellow argue that, "The memory*

[431](#)



### ***THE BIG BREAK***

#### **► Player Information ◀**

*throw out the Characters unless they decide to shoot it out. If*

*When it comes to cult classic weapons, no one designs them*

*that happens, NCPD will show up in 2d6 turns (1d6 officers*

*like JayeZK. Her spin-offs of Sanroo's Hello Cutie line are*

*at first, Use **Security Operative** stats).*

*everywhere. From the ShotFrog (Shotgun) to the Koi Kicker*

*When the Characters eventually get to the 20th floor, be it by*

*(Heavy Pistol), her creative endeavors have made a name*

regular elevator or back stairs, they come out onto a level that for themselves. Anime fans can't get enough. With fame has nice white vinyl flooring and several holo-posters on the also comes things like big lucrative contracts and unwanted walls showing off various properties of DizCom (Buster Swine, atention from unscrupulous con artists. JayeZK has reached Electric Bunny, Hyper-Active Hyena, Captain Piranha). As the out to the crew because over the last week she's been getting Characters walk by the frames the figures will stop dancing harassed by a rival 3D artist who goes by the name Gangster and singing as they gaze at the visitors with scowling faces. 3D. The guy has tried to break into her Agent, blackmail her They have completely gone from happy and joyful to down-with less than flattering pictures and vids, and generally shows right terrifying. The long hallway leads to an office door with up to every one of her outings looking for a fight. JayeZK has the DizCom logo all in bright blue colors. It's an automatic had enough. She asked the Characters to act as her protection door, which opens when anyone gets within 2 meters. As the tion next week during a street art show where she's presenting

*door glides open it will let out a series of giggles that sound her new ideas to a rep from Sanroo. She offers a part of any like children. Inside there is a single desk and behind it a door. commission that is offered by the company.*

*A woman is sitting there with an over-exaggerated smile (she flickers slightly). She welcomes the Characters and asks if they*

### ► Gamemaster Notes ◀

*have an appointment. If anyone says no, she will ask if they'd Gangster 3D (Use **Netrunner**) is a fake name, which like to make one. If the Characters lie, she looks confused for becomes clear once Characters start digging for more information on the guy. If followed, he will lead the crew to the She then asks them to leave. If they refuse, skip ahead to the offices of DizCom, a fledgling design firm that specializes Cartoon Battle.*

*in peddling 3D print files. The DizCom office is located in a Trying to set up an appointment is a hassle. The woman tells much larger building on the 20th floor. There's an elevator the Characters that there is a three-week waiting list. She*

*designated for the public to access the offices. There are  
doesn't budge.*

*a number of security officers at the front desk equal to half  
the Players (Use **Security Operative**; Add Cyberaudio*

*If at any point things become hostile, a **Cartoon Battle**  
Suite and Radio Communicators) and a number equal to  
occurs:*

*the Players patrol ing the building. They're all linked by an  
The outer doors to the office open. In the hallway the cartoon  
internal communications system. There is a private elevator  
characters are literally coming out of the frames. Their eyes  
and two sets of stairs, one on the north face and one on the  
are glowing bright red. The secretary's eyes are also glowing  
east side, both with street access. The Ground Floor has a  
an angry red. The cartoon characters wil start growling  
NET Architecture with an access point in the front desk and  
before opening fire on the Characters.*

*on the north face by the door. The exterior stair doors have  
cardkey locks which can be bypassed (Electronic/Security  
The cartoon characters are actually holograms that surround*



*Tech DV10). The private elevator has a built-in defense system*

*drones (Use **Large Air Drones** with Very Heavy Pistols*

*(**Sleep Gas Elevator**. See [pg. 216](#)). If the crew can access and Observation Cameras, see [pg. 213](#)). Anyone firing at the private elevator, they find that it only has two buttons:*

*the cartoon characters will notice that the bullets are going*

*Penthouse and Ground. Whoever this belongs to must have*

*right through the bodies and hit ing the wall further down. The some serious creds.*

*drones hover inside the heads of the cartoons. After discov-*

*ering this, the Crew can fire on the drones without having to*

*The 20th floor stair access has the same security system*

*aim for the head. There is 1 cartoon character and 1 Drone*

*as the exterior stairs and there is another NET Architecture*

*Control Node for every Player Character (Maximum 4). They*

*which can be accessed from the 20th floor landing. This*

*are control ed by 2 Imps (see*

*NET Architecture has 2 **Imps** present in it which won't at ack*

*[pg. 212](#)) in the top floor's NET*

*Architecture who each trigger two on their turn.*

*the Characters unless they enter the lower right branch (the*

*one with the Control Nodes) of the Architecture. If there are  
After the drones are defeated the PCs can grill the secretary,  
only 2 Characters, there is only 1 Imp. If the crew fails to  
who is a pseudo AI and won't say anything. She can't stop  
bypass the door's security on the first try an alarm goes off  
anyone from entering the management office. The door has  
(Electronic/Security Tech DV 12 to shut down). Alarms wil  
an electronic lock (Electronic/Security Tech DV 12). When the  
summon the patrolling security guards who wil promptly  
office door opens it reveals a bizarre scene: A man's upper*

[432](#)

## *THE BIG BREAK*

*torso is plugged into a massive rig of tubes and wires. He has nothing below the ribcage. There are two drones hovering next to him with lit le robotic arms. The man, a Netrunner named Winston Frumighter, doesn't want trouble and will confess to being behind the harassment of JayeZK. He reveals that he was trying to scare off the Sanroo rep and get the 3D artist for DizCom.*

*Gangster 3D is just a paid face. Mr. Frumighter promises to leave JayeZK alone if the Players let him live. If the Players at ack Mr. Frumighter, he will fight back (Use Netrunner; Reduce MOVE Statistic to 0). The two drones in his office have no weapons and do not at ack.*

*Later that day, JayeZK meets with the Sanroo reps, who decide not to use her.*

► *GRound FlooR net ARChiteCtuRe*

***Floor***

***On the Other Side of the "Door"***

***DV***

***1***

*Password*

***6***

***2***

*This Control Node controls the cardkey locks on the exterior doors.*

***6***

*This File contains the schedule of appointments for a Mr. Frumighter. There are a number of appointments with random people 3*

*(a DV13 Local Expert Check reveals that they are all minor local artists). Additionally, Mr. Frumighter has had five appointments in the past two 6*

*weeks with Gangster 3D.*

***4***

*Wisp*

*N/A*

***5***

*This Control Node controls the private elevator and can be used to operate it.*

**6**

**6**

*This Control Node can deactivate the Sleep Gas Elevator.*

**8**

► *20th Floor net ARChiteCtuRe*

***Floor***

***On the Other Side of the "Door"***

***DV***

***1***

***Password***

***8***

***2***

***Skunk, Killer***

***N/A***

***3***

***Hellhound***

***N/A***

***4***

*This Control Node controls the cardkey lock on the top floor as well as the building's alarm system.*

8

5

*Password.*

8

*This floor splits into two branches*

***Floor***

***On the Other Side***

***of the "Door"***

***DV***

***Floor***

***On the Other Side***

***of the "Door"***

***DV***

***1***

***Asp***

***N/A***

***1***

*This Control Node controls the electronic locks*

8

*This file contains a comprehensive list of  
on Mr. Frumighter's office*

*3D artists and companies across Night*

**2**

**2**

*This Control Node controls 1 of the Cartoon*

8

*City. There are notes about who has been*

8

*Drones (Buster Swine)*

*contacted by DizCom and who needs  
to be "convinced" to join.*

**3**

*This Control Node controls 1 of the Cartoon*

8

*Drones (Electric Bunny).*

**Note:** *There are 1 to 2 Imps, controlling the drones,*

**4**

*This Control Node controls 1 of the Cartoon*

8

*Drones (Hyper-Active Hyena).*

*located in the right branch. See the Gamemaster Notes  
for more details.*

**5**

*This Control Node controls 1 of the Cartoon*

**8**

*Drones (Captain Piranha).*

[433](#)





SANROO

HelloCutie



Bring on the sunshine, bring on the smiles,

*HelloCutie* is here!

Wash away that cyber-psycho frown,  
grab your best gat in town!

*The cutest pistol  
on the market!*

*So adorable  
they'll bleed pink!*



SANROO







*bla*

2045 (present

2045 (pre

d

sent a

d y)

a

*It starts with mysteries. A scrap of a song.*

*A story your dad told you. A search for a piece of the puzzle.*

*A tale of star-crossed lovers. A forbidden treasure.*

*And a legacy to live up to.*

[435](#)



[BLACK DOG](#)

*Lilayah and Trace*

*and the guy who told it to him—the Old Man—doesn't*

*know the whole thing either. He taps the datacodes*

*to open his personal Pool link to broadcast, holds his*

*a blind man lost, in the streets*

*Agent up to face Lilayah. "Repeat it. Again. As much*

*a pattern here, I need to see*

*as I'm fucking sick of hearing it, repeat it." And Lilayah  
keep returning keep trying to leave  
does.*

*got a bad feeling that I need to feel  
black dog runs at my side*

*It's hard to say who's more surprised when, twenty  
down a road, no end in sight  
minutes later, there's a return ping on Trace's message  
the city sleeps but in my mind  
link.*

*got a knot that won't unwind. .*

*The voice is a smooth contralto, with a slight metallic*

*"Unbind?*

*undertone. Female. Or vodered to sound that way.*

*"Untie?"*

*"I saw your post. I think I can help you out."*

*"Frack." Lilayah wrinkles her nose as she tries to*

*work out the next part of the verse. Sure, she can Kepler and Pneumo fill in  
the line with her own ideas, but that won't be*

*his. It won't be what he would have said. And that's In another part of Night  
City, Kepler is loading the*

*important. This might have been the last song ever. She  
upper mini-gun. It's been jamming too much, and she  
needs to get it right. She owes him.*

*doesn't want it to crank up when she's on the Road  
away from a source of spares. She wipes her face  
a blind man lost, in the streets  
with the back of her hand—the augmented one—and  
a pattern here, I need to see. .*

*leaves a trail of cosmoline across her nose. She hears  
Trace looks up from his Agent and the half dozen  
Pneumo chuckle from the corner of the Kombi where  
screens he's got linked to it. "Ya know, that's about  
he sits when he's running the Data Pool. He's working  
the two hundredth time you've sung that." He slides  
on his pet project—a code frag he's been tracing for  
back in his chair and stares pensively out the sweeping  
almost half a decade.*

*glass window of the Conapt. "And you keep changing  
"Wha?"*

*the tune. Fucking annoying, you know." He gives the*

*Rocker a mildly pissed off look before he relents.*

*"Trace is posting some song Lilayah's working on. I think it's that thing she's been hammering on." His voice*

*"I know, yah. But I don't know the tune. I don't have is rough: he doesn't use it much when he's in the Face.*

*enough to work from. One crappy pirate datalink*

*Kepler throws a rag at him, then turns back to the mini-*

*from a crappy bunch of old recordings from a studio*

*gun. "I don't know why the frack those two haven't*

*session that happened how many years ago?" She*

*hooked up yet," she says absently. The Netrunner flips*

*looks up from her synth and glares at the Media, who*

*up his goggles and begins to work through a stack*

*shrugs.*

*of data-chips. He's looking for something good he*

*"Your problem is obvious," he observes.*

*can turn into fast euro to fund their next trip on the*

*Road. "Not everyone who works together has to hook*

*"Yah? You think?"*

*up and get married, Kep," he replies, voice still thick*

*"You need more brains on the problem. Put it out with London drawl. "You and me are kind of unusual on the Data Pool. See if anyone bites back. Maybe around these parts."*

*there was somebody at the studio session that night—*

*"Yeah, but..." Kepler pauses in mid conversation.*

*someone who's still alive and didn't dump the memory."*

*She's spotted something. Multiple silhouettes moving*

*Trace flips the screen view from the story he's been*

*through the trash piles towards the Kombi. "Sorry.*

*working on. He's not making much headway, anyway.*

*Busy, Nu." she grunts as she hoists herself into the*

*Like Lilayah, he's only got fragments of the whole story,*

*saddle of the mini-gun. Good thing I just reloaded,*





## BLACK DOG

*she thinks as she triggers the IR in her left  
got your ammo back. "What?" she replies,  
eye and links to the gun's processor. Her  
slotting her optics back from targeting  
amped vision IDs the shapes as a group  
mode. "We in trouble or something?"*

*m*

*of boosters trying to flank the Kombi's  
eeT The crew*

*Damien stands in the door of the ram-  
position. Looks like the Iron Sights boys  
shackle metal container/office. "Nah." he*

*The main Characters in  
are back. She flips the safety off, swivels  
says with a grin. "Just Trace and Lilayah.*

*Black Dog (Lilayah, Trace,  
the gun, and cuts loose. The roar of the  
They want us to cover their high-priced*



*Kepler, Pneumo, Damien,  
heavy mini-gun shakes the whole Kombi,  
and Zara) were created  
butts while they check out one of Trace's  
knocking books off shelves and dishes  
with the help of six remark-  
story leads."*

*across the kitchenette. Iron Sights gangers  
able, real-life Cyberpunks  
scatter, fall. Some drag their wounded  
Zara pushes in the retainers and the  
we like to think of as "The  
out of her field of fire. She cuts the mini-  
bow folds down into an easy to carry  
Cyber6".*

*gun—no sense in wasting ammo. Those  
package. The arrows are also col apsible  
Five of the Cyber6 rock  
guys aren't going to be coming back for  
and she keeps them in a holster across her*

*real world prosthetic limbs*

*a while.*

*back. The bow isn't her only weapon: as a*

*and that's something we*

*professional, she's also a crack shot with*

*thought a lot about as we*

*"Hey, Kep." says Pneumo, unplugging*

*wrote **Cyberpunk RED**.*

*the Kang Tao she keeps in her shoulder*

*his ears with his extended cyberdig-*

*holster. She shrugs. Trace is a reliable*

*Cyberpunk is closer*

*its. "Trace just pinged me. Something*

*source of income, and he's a lot smarter*

*than you think. Often,*

*interesting."*

*than most of the clowns she gets as her*

*that idea's something to*

*cause concern but when*

*Kepler grins. She was starting to get*

*principals. She's good with anything  
it comes to what has been  
bored.*

*he comes up with. "Let's roll," she says,  
accomplished in the world  
picking up her go-bag and heading for  
of prosthetic devices, that  
Damien and Zara  
her bike.*

*idea is one of joy and it  
was something we wanted  
to honor in this edition.*

*Damien's just finished replacing the pistons  
Samantha  
in the forearm when the ping comes.*

*The Cyber6 aren't inspi-  
rational because they've*

*Fracking Russian cyberware, he thinks,  
"So, like I said, I think I can help you," she  
got prosthetic limbs and*

turning and letting his drone crawl down  
says. "She" is named Samantha, and she's  
live full lives. They're inspi-  
his arm toward the Agent propped up on  
seven feet tall. Chromed from head to toe,  
rational because they, each  
the workbench. The drone's mag clamp  
she looks like a metal Amazon, down to  
and every one of them, are  
picks up the Agent and brings it back to  
the shaped metal muscles. Incongruously,  
a bright, shining example  
him; he talks out of the side of his mouth as  
she's wearing a tank top and warm leg-  
of how to make the world  
he struggles with the recalcitrant Russian  
gings on a body that never feels pain or  
a better place. That'd be  
arm. "Go ahead," he says. He doesn't  
temperature unless she wants to. Ful Body

*true no matter what.*

*actually need to talk to the Agent—he's*

*Conversion, thinks Damien. He's staring at*

*We'll be introducing*

*wired for full radio/audio—but customers*

*her like a dog looking over a steak; not out*

*the Cyber6, and the*

*appreciate the personal touch of seeing*

*of lust, but with the desire to get in there*

*Characters they created,*

*your face. He listens to Trace for a few*

*and dismantle her to see how she ticks.*

*in the sidebars in this story.*

*minutes, then puts down the cyberarm*

*Her cool blue cyberoptics look him over,*

*and shuffles out to the workshop door.*

*then through him, focusing on Lilayah.*

*"Yo, Zara!"*

*"You're the Rockerboy?" Samantha asks*

*in that smooth contralto.*

*The Solo looks up from the target she's  
just been punching holes in. Not too many  
Lilayah nods and Samantha gestures  
people practice archery these days, but  
to a couple of overstuffed leather sofas  
she's always thought it was a useful skill:  
around a central coffee table. "Grab a  
silent, wel -ranged, and you almost always  
seat," she offers. They do.*

[437](#)





## BLACK DOG

*Trace's trained eyes scan the room. It's like a*  
*The last thing is a large wooden crate. It's about*  
*garage—no, it is a garage, except with a few pieces of*  
*eight feet long, four feet wide. It's bound with metal*  
*overly comfy furniture set up in strategic spots; there's*  
*straps and has several sophisticated lock and defense*  
*even a huge feather bed off to one side. But three*  
*devices bolted to it.*

*things stand out in particular: One is a full-sized sports*  
*Samantha sits down gracefully. Everything she*  
*car parked in one of the vehicle bays—immaculately*  
*does appears to be graceful. As they join her, she*  
*preserved for a vehicle two decades old. The second*  
*reaches into her silvery cleavage; there's a soft pop*  
*is a large framed holo of a Rockerboy—the legendary*  
*and a small panel opens between her breasts. She*  
*Johnny Silverhand, in an alcove surrounded by digital*  
*extracts a slim plastic wafer: a datachip. She holds*  
*candles and assorted concert memorabilia.*



*it up in front of Lilayah.*

*"What you have is just a fragment," Samantha explains. "Someone was there that night after the club was closed; they grabbed a sample before the bouncers threw them out. But what I have," and here she gestures with the slim blue chip, "is the complete song, recorded in his own voice. Johnny Silverhand." There's something in her voice; something that penetrates even through the perfectly vodered tones: a sense of awe. Both Trace and Kepler's eyes meet as they catch it. She's a Silverhand fangirl, they think at the same instant. She's been saving this chip like a memento all these years.*

*Samantha continues. "But before I give you this, I should tell you a couple things: The chip was recorded by Johnny just before his disappearance in 2023. But it's been damaged by—well, it's been damaged by an*

*B*

*EMP blast."*

*Y ADRIAN*

*Damien scans the chip with his eyes cranked to maximum magnification. After a few seconds, he says,*

*MAR*

*"Radiation, right?"*

*C*

*Samantha looks surprised. "How did you know?"*

*The Tech shrugs. "After the Nuke, there were tons of blasted chips and other electronics around town. I'm a Tech, right? I get people all the time bringing EMP damaged chips to me. I've gotten to know the signs."*

*Samantha sits back thoughtful y. "Well, okay then.*

*The whole song is there—I think. But part of it is garbled; like an encryption. I'm no Tech, I couldn't recover that part; I just made a copy of the original.*

*This is one of those copies." Her eyes close as though she's remembering something painful. "You can have*

*it though," she final y says.*

*Trace watches Samantha's face as she hands*

*Lilayah the chip. Finally, he says, "So what do you want in exchange?" Samantha looks surprised, then*



4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



## BLACK DOG

*resigned as the Media says, "This is Night  
the back of the Kombi. A huge gout of fire  
City, choomba. In this City, nobody gives  
streams out into the middle of the gangers.*

*KePLer*

*anyone anything without a price. So,*

*Napalm.*

*name it."*

*created w/ the help of*

*Kepler guns the Kombi, blasts right*

*Ashley Sherman*

*The silver woman slowly nods. "Okay,*

*through the fire and over the debris*

*just one thing. But it's kind of a big thing."*

*toward the road, pausing only to let Trace*

*She gestures to the large wooden crate*

*and Lilayah clamber aboard through*

*nearby and says, " I need you to deliver*

*the open doors. They hurtle through*

*that to another place. A city. In New  
the wreckage of the glowing Hot Zone,  
Mexico. To a place called Los Alamos  
pursued by several road warrior vehicles  
Labs."*

*packed with gangers. By now, everyone  
is shooting back at their pursuers. As  
City BATTLE*

*they pass access points, Pneumo takes  
control of various cranes and other build-  
ing machines, including a pair of huge  
They're dragging the Crate towards  
GRAF3 construction mecha, which he  
the Kombi. Samantha is with them, but  
uses to knock over one of the scaffolds  
toward the back. The gang drops in al  
surrounding a half-constructed building.  
around them. They drop the Crate and  
The scaffold crushes one of the pursuing  
a firefight ensues. In the staccato din of*

*punknaughts, but the rest keep chasing.*

*Kepler's family, a Florida*

*autofire weapons and the boom of the*

*Nomad Pack, was always*

*heavier guns, Kepler runs towards the*

*Suddenly Kepler slams a hard right and*

*scrambling to make ends*

*meet. She was born missing*

*Kombi, with Zara and Pneumo covering*

*tears down between a row of stacked*

*the lower half of her right*

*her back. Pneumo tosses a dazzler bomb*

*cargo containers. Gangers still glued*

*arm but due to her family's*

*at their pursuers. Reaching the driver's*

*to her trail, she slams through a security*

*lack of money she wasn't*

*side, Kepler opens the cargo hatch in the*

*fence and into a large open area framed*

*able to get fit ed with cyber*



*until she ran off on her own*

*Kombi's back.*

*by hundreds of containers. From all*

*to earn the ebs. These days*

*angles, leather clad Nomads rush out*

*Meanwhile, Samantha has manhandled*

*she usual y teams up with*

*with weapons. They recognize the Kombi*

*her husband, Pneumo.*

*the Crate up onto her shoulders. She stag-*

*as one of theirs, and turn their fire on the*

*gers towards the Kombi just as the cargo*

*gangers, who run from the fusil ade of*

*Ashley Sherman was born*

*hatch drops, slamming onto the street.*

*Nomad fire. Kepler slams on the brakes,*

*in Chuluota FL, just outside*

*She tells Zara to dump her bike out the*

*of Orlando. Like Kepler,*

*kills the motor. She slumps back in the*

*back—she'll take care of it.*

*she was born missing the*

*seat as a large Nomad with an immense*

*lower half of her right*

*Pneumo pushes the bike out onto the*

*handlebar mustache and a rakish Stetson*

*arm just below the elbow.*

*street and Samantha almost throws the*

*cruises up to the driver's window. He's car-*

*Growing up, she lived on*

*a farm riding and training*

*Crate into the cargo bay before stagger-*

*rying a smoking M249 SAW. He smiles*

*horses, dancing, and scuba*

*ing back. "It's in!! Now get out of here!"*

*and says in a friendly drawl, "Little Lady,*

*diving. Her first prosthetic*

*she yells at the full deafening volume of*

*if you're planning to join up with the rest*

*arm was a gold i-Limb*

*her vader.*

*of this Convoy, you're cutting it a mite fine*

*Quantum bionic arm by*

*I'd say."*

*Össur. Today she lives in*

*Damien yells to Samantha: "You*

*London pursuing her career*

*fireproof?"*

*in modeling and acting*

*with her husband, James*

*"Be a pretty stupid firefighter if I wasn't!"*

*Nomad High Road*

*Young, and their child.*

*she retorts, her over-stressed ventilation*

*"Good thing the Kombi was big enough,"*

*system wheezing.*

*comments Pneumo with four of them*

*"Groovy," he yells, then opens up with*

*now crammed into the passenger com-*

*a long tank/hose unit he's pulled out of*

*partment. The Kombi is twenty-nine feet*

439







## BLACK DOG

*long, shaped like a heavily armored,  
well protected. Samantha has warned  
smooth sided box. It can sleep eight, ten  
them in no uncertain terms not to open*

*Pneumo*

*in a pinch. It's a standard design used by  
the Crate. "Open it and you'll be signing  
created w/ the help of*

*Nomad families all over the Southwest:  
your own death warrants," she says. "Even*

*James Young*

*bathroom, kitchen, and storage spaces*

*I can't open the thing. Just haul it out to  
are crammed throughout its capacious*

*New Mexico, to the address I've down-  
roadframe. The Kombi is her home—the  
loaded to your Agents, and it's done."*

*last thing Kepler ever got from her family*

*She's also given them several thousand eb*



*in Florida.*

*for expenses, but that's not the point. In*

*It's blinding midday, heat shimmers*

*Night City, if you promise someone you'll*

*rising off the line of endless asphalt*

*do something, you just do it.*

*headed East. Around them are dozens of*

*In the back of the Kombi Zara sits,*

*vehicles: low slung cyberbikes, armed and*

*staring at her hands pensively. She finally*

*armored ground cars of all makes and*

*reaches into her go-bag and pulls out a*

*models, assorted Kombis similar to their*

*large wrapped package. It stinks of cos-*

*own, and towards the middle the gigantic*

*moline, and as she unwraps it, she can see*

*looming shapes of the Roadhaulers—the*

*that the big gun has seen a lot of use, but*

*big, multi-jointed Nomad ground truck-*

*it's been well taken care of all the same.*

*trains that can carry tons of cargo con-*

*Pneumo learned justice*

*As she was heading out of the garage,*

*tainers as well as space for at least half*

*from his parents: honest*

*Samantha took her aside and pressed the*

*cops in a corrupt system.*

*a dozen families each. "We're lucky they*

*package on her. "You should take this," the*

*He started Netrunning*

*let us in," comments Pneumo with a grin.*

*silver woman said. "He's not ever going*

*early to fight the powers*

*Kepler shakes her head. "Not lucky, babe.*

*that be and that eventual y*

*to use it again, and I think you're the right*

*It's thanks to Trace. The Aldecaldos are*

*led to a chase and an acci-*

*person to carry it for him."*

*like, wel , fucking Nomad royalty." She*

*dent that almost killed him.*

*His family smuggled him*

*props her feet up against him—Pneumo is*

*Like Samantha, the huge automatic is*

*out of the country, where*

*driving and she's taking the opportunity*

*silver chromed. Zara lifts it, sights down the*

*he was rebuilt and met his*

*to rest her shoulders after her midnight*

*barrel. It seems very heavy. Heavy with*

*wife and partner, Kepler.*

*hel drive. She adds: "You don't turn down*

*some ineffable quality that's more than its*

*the son of Old Man Aldecaldo if you still*

*A presenter on the BBC,*

*weight.*

*double-amputee James*

*want a place in the Families." A clink inter-*

*Young is a passionate*

*rupts her explanation: Damien is tinkering*

*She thinks she knows what it is, but she's  
science communicator  
with some upgrade to the Kombi's engine  
afraid to find out.*

*who earned the nickname  
he plans to install when they camp down  
"Metal Gear Man" after  
for the evening. Over the rush of highway  
working with Japanese  
video game company*

*Konami to design his own*

*GHOST STORIES*

*noise, she can also hear Lilayah's synth  
pinging as the Rocker tries to pin down  
Evening in the desert.*

*unique bionic arm. James'  
the song she keeps working on.*

*work, including "Can*

*While the rest of the group are gath-  
Robots Love Us?" can be*

*a blind man lost, in the streets  
ering for food, Trace wanders over to  
seen on the BBC Three  
YouTube channel. He lives  
a pattern here, I need to see  
the middle of the Nomad camp. He asks  
in London with his wife,  
keep returning keep trying to leave  
a few questions, then some more, until  
Ashley Sherman, and their  
got a bad feeling that I need to feel  
eventual y, guided by the information he's  
child.  
black dog runs at my side. .  
gathered, he draws up to the fire next to  
Running down the main storage bay of  
a thin, long haired man roughly around  
the Kombi, taking up the space that would  
forty. The Nomad raises a metal flask  
normally hold Zara's bike, is the Crate. It's*

*companionably at him. "You drink, young  
surprisingly heavy. It's also surprisingly  
Aldecaldo?"*

440



4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100





*BLACK DOG*

*"You know me?" responds Trace, raising  
Anyway, he was there, with his big silver  
the flask and taking a swig. The Nomad  
arm and his big silver gun. And we went  
Trace sanTiaGo*

*nods. "I haven't seen you in a spel , but  
in, all the way down to where the Ara's  
lessee .. you were about seventeen last  
had their Lab—where they were keepin'  
created w/ the help of*

*Trace Wilson*

*time. I had a lot less grey in my hair then."*

*Silverhand's lady friend. Ten floors down*

*"You knew my old man, right?"*

*into the building.*

*"Yes, I did."*

*"Then they jumped us. They got the  
reporter guy in the first attack. We Lobos*

*"Mind if I ask you about something?*

*were pinned down; I lost my brother*

*The Nomad chuckles. "Fire away, young Antonio that day. Then that big bastardo, Aldecaldo."*

*the Smasher, he came rolling in like la*  
*"So, the Old Man told me a bit about*  
*tormenta. Would have kil ed all of us, but*  
*the Arasaka thing. About the Bomb, the*  
*then Silverhand stands up and yel s some-*  
*fight." Trace looks at the Nomad specu-*  
*thing at him and starts shooting. He had*  
*latively. "He said you were there." His*  
*to know it wasn't going to do any good—*  
*companion nods, takes back the flask,*  
*even that big silver gun wasn't going to*  
*and draws a swig. "Long time ago, that."*  
*stop the Smasher, but he tried and got torn*  
*Trace just looks at him, then to the fire, then*  
*up for his trouble. But it gave Shaitan a*  
*back to the Nomad again.*  
*chance to get a grip on the Smasher and*

*When your dad is the  
hold him while we grabbed the reporter  
boss of an entire Nomad  
"When you're young, choomba, you  
and piled for the elevator to the top. We  
Nation, it can be hard to  
think you're immortal." The older Nomad  
make your mark. Trace  
had to leave the Rocker behind; we just  
reaches out, stirs the dying fire. Then  
Santiago's doing that as a  
ran out of time.  
Media. He worked "legit"  
he looks back at Trace. "So Old Man  
for a while but went solo  
Santiago never told you what went down  
"Here's what I still don't get. We were  
after getting passed over  
that day?"  
carrying a suitcase. They didn't tell me*

*for less "ethnic" reporters  
what it was, but it was pretty heavy. And  
multiple times. Now he  
"He told me some of it. But even he  
during the fight, I looked around for that  
uploads his own reports  
didn't know the end."  
directly to the Data Pool.  
Morgan guy, the head cabrón, but he was  
"Wel , that's because he wasn't there.  
nowhere in sight. He just took off with the  
Trace Wilson is a children's  
He'd moved on a bit from his days chasing  
suitcase and I think he headed down the  
author, bionics ambas-  
sador, and congenital  
around with Rogue and Johnny. Met your  
stairwell. I didn't see him until we were  
amputee. Born without a  
ma, settled down, ended up taking over*

*lifting off in the extraction AV, when he  
right hand, Trace grew up  
the leadership of the Family. But me, I was  
and that bastardo Smasher went at each  
with anxiety about being  
there to the bitter end. Was a lot younger  
other.*

*different. He published his  
then, of course, about your age in fact.*

*first children's book at the*

*"About a minute or two later, as we  
age of 21, the same year*

*I was one of El Lobos—the Wolves—the  
were pretty far away from the building,  
he received his first bionic*

*warriors of the Aldecaldos. Wore a lot of  
that Nuke went off."*

*arm. The book, "Uniquely*

*leather and carried a long rifle; made a  
Me" and its sequel,*

*bit of a name for myself in fact.*

*Trace's eyes narrow. This is what he's*

*"Uniquely Brave" help kids*

*with disabilities learn to*

*been looking for.*

*"So ... lessee. We dropped out of the*

*love the differences that*

*make them unique and*

*AV on the top floor. Shaitan covered the*

*overcome their anxieties.*

*entry and Spider Murphy was hacking*

*THUNDER ON THE ROAD*

*the cyberspace defenses. Johnny, I don't*

*know why he was there. Maybe he was*

*Early in the morning. Dawn. On the road.*

*feeling bad about not having rescued*

*Kepler stays to the middle of the convoy,*

*his compañera after all those years.*

*toward the back. After several hours, dry*



## [BLACK DOG](#)

*desert scrub hurtling by endlessly, they spot some-  
moment, her eyes blur; the targeting reticule with all  
thing, A dust cloud rising in the back, way back in the  
of its accessory heads up displays overlay her vision.  
heat haze.*

*"I'd rather die." yells the Solo back as she aims, fires,  
Trace pulls out his drone and deploys it. It streaks  
aims again in a ceaseless rhythm.  
rearward, relaying its imagery back to the waiting*



*Media. After a few minutes he grunts, "We got trouble  
Damien cuts in. "Was that guy wearing makeup?"  
coming. Bike gang."*

*Zara shakes her head. "Not well."*

*But not the normal "road warrior" type bikers. These  
Lilayah snorts. "If you wanna call it that."*

*guys are anything but the typical gogang. It's nearly  
fifty bosozoku bikers—the dreaded Japanese bikers,  
The bosozoku unfurl tall black flags from their rear  
heavily armed. These guys are elite. They have real y  
fenders and move in at high speed. Kepler guns  
good bikes armed with serious weapons: machine  
it, putting the Kombi further into the middle of the  
guns, grenade launchers, rockets.*

*convoy. Then the horde of bikes are on all of them.*

*Engines howling, the pack of bikers flank the convoy.*

*They're also really good looking—Japanese idol*

*The convoy opens up: weapons from Kombis and  
singer good looking.*

*Roadhaulers hammering, spewing shel casings al*

*Lilayah is aghast. "We're gonna get killed by a  
over the road behind them.*

*fucking boy band?" she yells over to Zara.*

*Nomad gyrocopters sweep down from the sky,*

*Up to now, Zara hasn't jacked into the Gun. But this*

*sweeping the horde with light autofire. But the bikes*

*is a bad situation, no time to get warmed up on a new*

*are hard to hit. They weave in and out of the convoy,*

*weapon. She pulls the link cable out of the butt of*

*looking for something, probing, until they eventual y*

*the big silver automatic, jacks it into her wrist. After a*

*spot the team's Kombi.*

*BY SEBA*

*STIAN*

*SZMYD*

[442](#)



4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



BLACK DOG

*While Kepler weaves in and out of the  
Nomad AV-4's drop in over the dry foot-  
tightly packed mob of vehicles, trying to  
hills, their red-eye directed mini guns ham-  
damien*

*shake their pursuers, Pneumo mans the top  
mering a high-pitched song of death. The  
turret, sweeping heavy .50 cal machine  
big side doors rol back, revealing gimbal  
created w/ the help of*

*Brian Marquez*

*gun fire downrange while struggling to  
mounted .50 cal's that sweep doom from  
avoid hitting any other members of the  
all sides. The bosozoku try to rally, but the  
convoy. Meanwhile, Zara and Lilayah  
sheer volume of fire breaks their ranks.  
lean out of the armored Kombi windows  
Protected by their hovering AV escorts,  
and start tagging targets as they move into*

*the convoy powers on towards the relative  
range. A biker tries to cut in front of Kepler,  
safety of distant Albuquerque.  
aiming to block her. Kepler revs the Kombi  
and rolls over him. Another biker runs up  
the open ramp of a nearby Roadhauler HOT POTATO  
and goes airborne, leaping over the Kombi  
and trying to drop a grenade on Pneumo.  
The Convoy has pul ed over in the tiny,  
deserted ghost town of Grants New  
Without thinking, Zara snapshoots the  
Mexico. There used to be a Walmart in  
grenade out of the air—the Gun's interface  
Grants—its doors have since been busted  
seems to boost her situational awareness  
out and the entire building has been  
to absurd levels. It almost seems to take  
wel looted. But the immense parking lot  
Always fascinated with  
her over, giving her a seemingly super-*

*is still there, covered in drifting sand in  
technology, when circum-  
natural accuracy and a palpably cold  
some places, and the Convoy is using it  
stances forced Damien to  
eagerness. Later, Damien wil determine  
to take time to lick its wounds and reload  
get a cyberarm at a young  
that the Gun's cyber interface has been  
age, he wasn't upset. It  
its weapons. Overhead, the AVs orbit,  
modified to create almost cyberpsycho  
was just one more toy to  
watching the road in either direction.  
play with. Grown up now,  
levels of feedback, damping down the  
he prefers work as a merc  
user's normal emotional reaction to  
But down in the Kombi, there's a new  
Tech instead of a Corp*



*combat situations, and giving them a  
fight in progress.*

*drone to earn the eb he  
robot-like control. But there's no time for  
needs to build what he sees*

*"Okay. What the hell is going on?"  
in his mind's eye.*

*that now. She keeps firing.*

*shouts Lilayah, sounding—well, pissed  
Two bikers swing out to the driver's side,  
isn't half of it.*

*For as long as Brian  
opening fire on Kepler's rear quarter.*

*Marquez can remember,*

*Zara rubs her head angrily. "Yah.*

*he's been passionate*

*Damien pops up from one of the gun ports*

*What's so important that someone's*

*about video games. Using*

*and dumps a combination of napalm and*

*willing to send a whole fracking army of  
that passion, he worked his  
fire onto the road. The Kombi on the other  
mercenary bikers after us? Guys like that  
way into a producer role in  
side swerves and sprays the leading biker  
aren't cheap. That's Corporate level shit."  
the industry and now fights  
to not only make games fun  
with autofire; the bike skids and almost  
but playable by everyone.  
crashes into Kepler, who yanks the wheel  
Pneumo shrugs. "Are you sure we were  
Having been born with one  
to the right to avoid the bullet spray. She  
the target?"  
arm, he's always wanted to  
slams into the biker flanking them on the  
Trace shakes his head. "I had the drone  
make sure he could play*

*passenger side, who spins out into his  
the games he loved and  
out, watching. The bikers swept the whole  
he's made a career out of  
partner. They outpace the explosion as the  
convoy, then zeroed in on us. There's no  
making sure everyone else  
Roadhauler runs down both fallen bikes.  
doubt we were who they were looking for."  
can, too.*

*The big Roadhaulers start dropping  
"Look, no one was trying to kill us before  
spike mats, disrupting the tight phalanx  
we took this job. Well, no one who wasn't  
of the bosozoku. Then, there's a sound of  
usually trying to kills us." Lilayah gestures  
jet engines getting louder, louder. With  
at the Crate. "And they didn't attack us on  
an ear shattering sound of thunder, three  
the way in—only on the way out."*









## BLACK DOG

*"After we picked up the Crate," says  
sense. I ran a search on our patron. She  
Kepler.*

*used to be a pararescue before the war.*

*zara*

*created w/ the help of*

*"Yeah.. " says Zara. "The Crate. ."*

*Firefighter. First into the wreckage when*

*Angel Giuffria*

*the Nuke went off. Already had history*

*Everyone stares at everyone else. No*

*with Silverhand when she saved him from*

*one wants to ask the next question. Finally,*

*a studio fire back in 2015. And she's a*

*Trace looks over at Damien. "So ... you*

*Silverhand fangirl. Maybe a Silverhand*

*been snooping around like I suspect*

*groupie even—I hear he got around a lot*

*you've been?"*



*and wasn't particularly picky.*

*Damien looks a bit abashed. He*

*"So Silverhand vanished right after the  
spreads his hands. "Only external scans,"  
Nuke. No one's seen him since. Word on  
he confesses.*

*The Street was Johnny was working a big  
"And. .?" Trace prods.*

*job with some of his old mates—a hit on  
"Umm. Yeah," says Damien. "Okay. It's  
Arasaka. You put the clues together and  
using a lot of stored power. Pretty radio-  
it's obvious: silver fan-girly found Johnny's  
active at one end. Won't kill us, but I'd say  
body and put it on ice. And now we're  
make sure your rad filters were working  
moving it."*

*all the same."*

*"I've got past the ICE," announces  
Known for her discretion,*

*Zara worked as a body-*

*"You want me to try and hack the pro-  
Pneumo suddenly. He's not one to wait  
guard for the criminal and  
tective systems?" offers Pneumo. Kepler  
around for the committee to decide. He  
wealthy and made good  
shakes her head in the negative.*

*looks over at Damien. "Your turn," he  
money doing it. When her  
says. The Tech hunkers down, working  
identity got flashed onto  
"I keep thinking about what the nice  
the Data Pool by an enemy,  
with his tools until there's a distinct click.*

*silver señorita said," says Trace. "The  
she had to go underground  
part about signing our own death war-  
Meanwhile, Kepler watches them both,  
to ensure she survived long*

*enough to get revenge.*

*rants particularly stands out to my mind."*

*furious.*

*Now, she's a hired gun for*

*Zara grimaces. "Yeah, but someone's*

*Damien and Pneumo stand back,*

*a group of Edgerunners.*

*already tried to kill us twice to get this.*

*removing the blocky protective locks as*

*An actress, model, and*

*That's what I call a pretty big hint."*

*they do so. Then they punch the access*

*disability representation*

*Pneumo laughs. Kepler folds her arms and*

*switch. There's a dull chuff as the seals*

*in the media advocate,*

*glares at Pneumo. "I'm against this. There's*

*on the crate release. Damien slides back*

*Angel Giuffria was born*

*a world of hurt in that crate, and I want*

*the top as Zara stands ready to open fire  
missing her left arm below  
the elbow. The youngest  
nothing to do with opening it. We agreed  
with the big silver automatic. The rest of  
person in the world to be  
to deliver it, and that's all we should do."  
the group peers over the lip of the Crate.  
fitted with a myoelectric  
prosthesis, Angel stays on  
"On the other hand, if we're going to  
Packed tightly into the protective foam  
the cutting edge of bionic  
die," retorts Lilayah, "I'd really like to know  
padding is an eight-foot-long, four-foot-  
technology because she  
what we're gonna be dying for."  
wide, hi-vis grey cylinder, shaped like a  
believes it is important for  
users to be involved in the*

*"Hell. I already know what's in there,"*  
*torpedo. It's covered in numbers, letters,*  
*process. She can be seen*  
*Trace asserts. The rest of the group stares*  
*and many, many words in Japanese.*  
*in "Impulse" and "Chicago*  
*at him expectantly. He shakes his head.*  
*Angry words. Largest, in the center, is*  
*Med" and has a Masters*  
*a huge, yellow and black radioactive*  
*Degree in Psychology.*  
*"It's Johnny Silverhand."*  
*warning trefoil.*  
*They stare at him as though he's just*  
*Everyone stands silent for a long, long*  
*announced he's a space lizard from*  
*time. Finally Trace clears his throat.*  
*Planet X, and he raises a hand before*  
*the arguments start. "Look, it makes*  
*"Well, I guess I'm fucked," he says.*





4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100





[BLACK DOG](#)

## *THE BROKEN WHEEL*

*He also stands. "I helped you lug it in.*

*Guess I'll take the hit with you. Only fair,*

*LiLayah*

*choomba."*

*They all stare at the Crate and its deadly*

*created w/ the help of*

*contents for a long while. Then: "I'm gonna*

*They both rise and climb out of the*

*Amelia Kolat*

*have to tell the Trailmaster," says Kepler.*

*Kombi, moving to the head of the mass of*

*"They'll need to know." She sounds flat,*

*parked vehicles.*

*almost defeated.*

*...*

*"But why?" asks Lilayah, looking up from*

*"Looks like Trace's connections weren't*

*the ominous orange shape in the Crate.*

*enough to keep us in the Convoy after all,"*

*Confusion is all over her face.*

*mutters Pneumo.*

*"Because of the Law of the Broken*

*"Shut up," grates Kepler. "I'm still royal y*

*Wheel," replies Kepler.*

*pissed at you," she adds as she powers the*

*There are blank faces all around, save*

*Kombi down a dusty highway.*

*Trace's. He nods his head slowly. "The*

*The Trailmaster kicked them out at*

*Law of the Broken Wheel," he repeats.*

*Albuquerque. The rest of the Convoy is*

*"Back even before the Bad Old Days,*

*still headed east on US 40 to Oklahoma*

*the people who built the nukes wanted*

*City, but their group is now traveling*

*Like a lot of Rockerboys,*

*to make sure that even a thousand years*

*north of Santa Fe on a dusty, potholed*

*Lilayah calls Seattle home.*

*later, their descendants would know not  
road framed by dismal and lonely signs  
Or she did, before she  
to mess with the stashes and stockpiles of  
for Highway 84 North. It's a ghost road;  
moved to Night City. She  
atomic weapons—old reactors—nuclear  
sticks to her roots, though,  
probably no one's come up here since the  
and plays a style she likes  
waste.*

*start of the War. Shifting sands cover parts  
to think of as cybergrunge.  
of it, punctuated by cracked, overheated  
Lilayah also does jobs with  
So, they spread the idea of the "Broken  
asphalt.*

*her Edgerunner friends.*

*Wheel": a simple iconography that even  
After all, she won't change*

*a post-holocaust culture could remember.*

*They've covered a fair distance by the*

*the world just by making*

*The atomic trefoil—it's the Broken Wheel.*

*time they hear the sound of jet engines.*

*music vids.*

*Every Nomad kid learns about it. It's one*

*Over the hill sweeps what Night City*

*As Mike Pondsmith was*

*of our most important bits of culture.*

*inhabitants call a panzer: a light fan tank*

*working on this story,*

*with Chobham armor and a large 30mm*

*he realized he needed*

*Nomads run into old atomics all the*

*cannon. It's way out of their league.*

*a Rockerboy to bring*

*time—the Law of the Broken Wheel is that*

*it together. That's why*

*when you find something with that symbol,*

*And now it's blocking the highway.*

*he asked Amelia Kolat,*

*you get out of there fast. And you leave it*

*"Wel , " grunts Trace. "Guess it's time to*

*a friend whose posts*

*alone."*

*saddle up or die."*

*influence hundreds of*

*thousands of people daily,*

*"It is forbidden to travel on the Broken*

*"Hey, so yeah, they have a tank. Big*

*to help him make Lilayah.*

*Wheel," intones Kepler solemnly, like a*

*deal," says Damien. "We've got a nuke."*

*The grunge was entirely*

*small child reciting a catechism. "Convoys,*

*her idea. She's a big fan*

*scavengers, even pirate Families avoid it*

*"Not funny," snaps Lilayah, slamming a*

*of it as well as of WoW.*

*Amelia lives in Poland with  
like the plague. You're not allowed to keep  
clip into her Minami 10.  
her gorgeous cat.  
anything marked by the Wheel, and no  
"They won't shoot at us," asserts  
Family will carry it. It's an absolute taboo."  
Pneumo. "The whole point is to get the  
Bomb. We're secondary."  
She stands up, spreads her hands, face  
determined. "You wanna come with me,  
Kepler looks back at him momentarily.  
Trace? Just in.. "  
"Maybe we should just surrender, Nu."*

[445](#)



### [BLACK DOG](#)

*But Trace shakes his head. "We're witnesses. They  
continues in a quiet, purposeful voice, "as soon as  
aren't going to want to leave anyone alive. Not if*

*an atomic weapon was detonated in the Towers, my  
these guys are who I think they are."*

*father sent people in to examine the ruins. When they  
found that the weapon was actually a Militech device,*

*"So we're screwed, blued, and tattooed," says Zara.*

*they were both relieved and concerned. Relieved*

*She lifts the Gun, pulls out the interface cable and*

*because this meant Arasaka wasn't the cause of so*

*plugs in. "Might as well get ready for that Last Stand*

*much death and destruction. But concerned because*

*then..."*

*what only a few people in the Company knew was*

*They're starting to take up positions when the panzer*

*that Arasaka had also planted its own weapon in the*

*explodes.*

*Towers—a much more powerful one—in the event that*

*Militech was able to overrun the Headquarters and*

*Two attack AV-9s spiral out of the sun, mini-guns*

*take possession of the secrets inside."*

*driving a hailstorm of death before them. The rem-*



nants of the panzer, victim of the lead AV-9's antitank  
"My father's men were especially concerned  
missiles, is still a blazing inferno, its ammo cooking off  
because when they searched for our bomb—the  
as the second AV-9 settles down to earth in a swirl of  
Arasaka weapon—it was missing. They determined  
jet engines and kicked up dust, right across their path.  
that only a very strong person, or a full body con-  
version, could have moved it. So they used radiation  
The cockpit of the AV slides back. Flanked by an  
scanners to track the trail and eventually found that the  
imposing pair of heavily armored guards, a small  
device had been hidden in the basement of a nearby  
female figure climbs to the ground. She's dressed  
garage. Owned by a firefighter paramedic named  
in black armor, but instead of a helmet she sports a  
Samantha Stevens.  
cheerful pink beret. She waves to the dumbfounded  
group in the Kombi.  
"Unfortunately, my father ... passed away. . He died

*before he could give the location team further instruc-*

*"Hi there!" she calls in a clear, girlish voice. "I'm tions. So the decision was made to just leave the bomb*

*Michiko! I'm here to rescue you!"*

*where it was, but to keep a watch on the garage and*

*M*

*the firefighter unless it was moved. And it stayed in the*

*Y BROTHER'S KEEPER*

*garage for fifteen years. Until now."*

*"So, you had your own bomb?" presses Trace. But*

*"I owe you an explanation," Michiko begins as she*

*before Michiko can respond, Pneumo leans over,*

*sits down on the open Crate, treating its contents as*

*waving his Agent in front of her. "And these are the*

*though a multi-kiloton atomic weapon was everyday*

*trigger codes, aren't they?" he says, his cool British*

*to her. "I've been following you for some time, but I first*

*tones laden with amusement. Michiko's eyes scan*

*had to deal with a ... problem back in Night City that*

*the Agent screen, and widen. "These could very*

*delayed me." There's a pregnant pause which seems*

*well be them," she confesses. "It is one of my father's to imply that someone, somewhere (or maybe even a command codes." She looks up, and the large brown large number of someones) are no longer among the eyes narrow. "How did you get these?" she asks, the ranks of the living.*

*girlish voice shifting to a sharp staccato of practiced "You're Michiko Arasaka, right?" avers Trace. His command.*

*brow furrows, and Michiko smiles.*

*Pneumo's grin is triumphant. "I've been trying to "I really haven't gone by that name since I married, track down what these went to for the past five years. but yes, I am Michiko Arasaka." She looks down at the I pulled them out of a system that was later tracked orange cylinder she's sitting on and adds, "I suppose to a drifting yacht. As it happens, a yacht owned by technical y this bomb is mine, too."*

*your late father." He and Michiko exchange smiles like friendly sharks, interrupted only when Kepler cuts*

*She laughs a twinkly little laugh that from anyone in with a dry: "And he's been a regular pain about it else would seem like something out of an anime, but too." She smacks Pneumo on the head with one hand, from her seems singularly appropriate. "You see," she but not too hard.*

[446](#)



### [BLACK DOG](#)

*"And what's why they've been tailing us," says Zara flatly. "Arasaka wants to make sure their nuke never*

*JUST CALL ME ANGEL IN THE MORNING*

*makes the headlines."*

*The rest of the trip is uneventful as the black AVs hover*

*"No, they want to make sure who ever does have*

*overhead protectively. About midday, they peel off to*

*it doesn't set it off," counters Pneumo. "I'm sure I'm not the North. Michiko radios a cheery "Good luck!" And*

*the only one who has the det codes by now. I know*

*then, they reach the front gates.*

*there were others looking, much as I tried to cover my  
Los Alamos Labs is huge, covering an infinity of  
tracks. In my case, I really didn't know what the codes  
accreage. Most of it is falling apart. No one's been  
went to. I just wanted the answers. But you can bet the  
here in a decade as far as Kepler can tell as she  
other hunters do know, especially if they also worked  
threads through the maze of rusting security gates  
for Arasaka."*

*and warning signs.*

*"—And someone wanted this thing to be taken  
Over her shoulder, Trace is reading Samantha's  
directions from his Agent, while Pneumo tries to pick  
off the market before the other guys could find it,"  
up any kind of NET system still active in the endless  
Damien cuts in, and his expression turns grim. "Los  
ghost town.*

*Alamos was a famous nuclear facility. Back before  
the Collapse even. Stands to reason if there's any  
"There," gestures Trace at last, pointing to the left.*

*place you could get a nuke dismantled safely, it*

*Kepler makes the turn and comes to a stop in an*

*would be there."*

*outside lot filled with assorted derelict ground cars.*

*"This is Building PF-4?" says Damien in disbelief.*

*"I have renounced the name of Arasaka," says*

*"This is the 'heart of America's nuclear deterrent'?" He*

*Michiko, her small voice still hard and flat. "But I*

*snorts. The Plutonium lab is a nondescript, two-story*

*have not renounced the responsibility of that name.*

*brown building in a clutter of nondescript buildings. If*

*Far from it. And there are factions in the Company*

*it wasn't so huge, you wouldn't even notice it.*

*that would use this weapon for their own ends.*

*Some would use it to discredit what little good wil*

*"Is it safe to get out?" asks Lilayah.*

*Arasaka has rebuilt after the War. Some would use it*

*Damien shrugs. "We've all got enough anti-rad*

*as a threat to make Arasaka more powerful—able to*

*drugs in our system to pretty much stop anything short*

*blackmail cities; even governments. It was because I  
of a gamma burst. But the counter reads low back-  
had to deal with those people first that I was delayed  
ground—that thing in the Crate is probably emitting  
from coming to your aid sooner. And for that, I am  
more heat than what's outside."  
truly sorry."*

*Zara climbs out of the Kombi, the big silver gun  
drawn. Then she freezes. A half dozen security cams  
Michiko stands up, her girlish demeanor instantly  
are watching them. There's a tinny hum as two roof-  
gone as though a switch has been flipped. "I am the  
mounted autoguns track in line with the cams. Frack.*

*heir of Kei Arasaka," she continues. "No matter what I feel about my legacy.  
So, I will act and help you take*

*Then a woman's voice comes out of hidden speak-  
this demon's tool to a place where it can be properly  
ers: "I'll bet Sammy gave you that." Zara nods slowly,  
disposed of." She looks up at the group around her.  
holding it up. The voice continues, "Hang tight; I'll be  
right down."*

*"Will you agree?"*

*A long, long minute passes before one of the heavy Damien chuckles. "We can be on the side with the shielded roll-up doors finally opens and a blonde big ass gunships or we can go up against the big ass woman in a battered work clothes emerges. She gunships. Sounds like an easy choice to me." He raises waves, and walks over to them. "Hey, you're the guys an eyebrow, cyberoptic glinting in the harsh light. Sammy sent? Welcome to the Lab. I'm Angel." She "Anyone think different?" There are various nods of offers Zara a slim, well-callused hand. "Glad to see assent. The die is cast. you made it."*







### BLACK DOG

*The blonde woman is tall and almost ethereally dangerous for most non-shielded people. The cart beautiful, but in a way that seems to reflect a life rolls to a stop between them and Kepler maneuvers of hardship and pain. A large tech's toolbelt hangs the Kombi's lift gate to slide the Crate onto it. It sags loosely around her waist. As the rest of the group under the weight.*

*climbs out of the Kombi, weapons at the ready, she Angel gives a satisfied nod. "I'll have to thank grins and walks over. "Rough trip?"*

*Sammy for finding you. This thing has been on her*  
*Pneumo shrugs. "Been better. You our drop-off?"*  
*mind since the day she found it. You've taken a real*  
*load off her shoulders." She turns back; raises a hand,*  
*Angel nods. "Mind if I check it out before deliv-*  
*exposing a thin blue plastic sliver—a cash chip. "You*  
*ery?" Kepler punches the ramp button and the back*  
*did a great job, and I want to thank you too." Angel*  
*of the Kombi whines open to reveal the loading bay.*  
*hands the chip over to Kepler, whose eyes widen as*  
*Angel walks over to the Crate and looks into it. "Looks*  
*she reads the amount on its display. "Sonova—"*  
*like a bomb to me," she says finally, then slaps her*  
*hands together in a business-like way. "Wel , let's*  
*"You earned it," says Angel. "Go buy yourselves*  
*roll it inside," she adds briskly. "so I can get the thing another Kombi or*  
*something." She whistles at the cart,*  
*disarmed."*  
*and it starts trundling back to the roll up door with the*  
*Crate aboard. Then she stops. "That's right," she says*  
*Trace raises an eyebrow. " You're going to disarm*

*suddenly. "Sam told me you met because your Rocker  
it?"*

*was looking for something?"*

*Angel nods. "Can't think of a better place to disarm*

*"Samantha gave me this data chip," says Lilayah.*

*a lost atomic warhead than a place that makes them."*

*Angel nods. She pulls out a second chip—this one*

*She whistles one short tone, and from the depths of*

*is a match for the one in Lilayah's hand—and flips it*

*the huge building a large powered transport cart*

*to the startled Rocker. "Here," she says. "This is a full emerges. Damien nods  
to himself. Of course they'd*

*recording of the song you wanted. Made from the*

*use robotics here, he thinks. Place is probably too*

*original studio session."*

*BY PEDR*

*AM MOHAMMADI*

[448](#)



[BLACK DOG](#)

*Lilayah, protesting, says, "But how did you. .?" And  
She looks tenderly down at the dark, frozen face  
as Angel reaches the door she looks back and chuck-  
behind its masking curtain of ice.  
les. Then says with a lilt in her voice: "Sammy isn't the  
only Johnny Silverhand fangirl out there, you know."  
"Hel o, my love." she says.  
And then she and the Crate are gone into the bowels*

► *Black Dog* ◀

*of the huge brown building of PF-4.  
a blind man lost, in the streets  
There's a pause. Finally, Trace says, "So, now that we're  
a pattern here, I need to see  
filthy rich, wanna see if we can buy a drink somewhere?"  
keep returning keep trying to leave  
"Frack that," replies Zara. "Remember that place  
got a bad feeling that I need to feel  
we passed outside of San Pueblo?" She drops the  
black dog runs at my side  
big silver gun into the holster at her back and smiles.*

*down a road, no end in sight*

*the city sleeps but in my mind*

*"I think we should go back there and buy the whole*

*got a knot that won't unwind*

*fracking bar."*

*tonight is the night that we run*

*the hunter becomes what he hunts*

*...*

*the escape and the chase become one*

*"I'm dying," says Samantha over the comlink. "All the run run*

*dose I took when I moved the bomb has finally hit my*

*tonight is the night that we run*

*spinal cord. Cancer."*

*the hunter becomes what he hunts*

*the escape and the chase become one*

*"You shouldn't have done it, Sammy," says Angel.*

*run run*

*"Or waited till I could have sent help." But Samantha*

*in concrete canyons squinting neon eyes*

*shakes her head. "We didn't know who or what*

*black dog beside me, like shadow needing light  
owned the thing. And the rad detectors were going  
stalk the backstreets, never at ease  
locked in a chase that'll never cease  
off al over the place from the last one. If I hadn't been  
a bloody moon, portending doom  
full-body—if I hadn't been a rad-shielded firefighter—I  
another cruel day is coming soon  
would have been dead within the hour. As it was, I  
have to end this but it's just begun  
had enough time to clear all the important stuff out of  
a final charge, with the rising sun  
that wrecked bunker. And to get rid of the hot stuff at  
black dog in my head  
the bottom of the Bay."  
guiding me to the end  
black dog in my head  
"And I thank you for doing that," Angel replies. Then  
guiding me to the end  
adds, sadly, "Are you sure I can't do anything to help?"*

*black dog in my head*

*Samantha shakes her head. "I promised I would get  
guiding me to the end*

*black dog in my head*

*him to you in the end. Took me a while to find the right  
in concrete canyons squinting neon eyes*

*people—people I could trust—but they did the job.*

*black dog beside me, like shadow needing light*

*Now my bit is over. " She sighs, breathes heavily as  
stalk the backstreets, never at ease*

*if blowing hair—hair that hasn't been there in three  
locked in a chase that'll never cease*

*decades—out of the way. "Gonna go get me a glass  
a bloody moon, portending doom*

*of good rye whiskey, sit back on the couch, and when  
another cruel day, coming soon*

*I feel it's about time, I'll hit the kill switch and shut down  
have to end this but it's just begun*

*my life support."*

*a final charge, with the rising sun*

*tonight is the night that we run*

*Careful y, Angel rolls the heavy bomb casing over.*

*the hunter becomes what he hunts*

*She punches a code into the small keypad now*

*the escape and the chase become one*

*exposed.*

*run run*

*tonight is the night that we run*

*There's a hissing of compressed air, of utter cold that*

*the hunter becomes what he hunts*

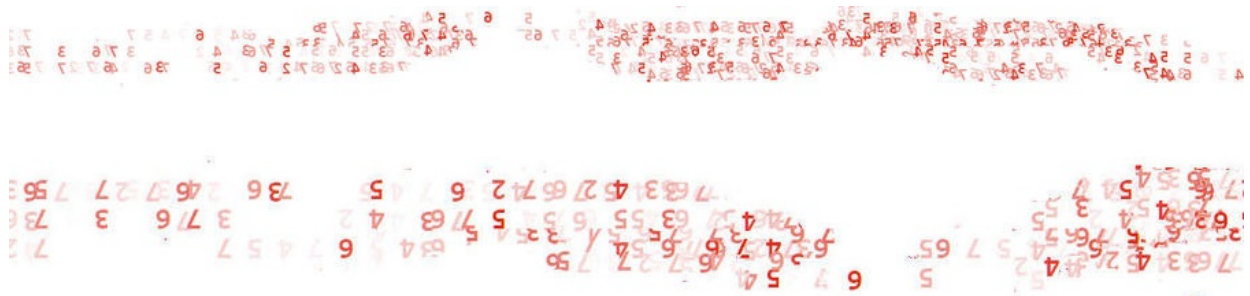
*blows back her hair, as the casing splits to reveal the*

*the escape and the chase become one*

*blue-white ice of the hidden cryo-chamber.*

*run run*

[449](#)



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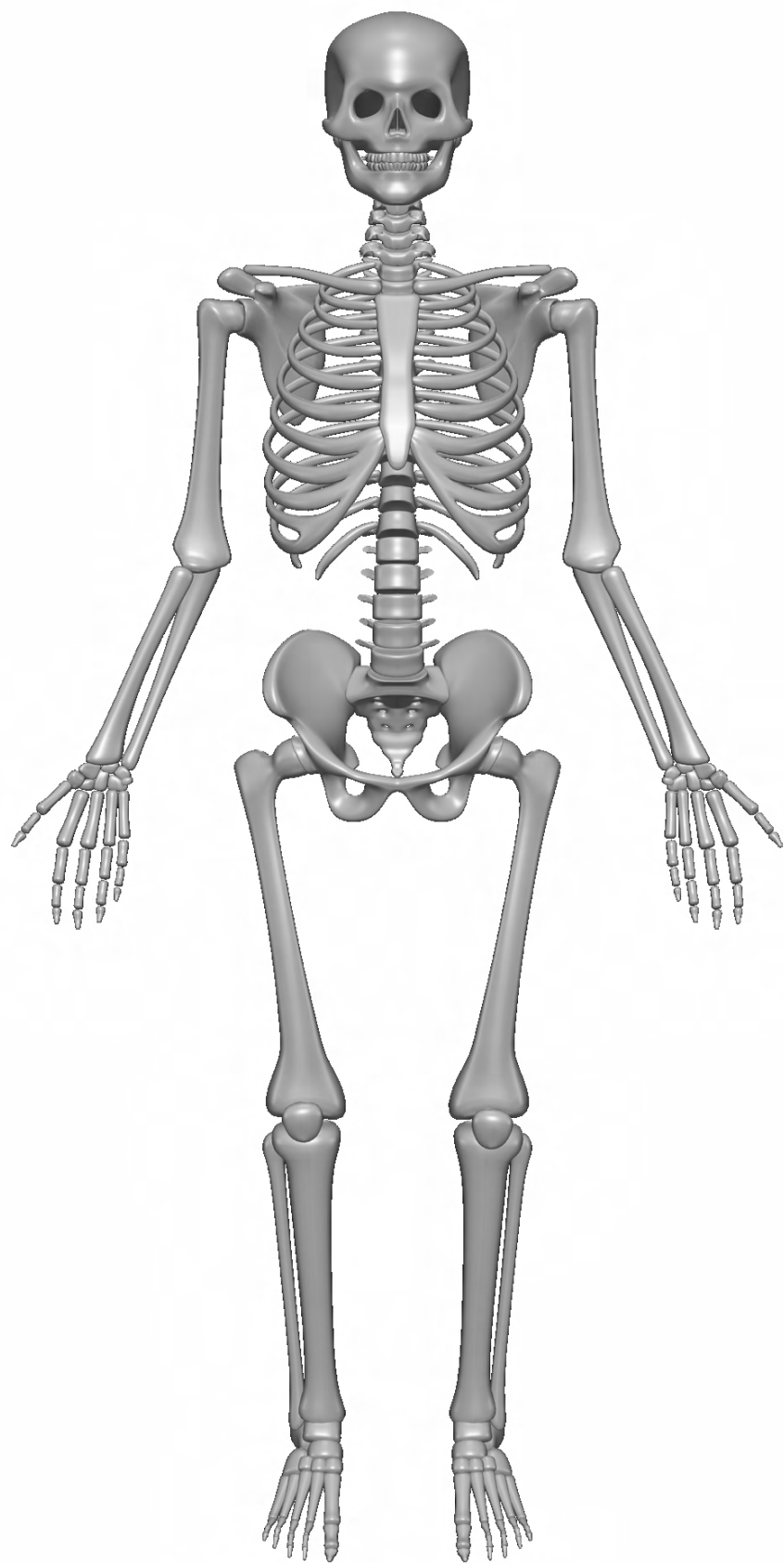
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*index*

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<i>Martial Arts</i> .....	<a href="#"><u>178</u></a>
<i>Initiative</i> .....	<a href="#"><u>168</u></a>
<i>1st Corporate War</i> .....	<a href="#"><u>249</u></a>
<i>Ranged Combat</i> .....	<a href="#"><u>170</u></a>
<i>2nd Corporate War</i> .....	<a href="#"><u>249</u></a>
<i>Arrows</i> .....	<a href="#"><u>174</u></a>
<i>3rd Corporate War</i> .....	<a href="#"><u>250</u></a>
<i>Autofire</i> .....	<a href="#"><u>173</u></a>
<i>4th Corporate War</i> .....	<a href="#"><u>251, 291</u></a>
<i>Explosives</i> .....	<a href="#"><u>173</u></a>
<i>A</i>	
<i>Shotgun Shells</i> .....	<a href="#"><u>173</u></a>
<i>Suppressive Fire</i> .....	<a href="#"><u>173</u></a>
<i>Actions</i> .....	<a href="#"><u>127, 168</u></a>
<i>Corporations and Organizations</i> .....	<a href="#"><u>264</u></a>
<i>List</i> .....	<a href="#"><u>127, 168</u></a>
<i>Arasaka</i> .....	<a href="#"><u>267</u></a>
<i>Move Action</i> .....	<a href="#"><u>127, 169</u></a>
<i>Biotechnica</i> .....	<a href="#"><u>268</u></a>

<i>Resolving Actions</i> .....	<a href="#"><u>128</u></a>
<i>Continental Brands</i> .....	<a href="#"><u>269</u></a>
<i>Africa</i> .....	<a href="#"><u>243, 261</u></a>
<i>Danger Girl</i> .....	<a href="#"><u>271</u></a>
<i>Agent</i> .....	<a href="#"><u>319, 352</u></a>
<i>Militech</i> .....	<a href="#"><u>272</u></a>
<i>AIDS II</i> .....	<a href="#"><u>244</u></a>
<i>Netwatch</i> .....	<a href="#"><u>264</u></a>
<i>Armor</i> .....	<a href="#"><u>96, 184, 350</u></a>
<i>Network 54</i> .....	<a href="#"><u>274</u></a>
<i>How You Get</i> .....	<a href="#"><u>98</u></a>
<i>Petrochem</i> .....	<a href="#"><u>275</u></a>
<i>Artificial Intelligence</i> .....	<a href="#"><u>263</u></a>
<i>Rocklin Augmentics</i> .....	<a href="#"><u>276</u></a>
<i>Asia</i> .....	<a href="#"><u>243, 261</u></a>
<i>SovOil</i> .....	<a href="#"><u>277</u></a>
<i>b</i>	
<i>Trauma Team</i> .....	<a href="#"><u>223, 279</u></a>
<i>Zhirafa</i> .....	<a href="#"><u>281</u></a>
<i>Beat Charts</i> .....	<a href="#"><u>395</u></a>

<i>Ziggurat</i> .....	<a href="#"><u>280</u></a>
<i>Cliffhanger</i> .....	<a href="#"><u>399</u></a>
<i>Cover</i> .....	<a href="#"><u>182</u></a>
<i>Climax</i> .....	<a href="#"><u>406</u></a>
<i>Cover Hit Points</i> .....	<a href="#"><u>182</u></a>
<i>Development</i> .....	<a href="#"><u>402</u></a>
<i>Human Shields</i> .....	<a href="#"><u>184</u></a>
<i>Making</i> .....	<a href="#"><u>396</u></a>
<i>Shields</i> .....	<a href="#"><u>183</u></a>
<i>Resolution</i> .....	<a href="#"><u>406</u></a>
<i>Crash of '94</i> .....	<a href="#"><u>19, 246</u></a>
<i>The Hook</i> .....	<a href="#"><u>397</u></a>
<i>Crime and Punishment</i> .....	<a href="#"><u>301, 316</u></a>
<i>Black ICE</i> .....	<a href="#"><u>204, 370</u></a>
<i>Critical Injuries</i> .....	<a href="#"><u>187, 220</u></a>
<i>Bodega</i> .....	<a href="#"><u>332</u></a>
<i>To the Body</i> .....	<a href="#"><u>187, 221</u></a>
<i>Bodybank</i> .....	<a href="#"><u>226</u></a>
<i>To the Head</i> .....	<a href="#"><u>188, 221</u></a>
<i>Bodysculpting</i> .....	<a href="#"><u>226</u></a>

<i>Cyberdeck</i> .....	<a href="#"><u>196, 353</u></a>
<i>Braindance</i> .....	<a href="#"><u>318, 330</u></a>
<i>Cyberdeck Hardware</i> .....	<a href="#"><u>208, 368</u></a>
<i>C</i>	
<i>Cyberdeck Programs</i> .....	<a href="#"><u>201, 368</u></a>
<i>Cyberpsychosis</i> .....	<a href="#"><u>108, 230</u></a>
<i>Central and South America</i> .....	<a href="#"><u>243, 261</u></a>
<i>Mental Trauma</i> .....	<a href="#"><u>231</u></a>
<i>Character</i> .....	<a href="#"><u>23</u></a>
<i>Cyberware</i> .....	<a href="#"><u>108, 358</u></a>
<i>Non-Player Character (NPC)</i> .....	<a href="#"><u>23</u></a>
<i>Borgware</i> .....	<a href="#"><u>116, 367</u></a>
<i>Player Character (PC)</i> .....	<a href="#"><u>23</u></a>
<i>Cyberaudio</i> .....	<a href="#"><u>113, 361</u></a>
<i>Character Generation</i> .....	<a href="#"><u>27</u></a>
<i>Cyberlimbs</i> .....	<a href="#"><u>115, 364</u></a>
<i>Complete Package Flowchart</i> .....	<a href="#"><u>42</u></a>
<i>Cyberoptics</i> .....	<a href="#"><u>112, 360</u></a>
<i>Streetrat/Edgerunner Flowchart</i> .....	<a href="#"><u>41</u></a>
<i>External Body Cyberware</i> .....	<a href="#"><u>114, 364</u></a>



<i>The Three Methods</i> .....	<a href="#">40</a>
<i>Fashionware</i> .....	<a href="#">111, 358</a>
<i>Character Sheet</i> .....	<a href="#">450</a>
<i>How You Get</i> .....	<a href="#">117</a>
<i>Breakdown</i> .....	<a href="#">120</a>
<i>Internal Body Cyberware</i> .....	<a href="#">114, 362</a>
<i>The Collapse</i> .....	<a href="#">234</a>
<i>Neuralware</i> .....	<a href="#">112, 359</a>
<i>Combat</i> .....	<a href="#">167</a>

## *D*

<i>Actions</i> .....	<a href="#">127, 168</a>
<i>Melee Combat</i> .....	<a href="#">175</a>
<i>Damage</i> .....	<a href="#">186</a>
<i>Brawling</i> .....	<a href="#">176</a>
<i>Drowning</i> .....	<a href="#">180</a>

## [453](#)

<i>Electrocution</i> .....	<a href="#">180</a>
<i>Role-Based Lifepaths</i> .....	<a href="#">53</a>
<i>Exposure</i> .....	<a href="#">181</a>

<i>Exec</i> .....	<a href="#"><u>63</u></a>
<i>Falling</i> .....	<a href="#"><u>181</u></a>
<i>Fixer</i> .....	<a href="#"><u>66</u></a>
<i>Fire</i> .....	<a href="#"><u>180</u></a>
<i>Lawman</i> .....	<a href="#"><u>65</u></a>
<i>Poison and Drugs</i> .....	<a href="#"><u>181</u></a>
<i>Media</i> .....	<a href="#"><u>62</u></a>
<i>Radiation</i> .....	<a href="#"><u>181</u></a>
<i>Medtech</i> .....	<a href="#"><u>60</u></a>
<i>Data Pool</i> .....	<a href="#"><u>327</u></a>
<i>Netrunner</i> .....	<a href="#"><u>56</u></a>
<i>Data Term</i> .....	<a href="#"><u>326</u></a>
<i>Nomad</i> .....	<a href="#"><u>68</u></a>
<i>DataKrash</i> .....	<a href="#"><u>254</u></a>
<i>Rockerboy</i> .....	<a href="#"><u>54</u></a>
<i>Death Save</i> .....	<a href="#"><u>79, 188</u></a>
<i>Solo</i> .....	<a href="#"><u>55</u></a>
<i>Deepdown</i> .....	<a href="#"><u>262</u></a>
<i>Tech</i> .....	<a href="#"><u>58</u></a>
<i>Distance and Movement</i> .....	<a href="#"><u>126</u></a>

*Lifestyle and Housing* ..... [105, 377](#)

*Drift Nation* ..... [262](#)

*m*

*e*

*Megacorporation* ..... [248, 264](#)

*Encounters in the Red* ..... [417](#)

*Middle East* ..... [243, 260](#)

*Daytime Encounters* ..... [417](#)

*Midnight Market* ..... [340](#)

*Evening Encounters* ..... [419](#)

*Mooks and Grunts* ..... [412](#)

*Midnight Encounters* ..... [422](#)

*Bodyguard* ..... [412](#)

*Europe* ..... [242, 260](#)

*Boosterganger* ..... [412](#)

*F*

*Cyberpsycho* ..... [416](#)

*Netrunner* ..... [414](#)

*Facedowns* ..... [194](#)

*Outrider* ..... [415](#)

*Fiction* .....

*Pyro* ..... [416](#)

*Black Dog* ..... [435](#)

*Reclaimer Chief* ..... [414](#)

*The Fall of the Towers* ..... [121](#)

*Road Ganger* ..... [413](#)

*Never Fade Away* ..... [5](#)

*Security Officer* ..... [415](#)

*Found Cyberware* ..... [226](#)

*Security Operative* ..... [413](#)

## *G*

*Morro Bay* ..... [285](#)

## *n*

*Gamemaster* ..... [23, 387](#)

*Gang of Four* ..... [244](#)

*Neocorporation* ..... [264](#)

*Gangs* ..... [308](#)

*NET Actions* ..... [197](#)

## *h*

*NET Architecture* ..... [209](#)

<i>Active Defenses</i> .....	<a href="#"><u>213, 373</u></a>
<i>Building</i> .....	<a href="#"><u>209</u></a>
<i>Highrider Confederation</i> .....	<a href="#"><u>262</u></a>
<i>Demons</i> .....	<a href="#"><u>212, 372</u></a>
<i>Hustle</i> .....	<a href="#"><u>381</u></a>
<i>Emplaced Defenses</i> .....	<a href="#"><u>214, 374</u></a>
<i>i</i>	
<i>Environmental Defenses</i> .....	<a href="#"><u>215, 374</u></a>
<i>Purchasing</i> .....	<a href="#"><u>217, 372</u></a>
<i>Improvement Points (I.P.)</i> .....	<a href="#"><u>408</u></a>
<i>NET Combat</i> .....	<a href="#"><u>201</u></a>
<i>Earning</i> .....	<a href="#"><u>410</u></a>
<i>Netrunning</i> .....	<a href="#"><u>195</u></a>
<i>Spending</i> .....	<a href="#"><u>411</u></a>
<i>Night City</i> .....	<a href="#"><u>283</u></a>
<i>Initiative</i> .....	<a href="#"><u>126, 168</u></a>
<i>Before 2020</i> .....	<a href="#"><u>284</u></a>
<i>J</i>	
<i>In 2020</i> .....	<a href="#"><u>288</u></a>
<i>In 2045</i> .....	<a href="#"><u>295</u></a>

*Key Locations* ..... [310](#)

*k*

*Political Powers* ..... [300](#)

*Public Services* ..... [300](#)

*Kibble* ..... [328](#)

*Threat Ratings* ..... [296](#)

*Zones* ..... [295](#)

*l*

*Night Market* ..... [337](#)

*Lifepath* ..... [43](#)

[454](#)



*Nomads* ..... [335](#)

*Queen Morosha* ..... [306](#)

*o*

*Rache Bartmoss* ..... [254](#)

*Recluse* ..... [307](#)

*Outfit* ..... [99](#)

*Rex Royale* ..... [306](#)

*Fashion* ..... [102, 327, 356](#)

*Richard Night* .....[284](#)

*Gear* ..... [100, 351](#)

*Rogue* ..... [9, 122, 306](#)

*How You Get* ..... [103](#)

*Samantha* .....[437](#)

*P*

*Samantha Lee Young* .....[273](#)

*Shaitan*..... [122](#)

*Spider Murphy* ..... [122](#)

*Pacifica Confederation* ..... [259](#)

*The Knife* .....[307](#)

*People* .....

*The Other Doctor Bob* .....[305](#)

*Adam Smasher* ..... [123](#)

*Thompson* ..... [6, 122](#)

*Alt Cunningham* ..... [6, 122](#)

*Trace Santiago* ..... [436, 441](#)

*Anatoly Novaragov* ..... [278](#)

*UR* ..... [281](#)

*Angus Youngblood* ..... [275](#)

<i>William Joseph "Billy Joe" Brentwood</i>	<a href="#"><u>306</u></a>
<i>Artyom Sokolov</i>	<a href="#"><u>282</u></a>
<i>Woodchipper</i>	<a href="#"><u>308</u></a>
<i>Bes Isis</i>	<a href="#"><u>304</u></a>
<i>Wu Chii Lee</i>	<a href="#"><u>306</u></a>
<i>Blacklist</i>	<a href="#"><u>304</u></a>
<i>Zara</i>	<a href="#"><u>444</u></a>
<i>Bob Jones</i>	<a href="#"><u>279</u></a>
<i>Player</i>	<a href="#"><u>22</u></a>
<i>Carrie Lachana</i>	<a href="#"><u>279</u></a>
<i>PopMedia</i>	<a href="#"><u>327, 330</u></a>
<i>Damien</i>	<a href="#"><u>443</u></a>
<i>Programs</i>	<a href="#"><u>201, 368</u></a>
<i>David Ling Po</i>	<a href="#"><u>304</u></a>
<i>Dillon Murphy</i>	<a href="#"><u>306</u></a>
<i>q</i>	
<i>Edward Michaels</i>	<a href="#"><u>304</u></a>
<i>Elizabeth Kress</i>	<a href="#"><u>258</u></a>
<i>Eran Malour</i>	<a href="#"><u>307</u></a>
<i>R</i>	



<i>Father Kevin</i> .....	<a href="#"><u>307</u></a>
<i>Fiona Hayes</i> .....	<a href="#"><u>304</u></a>
<i>R.A.B.I.D.S.</i> .....	<a href="#"><u>196</u></a>
<i>Fireman</i> .....	<a href="#"><u>304</u></a>
<i>Reputation</i> .....	<a href="#"><u>193</u></a>
<i>Fox</i> .....	<a href="#"><u>307</u></a>
<i>Role Ability</i> .....	<a href="#"><u>29, 142</u></a>
<i>Franklin M'bolu</i> .....	<a href="#"><u>305</u></a>
<i>Backup (Lawman)</i> .....	<a href="#"><u>153</u></a>
<i>Garven Haakensen</i> .....	<a href="#"><u>305</u></a>
<i>Charismatic Impact (Rockerboy)</i> .....	<a href="#"><u>144</u></a>
<i>Green Thumb</i> .....	<a href="#"><u>307</u></a>
<i>Combat Awareness (Solo)</i> .....	<a href="#"><u>146</u></a>
<i>Hanako Arasaka</i> .....	<a href="#"><u>268</u></a>
<i>Credibility (Media)</i> .....	<a href="#"><u>151</u></a>
<i>Harold Harrison Hunt</i> .....	<a href="#"><u>245</u></a>
<i>Interface (Netrunner)</i> .....	<a href="#"><u>147, 197</u></a>
<i>Hornet</i> .....	<a href="#"><u>305</u></a>
<i>Maker (Tech)</i> .....	<a href="#"><u>147</u></a>
<i>Jacinda Hidalgo</i> .....	<a href="#"><u>277</u></a>

<i>Medicine (Medtech)</i> .....	<a href="#"><u>149</u></a>
<i>James Richard Al en</i> .....	<a href="#"><u>245</u></a>
<i>Moto (Nomad)</i> .....	<a href="#"><u>162</u></a>
<i>Johnny Silverhand</i> .....	<a href="#"><u>6, 122</u></a>
<i>Operator (Fixer)</i> .....	<a href="#"><u>160</u></a>
<i>Kenshiro Saeba</i> .....	<a href="#"><u>307</u></a>
<i>Teamwork (Exec)</i> .....	<a href="#"><u>155</u></a>
<i>Kepler</i> .....	<a href="#"><u>436, 439</u></a>
<i>Roleplaying Game</i> .....	<a href="#"><u>22</u></a>
<i>Lilayah</i> .....	<a href="#"><u>436, 445</u></a>
<i>Roles</i> .....	<a href="#"><u>29</u></a>
<i>Lucius Rhyne</i> .....	<a href="#"><u>305</u></a>
<i>Exec</i> .....	<a href="#"><u>37</u></a>
<i>Michelle Dreyer</i> .....	<a href="#"><u>274</u></a>
<i>Fixer</i> .....	<a href="#"><u>38</u></a>
<i>Michiko Sanderson</i> .....	<a href="#"><u>272, 446</u></a>
<i>Lawman</i> .....	<a href="#"><u>36</u></a>
<i>Mister Kernaghan</i> .....	<a href="#"><u>305</u></a>
<i>Media</i> .....	<a href="#"><u>35</u></a>
<i>Morgan Blackhand</i> .....	<a href="#"><u>121, 293</u></a>

<i>Medtech</i> .....	<a href="#">34</a>
<i>Nicolo Loggagia</i> .....	<a href="#">269</a>
<i>Multiclassing</i> .....	<a href="#">143</a>
<i>Nomad Santiago</i> .....	<a href="#">9</a>
<i>Netrunner</i> .....	<a href="#">32</a>
<i>Nostradamus</i> .....	<a href="#">305</a>
<i>Nomad</i> .....	<a href="#">39</a>
<i>Olivia Forsythe</i> .....	<a href="#">270</a>
<i>Rockerboy</i> .....	<a href="#">30</a>
<i>Phoenix Redwyne</i> .....	<a href="#">305</a>
<i>Solo</i> .....	<a href="#">31</a>
<i>Pneumo</i> .....	<a href="#">436, 440</a>
<i>Tech</i> .....	<a href="#">33</a>
<a href="#">455</a>	





*Russia* ..... [242, 260](#)

*Therapy* ..... [229](#)

*s*

*Time and Initiative* ..... [126](#)

*The Time of the Red* ..... [257](#)

*Screamsheet* ..... [326, 427](#)

*Timeline* ..... [236](#)

*Services and Entertainment* ..... [376](#)

*u*

*Skil Checks* ..... [128](#)

*Critical Failure* ..... [130](#)

*United States* ..... [234, 244, 258](#)

*Critical Success* ..... [130](#)

v

*LUCK* ..... [130](#)

*Skills* ..... [81, 130](#)

*Vehicle Combat* ..... [189](#)

*Abbreviated List* ..... [82](#)

*Vehicles* ..... [190, 322](#)

*Full List* ..... [130](#)

*Vendit* ..... [331](#)

*How You Get* ..... [85](#)

*Skill Base* ..... [128, 130](#)

w

*Healing* ..... [222](#)

*Wasting Plague* ..... [244](#)

*Stabilization* ..... [222](#)

*Weapons* ..... [91](#)

*Treating a Critical Injury* ..... [223](#)

*Ammunition* ..... [94](#)

*Statistics (STATS)* ..... [72](#)

<i>Exotic Weapons</i> .....	<a href="#">95</a>
<i>Derived Statistics</i> .....	<a href="#">79</a>
<i>How You Get</i> .....	<a href="#">98</a>
<i>How You Get</i> .....	<a href="#">73</a>
<i>Melee Weapons</i> .....	<a href="#">91, 175, 340</a>
<i>List</i> .....	<a href="#">72</a>
<i>Ranged Weapons</i> .....	<a href="#">93, 171, 341</a>
<i>Street Drugs</i> .....	<a href="#">227</a>
<i>Weapon Attachments</i> .....	<a href="#">343</a>
<i>List</i> .....	<a href="#">227, 357</a>
<i>Weapon Quality</i> .....	<a href="#">342</a>
<i>Streetslang</i> .....	<a href="#">24</a>
<i>Wound States</i> .....	<a href="#">186, 220</a>

*t*

*x, y & Z*

[456](#)



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*But that's just fine. You can handle it. After all, in a world of vicious boostergangs, rampaging cyborgs, corporate assassins, and nihilistic doomsday cults, there's only one rule: Always take it to the Edge.*

*Take the big risks, get the big rewards. Be the action, start the rebellion, light the fire. Never drive slow when you can blaze a trail.*

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*There's a world full of opportunities out there, just waiting for the right Edgerunner. Maybe that's you.*

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# *Document Outline*

- [\*Front Cover\*](#)
- [\*Title Page\*](#)
- [\*Contents\*](#)
- [\*Introduction\*](#)
- [\*Never Fade Away\*](#)
  - [\*Trauma Ward\*](#)
  - [\*The Naming of Names\*](#)
  - [\*Rogue and Santiago\*](#)
  - [\*Runaway\*](#)
  - [\*Alt\*](#)
  - [\*A Gathering of hosts\*](#)
  - [\*Interface the Music\*](#)
  - [\*War Party\*](#)
  - [\*Sorcerer's Apprentice\*](#)
  - [\*Party Hard\*](#)
  - [\*Options\*](#)
  - [\*Angel Heaven\*](#)
- [\*View from the Edge\*](#)
  - [\*The Crash of 1994\*](#)
  - [\*The 4th Corporate War\*](#)
  - [\*What We Miss\*](#)
  - [\*Life on The Street\*](#)
  - [\*Closer than they thought\*](#)
  - [\*Technoshock\*](#)
  - [\*Welcome to the dark Future\*](#)
  - [\*A Tabletop RPG Primer\*](#)
    - [\*How Does a RPG Work?\*](#)
    - [\*What is a Character?\*](#)
    - [\*What is the Gamemaster?\*](#)
    - [\*How Do the Rules Fit In?\*](#)
  - [\*Streetslang\*](#)
  - [\*Sidebars\*](#)
    - [\*Gaming Keywords\*](#)

- [Gaming Keywords 2](#)
- [Soul and the New Machine](#)
  - [New Time, Bad Time, Red Time](#)
  - [It's Always Personal](#)
  - [As a Cyberpunk Player](#)
  - [Roles](#)
    - [Rockerboy](#)
    - [Solo](#)
    - [Netrunner](#)
    - [Tech](#)
    - [Medtech](#)
    - [Media](#)
    - [Exec](#)
    - [Lawman](#)
    - [Fixer](#)
    - [Nomad](#)
  - [The Three Methods of Making a Character](#)
    - [Creating a Streetrat or Edgerunner Character](#)
    - [Creating a Complete Package Character](#)
  - [Sidebars](#)
    - [Tagging the Paths](#)
- [Tales from the Street](#)
  - [Lifepath](#)
    - [The Personals](#)
      - [Cultural Origins](#)
      - [Your Personality](#)
      - [Dress and Personal Style](#)
      - [Your Motivations and Relationships](#)
      - [Things You Value the Most](#)
    - [Your Background](#)
      - [Your Original Family Background](#)
      - [Your Environment](#)
      - [Your Family Crisis](#)
      - [Your Friends](#)
      - [Your Enemies](#)
        - [Sweet Revenge](#)
      - [Your Tragic Love Affair](#)

- [The Wrap Up](#)
    - [Your Life Goals](#)
- [Role-Based Lifepaths](#)
  - [Rockerboy](#)
  - [Solo](#)
  - [Netrunner](#)
  - [Tech](#)
  - [Medtech](#)
  - [Media](#)
  - [Exec](#)
  - [Lawman](#)
  - [Fixer](#)
  - [Nomad](#)
- [Sidebars](#)
  - [Lifepath Example](#)
  - [Lifepath Example 2](#)
  - [Lifepath Example 3](#)
  - [Lifepath Example 4](#)
  - [About Workspaces](#)
  - [Execs and Lawmen in a Punk Game](#)
  - [Nomads in a City Game](#)
- [Fitted for the Future](#)
  - [What are Statistics?](#)
  - [How Do You Get Your STATS?](#)
    - [The Three Ways to Generate STATS](#)
      - [Method #1: Streetrats \(Templates\)](#)
      - [Method #2: Edgerunners \(Fast and Dirty\)](#)
      - [Method #3: Complete Packages \(Calculated\)](#)
    - [Required for Everyone: Derived Statistics](#)
      - [Hit Points \(HP\)](#)
      - [Humanity \(HUM\)](#)
  - [Skills](#)
    - [What are Skills?](#)
    - [Awareness Skills](#)
    - [Body Skills](#)
    - [Control Skills](#)
    - [Education Skills](#)

- [Fighting Skills](#)
  - [Performance Skills](#)
  - [Ranged Weapon Skills](#)
  - [Social Skills](#)
  - [Technique Skill](#)
  - [How Do I Get My Skills?](#)
    - [Method #1: Streetrat \(Templates\) Skills](#)
    - [Method #2: Edgerunner \(Fast and Dirty\) Skills](#)
    - [Method #3: Complete Package \(Calculated\) Skills](#)
- [Next Up: Weapons and Armor](#)
  - [Weapons](#)
    - [Melee Weapons](#)
    - [Ranged Weapons](#)
    - [Exotic Weapons](#)
  - [Armor](#)
  - [How You Get Your Stuff: Weapons and Armor](#)
- [Next: Your Outfit](#)
  - [How to Read the Gear Table](#)
  - [Fashion](#)
  - [How You Get Your Outfit and Gear](#)
- [How You Get Your Stuff: Weapons, Armor, Gear, Outfits, and Cyberware \(Complete Package Characters\).](#)
- [Lifestyle and Housing](#)
- [Next Up: Your Cyberware](#)
- [Sidebars](#)
  - [Special Ammunition](#)
- [Putting the Cyber into the Punk](#)
  - [Before we Start](#)
  - [Cyberpsychosis](#)
  - [Cyberware](#)
    - [Fashionware](#)
    - [Neuralware](#)
    - [Cyberoptics](#)
    - [Cyberaudio](#)
    - [Internal Cyberware](#)
    - [External Cyberware](#)
    - [Cyberlimbs](#)

- Borgware
  - Time to Score Some Cyberware
  - Running Out of Cash?
- Your Character Sheet
- The Fall of the Towers
  - Into the Maelstrom
  - Deaths Head Dance
- Getting it Done
  - Getting the Scene Down
    - Distance and Movement
    - Time and Initiative
    - On Your Turn
  - Resolving Actions with Skills
    - What is a Skill
    - Skill Check Resolution
  - Skill List
    - Awareness Skills
    - Body Skills
    - Control Skills
    - Education Skills
    - Fighting Skills
    - Performance Skills
    - Ranged Weapon Skills
    - Social Skills
    - Technique Skills
  - Role Abilities
    - Charismatic Impact (Rockerboy Role Ability).
    - Combat Awareness (Solo Role Ability).
    - Interface (Netrunner Role Ability).
    - Maker (Tech Role Ability).
    - Medicine (Medtech Role Ability).
    - Credibility (Media Role Ability).
    - Teamwork (Exec Role Ability).
    - Backup (Lawman Role Ability).
    - Operator (Fixer Role Ability).
    - Moto (Nomad Role Ability).
  - Multiclassing Roles

- [Sidebars](#)
  - [Example Actions](#)
  - [So Many Skills!](#)
  - [Vehicle Repair](#)
  - [Item Repair](#)
  - [Multiclassing Example](#)
  - [Charismatic Impact in Action](#)
  - [Combat Awareness in Action](#)
  - [Credibility has a Big Impact](#)
  - [What if I Get Fired?](#)
  - [Backup in Action](#)
- [Friday Night Firefight](#)
  - [In Combat Time](#)
    - [Initiative and Combat Time](#)
  - [Actions](#)
  - [Actions in Detail](#)
    - [Move Action](#)
  - [Ranged Combat](#)
    - [Resolving Ranged Combat Attacks](#)
    - [Alternate Fire Modes and Special Features](#)
  - [Melee Combat](#)
    - [Melee Weapons in Combat](#)
    - [Brawling, Bare Knuckle Boxing, and Grappling](#)
    - [Martial Arts](#)
  - [Other Ways to Get Hurt](#)
    - [Being On Fire](#)
    - [Drowning and Asphyxiation](#)
    - [Electrocution](#)
    - [Exposure](#)
    - [Falling](#)
    - [Poisons and Drugs](#)
    - [Radiation](#)
  - [Before You Take That Damage](#)
    - [Taking Cover](#)
      - [Cover Hit Points](#)
    - [Using Shields](#)
      - [Human Shields](#)



- [\*Armor\*](#)
  - [\*When Armor Doesn't Cut It\*](#)
    - [\*Taking Damage\*](#)
    - [\*Wound States\*](#)
    - [\*Critical Injuries\*](#)
      - [\*Critical Injuries to the Body\*](#)
      - [\*Critical Injuries to the Head\*](#)
    - [\*Death Saves\*](#)
  - [\*Vehicle Combat\*](#)
    - [\*Land Vehicles\*](#)
    - [\*Sea Vehicles\*](#)
    - [\*Air Vehicles\*](#)
    - [\*Structural Damage Points\*](#)
    - [\*Aiming for Vehicle Weak Points\*](#)
    - [\*Getting Your Vehicle Started\*](#)
    - [\*Basic Driving\*](#)
    - [\*Doing Maneuvers in Your Vehicle\*](#)
    - [\*Losing Control of the Vehicle\*](#)
    - [\*Ramming\*](#)
  - [\*Reputation\*](#)
    - [\*Facedowns\*](#)
  - [\*Sidebars\*](#)
    - [\*Ranged Combat Example\*](#)
    - [\*Autofire Example\*](#)
    - [\*Melee Combat Example\*](#)
    - [\*Cover Example\*](#)
    - [\*Facedown Example\*](#)
- [\*Netrunning\*](#)
  - [\*Why has the NET Changed?\*](#)
  - [\*What Do I Need to Netrun?\*](#)
  - [\*Doing Things in the NET\*](#)
    - [\*Meat Actions vs. NET Actions\*](#)
    - [\*NET Actions\*](#)
    - [\*List of Net Actions\*](#)
    - [\*What Isn't a NET Action?\*](#)
    - [\*Jacking In or Out\*](#)
  - [\*Interface Abilities\*](#)

- [How to Use Your Interface Abilities](#)
  - [Interface Abilities](#)
- [NET Combat](#)
- [Programs](#)
- [Black ICE](#)
  - [Encountering and Using Black ICE](#)
- [Miscellaneous Upgrades](#)
- [Cyberdeck Hardware](#)
- [Doing a Netrun](#)
- [Building a NET Architecture](#)
  - [Step 0: The Difficulty Rating](#)
  - [Step 1: Shape the Architecture](#)
  - [Step 2: Fill in the Architecture](#)
  - [Step 3: Fit the Architecture to the World Around it](#)
- [Demons and Defenses](#)
  - [Demons](#)
  - [Active Defenses](#)
  - [Emplaced Defenses](#)
  - [Environmental Defenses](#)
- [Home Security 2045](#)
  - [Buying a NET Architecture](#)
  - [Adding Passwords, Control Nodes, and Files](#)
  - [Adding Demons and Black ICE](#)
  - [Adding Defenses to Control Nodes](#)
  - [Home Security: An Example](#)
- [Sidebars](#)
  - [NET Actions Example](#)
  - [Virus Examples](#)
  - [Notes on Architectures](#)
  - [What Kind of Security Do I Need?](#)
- [Trauma Team](#)
  - [Wound States](#)
  - [Critical Injuries](#)
    - [Critical Injuries to the Body](#)
    - [Critical Injuries to the Head](#)
  - [Death Saves](#)
  - [Stabilization and Healing](#)

- [\*I'm Stabilized. Now What?\*](#)
  - [\*...Unless You're Mortally Wounded\*](#)
  - [\*Needed Skills\*](#)
  - [\*Treating a Critical Injury\*](#)
  - [\*Critical Injuries and Cybertech\*](#)
- [\*Trauma Team: Silver or Exec?\*](#)
- [\*Going to the Hospital\*](#)
  - [\*Bodybank\*](#)
  - [\*Found Cyberware\*](#)
  - [\*Bodysculpting\*](#)
- [\*Street Drugs\*](#)
- [\*Therapy and YOU!\*](#)
- [\*Cyberpsychosis\*](#)
  - [\*Depersonalization Disorder\*](#)
  - [\*How Cyberware Fits in\*](#)
  - [\*Mental Trauma\*](#)
  - [\*Effects of Cyberpsychosis\*](#)
  - [\*The Rules of Cyberpsychosis\*](#)
- [\*Sidebars\*](#)
  - [\*What to Do When a Character Dies\*](#)
  - [\*Replacement Parts\*](#)
  - [\*Difficult Subjects\*](#)
- [\*Welcome to the Dark Future\*](#)
  - [\*The Fall of America\*](#)
  - [\*Dark Future Countdown\*](#)
  - [\*Before the Red\*](#)
    - [\*Unified Europa\*](#)
    - [\*Russian Revanchment\*](#)
    - [\*Asia Ascendant\*](#)
    - [\*Mideast Meltdown\*](#)
    - [\*Afrofuturism and the High Frontier\*](#)
    - [\*Central and South America\*](#)
  - [\*America: The Eagle Falls\*](#)
  - [\*The Gang of Four\*](#)
  - [\*Rise of the Megacorps\*](#)
    - [\*When Corporations Go to War\*](#)
  - [\*The 4th Corp War\*](#)

- [Sidebars](#)
  - [Why Wars Make Cyberpunks](#)
- [The Time of the Red](#)
  - [The Aftermath](#)
  - [The U.S. in the Time of the Red](#)
  - [The Players and the Game](#)
  - [The World Beyond](#)
    - [United Europe](#)
    - [Neo-Soviet Russia](#)
    - [The Middle East](#)
    - [Futurist Africa](#)
    - [Central and South America](#)
    - [Asia and the Far East](#)
    - [The Drift Nations](#)
    - [The Deepdown](#)
    - [The Highrider Confederation](#)
    - [The AIs](#)
    - [Netwatch](#)
  - [The Neocorps](#)
    - [Arasaka](#)
    - [Biotechnica](#)
    - [Continental Brands](#)
    - [Danger Girl](#)
    - [Militech International](#)
    - [Network 54](#)
    - [Petrochem](#)
    - [Rocklin Augmentics](#)
    - [SovOil](#)
    - [Trauma Team](#)
    - [Ziggurat](#)
    - [Zhirafa Technical Manufacturing](#)
  - [Sidebar](#)
    - [Citizenship in the Time of the Red](#)
    - [The Corp Graveyard](#)
    - [Other Corps of Note](#)
    - [A Few N54 Shows](#)
    - [Local Corps](#)

- [Welcome to Night City](#)
  - [A Bit of Night City History](#)
    - [A Man With a Dream](#)
    - [Night & the Spectre of the Collapse](#)
    - [The Morro Bay Massacre](#)
    - [The Coronado City Partnership](#)
    - [The Rebuilding of Morro Bay](#)
    - [A City of Neighborhoods](#)
    - [The Mob Moves in](#)
    - [The Fall of Night City](#)
    - [Mob Rule](#)
    - [The Megacorps Take Over](#)
  - [Night City in 2020](#)
    - [The "Disneyland" Zones](#)
    - [The Suburban Sprawls](#)
    - [The Badlands](#)
  - [Night City, Happy at Last?](#)
    - [Night City and the 4th \(2022\)](#)
    - [The Bomb \(2023\)](#)
  - [The Time of the Red](#)
    - [Survival Mode](#)
    - [The Recovery](#)
    - [The Realm of Conspiracy & Rumor](#)
    - [Night City Rebuilding](#)
  - [Night City in the Time of the Red](#)
    - [Threat Ratings](#)
    - [The Hot Zone](#)
    - [The Rebuilding Urban Center](#)
    - [The Executive Zone](#)
    - [The Combat Zones](#)
    - [The Overpacked Suburbs](#)
    - [The Reclaimed Perimeter](#)
    - [The Open Road](#)
    - [Change is Coming](#)
    - [The New Un-Normal](#)
  - [The Particulars](#)
    - [Political Powers](#)

- [Public Services](#)
  - [Law and Order](#)
- [People of Night City](#)
  - [Power Players of Night City](#)
  - [Badasses of Night City](#)
  - [Gangs of Night City](#)
- [Key Places in and Around Night City](#)
  - [Hot Zone](#)
  - [Rebuilding Urban Center](#)
  - [Combat Zones](#)
  - [Overpacked Suburbs](#)
- [Sidebars](#)
  - [Why the History Lesson?](#)
  - [Where's \[Gang X\]?](#)
  - [Your City](#)
- [Everyday Life](#)
  - [Staying Out of Trouble](#)
  - [How You Stay in Touch](#)
    - [Meet Your Agent](#)
  - [What You're Packing](#)
  - [How You Get Around](#)
  - [How You Get the Word](#)
  - [What You Wear](#)
  - [What You Eat](#)
  - [How You Have Fun](#)
  - [Where You Get Stuff](#)
    - [Vendits](#)
    - [Bodegas](#)
- [The New Street Economy](#)
  - [Before the War](#)
  - [A War of Supply](#)
  - [Rise of the Nomads](#)
  - [Why it isn't Post-holocaust](#)
  - [Night Markets](#)
    - [Night Market Generator](#)
    - [Midnight Markets](#)
  - [Night Market Appendix](#)

- [Melee Weapons](#)
- [Ranged Weapons](#)
- [Weapons of Excellent or Poor Quality](#)
- [Weapon Attachments](#)
- [Ammunition](#)
- [Exotic Weapons](#)
- [Master Armor List](#)
- [Master Gear List](#)
- [Fashion](#)
- [Street Drugs](#)
- [Cyberware](#)
  - [Fashionware](#)
  - [Neuralware](#)
  - [Cyberoptics](#)
  - [Cyberaudio](#)
  - [Internal Body Cyberware](#)
  - [External Body Cyberware](#)
  - [Cyberlimbs](#)
  - [Borgware](#)
- [Cyberdeck Hardware](#)
- [Programs](#)
  - [Black ICE](#)
  - [Buying a NET Architecture](#)
  - [Services and Entertainment](#)
- [Lifestyle and Housing](#)
  - [Housing](#)
- [Making a Living in a Cyberpunk World](#)
  - [Working for a Eurobuck \(Ways to Make Money\).](#)
    - [Doing Jobs](#)
    - [The Hustle](#)
  - [Buying and Selling](#)
- [Sidebars](#)
  - [What is a Eurobuck, Anyway?](#)
- [Running Cyberpunk](#)
  - [The Urban Environment](#)
  - [Trust No One](#)
  - [Contrast](#)

- [Know the World](#)
- [Play for Keeps](#)
- [Set the Mood](#)
- [Teamwork](#)
- [Meet the Teams](#)
- [A Cyberpunk Masterclass](#)
- [Beat Charts](#)
  - [Scripting the Game](#)
  - [A Beat Chart Example](#)
  - [Making a Beat Chart](#)
  - [A Few Good Beats](#)
    - [The Hook](#)
    - [Cliffhanger](#)
    - [Development](#)
    - [Climax](#)
    - [Resolution](#)
- [Getting Better](#)
  - [Playstyle-Based Improvement](#)
  - [Earning Improvement Points](#)
  - [Spending Improvement Points](#)
- [Mooks and Grunts](#)
- [Encounters in the Red](#)
  - [Regional Variation](#)
  - [Daytime Encounters in Night City](#)
  - [Evening Encounters in Night City](#)
  - [Midnight Encounters in Night City](#)
- [Screensheets](#)
  - [Wood Pirates](#)
  - [Smash the Box](#)
  - [The Big Break](#)
- [Sidebars](#)
  - [Cyberpunk Players Read This!](#)
  - [Cyberpunk Bibliography](#)
  - [Cyberpunk Filmography](#)
  - [Setting the Mood](#)
  - [Play Your Enemies Smarter](#)
  - [Side Quest Ideas](#)



- [An Example Beat Chart](#)
  - [An Example Beat Chart \(continued\)](#)
- [Black Dog](#)
  - [Lilayah and Trace](#)
  - [Kepler and Pneumo](#)
  - [Damien and Zara](#)
  - [Samantha](#)
  - [City Battle](#)
  - [Nomad High Road](#)
  - [Ghost Stories](#)
  - [Thunder on the Road](#)
  - [Hot Potato](#)
  - [The Broken Wheel](#)
  - [My Brother's Keeper](#)
  - [Just Call Me Angel in the Morning](#)
  - [Sidebars](#)
    - [Meet the Crew](#)
    - [Kepler](#)
    - [Pneumo](#)
    - [Trace Santiago](#)
    - [Damien](#)
    - [Zara](#)
    - [Lilayah](#)
- [Character Sheet](#)
- [Advertisements](#)
  - [The Garden Video](#)
  - [Ziggurat: Connecting Everything](#)
  - [Continental Brands Pro Kibble](#)
  - [Rocklin Augmentics](#)
  - [Continental Brands: The Kiwi Kibble](#)
  - [Ziggurat: ZChat](#)
  - [The Garden Books](#)
  - [SMASH!!!](#)
  - [The Garden Music](#)
  - [Danger Girl](#)
  - [Zhirafa: GRAF3](#)
  - [Night City Today News: Your News Your Way](#)

- [\*Sanroo: Hello Cutie\*](#)
  - [\*Monster Fight Club: Cyberpunk RED Miniatures\*](#)
- [\*Index\*](#)