

CYBERPUNK

ROLEPLAYING IN THE DARK FUTURE

“Got live metal inside me—

“Razors under my skin—

**“Crystal mind and wired
nerves of steel—**

“Still chippin’ in...”

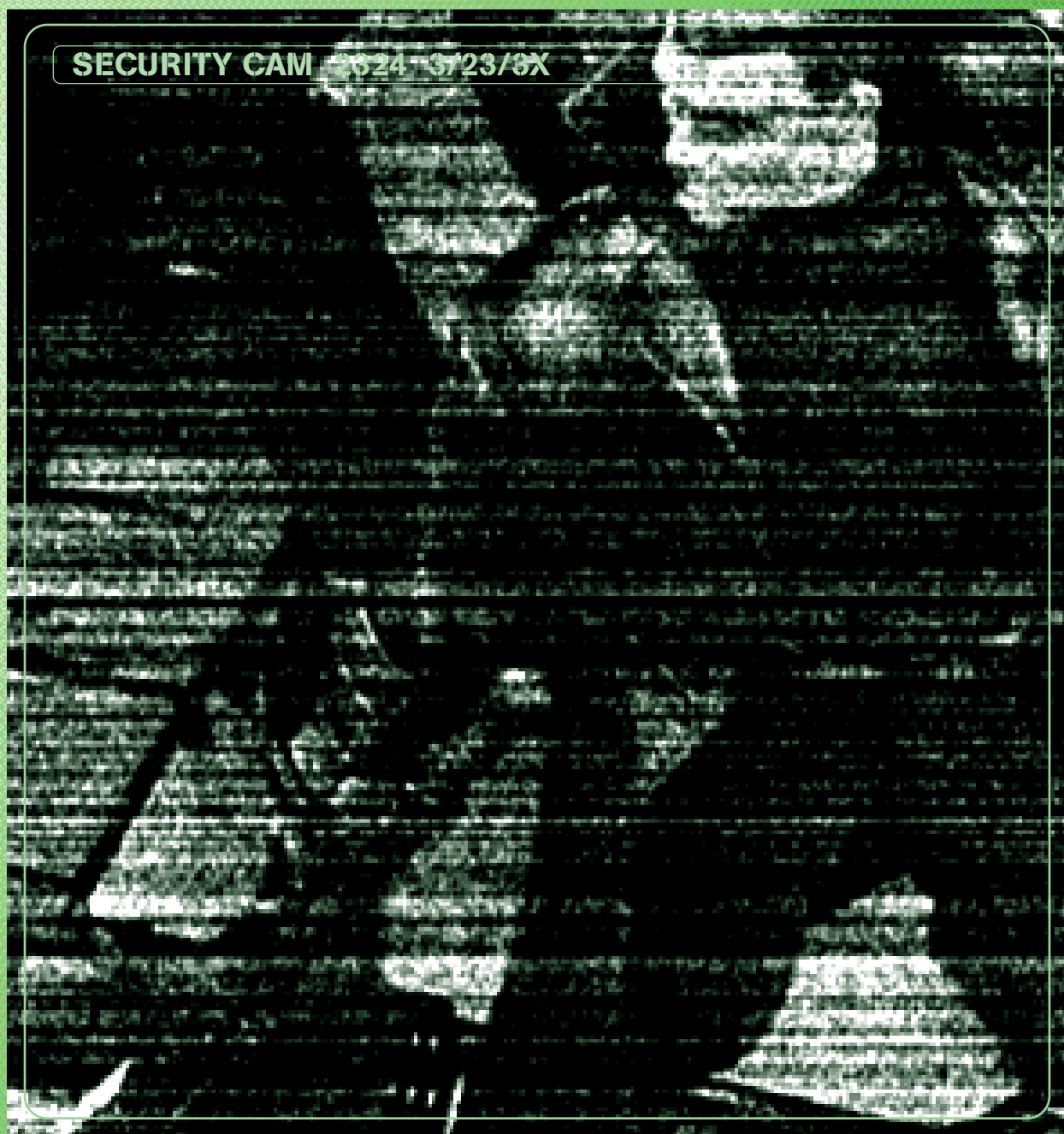
—Silverhand

V3.0



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Cyberpunk

Version 3.0

"We sleep safe in our beds because rough men stand ready in the night to visit violence on those who would do us harm."

-George Orwell

CYBERPUNK 1
SOUL & THE MACHINE

Cyberpunk v3.0

2 Roleplaying in the Dark Future

MEET THE CAST, CREW AND THE LEGAL STUFF

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Dedicated to my hero and
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years to finish Smile, right?)



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are really cool guys. Thanks!

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Forward

About the 3rd edition

So what's the deal here?

Glad you asked. When I started out working on 3rd Edition back 5 years ago, I thought—"Yeah, I'll write the whole thing over! Start from Zero! New start. Throw it ALL OUT!!"

But a lot can change in five years. One of the things that can change is that you realize that not everyone has PLAYED Cyberpunk. There's a lot of stuff we old Punks take for granted that the newbies don't have a clue about. So I soon realized that I was going to have to repeat a bunch of stuff that was Basic Cyberpunk 101. So don't be surprised if you see some familiar passages and ideas showing up in parts this new Edition. Maybe YOU'VE seen it all before, but there's a whole new generation of punkers (like my son), who haven't been exposed to what passes as my sense of humor. Sometimes the original way is still the best way to say something.



Another thing I realized is that play styles have changed. When I wrote the first Cyberpunk, RPGs were the next wave and computer games were still in diapers. Now RPGs have been supplanted in many ways by their digital bastard children. And that means play styles have changed. Nobody's willing to read nine hundred pages before they can play the game—not when they can boot up the Xbox and get hacking in ten minutes. So this version reflects the influence of video games on the RPG players of today. This book is designed to get you up and playing within the first few pages. And to do that, we've stolen some of the better ideas from the digital realm.

1) A Brave New world. Most RPGs bury all the fun stuff about the world in the back. But electronic games are all about showing the flashy stuff right up front. After all, that's why you came to play. So we're going to introduce you to our new playground. It's a world some ten to twenty years after the original classic Cyberpunk 2020—a world where the vast Net has collapsed, the Megacorps are struggling to regain their stranglehold, and humanity has broken into divided, often warring factions, each centered around a new definition of what it means to be a Cyberpunk. You'll explore new edgy technologies of nanoscience, genetic engineering, transform viruses, advanced robotics and more. And of course, there'll still be more hard riding, black leather trenchcoated cyberstuds than you can shake a mono-molecular katana at, because at the core, Cyberpunk and dystopian megaviolence go together like beans and rice, neh?

2) Templated Characters. In a computer RPG, you don't move a lot of stats around and juggle numbers to make a character. No, you start out with a basic idea of the character's role and then make decisions about what you want to add or subtract to make him good at that role. That's reflected in V3's Character Templates; thumbnails of cool roles in the world that are easily accessible to the new player, followed by simple, very direct choices that allow him to equip that character with exactly what he needs to get playing. These Templates not only make starting out easy, but help you put your new character into context with the new world we've brought to you.

Now, I can hear you old punk RPG'ers moaning. "No character generation? That sucks!" Never fear, goboyos. There's plenty of ways to roll your own in this game, from starting out with raw points, dice rolls all the way to big lists of equipment for you to buy. But it's all in the BACK of the book, in the section labeled RULES 4 ADVANCED PUNKS. Because that's what you guys are—experienced pros. Don't worry—the newbies will get around to using these sections too—but give them a chance to get out there and try the game first, ok?

2) Cool Pregenerated Stuff. Guns. Gear. Vehicles. No more of this fumbling around with big lists trying to buy everything and coming up short of cash. We're going to give you access to everything your character needs from the start—you just have to pick the things you want. Just like James Bond is incomplete without his trusty Walther PPK and Mad Max should always have his Mach Interceptor, your Cyberpunk should start out with the stuff he needs to get the job done. And all the stuff is already built for you, because that's OUR job and you shouldn't have to finish our work just to play your game.

Once again, all the big lists and descriptions are still in the book. But they're in the back, in big tables that are organized for easy use, both by Referee and player alike. No more skipping back and forth from section to section; once again, it's in the back, where you can get to it over and over again.

3) Easy to Use Rules. When you design a video game, the first question you should always ask is "what's the player going to be doing in this game?" And then make it easy for him to do that. The same rule should apply to a paper game as well. The result is the BASIC RESOLUTION SYSTEM—one simple way to resolve EVERYTHING you're going to do in the game. Feats. Challenges. Combat. You name it. All in less than a dozen pages.

Of course, you're going to want to swing out a bit and get into a bit more complexity as you get more experience. That's why, further along, we'll bring in the ADVANCED COMBAT SYSTEM; a smooth, detailed set of rules for all kinds of modern day combat. Based on the now classic Friday Night Firefight, it covers everything from fists to flamethrowers, with specialist rules along the way. If it can keep all those real life cops, soldiers and special forces guys happy for ten years, it should be enough for YOU.

4) Easy to Run. In a video game, all the Referee work has already been done for you—you just boot up and play. Two new tools allow you to get a game up and running fast, instead of requiring hours of hard prepwork.

For starters, METACHARACTERS are a whole new way to handle the problem of Non Player Characters—those pesky walk on roles every Referee has to tackle. And TAG-TELLING is a new way to handle running a game by sharing the refereeing tasks with your players. By handing off elements of the story to them, the Referee gets a richer, more interactive adventure, and also gets to play in the game instead of just babysitting.

So welcome to the New Dark Future, five and a half years in the making. It's been a long, strange trip, and we hope you enjoy it as much as we enjoyed writing it!

Aloha—
maximum mike pondsmith

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Section 1: Welcome to the Dark Future

U THOUGHT THINGS WERE BAD IN UR NEIGHBORHOOD?

Soul & The New Machine

The View From the Edge

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

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

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

Before you shrug off your bivvy bag and jump in, there's a few things we need to tell you. First of all, the name. **Cyberpunk** comes from two words. **Cyber**—from the term cybernetic, or a fusion of flesh and machine technology. **Punk**—from an early 1980's rock music style that epitomized violence, rebellion and social action in a nihilistic way. The term was popularized in the Pre-Collapse days

by a group of writers who specialized in writing science fiction with this kind of techno-melange. Their works featured a streamlined blend of rock, pop, sex, drugs and the highest, hippest technology—usually grafted onto your body somewhere. The archetypical Cyberpunk heroes of the 80's ranged from technobarbarians roaming a Postholocaust world, to cyberchipped jet setters with designer bodies.

Of course, from our enlightened viewpoint here in the Dark Future, this all looks pretty dated. After all, you probably accessed this article from your personal Agent, swilling down gigabytes of data like a Riptide goldfish on steroids. Or maybe you used a Kojiru Alpha interface with a direct link from your artificial cyber bodyshell. If you're squatting in a Desnai parkology, you're used to remote wiring

into the appliances to make coffee; “studding” into your ridearmor to haul down to the corner Vendit. But understand—in 1987, this was all considered pretty visionary stuff. No one had interface fields. You couldn’t dial Luna on your phone. Designer drugs were illegal. You could walk down most city streets without an armor jacket. There wasn’t even a DataPool. Or even a Net.

Now we know better. History books can tell you in detail about the Crash of 1994, when the Euro-Combines established the World Stock Exchange and the economies of the United States and Old Sov Russia collapsed. Or the bad old days of the last Corp War, when the Megacorps went mano-a-mano with the Cyberpunks to end in an apocalyptic stalemate.

Back then, everything was run by the **Megacorps**, which were pretty much governments in themselves—at least, there weren’t many governments that tried to stop them. There was still a world-wide Internet, with digital commerce and trade happening at the speed of light. There were giant computer brains that ran industries and charted the course of civilizations. You could go anywhere on one passport—one worldism at its best. The economies of most nations were tied to each other, and the Euro was pretty much the world currency. There was plenty of cheap, synthetic food to eat. Huge international media-nets made sure that every apartment, cube and streetcorner had direct cable access to TV, radio and sensory feed, so there was always some mindnumbing crap on the tube to keep you entertained. Sweet.

Okay, sure there was a bad side too. Sixteen people to an apartment, sharing ration chips every week to buy food, with eight thousand apartments per city block. Sure, it wasn’t the best life, what with the boostergangs roaming the mallplexes and the major-league crime problems, but it beat being on the Street. And at least you knew where things were at. The Man and his corporate renta-cops were keeping you down, corruption was rampant, the U.S. Government was a third world banana republic that kept getting bogged down in wars overseas, and the entire planetary ecosystem was going to hell in a global warming handbasket. But it all made sense, neh?

Now we’ve got total anarchy. No federal government, unless you count those rump enders back in the Boswash corridor and their armies for hire. Between the mess of the Fourth Corporate War and the DataKrash wiping out the Net, even the mighty Megacorps have been blown back to square one. Every damn

It’s about You >Recorder on.

It’s about Culture. Six civilizations in constant, uneasy balance, not a stones’ throw from each other, each as different as the ancient Romans on their seven hills were from the Incas of the MesoAmerican Plateau. They are joined by a common point of origin; an incident that occurred a decade or more ago—and here I’m talking about the infamous destruction of the Arasaka Towers in 2022. Everybody knows about the Towers. Not that many know what really happened there—and why it became the defining moment of a culture war that continues to this day. I do. But I was there.

It’s about History. It’s been somewhere between ten and twenty years since it all went down on that fateful day. God knows, I’ve tried keeping track, but it’s been a busy time. Two wars, at least, several economic collapses, a Carbon Plague, a DataKrash, a massive earthquake, worldwide global flooding. Stuff adds up. And I’m not getting any younger. Meaner, yeah, but not younger. The world changed in an instant. Morgan Blackhand, Adam Smasher—two godlike icons of the Age we now call the Early Cyberpunk, clashing in mortal combat like comic book heroes in the skies over Night City. Metal vs Meat, hurtling to deadly collision and final nuclear devastation. This is the history we bequeath to you now; the legends upon which you now bedrock your future.

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It's about Technology. Technology makes Man what he is. Man is the tool user, the tool maker. Six cultures have shaped themselves on the lathe of technology, taking form and substance like metal under the cutter blades. The Cyber lords of **Corpore Metal**, with their iron bodies and artist souls. The **Edgerunners** of Night City, born of the nuclear fire that fuses living metal to living meat in imitation of their heroes, Blackhand and Silverhand. **Rolling State**, where metal flows with intellect, shaping bodies, tools and weapons to the bidding of their bio-enhanced wielders. **Desnai**, crouched in their caves of steel, bringing robot and human together in a way not even Asimov could have envisioned. Reef, pressure-domed in iridium and cyber-sheathed in transformation nodes against the titanic forces of the deep sea depths. **Rip**, the dreamers of new life evolving, drifting in their metal rafts on the surge of tide and wreck. Each one made by what technology they have grasped from the Promethean fires of Night City's destruction and the world that was unmade in its passing.

And finally, it's about Metal. It's about Meat. It's about how Meat uses

CONT. ON PG. 9

street corner is now parceled up between the new Powers That Be; the AltCults; Cee-Metal borg-freaks strutting around like tin gods, Reefer whaleboys runnin' the oceans, Driftbunnies with packs of mutant animals, smelly Rollers cruisin' in giant tank-cities, and the occasional Parker stompin' on someone with a frackin' robot. It's getting to where an honest Solo doesn't know who needs killin' anymore. Welcome to fraggin' 203X.

Where were we? Oh yeah—you want to be a Cyberpunk.

Here's more for you to think over. When the grand old Masters of the Cyberpunk Movement first started writing the Cyberpunk genre, they assumed that most of the things they wrote about would either never happen or would happen in the far future. No one knew that the West Germans were already developing "organic" circuitry in the late 1980's, or that the United States Air Force was developing mentally controlled weapons systems. Synthetic myomar muscle fibers were just starting to be used to control prosthetics, and very few people could project ahead into the 1990's when organic chipped arms and legs would be possible. There were only a few primitive experiments with bioengineering—things like Frostban™ a few new types of corn, some gene tailored sheep—nothing like the bioengineered animals that we used to terraform the Martian colonies. And there was no way anyone could have foreseen the advent of nanotech; microscopic machines that can build entire cities atom by atom.

It took about fifteen years for the newtech to catch up with the vision. First, the military started using cybertechnology to create "perfect soldiers" and pilots. Some of the spin-off led to prosthetic limbs, eyes and other body parts. Organic circuitry led to direct hookups between men and computers. Combined with advanced telecommunications technology and satellite downlinks, the basis for the planetwide Net was established. As each new technological advancement slammed into place, a sort of cultural technoshock set in.

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. They get crazy, violent, religious, hedonistic. Eventually, the whole society grinds to a halt, the victim of a mass psychosis. That's what we now call the Collapse.

In the early 2000's there were three major responses to technoshock. The vast majority of people, their lives uprooted and changed by the

Technoshock: When technology outstrips people's ability to comprehend or fit it into their lives. Suddenly people freak out.

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 and New Religion movements. 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*. And for a while, it all worked fine; the Corporate Bad Guys screwed with the Cyberpunks, the punkers fought back, some people got rich, some people got killed, and that's how the Dark Future was won.

**Then the
Megacorps went
down to the mats
for the last big
dustup; the Fourth
Corporate War**

Then the Megacorps went down to the mats for the last big dustup; the Fourth Corporate War; with company armies in pitched battle in the cities, nukes going off all over, and finally a deadly computer virus that all but wiped out the world computer Net. People got scattered in the ensuing chaos, met up, reformed into new groups, new societies, new ways to get things done. And as always, the guys who rode the technoshock wave and came out on top were your kind of people. The edgy, tough and smart. The Cyberpunks.

Okay, so now you're ready.

As a Cyberpunk, you grab technology by the throat and hang on. You're not afraid to check out the newest in "enhancements", cybertech and bioengineering. You've got interfaces crawling all over your body, weapons in your arms, lasers in your eyes, biochip programs in your brain. You become the car you drive, the gyro you fly, the guns you shoot. You dive headfirst into the new world of the Datapool, using your mind to shape nanomonsters and hurtle at light-speed through the most heavily defended computers. With cyborged fingers you pick computer locks; with enhanced senses, you see into the Future.

Because more than anything, Cyberpunk is an attitude. You wear the coolest clothes, use the most advanced tech, know the right people, make the new trends. You plan your crimes in the most select clubs and bars; your enemies are Corporate armies, cyborg bike gangs, power-armored assassins, computer-wired hackerheads, and sometimes the rival Altcult down the Street. Your weapons are nerve, street-smarts, bravado and the Minami 10 smartgun on your hip.

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

Now you're Cyberpunk.

CONT. FROM PG. 8

Metal, and how Metal shapes the Meat that uses it. It was with metal that Man transcended the limits of his form and function, tore the Earth asunder, toppled the forests, tamed the wild, then ascended on a pillar of fusion fire to assault Heaven itself. Metal gives us power—unbending strength. Technology shapes metal to our will. History is what they leave in their wake, and Culture is their bastard stepchild.

Culture. History. Technology. Shaped by Metal and the rebel spirit that takes these things and makes them its own—a spirit that defies science, governments and the rule of law to make a new thing—a pure, a righteous thing. A Cyberpunk thing.

Now you know the truth. Now you know *why* you're Cyberpunk.

Recorder off.

R.A. Thompson
Wild Hogs Ate My Baby
203X Edition

<http://www.talsorian.com/wildhog>

Cyberpunk Essence

10

Cyberpunks are survivors in a tough, grim world, faced with life and death choices. How they make these choices will have a lot to do with whether they end up as vicious animals roaming a ruined world, or retain something of their basic humanity.



Cyberpunks are also the heroes of a bad situation, working to make it better (or at least survivable) whenever they can. Whether it takes committing crimes, defying authority or even outright revolution, the quintessential Cyberpunk is a rebel with a cause. As a *Cyberpunk* roleplayer, it's up to you to find that cause and go to the wall with it.

This is the essence of *Cyberpunk*—playing your character with the proper disaffected, cynical-yet-idealistic style. Whether you're a biker with leathered skin and metal claws, or a debutante in satin sporting the latest in designer cyberoptics, you're going to need a certain panache—a certain flair, in portraying yourself. To achieve the essence of 203X, you need to master three concepts:

1) Style over Substance

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

2) Attitude is Everything

It's truth. Think dangerous; be dangerous. Think weak; be weak. Remember, everyone in the

2000's is carrying lots of lethal hardware and high-tech enhancements. They won't be impressed by your new H&K smartgun unless you swagger into the club looking like you know how to use it—and are just itching for an excuse.

Never walk into a room when you can stride in. Never look at someone unless you can make it your best "killer" look. Use your best "I'm bad and you aren't." smile. Don't sit around the flat or cube waiting for the next job. Get on out and hit the clubs and hangouts. Make sure you're where the party starts.

3) Live on the Edge

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

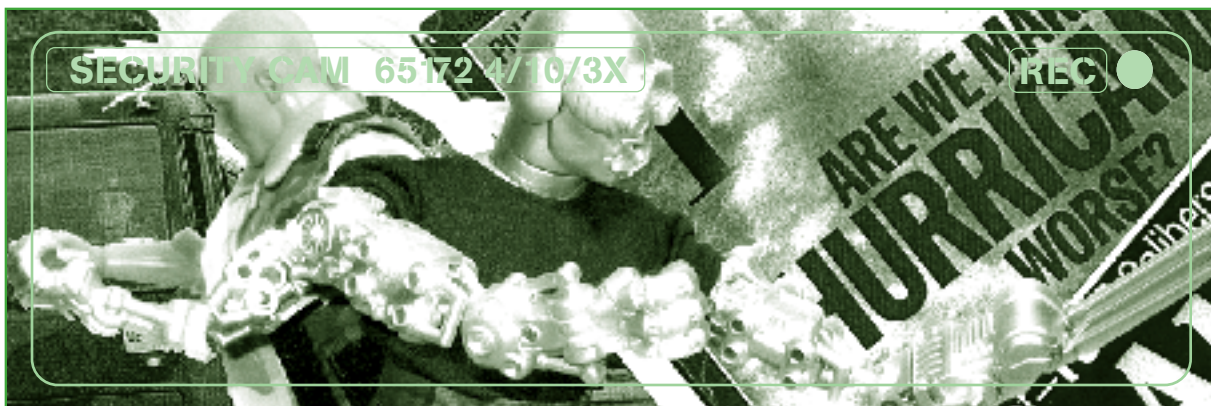
Remember: The world of *Cyberpunk* is a violent, dangerous place, filled with people who'd love to rip your arm off and eat it. The traditional concepts of good and evil are replaced by the values of expedience—you do what you have to do to survive. If you can do some good along the way, great.

But don't count on it.

GETTING PUNKED

To be Cyberpunk, you need to develop the right combination of world weary cynicism and hidden idealism. Truth is, Humphrey Bogart was the original Cyberpunk archetype and he didn't even have cyberware.

—maximum mike



Hell Bent For 203X

Once upon a time, there was a Dark Future. A Cyberpunk future.

The **Megacorps** ruled the world then, established in a nearly bloodless coup that had overturned many of the world's governments and established a ruthless, bottom-line oligarchy. Through violence, treachery, stealth and a subtle rewriting of history, these vast international com-

panies were the most powerful entities of the new millennium. They ruled almost absolutely, through economic power, teams of assassin enforcers, and, when required, private armies numbering in the millions.

Packed like sardines into the largest urban regions on earth, humanity combined the highest level of technology ever achieved with the deepest, grinding poverty. Beyond

CONT. ON PG. 13

A TIMELINE FOR THE DARK FUTURE 1990-203X

1990 Start of first Central American Conflict. U.S. engages in interventionist actions in Panama, Nicaragua, Honduras, El Salvador. Military forces are sent to secure the Canal Zone from an ex-U.S. puppet dictator.

West, East Germany reunited. Warsaw pact breaks up into separate nations.

Breakup of Soviet mega-state. From this point, the USSR begins a new era of reapproachment with Western Europe; by the 2000's, the Soviets are the Eurotheatre's most powerful allies.

Soviet president Gorbachev appoints party successor, Andrei Gorborev.

Fall of South Africa. For the next 4 years, there is little or no communication, although terrible atrocities and genocidal wars are rumored.

1991 Eurospace agency launches Hermes spaceplane

Gorborev regime purges last of old hardliners
CHODK2 developed by Biotechnica

First arcology built on ruins of Jersey City. 16 "arcos" begin construction over the next 5 years, until the collapse of 1997, leaving the huge structures half completed, filled with squatters and homeless.

Artificial muscle fibers developed at Stanford Research Center.

1992 The Treaty of 1992 establishes the European Economic Community. Zones of control and protective tariffs regulate the activities of member nations, France, Britain, United Germany, Italy. A common currency unit (the eurodollar) is established, based on average value in gold of all currencies combined. Trapped in paranoid isolationism, the U.S. declines to enter.

The U.S. Drug Enforcement Agency (DER) develops and spreads several designer plagues worldwide, targeting coca and opium plants.

Governments of Chile, Ecuador collapse.

A savage drug war breaks out between Eurocorp-backed dealers and DER all over the Americas.

First use of high energy laser lift arrays in USSR. Simple massdriver established in Canary Islands by eight member Eurospace Agency.

1993 First TRC biologic interface chips developed in Munich, United Germany.

AV-4 aerodyne assault vehicle developed to deal with increasing riots in U.S. urban zones.

Columbian druglords detonate small tactical nuclear device in New York. 15,000 killed.

1994 World Stock Market Crash of '94. U.S. economy teeters, then collapses.

1995 Hillmanjaro massdriver begins construction, under joint agreement between ESA and Pan-African Alliance.

1996 The Collapse of the United States. Weakened by losses in the World Stock Crash, overwhelmed by unemployment, homelessness and corruption, many city governments collapse or go bankrupt. The U.S. Government, snarled in a staggering deficit and the machinations of the Gang of Four, is totally ineffective.

Nomad Riots. By now, 1 in 4 Americans are homeless; hundreds of thousands riot for living space throughout the U.S., Nomad packs spring up on the west coast and spread rapidly through the nation.

First appearance of boostergangs.

The 4th Corp War

12

In the 1980's, British Petroleum may have been the first to see the advantage in establishing a military arm of its corporate power; in this case, by subcontracting the protection of its South American oil holdings to the local right wing paramilitaries, but it wouldn't be the last.

As more and more Megacorps grew to immense sizes and worldwide operations, many of them soon became equal to small nations in their own right; establishing their own military forces and the will to use them. And use them they did:

- **The First Corporate War (2004-06)**, took place when electronics giant Eurobusiness Machines and rival spaceplane manufacturer Orbital Air went to the mats over floundering Transworld Air. Most of conflict took place via stock manipulation and boardroom maneuvers, with only occasional military strikes against each other's holdings.

- **The Second Corporate War (2007-08)** pitted bio-fuel manufacturer PetroChem against its massive Russian rival SovOil. Fighting over drilling rights in the South China Sea, this corpwar was far more deadly, since with the collapse of the Soviet Union a decade earlier, SovOil had gained military technology previously only accessible to major nations. From the destruction of a PetroChem oil platform to the bitter end in the Spratley Archipelago, this conflict was as savage as any national war, ending with PetroChem driven out of Asia and the idea of open corporate warfare firmly established.

- While **The Third Corp War** was primarily fought via computer attacks in the Net, most Megacorps soon chose to protect operations with their own paramilitary forces, or to subcontract security to specialized corporations. One such corporation was **Arasaka Security**, a multinat founded by a megalomaniacal genius with the goal of restoring Japan to its pre-WWII glory. With legions of black-clad bodyguards, security troops and covert ops

teams, Arasaka soon was the most potent paramilitary group in the world. Its counterpart was U.S.-based **Militech**, specializing in military hardware and "armies for hire." There was no love lost between these two corporations—all they lacked was an excuse—and by 2021, they had it

- **The 4th Corporate War** started as a hostile takeover squabble between aquatech company **OTEC** and submarine transport firm **CINO**. To acquire the assets of bankrupt shipping firm **IHAG**, both corps brought in their security contractors (**Militech** and **Arasaka** respectively). At first, conflict was limited to attacks on sea-based facilities, but soon Arasaka and Militech, sensing a chance to get rid of a long-hated rival, raised the stakes. Attacks on sea farms and sub bases gave way to attacks and sabotage of onshore facilities; by the summer of 2022, it was open war in the streets with tanks, troops, aircraft and orbital artillery all in play. Pitched battles raged around the world until the final blow in late 2022, when Arasaka detonated a nuke in the center of the first **Night City**, killing over 500,000 people. To end the fighting, U.S. President Elizabeth Kress nationalized Militech under the command of the U.S. Joint Military Command, and the EU Government followed suit on both sides throughout the European Union.

Withdrawing back to Japan, Arasaka staged a coup to overthrow the government. With nuclear missiles supplied from ally North Korea, Arasaka held Japan (and the rest of the world) hostage until the Japanese Self Defense Fleet finally crushed the Arasaka "shogunate" and delivered Saburo Arasaka's head to a vengeful United States. The Fourth Corporate War was finally over, at a cost of millions of lives and immense destruction. The survivors have sworn never to let the Megacorps rebuild their private armies again. But without the threat of a powerful national military to hold them in check, it's only going to be a matter of time till the corporate warlords are back to their old tricks.

POWER ON

CONT. FROM PG. 11

Savage threw himself against the wall as the first slugs slammed in. Bricks shattered around him like cheap glass as he propped the Skorpion 16 against the wall and cut loose.

the hell of the armored cybercities was a howling post-holocaust wasteland, enforced by roving road gangs and the might of the Megacorps (who wanted to keep their consumer/subjects under their thumbs). There was only one place where humanity was still relatively free—the Net; a vast electronic information exchange where knowledge was the ultimate currency and the independent "data cowboy" (or netrunner) was king.

In this Dark Future, there was only one way to beat the system; to run the ragged edge of violence and change, playing the Megacorps against each other; working for them one moment, trading sides and agendas the next. Heavily armed and armored to their metal-clad teeth, equipped with the best military grade cybernetic hardware they could steal and the attitude to use it, the "Cyberpunks" (as they soon came to be known), engaged in an ongoing guerrilla war with their Corporate counterparts, trading blow for blow in a war they were fated to lose. But still, they kept on trying. Because they were *Cyberpunk*.



That was nearly two decades ago. Before it all fell apart.

The Fourth Corporate War

For it was inevitable that the most powerful Megacorps would eventually fall to squabbling. Three minor wars had already

CONT. ON PG. 17

Lawyer Purge.irate citizens lynch hundreds of criminal defense attorneys. U.S. Constitution suspended. Martial law established in U.S. 1997 Mideast Meltdown. Tensions in Middle East escalate to nuclear exchange. Iran, Iraq, Libya, Chad and the Arab Emirates reduced to radioactive slag. World oil supply drops by half. Toxic spill kills off most of salmon population in Pacific Northwest. Seattle economy crippled. 'Rockerboy' Manson killed in England. 1998 Neo-Luddites re-established in Western Kentucky. Over the next ten years, the "Luds" are responsible for bombings of airports, factories, freeways and mass transit terminals. The Drought of '98 reduces most of the midwest to parched grasslands. Between agribusiness corps and drought, the family farm all but disappears.	10.5 quake shatters Los Angeles. Pacific Ocean inundates 35% of the city. An estimated 65,000 are killed. Nuclear accident in Pittsburgh kills 257. Cancer deaths soar over next ten years. 1999 Federal weapons statute established. Millennium cults begin to appear, predicting an apocalypse on Jan. 1, 2000. Thousands migrate to isolated communes & temples to "await the end". Tycho Colony established. a massdriver is constructed to provide raw materials for orbital platforms. 2000 Millennium cults run amok on Jan. 1st in orgy of suicide & violence; most destroy themselves. First "extended family" posegangs established. Massive firestorms rage over northwestern U.S., destroying millions of acres of farm and grassland.	Crystal Palace space station begun at I-S. Washing Plague hits U.S., Europe, killing hundreds of thousands. 2001 The framework of the Net firmly in place with construction of the Worldsat network. 2002 Food Crash; mutated plant virus wipes out Canadian, Soviet crops. U.S. agribusiness crops survive due to new biological counteragent. USSR accuses U.S. of biological warfare. 2003 Second Central American War. U.S. invades Columbia, Ecuador, Peru, Venezuela. The War is a disaster that costs thousands of American lives. Eventually, the remainder of the Gang of Four is swept away on a wave of reform. MNS media star Tesla Johannesburg exposes secret NSR transcripts of the 1st Central American conflict. 2004 First cloned tissue growth in vitro. Microsutures, sterilizer fields developed.	Tesla Johannesburg assassinated in Cairo. First Corp War. 12 multinationals, (including CBM & OR) battle for control of Trans-World Air. 2005 Cybermodem invented. CBM solos attack Tokyo office of Henjiri Technologies, killing 18. End of 1st Corp War. 2006 First Human clone grown in vitro. Mindless, it only lives for 6 hours. 2007 Second Corporate War: Involving a number of firms including Petrochem, the dispute is over oilfields in the South China Sea. Braindance developed at UC Santa Cruz, California 2008 U.S. assault on Soviet weapons platform MIR XIII. Eurospace agency intervenes, and Orbital War breaks out between the "euros" and the "yunks".
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The DataKrash

14

You all remember Richard Nixon's resignation, right? How he came on camera in front of the great seal of the United States of America and said he was resigning, and then at the end of the speech, he pulled out that small black handgun and blew his brains out on national television?

Or maybe you remember how he came on camera and announced that if he was going down, everyone was going with him, and that he'd just triggered the launch codes to the US nuclear missiles?

Okay, how about when he came on camera and said "You won't have Dick Nixon to kick around any more." and he dropped trou on national television, mooning America from sea to shining Sea?

Chances are, you don't remember *any* of those moments. And that's because in the history YOU studied, Richard Nixon came on the air and resigned with a minimum of fuss. But what if something changed that history?

Enter the **DataKrash**. The DataKrash was a pervasive, nasty computer virus that created links between different bits of data stored on millions of computers. Created by brilliant (and antisocially insane) hacker legend **Rache Bartmoss**, and inserted into the very fabric of the architecture of the worldwide computer Net, its programming was deceptively simple: **Hide**, **Seek** and **Swap**.



1) Hide: Randomly transfer data files of the same size between computers, while keeping the original header. For example, say there was a file in Computer A called "Aunt Mary's Recipes" that was 1MB long, and a file in Computer B called "Master Plan to Overthrow America" that was also 1MB long. DataKrash would exchange the contents of both files, but retain the same headers. So the next time Saburo Arasaka opened up "Master Plan to Overthrow America", he would find a really great recipe for Aunt Mary's chocolate chip cookies instead. Meanwhile, the formula for an Arasaka mind control device would now be lurking like a toad in a suburban housewives' cooking database.

2) Show: DataKrash was also designed to level the playing field by locating secret data—and exposing it to others. For example, most of the Megacorps kept extensive files on covert operations or other dirty tricks. DataKrash would note files with secure headers, read the file contents, and drop copies of that file to every single name mentioned in the files. Since many of these covert ops involved subverting government agencies or corporate rivals, you can guess how popular this aspect of DataKrash was.

POWER ON

3) **Swap:** DataKrash was also programmed to substitute altered files for similar ones. For example, there were lots of copies of the MPEG file of the Nixon resignation, right? But they all had the same basic header. So DataKrash would seek out any video file with "Richard Nixon" in the title and in a certain number of them, SUBSTITUTE a digitally altered file in its place. DataKrash also did this with text documents, sound files, even digitally stored blueprints.

Rache's intent was to make information totally free, by making it purely subjective. There would be no way to hoard information, or to lock it up. There would be no lock on the truth, since there would be a million versions of the truth. In a sick, twisted kind of way, it was the ultimate post-modern act of freedom.

The Ugly Truth

"Then the IGTA's (Ihara-Grubb Transformation Algorithms) were downloaded, and after about ten hours, the Net was fully transformed, and everyone sheepishly plugged back in. Me, I just stayed jacked in for the whole show. It was really incredible to watch the entire Net get redesigned..."

Rache Bartmoss
Bartmoss' Guide To the Net

What Rache Bartmoss didn't include in this little soliloquy is that he was doing more than just watching. Bartmoss was also working; infiltrating his DataKrash code right into the IG Transformations that would run the Net, using a backdoor he'd set up months earlier on Manny Ihara's computer (knowing something of Ihara's proclivities, Bartmoss had made it look like a hentai animé porn file). In short, whereas most viruses have to infect a computer system, the DataKrash was automatically loaded into every single computer that ever ran the Net. Period.

The result is that there was never any chance to stop the "spread" of the DataKrash; it was as if every copy of **Windows** (an ancient and obsolete operating system of the 1990's) had been coded

Veracity Index

Unlike the old Net, The DataPool is a lock-box system, where information can be put in or taken out, but not directly exchanged between computer systems. The lockbox system means that data can be purged of viruses at one place (the pool itself), rather than being propagated all over the network. But it doesn't mean what they put in is *true*.

Since people constantly put information into the Datapool, there needs to be some way to know that what's being put in has any bearing upon reality or not. So all submitted information is automatically given a **Veracity Index** based on how many people can substantiate that the facts in the upload are true. You post your fact or information and as people read it, they can contribute to its Veracity. The higher the Veracity Index, the more valuable that information is. The DataPool also functions like a web browser, allowing an Agent to search its contents for information on a particular topic and check the data's Veracity Index as well.

To keep track of the current Veracity Index for most information in the 203X universe, you'll want to check this DataPool site from time to time:

<http://www.talsorian.com/vindex>

with a virus built in. By the time Magnificent Curtis, head of the worldwide cybercop org known as **Netwatch**, knew the awful truth about the DataKrash, it was too late; the process of the Krash was well underway; to stop it would have required stripping the operating system out of practically every computer on earth.

It Gets Worse

By the middle of the 4th Corp War, Netwatch was engaged in a desperate but futile battle to contain or negate the DataKrash. The battle was still a secret, but the aftermath was less so. Data

was getting swapped, shown and hidden at an astounding rate; so fast that Netwatch could barely track it, much less prevent it. Then in late 2022, the **RABIDS** started to appear.

The RABIDS (Roving Autonomous Bartmoss Interface Drones) were AI “killer” programs designed to resemble the late Rache Bartmoss, created as his last thumb in the eye to his Corporate enemies. Powerful, homicidal and ubiquitous, they began to infest the besieged Net in greater and great numbers. At first they attacked only known Bartmoss targets like Arasaka and EBM. But as time went on and Rache (now dead) wasn’t around to rein them in, the RABIDS evolved a murderous hatred of anyone they encountered in the Net. They also reproduced like—well—rabids, creating a deadly pack of killer programs numbering in the hundreds of thousands, roving the Net looking for something to annihilate.

This was the last straw. Unable to wipe out the DataKrash (without reprogramming every computer on the Net) and overwhelmed by frenzied hordes of killer RABIDS, Netwatch finally gave up. On March 5th, 2023, Magnificent Curtis and the IG Overwatch Council activated IGTA Dissolution Prime, propagating a code wave that crashed the IG Protocols.

The Net was dead.

Over the next few years, a few brave Netwatch runners tried to enter the remains of the Net through the old abandoned gateways. They found a virtual world of utter chaos, where mutated versions of RABIDS and other code creations savagely battled each other for memory space and bits of code. After the fourth attempt almost wiped out a twenty-runner expedition, Netwatch gave up, abandoning Netspace to the RABIDS. Within a few years, the **DataPools** were established, and the Net became only a memory to everyone except a few determined Netrunners who still, to this day, try to sneak into the ruins to recover bits of data.

One More Thing...

And so ended the Age of the Net— except for one nasty sidebar. In the early days of the DataKrash, Arasaka Security realized what was going on and decided that if anyone was going to control history, they were going to be the ones. So the wily Saburo Arasaka set up his own secure database removed from the Net entirely—and spent millions of dollars to isolate and purge all traces of alteration.

The **Alpha Secure Database** was located in the base of the newly constructed Arasaka Towers in Night City, protected by guards, encryptions, some of the first experimental nano-based Constructs, and—the piece de resistance—a 2 kiloton nuclear device set to wipe out the Towers in the event that security was breached. With a staggering twenty years of Arasaka intelligence gathering stored in the only DataKrash free computers in existence, this database would have given Arasaka an almost unshakable grip on the next phase of the Information Age.

In addition, Arasaka cooked up another special treat for anyone with hardcopy records—books, papers, notes—to wit, a **bioengineered virus**. The virus attacked paper—in particular, the acid free papers that had been steadily replacing the older acid-based papers used previous to the 1970s. Guess what they did with it?

Yep. Got it in one, didn’tcha?

And so it came to pass, that in the process of trying to capture or destroy the Alpha Secure Database, Morgan Blackhand, Johnny Silverhand and a group of unidentified punkers set off a small bomb intended to obliterate only the Alpha Secure Database—and triggered the even bigger nuke Saburo Arasaka had buried in the base of the Towers. The resulting detonation wiped out most of the center of Night City and led us to the place we are now; a world where the Net is no more, reality is subjective, and information no longer runs free.

"Things really went to hell during the War. Corporate egos don't have any brains; they have no sense of their limits. That's what I'm there for: to impose limits. With a bullet."

—Lani Iwase

CONT. FROM PG. 13

erupted like festering boils during the reign of the Megacorps; but the fourth and final conflict eclipsed all of these for scope and savagery. Fully armed conflict exploded right in the heart of the largest cities on earth; a war from the inside, where the combatants were often next door neighbors. As the conflict raged on, the desperate rivals even

stooped to employing nuclear weapons within cities—a taboo that even the bitter enemy superpowers of an earlier "cold war" had not dared to transgress. In response, the still massive military forces of the remaining national governments moved against their corporate "owners," triggering yet another round of destruction.

The Fourth Corporate War destroyed a lot of civilization as we know it. Not only were the contenders nations in their right, (Arasaka Security Corp alone was equal in military might to all of Nazi Germany at its height) but they also encouraged other Megacorps to take sides, turning the spat in a two year conflict that was the equal of any World War. In fact, as nukes were used on several occasions, it can be argued that this was the

fabled Third World War long anticipated by doomsayers since the 1950s. By the time it was over, 90% of earth's most industrialized regions had been severely damaged. Many were pockmarked with the glowing craters of still "hot" tactical nukes; still others suffered the ravages of biological and nanotechnologic attacks unleashed by rival factions.

Then the final hammer blow fell.

The DataKrash

It started out subtly, with minor changes in data bases, lost files, changed lines of machine code. But soon it exploded into wildfire, randomly shifting data, erasing/rewriting information, destroying or altering everything it touched. "It" was the DataKrash—a deadly computer viral plague that literally tore the heart out of the worldwide information network. Created by brilliantly insane netrunner and master hacker Rache Bartmoss, overnight the DataKrash invalidated the entire structure of information that made Megacorps and governments viable. With no way to keep records, no way to organize—no way to even track economies and money (the United States government went from solvent to bankrupt in a matter of minutes), the very foundations of the Information Age collapsed into the rubble of its already ruined cities.

until Tocho colony massdriver drops a rock on Colorado Springs. An uneasy peace is reached.	Concert riot in Night City kills 18, wounds 51. Old Arasaka complex gutted.	2018	Brushfire Wars erupt in Eastern Europe. ESR mission launched to Jupiter	2022	Covert operations expand as Arasaka Security and Militech spar to see who will control the outcome of the CMO/OTEC War.
2009	Joint Euro-Soviet mission to Mars departs. Corporations eradicate mob rule in Night City. Abortive takeover attempt by U.S. "terrorist group" of Crystal Palace construction. ESR discovers Defense Intelligence Agency plot and drops 12 ton rock off Washington as a warning.	2013	Netwatch established by joint U.S./ Eurotheatre treaty. First true Artificial intelligence developed at Microtech's Sunnyvale, CA facility.	2019	Orbital colony revolt at L-3.
2010	End of Second Central American Conflict. Network 54 now controls 62% of all media broadcasting in U.S. Food riots in Denver kill 52.	2014	I-6 transformations redesign the Net. During this time, renegade netrunner Rache Bartmoss plants the DataKrash virus into the architecture of the Net. "Metal Wars" begin in Night City as gangs battle for turf.	2020	Carbon Plague incident. A corporate RV crash releases a nanotech plague on the outskirts of Night City. Adults die, while children under the age of 18 are affected with a variety of nano-based mutations. The plague ravages the city for two weeks, then mysteriously stops. Chicago Rebuilding Project begins. Financed by visionary Dr. Richard Storm of Storm Technologies, project joins Nomad groups under the unifying banners of the Aldecaldos and Jode Families.
2011	Crystal Palace is completed. ESR now has a permanent hold in High Orbit zone. ESR/Soviet mission reaches Mars.	2015	Rise of the cyber-mercenaries; Lithuania hires cyber-soldiers to repel invasions by Latvian nationals.		Fourth Corporate War: Covert operations explode into a shooting war as Arasaka and Militech move front line troops into battle. The ensuing conflict involves operations all over the globe, with heavy combat in major cities. The Chicago Rebuilding Project collapses as Arasaka Corporate factions detonate virus bombs in an effort to deny the city to the Militech side.
2012	Bioplague kills 1,700 in Chicago.	2016	Third Corporate war is fought in the Net, as rival corps attack each other's data fortresses.	2021	DataKrash virus now infects 78.2% of the Net. Aware of the virus' potential, Saburo Arasaka sets out to create a secure database in the new Arasaka Towers facility in Night City.
		2017	First self-aware human clones created.		

Aftermath

But people survive, even if institutions don't. From out of the rubble, the survivors, often led by the *Cyberpunk* rebels they had feared and despised, began to hammer their lives together again. Without corporations to manipulate them, or governments to control them, the remnants of humanity created their own systems of information and barter. No longer trusting the worldwide Net that had betrayed them, they devised their own **DataPool** "infra-nets" organized around common interests. Rejecting the ethic of mega-

"We like to think we make our own rules. But Nature makes the ultimate rules. A thousand feet down, Nature doesn't care about anything but air, pressure and the things with big teeth.

—Heifer Mahalo

and hated by the rest of mankind, fled to the deserts of the southwest, to seek freedom from persecution and slavery as a group known as

corporate mono-culture ("everyone eats at McDonalds, everyone watches Hollywood movies"), humanity split into dozens of new cultures, each with its own beliefs, social rules and even calendars.

So came the diaspora—the splitting of America into new tribes, each headed its own way. First, the fully-cyborged, whose cybernetic body shells had long made them feared

Corpore Metal. Next, the scattered tribes of the Nomads gathered together once again to travel the open road, this time in gigantic rolling cities that could shelter thousands as they wandered; they called themselves **Rolling State**.

Not every Nomad took to the roads. Some took to the sea instead, led by visionary Richard Storm and his dream of an undersea utopia deep in the Gulf of Mexico. When the colony was threatened by the Corporate War, Storm joined forces with OTEC (Ocean Technology & Energy Corporation) president Amanda Russell and her one time combat team leader John Neptune (who turned from battle to lead a colony of fellow bioengineered humans to a new destiny). Neptune's **Reefers** were not the only gene tailored to seek freedom; several thousand humans force-altered by the Megacorps to serve as Martian colonists managed to commandeer several large cargo blimps and escape to form the nucleus of an aerial society high in the stratosphere.

High overhead, deserted by the Megacorps (many of who took flight starward in secret and unsuspected interstellar colony ships), the orbit-dwelling **Highriders** fell from grace, reduced to scavenging parts from decaying space platforms just to survive. As their brethren on Luna and Mars starved or fell ominously into radio silence, the Highriders

As war rages, most of the command and control elements of the United States Military begin to break down.

Seven Hour War: Fed up with the fighting, Highriders at O'Neill 2 declare independence, using deltas and scavenged massdrivers. U.S. and Japan officially recognize the new government.

In an attempt to cripple its enemies' datastores and gain control over history, Arasaka Corp releases Paper Viral VS24—an engineered bacterium that consumes acid-free papers.

Militech is nationalized by U.S. President Elizabeth Hress by the expedient of reactivating Militech CEO Gen. Donald Lundee's reserve commission.

Night City Holocaust: An incursion team led by solo Morgan Blackhand and rocker Johnny Silverhand attempt to steal/destroy the Arasaka Secure Database in the Arasaka Towers facility. In

response, Saburo Arasaka detonates an area denial nuclear device which destroys most of central Night City. Over a million people are killed, another million and a half die in the resulting after-effects.

Saburo Arasaka flees back to Japan. His son Hei follows after seeing to evacuation of troops from U.S.

Hei Arasaka commits suicide via Soukkiller

Returning Arasaka troops take over Japanese government. Infiltrated Japanese Defense Force collapses, unable to turn back the Arasaka troops. The Japanese Self Defense Fleet remains at sea, fighting Arasaka fleet attacks.

Night City's center is a radioactive wasteland. The Arasaka nuke has cracked the city water table, flooding lower regions to depths of over 50 feet. The nuke's enhanced EMP effect has also fried

most of the cyberware in the City, rendering thousands deaf, blind, or functionally limbless.

Escaping Chicago, Santiago's convoys are attacked by Raffen Shiv, but are rescued by a large force led by Richard Storm of Storm Technologies. Storm gives Santiago 20 liters of transform virus, allowing the nomads to survive in the middle of the corporate bio-plague.

Trapped for two weeks in the wreck of his combat sub, John Neptune formulates theories of Aqua Genesis. Escaping, he begins to gather followers, who are nicknamed "The Locker Crew."

Cyborg Samantha Wilder leads a party of fellow "borgs" out of the wreckage of Night City. Several corporate and military groups try to stop their members from deserting, but many are freed and join Wilder's "Crusade."

U.S. President Elizabeth Hress demands return of

Saburo Arasaka as war criminal and terrorist. Arasaka-controlled Diet refuses.

Desnai Park Mgr., Hensi Morimoto rescues Dr. Lauren York (a Raven Microcyb cyberneticist) from a boostergang. York has figured out how create "telepresence modules" that allow humans to manipulate simple machines by thought alone. By combining York's technology with his Park's "mecha", Morimoto creates a newtech he dubs "mechapresence."

U.S. goes to war footing with Militech leading the attack. By now, Militech is pretty much the U.S. military. The remaining U.S. military COGs (Combined Operations Groups) are mobilized to invade Japan.

China demands Saburo Arasaka be turned over to World Court.

The returning Nomads encounter Dr. Richard Chiang, who plans to use Chicago to test his new

took stock of their options. Hurling rocks onto the ravaged cities below was no longer useful; there was nothing left to threaten. But the Highriders still controlled the orbital satellites—the only remaining source for controlling worldwide communications. And so their path moved from exploring outwards to turning earthwards as the messengers and storytellers of a fragmented humanity, known forever after as **Fallen Angels**.

As Japan tore itself apart in civil war between the legitimate government and the forces of the renegade Arasaka Security Corporation, the great floating cities around Tokyo, Osaka and Nagasaki found themselves adrift on the open sea, cast there to avoid the devastation striking their homeland. Beset by pirates and Arasaka loyalists, the newly formed **Riptide Confederation** turned to the science of genetic engineering to create a survivable culture.

Still another Nihongi survivor chose his own path; emulating his idol (and past employer), he set out to establish **Desnai** as a world of gigantic, self-sufficient theme park cities where all would be safe from conflict and free to live peaceful, balanced, well-managed lives.

Even the dead found a new refuge—as the disembodied victims of **Soulkiller**; a vicious digital



assassin program that ripped its targets' souls out of their dying bodies and encapsulated them into computer engrams—gathered to colonize the mainframes of cities abandoned during the War. Led by Soulkiller's creator (and first victim), programmer **Altiera Cunningham**, these digital

nanobuilders. Santiago makes a deal to protect Chiang's team from the Raffin Shiv and the Corporates if they give the Nomads access to the nanobuilders.

After several weeks of walking, cyborg Samantha Wilder's "Cyborg Crusade" reaches the high deserts of New Mexico. They take over Los Alamos Atomic Labs complex, which has been abandoned in the wake of a corporate biostrike.

Arasaka reveals a secret alliance treaty with North Korea. North Koreans threaten to attack U.S. Japan with nukes unless the U.S. stands down its mobilization.

JSDF Admiral Hiroquki Hattori returns with JSDF fleet. Unable to defend the vast floating cities off the coast, he cuts them loose with as much escort as he can spare.

Hattori and JSDF fleet confront Arasaka fleet off Yokohama. Arasaka fleet is destroyed, but at a heavy cost to the JSDF.

Hattori establishes military rule for the duration of the conflict and demands N.Korea stand down.

15 Minute War: Pushed by Arasaka, the N.Koreans attack China, South Korea, U.S. in a flurry of nukes. Beijing, Seoul are hit. While most U.S.-bound missiles fall short or are deflected by USAF, one manages to hit the U.S. 7th Fleet enroute to Japan. Nine missiles are targeted at Japan, but are deflected in low orbit by JSDF's secret "particle ablation field." The nukes go off without damaging any cities, but the EMP pulse wipes out much of the electrical infrastructure of urban Japan. Japan, U.S. and China retaliate by rocking/huking most of the North Korean peninsula into oblivion.

Datavirush virus is now in full dispersal, decimating systems worldwide. Netwatch has only just begun to learn of it's existence.

Hanto typhoon of 2024 strikes Japan and the North Pacific. Hailed as the second "Divine Wind," the storm batters an already damaged Japan. The

"Hanto" cities are scattered across the Pacific; in the aftermath of the 15 minute War, they are unrecoverable.

JSDF Admiral Hiroquki Hattori captures Saburo Arasaka in his mountain compound in Hokkaido. In a televised military trial, he condemns Arasaka and personally beheads him with his own sword. Hattori subsequently sends the head back to U.S. President Elizabeth Kress to express the profound apologies of the Japanese people.

2023 In the overthrow of the Arasaka compound, unearthed files reveal that in 2010, a secret Orbital program developed a near FTL fusion engine.

U.S. military forces attempt to attack Wilder's community at Los Alamos. They are driven off by the cyborg squatters, who announce that they are nationalizing the lab and establishing a "free state" open to any full cyborg who wants to join.

A Datavirush dump to an ESA workshack reveals that the High Frontier Colony under construction at

LS is NOT a colony at all, but a group of powerful fusion drives designed to move colonies out of their orbits.

Gathering of Angels: Tired of ongoing corporate strife, the L colonies decide to declare their separation. The High Frontier Colony is mobilized and moved into position to tow key colonies out of orbit.

On Drift City 1, Dr. Salterjee Pandat develops first bioforms. These are test subjects, but end up being given to Pandat's son and friends to distract them from the Drift Cities' exodus.

The four major L zone colonies, now lit by mini-fusion suns, break orbit and begin accelerating out of the solar system. To cover their escape, the colonies rock parts of Europe from orbit.

The Run to Alpha C. The L colonies are attacked by elements of the ESA and Soviet Rocket Corps trying to stop them from escaping the Solar System.

"ghosts" created their own world; a universe of digital constructs as real to them as our own world is to us, entering this "reality" only to explore or plunder as needed. Soon, others chose to leave their bodies behind and join them of their own free will.

And what of the **Megacorps**? Many are now bankrupt, still more shattered by assassination, war and their own treacherous agendas, the Megacorps have struggled to find survival and purpose in a world no longer their own. Seeking to regain their lost power, they have become the **NeoCorps**—masters of subversion and treachery, always looking for the fatal weakness that will bring down the new order.

Finally, the **Cyberpunks**. The war with the Corps had been won, but at a price only a hardened veteran of the mean streets could have faced. While a few left the cities to recolonize long deserted villages and towns, the vast majority stayed in their urban complexes. With nanotechnology, cybernetics and techniques looted from Corporate research labs, the now self-renamed **Edgerunners** have rebuilt and expanded the vast cities, hurling them skyward in multi-leveled tiers and thrusting deep into caverns under the earth. Two great megacities have emerged—**Boswash** from the ruins of New York, Boston, and Washington; the

other, **Night City** from the amalgamation of San Francisco, Los Angeles, San Diego and (of course) Night City. A third megacity, **Chi-cag**, is even now exploding along the Great Lakes, to swallow Chicago, Detroit and Toronto in its expansion.

Veterans of change and wary of extremes, the Edgerunners are known for toleration of other groups, if they can face the mean streets of mega-urban culture and survive. Indeed, if there's a Casablanca anywhere in the post-Corporate age, it's in the titanic sprawl of **Night City**, where everyone comes to make their deals and find their fortunes. Metaled-up Edgerunners now stand shoulder to shoulder with glittering robo-men, mobile-city panzerboys, bioamped whalemens, aquatic drifters, techie mechanauts, corporate mafiosi, highrider deltajocks and the enigmatic ghosts of the past. The lessons that brought them to this place have been harsh and unforgiving—they eye each other warily as they reach out to make a future together.

And that brings us to now. This moment, this time and place. From the ashes of one age, into the dawn of another. There are a million ways to shape the future. One of them is yours.

And all you have to do is choose.

Orbital Mirrors are cut loose and aimed at the polar icecaps. Billions of joules of microwaves melt the icecaps, raising sea levels and causing massive storms. The ESR, USRF and SRC band break off pursuit of the colonies and band together to shut down the arrays. However, vast ecological damage is unavoidable.

Rising seas threaten to obliterate the Gulf Coast. Thousands take refuge in the OTEC city of Atlantis. Richard Storm (of Storm Technologies) and OTEC President Amanda Russell agree to join Atlantis with Storm's undersea colony of Reef. A permanently joined structure is established.

Hanto Drift City One encounters OTEC floating city of Aqua Delphi in mid-Pacific. Over the next month, Aqua Delphi MKD towboats and combined JSDF/OTEC forces round up the remaining Hanto Cities.

Atlantis is about to be overrun by attacks from

pirates and CMO (OTEC's corporate enemy) fleets, when John Neptune's merc navy shows up to help ex-employer, Amanda Russell. The savage "Locker Crew" speedily dispatches both armadas.

Drift city philosopher Mysake Ono writes *The Book of Riptide*, a series of meditations similar to the *Tao De Ching*. The book sweeps through the war weary Cities, creating a powerful new social movement.

With Chiang's help, Santiago's Nomads build a gigantic rolling caravan the size of a small aircraft carrier, powered by a looted fusion plant and mounted on gigantic tracks. The first Roller City, it is christened Chi-Town.

Neptune realizes Storm's transform tech can save millions displaced by the rising seas, as well as the culmination of his Aqua Genesis philosophy. They begin a drive to transform refugees into sea

dwelling "new-men" who can live in the self-sustaining Reef colony.

Dr. Chiang releases first nanobuilders in Night City. At first, the project is a success, but it soon becomes apparent that radiation in the Night City soil has caused the nanobuilders to start tearing down undamaged structures in an uncontrolled building frenzy, stopped only by bodies of water and certain types of rock.

Dr. Chiang hangs himself from the top of the new Night Central Starscraper.

United States Government relinquishes control of territory west of the Rockies. This region becomes the Unfederated States of America

2025 The Datallrash virus now infects 98% of the Net and has taken on extremely lethal qualities. Netwatch reluctantly cuts the backbone of the network. The Net goes dark.

2026 The Diaspora: The new Aitculls began to take root and spread out across the Unfederated States.

Roller City (Gary, IN) constructed

Solar Farms at Los Alamos started.

Lamar Nu-Cybe developed in New Night City. Modified bioform matrix allows regeneration of lost limbs.

Wild Return Coalition releases hypervore bioforms into the Northwest forests.

2027-203X Interregnum. New Aitcull enclaves established in Night City

Wild Return Coalition releases hypervore bioforms onto Great Plains.

Night City now reaches from Sacramento to Santa Tijuana

The NeoCorps

No Longer Big Business As Usual in 203X

For the first part of the 21st Century, modern megacorporations were much like the corporations of the late 20th century, only much larger and more fully autonomous. They were very nearly nations in themselves, with their own laws, cities, factories and armies. Most corporations in the early 2000's were multinational; i.e., they had branches and operations all over the world—branches as small as a research facility or sales office, or as large as a major manufacturing facility and security center.

Most megacorporations were manufacturers—they produced some kind of commodity for sale on the open market. Oil, steel, automobiles, aircraft, weapons, computers, cybernetics, biotechnologies; these were only a few of the literally millions of corporate operations. Many corporations had several commodities on the market—they controlled chemical plants in Europe, computer factories in Japan, and steel-making operations in the United States. Not all **Megacorps** were invested in manufacturing; Megacorps also controlled banking, food production, energy resources and other key areas of society.

One type of corporation deserving special attention were **Mediacorps**. These huge conglomerates grew out of a trend in the late 1980's, in which certain firms bought up TV networks, film companies, record companies, radio stations, and

book, magazine, and even comic publishers; effectively centralizing the media under the control of a very few people. Under the Mediacorps, mass entertainment became generic and bland; dissenting opinions and independent productions were usually buried under an avalanche of media

hype, or worse, co-opted or destroyed by vicious inter-corp competition. Still worse was the effect on news and information as politicians realized that the right connection to the right mediacorp could control the electorate—only a short step to being able to select, package and sell their own versions of reality.

Corporations & Governments

Since the Crash of '96, the governments of the world had been in the uncomfortable position of having to let the multinational corporations do pretty much as they pleased. Paying lip service to pollution control, product safety and minimum wage rules, the multinationals easily

dominated local governments through bribes, military support, or trading power, influence or money with the right leaders; a judge or police chief here, a senator or congressman there.

Driven by greed, empowered by success, the Megacorps of the early 2000's dwarfed all but the most powerful nations, corrupting governments, reshaping policy and even resorting to using private armies when economic clout wasn't enough. By 2020, the Megacorps pretty much ruled the world economy and much of the non-economic world as well.

203X Major NeoCorps

Aircraft: Militech, GMI, Spinelli Aerotech

Biotech: Biotechnica, DyNAwerks

Construction: MACERO, KunioCon

CyberTech: Raven Microcyb, ZetaTech, Kiroshii

Energy: PetroChem, DynaPower

Food Processing: AgriFactor IG, CONFOOD

Ground Vehicles: Bensen, Kundalini, GMI, ScionTetracorp,

Manufacturing: Megatechnix, ZetaTech

Media: Desnaiworld, Skysat

Robotics: D/J Limited, Megatechnix

Sea Farming: OTEC, SEA-Con

Sea Vehicles: OTEC, Hydrosubsidium

Security: Striker, LES, Orion, Militech

Weapons: Militech, DaiLung, Federated Arms, Sternmeyer, BudgetArms

www.talsorian.com/corpuupdate

That was until the **Fourth Corporate War** blew the cozy arrangement apart.

The Rise of the Neo-Corps

2022: With their ability to manage globe-spanning operations obliterated by the War and the subsequent DataKrash compromising their computer systems, the Megacorps faced a major crisis; how to stay operational when their entire world was going to hell. Many major Megacorps were wiped out simply because their assets were based

on stock, electronic money and other online networks.

What the Megacorps needed was an organizational system that was capable of maintaining command and control over vast operations using not much more than a telephone, and able to recover even if half of its managers were obliterated in a wartime strike by a rival corp.

They found it in **Organized Crime**.

Organized Crime—the **Mafia**, the **Yakusa**, the **Triads**, the

Russian Mobs and the **Columbian Drug Cartels**—hadn't been wiped out because their networks were already offline and secret. Since they were always in a state of war with *someone* (if only local law enforcement), organized criminals were also better prepared for catastrophic changes in management. So when the Megacorps went down, it was easy for these crime groups to take over their assets. (In the case of the Mafia, the Yaks and the Triads, they already had strong stake holdings in these Megacorps, which made it even easier—much of this stake came from extensive loans to cash-strapped participants during the 4th Corp War). Rooted in family loyalty and a sense of giri equal to any Altcult, Organized Crime was ready for the challenge of the post Corp War world. And they went after it with a vengeance.

"Of course I work for the Corps. You think I'm crazy? Look, be realistic. Appraise the options. There's nothing but grunt jobs on the Street. The best jobs are managerial: bossing plebes, climbing the ladder, and leveling the competition."

—Dave Whindam

Between the War and the DataKrash, most governments were also severely weakened. This meant the one thing traditionally holding the criminals at bay—law enforcement, also was wiped out, giving Organized Crime free reign to practice capitalism as they saw it. Forget about antitrust cases and the Justice Department. The new "Neo-Corps" resorted to extortion, murder, sabotage—whatever it took to control markets that no longer extended just to drugs, prostitution and vice, but also raw materials, transportation, energy, entertainment, etc.

By 203X, the line between legal and illegal business had become so blurred that it was functionally meaningless, ushering in a new age of intercorporate infighting unchecked by even a sham of legality. Even the lingo of the two cultures has blended—"crime bosses" are now "execs," "street soldiers" are "teams" or "workgroups," the "Gang" is the "Business" or "Firm" and the head of the Family is the "CEO." The loud garb of the former crime lord has been replaced by tailored suits; the weapons are sleeker, more sophisticated. But the same ruthless hunger for power is still there, unabated.

Neo-Corp Organization

The 2000's megacorporation was usually organized as a vast hierarchy, with a President, stockholders and a Board of Directors at the top, and a huge sea of workers at the bottom. The sea of workers is still there, but the Executive Suite has been restructured to reflect the new realities. There are no Boards of Directors. Stockholders don't control decisionmaking. There is a CEO, but he or she is far more analogous to the head of a crime family; with lieutenants running "divisions" that control entire production operations. These CEOs are often more flamboyant symbols for their companies than competent leaders. Theoretically, advancement is still based on merit, but in reality, the Neo-corporate world is rife with nepotism, deal making, brown nosing, cheating, lying, credit stealing, extortion, blackmail and (when all else fails) murder.

Corporate Ops

In the 2000's, almost every corporation employed at least one force of highly trained covert operatives, specializing in espionage, counter-espionage, sabotage, and counter-terrorism. Assassination and terrorism were relatively common, whether against other corporations or within the corporate structure itself. This was not an entirely new phenomenon. For many years, the powerful Japanese industrial combines, or *zaibatsu*, were known to secretly employ ninja clans in many of their covert operations. These connections stretched back into the distant past, when many of the same clans served the feudal ancestors of the *zaibatsu* rulers. Less covert operations requiring muscle and a lack of subtlety were often delegated to various Japanese gangster mobs, many of whom had full or partial interests in the corporations themselves. As Western corporations began to adopt various methods of Japanese management and production, it was a simple step for these companies to adopt or create their own "ninja" forces. This historical reference may be one reason why hired corporate killers and spies were known on the street by colorful terms such as ninja, samurai, ronin and yakuza.

Now the kid gloves are off and the mobsters are in charge. Everyone has covert ops groups, if only in self-defense. Made up of weapons specialists, computer technicians, and various "hired guns", almost all of these covert forces are cyberenhanced with the best technology available. Since the mid 80's, corporations have also routinely hired out their private armies to supplement already overloaded city police forces. These corporate forces are well paid and have access to the best equipment available. Corporate recruiters frequently search the combat zones for promising young criminals to recruit, promising them high pay, the best enhancements, and a life of glamour and adventure.

As police services have collapsed throughout the U.S., many cities have taken to hiring these corporate forces outright, deputizing them and turning

city law enforcement over to them. The NeoCorps have been equal to the task; ruthlessly, they have equipped their teams with the best weapons and armor. When an arrest is made, they make the best use of their considerable legal talent and influence to ensure the severest penalties. When an arrest isn't possible, they often resort to the harshest of policies. Entire gangs can be decimated in a single night by heavy weapons teams and armored vehicles; the bodies summarily end up in the landfill, and the legal staff quietly arranges to cover the incident over.

Working For The Man 203X

In the savage world of Big Business 2020, it was not unusual for an executive to jump from firm to firm, looking for a big success. To prevent this, most Megacorps required their employees to sign **Employment Contracts**, specifying how long they had to work for the firm until they could quit. In the new, mob-influenced NeoCorps, the ethos is simpler; once in the Corp, you never leave. Except in a box. A very small box.

This makes Corporate "headhunting" (hiring away another company's staff for use by your own company) a deadly game of cat and mouse. Most Corporations have their own "extraction teams", who, like the KGB or CIA, arrange "defections" of key personnel from one side to the other. Headhunting can be especially lethal, as most NeoCorps will use any and all means to stop a rival extraction team.

And in 203X, it's even harder than ever for a key worker to quit his job. Most NeoCorps not only have company owned developments inside of the City, but also have installed sealed light rail and underground systems between their work facilities and well-protected living zones. Patrolled by corporate guards, monitored by cameras and the most sophisticated sensors, these railways and the Corporate facilities they link are always clean, crime free...

...and ominously quiet...



Rise of the Altcults

"Culture is when people share the same beliefs, ideas or interests. Community is when people in the same culture find a place to hang their hats together. Civilization is when you have enough communities to make the whole thing a habit."

—Ramos Santayamos
Ideation and Alternative Culture
 2029

In the world of the Dark Future, culture has mutated into a new form—a form without distinct boundaries and lacking the historical forces of kings, laws or edicts to give it shape. This is the world of the Altcult; the ubiquitous banding together of people with common goals, beliefs and dreams, which transcends the need to share a location or even a defined territory larger than a city block.

Elements of Alt Cults

EVERY ALT CULT HAS THREE ELEMENTS.

1) The first is the Altculture's **Foundation**. This is how it got started—its founders and leading lights. In 203X, the world is much like being alive in 1776—the Founding Fathers of the newborn American Revolution are still alive and many of the basic principles of America are being formulated right around you.

2) The second is the Altculture's **Technology**. Each culture has its own technical specialization, which is the foundation of its economy. For example, in 1776, America was known for making fast sailing ships. In 203X, Desnai produces mentally controlled mecha, Rip produces bioengineered lifeforms, Edge produces removable cyberware, Corpore Metal produces immortal artificial bodies and Reef creates DNA changing transform viruses.

3) The third and last element is the culture's **Meme**. This is the philosophy that guides it and shapes it. You might say that in 1776 DeToqueville's essays on the typical American—a rugged idealist, rough-hewn and separate of his European roots, were that culture's meme. 203X has its own memes; for example; Corpore Metal believes that technology should make man immortal, while Desnai believes hat machines are designed to serve Man, and that sentient robots are dangerous.

What is a Meme?

Your Thoughts Control Your Life in 203X

Let's talk about memes, neh?

A meme is an idea. An idea that replicates itself. It's an idea that travels from mind to mind, kind of like a virus; sticking into your consciousness and becoming part of your worldview. An infectious thought.

Here's an example of a meme. Every hear someone humming a catchy tune? And even though you don't recognize the tune, you find yourself, hours later, humming it. Eventually, you hum the tune around your friends, and eventually they all start humming it.

That tune is a meme—the idea of a particular way of arranging notes. You got “infected” by that tune/meme when you heard it. By humming it, you passed it along, infecting others. Eventually, the whole world could end up humming that tune.

And before you laugh, remember back a few years ago when everyone was humming the *Macarena*?

There's a great little example of a meme—a fairy tale written by the great Slovak poet Lubomir Feldek. It's called the “Infectious Word.” In the tale, one person says the word “Sweetheart” to his girlfriend. She immediately has to repeat the word. The word is then heard by another passerby, who then says it, passing it on to another person who then has to say it, passing it on to the next...

The word “sweetheart” is the meme—and to show you how effective it is, see if you don't mention this tale to SOMEONE sooner or later in the next few days.

Memes are constantly evolving, growing. Some take root, others die out (or we'd all still be wearing leisure suits and going to discos). And occasionally, renegade memes evolve and propagate.

When an Adolph Hitler spawns an infectious idea of fascism and racial superiority, you can get a Nazi meme that can seduce an entire nation to commit the worst atrocities in human history. And then spend generations trying to stomp it out even after Der Fuhrer is dead and buried.

The way you vaccinate against these rogue memes is to make sure they can't take hold. You do that by locking down information in agreed upon memes that most people adhere to. For example, most people believe that men have landed on the Moon. This meme is supported by tons of photos, moon rocks, radio transmissions, etc. Only a few people think the whole thing is a hoax—and their hoax meme is locked out because there is tangible proof that supports the idea that Neil Armstrong really did take that one giant leap.

But...

what if all the proof that Man had landed on the moon was destroyed? Or worse, replaced by hundreds of versions of the moon landing, so that the proof was suspect? Suddenly, the meme that Man had landed on the moon wouldn't be supported. New memes; Man went to Mars, not the Moon; Neil Armstrong was a woman; Man didn't go to the Moon; Moon people came to Earth—could all creep in and take hold, because proof no longer existed to act as a defense against these new infectious ideas.

That's what Rache Bartmoss did to humanity. Through the DataKrash and its ability to taint and replace stored digital information, Rache made *all* information suspect, basically wiping out ten thousand years of immunity to rogue meme-cultures. This one act opened the door for all kinds of crazy cultures to evolve, as random memes took hold in fallow minds. Eventually, the true believers around these memes were strong enough in numbers to start their own divergent cul-

CONT. ON PG. 26

CONT. FROM PG. 25 tures, centered around these infectious concepts.

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That's one reason why the date is **203X**. Because once information became fluid, the **Gregorian Calendar** wasn't the only one people agreed to follow. Since no one can agree, EVERYBODY has their own calendar. (Think that's strange? The Japanese and Chinese each have their own calendars and there's more of *them* than there are us. So *who's* out of step here?)

That's also why there are so many versions of **recent history** —since the winner's version was no longer gospel, the losers could write their own and it could be equally valid.

And lastly, it's why competing memes don't want other memes moving into their territory. Ideas have power. For example, if the idea that throwing away your meat body is wrong ever took hold in the Corpore Metal culture, it might wipe Corpore Metal out.

Think of it as evolution (or intelligent design) in action, neh? Remember: in 203X, ideas have power. BIG power.

Altcults are the bastard child of the age of the Net; the vast consensual communication web that made Culture non-geographic. Linked by instant communications and shared resources, you no longer needed to be in the same place in order to have a community based around a culture. With the end of the Fourth Corporate War, the Altcults were inevitable; serving to tie the raveled a bloody threads of the blasted United States back together again in a new and strange.

First Roots

The **alt.** (from the term **alternative**) Internet boards on **Usenet** (an early text-based internet communications system) were the first Altcults. They centered around topics, such as hobbies, entertainment, politics or sex. These alts. created their own values and rules of behavior (memes). When two groups disagreed on a topic, they had cultural wars (kulturekampfs), usually fought through trolling the offending newsgroup or flaming them with hostile posts.

The **Corporate** and **Cyberpunk** cultures of the 2020 period were the two dominant Altcults of their times. The Corporates prized conformity, money and obedience. The Cyberpunks valued individuality, self-sufficiency and rebellion.

The 4th Corporate War and its aftermath nearly wiped out the Megacorporations and with them, their stranglehold on culture. Freed from Corporate repression, the Cyberpunks were able to expand and diversify, evolving into many different cultures that valued the same basics as their forbears, but with different common roots. Spreading out into the ruins of a country decimated by internal war, various bands came together around shared ideas, technologies, and the need for mutual support.

The Seminal Six

While there are many Altcults scattered around the Cyberpunk world (with more being founded every day), six stand out in particular as the most visible and well-established: Edgerunners, Reef, Rolling Sate, Rip, Desnai and Corpore Metal.



Edgerunners

Of all the new Altcults, the Edgerunners have stayed closest to their original Cyberpunk rebel roots, centering on self-reliance, renegade technology and the big guns needed to keep the Corps at bay. Megastructural nanotech allowed the Edgerunners to create the dense urban environments they are most comfortable in, while new advances in lamilar cyberware and weapons technology only raised the ante on the self-reliance aspect.

CONT. ON PG. 28

What is KultureKampf?

KultureKampf is a German term that means "Cultural Warfare." Coined many years ago by Prussian Chancellor Otto V on Bismark during the formation of the rising German state, it describes what happens when two or more cultural memes collide in mortal combat.

At the time, Bismark was describing the drive to establish a distinct Germanic culture in an area which had been torn apart by centuries of warfare. Germany up until the mid 1800's had been used as a convenient battleground by its neighbors, and the best way to change that, as Bismark (and other German leaders of the time) saw it, was to form their nation around a common identity and then forcibly push out all foreign ideas and cultural influences. When driven to extremes, this resulted in the master race complex of the later Nazis, the destruction of most of Europe, and the extermination of millions of innocent people in concentration camps.

But not every KultureKampf has ended in violence. Throughout the late 20th and early 21st centuries, the cultural memes of the Midwestern and Southern United States (religious fundamentalism, sexual repression, social conservatism) ran full tilt into the cultural memes of the Eastern and Western Coasts (religious pluralism, sexual freedom, social justice). Defined by the pundocracy of the time as the "red vs blue" divide, most of the "culture wars" of this period were fought via legislation, protest marches and waves of media pundits who blasted the other side's views through vitriolic talk shows and savage op-ed articles. Very rarely did these broadsides end in actual violence, even in the darkest times when the Gang of Four ruled the nation (and even through the Collapse that followed their overthrow).

In 203X, this collision of cultures is even more pronounced, especially when salvos of words can be

backed up with salvos of bullets. When Desnai decides that Corpore Metal is an abomination, it doesn't take long before both sides are throwing gunfire around. These wars over "the proper way to live" are the new KultureKampf, with leaders of various Altcults attacking each other via screeds that have all the ferocity of a radical Islamic cleric pronouncing a fatwah on the "infidels." And this time, there's real shooting.

CURRENT KULTUREKAMPFS INCLUDE:

<http://www.talsorian.com/kampfstat>

- **Cee Metal vs Rolling State** : This is more a conflict of *lebensraum* (another big German word you should look up sometimes). The huge solar farms of Cee-Metal block the open plains that Rolling State requires to move its Road Cities. The conflict is the belief that no one should own land (Rolling State) vs the idea that big boundaries create safety zones (Cee-Metal)
- **Edge vs Desnai**: To an Edgerunner, the corporate style regimentation of the Parkologies looks an awful lot like the old Megacorp "beavervilles". But to the tidy, orderly Parkers, Edgerunners look a lot like a bunch of anarchist thugs with huge guns who to come to the Parks for "entertainment"...
- **Riptide vs Reef**: The warrior culture of Reef runs smack into the peaceful, zen culture of Riptide; especially when the Reefers are hunting animals for food and sport. The generally low key, vegetarian Drifters look like a bunch of wimpy nancy-boys to the aggro Reefers. Reefer Raids on Rip "pets" are NOT helping matters in this one...
- **Desnai vs Cee-Metal**: With a core tenant of Desnai that humanoid robots are anathema, the full borgs of Cee-Metal cause the same reaction in Desnai that a devout Moslem would have to a pork farm across the street. Meanwhile, the Cee-Metals see Parkers as retro-Corporates who want to enslave them. Dragoons vs Power Armors anyone?

Reef



As survivors of the massive flooding decimating the coastal United States, the founders of Reef soon realized that the only way to avoid drowning was to become one with the water. Advances in gene splicing led to viral DNA transformation systems, allowing the new-formed Reefers to survive in the ocean depths, or to adapt themselves to other forms as needed. And the harsh fallout of fighting off Megacorps, pirates and deadly elemental forces helped foster a strong, warrior meme that joined even the most individualistic submariners together.

Desnai



In many ways, Desnai was a natural extension of the MegaCorp cultures in the same way that the Edgerunners carried on the Cyberpunk meme. As a worldwide amusement park company already accustomed to conformity, obedience to a managerial class and working with technology, it was a short step for this Altcult to form into self-contained company towns where everyone was part of the same workforce. Developing Desnai's already advanced robotics technology simply enhanced this Altcult's knack for shaping environment to its whim.

Rolling State



Concerned with travelling on the open roads of a war-torn United State, Rolling State's "Rollerboys" built their Altcult around two basic elements; maintaining their tribal structure at all costs, and keeping their society mobile. Access to the megastructural building techniques allowed them to expand their nomadic vehicles to immense sizes, while mastering advanced nanotech allowed them to stay alive under even the most hostile conditions. As an amalgamation of

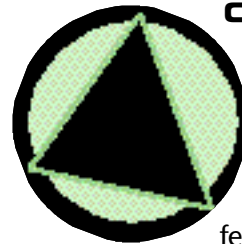
caravans, Road Cities and the like, Rolling State is unique; the first entirely mobile nation-state.

Riptide



As a loose group of floating cities, survival was the main core around which the Riptide Confederation formed. Pirates, hostile corporate navies and the perils of the open ocean threatened to wipe out these individual cities, so by banding together as an aquatic "nation," the Rip Altcult was able to exploit the powerful biotech capacities that were being developed in its labs. The fact that many of the floating cities were originally part of the Kanto Drift Cities of southern Japan also gave Rip similar cultural memes as well as a common language.

Corpore Metal



The full body cyborgs of Corpore Metal set out to find a space where they would not be exploited by the Megacorps, shunned by a fearful populace, or forced to undergo painful and humiliating suppression by governments using the excuse of controlling cyberpsychosis (a mental illness that even at its height never affected more than 2% of the full borg population). Banding together in the remote open desert accomplished the first goal, but the discovery of LiveMetal also allowed the new Altcult to fully integrate cyborging in all aspects of its society.

Six cultures, six ways of life, six nations literally living in the same territory, often separated by a mere street. Often at odds, sometimes working together, the Altcults are the new alternative to the future once envisioned by the Megacorps. They are the Dark Future's new America. And its next hope.

Enclaves, Tags, Access & Giri

Enclaves

Enclaves are specific territories owned or controlled by an Altcult. They are not unlike the “foreign” or “green” zones that existed in many 20th century countries, or the various “Chinatowns”, “Japantowns”, “Little Indias”, “Little Italys”, etc. that were common throughout the old United States. Enclaves support the food, language, culture, technologies and interests of a particular Altcult. As such, they often have distinct architecture or signage, and are always enclosed by some kind of barrier to keep outsiders out. Like a “gated community”, entry is rigorously patrolled by both active and passive systems, and some kind of passkey system is always required to get through the gates of the enclave. These passkeys are commonly known as **dogtags**.

Dogtags

Dogtags are thin wafers of metal and plastic, doped with either nano signatures, electronic circuits or both. They used to gain access to Altcult enclaves. Each Altcult has its own style/type of dogtag, although they are all commonly designed to be threaded onto a neck or wrist chain for safe-keeping (hence the name). When entering an enclave, sensors within the environment scan for your tag—if they get a reassuring signal back, all is ok; if not, the system will trigger alarms and some very nasty defenses. Some enclaves have sensors mounted **INSIDE** the perimeter as well as at the gates, so it’s very important wear your tags at all times (even in the shower) just in case.

Dogtags are individually keyed to the genetic map of the person they are issued to; the right person must be wearing the right tag or the tag won’t work. The subject must also be **ALIVE**, as the tag monitors for heartbeat and individual EKG. Often,

dogtag wearers string their tags on beaded metal chains that explode when snapped apart (SDP20), obliterating the tags before they can be used.

Without a dogtag, there’s a very good chance that you will end up dead before you finish crossing an enclave threshold. So it’s very important to make sure you have the right tag for the right place. Most denizens of Night City accumulate a collection of tags as they move from enclave to enclave. Having a dogtag for a specific Altcult is the first step towards getting in good with that group and achieving the all important status of **Access**.

Access

Access is the ability to get something from a specific Altcult. Every Altcult has its own special technologies, tools, weapons and stuff—these are all culture specific and not available on the open market. So, getting, say, a LiveMetal body shell isn’t a matter of having enough money—it’s a matter of having access to the technology.

Getting that access is a lot harder than it might seem on the surface. Like military top secret programs, Altcults jealously guard their technology, making it impossible to steal or take into the open market. The technologies are tailored to specific users so that they can’t be retroengineered, and many developmental steps are hidden behind a maze of red herrings. The sources for the tech are tightly controlled and only granted to members after a long apprenticeship phase. The maintenance systems for the tech are also tightly controlled, making it impossible to maintain what you already have. And finally, people who try to steal this tech tend to end up very, very dead.

Face it; without access you have about as much chance of getting your hands on an alternative

technology as a typical person in the 20th century would have getting his hands on an F-22 tactical fighter. (In fact, this analogy is pretty close—if you want to fly an F-22, you'd better be prepared to join the U.S Air Force.)

So how do you GET access? Simple: you earn **giri**.

Giri

Giri is a Japanese term meaning (roughly) a relationship of mutual obligations. One (Western) way to think of giri is the old saying: "You scratch my back, I'll scratch yours." But it's more than that. Giri is a relationship that requires being bound to provide for the needs of both sides of the equation. Giri involves reciprocation and commitment that goes way beyond value for value transactions.

As said, Giri always goes both ways. In ancient Japan, a *samurai* had giri to his lord; he was obligated to lay down his life in that lord's defense. But likewise, the powerful lord (or *daimyo*) also had giri towards that samurai—he was expected to act with honor, and provide for his vassals' well-being. In more modern times, the idea of giri could be applied to the relationship of a *sarariman* (office worker) and his *zaibatsu* (corporation).

In a *Cyberpunk* world, giri also describes the relationship between an Altcult and its members. The members help the Altcult out by serving the Altcult's needs; the Altcult helps the members out by providing them with special technology or support that only the Altcult has access to.

When you are born into an Altcult, it's assumed that you already have some giri established with your group—they raised, fed and protected you and you in turn have an obligation to repay that debt. Thus, as a *Cyberpunk* character within an Altcult, you have immediate access to some of the assets of the group; these are reflected in the alt technologies your character chooses when he/she is created. But even so, you're still a rookie and will still need to prove yourself in order to lay claim to a greater amount of the Altcult's resources. This means doing things that show the Altcult your

commitment to it—establishing Giri that translates into the ability to buy the favors of the group.

If you're trying to get technology from an Altcult that you didn't grow up in, you've got a bigger problem. You HAVE no established relationship with the group; you're going to have to gain giri just to get into the group's enclave, much less get Access. And that means doing stuff that proves that you're an asset to that group.

Here are some typical ways to gain Giri:

ACTION	GIRI
Helped the group in a minor way (simple job or mission)	10
Helped a member of the group	15
Saved the life of a member of the group	20
Recovered stolen technology or assets	20
Brought new technology /important assets to the group	30
Helped the group in an important way (special mission)	50
Helped an important member of the group	50
Saved the life of an important member of the group	100
Helped the group in a critical way (one of a kind mission)	100
Helped a key leader of the group	150
Saved the life of a key leader of the group	200
Saved the whole group from disaster	300

You can gain giri with any number of groups at once, although giri from one is not transferrable to another. Giri can be spent to call in favors or assets from your group; giri can be used to buy perks, help, or greater amounts of that group's technology. A few typical examples:

Get a dogtag	20
Get a favor from an NPC in that group	40
Get a favor from a major NPC in that group	100
Basic Technology access for that group	100

Your actions can also COST you giri—betrayal, acting without honor, working against your Altcult; these all have costs associated with them, as they represent a loss of trust and a betrayal of the mutual obligation.

Enclaves, Tags, Giri and Access. Get to know them. Your survival in the Dark Future depends on it.

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Section 2: The Basics

RU READY 4 THE DARK FUTURE?

Inside The Altcults

CYBERPUNK 31
Inside The AltCults

Edgerunner

32

Masters of the MegaCity

In a world of change, you have remained unchanged. From your heavy metal shod combat boots to the crest of your Techhair® mohawk, you are the complete package—a gritty survivor of the urban mega-jungle, ready to rock and roll with chipped smartgun and a fistful of cybernetic razors up one armorjacked sleeve.

You are the predator; the City is your personal hunting preserve. To you, this world of nanotech decaying skyscrapers, roving boostergangs and neon generated sunlight is your natural environment; the place where you are the best adapted. You still have the interface plugs in your head, singing the song of the frequency high; ruby-shadowed lasers light your eyes, and countless biochips mesh you to atomo-fuelled brilliance in the never setting City sunset. You were born wired in, cyberenhanced and ready to hurl yourself right over that fatal horizon where only the toughest and coolest ever go.

**Once you were just a Cyberpunk.
Now you're an Edgerunner.**

Background

In the aftermath of the bloody 4th Corporate War, most of urban America was in ruins. Any area that wasn't caught in the crossfire of opposing Corporate armies got clobbered by the collapse

of power grids, governmental authority and annihilate supply lines. And in Night City, the detonation of a low yield nuke under the Arasaka Towers had only made the problem more insurmountable.

But there was one group that was uniquely suited for surviving in this burned-out, chaotic landscape—the renegade technophiles and heavy metal warriors known as Cyberpunks. They were rough, dangerous men and women, well versed in the use of arms, high technology and the attitude to use them both. Having spent most of early part of the 21st Century keeping Corporate depredations at bay, the Cyberpunks were able to rally their forces and drive the remaining Corporate armies out of the megacities or bottle them up in isolated enclaves away from the core.

The punks rebuilt the megacities from the wreckage of the War—it was a rough, cobbled together rebuilding, but it worked and that's what counted. Couldn't get power from the Corporate-run grid anymore? You made due with solar panels and generator fans on the tops of the tallest skyscrapers? Food suppliers gone under? Rooftop gardens, yeast vats in the Undercity, and a lot of smuggling runs through the Wild Lands could get you through. And in the process, the one-time Cyberpunks evolved into a new group—the Edgerunners—so named for their success at surviving right on the knife edge of chaos and danger. The Edgerunners of 203X are the ultimate urban survivors, wired into the heart of the megacities, where speed, adaptability and a knack for creative technology make all the difference.

Turf

Edgerunners occupy the most volumetric in Night City, because the megacity is their main turf. Unlike other Altcults, Edgerunners are comfortable at all levels of urban space; from the tow-

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<http://www.talsorian.com/kelvyblog>

Kelvy Kai-Eurodyne, Media

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	6	4	5	7	6	4	5	5	4
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	70	4	10	10	15	5	5	8	20
KEYSKILLS				LVL	KEYPERKS/TALENTS				LVL	
Human Perception				5	Credibility				5	
Persuasion & Fast Talk				7	Eidetic Memory					

LIFEPATH Daughter of famed Rockerboy Kerry Eurodyne, Kelvy is a top Media with her own hi-bandwidth show.

OUTFIT Media Package, Media Bracer, Neural Net, BFG handgun, Kevlar Jacket, Digital Fabric Bodysuit, Agent

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“Some things never change. Here in the City, you still need muscle to drive the metal, whether you’re cybered up or not. And more important, you need to have the brains to survive.”

—Kelvy Kai-Eurodyne, Media, Night City

ering heights of megaplex starscrapers all the way down to the deep caverns of the lower Undercity. However, most Edgerunner turf can be found at the Undercity and Midcity levels, clustered in the ever-changing genius buildings that surround the central Roadzones, or in the built-over ruins of the Old Cities. Within these areas are specific Edgerunner Enclaves; secured regions or buildings where Edgerunner government, defense and infrastructure are based. While you may not need a dogtag to travel through most Edgerunner turf, these are the areas where you either get a tag or a one way ticket to the Body Banks.

Cultural Memes

- **Metal is still better than Meat.**
- **Technology enhances you, but it's not every thing.**
- **There's no such thing as a free lunch.**

Cultural Traits

Edgerunners are tough, opinionated and always ready for a fight (although they won't necessarily start one). Having to deal with all kinds of groups has made them remarkably tolerant of rival Altcults—as long as they don't step over the line. Edgerunners don't like authority, and they don't trust easily. You have to earn their trust, and you do that by keeping your word and playing it straight. Mess with an Edgerunner and he won't stop hunting you 'till you're dead—or wish you were.

Alliances & Antipathies

- **Rolling State:** Kind of clannish, but you can trust them. And they make mega transportation!
- **Reef:** They're all a bunch of mermen, aren't they? Well, they must be okay, since they sell us the algae we need to make kibble.
- **Rip:** Spacy refugees from a late 1900's cartoon show, but generally okay folks. What's with the whole animal thing anyway?
- **Cee-Metal:** Metal is better than meat, generally, but you still need some meat to be human. Hope they're not all cyberpsychos.
- **Desnai:** Clever techies, but they need to get out of those parks and see the real world more. Wimps.

Lifestyle

• **Where you live:** There are lots of places to survive in the City—what you get is up to your credit balance. At the bottom of the heap, you're camping in a bivvy bag in some burned out building in the Undercity, dodging the gangs and keeping on the move. Upscale, you've got a multiroom penthouse in the top floors of one of the starscraper towers in the heart of the Highcity levels. A few rungs down puts you in a two room conapt in one of the Midcity apartment tiers; the lower your status, the smaller the space. Most of the time, you're staking out some turf in one of the always shifting genius buildings that can be found at almost any level.

• **What you wear:** The favored style for the modern Edgerunner is combat clothing; armored outfits that combine urban style with maximum protection. Most of this is synthetic leather; it wears well, keeps out the never ending acid rain, and is always in style. The look is casual; miniskirts/kilts, multipocketed cargo pants, tees and hooded sweats, long trench-coats or jackets, with a lot of LED lightware and holologos imbedded into the digital fabric's weave. And is usually black. Black is *good*.

• **What you eat:** You met someone who had eaten real steak and eggs once. They talked about it for weeks afterwards. Most of the time, *you're* eating synthetics; cloned meat from the big beef tanks, algae and yeast grown in off-shore tanks and processed to look like real vegetables. Most of this comes in foil-wrapped containers called pre-packs; break the seal on top and the mal heats or cools itself in 30 seconds with a built-in chemical cooker/cooler. If you're down on your luck, you're eating kibble; it looks like dry cat food and comes in a variety of tasty flavors, some of which make their own gravy.

• **How you hang:** Edgerunners are big on the club scene, and you're probably no exception. You have a variety of bars and late night places to hang out at, for gaming, music, mind-altering substances and just plain company. The megacity never closes, so there are holo theatres, eater-

ies, sports arenas open all the time, and you take advantage of that to the fullest.

Typical Edgerunner Gear

Statchip: 21st century drugs, statchips are basically Amps (pg.185) that have drug like effects. Some make you feel good, others have hallucinatory effects, some just release your inhibitions. Called *stat* from the medical term meaning "fast"; Plug em into your splices—you're on—pull them out and you're sober again.

Typical Edgerunner Weapons

BFG: Ballistic Fragmentation Guns are big guns. REALLY big guns. HUGE guns. Made of plastic around a crystalline buckyball barrel, these hand cannons fire 30mm, explosive bullets equivalent to a light anti-tank round. Best used against borgs, as explosive tips act as grenades around meat puppets. Single shot, bolt action.

BFG +0 J U 7D6 12 1 ST 100M

FABFG (Full Assault Ballistic Fragmentation Gun): The 20mm, semi-auto version of the BFG.

BFG +1 N U 8D6 15 1 ST 600M

RBFG (Raildriven Ballistic Fragmentation Gun): The shoulder arm version. Same as above, only combined with a railgun for longer reach. Capable of stopping a light tank.

BFG +2 N U 12D6 12 1 ST 1000M

Typical Edgerunner Transport

FanDisks: These are small ducted fans steered by shifting weight on the edges of the disk. They can be used for horizontal travel, or limited vertical travel in the confines of a transit shaft.

**TOP SPD: 40MPH CREW:1 Acc/DEC: 10/10
SP 0 SDP: 10 MANEUVER: +3**

AV4 Aerodynes: Jet powered, ducted fan "buses" that can hover and cruise up to 2,000 feet. Since they guzzle precious av-gas, they are primarily used in cities, where short range vertical travel is common.

**TOP SPD: 350 MPH CREW:8 Acc/DEC: 50/50
SP 40 SDP: 100 MANEUVER: 0
WEAPONS: 12.7MM GATLING, LAW 4 ROCKET POD**

AV6 Personal Aerodyne: This is the private owner version of its larger cousin, designed to maneuver in city traffic.

**TOP SPD: 350MPH CREW:4 Acc/DEC: 50/50
SP 20 SDP: 50 (2) MANEUVER: +1**

Gyrocopters: High compression personal rotorcraft. Some are 2 man—most are 1 man versions. Since they used more readily available CHOOH2, they are favored for most inner city vertical travel.

**TOP SPD: 195MPH CREW:1-2 Acc/DEC: 15/15
SP 0 SDP: 40 MANEUVER: +1**

Jetfans: Replacing the venerable V22 Osprey VTOL, these are small one or two man aircraft which use CHOOH2 burning turbofans for power. Their twin fans can be rotated to allow vertical takeoffs and landings

**TOP SPD: 500MPH CREW:2 Acc/DEC: 10/10
SP 10 SDP: 100 MANEUVER: +1**

CitiZep: Citezep are disk shaped, aerodynamic lighter than air vehicles. The lower half of the CitiZep contains a cargo rack that can hold cargo pods, individual travel modules or a combination of both. Thrust comes from four powerful ducted fans mounted along the axis of the disk. CitiZep are a primary means of rapidly carrying large cargos between in-city locations.

**TOP SPD: 50MPH CREW:10 Acc/DEC: 30/30
SP 10 SDP: 100 MANEUVER: +1**

Cybertech: NuCybe

NuCybe is cyberware for the third (fourth?) decade. Imbedded arm/legbands (called bracers) project lamellar plating over the skin, integrating rings, bracelets and snap on modules that carry extra power, weapons, and other abilities. There are also modules for the head, eyes and sexual organs. Powered by a button sized power cell in the center of the band, they can be removed with about as much blood-loss and pain as a skinned knee. **Advantage: all the superhuman powers of cyberware, but without the pain (or cyberpsychosis).**

Reef

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The Transformed Men Return to the Sea

You're a fusion of two cultures—tough, independent sea Nomads, travelling the open oceans as pirates, raiders and the survivors of the first deepwater wars. Your father might have fought next to John Neptune and his Locker Crew as their subfighters took on the CINO corporate hordes. Your mother probably manned a deck gun and pillaged the island cities of the Caribbean (before the tidal waves and storms of the Great Global Flood drove them deep into the depths). Pirates and subjocks are your ancestors, and you're part of a long line of those who went down to the sea in ships, possibly never to return.

But as the seas rose, your people took a new path, trading in their skinsuits and old SCUBA gear for enhancements that let them breathe water, dive to the ocean floor, fight sharks with their bare hands. Now you live in a world of mutable form, where one moment you're a humanoid whale with huge claws and slashing fangs; the next, a speedy cheetah-like runner hurtling at 60mph through the labyrinths of the urban jungle. You are protean, always changing shape and abilities to meet the next challenge; the next deadly adventure. Not even you know what your real face looks like anymore; it's

been so many years and so many changes. All that matters is the person inside; the bastard child of a pirate and a subjock, who takes new forms and keeps on ticking.

You've been made over, Transformed. And Change is just part of the equation; the variable that is You.

Now you're part of Reef.

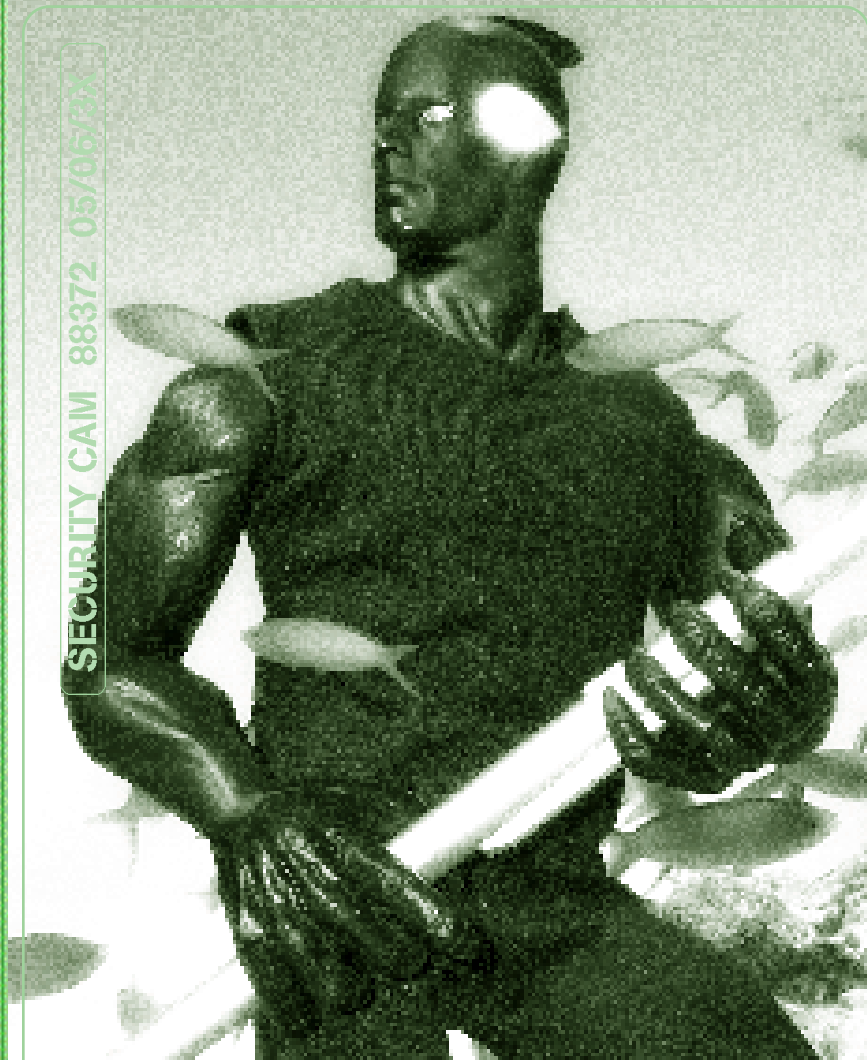
Background

Driven from his titanic Chicago rebuilding project by the ravages of the 4th Corporate War, Richard Storm led a private army to the Gulf Coast and the subsea community of Reef he had started years earlier. Hoping to regroup Storm Technologies (and finish work on his recently discovered transform viral technology), Storm arrived to find his colony unfinished and its inhabitants barely holding on. Needing more cryptoplan (a super plastic used to construct underwater habitats) to finish Reef, he soon made contact with Amanda Russell, the CEO of OTEC (the maker of the building material). One of three undersea exploitation groups at the center of the recent corporate war, OTEC maintained numerous oil platforms and a floating city (Atlantis) off the Gulf Coast. Something of an idealist under her steely shell, Amanda had been taking on as many refugees as her floating city could hold, but Atlantis was about to be overwhelmed by a deadly combination of weather, pirates and the continued depredations of OTEC's corporate enemy, CINO.

Help arrived in the form of cyborg John Neptune, leading a rough fleet of bio-engineered submariners calling itself the *Locker Crew*. A member of Russell's personal bodyguard during the 4th Corp War, the heavily cybered Neptune had founded a new philosophy called Aqua Genesis,

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“Yeah, that’s damn right—we are the frackin’ Kings of the Sea. You ever forget that, chum-boy, and we promise to show you the inside of a shark...”

—Keifer Mahalo, Reefers Whaleboy

Keifer Mahalo, Whaleboy

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	7	2	8	5	5	8	7	5	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	7	14	10	15	5	5	16	40
KEYSKILLS				LVL	KEYPERKS/TALENTS				LVL	
Animal Handling				5	Contact (Rip City Mayor)				3	
Melee				7	Combat Sense				3	

LIFEPATH Tough, independent minded, Keifer was raised by Drifters, but later joined Reef to be with his combat team

OUTFIT T-Net, Whaleboy form, Armored Wetsuit, CyberDelph minisub, 2 Seawolves from Riptide, Torpedo Spear

REC ●

<http://www.talsorian.com/keiferblog>

which advocated the use of cyberengineering to return man to the sea. Neptune immediately realized that Storm's transform virus was the key to realizing his dream—and also a way to save the millions displaced by the rising ocean. Teamed up with Storm, Neptune's charisma and vision swept Amanda and others into his dream, and the three began a drive to transform the refugees into sea dwelling "neo-Atlantians" and expand Reef into a self-sustaining city.

In 203X, Reef is a network of underwater colonies primarily scattered throughout the Gulf Coast and the Caribbean. Each colony is a self sufficient entity, with a population of permanent residents who have been "transformed" for underwater survival. In addition, "Reefers" have started to establish new colonies to mine the vast, sunken offshore parts of Los Angeles, Night City and New York.

Turf

Since Reefers are adapted to living underwater, their homes more closely resemble the old "Sea Lab" habitats of the late 20th century than anything else. Clusters of cryptoplan domes and bubbles are joined by submerged guidelines, submarine routes and the occasional cryptoplan tunnel. There are submarine garages, drifting seafarms, fish pens and bubble fences, patrolled by vigilant packs of trained cetaceans and sharks. Sneaking in Reef is difficult, to say the least.

One area of interface with other Altcults is the recent expansion of Reef into the flooded zones of coastal Old Cities. In these areas, Reefers are more likely to throw up a few dozen bubble domes and link them via docks and tubes to the surface (and other Altcults they can trade with).

Cultural Memes

- Man came from the Sea. We need to go back there and reclaim our home. Only then can we become Homo Superior.
- Your body is only skin deep. It's what you are inside that survives.
- Change is constant. Roll with it, or get rolled under.

Cultural Traits

Reefers are somewhat clannish and cool. They're used to operating alone or in small teams (on drill rigs, in sub crews, or out on the sea farms), and this means social bonds are tight and restricted to a few people. Reefers are also a bit arrogant; something to be expected when the typical citizen is a seven foot tall, three hundred plus pound whale-man. The philosophies of Aqua Genesis, with their emphasis on self-evolution and racial destiny also tend to support this superiority complex. It's no accident that high level Reefers tend to act like "Kings of the Sea" from a four color comic book—it's probably in the blood.

Alliances & Antipathies

Edgerunners: They *like* to live in cities. Pretty sad when there's so much ocean out there. On the other hand, they also like to fight and they've got a sense of honor like we do.

Rollers: They're almost cousins—hey, my great uncle was a Nomad once. Too bad they like to live out in the deserts, but they're good folks once you get to know them.

Rip: Damned pacifists. So they were in a war; big deal. We were in a war too—and we won. But it would be fun to hunt one of those big animals they're always making.

Cee-Metal: Self-impressed metal men. They're on the wrong path. Can't they see that evolution can only be biological? One day, we'll have to have a reckoning.

Desnai: Too stuck on the past; they want to go back when humanity needs to move forward. They can stay in their holes for all we care.

Lifestyle

Where you live: Your home is one of the thousands of bubbles that are attached to lifelines along the seafloor. It's a sphere of superhardened glass, with heat, light and power elements molded right into the structure. Polarization filters can let in as much light as you want, but most of the light comes from the bioengineered phosphor-plankton that cling to the dome and its surrounds. The floor is an airlock to the open sea,

with a door that can seal the bubble off as tight as a drum, but you usually leave it open and let air pressure hold the sea out. Your furnishings are mostly made from woven seagrass and wood, with storage, kitchen, sanitary and sleeping modules stuck to the glass walls with nano-glue and suction cups.

What you wear: If you're fully transformed, you stick to a digital fabric speedo that can glow in various shapes and colors. (If it's warm, you wear a digital thong and nothing else, no matter what your sex) Otherwise, the uniform of the day is a full body skinsuit that keeps you warm, shapes the water around you and fluoresces in distinctive patterns so you can be spotted in the abyssal depths. It's also got a sintered gel padding over the important bits, making it as good as most Edgerunner armor.

What you eat: Fish. Lots of fish. Raw. It's always there, it's always fresh, and you can catch it yourself. You don't even bother to cook it—hey, you got a problem with sushi, chooba? Sometimes you swing out a bit with preparation; maybe some fiery pepper sauce or some pickled vegetables, but raw is where it's at.

How you hang: If you're at sea, there's always hunting; sharks, big octopi are the best. Maybe you're into pitfighting like the rest of your crew; it's great to take combat forms and see who's really the best. If you go into the city, you like to hit the meanest bars and looks for some trouble, since no one likes to tackle a nine foot tall shark-man.

Typical Reefer Gear

NuSCUBA: Full face mask with attachments for airtanks, folding slipper fins with extendible webs. Rebreather pack is integrated, for up to 10 hours.

Gill Collar: Neck collar that extends ribbon tendrils to draw oxygen out of the water. The air is stored in an attached airtank.

Dive Bubble: Self-inflating, one man shelter with internal heater, water purifier. Can be anchored to the bottom or float on the surface.

Homing Beacon: Wristwatch sized beacon with strobe flasher and signal up to 50km.

Typical Reefer Weapons

Torpedo Spear: 2m/yds long spear with capacitor-shock charge in the head. The spear can be thrust like a lance, using the half m/yd monoglass head as a stabbing weapon, or it can be thrown, triggering its torpedo mode. Once thrown, the spear will follow a target up to 300m/yds with limited sonar target-acquisition ability (50%) before motor shuts down. A built in sonic beacon helps the owner locate it even in the depths of the abyss.

EX +2 N U 6D6 NA 1VR 300m/yds

Missilegun: Missileguns are next generation gyropistols, with intelligent explosive-tipped bullets that lock onto a target. Missileguns come with several loadouts. Reefers like them because they can be fired underwater and carry loadouts big enough to drop a whale.

P +1 J U 6D6 10 1ST 150m/yds

Monofists: These are reinforced knuckledusters tipped with monoblade punch daggers. A favorite close combat weapon, because unlike a knife, blades don't interfere with swimming.

MELEE +2 J U 2D6EA NA 1 VR

Typical Reefer Transport

Diveboard: Battery powered disk that can tow one man at speeds up to 15mph for 2 hrs.

**TOP SPD: 15MPH CREW: 1 Acc/DEC: 2/2
SP 5 SDP: 10 MANEUVER: 1**

Microsubs: These are small transport subs used to move crew and cargos around Reef. They are very durable since they are the main form of transport underwater. Hydrogen or electric powered.

**TOP SPD: 40MPH CREW: 6 Acc/DEC: 12/12
SP 30 SDP: 300 MANEUVER: -2
DEPTH: 600M WEAPONS: 2 TORPEDOES, 3 RELOADS**

Aquafighters: High speed aquatic "interceptors" that can travel to depths of up to 350m/yds. Reef's primary line of defense, they are fast and maneuverable. Hydrogen or electric powered.

**TOP SPD: 70MPH CREW: 2 Acc/DEC: 15/20
SP 50 SDP: 250 MANEUVER: +3**



REC ●

**DEPTH: 400M/YDS WEAPONS: 4 Mk9 TORPEDOES, 3 RELOADS
1 PHOTON CANNON**

Aerosubs: Microsubs with lifting body hulls and aerodyne engines allowing fast transit. They can also hover on their fans as well. Very rare, since they use lots of avgas. Used only by Reef elites.

TOP SPD: 50MPH(WATER)/200 MPH(AIR) CREW: 4 Acc/DEC: 20/10 SP 20 SDP: 150 MANEUVER: +2

DEPTH: 300M/YDS

WEAPONS: 2 Mk9 TORPEDOES, 1 RELOAD 1 PHOTON CANNON

CyberDelphs: High speed submarines designed to mimic orcas or dolphins. Their hydrodynamic shape makes them not only fast, but allows them to hydroplane on the surface or leap up to 4 m/yds in the air.

**TOP SPD: 80MPH CREW: 2 Acc/DEC: 30/30 SP 10
SDP: 50 MANEUVER: +4 DEPTH: 100M/YDS**

WEAPONS: 1 PHOTON CANNON

SeaPanzer: Microsubs with treads mounted on the bottom. Not as fast as a typical microsub, but capable of moving up to 35mph on a relatively flat surface, 25mph on broken ground.

**TOP SPD: 35MPH CREW: 4 Acc/DEC: 10/10 SP 100
SDP: 350 MANEUVER: +4 DEPTH: 600M/YDS**

WEAPONS: 4 Mk9 TORPEDOES, 3 RELOADS. 2 PHOTON CANNONS, 1 14MM RAILGUN

Cybertech: Transform Nodes

Transform Nodes generate T-viruses that change the replication of cells at incredibly fast speeds. The result is an human who can change shape, color, or gain new physical abilities as desired. When the transform node is "empty," the cell's normal DNA is no longer suppressed and it reverts back to normal. With random mutations and cancerous growths restrained by a web of special bio-check systems, Transforms (as they are called), can become immensely strong or fast, alter their inner organs to breathe water or consume poisons, even change sex as long as their nodes produce the right types of viral DNA.

Advantage: the ability to change your physical body the way others change clothes, gaining superhuman abilities in the process.

Desnai

Theme park wizards and masters of mecha

Every dark age has its wizards. You are the wizards of the Post Information Age. In a world gone mad, you provide a respite—safe, comfortable, predictably escapist environments where the past can still live on and the hopes of the future be reborn. Others call your cities "Parks," but you consider them to be self-contained lifeboats, sustaining humanity until true civilization can one day be restored to the planet. Maintained by holographic illusions, careful environmental design and above all, sophisticated mechanical devices that permeate every facet of life, each "Park" is a masterpiece of technological wizardry; whether it's a picturesque recreation of a long dead turn of the 19th century town, a futuristic "space city" torn from the pages of Amazing Stories, or a medieval castle Robin Hood would have felt perfectly at home in.

Born and raised in a world half theme park and half factory, you are comfortable with technology in all its forms, but especially with the robots and automatons you call *mecha*. Your implanted "linktap" allows you to reach out to even the smallest denizens of your robotic realm—mecha the size of flies can act as your eyes and ears, while titanic heavy lifters and combat mecha allow you to pick up a car in one

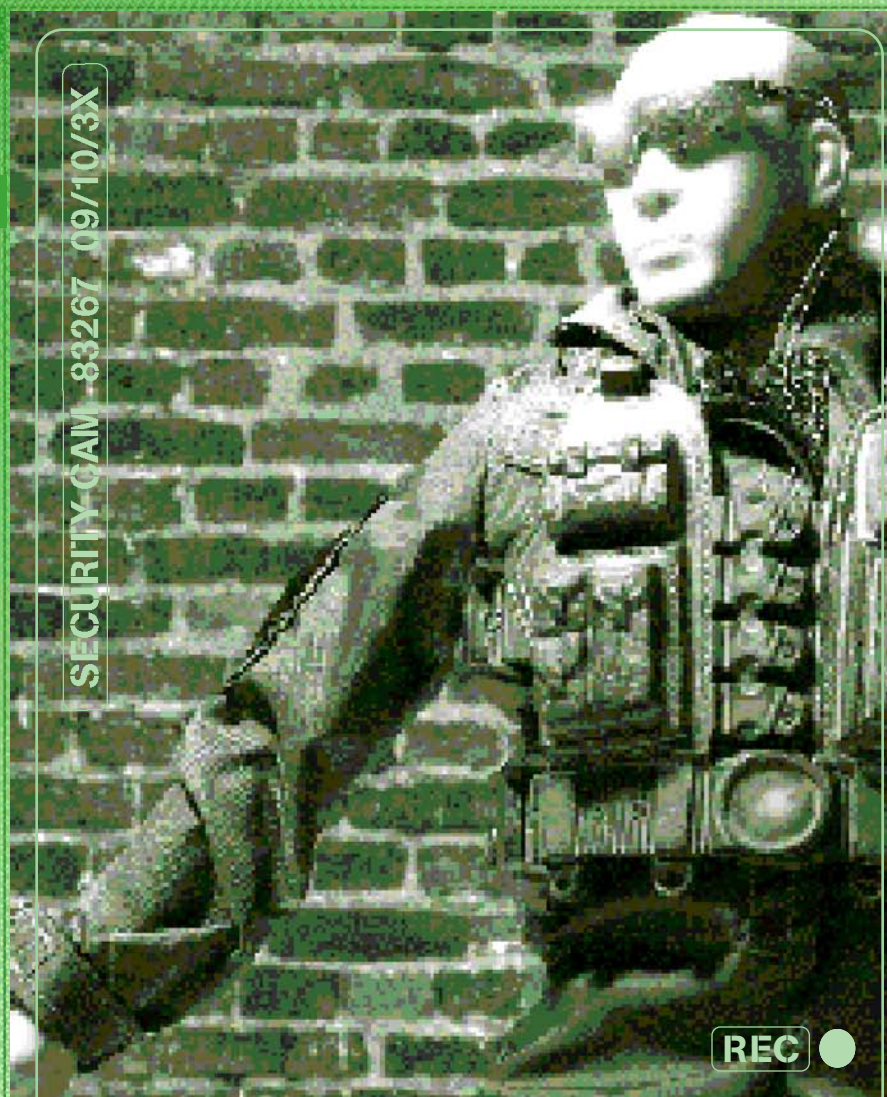
hand and destroy a city block with the other. If you're a wizard, these amalgamations of steel and lamilar metals are your familiars; personal golems only you can command. And when combined with your skills at holographic illusion, you're a practically unbeatable force to be reckoned with.

Other "Cyberpunks" live in the future. But **YOU** create the future. You're Desnai.

Background

In the chaos of the Fourth Corporate War, the world's largest operator of amusement parks retreated behind the doors of its huge facilities and set about to build a perfect world. Desnai enclaves are known as "parkologies," a word combining the idea of an *arcology* (or self-contained mega-living structure) and park (each of the major parkologies began life as a theme park). It's a pretty good way of describing Desnai environments—enormous, painstaking replications of turn of the Century American towns, Medieval European cities, African villages, futuristic space colonies—all as neat, clean and perfectly controlled as an amusement park ride. These "parkologies" are marvels of engineering, both social and structural, supported by a vast workforce of remote controlled robots called *mecha*. **Note:** *Desnai* is a corruption of the original amusement park corporation's name, as mispronounced by its Japanese General Manager.

All Desnai enclaves are located in very well secured, sealed compounds. There has not been any communications with the satellite Desnai parks in Japan (many members of Desnai Tokyo joined Riptide when the Arasaka martial law government was overthrown) or Europe (the two parks in the EEC went silent during the DataKrash and have not been heard from since) in some



Hikaru Hernandez, Mechajock

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	7	5	4	5	4	5	5	6	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	5	10	12	18	6	6	12	30
KEYSKILLS				LVL	KEYPERKS/TALENTS				LVL	
Link Skill				7	Intuition					
Power Armor				5	Charismatic Leadership				3	

LIFEPATH A hotshot mechajock, Hikaru is known for his skill in stealth/protection missions. He's also a real ladies' man.

OUTFIT LinkTap, Strider Ridearmor, splintergun, howler, Agent, Microtool, Armored bodysuit, Toolbot.

"You know that part in the anim  vid where the giant robot lands on the tank and crushes it like a tin can?"

That's what I plan to do right now with your stinky little panzer, goboy."

—Hikaru Hernandez, Desnai Mechajock

<http://www.talsorian.com/hikiblog>

time. Parkers believe that a balanced society can only be achieved through careful environmental and social engineering. They follow many of the original Soleri *Arcosanti* memes—humans should live in megastructures removed from nature, and should be guided by carefully designed social engineering to reduce stress and conflict. With 70 years of managing very congested areas, the Desnai were perfect to adopt these memes.

Turf

Desnai enclaves (or *parkologies*) are usually separate of the main megacity, arranged in partially underground areas or in sections of the city that are set in carefully maintained parkland. The parkologies are walled or domed, and entry can only be made via the Main Gates or through heavily secured access points (where service mecha are dispatched).

The actual enclaves are a bizarre mix of theme park and suburban apartment complex. Main Park areas are arranged around themes, such as *Tropica*, or *Future City*, surrounded by rides and attractions that reflect that theme. Due to space considerations, most living spaces are arranged in small, neat apartments that fit right into the theme of that area; you could walk out your front door and be right in the middle of a holographically-based *Toony World* without any transition.

Cultural Memes

- Man should live in spaces separate from Nature.
- Man should use machines, not be a machine. Creating intelligent machines in the image of Man is wrong.
- We are the last vestiges of real civilization, preserving the past and nurturing the future.

Cultural Traits

Desnai consider themselves to be rational, civilized people. They are at heart, technologists and futurists. Like the heroes of a good hard-science fiction novel, they are reasonable, but can be hardnose bastards when pushed. Slightly agoraphobic, Desnai residents don't like the outdoors, and feel exposed and unsafe without a few feet of concrete overhead. Used to having robots around

to do whatever they need, they also tend to be non-physical and a bit out of shape.

Alliances & Antipathies

- **Cee-Metal:** There is something really wrong about trading in your body to become a robot. Robots should be servants, not equals.
- **Edgerunner:** The megacity is a violent, dangerous place that breeds violent people. It's no way to survive. We need to educate them and reform their culture before it's too late.
- **Rolling State:** Modern day Attila the Huns—one step from savagery and living in skins. And how could anyone live in those huge, unprotected trailers, exposed to the elements?
- **Reef:** They are like us; preserving civilization in isolation. But they are arrogant and full of themselves.
- **Rip:** The Drift Cities are more like us than they realize. We both have many links to Japan, and we both are peaceful in a violent world.

Lifestyle

- **Where you live:** You live in small apartment blocks, designed so that the exterior looks like the section of the Park you are in; in *Tropica*, your home looks like a grass hut; in *Future City*, your home is a geodesic dome, etc. Inside, the furniture is simple, geometric and generic—the same as furniture in any parkology—enlivened by a few personal touches you've brought in.
- **What you wear:** Adaptive cloth clothing. Integrates shape changing and color changing into the textures. Can support some types of digital fabric for computer use. You favor coveralls, futuristic "space" clothes, and bright colors.
- **What you eat:** Most meals are delivered, TV dinner style, from a central canteen. You probably don't know how to cook. Meals are often modified "healthy" versions of fast food; soy burgers, tofu fries and protein shakes.
- **How you hang:** You go to Idol concerts to watch your fave stars. You do the rides in the Park. You mecha rumble (fight or test mecha).

Typical Desnai Gear

Holodesigner: This is a three dee design kit. The base is a flat 1m/yds x1m/yds panel of foldable plastic that projects a hologram cube. A pair of magnetic gloves allows the user to shape images in the cube like a giant 3D etch-a-sketch.

Mecha Repair Tool: Similar to the hyperspanner used by Rollers, this is a largish power tool incorporating an adjustable wrench, a power driver with changeable bits and sockets, and a minitool with microwrenches.

Mic: This is a wearable portable microphone with programmable effects (reverb, music cue, holographic light effects) controlled by a tiny handheld keypad. The mic can project picked up sounds into speakers woven into the wearer's clothing or to a remote speaker in a mecha.

Typical Desnai Weapons

Hazer: Large handgun attached to a belt pack refrigerator. Fires frozen globe of sleep drug that explodes into gas on impact.

EX +2 J U STUN 10 1 VR 50M

Howlers: Howlers resonate the human skeleton at a mega low frequency, producing excruciating pain and teeth rattling vibrations that make it impossible to articulate joints; they can be set from tight beam (one person, highly effective) to wide (a twenty foot area with moderate effectiveness).

EX +3 J U STUN 50 1 VR 50M

Scrambler: Short range taser-like weapon that breaks down neural connections. Can be set to stun or kill with repeated shots. A standard Park Security weapon that serves in both non-lethal (stun) and lethal (4D6) capacities.

EX +4 J U STUN/4D6 50 1 ST 30M

Splintergun: Splinterguns use a spinning fly-wheel to tear off needles of supercarbon at high velocities. Not much damage per needle, but a lot of needles add up!

EX +4 J U 2D6 50 10 UR 50M

Typical Desnai Transport

Park Pod: Small, three wheeled electric vehicles that resemble gumdrops. Most of the body is glass; with two bucket seats and a small control pillar between the seats. Park pods can be found all over a Parkology; you sign them out as needed by showing your dogtag and retinal scan to the sender in the top of the control pillar.

**TOP SPD: 50MPH
SP 10**

**CREW:2
SDP: 13**

**Acc/Dec: 15/40
MANEUVER: 0**

Miniblimps: Small helium filled gas pods resembling eggs, with a light aluminum frame suspended beneath. Seats (2) are arranged in tandem, with a small electric powered motor and propeller providing movement. Ballast and trim are computer controlled, with a small control pillar similar to a Park Pod's. Miniblimps are used to travel to distant areas of a Parkology.

**TOP SPD: 60MPH
SP 5**

**CREW:2
SDP: 10**

**Acc/Dec: 40/40
MANEUVER: +3**

Cybertech: Mechapresence

This allows the Parker to mentally give commands to any mecha he has the frequency to, or to take direct command of the mecha himself, using a tap to the brain coupled to a low wattage transmitter. Mechapresence is the ability to operate these multiple robots as extensions of your own body. Known as "links", mechapresence operators can be identified by clusters of cylindrical antennae and information routers at the base of their skulls. These "taps" convert nervous impulses directly into instructions for remote mecha, without requiring any physical activity. **Advantage: take control of robots as tiny as a fly, or as big as a 3 story building.**



Rolling State

The Nomads take to the Roads. Forever.

Wheels and speed. Speed and wheels. This is your world. The horizon is always moving; at 100mph, the dust hasn't got time to gather under you. You're the eyes and ears of your people, the Scout who finds the trade routes, arranges the passages, and spots danger when it's still a missile flight away.

Once, as Nomads, your people crammed into huge, ragtag fleets of cars, vans, buses and RV's, following the road as you sought out food, jobs and spare parts. You were despised by the rooted city dwellers, the *gaijo*, who doled out scraps and spat on you while you picked their crops, tended their junkyards. You were hounded by other nomadic outcasts; the *Raffen Shiv*; the bikegangs; feral beasts who looted your homes and killed your kinsmen. Mostly for fun.

But that was yesterday. Now you ride to scout and protect your Road City---the huge rolling complex that is both home and fortress to ten thousand like you. Whether it's *Big Apple*, *El Lay* or *Little Seattle*, each Road City is a self contained urban zone on treads, supporting factories, trade-centers, defense bases and living modules as it

rumbles ever onward. The Road City can amass enough firepower to obliterate a small county. Its web of aerodynes, battlecars and roadbikes range far beyond sight to destroy any remnants of the *Raffen Shiv* or dirtgrubber army that might cross your path. You're no longer victims. Now you're a force to be respected—and feared. Like a modern day cowboy, you ride to protect the wagon train. But you've got a gun, a bike and the attitude to back it up.

**You're no longer "just a nomad."
Now you're a Roller.**

Background

The Rolling State Altculture developed out of the scattered Nomad packs of the early 2020's. After an abortive attempt to make a home in the ruins of abandoned Chicago, the seven Nomad "nations" were driven out of their new home by the fierce inter-corporate battles of the Fourth Corp War. Led by their charismatic leader, Santiago Aldecaldó, the Nomads decided to put what they had learned about megastructural engineering to good use, essentially looting Chicago and putting the rebuilt city on huge banks of caterpillar tracks. From this beginning developed a culture strong on technical competence, independent action, close familial ties and the need to be constantly on the move.

Turf

There are now roughly a dozen Road Cities supporting a total population of around 126,000 between them. Most are banded together in groups of three or four, connected through catwalks, ground mobile units and constant aerodyne bus service. Road Cities support themselves

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Trace Santiago, Scout

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	7	4	5	6	6	6	5	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	60	5	12	12	18	6	6	14	35
KEYSKILLS				LVL	KEYPERKS/TALENTS				LVL	
Driving				8	Contact (The Aldecaldo)				9	
Rifle				6	Direction Sense					

LIFEPATH Grandson of the legendary Aldecaldo de Santiago Trace is a seasoned scout and leader of a Family pack.

OUTFIT Adaptive Healing, Urban Warrior, Armored Trenchcoat, ACS Nano Rifle, Roadbike, Fission Blade.

REC ●

"Guns and Bikes, Bikes and Guns. That's how we hold the line out here. You come to my Road City, you screw with my Family, and I'll come lookin' for you, bike runnin' balls to the wall, and all guns blazing."

—Trace Santiago, G-Town Rollerboy Scout

<http://www.talsorian.com/traceblog>

by providing manufactured goods, technical support and infrastructure rebuilding services for non-mobile populations. In recent years, there have been conflicts between the "rollers" and other Altcults over raw materials and arable land (while mobile, Rolling State still lays claim to large tracts of seasonal crops which are harvested yearly by returning Road Cities). Due to their great size, Road Cities are limited to travelling flat areas with a grade no greater than 10%. This restricts their range to the open grasslands of the Midwest and the deserts of the West/Southwest. Territorial overlap with the solar-energy farms of Cee-Metal often brings these Altcults into conflict.

In addition to their massive road cities, Rolling state communities in the Night City area are based out of smaller city units called **Combis** (after an Australian term for mobile caravans). Combis use multiple wheels or ducted fans to travel the main freeway arterials of Night City at speeds up to 80mph. While not as large as a true Roller City, Combis are still large enough to support several extended families, with garage facilities for five or six vehicles.

Cultural Memes:

- Family is the most important thing.
- Your word is your most important possession.
- Your City is your family.

Cultural Traits

The most prominent characteristics of Rolling State members (or "Rollers") are a fierce streak of independence and self-reliance. Loyalty to your specific family clan is paramount, closely followed by loyalty to your Road City; most rollers are known by their family name and city in fact (i.e.: "I'm Jackson of the El-Lay Santiagos.")

Alliances & Antipathies

- **Edgerunners:** Dirtgrubbers, all of them. How can anyone stand to live in those rabbit warrens they call cities?
- **Reef:** They were fellow Nomads once, but this bioengineering thing is going too far. I mean, are they still really human anymore?
- **Rip:** Like us, they are wanderers and kindred

souls. They're almost family, except for that weird animal thing.

- **Cee-Metal:** What kind of sickos put their kids brains in robot bodies? Wipe em out or get them back into real bodies again.

- **Desnai:** The ultimate dirtgrubbers, spending all their time cowering in big holes in the ground, pretending they're better than the rest of us.

Lifestyle

Where you live: You live in a cabin module aboard one of the Cities (or a Combi). If you're still unmarried, your "mod" is little more than a cube apartment among many in the wall of the Combi, incorporating a tiny bedroom, bathroom, kitchen, and workspace. One end is a roll up door leading to the garage level; the other end has a single small porthole that looks out on the Road. If you're married, your cabin is larger, with several adjacent rooms, one of which looks out into either the garage level or the central marketplace level.

What you wear: Earth toned pseudo-leather riding clothes (jackets, dusters, pants when on the Road. These are self-repairing and have a typical SP of 8-10. In the Combi, you like to wear colorful silks and nylons in ethnic prints from a variety of cultures. Either way, you also wear a lot of large, clunky metal jewelry, which incorporates commos, weapons and other useful devices.

What you eat: On the road, you eat pemmican or other dried, high energy foods, mostly in compressed food bars. You also favor a high energy tea called *chak* that can be brewed hot or cold. In a pinch, you can kill, dress and prepare game; deer, dog, roadkill— whatever's handy—you often carry small cooking pots and spices just for that purpose. In your Combi, meals are prepared in common and eaten from huge, handmade serving platters that entire families gather around.

- **How you hang:** In the Combi, you like to gather for long story telling sessions (tall tales) that involve ceremonial drugs and drinks. When

you're on the road, you often drop in to see concerts at the Parker's places, or nightlife in the CityZones. And since it only takes an imagination and dice, you play a lot of roleplaying games while on the road.

Typical Roller Gear

Hyperspanner: This is a very large wrench with adjustable heads on each end. The handle also includes a power multiscrewdriver with 25 kinds of heads and a full socket set.

Messkit: Self-heating cookware, spice container, nested into four containers about the size of an old fashioned VCR tape. Good for roadkill stew.

Campbag: Contains a popup all weather tent armored to SP20, inflatable mattress and sleeping sack. Folds down to the size of a fanny pack.

Typical Roller Weapons

• **Nano Accelerator Rifle:** Solar charged (or in rare cases), nuclear powered railguns. They can shoot any ferrous material—nuts, bolts, bullets. If you run out of bullets, its internal nanites will strip and reconfigure almost anything they can find and reshape it into a slug (leave your nanogun around long enough and it will eat your car fender). Takes about 2 hours to make a 10 round clip from a good metal source. Rollers love them because they are self repairing, self cleaning, and almost never run out of ammo (as long as there's something the gun can strip metal from).

R +0 N NA 4D6 NA 1 VR 1600M

• **Peacemaker:** Similar to the "sixguns" of the Old West, but on a massive scale, the Peacemaker is designed to penetrate armor with high-power .44 AP slugs. Six shots, but every one counts.

P +2 J U 6D6 4 1 UR 300M

Fission Blade: A metal blade with slots cut into the edge to release nano viral dust. The dust attacks the body through cuts, tearing apart the cell structure in a form of high tech gangrene. The nanites will keep going until killed by a counter virus or a pulse of EMP. Fission blades are one of the few ways to make sure a Roller (with his high regenerative capabilities) stays dead, dead, dead.

MEL -1 N U 3D6* NA 1 VR N
*+1D6 PER TURN

Typical Roller Transport

• **Roadcars:** Automobile-type vehicles with 2,4 or 6 wheels made of adaptive plastic for better handling. Hydrogen or electric powered. **Battlecar** versions have an SP of 30.

TOP SPD: 150MPH CREW:4 Acc/Dec: 15/40
SP 8 SDP: 40 MANEUVER: +1

• **Roadbikes:** Two wheeled equivalent of Roadcars. They are faster, more durable, and equipped with offroad shocks.

TOP SPD: 200MPH CREW:1 Acc/Dec: 25/40
SP 10 SDP: 15 MANEUVER: +2

• **Combis:** 3 story multiwheeled vehicle the size of three semi-trailer trucks joined together. Used by Rollers as mobile bases and trade centers—a sort of mini-version of their titanic RoadCities. Can support ten or twenty people, as well as garaging for several bikes or a couple of roadcars.

TOP SPD: 90MPH CREW:15 Acc/Dec: 15/40
SP 30 SDP: 1200 MANEUVER: -4

• **Street Panzer:** Small, high speed fan tank, armored, with one large antivehicle weapon.

TOP SPD: 100MPH CREW: 4 Acc/Dec: 20/10
SP 90 SDP: 300 MANEUVER: 0
WEAPONS: ONE 14MM ANTITANK RIFLE, 12.7 GATLING

Cybertech:

Adaptive Nanosymbiosis

Implanted nanotech nodules (look like tiny bubble-like gems grafted into the skin) that provide superhuman powers of healing, resistance to disease and enhanced reflexes. Adaptive nanites are specialized microscopic machines that knit damaged flesh together, kill off invading poisons and parasites, and encapsulate/neutralize drugs and poisons. With Adaptive Nodes, Rollers can go on practically forever, recover from severe damage, shrug off most poisons and diseases, and imbue their technology with like abilities. **Advantage: heal from almost any damage, have unlimited endurance, resistance to poison and disease, and to give these abilities to special inanimate objects.**

Riptide

Ocean Nomads & Masters of Genetics

There was a time when your people were a part of the land. That was many years ago, when the great Kanto Floating Cities were still moored to Tokyo. But the War changed all that, casting the Cities adrift and forcing you to become a separate people. Tossed by storms, harried by pirates, protected by only a few brave defenders, you learned how to fight back, survive, and eventually prosper. Now the “Lost Cities” are nations in themselves. Webs of steel and cryptoplan plastic mesh with abandoned ships, floating platforms and the original Kanto structures to make each City a unique environment tailored to its thousands of inhabitants.

But steel and cryptoplan aren't what really holds Rip together. What really holds Rip together are the bioforms. In 203X, you've been dubbed the “beast-masters”—the Altcult that bends the laws of genetics to its whim. Bioengineered creatures process elements from the sea to supply your autofactories. Gene tailored meat-beasts, fish herders and vegetation mats provide all the food you need. Mutated sea monsters defend your territories from pirates and aggressive corporations. Personal servant creatures and bio-

morphed protectors work in tandem with humans in a symbiotic fusion that rivals anything mere cybernetics can achieve.

Like the rest of your people, you have learned to ride the tiger, surf the open seas, master the riptides of change. Bioforms at your side, you're ready to take on the future and anyone who stands in your way had better watch out. The Lost Cities are no longer lost.

Welcome to Rip.

Background

The core Rip drift cities were constructed as vast floating spaces moored offshore in Tokyo Bay. Constructed primarily of cryptoplan plastics, they were used to absorb the overflow population of the heavily populated Kanto Plain, and were dubbed the “Kanto Floating Cities.” During Arasaka Corp's abortive attempt to take over Japan, the Kanto Cities lay between the renegade corporation's stronghold and the Japan Self Defense Fleet. To save thousands of civilians, JSDF Adm. Masumaru Hattori had a portion of his fleet tow the Cities far out to sea where he hoped they would be safe.

As the battle for Japan raged, a vast typhoon arose and scattered the Kanto Floating Cities far into the Pacific. For several months, defended only by a four elderly JSDF destroyers and a light carrier, the Cities fought off pirates, starvation and the remnants of Arasaka's navy. By the time help finally arrived from Japan, they had banded together with other floating cities abandoned during the 4th Corporate War and established the independent Confederation of the Riptide, or Rip.

Turf

Drift Cities are not part of land cities; they are moored in the ocean adjacent to a city, connect-

SECURITY CAM 1422 8/20/3X



Lani Iwase, City Fighter

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	3	6	7	8	4	5	5	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	80	4	10	10	15	5	5	12	30
KEYSKILLS				LVL	KEYPERKS/TALENTS				LVL	
Melee (katana)				7	Combat Sense				4	
Kung Fu (karate)				6	Beautiful				4	

LIFEPATH Beautiful enough to be an Idol, Lani has chosen instead to become a City Fighter to defend her home.

OUTFIT Enzyme Bonding, Raptile, Plesiodragon, Hopper, Armored Bodysuit, Agent, Triphibian

REC ●

"Some goboys think Companions are like...you know... pets or something. Frack that, man. That's like calling your partner a pet. You and your Companions are a combat team, and you better never, ever forget it."

**—Lani Iwase
City Fighter**

<http://www.talsorian.com/laniblog>

ed by breakaway bridges and span cities. The links to the land are always temporary, and can be cut in a matter of minutes, allowing the Drift Cities to escape any landbased conflict.

Each Drift City is an amalgamation of the original city core plus whatever salvage has been available. With high tech, interlocking rafts combined with refurbished ships, tethered balloon habitats, and underwater domes clustered like grapes on or below the surface, they are all different. The result is like a free floating Venice laced with canals and tied together with sweeping bridges, but which can, in a matter of minutes, batten down all hatches and ride out the most powerful storms the open sea can throw against it.

Cultural Memes

- **Live in harmony with nature and Nature will take care of you.**
- **Violence is to be avoided if possible. But every thing in Nature has the right to fight for its survival.**
- **Honor the past and your ancestors by your actions.**

Cultural Traits

As refugees of a terrible war, Drifters have a strong desire to avoid conflict. But that doesn't mean they are all zoned out idealists—like the temple monks of old, Drifters are quite capable of taking care of themselves when the group needs defending. Each City also maintains a cadre of dedicated City Fighters—specialized professional samurai who are highly skilled in many forms of combat.

Alliances & Antipathies

- **Edgerunners:** City dwellers like us. But too addicted to violence. We'll trade with them, but nothing more—the risk of cultural contamination is too great.
- **Rollers:** Also very similar to us. And they're nomadic. Possibly our closest allies; especially with their respect for Nature.
- **Reef:** The Transformed men were once our allies. But they are too defensive and ready to go to war.

• **Cee-Metal:** Are they still human? Can we trust them? Good thing they prefer the desert.

• **Desnai:** Although we share history from a common homeland, they have chosen a terrible path. Buried in the earth, away from the sea and sky, they now live like termites.

Lifestyle

• **Where you live:** Most housing is made up of boxy "Homat" modules holding four to six apartments; each apartment has a waterproof, sealable entry, porthole-like windows, and major furniture molded into the floor. In the event of a city breakup, each Homat is capable of floating by itself until it is recovered, supported by its own onboard solar arrays and water processors. Furnishings are simple molded plastics, with beds, couches and tables folding into the walls and floor; over this layer, you've added your own touches; colorful hangings, animé holos, sculptures, trophies and trade goods from the places your City has moored at.

• **What you wear:** As a Drifter, you favor natural color fabrics, most woven from bioengineered sea-plants and animal byproducts. The cut is tight, waterproof and easy to swim in (you never know when you might end up in the ocean). Florescent glo panels are often integrated into the fabric—these can be activated to create a stroboscopic emergency flare that can be seen for miles away. Most of your clothing is padded with places for your bioform Companions to roost on; shoulder and forearm pads are the most common.

• **What you eat:** Lucky for the cities, their Japanese heritage has made fish and seafood a traditional staple. The Drifter diet is also supplemented by a variety of rice engineered to live in saltwater ponds, gene-tailored meat-beasts, and a variety of vegetation grown in hydroponic labs around the City.

• **How you hang:** Drift Cities are relatively peaceful places, so you get most of your action the way old-time sailors did—going ashore and visiting the local ports. Drift also produces much of the entertainment found in the DataPool;

concerts, sporting events, live action vid and anim -style  programs.

Drifter Gear

Heavy Weather Coverall: thermal coverall with auto inflating lifebelt, boots and hood. Can protect a man for 72 hours at -30 

Homing Beacon: wristwatch sized beacon with strobe flasher and signal up to 50km

Petglove: 30SP armored glove for dealing with bad tempered bioforms. Also contains small medical kit on wrist, grooming pads on palms.

Typical Drifter Weapons

Shok-Knuckles: Electrically charged stun knuckles. Can be switched from stun to killing damage (1D6) at 2x power costs

MELEE +2 J U STUN 100 2 ST

Stun Stave: Quarterstaff or bo version of shok-knuckles. Can be switched from stun to killing damage (4D6) at 2x power costs

MELEE +1 N U STUN 100 2 ST

Stun Tonfa: Tonfa version of shok-knucks. Can be switched from stun to killing damage (3D6) at 2x power costs

MELEE +2 L U STUN 100 2 ST

Duo Katana: Central rod about 1 m/yd long, which extend mono-glas blades from either end. Can be used like a staff or as a sword.

MELEE +2 N U 6D6† NA 2 VR
† EACH BLADE.

Typical Drifter Transport

Powerboards: One man surfboards with a single T-shaped hydroplane engine providing power up to 50mph.

TOP SPD: 50MPH CREW:1 ACC/DEC: 30/30
SP 0 SDP: 5 MANEUVER: +4

Albatrosses: Fan-jet assisted gliders with folding wings that can extend up to three times their length upon takeoff. They are commonly used to travel the immense ocean distances between drift Cities.

TOP SPD: 150MPH CREW: 4 ACC/DEC: 30/30
SP 15 SDP: 75 MANEUVER: +4

Waterskoots: Two man water cycles developed from earlier personal watercraft. Waterskoots are used for in-city travel or for short excursions beyond the Drift City.

TOP SPD: 90MPH CREW:1 ACC/DEC: 30/30
SP 0 SDP: 10 MANEUVER: +4

MiniZeps: Powered lighter than air vehicles favored by Rip. They are not fast, but are very stable and can stay airborne indefinitely, running on a mix of electric motors and solar batteries.

TOP SPD: 50MPH CREW:1 ACC/DEC: 30/30
SP 5 SDP: 50 MANEUVER: +4
P +1 J NA SPECIAL 4 1 ST 50M

Triphibians: resembling a cross of submarine and groundcar, with stubby wings and a powerful ducted jet array. Triphibians normally travel on the water's surface, using their wings as hydrofoil skids to attain speeds up to 90mph. They can also dive up to 100m, or fly for short distances (up to 400 miles) by repitching the angle of their jet array.

TOP SPD: 50MPH (UNDERWATER)/90MPH (SURFACE)/250MPH (AIR)
CREW: 4 ACC/DEC: 30/30
SP 10 SDP: 60 MANEUVER: +4
WEAPONS: ONE 12.7 GATLING

Cybertech: Bioforms

Vat grown, totally artificial creatures that can be used like tools, Bioforms have no reproductive capacity and are created by splicing "geneneutral protoplasm" with designer genetic material. Developed from the research of a secret corporate biolab during the 4th Corporate War, bioforms come in three major types which define their temperament. **Companions** are general domesticated "pets" that are only aggressive in self defense, and aren't well armed in any case. **Protectors** are well armed and specifically aggressive to anyone that is not their master or considered to be part of the master's "pride." **Tools** are totally non-aggressive, usually not very bright and pretty much have only simple functions. **Advantage:** A personal "army" of living weapons, servants and tools at your command.

Cee-Metal

Full Body Cyborgs come into their own.

Metal IS better than Meat. You're living proof. Your brain is encapsulated in a metal sphere denser than titanium, fed off a nutrient package that can sustain it for almost a month. But your body is a thermo-heat powered cyborg shell, shaped by the most sophisticated technology humanity has ever seen. It's a standard Alpha model, a glistening chromed humanoid Soriyama statue; shaped with the perfect curves of a Greek goddess. Your glowing blue eyes can spot an ant at a tenth of a mile, your shell-like ears hear from the subsonic all the way to high band radio broadcasts. This is a body that can pick up a small car, and stand extremes of heat from subzero to 120° F without flinching. Its shimmering metallic surface is soft, warm, and feels like skin; it's acutely sensitive to the touch of a breeze or a lover's caress (unless you choose to turn your nerve endings off).

And it's only one part of your wardrobe. There's the Gemini—humanoid down to the last detail, it even sports a detailed cyber-womb stocked with your own cloned egg cells to allow you to conceive and bear children. Then there's your "working" body; a high-powered Pilot model built to withstand the gee forces of the advanced tactical fighter package you

wear as part of your job protecting the city from Outside attacks. Each body is almost impervious to damage. Disease cannot touch you. To all intents and purposes, you are practically immortal.

Once, your people were hounded, hated, feared. They planted control packages in your bodies, enslaved you to serve in their armies, watched you while they whispered "Cyberpsycho" behind your back. But that was years ago. The Bad Times. *Never again* you tell yourself as you rocket free through the upper atmosphere, ever vigilant against the threat of attack.

You are now home at last, free to be with your own kind, your own people, in your own place.

You are Corpore Metal.

Background

Corpore (or Body) Metal was the natural outgrowth of years of hostility and repression of full body cyborgs. With almost every urban zone mandating cyborgs to be registered, and some requiring control chips to be implanted in the fully 'borged, the life of a cyborg was usually miserable and short.

Things came to a head with the destruction of Night City at the end of the 4th Corporate War. The founder of the Cee-Metal movement, a Brimstone-class full-metal named Samantha Wilder, was engaged in rescue operations at the site of the collapsed Arasaka Towers, when a hysterical parent (whose child she had just rescued) assailed her as an "inhuman monster." This was

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**alpha thunder, Transporter**

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	7	2	6	8	4	5	5	8	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	80	5	10	16	24	8	8	14	35
KEYSKILLS				LVL	KEYPERKS/TALENTS					LVL
Pilot				7	Renown					6
Brawling				6	Combat Sense					3

LIFEPATH alpha is known as the transporter who *always* delivers. He's fast, cocky, and prone to violence.

OUTFIT BioPod, CyClone Body, Wingman II Body, Arc Interrupter, Neo Alpha Body, Bladebuster.

REC ●

"Meatboys get all scared because they think we're all cyber-psychos, neh? Well, let me tell you; when I go renegade on your butt, I'm not going to be a frothing crazy. I'm going to know exactly what I'm doing to you, I promise."

—alpha thunder, Cee-Metal Transporter

<http://www.talsorian.com/alphablog>

the last straw—Wilder, tired of ten years of being treated as a dangerous machine, walked off the rescue site and began trekking into the desert.

What started as a personal retreat turned into a mass exodus, as word of Wilder's walkout reached other full metals who promptly put down their tools to join her. By the time the group reached the New Mexico desert, it numbered some ten thousand individuals. Led by Wilder, what had started as a mob took over the deserted Los Alamos Labs facility and set out to build a nation in the desert. When remnants of the U.S. Government attempted to displace them a year later, a decisive battle settled for once and for all that Cee-Metal was here to stay.

In recent years, the AltCult of Corpore (or Cee) Metal has grown in power and influence. Determined to establish a culture in which they are free to not be enslaved or used, Cee-Metal has evolved into an aggressive, dominant force in the 203X world.

Turf

While the majority of Cee-Metal is based in the Southwestern deserts, there are many large enclaves scattered throughout the megacities. In particular, Cee-Metal has taken control of much of the Highcity zone of Night City, where they have established solar arrays and hydroponic farms. Cee Metals don't need a lot of water or crops—sunlight and shelter are more important, but the farms produce food which can be traded for other things. Entering a Cee-Metal enclave is deceptively easy; there are few walls or barriers. However, built-in digital communication and a small, well-integrated community means that when you enter Cee-Metal, *they know*.

Cultural Memes

- We are not machines. We are men, no matter what we look like
- Don't trust outsiders. They only want to use us.
- Livemetal™ is the path to immortality

Cultural Traits

A generally cheerful and hardworking demeanor

masks the deep distrust most cyborgs have for the rest of humanity. Most Altcults members are welcome to visit, but the citizens of this group definitely harbor an antipathy for Rolling State, Desnai and the remnants of the old Megacorp.

Alliances & Antipathies

- **Edgerunner:** Generally open minded, but the jury's still out on their intentions. At least they understand the power of Metal.
- **Rolling State:** They're the worst. They want our territory. They'd wipe us all out if they could; including our children!
- **Reef:** Natural allies; they know what it's like to be oppressed and controlled.
- **Rip:** Like Nomads, but far out in the ocean, right? They'll never get to the desert, so who cares?
- **Desnai:** They make robots to do their bidding. They probably want to enslave us the same way.

Lifestyle

- **Where you live:** You live in an open, airy apartment space with hardly any walls; instead, holographic "privacy barriers" serve the same purpose. You don't need to worry about the elements, and your body only feels the temperature when you want it to. Furnishings are simple, geometric shapes and designed to be inflated, folded up or retracted into the floor. You may have a bed, but it's primarily decorative; put your bodyshell on standby mode and you can stand there, sleeping, without any support at all.
- **What you wear:** Not much. Light, shiny cloth garments, often made of Digital Fabric that supports solar collector functions and provides a bit of modesty when dealing with Outsiders.
- **What you eat:** When you eat, you do it for the experience, not the fuel—your biological parts are fuelled from a tank of glucose/vitamin mix that you fill up each week. So when you do eat, it's an occasion, with lots of tiny dishes arranged in smorgasbord fashion at an "eating party". Everything is carefully constructed for the

maximum in taste, texture and novelty; cooking is considered to be a fine art form in Cee-Metal.

• **How you hang:** Like Edgerunners, you like clubbing. The big difference is in the kinds of clubs. Cee-Metal hangouts tend to attract the highly technical kind of clubber, incorporating holograms, video games and electronic stimulation rather than mind altering drugs and combat. Like the “ravers” of the late 20th century, you favor trance and electronic over rock and roll, video and full sensory plug-ins over alcohol, and abstract, complex videogames where you are totally immersed instead of combat arenas.

Typical Cee-Metal Gear

Nano Repair Sprayer: This is a small hand-sprayer which contains 10 applications of rebuilder nano. Sprayed on, this solution will instantly repair small tears in Livemetal™ psuedoskin, whether it is designed to replicate real skin or is of a semi-metallized composition.

Typical Cee-Metal Weapons

Arc Thrower: Also known as a lightning gun, the Arc Thrower is a U-shaped handweapon that discharges two massive electrical arcs down a charged path created by its laser seeker beam. When the two arcs hit the target, the gap is closed and it is instantly electrocuted. Favored by Cee-Metal combatants, because it is equally effective on metal or meat.

EX +2 L U 4D6 15 1 ST

Bladebuster: Bladebusters are swords with a gunbarrel built into the axis of the blade. High impact loads are breech loaded with a slide action bolt. Low impact loads are loaded through the pommel of the sword. Bladebusters are often used against FBBs.

M -1 N NA 7D6 NA 1 VR NA
P -2 N NA 4D6 6 1ST 50M/YDS

Powersword: Similar to a bladebuster, but rimmed with a vibrating monoedge that can cut through almost anything short of a dia-



mond. Popular with Cee-Metals, since they can wield the huge things.

M -0 N NA 8D6 NA 1 ST NA

Typical Cee-Metal Transport

Cee-Metals rarely use vehicles, depending on specialized Transporter bodies instead. (Why buy a car when you can *become* a car?) When vehicles are used, they are usually rented or purchased from Edgerunners vendors and include AV's, jet-fans and fan disks.

Cybertech: Livemetal™

The next generation of full body cybernetic replacement, Livemetal™ represents several enhancements in one package. The skeleton has carbon-filled bones wrapped in a titanium coating; advanced myomar muscles and pseudo flesh accurately replace flesh with far greater strength and resiliency. In short, this is a cyborg that is lighter, stronger, more lifelike and able to heal itself when hurt. A Livemetal™ cyborg is no longer a robot steered by a human brain—it's a living, albeit non-breathing person made of silicon-based materials instead of meat. **Advantage:** Change your body when damaged or to gain new, more-than-human abilities without fear of cyberpsychosis.

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Cyberpunk Templates

Don't you hate it when you want to make a tough fighter character and you end up with a terrible reflexes and not enough money to buy a gun?

Yeah, us too. That's why in *Cyberpunk* we give you the option of using Templates.

Templates are characters that are already constructed for you, based around a professional class that fits right into the Altcult you want to join up with. They're optimized to give you the best mix of abilities, skills and gear for that type of character. Using a template is easy: choose the one that most matches the kind of character you want to create (see the [Lifepath](#) on the Template for a description), copy the stats onto a clean character sheet, and make the weapon, skill or gear selections offered to you by the template. Then jump over to the Personal Style section [pg.73] and use

that to help you make choices that will fill in the numbers with a living, breathing character.

Templates are great for getting your character up to speed and playing without a lot of setup time. They're a lot like video game avatars— a well designed character that is capable of doing well in the game, but with enough options to make it customizably yours. If you're primarily into roleplaying instead of systems, Templates are the way to go.

But hey; if you're the type that relishes crunching the numbers, don't worry; we have you covered too. Just jump to the **Advanced Character Creation section** [pg.137] and start rolling your dice. We even give you three ways to use that section: pre-generated Stats that you can select with one simple die roll, the traditional roll-your-dice to fill the blanks, or the option of generating stats by assigning values from a point pool.

Sample Template

LIFEPATH: The Lifepath section contains a description of the type of template and its role in the 203X world. You will want to customize this as you develop your character further.

<http://www.talsorian.com/tmplts>

Put a picture or drawing here.

This section contains your background : aka your Lifepath (pg.138).

Go Online to find new Templates you can use!

CHARACTER										SEX	AGE	PERKS & TALENTS			
Stats	INT	REF	TEX	DEX	STR	CON	MOVE	BODY							
Stat Value	4	7	3	7	5	4	5	4	4	7					
	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN						
This section contains your Stat values (pg. 144). Derived Stats (pg.146) are calculated based on your Stats.										Name your character here.			Combat Sense +2, Direction Sense, Common Sense		
This section contains your Skills (pg. 157). You can also add extra sheets to this as you gain new Skills/Chips										This section contains your Perks & Talents (pg. 152-154) .					
										LEVEL	SOFT?	COST	OUTFIT & CYBER ADVANTAGES	LOCATION	COST
Handgun										5	No	NA	Cyberhand	L.Arm	XX
Automatic Weapons										4	No	NA	Extra Ammo	Body	XX
Brawling										4	No	NA	BFG	Body	XX
Melee										5	No	NA			
Dodge/Escape										4	No	NA			
Awareness										4	No	NA			

This section contains your Cyber Advantages (pg.183) and Outfit (pg. 182) . You'll also have extra sheets you can add when you fill this section up.

USING TEMPLATES IN SEVEN EASY STEPS

Templates are pre-made forms that help you create a character with a minimum amount of effort. 1) Start by picking one now (pgs.60-72)

2) You may move any three Basic Stats on a Template , exchanging one value for another; for example, swapping your 4 INT with your 7 REF.

2) Some areas of a Template may offer you a choice between two or more options (like a road-bike or roadcar). Select just one. Other areas may offer you a choice between two options on one line (like a Spybot and a Roverbot) and a third option on a lower line (a Bodyguard). You must choose one line or the other.

3) Take some time to read about your Cyber Advantages from the listings in the back (pg.252-270). Read the descriptions until you feel comfortable with them (ask your Ref if you have questions). If you have an Cyber Advantage (like a Transform or bodyshell) that changes your Stats, make the required changes to your Stats now.

4) Calculate your Derived Stats. These are:

$$\begin{aligned} \text{LUCK} &= (\text{INT} + \text{REF}) / 2 & \text{SPR} &= \text{MOVE} \times 3 \\ \text{HUM} &= \text{WILL} \times 10 & \text{SWIM} &= \text{MOVE} \\ \text{REC} &= (\text{STR} + \text{CON}) / 2 & \text{LEAP} &= \text{MOVE} \\ \text{END} &= \text{CON} \times 2 & \text{HITS} &= \text{BODY} \times 2 \\ \text{RUN} &= \text{MOVE} \times 2 & \text{STUN} &= \text{BODY} \times 5 \end{aligned}$$

Round decimals down. The most important ones are HITS, STUN and SPR. Do these now (and finish the rest during a slow spot in the game).

5) Pick three things from the Starting Outfit List on pg.182. These are freebies added to the stuff already on your template.

6) Roll 1D10 and multiply the result by 10. This is how much ready cash you have on hand.

7) Move to the Personal Style & Motivations section on pgs.73 or 143. Use this table to decide just what your character is like.

Remember: Templates can also be used to play the roles of any other characters in your adventures (NPCs).

By The Numbers

Since we're looking at Templates, now would be a good time to talk about those numbers in the boxes. These are known as **Statistics** (also called **Stats** or **Characteristics**) and are used to describe your character's ability as compared to everything else in the universe. Each *Cyberpunk* character has **10 Statistics**—values representing the level of natural ability of the character in specific areas of activity—arranged in four groups: **Physical**, **Mental**, **Social** and **Technical**.

Physical Group

Reflexes (REF):

Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Stat. Most importantly, this is the Stat that affects your ability to hit things.

Dexterity (DEX):

Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Stat is used to avoid being hit.

Constitution (CON):

How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

Strength (STR):

Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

Body (BODY):

Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness, structure or other qualities. How much damage you can take is derived from this characteristic.

Movement (MOVE):

Your speed of movement; running, leaping, swimming, etc.

Mental Group

Intelligence (INT):

How generally bright you are. As a rule, this is more than sheer intelligence, but also includes cleverness, awareness, perception, and ability to learn.

Willpower (WILL):

Your determination and ability to face danger, stress or dehumanizing situations. This Stat also represents your courage and tenacity.

Social Group

Cool (COOL):

Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

Technical Group

Technique (TECH):

Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.

These Stats are rated from two to ten, with two being the worst possible, ten being the best possible, and the average falling at about four or five. In addition, there are **8 Derived Stats**, but we don't need to worry about them right now.

How Good Is Good?

Less than 1 Point: Challenged This value is most often found in children, elderly people, or those weakened by illness or infirmity. Everyday tasks at this level are difficult. *Not an option for you.*

1-2 Points: Everyday. This is reality on the mundane side. People here are generally out of shape, unremarkable, and not super bright, but they get along in everyday life just fine. Many ordinary people around the world are likely to have some Stats at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks.) At this level, adventure is something that happens to others; your idea of action is visiting Denny's at midnight.

3-4 Points: Competent This is the reality most of us live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Most healthy adults have Stats that fall into this range. A bank robbery would be a lot of excitement at this reality level.

5-6 Points: Heroic. This is the reality that only the best of us live in—Green Beret combat specialists, SWAT teams, FBI agents, spies (and roleplaying heroes). Most people in this kind of campaign are much better than ordinary—equivalent to TV heroes; better looking, more competent (and with stuntmen). A typical adventure would be a drug sting, a hostage rescue, or a rugged trip in the jungle.

7-8 Points: Incredible. Save for the feats of Olympic athletes, gorgeous supermodels, top sports stars, world leaders, and Nobel Prize winners, you have now left reality altogether, and are among the very best in the world at what you do. This is also the realm of low budget action films, where the heroes battle international gangsters and invading aliens. Typical Incredible reality adventures are much like Heroic ones, but with bigger weapons and plots.

9-10 Points: Legendary. This is the realm of Hollywood blockbusters, of super martial artists like Jackie Chan, geniuses like Einstein, or action movie stars with a big effects budget and a lot of stunt men. Most "animé heroes" or "realistic" superheroic campaigns fall into this reality. This is a level that only a few ever reach; it's simply the best a human can possibly be and you probably won't ever find many "real people" at this level, unless they are Albert Einstein, Carl Lewis, or Helen of Troy.

More than 10 Points: Superheroic. At this point, you have crossed into the realm of the superhuman (or fully cybered up). Your capability in this area is unbelievable to normal humans. This is the reality level of most four color comics or mythology. Superpowers or superhuman skills are common, and adventurers regularly save the entire world.

Edgerunner Template: SOLO

LIFEPATH: Armed with the best weapons and combat NuCybe, Solos are the combat ops masters of the urban jungle. Specializing in weapons and combat cyberware, the Solos of 203X take on many types of combat jobs—bodyguards, hired cops, covert assassins—any job that requires the ability to use violence and the smarts to know where to apply it effectively.

CHARACTER								SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Combat Sense +2, Favor +1 (for someone in one other Altcult—choose now)
Stat Value	4	7	3	7	5	4	5	4	4	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Handgun	5	No	5	Neural Net (pg.185)	Internal	25
Automatic Weapons	3	No	3	Ranged Combat Package (pg.186)	Internal	25
Brawling	4	No	4	Combat Gauntlet (pg.187)	L.Arm	17
Melee	3	No	3	Kevlar Jacket (SP14, pg.181)	Torso	NA
Dodge/Escape	3	No	3	Med.SMG (pg.177) or Hvy. Pistol (pg.177)	Carried	NA
Awareness	2	No	2	Basic Agent (pg.174)	Carried	NA

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Edgerunner Template: MEDIA

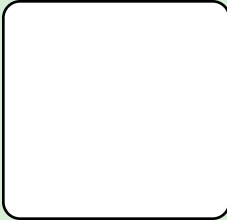
LIFEPATH: Information brokers and masters of DataPool bandwidth, Medias live to get the story. Whether it's bad mojo in high places, dirty deals on the Street, secrets lost in the wreckage of the Old Cities, or just the hot dish on this week's DataPool Idols, Medias use their connections and cybertech to uncover and broadcast the Truth.

CHARACTER								SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Credibility +3, Contact (for information in one other Altcult—choose now), Eidetic Memory
Stat Value	7	5	4	4	7	4	5	4	5	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Handgun	2	No	2	Neural Net (pg.185)	Internal	25
Dodge/Escape	3	No	3	Media Package (pg.187)	Internal	18
Human Perception	4	No	4	Media Bracer (pg.187)	L.Arm	12
Persuasion & Fast Talk	5	No	5	Kevlar Jacket (SP14, pg. 181)	Torso	NA
Brawling	3	No	3	Hvy Pistol (pg.177)	Carried	NA
Awareness	3	No	3	Basic Agent (pg.174)	Carried	NA

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Edgerunner Template: TECH



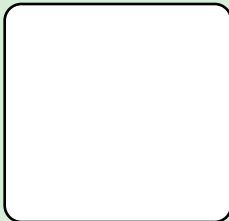
LIFEPATH: When you want to get it fixed, or just want to get it built, you need a Tech. Techs are the designers, builders and engineers of the Edgerunner Enclaves. They use the best cybertech available to pull off their engineering miracles, and if it doesn't exist, they build it themselves. Medtechs are the biological equivalent of Techs, fixing people instead of machines.

CHARACTER								SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Streetdeal +3, Renown +2
Stat Value	7	5	8	4	3	4	4	5	5	5	(among other Techs)
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Handgun	2	No	2	Neural Net (pg.185)	Internal	25
Basic Tech	4	No	8	Techie Package (pg.186)	Internal	17
Jury Rig	5	No	5	Tech Bracer (pg.187)	L.Arm	12
Brawling	3	No	3	Armored Trenchcoat (SP10, pg.181)	Body	NA
Dodge/Escape	3	No	3	Med Pistol (pg.177)	Carried	NA
Awareness	3	No	3	Microtool(pg.174) or Medtool (pg.174)	Carried	NA

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Edgerunner Template: NETRUNNER



LIFEPATH: The Net may be dead, but that doesn't mean hacking died with it. The Netrunners of the Post-Cyber Age are experts in close-in, micro-network computer infiltration. And that's just software—with mindcores, datatraps, nanodust monsters and other threats interfacing with reality, Netrunners are the first and best line of defense against the dangers of the digital world.

CHARACTER								SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Eidetic Memory, Speed Reader, Intuition
Stat Value	7	7	5	4	4	5	4	4	5	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Interface	5	No	10	Neural Net (pg.185)	Internal	25
Coding	4	No	4	Techie Package (pg.186)	Internal	22
Handgun	3	No	3	100 STR of nanodust (pg.99)	Carried	NA
Brawling	2	No	2	4 mindcores (pg.99)	Carried	NA
Dodge/Escape	3	No	3	Med Pistol (pg.177)	Carried	NA
Awareness	3	No	3	Armored Trenchcoat (SP10, pg.181)	Body	NA

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Reef Template: DIVEMASTER

LIFEPATH: Divemasters are the main underwater operatives of Reef, handling mining, engineering and covert tasks. They are often less enhanced than other Reefers, depending on tech rather than Transform to get the job done. Using NuScuba breathing gear (supplemented by minor T-forms like webs and extended breathing).

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Combat Sense +2, Blind	
Stat Value	4	7	3	7	5	4	5	4	4	7		Reaction (in murky water)	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Handgun				2	No	2	T-Net (pg.190)		Internal	40
DiveTech				3	No	3	High Speed Swimming (pg.256)		T-Form	30
Karate				3	No	6	Nu-Scuba (pg.39)		Carried	NA
Melee				5	No	5	Armored Wetsuit (SP10, pg.181)		Body	NA
Dodge/Escape				4	No	4	Homing Beacon (pg.39)		Carried	NA
Awareness				3	No	3	Hvy Pistol (pg.177) or Missilegun (pg.179)		Carried	NA

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Reef Template: SUBJOCK

LIFEPATH: Subjocks are the main operators of Reef's underwater vehicles—cargo subs, combat/missile boats, fighter subs and even specialized “flying” subs. They are less T-Formed than most Reefers, but trade this for a real knack at handling the hardware.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Membership +2 (Brotherhood of	
Stat Value	5	6	4	6	5	4	5	4	5	6		Submersible Operators), Direction Sense	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Subjock				5	No	10	T-Net (pg.190)		Internal	40
Heavy Weapons				4	No	4	2-man Microsub (pg.39)		At Base	NA
Brawling				3	No	3	High Speed Swimming (pg.256)		T-Form	15
Melee				3	No	3	Homing Beacon (pg.39)		Carried	NA
Dodge/Escape				3	No	3	Lt.SMG (pg.177) or Hvy. Pistol (pg.177)		Carried	NA
Awareness				2	No	2	Armored Wetsuit (SP10, pg.181)		Body	NA

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Reef Template: SHIFTER

LIFEPATH: : Shifters have elected to use their T-Form abilities to the max. Their love of shapeshifting makes them Reefs primary spies, intel gatherers and personalities. Shifters usually maintain several “style” shapes as well as a few optimal living forms, to better facilitate their covert roles (and complex social lives).

CHARACTER								SEX	AGE		PERKS & TALENTS Contact +2 (You know someone low level in one other Altcult—choose now), Beautiful/Handsome (+3)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	5	4	4	7	4	5	4	5	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Persuasion	5	No	5	T-Net (pg.190)	Internal	40
Stealth	4	No	8	Sex Change (pg.192) or Cos. Alteration (pg.192)	T-Form	30/35
Brawling	3	No	3	Acrobat (pg.192) or Succubous (pg.191)	T-Form	36/31
Melee	2	No	2	Basic Agent (pg.174)	Carried	NA
Dodge/Escapes	3	No	3	Armored Fashionware (SP10, pg.181)	Carried	NA
Awareness	3	No	3	Monoknife (pg.179) or MonoFists (pg.179)	Carried	NA

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Reef Template: WHALEBOY

LIFEPATH: Whaleboys patrol the kelp fields and explore the open seas with whales, orcas, dolphins and other animals as companions. Optimized for swimming, underwater breathing, eating raw fish and drinking seawater, they are nicknamed “whaleboys” because their main T-Forms typically have a certain “orcalike” quality.

CHARACTER								SEX	AGE		PERKS & TALENTS Contact (One Dolphin or Orca—choose now), Direction Sense, High Pain Threshold
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	4	5	2	5	4	4	8	7	3	8	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Animal Handling	4	No	4	T-Net (pg.190)	Internal	40
Athletics	5	No	5	Whaleboy T-Form (pg.198)	T-Form	50
Brawling	3	No	3	Diveboard (pg.39)	Carried	NA
Melee	3	No	3	Torpedo Spear (pg.178)	Carried	NA
Dodge/Escapes	2	No	2	Homing Beacon (pg.39)	Carried	NA
Awareness	3	No	3	Armored Wetsuit (SP10, pg.181)	Body	NA

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Desnai Template: MECHAJOCK

LIFEPATH: Mechajocks are the operators of heavy mecha in Desnai. They operate Power Armors (PAs), transformable "Ride Armors" and the most powerful gestalts. Mechajocks see themselves as the jet-jockey defenders of Desnai and their flamboyant "Armors", APCAs and PA's reflect this elite mentality.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Membership +2 (Affiliated Mechajock Operators), Renown +1 (other Mechajocks)	
Stat Value	5	7	3	5	5	4	5	5	6	5			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Link				4	No	4	Link Tap (pg.194)		Internal	5
Power Armor				5	No	10	Light PA (pg.195) or Strider (pg.195)		Garage	135/107
Handgun				2	No	2	Hazer (pg.179) or Taser (pg.179)		Carried	NA/NA
Brawling				3	No	3	Armored Bodysuit (SP10, pg.181)		Body	NA
Dodge/Escape				3	No	3	Basic Agent (pg.174)		Carried	NA
Awareness				3	No	3	Microtool (pg.174)		Carried	NA

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Desnai Template: IMAGINATOR

LIFEPATH: Imaginators are the technicians and creators of Desnai. They are not only gifted at tinkering with mecha of all sizes, but also are masters of creating holographic illusions and special effects. Their mecha tend to have many options and are the most common transforming types.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Contact +2 (to get you spare parts), Streetdeal +2	
Stat Value	7	5	8	4	3	4	4	5	5	5			
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Link				4	No	4	Link Tap (pg.194)		Internal	5
Electronics				3	No	3	Toolbot (pg.196) or Secretary (pg.196)		Carried	55/52
Mecha Tech				5	No	10	Holobot (pg.196)		Carried	47
Brawling				2	No	2	Basic Agent (pg.174)		Carried	NA
Dodge/Escape				3	No	3	Microtool (pg.174)		Carried	NA
Awareness				3	No	3	Armored Bodysuit (SP10, pg.181)		Carried	NA

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Desnai Template: IDOL

LIFEPATH: Idols evolved from Park entertainers. Skilled performers, they are often followed by media entourages and recorder mecha, which report every part of their lives to their millions of fans both in and out of the parks. They are the inheritors of the "rockerboy" mythos. Their mecha are walking effects and recording studios, as well as capable of attending to their every personal need.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Beautiful/Handsome +3,	
Stat Value	7	5	4	4	7	4	5	4	5	5		Charismatic Leadership +2	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Link	3	No	3	Link Tap (pg.194)	Internal	5
Perform	5	No	5	Secretary (pg.196)	Carried	52
Persuasion & Fast Talk	4	No	4	Holobot (pg.196)	Carried	47
Brawling	2	No	2	Basic Agent (pg.174)	Carried	NA
Dodge/Escape	3	No	3	Hazer (pg.179) or Taser (pg.179)	Carried	NA/NA
Awareness	3	No	3	Armored Fashionware (SP10, pg.181)	Carried	NA

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Desnai Template: SECURITY OP

LIFEPATH: Security Ops are the muscle of Desnai, protecting employees, Idols and Park Managers both in and out of the Parkologies. They're a part cop, part solo, with a bit of spy thrown in, since they need to provide protection as unobtrusively as possible. Their mecha usually have lots of lethal and non-lethal abilities.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Authority +3 (Within Park),	
Stat Value	4	8	3	5	5	4	5	5	6	5		Combat Sense +2, Favor +1 (with a Park Manager)	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Link	2	No	2	Link Tap (pg.194)	Internal	5
Handgun	5	No	5	Spybot (pg.196) and a Roverbot (pg.196)	Carried	64+75
Martial Arts	4	No	4	or Bodyguard (pg.196) [choose]	NA	153
Melee	3	No	3	Scrambler (pg.179) or Taser (pg.179)	Carried	NA/NA
Dodge/Escape	3	No	3	Med. SMG (pg.177) or Hwy Handgun (pg.177)	Carried	35/30
Awareness	3	No	3	Armored Trenchcoat (SP10, pg.181)	Body	NA

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Roller Template: SCOUT

LIFEPATH: Scouts are the Long Riders and Far Explorers of Rolling State. They find new resources, uncover threats and find safe paths for the Convoys and City Rollers. They prefer to drive bikes, light fast cars, or speedy aircraft with long range VTOL capacities.

CHARACTER										SEX	AGE	PERKS & TALENTS Combat Sense +2, Direction Sense, Common Sense
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	5	6	4	6	5	4	5	4	5	6		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Driving	4	No	4	Adaptive Healing (pg.200)	NanoDope	40
Archery or Handgun (choose)	2	No	2	Urban Warrior (pg.201) or Scout (pg.201)	NanoDope	27/23
Brawling	3	No	3	Roadbike (pg.48) or Roadcar (pg.48)	Driven	NA/NA
Rifle or Melee (choose)	3	No	3	ACS X-Bow (pg.202) or Tomahawk (pg.202)	Carried	35/30
Dodge/Escapes	3	No	3	Armored Trenchcoat (SP10, pg.181)	Body	NA
Awareness	5	No	5	Med. Rifle (pg.177) or Hvy.Handgun (pg.177)	Carried	35/30

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Roller Template: PANZERBOY

LIFEPATH: Panzerboys are the heavy vehicle drivers of Rolling State. They specialize in street tanks, hover tanks, and heavy aerial assault vehicles. Panzerboys are also the drivers for most heavy transport convoys, either running Combis and transports themselves, or outrider panzers.

CHARACTER										SEX	AGE	PERKS & TALENTS Combat Sense +2, Membership +2 (Smugglers & Panzerboys Brotherhood)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	5	7	3	5	5	4	5	5	6	5		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Driving	5	No	5	Adaptive Healing (pg.200)	NanoDope	40
Gunnery	4	No	4	Urban Warrior (pg.201) or Scout (pg.201)	NanoDope	27/23
Brawling	3	No	3	Street Panzer (pg.48) or Battlecar (pg.48)	Garage	NA/NA
Rifle or Handgun (choose)	3	No	3	ACS Repair Tools (pg.202) or Tomahawk (pg.202)	Carried	25/30
Dodge/Escapes	3	No	3	Med. Rifle (pg.178) or Hvy.Handgun (pg.177)	Carried	35/30
Awareness	2	No	2	Kevlar Jacket (SP14, pg.181)	Torso	NA

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Roller Template: WARRIOR

LIFEPATH: Warriors are the fighters and defenders of Rolling State. They drive the lighter assault vehicles like AV's, battletracks and so on. They also man the big convoy guns. Their healing factors and reflexes are boosted even higher than Scouts, since combat is their main thing.

CHARACTER										SEX	AGE	PERKS & TALENTS Combat Sense +2, Direction Sense, High Pain Threshold, Blind Reaction
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	4	7	3	7	5	4	5	4	4	7		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Driving	2	No	2	Adaptive Healing (pg.200)	NanoDope	40
Rifle or Handgun (choose)	5	No	5	Urban Warrior (pg.201) or Road Warrior (pg.201)	NanoDope	27/21
Brawling	3	No	3	AV4 (pg.34) or Battlecar (pg.48)	Driven	NA
Melee	4	No	4	ACS Bowie Knife (pg.202) or Tomahawk (pg.202)	ACS	36/30
Dodge/Escape	3	No	3	Med. Rifle (pg.178) or Hvy.Handgun (pg.177)	Carried	35/30
Awareness	3	No	3	Kevlar Jacket (SP14, pg.181)	Torso	NA

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Roller Template: SHAMAN

LIFEPATH: Shamen are the leaders and knowledge gatherers of Rolling State. They know healing medicines and the uses of nano. They are also skilled traders and tacticians, often directing Warrior Teams in battle or negotiating peace with other Altcults.

CHARACTER										SEX	AGE	PERKS & TALENTS Intuition, Eidetic Memory, Common Sense, Speed Reader
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	7	5	7	4	4	5	4	4	5	5		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Handgun or Melee (choose)	2	No	2	Adaptive Healing (pg.200)	NanoDope	40
First Aid	4	No	4	Shaman's Skills (pg.201)	NanoDope	40
Brawling	3	No	3	ACS Bowie Knife (pg.202) or Tomahawk (pg.202)	ACS	36/30
Education	3	No	3	ACS Techscanner (pg.202) or Agent (pg.202)	ACS	40/40
Dodge/Escape	3	No	3	20 Data Chips (You choose contents)	Carried	NA
Awareness	5	No	5	Armored Trenchcoat (SP10, pg.181)	Body	NA

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Rip Template: CITY FIGHTER

LIFEPATH: City Fighters are the noble knight-errants of the Drift Cities. Descended from self-appointed guardians and warriors during the early drift days, they are resourceful, clever fighters whose abilities are often augmented by one or two very specialized and deadly bioform Companions.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Combat Sense +3, Authority +3	
Stat Value	4	8	3	5	5	4	5	5	6	5		(Drift Cities only)	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Handgun				2	No	2	Enzyme Bonding (pg.205)		Internal	5
Animal Handling				3	No	3	Shok Tonfa (pg.179) or Shok Staff (pg.179)		Carried	NA
Animal Kung Fu				5	No	15	Raptile (pg.206) or Streaker (pg. 206)		NA	105
Melee				4	No	4	Basic Agent (pg.174)		Carried	NA
Dodge/Escape				3	No	3	Armored Bodysuit (SP10, pg.181)		Body	NA
Awareness				3	No	3	Med Pistol (pg.177)		Carried	NA

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Rip Template: TRADER

LIFEPATH: Drift Cities spend a lot of time trading between each other and the outside world. Traders are the agents of this inter-City economy, going afar to gather rare goods and negotiate big deals. Trader favor bioforms that produce trade goods—drugs, rare metals synthesizers, or bioforms that gather things for them—extractors, hunters, etc.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Lightning Calculator, Eidetic	
Stat Value	7	5	4	4	7	4	5	4	5	5		Memory, Streetdeal +3	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Handgun				3	No	3	Enzyme Bonding (pg.205)		Internal	5
Human Perception				5	No	5	Agent with Data Reader (pg.174)		Carried	NA
Brawling				2	No	2	Gold Bug (pg.207)		NA	65
Trading				4	No	4	Hopper (pg.206) or Houseminder (pg.207)		NA	53/59
Dodge/Escape				3	No	3	Armored Trenchcoat (SP10, pg.181)		Torso	NA
Awareness				3	No	3	Shok Tonfa (pg.179) or Shok Knucks (pg.179)		Carried	NA

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Rip Template: BEASTMASTER

LIFEPATH: Beastmasters are collectors of bioform “pets”, often keeping up to a dozen or more at a time. Their Companions are optimized for many different tasks--guarding, delivering, companionship, amusement. Some Beastmasters also enjoy non-lethal battles between their bioforms for status or money.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Animal Empathy, Common	
Stat Value	4	5	3	8	4	4	6	5	4	7		Sense	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Animal Handling				5	No	5	Enzyme Bonding (pg.205)		Internal	5
Athletics				4	No	4	Hopper (pg.206) or Houseminder (pg.207)		NA	53/59
Brawling				3	No	3	P'Terry (pg.206) or GroovyKat (pg.207)		NA	65/71
Melee				2	No	2	Armored Bodysuit (SP10, pg.181)		Body	NA
Dodge/Escape				3	No	3	Shok Tonfa (pg.179) or Shok Knucks (pg.179)		Carried	NA
Awareness				3	No	3	PetGlove (pg.52)		Carried	NA

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Rip Template: SURFRIDER

LIFEPATH: Surfriders are the far travellers of the Cities, often journeying over miles of open ocean in search of resources, or dealing with threats to their Cities. Surfriders’ bioforms are optimized to carry them as riders, and usually resemble sea serpents, mosasaurs, flyers or cetaceans.

CHARACTER										SEX	AGE	PERKS & TALENTS	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		Animal Empathy, Direction	
Stat Value	4	5	2	5	4	4	8	7	3	8		Sense, Night Vision	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN			
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Animal Handling				3	No	3	Enzyme Bonding (pg.205)		Internal	5
Athletics				5	No	5	Seawolf (pg.206) or Plesiodrag (pg.207)		NA	113/128
Brawling				4	No	4	Armored Surfsuit (SP10, pg.181)		Body	NA
Melee				2	No	2	Powerboard (pg.52)		Ridden	NA
Dodge/Escape				3	No	3	Monoknife (pg.179) or Monofists (pg.179)		Carried	NA
Awareness				3	No	3	Shok Staff (pg.179) or Shok Knucks (pg.179)		Carried	NA

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Cee-Metal Template: TRANSPORTER

LIFEPATH: Transporters specialize in getting people and things where they need to be, no matter what the opposition. Their bodies are optimized vehicular/humanoid forms. A Transporter can act as a jet, a motorcycle, or even a submarine. They often carry others as part of their "configs".

CHARACTER								SEX	AGE	PERKS & TALENTS Direction Sense, Ambidexterity, Renown (other Transporters)		
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE			BODY
Stat Value	5	6	4	6	5	4	5	4	5			6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS			STUN
Stat Value												

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Handgun				2	No	2	Biopod (pg.210)		Mobile	45
Heavy Weapons				4	No	4	NeoAlpha (pg.210) or NeoGemini (pg.211)		Bodyshell	30/40
Brawling				3	No	3	CyClone (pg.212) or Aquarius (pg.211)		Bodyshell	40/59
Pilot (Fixed Wing) or Driving				5	No	10	Arc Thrower (pg.179)		Carried	NA
Dodge/Escape				3	No	3				
Awareness				3	No	3				

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Cee-Metal Template: PROTECTOR

LIFEPATH: Protectors are the law enforcement and civilian protection arm of Cee Metal. Their configs are optimized humanoid forms with enhanced reflexes, senses and durability. They tend to carry weapons, not BE weapons.

CHARACTER								SEX	AGE	PERKS & TALENTS Combat Sense +2, Authority +2 (within Cee Metal Enclaves)			
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE				BODY
Stat Value	4	7	3	7	5	4	5	4	4				7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS				STUN
Stat Value													

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Handgun				4	No	4	Biopod (pg.210)		Mobile	45
Automatic Weapons				5	No	5	NeoAlpha (pg.210) or NeoBeta (pg.210)		Bodyshell	30/39
Brawling				3	No	3	NeoGamma (pg.212) or Operative (pg.212)		Bodyshell	74/83
Melee or Hvy Weapons (choose)				3	No	3	Powersword (pg.179)		Carried	NA
Dodge/Escape				2	No	2	Med. SMG (pg.177) or Hvy. Handgun (pg.177)		Carried	NA
Awareness				3	No	3	Med. Assault Rifle (pg178)		Carried	NA

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Cee-Metal Template: WISEMAN

LIFEPATH: Wisemen are the information gatherers and “thinkers” of Cee-Metal. They tend to make up the governing groups but are also its agents and spies. Their configs are optimized with sensors, memory storage , covert information gathering equipment, etc.

CHARACTER								SEX	AGE	PERKS & TALENTS Intuition, Eidetic Memory, Common Sense, Speed Reader, Authority +2 (in Cee-Metal Enclaves)	
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE		BODY
Stat Value	7	5	7	4	4	5	4	4	5		5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS		STUN
Stat Value											

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Library Search				4	No	4	Biopod (pg.210)		Mobile	45
First Aid				3	No	3	NeoAlpha (pg.210) or NeoGemini (pg.211)		Bodyshell	30/40
Brawling				2	No	2	Wiseman2 (pg.211) or NuKildare (pg.211)		Bodyshell	36/36
Education				3	No	3	Arc Thrower (pg.179)		Carried	NA
Dodge/Escape				3	No	3	Nano Repair Sprayer (pg.56)		Carried	NA
Awareness				5	No	5	Luxury Agent (pg.174)		Carried	NA

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Cee-Metal Template: DRAGOON

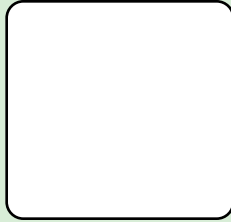
LIFEPATH: Dragoons are the heavy combat units of Cee-Metal. Their configs are optimized for battle, with incredible strength, massive weapons and combat sensors. The Dragoon was the first version of this type, and the name was adopted by the Cee-Metal Enclaves because it strikes fear in the hearts of “meats” everywhere.

CHARACTER								SEX	AGE	PERKS & TALENTS		
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	Combat Sense +3, High Pain	
Stat Value	4	5	2	5	4	4	8	7	3	8	Threshold, License +3 (to kill non-Cee-Metal intruders)	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS				LEVEL	SOFT?	COST	OUTFIT & CYBERTECH		LOCATION	COST
Heavy Weapons				5	No	5	Biopod (pg.210)		Mobile	45
Automatic Weapons				4	No	4	NeoAlpha (pg.210) or NeoBeta(pg.210)		Bodyshell	30/39
Brawling				3	No	3	Neo Enforcer (pg.212)		Bodyshell	108
Melee				3	No	3	Bladebuster (pg.179)		Carried	NA
Dodge/Escape				3	No	3	Lt 20mm (pg.178) or Missile Launcher (pg.178)		Carried	30/39
Awareness				2	No	2	Hvy. Assault Rifle (pg.178)		Carried	NA

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Unaligned Template: Combat Fighter



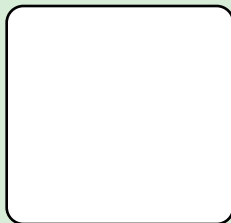
LIFEPATH: Combat Fighters are the “masterless samurai” of the Dark Future. With no allegiance to any AltCult, they must rely on their smarts and fighting skills to keep alive. But with this rootlessness comes the freedom to chose a group to band with at a later date.

CHARACTER										SEX	AGE	PERKS & TALENTS Favor +3 (decide what it is now and who owes it to you)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	4	7	3	7	5	4	5	4	4	7		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Handgun	4	No	4	Lt. Rifle (pg.177) or Hvy. Handgun (pg.177)	Carried	35/30
Automatic Weapons	5	No	5	Kevlar Jacket (SP14, pg.181)	Torso	NA
Brawling	2	No	2	Basic Agent (pg.174)	Carried	NA
Melee	3	No	3	Microtool (pg.174)	Carried	NA
Dodge/Escape	3	No	3	Bivvy Bag (pg.173)	Carried	NA
Awareness	3	No	3	Monoknife (pg.179)	Carried	NA

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Unaligned Template: Streetdealer



LIFEPATH: Streetdealers are hustlers and fixers unaligned with any AltCult. With no allegiances, they must rely on their skills and cleverness to keep alive. But with this uneasy freedom, they retain the option of choosing a group to band with at a later date.

CHARACTER										SEX	AGE	PERKS & TALENTS Favor +3 (decide what it is now and who owes it to you)
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	7	5	7	4	4	5	4	4	5	5		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value												

STARTINGSKILLS	LEVEL	SOFT?	COST	OUTFIT & CYBERTECH	LOCATION	COST
Handgun	2	No	NA	Lt. SMG (pg.177) or Med. Handgun (pg.177)	Carried	35/30
First Aid	3	No	NA	Armored Trenchcoat (SP10, pg.181)	Body	NA
Brawling	3	No	NA	Basic Agent (pg.174)	Carried	NA
Persuasion & Fast Talk	4	No	NA	Microtool (pg.174)	Carried	NA
Dodge/Escape	3	No	NA	Bivvy Bag (pg.173)	Carried	NA
Awareness	5	No	NA	Monoknife (pg.179)	Carried	NA

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Personal Style & Motivations

What do you look like and where do you come from? Use this section get some some ideas on yourself—or others.

Personality traits

Choose or roll one:

- 1 Shy and secretive
- 2 Rebellious, antisocial, violent
- 3 Arrogant, proud and aloof
- 4 Moody, rash and headstrong
- 5 Picky, fussy and nervous
- 6 Stable and serious
- 7 Silly and fluffheaded
- 8 Sneaky and deceptive
- 9 Intellectual and detached
- 10 Friendly and outgoing

How do you feel about most people?

Choose or roll one:

- 1-2 Neutral
- 3 I like almost everyone
- 4 I hate almost everyone
- 5 People are tools. Use them for your own goals and discard them
- 6 Every person is a valuable individual
- 7 People are obstacles to be destroyed if they cross me
- 8 People are untrustworthy. Don't depend on anyone
- 9 Wipe 'em all out and give the place to the cockroaches
- 10 People are wonderful

What do you value most?

Choose or roll one:

- 1 Money
- 2 Honor
- 3 Your word
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Love
- 8 Power
- 9 Having a good time
- 10 Friendship

What person do you value most?

Choose or roll one:

- 1 A parent
- 2 Brother or sister
- 3 Lover
- 4 Friend
- 5 Yourself
- 6 A pet
- 7 Teacher or mentor
- 8 Public figure
- 9 A personal hero
- 10 No one

Your most valued possession is

Choose or roll one:

- 1 A weapon
- 2 A tool
- 3 A piece of clothing
- 4 A photograph
- 5 A book or diary
- 6 A recording
- 7 A musical instrument
- 8 A piece of jewelry
- 9 A toy
- 10 A letter

Dress & Personal Style

In Cyberpunk, what you look like is what you are. Fashion is action, and style is everything. Roll 1D10 three times (once per column) to decide what your style is.

Die Roll

- 1 Biker leathers
- 2 Blue jeans
- 3 Corporate Suits
- 4 Jumpsuits
- 5 Miniskirts
- 6 High Fashion
- 7 Camouflage
- 8 Normal clothes
- 9 Nude
- 10 Bag Lady chic

Clothes

Hairstyle

- 1 Mohawk
- 2 Long & Ratty
- 3 Short & Spiked
- 4 Wild & all over
- 5 Bald
- 6 Striped
- 7 Tinted
- 8 Neat, short
- 9 Short, curly
- 10 Long, straight

Affectations

- 1 Tattoos
- 2 Mirrorshades
- 3 Ritual Scars
- 4 Spiked gloves
- 5 Nose Rings
- 6 Earrings
- 7 Long fingernails
- 8 Spike heeled boots
- 9 Weird Contact Lenses
- 10 Fingerless gloves

Ethnic Origins

The Cyberpunk world is multi-cultural and multinational. Where you come from determines your native language, customs and allegiances. Choose or roll one nationality, then choose a native tongue from the options listed for the ethnic type. This is your native language, which you speak at Level 8. In addition, you also automatically know Streetslang, a universal polyglot of English, French, German, Japanese and a half dozen other languages:

- | | |
|--|--|
| 1 Anglo-American (English) | 6 Chinese/Southeast Asian (Burmese, Cantonese, Mandarin, Thai, Tibetan, Vietnamese) |
| 2 African (Bantu, Fante, Kongo, Ashanti, Zulu, Swahili) | 7 Black American (English, Blackfolk) |
| 3 Japanese/Korean (Japanese or Korean) | 8 Hispanic American (Spanish, English) |
| 4 Central European (Bulgarian, Russian, Czech, Polish, Ukrainian, Slovak) | 9 Central /South American (Spanish, Portuguese) |
| 5 Pacific Islander (Micronesian, Tagalog, Polynesian, Malayan, Sudanese, Indonesian, Hawaiian) | 10 European (French, German, English, Spanish, Italian, Greek, Danish, Dutch, Norwegian, Swedish, Finnish) |



NPCs & Meta Characters

The Other Players in the Game

Okay, so now you've got some Templates—characters that you can use to *do* things in the *Cyberpunk* world. Like avatars in a computer game, these characters are the heroes of your *Cyberpunk* adventures. They're the ones who will take on the Man, bring down the bad guys, and get the big score in the end. Like the legions of action movie heroes that they emulate, characters are the main actors in the consensual hallucination we call a roleplaying game.

But what about all the other actors—the bad guys; the evil Neo-corp baddies, doped up street-gangers, raging cyberpsycho monsters? Or for that matter, how about a little help—the incor-

ruptible tough cops who back the heroes up in a firefight, the street smart locals who give them clues; even the hordes of helpless “civilians” who get to look on in awe as the heroes do their cool stuff?

That's where **Non-Player Characters** (aka **NPCs**) come in—they're all the **people acted out by the Referee** as part of the job of creating an exciting adventure. Every roleplaying game (whether on paper or in pixels) has them. But in *Cyberpunk*, we do things a bit differently. We don't just stop with a few random NPCs that show up, say their lines and split. Nope, we go one step further by creating **Meta Characters**.

A Meta Character represents a character built out of an entire section of the world. A Meta Character is more than just a faceless amalgamation of bits, it's a living organism that protects

itself while moving towards distinct goals. It thinks smart, acts smart, because if it doesn't, it loses "body parts" and "dies."

All Meta Characters have a:

Brain: This is the main controller of the Meta Character. The brain directs the goals for the MC, based on his or her own personal goals. The Lifepath of the Brain can integrate into the Lifepath of the Meta Character, but the Meta Character goes on even if the Brain changes. However, since taking out the Brain will seriously cripple the Meta-Character, there will be more of a reason to defend the Brain and make it hard to get to—no more player characters tackling Saburo Arasaka one on one, anymore than you're going to face down Steve Ballmer over a bug in your copy of *Word*.

Hands: These are agents of the Meta Character. They direct and control its weapons and defenses. They may have their own agendas, but these are always sublimated to the goals of the Brain. Hands have their own styles; ways of doing things. One hand is usually more dominant than the other, just like people are "handed."

Body: These are the assets of the Meta Character. In a corporation, this could be buildings or facilities. The body could also encompass special types of projects or vehicles.

Weapons and Defenses: These are the ways the Meta Character can defend itself or attack any opposition. For example, having a personal army is a good way to defend your corporation. All

those Arasaka guards? They're all **Defenses**. Militech's tanks? **Weapons**. Since the Meta Character has an actual list of Defenses and Weapons, it's less likely that it will spend them in a random, unplanned way, because, like a real character, the resource are limited.

Let's try this on the most obvious level—our aforementioned **Evil NeoCorporation** (pg.74). Let's call it Megatechnix. Its **Brain** is going to be its founder, **Dr. Roberto Lanzing**. As Brain, his goals are to dominate the world's market for consumer electronics and to make enough money to forget his upbringing as the son of a once high level Corp thrown out onto the Street in a layoff (the Lifepath)

Its **Hands** are its two Vice Presidents; **Ms. Jax Staley**, the sociopathic Operations VP who controls Megatechnix's Marketing division, and **Dr. Klaus Hammersmith**, who runs the R&D Group. Jax's goal is to supplant Dr. Lanzing and move Megatechnix into military hardware; however, they share the goal of dominating consumer elec-

LET'S TALK META CHARACTERS

One of the things that bugs me about being a referee is that I'm often a babysitter, not a player. As Referee, my NPCs should be my main method of expression--the characters I play in the game, but since they are cast in opposition to the players, they become faceless threats (like level bosses in a video game), rather than interesting characters to play.

Let's take a corporation, for example. As a Referee, your typical corporation is an amorphous melange of bad guys, stuff, offices and plans. But there's no sense of the corporation as an ENTITY. It has no personal goals--no real direction. Which makes it a really boring villain. An exciting villain has goals. He has weaknesses. He has master plans. He knows when he's been hurt and exacts revenge. In short, a good villain. But Corporations in the Cyberpunk world are rarely, if ever, more than one dimensional.

But it's not really true. Four and a half years working at Microsoft has taught me one lesson I never knew--Corporations ARE entities. Microsoft has a body--that's all of us 'softies' working in the trenches. It has hands; the various VP's running the divisions. It has a brain--two in fact--Bill G. and his right hand man Steve "I wonder if he's gonna keel over at the company meeting this year" Ballmer. And it has weapons, armor and tools--its hardware, software products, lawyers. Heck, Microsoft even has its own language, which took me most of a year to learn, even "drinking from the firehose" as I had to.

So what if WE treated the corporations of Cyberpunk not as faceless enemies, but as real live NPC's? What if we gave them a brain, hands, parts of the body, weapons and defenses--just like an integrated "real person"? What if it had a Lifepath--a character sheet even? And there were regular character updates available?

<http://www.talsorian.com/newmetas>

tronics first. Hammersmith's agenda is to combine all the functions of cellphones, digital media and wireless into a single handheld device. He doesn't care about personal power, but he will support Lanzing's goals because this will get his dreamed of device built.

The **Body** of Megatechnix is incorporated in its Corporate Headquarters in the San Diego Integrate of New Night City; the body includes three main Projects controlled by the Brain and its two Hands, 100 million dollars in capital, and a secret research lab in the Nevada Wasteland. If these are destroyed, Megatechnix will also "die." To defend the "body", Megatechnix's Defenses are a horde of soldiers and factory workers linked to Dr. Hammersmith's advanced telemetry programs, plus fifty super powerful ninjas who carry out Jax's black operations against the Corp's enemies.

Now Megatechnix is more than a faceless enemy, It has several goals, several weak spots that it will defend rabidly, and a specific way of defending itself. This will drive much of its actions against players—if the 100 million in capitol is threatened, odds are Dr.Lansing will act first, because money is key to his well being. But if the labs are threatened, Hammersmith may drive the reactions, protecting them with his workers. Thwart Jax in her quest to get military contracts and she's more likely to send her ninja after you. In each case, the Referee plays the corporation as a character, not just a target. He gets to really invest Megatechnix with personality, reactions and ambitions. And if he sees Megatechnix's starting to lose "body" points on its Meta Character sheet, he may elect to strike back, find a way to heal back by curtailing operations, or even enlisting other "friends" to help in an operation.

Now let's go a bit further down the scale. The Meta Character this time is the **Totentanz**, a bar in the lower levels of New Night City. Its **Brain** is **One Scar Max**, a shadowy broker of information. Its Lifepath shows that it was inherited from an

old war buddy of One Scar who died in a turf dispute with a rival owner. Its **Hands** are **Rafella Chance**, the bartender, and **Silent Bill**, a gambler who watches the bar when Max is out. Its **weapons** are an integrated laser system with four remote lasers that can attack one corner of the bar, and an old AV4 delivery van with a chin mounted machinegun.

The Totentanz has far fewer "body points" than Megatechnix. So you can expect that the AV4 will NOT be showing up all the time, and neither will One Scar. Threats will be dealt with in the bar, but anything that threatens the bar itself will be dealt with using maximum force. Already, you can probably see that you're going to need some motivations for this Meta Character—what are One Scar's goals for the Totentanz and how do Rafela and Silent Bill support them? What are their goals? Since Totentanz hasn't got much in the Body and Weapons area, you can already surmise that One Scar's going to be trying really hard to increase these areas—maybe by recruiting some regulars to help defend the place, or by adding a few new side businesses (maybe a takeout service or a gambling op in the back room) to generate more "body." In short order, the Totentanz will evolve from being a place you layer storylines onto, into a character which generates its own storylines from its needs and fears.

Looking at a group of NPCs as Meta Characters will change how you relate to the *Cyberpunk* world, by giving characters solid motivations and adding a real "global" threat to how the Meta Character deals with the world. Meta Characters have things that really scare them—stuff that motivates them despite the actions of the players. Meta Characters will also provide a solid resource for adventure material as they employ the heroes of your gameworld to accomplish (or thwart) their Goals.

Following are a few of our favorite Meta Characters:

Megatechnix Manufacturing NeoCorp



The son of a high level exec working for the giant International Electric Corporation (IEC), young Roberto Lanzing's life

was ruined when the megacorp suddenly fired his father and forced his family out onto the Street. Lanzing swore to wreak his vengeance on IEC and its autocratic CEO Erich Kessler. It took him ten years, but through a combination of brilliance (Lanzing is a gifted product designer) and treachery (Lanzing allied his fast growing Megatechnix corporation with several of IEC's worst enemies), Lanzing eventually masterminded a hostile takeover of his father's old employer (as well as arranging Erich Kessler's assassination in the process).

Now a huge conglomerate, Megatechnix produces everything from household appliances to sophisticated military hardware. But the same ruthless drive that got it to the top infuses this household brand with an arrogance equal to the IEC it dethroned. Megatechnix is hungry; no longer for vengeance, but for power...

Body

TROOPS: **Leaders** (Solos, Squad Ldrs.) **100**
Soldiers (Black Ops, Guards) **500**
Grunts (Techs, workers) **2000**

ASSETS: **Main Office** (Santa Diego) **1**
Offices (showrooms & conferences) **10**
Factories **20**
Secret Projects (wasteland bases) **5**
Cash stash (100 million) **1**

VEHICLES: **A V4's** (Private airforce) **100**
Roadcars (assorted) **250**
JetFans (Corporate) **10**

Brain

DR ROBERT LANZING

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	9	4	9	4	5	7	4	4	5	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	70	4	8	10	15	5	5	10	50
KEY SKILLS			LVL	KEYPERKS/TALENTS						LVL
Electronics			8	Wealth (millionaire)						7
Education			9	Handsome						3

LIFEPATH When his father was thrown on the Street by his megacorp bosses, Lanzing vowed to overcome his shame.

GOALS Dominate the electronics/consumer market worldwide. Become so rich he can buy anything he wants.

Right Hand

JAX STALEY

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	5	5	6	5	6	4	3	6	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	60	3	6	12	18	6	6	10	25
KEY SKILLS			LVL	KEYPERKS/TALENTS						LVL
Personal Grooming			6	Wealthy (millionaire)						7
Persuasion & Fast Talk			7	Beautiful						4

LIFEPATH Beautiful, spoiled, aggressive, she wants to show up her domineering corporate parents.

GOALS Supplant Dr.Lanzing and move Megatechnix into military hardware.

Left Hand

DR KLAUS HAMMERSMITH

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	9	3	9	3	4	5	4	3	5	4
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	3	6	10	15	5	5	8	20
KEY SKILLS			LVL	KEYPERKS/TALENTS						LVL
Electronics			10	Speed Reader						
Jury Rig			7	Contact (Rafela Chance)						4

LIFEPATH Quintessential nerd, who both lusts after but hates Jax Staley. Used to be a Techie who worked for Solo teams.

GOALS Create ultimate handheld device, and displace Jax as head of the most important division in the company.

Totentanz

Local Bar & Hangout

It looks like a typical seedy bar in the MidCity zone, but the Totentanz (Death Dance) is far more than that. It's also a major meeting ground for Solos and black operatives from all over the Megacity. Deals and contracts are made and broken over the greasy bartop under the watchful eye of its owner, a regarded Fixer and information broker known only as One Scar Max. Deadly weapons and deniable contraband are traded in the heavily secured back rooms, and there's a soundproofed holding cell for the occasional extraction target. It's a place where no one asks questions, because to know too much will net you a death warrant.

The Totentanz is also a place where old school Cyberpunks meet to drink and swap war stories. Here's where you'll get the real story on the operations that are now legends of the Street. You'll rub metal-clad elbows with the best of the best here, and maybe live to tell the tale. It's also a choice place to gain a mentor if you're hoping to get your combat skills cranked up, or maybe locate an unverifiable piece of technology that could score you millions of ncd. It's a home to some, and an office to others, and it's always there, waiting 24-7.

Body

TROOPS: **Leaders** (Solos & friends) 6
Soldiers (Street pros) 20
Grunts (Barflies & hangers-on) 50

ASSETS: **Offices** (the Bar) 1
Armory (warehouse a block away) 1

VEHICLES: **A V4's** (owned by Rafella) 1
Groundcars (assorted) 10
Street Panzer (Silent Bill's) 1

Brain

ONESCARMAX

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	5	4	5	7	5	6	4	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	50	5	8	12	18	6	6	14	35
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Streetwise				9	Streetdeal					9
Persuasion				8	Combat Sense					7

LIFEPATH Fixer and information broker, he inherited the Totentanz from an old war buddy killed in a local turf war.

GOALS Get a few more regulars to back him up. Set up a takeout restaurant that covers for his black ops business.

Right Hand

RAFELLACHANCE

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	8	4	7	8	5	5	5	7	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	5	10	14	21	7	7	12	30
KEY SKILLS			LVL	KEYPERKS/TALENTS						LVL
Handgun			9	Contact (NCSWAT)						6
Martial Arts			7	Combat Sense						8

LIFEPATH Old-school Solo, now working bar as a favor to her friend One Scar. A mentor to young Solos on the way up.

GOALS Locate her missing partner (lost in the 4th Corp War). Uncover what happened to famed Solo Morgan Blackhand.

Left Hand

SILENTBILL

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	6	4	9	7	6	6	5	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	60	5	10	12	18	6	6	14	35
KEY SKILLS			LVL	KEYPERKS/TALENTS						LVL
Handgun			9	Intuition						
Shadow/Track			7	Combat Sense						8

LIFEPATH A Rockerboy whose throat was burned out in the Arasaka nuke attack, Silent Bill can't speak. But he lets his guns do the talking for him.

GOALS Get back his voice. Find a missing CD of his last song.

The Bozos Posergang



When they first appeared, the Bozos were just a posergang dressed—well, actually *biosculpted* to look like circus clowns, with red bulbous noses, wild red hair, long, flat feet (no, *not shoes*) and costumed to the part. They started out small—acid water balloons dropped on cars from several stories up; slapping velcro on well-dressed Corporate womens' nylons. But the people of Night City should have known that anybody who would have white skin grafted onto their face to form a perpetual frown shouldn't be allowed to walk around loose. People on Bozo turf have learned the hard way that if you see a pack of Bozos—run. Bozos enjoy playing on people's deepest fears; lurking in apartments in the dark, locking victims in small spaces filled with rats, stopping elevators in skyscrapers and filling them with water. Bozo take candy away from small children, slash tires and microwave little old ladies' artificial hip joints. Sometimes a Bozo will become obsessed with one victim, littering his life with deadly pranks until he has a nervous breakdown. Very patient, Bozos are.

There are no good Bozos (yeah, we know what you're thinking, but you're wrong—all Bozos wear implanted explosive charges rigged to deadman switches). Some are cyberpsychos, some are naturally crazy, all are the sort who like to watch horror movies just before going to sleep. Bozos...no joke.

Body

TROOPS: **Leaders** (Major gang leaders) **10**
Soldiers (Gangers) **100**
Grunts (Rabid wannabees) **500**
ASSETS: **Hangouts** (all over the City) **10**
VEHICLES: **They're Bozos, right?** They Got **1** Bus.

Brain

DA BIG BOZOZUKO

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	6	4	5	7	4	7	4	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	40	5	8	12	18	6	6	14	35
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Submachinegun				6	Membership (Bozos)					10
Melee (knives)				7	Charismatic Leadership					6
LIFEPATH Ex-NeoCorp exec and psycho serial killer. Sent to an asylum by NCSWAT over Capt. Hammerman's objections.										
GOALS Kill lots of people in creative, "funny" ways. Get back at NCSWAT. Find a way to combine both in one package.										

Right Hand

BOZETTE

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	3	7	6	4	6	5	8	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	40	5	10	16	24	8	8	10	25
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Stealth				5	Membership (Bozos)					8
Submachinegun				7	Intuition					
LIFEPATH Raised by the Philharmonic Vampire posergang, the Bozos took her in when NCSWAT wiped out the Vampires.										
GOALS Get lots of money. Collect dead animals as pets. Watch people run through the streets in terror.										

Left Hand

DARKBOZO

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	5	7	6	6	6	5	5	5	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	60	5	10	10	15	5	5	12	30
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Human Perception				7	Membership (Bozos)					8
Melee				7	Combat Sense					6
LIFEPATH The thinker of the gang, Dark Bozo is an ex-psychology professor fascinated by aberrant social behavior.										
GOALS Learn what people do under stress. Turn the entire megacity into a study area on fear, terror & aggression.										

NCSWAT

Tough Cybercops



Rising from the ruins of Old Night City, NCSWAT evolved from a government agency of the City into a fully independent corporation in its own right, contracting with Altculcs, governments and even private citizens to take care of the worst assaults on the public—hostage situations, cyberpsychos, military class weapons, terrorists, etc. Run by the incorruptible Commander Max Hammerman, late of the original Night City Police Forces, NCSWAT has one mission: to maintain law and order and protect the innocent at all costs.

Besides upholding the local law, NCSWAT has an impartial code that it follows to the letter. It ends fights, no matter who starts them—if you're in a fight, you'd better put down your weapons when NCSWAT shows up, or they'll open fire on you too. NCSWAT doesn't hold prisoners; they are hauled off to the local Integrate Hall of Justice/Security Facility instead. They don't negotiate; that's for the politicians. And most importantly, NCSWAT doesn't take the fall for anyone; the government, the NeoCorps, God—NOBODY. *You got a problem with that?*

Body

TROOPS: **Leaders** (SWAT Ldrs. Detectives) **60**
Soldiers (SWAT Teams) **200**
Grunts (Beat Cops) **2500**

ASSETS: **Main Station** (Night City) **1**
Stations (with cells & armories) **25**
Power Armor (equiv. to Desnai's) **10**

VEHICLES: **A V4's** (Private airforce) **60**
Roadcars (Patrolcars) **200**
Gyro Copters (Air Patrol) **100**
Street Panzers (Armored Cars) **30**

Brain

COMMANDER MAX HAMMERMAN

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	7	5	8	8	8	9	6	4	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	80	7	12	8	12	4	4	16	40
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Heavy Weapons				8	Authority					9
Driving				9	Combat Sense					8
LIFEPATH One head of Night City's elite CyberSWAT Squad, Max was nearly killed in the Arasaka bomb attack.										
GOALS Drive the streetgangs out of the City. Make the Neo Corps toe the legal line—or else!										

Right Hand

SGT. ELENA SANDEVAL

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	4	6	7	5	5	3	7	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	4	6	14	21	7	7	10	25
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Handgun				8	Authority					3
Heavy Weapons				6	Beautiful					3
LIFEPATH Born in the Santiago Nomad pack, her family was all killed by Raffen Shiv road bandits.										
GOALS Wipe out the Raffen Shiv. Show no mercy to the road gangs. Establish a safe zone in the City and raise a family.										

Left Hand

LT. DAVE WRIGHT

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value*	6	5	5	6	7	5	6	7	5	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	50	6	14	10	15	5	5	16	40
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Heavy Weapons				5	Authority					5
Pilot (AV-9)				6	Common Sense					
LIFEPATH A Cee-Metal Protector with a personal grudge against cyberpsychos, he joined NCSWAT to save lives.										
GOALS Save everyone he can. Uphold the law. Stick to the book (even when Hammerman doesn't).										
* Stats before bodyshell modifications. Will change based on current bodyshell										

MetalStürm

Cyberpsycho Gang

The baddest of the bad, MetalStürm is the quintessential street gang. The natural evolution of two pre-War gangs, the Slaughterhouse (which specialized in rippers, vampires and any other cybernetic implant that was long and had a sharp edge) and Maelstrom (a rabid combat gang with a membership that always hovered around 30% cyberpsychotic), MetalStürm is now a mutant fusion that combines bike gang with metal-heads. Hurtling down the freeways of the megacity on their massive roadbikes, pausing only to loot, rape, murder and burn, they bring the old-time terror of Attila right to the doorstep of the 21st Century.

MetalStürm members deal drugs. They deal illegal cyberware. They deal in murder for hire and sex-slaves for rent. They hire out as terrorists. They hire out as muscle to the NeoCorps. If it makes money, causes pain and is generally nihilistic (or all three at once), this is the gang that'll be up to its blood-spattered metal-shot boots in it. The personal beté noir of NCSWAT Commander Max Hammerman, the feeling is mutual. And it's only a matter of time before the day of reckoning comes...

Body

TROOPS:	Leaders	(Major gang leaders)	25
	Soldiers	(Gangers)	150
	Grunts	(Rabid wannabees)	800
	ASSETS:		
	Hangouts	(all over the City)	20
	Chopshops	(stolen cars)	10
	Black Labs	(drugs, cyberware)	5
	Clubs	(gambling, sex, drugs)	8
VEHICLES:	Roadcars	(Streetracers)	95
	Roadbikes	(Bike gang)	220
	Street Panzers	(for gang wars)	10

Brain

HAVVOC

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value*	9	6	4	7	8	5	6	5	6	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	50	5	10	12	18	6	6	12	30

KEY SKILLS	LVL	KEYPERKS/TALENTS	LVL
Drive (roadbike)	9	Charismatic Leadership	6
Education & Gen. Know.	6	Membership (MetalStürm)	10

LIFEPATH Brilliant, college educated, this psychotic killer is actually a well-educated college grad with a twisted streak.

GOALS Take over the megacity and become the lord of all street crime on the West Coast. Party and kill, party and kill.

* Stats before cyberware modifications. Cyberware up to Referee

Right Hand

WARGOD

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value*	5	5	2	8	6	6	7	6	6	9
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	60	6	12	12	18	6	6	18	45

KEY SKILLS	LVL	KEYPERKS/TALENTS	LVL
Melee (big hammer)	8	Combat Sense	8
Drive (Roadcar, bike)	7	Membership (MetalStürm)	8

LIFEPATH Havvok's right hand man, he was the leader of Maelstrom before it was absorbed into the new gang.

GOALS Looking for a way to take over the gang. Wants to get power on a NeoCorp level as an Exec or other honcho.

* Stats before cyberware modifications. Cyberware up to Referee

Left Hand

ATTILLA

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value*	3	7	2	9	5	6	8	7	5	10
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	60	7	14	10	15	5	5	20	50

KEY SKILLS	LVL	KEYPERKS/TALENTS	LVL
Heavy Weapons	8	High Pain Threshold	
Drive (Roadcar, Bike)	7	Membership (MetalStürm)	7

LIFEPATH Living for combat and pain, this cyberpsycho was busted and sent into braindance by NCSWAT 10 years ago.

GOALS Get high. Ride his bike. Kill innocent bystanders. And humiliate and kill NCSWAT Commander Hammerman.

* Stats before cyberware modifications. Cyberware up to Referee

Biotechnica

Bioengineering NeoCorp



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™ (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 fuel. Although Biotechnica held worldwide patents, it lacked the production facilities to meet worldwide demand, forcing it to license production to several large agribusinesses and petro-corporations. These deals made Biotechnica an extremely wealthy, but still not very large, company.

Biotechnica is also probably the closest thing to a "good guy" megacorp in the *Cyberpunk world*. Its labs provided much of the technology that enabled Riptide to develop its bio-engineered Companions, and it is active in restoring both animals and habitat throughout the blighted 203X environment

Body

TROOPS: **Leaders** (Hi-level Black Ops) **250**
Soldiers (Security Teams) **200**
Grunts (Scientists, workers) **1000**

ASSETS: **Main Office** (Santa Diego) **1**
Offices (showrooms & conferences) **4**
Labs (biogenetic research) **10**
Secret Projects (bioware) **10**

VEHICLES: **A V6's** (Private airforce) **30**
Groundcars (assorted) **90**
JetFans (Corporate) **15**

Brain

NICOLLOGGAGIA

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	9	5	7	5	6	4	4	5	6	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	40	4	10	12	18	6	6	12	30
KEY SKILLS				LVL	PERKS/TALENTS					LVL
Biology				8	Wealth (billionaire)					10
Leadership				7	Handsome					5
LIFEPATH Son of a Northern Italian farmer, Loggagia later became a veterinarian and biological researcher.										
GOALS Restore as much planetary habitat as possible. Create new life forms to replace extinct species.										

Right Hand

MICHIHOSUNG-LOGGAGIA

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	10	4	8	4	5	6	4	5	7	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	60	4	10	14	21	7	7	10	25
KEY SKILLS			LVL	PERKS/TALENTS						LVL
Biology			10	Beautiful						6
Chemistry			9	Wealth (billionaire)						10
LIFEPATH Loggagia's wife and lead researcher for the original CHOOH ² project, she also founded the first Rip gene lab.										
GOALS Help Loggagia achieve his goals. Create a new form of human-based life to replace Mankind.										

Left Hand

LARS MARSTED

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	5	7	5	4	5	5	3	5	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	4	6	10	15	5	5	10	25
KEY SKILLS				LVL	PERKS/TALENTS					LVL
Market Trading				8	Handsome					
Human Perception				8	Wealth (multi-millionaire)					8
LIFEPATH Harvard educated, Marsted handles all CHOOH ² licensing and is Biotechnica's business mastermind.										
GOALS Control the energy economy of the 203X world. Get patents on most (if not all) animals on earth.										

Petrochem Energy NeoCorp



With the collapse of most national oil companies after the 4th Corp War, Petrochem is keeping the world running, literally. They are the world's largest producer of CHOOH^{2™} (under license), and control millions of acres of arable land across the United States—land used to grow the genetically altered wheat that is used to make CHOOH^{2™}. Petrochem is also one of the world's largest oil producers. With the oil supply dwindling, most remaining fossil fuels are used to make plastics and other synthetics, and Petrochem has more fertile oilfields 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, Petrochem invests huge amounts of money in protecting itself, maintaining an armed force worthy of a small country.

Still chafing under its CHOOH^{2™} license to Biotechnica, it's only a matter of time before Petrochem's wily CEO finds a way to absorb the smaller biotech company for good.

Body

TROOPS: **Leaders** (Solos, Squad Ldrs.) **650**
Soldiers (Black Ops, Guards) **1000**
Grunts (Workers, Guards) **10000**

ASSETS: **Main Offices** (Dallas) **2**
Offices (conferences & labs) **150**
Oil Rigs (on & offshore) **100**
Refineries (with labs) **25**
Ag Farms (for CHOOH²) **200**

VEHICLES: **A V9's** (Private airforce) **300**
Roadcars (assorted) **650**
JetFans (Corporate) **165**

Brain			TRENTON PARKER							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	5	5	5	5	7	7	5	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	70	6	10	12	18	6	6	14	35
KEY SKILLS				LVL	PERKS/TALENTS					LVL
Chemistry				6	Wealth (billionaire)					10
Leadership				6	Common Sense					
LIFEPATH Ambitious CEO and Ellen Trieste's son, he took over the company during her long illness through the 2020's.										
GOALS Keep control of Petrochem. Absorb Biotechnica. Discover a new source of energy only Petrochem controls.										

Right Hand			ANGUSYOUNGBLOOD							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	5	4	5	5	3	6	3	5	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	5	30	4	6	10	15	5	5	10	25
KEY SKILLS				LVL	PERKS/TALENTS					LVL
Market Trading				8	Wealth (billionaire)					10
Leadership				7	Handsome					6
LIFEPATH Rich investor, who married Ellen to further his aims. Dumped by Ellen, he's now allied with her son. For now.										
GOALS Vengeance on Ellen for divorcing him. Wrest control of the company from both Trenton and Ellen.										

Left Hand			ELLEN TRIESTE								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value*	7	4	3	4	7	9	3	2	4	3	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	5	90	2	4	8	12	4	4	6	15	
KEY SKILLS			LVL		PERKS/TALENTS					LVL	
Intimidate			8		Wealth (billionaire)					10	
Leadership			7		Beautiful					8	
LIFEPATH Once a withered old woman, Ellen has a sexy new Cee-Metal bioshell. Her hedonistic ways hide her reborn desire for control of the company.											
GOALS Get control of Petrochem from her son, Trenton.											
* Stats before bodyshell modifications											

Militech

Security & Weapons NeoCorp



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 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 personally.

Currently, MTI is rebuilding itself 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 military weapons of all kinds. From revolvers to tanks to jet fighters, MTI is a major military supplier to the United States, and the 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.

Body

TROOPS: **Leaders** (Solos, Squad Ldrs.) **1000**
Soldiers (Black Ops, Guards) **5000**
Grunts (Techs, soldiers) **22,000**

ASSETS: **Main Offices** (Washington DC) **3**
Offices (showrooms & test ranges) **100**
Factories (with armories) **150**
Secret Projects (weapons) **30**

VEHICLES: **A V9's** (Private airforce) **800**
Roadcars (assorted) **2000**
JetFans (Military retrofit) **1750**
Battle Tanks (Private army) **600**
Jet Fighters (Private airforce) **1200**

Brain

GEN. DONALD LUNDEE

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	5	8	4	7	8	4	5	5	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	80	4	10	10	15	5	5	12	30
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Expert: Military Weapons				8	Charismatic Leadership					7
Expert: Strategy				6	Resources (Militech)					10
LIFEPATH Ex-Marine whose megacorp was a leader in the 4th Corp War. Brought to heel by President Elizabeth Kress.										
GOALS Overthrow Pres. Kress. Finish wiping out Arasaka, then conquer Japan and become its next Gen. MacArthur.										

Right Hand

GEN. FRANKHUTZ

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	8	5	7	7	5	7	5	7	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	50	6	10	14	21	7	7	16	40
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Brawling				10	Combat Sense					8
Expert: Tactics				7	Resources (Militech)					7
LIFEPATH Tough as nails ex-Marine D.I. Loyal to Lundee, he is also the General's conscience and sounding board.										
GOALS Re-establish U.S. military as a national force. Support the current government in Washington to accomplish this.										

Left Hand

MAJ. ANDERS LUNDEE

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	7	7	6	5	6	5	7	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	50	5	10	14	21	7	7	14	35
KEY SKILLS				LVL	KEYPERKS/TALENTS					LVL
Piloting (AV-9)				8	Charismatic Leadership					5
Expert: Tactics				6	Resources (Militech)					5
LIFEPATH Grandson of Gen. Lundee, he is a brilliant pilot and tactician, but tired of war. Loved by his troops.										
GOALS Stop the ongoing warfare in U.S. cities. Establish a worldwide peacekeeping force. Rein in Old Grand-dad!										

Using Body Record Sheets

BODY RECORD SHEETS (pg.287) record the "Body" of your Meta Character; what it has to work with or protect. Here's how they work—

For each Meta Character:

- Xerox a record sheet from pg. 287 (it's OK). These represent the Meta Character's Troops, Assets & Vehicles.

- "X" out any Troop, Vehicle or Asset boxes the Meta Character doesn't have (see example).

- Use the pre-generated stats for each Troop type to represent that Troop unit's abilities. *Combat* or *Awareness* each represent the total of that Troop's Stat+Skill.; i.e.—*Combat* includes all fighting abilities including Dodging or making Attacks of any sort.

- Fill in any Asset or Vehicle stat boxes with their appropriate stats. Each box represents one unit of that type (here, for example, 10 AV-4s)

- Each box has a number that represents a particular troop, asset or vehicle. When damaged, write the current damage in that box (with pencil). When damage exceeds that boxes' HITS or SDP, it is destroyed.

- Make sure to save your Body Record sheets so you have a "record" of all your Meta Characters and their "Bodies."

LEADER										
DESCRIPTION: Leaders are any type of team leader or other commonly encountered front line commander.										
These units have taken damage, which is written in pencil over their box.										
AWARENESS	8	COMBAT	10							
MOVE	9	SPR	27	SP	18					
STUN	30	HITS	12	REC	7					
1	2	3	4	5	6	7	8	9	10	11
6	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X

SOLDIER										
DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...										
Combat represents all the fighting and action skills this type of asset has.										
AWARENESS	8	COMBAT	10							
MOVE	9	SPR	27	SP	14					
STUN	30	HITS	12	REC	6					
1	2	3	4	5	6	7	8	9	10	11
6	7	8	9	10	11	12	13	14	15	16
11	12	13	14	15	16	17	18	19	20	21
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X

GRUNT										
DESCRIPTION: Grunts are any low level, disposable mass thugs, hirelings, civilians.										
AWARENESS	6	COMBAT	8							
MOVE	9	SPR	27	SP	10					
STUN	30	HITS	12	REC	3					
1	2	3	4	5	6	7	8	9	10	11
6	7	8	9	10	11	12	13	14	15	16
11	12	13	14	15	16	17	18	19	20	21
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X

ASSET										
DESCRIPTION & LOCATION										
Office buildings with secret labs inside										
SP No armor										
SDP 500										
1	2	3	4	5	6	7	8	9	10	11
6	7	8	9	10	11	12	13	14	15	16
11	12	13	14	15	16	17	18	19	20	21
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X

ASSET										
DESCRIPTION & LOCATION										
Orbital Kilsat with a huge D10 laser on board										
SP 20										
SDP 100										
1	2	3	4	5	6	7	8	9	10	11
6	7	8	9	10	11	12	13	14	15	16
11	12	13	14	15	16	17	18	19	20	21
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X

VEHICLES										
TYPE AV4 Aerodyne										
TOPSPEED 350										
MANEUVER 0										
ACC/DEC 50/50										
ATTACK DAMAGE 2D10										
SP 40										
SDP 100										
1	2	3	4	5	6	7	8	9	10	11
6	7	8	9	10	11	12	13	14	15	16
11	12	13	14	15	16	17	18	19	20	21
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X



Getting Things Done

Whenver your character tries to do something in *Cyberpunk* (called taking an **Action**), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you just tell the Ref of the game what your character is doing, and it goes off without a hitch.

But say you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm. In that case, walking might be very difficult indeed. That's where we encounter what's called a **Skill Check** — a die roll to see if you can pull off whatever heroic feat you want your character to perform.

In a typical video game, Skill Checks are invisibly made behind the scenes, using predetermined scores to represent your character's abilities and rolling random numbers to see how well they do. But in a tabletop game like *Cyberpunk*, you get to

make the choices. *You* get to choose what skills you want to use and match them to the abilities *you* think will give *you* the best chance to success. Yep, the power is in **YOUR** hands.

Putting it into Action

So let's start with the basics. During a *Cyberpunk* game, activities are divided into sections of time, called **rounds**. In Basic Resolution, each player (or Referee controlled player) in the game gets to do one thing each turn (an **Action**), starting with the Referee and moving clockwise around the group of players (taking a **turn**). When everyone has had a turn and done one action, the next round starts.

Most of the time, your character will be able to do anything it wants (within reason) as one of its actions. But occasionally, you'll want to do something that can be assumed to be successful. And that's when you'll have to make a **Skill Check**.

Skill Checks

A Skill Check is used to determine the success of

an Action whose outcome may be in doubt. The first step to making a Skill Check is to determine what **Stat** you're going to use and what **Skill** to pair it up with when you do something. Make sure you think about the type of task you're trying to perform when you do. This will determine the most applicable Stat to add to your Skill.

You may often find the same Skill being combined with *different* Stats, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique Stat in combination with your Performance Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your COOL Stat in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

What Stat Do I Use?

In general, common sense should tell you which Stat to use for a particular task (or the Ref of your game can decide if there's a dispute). However, the following guidelines will usually apply in almost any case:

If the Situation involves:

An issue of knowledge, memory, problem-solving, or experience or is otherwise mental, use.....INT

Interacting with someone (e.g. lying to them, impressing them, etc.), use.....COOL

Resisting an interaction, or if it's a matter of willpower or ability to face danger, fear, stress, use.....WILL

Manipulating tools, instruments, repairing things or having technical affinity, use.....TECH

An issue of speed, such as races of swimming, skating or skiing; running, swimming feats use.....MOVE

Using hand-eye coordination or dexterity; fighting, driving/control skills(e.g. guns or vehicles, use.....REF

Engaging in gross physical movement (athletics, evading, using fists and blades), use.....DEX

A matter of raw physical strength, use.....STR

A matter of endurance over time, resistance to pain, disease, shock, use.....CON

...or the Ref can decide if it's in dispute.

What Skill Do I Use?

The Ref of your game will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your Referee to give you a lot more leeway; maybe your Streetwise Skill may be far more useful in convincing the gang leader to release the hostages than your Persuasion, especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of *Cyberpunk's* Fuzion system: flexibility.

When You Don't Have a Skill

Sometimes, you just don't have a Skill to use. In these cases, there are two options the Referee can use. The first is the **Outta Luck** option: you just don't get a Skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a Stat and dumb luck (a good time to use that LUCK you've been hoarding).

The second route is the **Cultural Familiarity** option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more widely educated you are, the more chance you may have run across something relating to what you're about to attempt.

Therefore, whenever you don't have a Skill that will apply, you can gain one point of Cultural Familiarity for every *three* points of Education you

currently have. And since most people start with at least 3 skill points of Education, this may just be enough to get you a start. (Use of the above rule is, of course, subject to the decision of the Referee.)

Complementary Skills

A **Complementary Skill Check** is when using one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good Performance check would make the swaying (Persuasion) a lot easier. (One way to think of this would be to imagine using combination moves in a video game.) As a rule of thumb:

- 1) At the Ref's discretion, a good roll in one skill may have a bonus effect on the immediate and subsequent use of a related skill. This bonus will be in a ratio of +1 additional bonus point for every 5 points the related skill succeeded by.

Example: Rogue wants to convince Scar to go out with her (Persuasion Skill). By making a successful Style roll first (and dazzling Scar with her sexy outfit) she could increase her Persuasion.

- 2) This bonus will usually only affect a subsequent attempt once. *One really high Wardrobe and Style roll won't allow Rogue to convince Scar to marry her; it just helps get her the date. The rest is up to fate.*

- 3) The bonus should only involve the interaction of one skill attempt on one other Skill attempt and should take place subsequently.

Action Resolution

Got a Stat? Got a Skill? Got a ten sided die? It's time for **Action Resolution** to come into play. All tasks in *Cyberpunk* are resolved the same way: take your most relevant STAT (aka Characteristic) add to it your most relevant SKILL, and add a 10 sided die roll to your total.

STAT+SKILL+ 1D10 ROLL

Next, compare the resulting total to a competing number called a **Difficulty Value (DV)**. If you equal or exceed the DV, you succeed!

Getting a Difficulty Value

There are two ways to get a Difficulty Value (DV). The first is used when going against another **living thing or person** (like attacking or talking them into something). In this case, the DV will be the total of the target's own STAT, SKILL and a 1D10 roll:

Your STAT+SKILL+ 1D10 ROLL

vs

Their STAT+ SKILL+ 1D10 ROLL

If your total is equal or greater, you succeed

The second way is against a **Task** (like picking a lock or driving a car). The Difficulty Value in these cases is based on how hard it will be to perform the desired Task:

Your STAT+SKILL+ 1D10 ROLL

vs

Task's DIFFICULTY VALUE

If your total is equal or greater, you succeed

To determine a task's Difficulty Value, the Ref uses the table below to decide what would best describe the level of ability required to do the task:

ABILITY LEVEL	DIFFICULTY VALUE
Easy	10
Everyday	14
Challenging	18
Hard	22
Very Hard	26
Extreme	30

Note that these are guidelines only; the Referee could decide the Task rates a 15 or 16 instead.

Modifying Actions

Sometimes, conditions beyond your control may make it harder to perform an Action. For example, changing a light bulb may usually be an Everyday task, but changing a light bulb in an earthquake is a whole order of magnitude tougher. These external conditions are called **Modifiers**. When the Referee decides a Modifier applies to your action, you will automatically *subtract* the Modifier Value that goes with it from your die roll.

Here are some typical Modifiers (they are cumulative):

SITUATION	MODIFIER
Target partially behind something	-1
Target obscured by smoke, darkness.....	-4
Target is dodging	-3
Unfamiliar tools, weapon or vehicle	-4
Lack of instructions for task	-2
Don't have right tools or parts	-2
Hostile environment.....	-5
Complex Task.....	-3 to -4
Have never done this before	-1
Under stress or attack.....	-3
Drunk, drugged, or tired	-4
Trying to perform task secretly.....	-4

Improving Your Chance of Success

Besides the basic ways of using skills, there are a few other ways to improve your chances:

Taking Extra Time: Taking extra time can also give you a bonus to your Skill Roll. If you double the time the Referee assigns to the task, add +1 to the Skill Roll. *Example: The Referee says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.*

Trying Again: If you fail a Skill Check, you can't try again until your check has improved for some reason; you learned a new method, used a better tool, or made a complementary Skill Check.

Critical Success...

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the first roll to enhance it.

- On a natural roll of 10, you've scored a critical success and really did well! Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.

...and Critical Failure

Sometimes even the best have a bad day.

- On a natural roll of 1, roll an another 1D10 and subtract the result from your first roll. If the roll is less than 0, you've fumbled and something bad has happened; the weapon jammed, you broke the thingy, your insulted the person you're trying to convince...you know the drill...

Combat

In general, ninety five percent of everything you will ever need to do in this game can be handled with what you've learned in the preceding paragraphs. The only exception to this is combat; a special type of action that adds a few simple steps to the process:

Step One: Determine if you're close enough to attack. In Basic Resolution, there are only two ranges. **Melee Range** (for attacks with hands, feet or hand-swung weapons like clubs, knives and swords) and **Long Range** (used by attacks that are thrown or shot). **Melee Range is 3m/yds or less, Long Range is anything greater than 3m/yds.** **Hint:** All weapons will always have an associated range listed in their description, as in the example below:

BUDGETARMS C-13 **20M** **\$75**
P -1 P E 1D6(5mm) 8 2 ST
A light autopistol used as a holdout and "lady's gun".

The BudgetArms C-13 has a range of 20meters (Remember that in *Cyberpunk*, we use meters and yards interchangeably.) Since that's greater than 3m/yds, that means it's a **Long Range** attack.

Step Two: Roll to Hit. This is done just like any other Task; the only difference is that you will use a COMBAT skill appropriate to the weapon you're using, combine it with your REF stat and add 1D10. Appropriate Skills would be:

WEAPON	SKILL
Pistols.....	Handgun
Submachineguns.....	Submachinegun
Rifles & Shoulder arms	Rifle
Bows, Crossbows	Archery
Missiles, rockets	Heavy Weapons
Vehicle Weapons.....	Gunnery

Example #1: Scar decides to attack Karven with a Budget Arms handgun. He would combine his REF stat (5) with his Handgun Skill (4) plus a 1D10 roll (in this case, 7) for a total of 16.

Determining the DV

The Difficulty Value to beat is determined by using either the target's DEX stat, an appropriate skill like Dodge, and their own D10 roll.

**Your REF+Weapon SKILL+ 1D10 ROLL
vs**

Their STAT+ Dodge SKILL+ 1D10 ROLL

If your total is equal or greater, you succeed

Example #2: Karven has a DEX of 6 and a Dodge of 5. He rolls a 2 for a total of 13. Since Scar rolls a total of 16, he hits.

If the target is inanimate or non-moving, the DV will be based on the size of the target:

SIZE	DV	DESCRIPTION
Tiny	22	Squirrel sized or smaller
Small	18	Smaller than a human, larger than a squirrel.
Man-sized	14	The size of the average human
Large	10	Up to 2 times larger than a human.
Huge	8	3 times larger than human and up.

**Your REF+Weapon SKILL+ 1D10 ROLL
vs**

Their DV, based on size

If your total is equal or greater, you succeed

Example #3: Scar attacks Karven, who is tied up and unmoving. With his roll of 16, he hits.

Remember that in either case, all modifiers or other factors can be applied to making an attack.

You Hit! Now Locate the Damage

If you hit, you'll need to determine *where* you hit. Roll 1D10:

ROLL	RESULT
1	Critical Location (Head, heart, groin—attacker's choice) Damage will be doubled for this attack.

2-6 General Body. No extra effect.

7-10 Limb (includes tail—attacker's choice). No extra effect.

Damage

Once you hit, you'll need to see if you've damaged the target with your attack. Damage in *Cyberpunk* is represented by rolling and adding the totals of groups of dice, then subtracting that total from the total number of **Hits, Stun or Structural Damage Points (SDP)** that the target has:

Example #1: As a living thing, Karven's Hits are determined by multiplying his BODY stat by 2. Karven's BODY is 5, so he has 10 Hits.

Example #2: As a living thing, Karven's Stun is determined by multiplying his CON stat by 5. Karven's Con is 4, so he has 20 Stun.

Example #3: As a non-living thing, Karven's road-bike has Structural Damage Points (SDP). By looking at the description of the bike, we see it has 15 SDP.

IMPORTANT! When a target reaches 0 Hits or SDP, it considered "dead" or out of action. When it has reached 0 Stun, it is considered unconscious.

How Many Dice of Damage?

Hands and Feet: If you are attacking with hands, feet or other body parts, the amount of dice you'll roll will be based on your Strength (STR). **You cause 1D6 in STUN Damage for every two points you have of STR.** If you have less than an even number, round this value down. *Example: Scar's STR is 5, so he throws 2 six sided dice.*

Biological Attacks: Used by bioforms and transformed humans, these are attacks that cause Hit damage with natural weapons, like horns, fangs or claws:

BIOLOGICAL ATTACK	DAMAGE
Acid bite	2D6.
Acid Spray	1D6 for 3 turns
Claws	2D6† each
Constriction	3D6† turn
Disemboweling Kick	5D6† each

Drill	1D6†
Fangs	1D6†
Flail	2D6†
Gas Cloud	1D6
Head Butt	2D6†
Horn Gore	4D6†
Hypnotize	Stun
Limb Mace	3D6†
Organic Flamer	3D6†
Organic Taser	Make Stun Save
Poison Dust	2D6/1D6 turn till cured
Poison Bite	3D6/2D6 turn till cured
Quills (1D6 total each attack)	1D6† each
Razor Cut	1D6+2†each
Rip Claws	3D6+3†each
Sharkbite	6D6†
Shock Field	2D6/Make Stun Save
Sleep Dust	Make Stun Save
Spikes (1D6 total each attack)	2D6† each
Swordfist	4D6† each
Talons	2D6† each
Whip	1D6†
Sloth Claw	3D6† each
Supersonic Scream	1D6/Make Stun Save
Wing/Fluke Blow	2D6† each

If being attacked by an animal (aka bioform), the attack will cause additional Hit damage based on how big it is (BODY). If being attacked by a transformed human, the attack will do additional Hit damage based on the STR of the attacker.

BODY OR STR	EFFECT
1-4	Divide total Base damage in half (round up)
5-7	No change
8-9	Add 1D6
10-12	Add 2D6
13-15	Add 3D6
16-18	Add 4D6
19-21	Add 5D6
22>	Add 6D6

If the result is *less* than 1D6, there is no appreciable effect. Both of these types of attacks are marked on the table above with a † symbol.

Weapon Damage: If you are attacking with a weapon, the number of dice you'll throw will be based on the *type* of weapon. For example, *Scarr's Budget Arms handgun*:

BUDGET ARMS C-13

20M \$75

P -1 P E 1D6 (5mm) 8 2 ST
—rolls one six sided die (1D6) in damage.

Here are common weapons and damages:

WEAPON BY AMMUNITION SIZE	DAMAGE
Assault Rifles	5D6(5.56) to 6D6+2(7.62)
Ballistic Flechette Guns	7D6/8D8/12D6
Pistols (Light)	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium)	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy)	3D6(11mm)
Pistols (V. Heavy)	4D6(xxx) to 6D16(xxx)
SMGs (Light)	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium)	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy)	3D6(11mm) to 4D6+1(12mm)
Shotguns	4D6 (00)

WEAPON BY TYPE	DAMAGE
Arc Thrower	4D6
Big Knucks	1D6+2†
Bladebuster	4D6 gun/7D6 blade†
Buzzsaw	2D6+2
Compound Bow	4D6
Crossbow	3D6+3 to 4D6
Dartgun	Poison
Duo Katana	6D6†
EMP Pulse	Stun Save
Fighting Knife	1D6†
Fission Blade	3D6† plus 1D6/per turn
Flamethrower	5D6
Flamer	2D6
Grenade (Fragmentation)	7D6
Grenade (Incendiary)	(4D6 for 3 turns)
Grenade Launcher	10D6
Hammerhand	3D6
Laser Cannon	1-5D6
Microflamer	1D6
Micromissiles	4D6 ea
Minigun	2D6 per hit
Missilegun	6D6
Microwaver	1D6
Missile Launcher	12D6
Monofists	2D6 per hand†
Monoknife ®	2D6†
MonoKatana ®	4D6†
Powersword	8D6†
Rippers	2D6 per hand†
Scrambler	4D6/Stun Save
Shock Knucks/Tonfas and Staves	Stun Save
Slice n' Dice	2D6
Splintergun	2D6
Sonic	4D6
Sword	3D6†

Talons	1D6+3†
Taser	Stun Save
Torpedo Spear	6D6†
20mm Cannon	7D6
Wolvers	3D6 per hand†

Again, attacks marked with a † will be affected by the STR of the attacker.

Applying Damage

Armor

Armor is what gets between you and your target before you can damage it. Shields, metal plate, Kevlar—these are all forms of armor. When you attack something, you must *subtract* the value of the armor, also known as its **Stopping Power (SP)** from the damage you have rolled. The remained is what is actually subtracted from the target's Hits, Stun or SDP.

Example: Scar attacked and hit Karven with his Budget Arms handgun. He rolled 6 on his die. But Karven is wearing some leather armor with a Stopping Power (SP) of 4. Four points of SP gets subtracted from Scar's 6 points of damage, leaving two points remaining to reach Karven.

Vehicles and Power Armors

One special armor case is that of vehicles and power armors (this includes ridearmors which are a combination of both types). These are special because they *surround* the player with an extra layer of armor and SDP. When you attack a vehicle, you will subtract the vehicle's armor SP from the damage first, then roll 1D10 to determine where the round went if it got through:

ROLL	DAMAGE GOES TO:
1-3	Empty space (no effect)
4-7	Vehicle's SDP
8-10	Passenger(s). If more than one, divide the damage between them as evenly as possible.

Hits or SDP

Once Armor is out of the way, you can apply the damage you have done to the target's Hits, Stun or SDP. Simply subtract whatever's left after the Armor step from the target's Hits, Stun or SDP. **If the result is 0 or less, the target is considered**

"dead" or out of action. *Example: Once Armor has been subtracted, there are 3 points of damage remaining in Scar's attack on Karven. Subtracting these three points from Karven's total of 25 Hits leaves him with 22 Hits left. "Frack that!" mutters Scar as he throws away his wimpy girly gun and decides to pound Karven with his 6D6 autopistol instead.*

Stun Saves

Some attacks don't cause permanent harm; instead, they cause the target to be knocked for a loop, or "stunned". **When these attack strike a target, it must a Stun Save by rolling 1D10 equal to or lower than its CON.** If the roll is failed, the target is stunned that turn and unable to act or move. It must then make another Stun/Shock Save roll on a subsequent turn to recover. *Example: Scarr is hit by a taser, which has a Stun Save attack. His CON is 7, which means he must roll a 7 or lower to remain conscious. Scarr rolls a 10. Nighty Night, Scar.*

Death

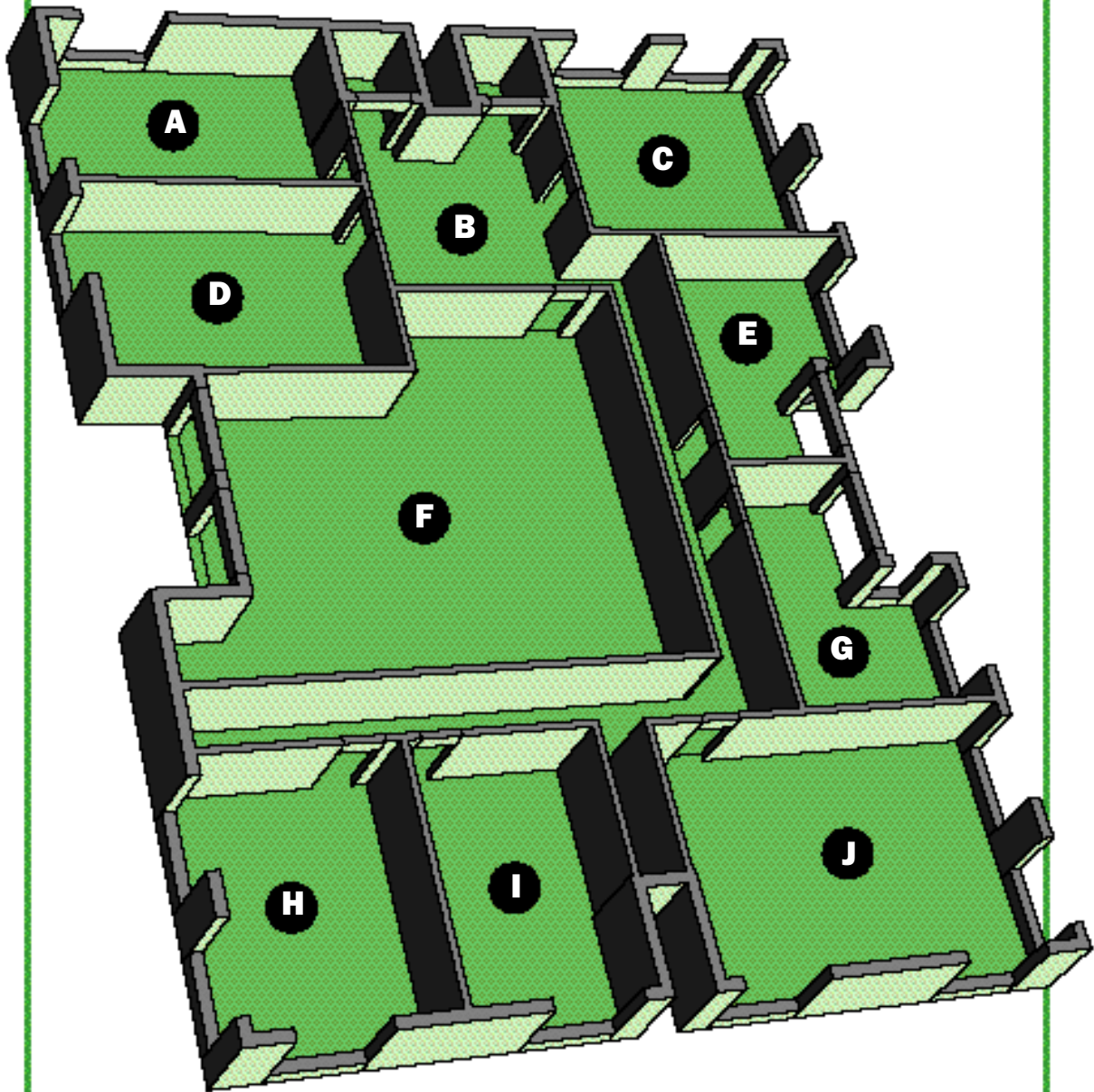
As mentioned earlier, when a character's Hits reach 0 or below, that character is considered to be dead. However, the Referee can decide at this time to place the character "out of action" instead, allowing him to be in a coma rather than a candidate for the Body Bank. Also, remember that at 0 Stun, a character is automatically unconscious.

Summing up

The **Skill Check** system is a fast way to resolve most actions in your Cyberpunk game. But if you really want to get the most out of your combats, you'll want to check out *Friday Night Firefight's Advanced Rules For Combat* (pg.214), as well as its special rules for modifying combat difficulties. But for now, check out the Maps and Adventure Scenario on the adjoining pages if you want to get started adventuring right now

CONFUSED? GOT A COMBAT QUESTION? TO CHECK OUT FURTHER COMBAT FAQs, INFORMATION AND ERRATA, BE SURE TO VISIT THIS SITE:

<http://www.talsorian.com/errata>



Locations In Night City: Interior

This **Interior Map** is designed as a generic single story structure typical of buildings in Night City. It can be used to represent a Neo-Corp **office complex**, a **laboratory**, a **bar**, a **hotel suite**, a series of **apartments**, a **mini-mall** or an **open plan factory site**. This map can also be **stacked** to create **multi-layered environments**, with the **stairway** or **elevator** assumed to be enclosed in the small rooms at the rear of section B.

Locations In Night City: The Street

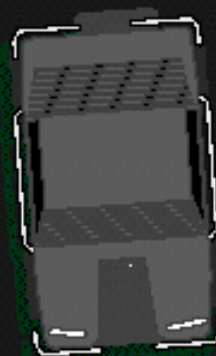
94

POWER ON

A



B

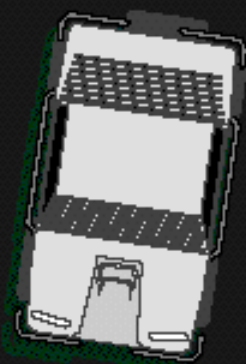


C

D



E



F

G

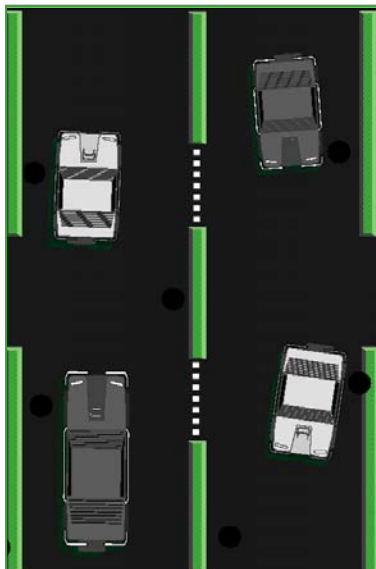
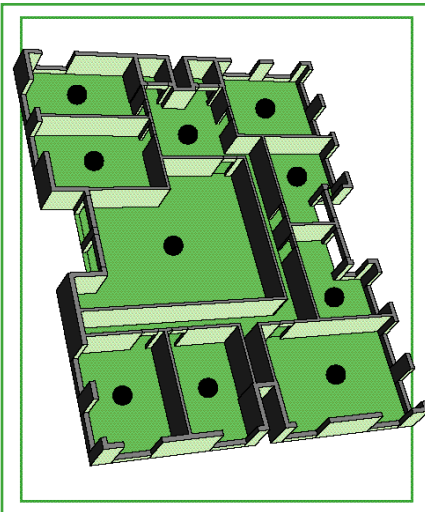
CYBERPUNK 94
BASIC GAME RESOLUTION

Adventure Scenarios in Night City

Here are a few classic scenarios using the maps on pages 93 and 94 to drop you and your players right into the swing of *Cyberpunk* action. These scenarios can stand alone as great combat scuffles, or can be strung together with a loose plotline to create an entire evening's adventuring. Just roll 1D6 to populate the maps with indicated **Meta Character** types from pgs. 77-84

SCENARIOS USING MAP A

- **Barfight:** 1D6+1 members of the MetalSturm gang [Grunts] enter Room F, looking for trouble. You're also in Room F. Take them down before they kill everyone in the room.
- **Hostage Extraction.** You're breaking in to rescue an important Neo-Corp [Grunt] who is being held by a group of 1D6/2 thugs [Soldiers] in room E. You enter at Room A. There are 1D6/2 goons [Grunts] each in rooms A, B and C on the way to the hostage.
- **Network.** Your Mission is to hit a local gangbanger [Leader]. But he's a moving target! He begins in Room B. Each turn, he moves to a neighboring room (C, E, G, J). Each room holds 1D6 of his guards [Soldiers]. Intercept the target and take him down, then get out of the building via room E.
- **Bodyguard.** You're in the bar (F) when 1D6+2 hitmen [Soldiers] enter. They're looking for an important leader [Soldier] of your Altcult in room B. Interested in earning Giri? Take them down before they reach him.
- **Weapons Deal:** Meet your contact in F. He tells you about a weapons deal going down in J. Crash the deal, nail the 1D6 [Grunts] and their [Leader] boss, get the weapons, then fight off the 1D6+1 guards [Soldiers] coming in from room G.



SCENARIOS USING MAP A

- **Street Fight:** It's an extraction. Grab the hostage [Grunt] out of Car D, and get them into car B, while under attack from Gangers at A [1D6 Grunts] and C [1D6/2 Soldiers].
- **Friday Nite Firefight:** You're leaving the local bar and walk into a gang war! Start at E, with MetalSturm gangers [Grunts] at B and A (1D6+2 each location). Fight your way to one of these locations, take out the gangers there, and escape in their car.
- **Gang Theft Auto:** Your ride has broken down at B. Bozo Gangers [Grunts] are positioned at A, C, & E (1D6 each location). Steal the car at D before the gangers at the other cars beat you to it.

USING BOTH MAPS: Try combining two scenarios (like *Hostage Extraction* and *Street Fight* for example) to make a longer adventure.

REC



SECURITY CAM 6617B 3/23/9X

POWER ON

Netrunner

Hacking into the Cyber Frontier

In the days of the First Cyberpunks, the Net was (to quote the Master) “a vast, consensual hallucination” that was shared by millions of cyber cowboys who ran barebrained against the black ice fortresses of the Megacorps. It was made up of all the computers in the world, linked by satellites, landlines and wireless connections, overlaid with a virtual reality of flashing icons and computer avatars.

The Net went through several iterations as it evolved to its final form. The earliest Net was equivalent to the “web” pages of the late 20th Century; static, barely interactive. By 2013, the next version employed over a dozen types of vir-

tual reality programs that made the user feel like he was actually in a vast electronic space similar to those postulated by visionary movies like *TRON* or *Max Headroom*. Finally, late in the 20-teens, a standardized system of icons and virtual coding was developed (the Ihara-Grubb protocols), which created one reality that every computer—every “netrunner” could share.

And that was its undoing.

Rache Bartmoss

During the implementation of the I-G protocols, the undeniably brilliant (and undeniably insane) netrunner Rache Bartmoss infiltrated Ihara’s code and planted his own devious virus. This was the DataKrash; a twisted bit of programming that was, thanks to the I-G protocols, embedded into the structure of every computer that used the Net. For five years, it sat like a toad in the directory files of

these computers, until that fateful day late in the 4th Corporate War, when a black ops team killed Rache Bartmoss and triggered a deadman switch that activated billions of DataKrash viral links.

At first, in the throes of the global conflict known as the Fourth Corporate War, the effects of the DK went unnoticed. But as the War crashed to its bloody end, it became evident that something bad was happening in cyberspace. Data was vanishing; being re-written, restructured, moved around between computers. Strange icons resembling the late Rache Bartmoss began appearing in systems all over the planet, taunting, tormenting and attacking netrunners at will. In a matter of weeks, the entire Net had become a battleground; a battleground in which the forces of the corporate world and the elite cybercops of Netwatch were swept away like leaves in a hurricane. Within a year, the DataKrash had nearly destroyed the information substructure of modern society and it was no longer considered safe to link computers to that vast, consensual hallucination known as the Net. In desperation, computer systems began to unplug before they could be compromised, only to discover that once they had been jacked in, they were forever infected. Finally, even the big backbone systems maintaining the I-G protocols were taken down.

And the Net went black.

Cyberspace in 203X

Without linked computers, there can be no infrastructure for the Net. So the Net was abandoned to become a vast wasteland of potential connections—an empty superhighway with no offramps to anywhere. Instead there are now **intranets**; closed systems that operate only between computers run by individual groups. They all have specific operating systems. You can't hack into them from afar, since they are usually hardwired, use very limited wireless nets or are secure coded to only talk to other systems of that type. Gone are the days of flying over the limitless icons and data fortresses of the Net. There is no information

sharing; no vast cyberspace to explore. If you want to hack a system these days, you need to go to a site where the intranet physically is, enter it right there, and then hack it.

The DataPool

Replacing the Net's information transfer function is the DataPool. Closer in style to old-school CB radios or cell phones, the new system uses non-computing devices called **readers** to get information from a vast open "pool" of information. DataPool readers are not really computers; they're primarily broadcasting boxes (usually part of your **Agent** device) that all send and receive on one wireless wavelength. They don't HAVE any processing power to speak of. They just transmit and pass on information. You write what you want on a computer and drop it through a one-way gate to your DataPool reader, which drops it into the DataPool. All the other DataPool readers copy it.

This is how we get TV, radio, etc in 203X. If you want to find something out, you use a specialized search program to locate it in the Pool. If you want to order something, you drop it in a sealed DataPool box and leave your DataPool box's address. The respondent drops the reply in your box. You read it off your DataPool reader. THEN you can upload it to your computer. The problem is, it's not very interesting. It's basically a bunch of very controlled files that can be accessed by everyone, rather than a gateway to other computers and their interesting stuff. Kind of like surfing your TV set.

Netrunning Reborn

But that hasn't stopped the netrunners. They know there are systems out there; the only catch is that they now have to travel through realspace to get to them. So today's netrunners troll the streets of the megacity with powerful bandwidth scanners, looking for systems to break into; resurrecting an ancient pre-Cyberpunk activity called "wardriving." It's not the effortless flight of the pre-DataKrash era. It's not glamorous or easy.

But it gets the job done.

The **intranets** 203X netrunners hack are smaller, less dispersed than the old data forts of the 2020's. But their concentration makes them far better sources of distilled information. They are also better defended—not just by the black ice of the past (although that is still used), but by newer, more deadly guardians that can take form in realspace as well as within the cyberworld.

The **tools** of the new generation of netrunners are also smaller and more sophisticated. The bulky **cyberdecks** of the 2020's are gone, replaced with a single **deckchip** that can be inserted into any **chipware port**. Jack in a link to tap a wireless net or clip a datalink cable between you and a hardline port and you're rolling. Or skip the brain link and use a smartboard (a folding keypad with a built in holo-projector screen) instead. Thanks to Cope's Law, software memory is now so massive and cheap that no one even worries about Memory Unit (MU) space anymore. It's a whole new ballgame; a ballgame played with armored balls and spiked bats, but still, a whole new way to play.

The New Cyberspace Battlefield

As new cybernets developed to replace the old Net, it soon became obvious to the people who protect computers (**sysops**) that black ice only attacked the hacker who went into the Net. Black ice didn't stop someone who broke in and physically hacked a system with a keyboard. Black ice didn't stop wardriving cyberhackers using remote computers. Black Ice

had limitations, and its biggest limitation was that if the runner's brain wasn't hooked up to the elec-

tronic realm, even the best ice might as well have been on the moon.

The smarter sysops looked around and pondered how they were going to stop the netrunners from gaming their systems if they weren't logging in anymore. And they came up with a *new* way to deal with the problem—attacking the hacker in the real world, using powerful tools that could go where the hacker was and kill him whether he was brain-wired to the system or not.

Traps were good, and with the addition of lasers and robots, the traps could get better. But a chance discovery of an old Adrek Robotics file [*mindcore//active robotics//alphaA*] gave the sysops just the resource they needed to take the fight to the next level. **Constructs**.

Constructs

Constructs are black ice programs that are able to take form in the real world, using bodies made of nanodust, robotic parts or nano-polymer resins, all

controlled by a central micro-miniaturized "**mind-core**". This mindcore (a small metal sphere resembling a ball bearing) manipulates the nanites of the medium it's placed in, shaping them into a three dimensional avatar of the black ice it's been programmed with.

WHAT HAPPENED TO THE AIs?

AIs in the early 21st Century required a LOT of computational power to support their mental architecture.

Most individual systems didn't have that level of memory, so AI's were constructed to be dispersed among hundreds of computer systems operating in a network. There were never a lot of AIs, but what ones did exist were akin to dragons—huge, powerful and fond of hoarding as much computer space as possible.

When the Net went dark, most AIs suddenly had no way to maintain their existence over dispersed computer networks. The lucky ones were able to find intranets big enough to survive in, but the vast majority were forced to eke out an existence in smaller and smaller pockets of computational power. Eventually the AI's were no longer able to support themselves in these limited areas, and so like the dinosaurs, they died out.

Or did they?

It is said that there are still areas of the Net that are closed off, isolated like remote islands. One such area is the Ghost World, made up of a computer net based out of Hong Kong that was abandoned during the fall of the city. Scattered sources from the HK area have claimed that as the Net went down, a large number of AI's were able to colonize this abandoned network and make it their own. But whether this tale is true or just pure speculation, one thing is clear; no one's seen an AI operating in cyberspace for at least five years.

No longer was a netrunner safe when he encountered a nasty program (like a *Hellhound*) and jacked out in the nick of time. Now a pursuing program could download itself to the nearest mindcore (among hundreds scattered around a building), coalesce nano-dust around that core, and unleash a real ten-foot tall ravening digital canine of doom on the hapless runner—and any friends he'd happened to bring along.

Construct Types

There are three main kinds of Constructs:

Compilers: These are Constructs that form from smartdust nanites in the rugs, air and walls around a mindcore. Smartdust is a common component in Genius buildings; it can be spread invisibly and lie dormant for years until it is called on. Nice.

Polymers: These are Constructs that shape a block of gel-like polymer around a mind core. The polymer block can be just that—a mere slab of hardened gel; or it can be disguised as any number of common objects (phones, chairs, desks), that melt into the new form when an embedded mind core is activated.

Assemblers: These are Constructs made up of several polymers (see above) that join together to make a whole creature. You have to kill each of the *parts* of an assembler; each one has its own mind core. Assemblers aren't as invisible as Compilers and Polymers; they need to be integrated into existing objects, but that only means that any computer, copier, telephone or random desk knickknack can morph into a high-speed killing machine at the flick of a program command.

No matter what type, all Constructs take a "form" based on the core programming used to create the Construct. So it's not enough to recognize the attack program being used—you also need to determine what *KIND* of Construct it is—compiler, assembler or polymer. For example, a *HellHound* could appear in any of the three three forms; however, no matter what kind, resemble a ten-foot pit bull from hell.

Construct Construction

A Construct consists of four parts:

1) Mindcore. This is a ball bearing-sized computer that controls the Construct. In combat, it is -8 to hit (while moving) with 10SDP and 30SP. **Each mindcore runs only one program at a time.**

2) Program. This is the program that directs the mindcore. It usually has a Name, an Icon (the shape the Construct takes), and a Strength (STR). The program's STR is used to determine:

- Reflexes (REF) of the Construct (REF=STR)
- The number of attacks per round it can make (1 per each STR point)
- Its Combat Ability (for both attack and defense, as added to 5+1D10).

3) Structure. This can be made up of nanodust, polymer or a pile of assemblers. You can have a really small version of a program, or a really huge version; it all depends on the available Structure the mindcore can muster. The number of points of Structure determines:

- How many SDP the Construct has.
- The level of its attacks=2D6 for every 20 points of Structure in real or cyberspace.

Remember: 1kg of dust or polymer equals 20pts of Structure. **Both cost \$100 per kg (2.2lbs)**

4) Attributes. These are the inherent abilities of the Construct, or those of the programs driving it. They include the ability to move between cyber and realspace, certain types of attacks/defenses, and other specialized abilities.

Typical Constructs

Zombie

Strength: 5 Structure: 60

ICON: A shrouded, skeletal form, enveloped in a stinking grey mist. Its eyes are sunken and its flesh is a mass of rotting, maggot-filled meat. It lunges out and rips the netrunner's head off.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 3 Rendering: while in realspace, the Construct mani-

feats teeth, claws or other animalistic weapons to attack.

- 1 Brainburn: in cyberspace, the program directly attacks the target's brain through either electrical blast or direct cerebral burn.

Liche

Strength: 4 Structure: 80

ICON: A metallic skeleton dressed in black robes and wearing a blackened crown. It grabs the netrunner in its freezing grasp.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 4 Mindwipe: in cyberspace, the program can wipe away the target's forebrain, implanting an easily controlled (by Referee) pseudo personality.
- 2 Sonic: while in realspace, the Construct can generate intense sonic blasts to cause damage.

Wet Blanket

Strength: 5 Structure: 20

ICON: an amorphous grey mat with hundreds of tiny glowing eyes around the edges. It flows over the target, suffocating it.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 1 Suffocation: while in realspace, the Construct can flow into the targets orifices and suffocate them with its body.
- 1 Brainburn: in cyberspace, the program directly attacks the target's brain through either electrical blast or direct cerebral burn.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Firestarter

Strength: 4 Structure: 40

ICON: A blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 3 Heat: while in realspace, the Construct focuses microwave energy to cause heat based damage.
- 1 Brainburn: in cyberspace, the program directly attacks the target's brain through either electrical blast or direct cerebral burn.

- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Hellhound

Strength: 6 Structure: 80

ICON: A huge, black, metal wolf. It's eyes glow white, and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating the netrunner's name.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 3 Rending: while in realspace, the Construct manifests teeth, claws or other animalistic weapons to attack.
- 1 Heart Killer: while in cyberspace, the program can send a signal that shuts down the target's heart.
- 5 Tracker: in either real or cyberspace, the Construct gets a brainwave "lock" on the target and will follow him until he is dead (or it is destroyed).
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Brainwipe

Strength: 3 Structure: 80

ICON: A acid-green electrical arc, which leaps from the floor and engulfs and attacks the 'runner.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 4 Mindwipe: in cyberspace, the program can wipe away the target's forebrain, implanting an easily controlled (by Referee) pseudo personality.
- 2 Energy: while in realspace, the Construct uses electricity channeled from nearby power outlets to make attacks.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Glue

Strength: 5 Structure: 20

ICON: A shifting pattern of red shapes flickering across the floor to entangle the netrunner.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 2 Entangling: in either real or cyberspace, the Construct can use its Structure to entangle or "glue" the target in one place.

- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Knockout

Strength: 4 Structure: 40

ICON: A yellow neon schematic boxer appears and strikes out at the netrunner's ICON.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 1 Knockout: in either real or cyberspace, the Construct can deliver a shock to the target that acts as a taser (make a Stun Save).
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Jack Attack

Strength: 3 Structure: 20

ICON: A pair of glowing schematic handcuffs encircling the netrunner's wrists.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 2 Entangling: in cyberspace, the Construct can use its Structure to entangle or "glue" the target in one place.

Watchdog

Strength: 4 Structure: 20

ICON: A large, black, metal dog. It has glowing red eyes and a spiked metal collar adorns its neck.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 2 Stealthy: The Construct is hard to see (-2)
- 1 Knockout: in either real or cyberspace, the Construct can deliver a shock to the target that acts as a taser (make a Stun Save).
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Bloodhound

Strength: 3 Structure: 40

ICON: A large, gun-metal grey hound robot. It has glowing blue eyes and wears a thick circlet of blue neon as a collar.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 5 Tracker: in either real or cyberspace, the Construct

gets a brainwave "lock" on the target and will follow him until he is dead (or it is destroyed).

- 1 Knockout: in either real or cyberspace, the Construct can deliver a shock to the target that acts as a taser (make a Stun Save).
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Pit Bull

Strength: 2 Structure: 60

ICON: A short, heavily built, steel dog robot. It has glowing red eyes and wears a thick circlet of red neon as a collar.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 2 Durable: while in realspace, the Construct has a natural resistance to physical attacks equal to SP10.
- 3 Rending: while in realspace, the Construct manifests teeth, claws or other animalistic weapons to attack (7D6).
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light-emitting parts.

Virizz

Strength: 4 Structure: 40

ICON: A glittering DNA shape made of lights and neon.

Attributes & Cost

- 3 Material: the Construct can operate in realspace
- 2 MindCore Killer: the Construct attacks mindcores directly, breaking their programming.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Viral 15

Strength: 4 Structure: 60

ICON: A swirling metallic blue fog with a white neon DNA helix imbedded in the center.

Attributes & Cost

- 3 Material: the Construct can operate in realspace
- 2 MindCore Killer: the Construct attacks mindcores directly, breaking their programming.
- 3 Fast: the Construct can attack with accelerated (+4 STR) reactions.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Imp

Strength: 3 Structure: 20

ICON: A small, orange sphere of light, with

two amused looking red eyes. It continually emits a series of beeps, whistles and pinging noises.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 2 Stealthy: The Construct is hard to see (-2)
- 2 Sonic: while in realspace, the Construct can generate intense sonic blasts to cause damage.
- 1 Brainburn: in cyberspace, the program directly attacks the target's brain through either electrical blast or direct cerebral burn.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Afreet

Strength: 3 Structure: 100

ICON: A tall, powerfully built black man, dressed in elegant evening clothes and wearing a fez. He carries a dagger in his jacket, and speaks in a formal, deep voice.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 1 Program Killer: the Construct can attack and destroy other programs in cyberspace causing damage based on its Structure level.
- 1 Construct Killer: the Construct can attack and destroy Constructs in realspace, causing damage based on its Structure level.
- 4 Invisible: The Construct is almost impossible to see (-4)

Succubous

Strength: 4 Structure: 120

ICON: A voluptuous, nude female form, hairless, and made from shiny chrome metal. She has large, batlike wings and blue, pupilless eyes.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 4 Mindwipe: in cyberspace, the program can wipe away the target's forebrain, implanting an easily controlled (by Referee) pseudo personality.
- 1 Constriction: while in realspace, the Construct can choke or constrict the target with its body or tentacles extruded from that body.
- 4 Lethal: the Construct can attack with (+4) to its combat ability)

Balron

Strength: 5 Structure: 140

ICON: A huge, male figure, powerfully built. He is dressed in futuristic black armor, glittering with reflected highlights. In one hand, he carries a red-glowing energy blade; his other arm ends in a series of neon-green, glowing tentacles. His eyes glow red behind his visor, and his voice is a sibilant hiss.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 4 Armored: while in realspace, the Construct has a natural resistance to physical attacks equal to SP20.
- 1 Hammer: while in realspace, the Construct can strike or bludgeon the target with hardened areas of its body.
- 1 Constriction: while in realspace, the Construct can choke or constrict the target with its body or tentacles extruded from that body.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Netrunner Software

Let's face it. With Constructs morphing in from the dust on the floor and programs lurking in the digital realm, a netrunner's career should be very short indeed. But netrunners get around this little fatality problem in much the same way as **sysops** (the natural enemy of the wild netrunner) do; they use their own programs. Netrunners can also create their own Constructs by programming their own mindcores and supplying them with smart dust or polymer, or using several mind cores to Construct an assembler (more on this later).

While almost all sysop programs are designed to do one thing (kill netrunners) netrunner programs and Constructs are designed to do four things really well: 1) **Fake out** passwords; 2) **stealth** through systems; 3) **Defend** against cyberspace attacks or realspace threats when they manifest themselves and start trying to eat the raiding party and 4) **Kill** threats in either cyber or realspace before they can get at you.

Fakeouts

Fakeouts are the first part of the runner's arsenal; if you use them right, you won't need the other stuff. Fakeouts create passwords by analyzing the system for clues. They include:

Codecracker

Strength: 3 Structure: 20

ICON: A thin beam of white light, which shoots from the netrunner's hands.

Attributes & cost

- 1 Digital: the Construct can operate in cyberspace
- 2 Crypto: The program can decipher on create code keys at a skill equal to its STR +10.

Wizard's Book

Strength: 4 Structure: 20

ICON: A stream of blazing white symbols, flowing at incredible speed from the netrunner's open hands.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 2 Crypto: The program can decipher on create code keys at a skill equal to its STR +12.

Raffles

Strength: 5 Structure: 60

ICON: A dapper young man wearing evening clothes of the early 1900's.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 2 Crypto: The program can decipher on create code keys at a skill equal to its STR +15.

Stealth

Stealth programs disguise the fact that you're even in the system. They make the system think that no one has logged in and that there is nothing out of the ordinary going on. They include:

Invisibility

Strength: 3 Structure: 40

ICON: A flickering, iridescent sheet, which drapes over the netrunner. In realspace, it acts as a light bending cloak, shielding the target from visible light; in cyberspace, it overlays false signals on the runner's trace, making it appear to be mere static.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 4 Invisible: The Construct is almost impossible to see (-4)

Stealth

Strength: 4 Structure: 20

ICON: a sheet of black energy draped over the netrunner's ICON.

In cyberspace, Stealth mutes the target's cybersignal, making him harder to detect. In realspace, the Construct acts as a chameleon cloak, helping him blend into the surroundings.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 2 Stealthy: The Construct is hard to see (-2)

Replicator

Strength: 3 Structure: 20

ICON: In cyberspace, a chrome sphere creating holographic images of the netrunner that run away in all directions. In realspace, the sphere activates four mindcores and associated nanodust to create four duplicates of the user, who run off in different directions (each lasts 10 turns).

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 3 Flak: the Construct creates copies of the target, which run off in different directions. There is a 7 in 10 chance that the attacker will go after a copy rather than the original.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Defenders

Defenders stop attacks before they get to you. They attack the code of the black ice, rendering it ineffective. Or they can attack the programming of the mindcore itself, wiping it out. Defenders include:

Shield

Strength: 3 Structure: 80

ICON: A shifting circular energy field appearing in front of the netrunner. Shield absorbs direct attacks to the netrunner in both real and cyberspace.

Attributes & Cost

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 2 Durable: while in realspace, the Construct shapes into a translucent screen that has a natural resistance to physical attacks equal to SP10.

Force Shield**Strength: 4 Structure: 100****ICON:** A flickering silver energy barrier. A more powerful version of Shield.**Attributes & Cost**

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 4 Armored: while in realspace, the Construct shapes into a translucent screen that has a natural resistance to physical attacks equal to SP20.

Flak**Strength: 4 Structure: 60****ICON:** A cloud of blinding, glowing, multicolored lights, swirling in all directions. This tremendous wall of static blinds the attacking program and allows the netrunner to easily evade.**Attributes & Cost**

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 3 Blinding: in realspace, the Construct creates a static field that lowers (-4) the attacker's STR for all attacks.
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Killers

Killers are designed to take out black ice or their associated Constructs. As such, they can be downloaded into mindcores just like black ice. By keeping a few blocks of polymer or a bag of smart dust around, a smart netrunner can easily create his own realspace nasties to dismantle any critters attacking him. The best of these include:

Killer**Strength: 4 Structure: 60****ICON:** A large manlike robot, dressed as a metallic samurai. His eyes glow red from behind his mask, and he carries a glowing katana. Killer is a general purpose virus program designed to kill other programs.**Attributes & Cost**

- 1 Digital: the Construct can operate in cyberspace
- 3 Material: the Construct can operate in realspace
- 1 Program Killer: the Construct can attack and destroy other programs in cyberspace causing STR damage based on its Structure level.
- 1 Construct Killer: the Construct can attack and destroy Constructs in realspace, causing damage based on its Structure level.
- 3 Fast: the Construct can attack with accelerated (+4 STR) reactions.

Manticore**Strength: 5 Structure: 100****ICON:** A huge, lionlike shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder. Manticore is a more specialized Killer program designed to take out realspace Constructs.**Attributes & Cost**

- 3 Material: the Construct can operate in realspace
- 1 Construct Killer: the Construct can attack and destroy Constructs in realspace, causing damage based on its Structure level.
- 4 Armored: while in realspace, the Construct has a natural resistance to physical attacks equal to SP20.
- 4 Lethal: the Construct can attack with (+4) to its combat ability)
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Hydra**Strength: 8 Structure: 120****ICON:** A glittering blue fog that encircles its target and dematerializes it. A more powerful variant of Manticore.**Attributes & Cost**

- 3 Material: the Construct can operate in realspace
- 1 Construct Killer: the Construct can attack and destroy Constructs in realspace, causing damage based on its Structure level.
- 3 Fast: the Construct can attack with accelerated (+4 STR) reactions.
- 4 Armored: while in realspace, the Construct has a natural resistance to physical attacks equal to SP20.
- 4 Lethal: the Construct can attack with (+4) to its combat ability)
- 1 Light Emitting nano-diodes: in realspace, the Construct has glowing or light emitting parts.

Dragon**Strength: 4 Structure: 140**

ICON: A great golden scaled dragon robot. Laser beams shoot in multicolored arcs from its eyes, and it is wreathed in electrical discharges. The most powerful variant of Manticore.

Attributes & Cost

- 3 **Material:** the Construct can operate in realspace
- 1 **Construct Killer:** the Construct can attack and destroy Constructs in realspace, causing damage based on its Structure level.
- 3 **Fast:** the Construct can attack with accelerated (+4 STR) reactions.
- 4 **Armored:** while in realspace, the Construct has a natural resistance to physical attacks equal to SP20.
- 4 **Lethal:** the Construct can attack with (+4) to its combat ability)
- 1 **Light Emitting nano-diodes:** in realspace, the Construct has glowing or light emitting parts.

Fighting (and Killing) the Bad Guys

There are three ways to fight/kill a Construct:

1) **Destroy its Structure.** This works best with Assemblers, but not as well with Compilers (nanodust will simply be blown apart and reform in the next turn) or Polymers (the remaining polymer reforms into a smaller version of the same form). You can even use realspace weapons like guns.

2) **Destroy its mind-core.** This works best with Compilers and Assemblers. Not so good with Assemblers, in which each part has a mind core.

3) **Hack its Program:** This breaks the connection between mindcore(s) and their parts (if any). Netrunners can do this using a **deckchip** or a slower **smartboard** (at -4 to your Interface Skill):

**Runner's Interface Skill + INT+1D10 vs
Program's STR x2 +1D10.**

There's only one way to fight a Program: Go into cyberspace with *another* program and attack it until it falls apart. A Killer program can attack and destroy other programs in cyberspace by causing Structure damage based on *its* Structure level:

**Attacking Program's STR+1D10 vs
Defending Program's STR+1D10**

New Programs: Rolling Your Own

Unlike the good old days of netrunning, there are no longer any companies who sell crackware for the Big Eurobucks. What does exist are **shareware recipes**—ways of stringing code together to make certain classes of programs. The programs listed above are just that—recipes for common programs that have been built over the years by many, many netrunners. If you want to get your hands on a copy of that program, you'll need to take a recipe, tinker with it and write the code yourself:

To build a program or Construct (remember, a Construct is just a program with a material body in realspace):

- 1) Determine **Strength and Structure (STR)**
- 2) **Assemble** a **mindcore** to program and enough **polymer** or **nanodust** to make the Construct. **You'll need 1kg for every 20pts of Structure, at a cost of \$100 per kg.** Remember that if you have enough mindcores and polymer, you can also create an **Assembler**. Made up of multiple polymers, this is much harder to stop, since attackers must kill off each "part."

3) Determine **Attributes** and **Costs**:

COST ATTRIBUTES

- 1 **Digital:** Construct can operate in cyberspace
- 3 **Material:** Construct can operate in realspace
- 2 **Stealthy:** Construct is hard to see (-2)
- 4 **Invisible:** Construct nearly impossible to see (-4)
- 3 **Rending:** While in realspace, the Construct manifests teeth, claws or other animalistic weapons to attack.
- 2 **MindCore Killer:** Construct attacks the mind-core directly, breaking its programming.
- 1 **Brainburn:** In cyberspace, the program directly attacks the target's brain through either electrical blast or direct cerebral burn.
- 3 **Flak:** the Construct creates copies of the target, which run off in different directions. There is a 7

- in 10 chance that the attacker will go after a copy rather than the original.
- 2 **Crypto:** The program can decipher or create code keys at a skill equal to its STR +10.
 - 1 **Light Emitting nano-diodes:** in realspace, the Construct has glowing or light emitting parts.
 - 1 **Heart Killer:** while in cyberspace, the program can send a signal to shut down the target's heart.
 - 1 **Program Killer:** the Construct can attack and destroy other programs in cyberspace, causing damage based on its Structure level.
 - 1 **Construct Killer:** the Construct can attack and destroy Constructs in realspace, causing damage based on its Structure level.
 - 4 **Mindwipe:** in cyberspace, the program can wipe away the target's forebrain, implanting an easily controlled (by Referee) pseudo personality.
 - 2 **Entangling:** in either real or cyberspace, the Construct can use its Structure to entangle or "glue" the target in one place.
 - 2 **Energy:** while in realspace, the Construct uses electricity channeled from nearby power outlets to make attacks.
 - 3 **Heat:** while in realspace, the Construct focuses microwave energy to cause heat based damage.
 - 1 **Suffocation:** while in realspace, the Construct can flow into the target's orifices and suffocate them with its body.
 - 2 **Sonic:** while in realspace, the Construct can generate intense sonic blasts to cause damage.
 - 1 **Constriction:** while in realspace, the Construct can choke or constrict the target with its body or tentacles extruded from that body.
 - 1 **Knockout:** in either real or cyberspace, the Construct can deliver a shock to the target that acts as a taser (make a Stun Save).
 - 1 **Hammer:** while in realspace, the Construct can strike or bludgeon the target with hardened areas of its body.
 - 3 **Fast:** the Construct can attack with accelerated (+4 STR) reactions.
 - 4 **Lethal:** the Construct can attack with (+4) to its combat ability).
 - 5 **Tracker:** in either real or cyberspace, the Construct gets a brainwave "lock" on the target and will follow it until dead (or it is destroyed).
 - 2 **Durable:** while in realspace, the Construct has a natural resistance to physical attacks equal to SP10.
 - 4 **Armored:** while in realspace, the Construct has a natural resistance to physical attacks equal to SP20.

Note: Assembler mindcores must always have the *same* programming, and will thus have the same costs.

4) **Add STR+ all Abilities to determine Difficulty Value (DV)** of program. *Example: I decide to build Fangdog at STR6. It can attack in cyberspace (1) and realspace (3), it manifests sharp teeth (4) and is very fast (3). Fangdog will have a Coding DV of 17. (6+1+3+4+3=17).*

At the core, a recipe describes only the basic functionality of the code. For example, the Fangdog recipe above describes a code that can take a deadly canine ICON and attack humans both in and out of cyberspace. However, a Fangdog's STRENGTH is only as good as its programmer. Thus, when coding a program, you will need to make a Task roll equal to or better than the Strength of program you want plus 12. If you are successful, you have the program. However, if you fail, you will not be able to attempt another recoding of the program at that STR or higher until your Coding Skill has increased by at least ONE (1) level.

Example: I set out to build a Dragon; a recipe for a program that appears as a golden scaled robotic dragon and is designed to attack other programs. I decide to build it at Strength 6. 6+12=18. Unfortunately, with my Coding Skill of 3, I'm not able to pull it off. I will not be able to attempt to code a STR 6 Dragon until my Coding Skill has improved to at least level 4. However, nothing is stopping me from trying to code a STR 5 Dragon—unless I fail that attempt too!

Now you know as much as a basic weeflerunner (a novice netrunner). Time to get out there and find out if your skills match your attitude, neh?

GOT QUESTIONS? NEED NEW NETS TO CONQUER? WANT TO CHECK OUT NEW CODE RECIPES? THIS SITE'S GOT YOU COVERED:

<http://www.talsorian.com/netrunners>

Wardriving 203X— A Weeflerunner's Primer

In the past, a lot of netrunning was taken up just by the process of *getting* there. There were all kinds of maps, satellite uplinks, Long Distance Links (LDLs) and Bog knows what else. Mercifully, about the only thing the DataKrash made easier was the elimination of all that mucking about in cyberspace. These days you go to the source. And that means driving (or flying or walking) to where the computers are. Hopefully with a lot of well armed buddies watching your back.

The first step to any hack is to determine if there's an **access point** at your target. That means finding a place where you can either tap into the land lines that are connected to that particular group of computers, or getting inside the broadcast range (100m/yds) of that network's wireless network. If you want to hack into, say, a Militech site, the most logical place to start is to haul butt over to the nearest Militech office and start snooping around. You'll need a **techscanner**, a **security scanner** or an **Agent** that can read signal strength to find an access point. Most scanner progs can also tell you if that link's a **hardline** (plug in the wall) or **wireless** (a broadcast frequency that surrounds all or part of the building).

Okay, so you've scored an access point. Now comes the tricky part; getting in. Almost any access point worth sneaking into has got a bunch of stuff guarding it. If it's a hardline access point, that could include traps, physical guards, big cybercanids; you name it. If it's a wireless point, better not get too complacent. You'll have to get close enough to get a signal—and that puts you right in range of those traps, guards and cybercanids we mentioned earlier.

Quit whining. We never said this was gonna be a bowl of kibble, did we?

If it's a physical AP, you're going to have to plug in. That's what a datalink cable is for. The big plug goes into the wall where the access point is; the little plug goes into the skillsoft port in the back of your head (or if you're the squeamish type, into the smartboard you're lugging around.) If it's a **wireless access point**, you'll need some way to fake (or spoof) the protocols that allow wireless access to the network. So you jack a wireless link into the back of your skull (or smartboard) and it starts looking for the carrier signal until there's a matchup and you're connected.

So fa, so gud, neh? Now it gets risky. The system is going to try to check your bona fides. It's gonna look for matching protocols or passwords till you give it one it likes. If it gets the wrong one, or doesn't get one fast enough (about ten seconds usually does it), it screams bloody murder and alerts the **black ice**. Then the fun begins.

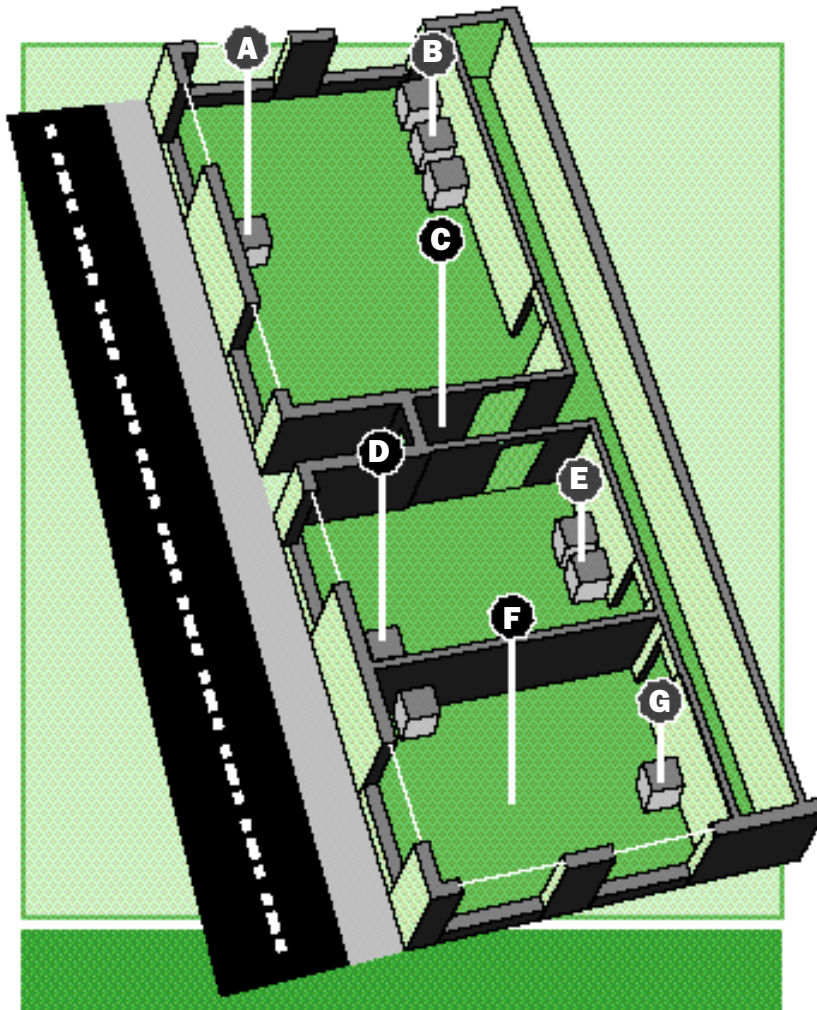
The system scrambles its ice. If there are **traps** near where you just tried to hack in, it activates them. The air gets full of laser bolts, killer drones and mounted guns. Not good. If there are no traps, the system tries to attack you through your electronic connection. Ugly programs designed to melt your forebrain go charging down the wire looking to kill you. If you've got the right software loaded, you can kill those programs before they get to you. If not; hey—the good news is you'll probably be killed right then instead of being turned into a vegetable.

If the system can't get at you through electronic attacks, the black ice looks around for another option. It scans around for the **mindcore** nearest to your location and activates it. If the core is in polymer, you can expect almost *anything* around you to start going gooey and then reform as something very nasty. If it's in smartdust, there's going to be a brief sandstorm as all those microscopic carbon bits swirl up and coalesce into a nanotech nightmare. If there are several cores, get ready to be attacked by something deadly

A Sample Hack

Here's a basic floorplan for a typical office. Let's take a look at how a few black ICE defenses change things...

- A** This system contains two important data files. It is guarded by a Liche (STR4) mind-core, which rezzes from the compiler dust in the paint covering the back wall.
- B** This is a multiple system containing a weapons database. It also activates a mind-core that drives a STR 6 Hellhound that materializes from the two adjacent fake consoles made of polymer.
- C** A laser trap controlled by Computer System E guards this corridor.
- D** System D controls a Brainwipe (STR3) mind-core made up of compilers in the carpet.
- E** System E reforms into an Assembler that rezzes around a Balron (STR 5) mindcore.
- F** This floor contains two mindcores; a STR 3 Affreet that rezzes out of compilers in the rug, and a STR 3 Imp that rezzes from the fake computer (polymer) in the corner.
- G** This is a real system controlling internal security monitors, protected by a Zombie (STR5) that operates in cyberspace, and a Knockout (STR 4) mindcore that rezzes from compiler dust in the walls.



that originally started out the night as a lamp, two chairs and a photocopy machine. It may look stupid, but you won't care about that when it disembowels you.

But lets say it goes well. You know the password is *aardvark* and the system gives the ok. Now you're in. But that still doesn't mean you're home free. A good way to think of a system is to imagine one of those Russian puzzle boxes—you know, the ones with a box in a box in a box, etc? The first layer—the access point—is the first box. Inside that box could be several smaller boxes, each representing computers on that network. Inside each of those boxes could be several smaller boxes, each representing controls, files or other

things IN that computer. And finally, inside THOSE boxes could be even more important information or controls. It's a pretty picture, till you add in the bit where each box also contains a live, deadly scorpion waiting to sting whatever opens the box. Even within the system, there are watchdogs. Important elements; controls for the building, cameras, traps, or sensitive data files—are all protected in their own little boxes. You're going to need the passwords to get into them. And once again, if you blow the test, the system will activate whatever black ice it can muster; electronic or realspace—and send it to make your life nasty, brutish and short.

Emphasis on the *short*.

Running Punk

So how do I run this game?

Glad you asked. *Cyberpunk* is a challenge for even an experienced Referee, in that you must create the right atmosphere of grunginess, sleek technology and pervasive paranoia throughout your entire game. The *Cyberpunk* environment is always excessively urban—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 lowlifes come out in force.

The Urban Environment

The urban environment is critical to your *Cyberpunk* world. Whether you use our Night City or create your own, remember that your setting has to have all the right elements. There should be garbage-strewn alleyways. There should be bodies lying in the gutters. There should be wild-eyed lunatics, staggering through pre-dawn streets, muttering darkly and clutching sharp knives. Taxis won't stop in the combat zones. There are firefights at the streetcorner as the local gangs slug it out. Players should find their apartments regularly broken into, their cars vandalized, their property stolen. Crossing town should be like crossing a battlefield, filled with looters, riots, crazies and muggers.

And it always rains. Every day should be grim, gloomy and overcast. The stars never come out. The sun never shines. There are no singing birds, no laughing children. (The last bird died in 2008 and the kids are grown in vats.) The ozone layer decayed, the greenhouse effect took over, the sky is full of hydrocarbons and the ocean full of sludge. Nice place.

Trust No One. Keep your...er..Minami10 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 illegal or distasteful to accomplish something good; villains may have to do a little good once in a while. It's the breaks.

"Life in 203X isn't just all guns and drugs. If it was, we woulda named the game *Dungeons & Drug Dealers*.

"The best *Cyberpunk* games are a combination of doomed romance, fast action, glittering parties, mean streets and quixotic quests to do the right thing against all odds. It's a little like *Casablanca* with cyberware..."

—Maximum Mike

Your world should have staggering contrasts. In the glittering citadels of the rich, there should be fine food, expensive vices, and beautiful scenery. On the Street, things should be cold, hungry and desperate. There's no middle ground between the haves and have nots. It's all or nothing.

Know The World

First trick to running *Cyberpunk*: Immerse yourself in the **genre**. We've given you a start with the various sidebars and stories throughout this book—they will give you a feel for the style of speech, the urban texture, and the hard-edged realities of a *Cyberpunk* world. But you should also hit the local video-store, the library and the music shops for source material. We've included a bibliography of places to start inside the sidebars throughout this section; punch in the URLs and start shopping if you need some ideas.

Play For Keeps

Second trick to running *Cyberpunk*: Play hard and fast. You should not be afraid to kill off player characters. You should constantly be getting them into fights, traps, betrayals and other soap operas. There should be no one they can trust

CYBERBOOKS

Just a few of the most well-known books in the Cyberpunk genre:

Paul Sammon • Future Noir: The Making of Blade Runner

http://www.amazon.com/exec/obidos/ty/detail/-/006106347/qid/117167890/sr/1-3/ref/sr_1_3/002-2283801-964467v/glancess/books

Alfred Bester • The Stars My Destination

http://www.amazon.com/exec/obidos/ty/detail/-/117147893/sr/2-1/ref/pd_bbs_b_2_1/002-2283801-964467v/glancess/books

Melissa Scott • Trouble And Her Friends

http://www.amazon.com/exec/obidos/ty/detail/-/0312857330/qid/117162090/sr/0-5/ref/sr_0_xs_ap_05_xgl/002-2283801-964467v/glancess/books

William S. Burroughs • Naked Lunch

http://www.amazon.com/exec/obidos/ty/detail/-/000212952/qid/117147961/sr/0-1/ref/pd_csp_1/002-2283801-964467v/glancess/books

The Soft Machine

http://www.amazon.com/exec/obidos/ty/detail/-/000235280/qid/117147955/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

Roger Zelazny • Dream Master

http://www.amazon.com/exec/obidos/ty/detail/-/074343016/qid/117148030/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

Samuel R. Delany • Nova

http://www.amazon.com/exec/obidos/ty/detail/-/031706704/qid/117156413/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

David Drake • Lacey and His Friends

http://www.amazon.com/exec/obidos/ty/detail/-/1382745730/qid/117155114/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

James Tiptree, Jr. • The Girl Who Was Plugged In

http://www.amazon.com/exec/obidos/ty/detail/-/000245594/qid/117156451/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

John Varley • The Ophiuchi Hotline

http://www.amazon.com/exec/obidos/ty/detail/-/031707830/qid/117156451/sr/0-6/ref/pd_csp_6/002-2283801-964467v/glancess/books

The Barbie Murders

http://www.amazon.com/exec/obidos/ty/detail/-/044101950/qid/117156220/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

John M. Ford • Web of Angels

http://www.amazon.com/exec/obidos/ty/detail/-/067824275/qid/117156532/sr/1-15/ref/sr_1_15/002-2283801-964467v/glancess/books

H. W. Jeter • Dr. Adder

http://www.amazon.com/exec/obidos/ty/detail/-/0451164857/qid/117156270/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

Noir

http://www.amazon.com/exec/obidos/ty/detail/-/0533576380/qid/117156332/sr/0-2/ref/sr_0_xs_ap_02_xgl/002-2283801-964467v/glancess/books

The Edge of Human

http://www.amazon.com/exec/obidos/ty/detail/-/0533562672/qid/117156037/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

Lisa Mason • Arachne

http://www.amazon.com/exec/obidos/ty/detail/-/030074980/qid/117156307/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

Cyberweb

http://www.amazon.com/exec/obidos/ty/detail/-/030074980/qid/117156307/sr/0-1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books

[1/ref/sr_0_xs_ap_01_xgl/002-2283801-964467v/glancess/books](http://www.amazon.com/exec/obidos/ty/detail/-/031244444/qid/117156231/sr/0-2/ref/sr_0_xs_ap_02_xgl/002-2283801-964467v/glancess/books)

Jeff Noon • Vurt

http://www.amazon.com/exec/obidos/ty/detail/-/031244444/qid/117156231/sr/0-2/ref/sr_0_xs_ap_02_xgl/002-2283801-964467v/glancess/books

Nymphomation

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Bruce Sterling • Islands In The Net

entirely, no place that's absolutely safe. Never let 'em rest. This doesn't mean you shouldn't play fair. But you should always play for keeps. If they cache weapons somewhere, steal them. If they stop for a rest, mug them. If they can't handle the pressure, they shouldn't be playing *Cyberpunk*. Send them back to that nice role-playing game with the happy elves and the singing birds. If the action drags, it's time for you to get things moving by any means possible, up o an including a random assassination attempt.

Set the Mood

Third trick to running *Cyberpunk: Atmosphere*. Get out your heaviest metal tapes and play them during your run. Encourage your players to wear leather and mirrorshades. Adopt the slang (pg.113) and invent your own. Replace all the lights in your room with dim blue bulbs. This is the dark future here; and it can't be accurately portrayed in a brightly lit room with milk and cookies on the table.

Teamwork; The More the Bloodier

Looking over the background we've shown you so far, you may have noticed that *Cyberpunk* groups are *anything* but social. Your players will be no exception—they'll have no reason to trust anyone, and the typical roleplaying reasons (stop evil, kill monsters) for an adventuring party often aren't present. A bar isn't just a place to meet new adventurers anymore—it's also a place to scope out potential victims. And at the end of the day, *Cyberpunk* parties are more likely to kill each other in a firefight than divide the spoils fairly.

This is particularly ugly in the fractured reality of 203X. In *this* world, altcult rivalries and competing memes make it especially difficult for a party to stay together. When a Cee-Metal Dragoon and a Desnai Mechajock lock horns, the nearest safe place may be several volumetrics away. And we haven't even gotten to what happens to your carefully constructed gaming group when a sudden state of *KultureKampf* is declared between rival Altcults and everyone ends up on opposing sides...

For this reason, you'll need a more solid "hook" on which to hang a *Cyberpunk* adventure. The first hook is the **Common Foe**. In this case, the common foe of all the Altcults are the resurgent Neo-Corps. Back with a vengeance and ready to do dirt to anyone that stands in their way, these guys are the one force in 203X that *every-one* can agree is bad news.

That brings us to the fourth and last trick to running *Cyberpunk: Teams*. A team is a group of people who are already thrown together by Fate in some way which forces them to co-operate. They don't have to like each other, but they have to work together. Besides giving the party a springboard from which to work, the team also makes the adventure easier to run. Players can be given assignments from a "higher power", or the entire group can be faced with a problem which requires co-operation to solve. The group stays together or it dies. Simple.

Here are just a few possible Teams which might naturally evolve in the 203X world. Each allows for a good mix of character roles and offers many ways in which all the players can become equally involved. And each has a natural hook to the Common Foe, who has his own agenda and isn't afraid to enforce it...

Gang for Hire: You work for whoever pays the most, taking jobs as they suit you. This could be as a real gang of mercenaries, or it could be a band going from gig to gig. Sometimes you might even work for the Neo-Corps, but that's only if you have no other choice, right? Sure. The Gang For Hire allows almost any type of player to participate, as well as allowing the Ref to tailor his games to suit the Gang's favorite types of jobs.

Heroes of the People: You work for your altcult(s), protecting them from external threats and promoting their agendas. This allegiance can be very specific (your particular family group) or more general (the Roller Council). You could be involved in kulturekamps, special political missions, extractions, recovering Alt Tech...the list is endless. This is also a great place for players from other Altcults to hook up and gain a little Giri for that new technology they've been drooling over...

Up Against the Man: You're a band of fighters united against the threat of the Neo-Corps. Chosen from all walks of life, you are united against corporate perfidy. Unlike the Gang

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George Alec Effinger • When Gravity Falls

CYBERFLIX

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Alien/Aliens
Appleseed
Battle Angel Alita
Beyond Thunderdome
Blade Runner
Blue Submarine 6
BubbleGum Crisis
Cyborg
Dominion: Tank Police
Ghost In the Shell
GTS: Stand Alone Complex
Liquid Sky
Mad Max
Max Headroom
Overdrawn at the Memory Bank
Robocop 1 & 2
Terminator 1 & 2
The Road Warrior
Thunderdome
Total Recall
Sin City
Gattica

For Hire, you would never work for the Neo-Corps; they're the enemy and you want to take them down. And unlike the Heroes of the People, you're not doing this for the good of your altcult. No, this is *personal*.

For the Greater Good: You're working to improve the world by helping groups like Green Destiny. You go up against despoilers or enemies of all stripes to promote a better world, and are unaligned with a single Altcult. Of course, since the biggest despoilers around are the resurgent Neo-Corps, you've got your work cut out for you.

Treasure Hunters: There's lots of lost technology out there and you're like an archeologist roaming the most dangerous Dead Zones of the Dark Future looking for it. Whether it's guns, data, bits of code, or maybe the Big Conspiracies

and Deadly Secrets that lurk in the shadows, you're on the spot and ready to bring home the bacon. Treasure Hunters get rich fast, or dead even faster, but it's a wild ride while it lasts, neh?

One Man's Gang: You work for or with a powerful personality in the 203X world, like a Doc Savage, Charlie (of Angels fame) or Buckaroo Banzai. You're the Big Man (or woman's) incursion force, bodyguards, aides de camp, helpers. A powerful media might use you to cover his back or ferret out data. A scientific wiz might need you to protect him and his inventions. The key is that you work for a charismatic, well-known celebrity who is known for doing astounding things; and you get access to his clout and stuff while you work for him.

Maximum Lawmen: You're the 203X equivalent of the Lone Ranger. You take down the gangers, bad boys and psychos, bringing peace and justice

to those who would be helpless against evil. You might be like the Earp brothers, riding into 21st Century Dodge and cleaning it up with cybergun justice. Or you might be the local NC SWAT squad, in place against continuing threats that could overwhelm the turf you've sworn to defend. You could even be a group of local vigilantes who are cleaning up the Mean Streets of your volumetric.

203X ER: You're in an emergency medical group, pulling the wounded off the Street, battling plagues, uncovering bad drugs, getting the stuff to make Good Medicine in a world where meds and healing are in short supply. You could be allied with a Trauma Team—groups of licensed paramedics who patrol the city looking for accident victims, operating from AV-4 urban assault vehicles redesigned into an ambulance configuration and armed with belly-mounted miniguns. Or you could be like Doctors Without Borders, jumping into the sharp end wherever medical aid is needed.

Cheap Mercenaries: Combat Mercs are often hired throughout the *Cyberpunk* world, and there's no reason you can't be one of them. A typical merc group doesn't all have to be soldiers; you might want a Fixer to handle contracts, a Netrunner to handle security systems, and maybe a Techie to keep things running. It wouldn't be out of line to have a Media tagging along as a war correspondent. Your merc group can operate out of a club, a bar, or a well-hidden paramilitary base.

But Don't Give Up Your Day Job

Don't forget that your players can fit into a combination of any of these teams. A low-level Media could moonlight as a Trauma Teamer while waiting for that big score. A netrunner might do a little time with a Neo-Corporate team, while sneaking into the Company mainframe at night. And a Rollerboy might do almost anything to earn money while his pack is in town. Remember; in the Dark Future, you need to be adaptable, just like your ammo. Try a few of these teams and see which ones your players will mesh with the most. You won't regret it—and more importantly, neither will they.

Cyberpunk Slang

as Compiled by Ocelot (aka HighRider) and amended by Maximum Mike

Abbreviations : gang - used mostly by gangs; japn. - japanese; biker - used mostly by cycle racers and go-gangs; cop - used primarily by law enforcement

ACCESS ZONE - Areas of a city that are encoded for specific AltCults and cannot be entered without 1) the proper dogtag 2) a retinal scan that matches that dogtag. A mismatch prompts an all points Search and Destroy pinpointed on that tag.

ACE HOOL - [gang] Best friend. Back-up.

AERODYNE - Jet powered, ducted fan vehicles that can hover/cruise up to 2,000 feet. Guzzling precious av-gas, they are primarily used in cities, where short range vertical travel is common.

AGENT - Personal digital commo units that can handle voice-text email, fax, project and record digital video, store your favorite entertainment programming, surf on-line information outlets, alert you to news, record conversations, link to snoopers, track bugs, etc. Automatically hooked to the DataPool, the 203X equivalent of the local intranet.

AGRIPLEX - An agglomeration of farms with one central management complex. A modern day capitalist collective farm.

A.I. - Artificial Intelligence; a computer with full self awareness.

ALTCULT - Alternative culture. Derived from the various newgroups of the late 1990's, which were distinguished by the appellation "alt." before their names (example: alt.sex). There are hundreds of AltCults, each based around a specific belief structure or common interest (known as a culture meme).

ALTTECH - Generic name for specific technologies controlled by an altCult. This tech is rarely granted to outsiders and is never sold.

AMPED-OUT - Fatigue after being under the influence of amphetamines and certain combat drugs.

AROGEE - The best. The greatest.

ARCO - An arcology.

BAHUTO - [japn.] Gambler.

BAWDIT - An enemy aircraft.

BATMAN AND ROBIN - Two officers in a patrol car.

BENJI - A robohound.

BIG DRAK - Space.

BLACK OPS - Illegal or secret missions.

BORT - A submarine, no matter how large.
BOGEY - An unidentified aircraft.

BOMB OUT - 1. Evacuate quickly. 2. Run.

BONED OUT - Quit, chickened-out, left.

BOOK - 1. To run away, get out, or leave.

BOOST - 1. To shoplift or steal. 2. To move somewhere at maximum speed.

BOOSTER - Any member of a gang that effects cyberware, leather clothing, and random violence.

BORYOHUDAN - [japn.] Literally, violence groups. Used by Japanese police to refer to Yakuza.

BOSOZOKU - [japn.] Motorcycle and hot-rod gangs, a prime source of Yakuza recruits.

BRAIN BUCKET - A motorcycle helmet.

BRANDANCE - Psycho-neural stimulator that creates a full sensory hallucinations. Used for entertainment or to control violent prisoners.

BREAK-DOWN - A shotgun.

BREATHE VAC - To run out of air.

BUILDER PLAGUE - A nanotech designed to reconstruct Night City from the ruins of the 2022 Arasaka Holocaust, mutated through exposure to radiation into a never-dying metaorganism that constantly tears down older buildings to create new ones.

BULLET - One year in jail

BULLSEYE - A light tattoo on any exposed skin.

BURN - 1. To shoot, esp with a laser. 2. To electrocute.

BURNER - A laser beam splitter.

BUTTONHEAD - 1. A person addicted to stimulating the pleasure centers through interface sockets. 2. A brandance addict.

BUTTON MAN - Someone who selects or points out the job.

CAIN - A traitor, a backstabber.

CANDLE AND BLOOD - Initiation into the mafia.

CAVALRY - Police reinforcements.

CHARF - To throw up.

CHAROL - To be tough; a real stud.

CHARLIE'S ANGEL - A female officer.

CHERRY PICKING - [biker] When an expert rider enters a lower-division race to score an easy win.

CHILLED - To be cool; to be together.

CHIPPIN' IN - 1. To buy cyberware for the first time. 2. To cast your lot with a group. 3. To connect with a machine.

CHOMBATTA (CHOOMBA) - Neo-Afro-American slang for a friend or a family member.

CHOOZ™ ("CHOO") - Street slang for alcohol, as used in vehicle powerplants.

CHRISTMAS PRESENTS - Large sums of money.

CHROMER - 21st century heavy metal rock fan.

CHROMATIC ROCK - Heavy metal characterized by heavy electronics, simple rhythms, violent lyrics.

CLOSE A CONTRACT - To kill.

COLLARBOY - [derogatory] 1. A white collar worker. 2. A corporate employee.

COLLATERAL DAMAGE - Civilian casualties.

COMBAT DRUGS - Designer drugs created to increase speed, stamina, and reflexes.

CONFIG - 1. To arrange something, as in, "I configured to dock with her." 2. How well something is put together, as in "She had a great config."

CONTRACT - To be hired to kill.

COP OUT - To quit.

COPSHOP - Police station.

COUNTRY CLUB - A minimum security facility.

COWBOY - A netrunner.

CREASED - Killed.

CRIB - [gang] Where you live. Your pad, home.

CROAK - To kill.

CROAKER - A doctor.

CULTURKAMPF - Taken from the writings of Otto Von Bismarck in 1870. Kulturkampf is cultural war between members of rival societies (or AltCults). Leaders issue formal denouncements of other group similar to the fatwas issued by Islamic fundamentalists in the early 2000's. Kulturkamps rarely explode into full warfare; limited to terrorist attacks, assassinations and other small actions.

CYBERED UP - 1. To get as much cyberware implanted as possible before you go over the Edge. 2. To activate dormant cyberware.

CYBERPSYCHOSIS - A form of serious mental illness characterized by homicidal acts, random violence and sociopathic behavior. Brought on by acquiring too much implanted cyberware.

CYBERSQUAD - A police detachment specialized to handle cybernetically enhanced criminals. Often armed with vehicle-stopping weapons and armor.

DATA FORTRESS - A computer that has been protected by digital encryptions and powerful anti-personnel programs (I.C.E.) to keep out hackers and thieves.

DATA TERM - A streetcorner information machine with a screen, Net/DataPool inputs, and keyboard. Used by those without access to an Agent.

D.C.'S - Federal officers. A holdover from the old U.S. Government.

DEAD RECKONING - Navigating without instruments.

DELTA - [U.S. Slang] High speed suborbital vehicle.

DELTA'D - To make maximum speed towards a place.

DELTAJOCK - A Delta pilot. Also: an air smuggler.

DEMUHA - [japn.] Yakuza prison-release ceremony

DERM - Contact patch used to administer drugs.

DESH JOCKEY - A white collar guy.

DITGIBAL/BOY - [derogatory] Used by the space-born to describe earth-born humans.

DO - 1. To kill. 2. To have sex.
DO A GHOST - To leave the scene of a crime.

DOCK - 1. To meet someone. 2. To have sex.

DOGTAG - Small coded wafers that broadcast an ID signal when you cross an enclave gate. You win DCs by working with/for an AltCult. Personalized through an encoded retinal or DNA scan, with info on how you got the tag encoded in a secure database for that AltCult.

DORPH - Street slang for synthetic endorphins, a designer drug that increases healing powers, limits fatigue, and produces a "rush" similar to a second wind.

DREAM TIME - Jail time in braindance.

DROP - 1. Receiver of stolen goods. 2. To kill.

DROP A DIME - To snitch on someone.

E/MARKET - black market used by Cyberpunks to get restricted or illegal stuff. The E/Market handles weapons, gear, safehouses and information.

EDGE, THE - 1. The experience of living life to the maximum level of danger. 2. Any environment where danger and anarchy are a constant threat.

EDGERUNNER - Another term used to describe Cyberpunks. An Edgerunner is adept at using technology for his/her own ends, surfing the interface of anarchy and danger to survive. By 203X, this term had evolved to describe a particular type of AltCult made up of mega urban Cyberpunks.

EDGERUNNER CONVENTION - A loose association of professional freelancers, similar to a thieves' or assassins' guild. You must be nominated by three members to join. You pay no dues, but must give aid to any member who asks for it (to not do so risks a Tribunal, where you must defend your actions or face expulsion).

ENCLAVE - A gated or defended area occupied by a specific AltCult. Enclaves are considered safe havens and are fiercely defended against intruders. To get in, you must either be a member of that AltCult (with a dogtag registered to you), or "draft on the wake" of a member (who vouches for you).

ENFORCER - Someone who carries out or enforces instructions of a criminal boss, usually through physical intimidation.

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

***FACE (also, FACE, EYE-FACE, I-FACE)** - The Interface. Jacking into the 'Net.

FaceBank - An all-electronic, infranet-only bank.

FAUST - A netrunner who deals in, or with, A.I.s.

FEDS - Federal officers.

FENCE - Someone who buys and sells stolen goods.

FINI - To finish; to be done with.

FIX - 1. A dose of a drug. 2. To bribe.

FIXER - An arranger of deals or transactions. Usually illegal.

FLATLINE - To kill. A dead person or thing.

FLETCHER - A flechette pistol, SMG, or rifle.

FOXTROT UNIFORM - Fracked Up.

FRAG - To kill, usually with explosives.

FRY - To electrocute.

GAP - To pull ahead of another rider/driver.

GEEK - To kill.

GEISHA - (japn.) Japan's professional female entertainers.

GIRL - (japn.) Closest translation is debt or obligation, but entails much more. Often used with the word "ninja" by Yakuza to describe the basis for their "honorable" traditions. Adapted after 2031 to mean your level of involvement with an AltCult.

GO LED - To make a trip into Low Earth Orbit; ie, to visit one of the inner space stations.

GOMI - (japn.) Trash or garbage.

GRAB GEE - To spend time in a gravity field.

GRAV or GEE - 1. Gravity. 2. Weight. 3. A measure of importance.

GRAVEROBBER - Seller of illicit body parts.

GUMI - (japn.) A suffix denoting association, company or gang, commonly used by Yakuza groups.

GYRO - Small 1 or 2 man helicopters, used in police work & corporate strike ops.

HANDCANNON - Any handgun in the 12mm and up range.

HANDLE - A nickname; a working name you are known by on the Street.

HARD TIME - Jail time in state prison.

HARNES - A uniform.

HEAT - Police pressure.

HEATWAVE - A police crackdown.

HIGHRIDER - Someone who lives/works in space, usually at Low Earth Orbit.

HIT - To kill.

HOB - An international-style popular music, combining Western dance music with Afro/Arab and Asian rhythms, themes, and modes.

HOLDING DOWN - Controlling turf or area.

HOOK UP - 1. To get traction. 2. To get together for the purpose of making money or having sex.

HOSHO KAIASHA - (japn.) "Security Companies". Hired muscle and rent-a-cops.

HOTDOGGER - (derogatory) A novice netrunner.

HYDRO - Street slang for hydrogen fuel, used to power a sizable number of vehicles in the mid-2000's.

I.C.E. - Intrusion Countermeasure Electronics. Programs that keep databases secure.

ICEBREAKER - Program designed to overcome I.C.E.

INPUT - Girlfriend.

IN THE HUNT - (biker) To be a strong contender.

JAM - 1. To hurt. 2. To mess up. 3. To have sex with.

-JOCKEY, -JOCK - A person with technical skills of a high order.

JOYBOY/JOYGIRL - Male or female prostitute.

KAI - (japn.) A suffix denoting association or society, often used in gang names.

KEYBOARD - Street slang for a computer interface deck with manual keys. Also, a terminal.

KNIFE FIGHT - A hot and heavy engagement with an enemy aircraft at close quarters.

HOBUN - (japn.) 1. "Child Role," used in conjunction with "oyabun" ("Parent Role") to connote the familial relationship within most Yakuza gangs. 2. Member of a Yakuza clan.

KURUMAHU - (japn.) Literally, black curtain, a term from traditional Kabuki theater. Now used to denote a behind-the-scenes fixer, godfather, or powerbroker.

LASSIE - A robohound.

LINEFOOT - Nomad slang for anyone who isn't a nomad.

LITEJACK - A type of popular music/performance art in which multiple instruments are played, through an interface, by one person.

LIT UP - 1. To be shot at. 2. To be targeted by electronic aim systems.

MAKE, MADE - 1. To obtain something. 2. To detect.

MAKING BANH - To make money, usually illegally.

MAN, THE - 1. Cop, policeman. 2. A Megacorporation or its agents.

MARX - (gang) A wannabe gang member.

MATCHBOX - A sleep cubical or coffin.

MAXIMUM, MAX - Good, superlative.

MEATBALL - Someone augmented with grafted muscle.

MEGACORP - A corporation whose reach extends around the globe. Most Megacorps have facilities and manpower equal to many small nations.

MEME - an infectious idea or thought. Memes are patterns of thought or activities that "stick" to receptive minds, shaping behavior and society.

METALHEAD - (derogatory) Term used to describe a denizen of the megacity who uses cyberware. Usually applied to edgerunner AltCult members.

MINIMUM - Bad, sorrowful.

MIZU SHOBAI - (japn.) "Water Business" or "Water Trades", meaning nightclubs, bars, restaurants, and related businesses.

MOLDED - Embarrassed.

MOTOR - (biker) To overpower another rider.

MR. JOHNSON - Refers to any anonymous employer or corporate agent.

MULE - 1. One who transports drugs. 2. A courier.

NET, THE - A worldwide computer network, linking all computers together. The Net was used to exchange information up until 2024, when an unstoppable virus called the DataTrash rendered it too deadly to be used. Replaced by city-spanning DataWebs.

NET RUN - To interface with the 'Net and use it to hack into Data Fortresses. A netrunner is someone who interfaces with the Net to steal or move data.

NEUTRALIZE - Kill. Assassinate.

NINJO - (japn.) Compassion or empathy. Often used with "giri" obligation to describe Japanese conflict between one's duty and one's feelings; a central theme in Japanese literature. Both are favorite terms of traditional Yakuza.

N.O.E. - Nap-Of-the-Earth flying. Flying as low as possible to avoid radar.

NOMAD - A road gypsy. Nomads travel in large bands from place to place, migrating to where they can find work and food.

ONE LARGE - A one hundred dollar bill.

ORBITAL - Any Earth-orbiting space colony holding over 1,000 people.

ORTILLERY - Space-based artillery, usually in the form of laser or kinetic slug-firing satellites.

OUTFIT - Your gear. Your stuff. Whatever you can carry with you.

OUTPUT - Boufriend.

OVERCOOL - To go too fast.

OYABUN - (japn.) 1. "Parent Figure", used with kobun to describe the familial relationship within the gang. Somewhat similar to the use of "godfather" in the West. 2. Head of a Yakuza clan.

PACHIN' - To have a weapon in your possession.

PAID - Living quarters.

PANZER - 1. An armored smuggling hovercraft. 2. Any tanklike combat vehicle, although usually with fans instead of treads.

PANZERBOY - The driver of a panzer.

PIGEONS - Friendly aircraft.

PINEAPPLE - A grenade.

PLASTIC - Fake; not real.

PLAY DOUGH - Plastic explosives.

PLUGGED IN - On life support.

POLYMER ONE-SHOT - Any cheap, plastic pistol, usually in the five to six millimeter range.

POP A CAP - To shoot someone.

POPSICLE - A frozen corpse, usually found in a drifting space wreck.

POSSGANG - Any group whose members affect a specific look, or bodysculpt job.

PUE - To blow an engine.

PULL AN ASH - To give the wrong password or code.

PULLING TEETH - Interrogating, esp. with torture.

QUIFF - A prostitute.

RAD - 1. Radiation. 2. A dose of radiation.

RECONFIG - To kill with a knife.

RIN TIN TIN - A robohound, especially a police H9.

RIPPERDOC - Surgeon specializing in implanting illegal cyberware.

ROCHERBOY/GIRL - A musician or performer who uses his or her art to make political or social statements. Rocherboys are not the same as "Rock Stars", who are usually "owned" by recording mediacorps and are apolitical.

ROLLER - (derogatory) Term used to describe a road nomad or other travelling indigent. 2. A member of the Rolling State Altcult.

RONIN - (japn.) 1. A freelance assassin or mercenary. Usually considered to be untrustworthy. 2. A masterless samurai.

ROUST - To be hassled by security.

RUNNING THE LINE - Panzerboy slang for carrying contraband from one place to another.

SAINT NICK - A benefactor.

SAMURAI - (japn.) 1. A corporate assassin or mercenary hired to protect corporate property or to make strikes against other corporate holdings. 2. Mercenary or muscle for hire. Implies honor code.

SARAHIN - (japn.) "Salary man financiers," or more appropriately, loan sharks.

SHAHUJIN - (japn.) "Honest Citizen". A corporate employee.

SIERRA HOTEL - Shit Hot. A real pro.

SITREP - Situation Report; how you are doing.

SLAMMIT ON - 1. To get violent. 2. To attack someone without reason.

SOLO - A professional violence user; bodyguard, cop, enforcer, killer.

SO HA - (japn.) I understand.

SOLAR WIND - Hot air, ie, something that is pretty much bull.

SOUNDZ - Music.

SPILL - 1. To spend money. 2. To confess or inform on others.

SQUID - (Biker) Unskilled rider who rides too fast.

THE STREET - Wherever you live, late at night. The subculture, the underground.

STUFFIT - 1. To have sex. 2. To forget something.

SUCHER POCHETS - Pockets on the outside of garments.

"Man, I wish ol' Bill
Gibson was around
to see this!"

"Frack, I wish ol' Bill
Gates was around to
see this!"

TAKE - 1. The money a corrupt policeman takes, as "on the take". 2. Your share of a payment for a job.

TAKE A CAB - To leave.

TAKE OUT - To murder.

TAHO - (derogatory) Corruption of the Japanese term "otaku" (i.e. an anime "fanboy") Applied to members of the Ripside Altcult, most of whom are of Japanese descent and live lifestyles similar to that of anime science-fiction characters.

THRASH - (Biker) To crash.

THREADING THE NEEDLE - Flying through gaps in air defense radar.

THREEP - (derogatory) Slang term used to describe an obvious full-body cyborg. Derived from an effeminate robot character in a late 1990's flatfilm.

TORCH - To start a fire, usually arson.

TORPEDO - A gunman or killer. A Mob term.

TOYSTORE - Any place, legit or not, that deals in guns.

TRAFFIC - (Biker) Groups of slower riders.

TRAUMA TEAM - Hired, heavily-armed ambulance drivers who use aerodynamic vehicles to rescue wounded patients who have signed up for the team's medical services.

TRIADS - Chinese organized crime syndicates.

TRIPLE A - Anti-Aircraft Artillery.

UNDER THE PRINT - (Biker) Tucking close to the motorcycle's gas tank to reduce wind resistance.

USER INTERFACE - Anything used to snort, inject, or otherwise apply drugs.

VENICE - Any part of a flooded coastal city.

WALHABOUT - To go outside of a pressure dome or ship; to go EVA.

WASHED - Refers to money that has been channeled through an intermediary to conceal its source.

WASTE - To kill.

WEBBIE - (derogatory) A member of the Reef aquatic Altcult. So named as most Reefers have webbed feet and hands.

WEEFLE - (derogatory) An inexperienced netrunner.

WETWORK - Assassination.

WHPLASH - A pulse laser. So called because of the weapon's whip-like crack when it is fired.

WILSON - (derogatory) 1. Netrunner slang for someone considered stupid, crazy, or a screw-up.

WISE GUYS - The Mafia.

WRATH - 1. A sniper. 2. A stealth aircraft.

YUBISUME - (japn.) The Yakuza ritual of slicing the joint off the little finger to atone for a mistake.

ZEROED - To die. To be killed.

ZIP GUN - A homemade firearm.

ZONEDANCE - Dancing turned into a dominance game. The dancer tries to persuade, by charisma, talent, or violence, other dancers within his zone to conform to his movements. Challenging because other dancers are often listening to other music via cyberaudio.

SECURITY CAM 2512A 07/02/3X



POWER ON

All Things Dark & Cyberpunk

The world of 203X is not all that unfamiliar to someone who has lived through the twenty-teens (2013 to 2019). Here is a brief overview of just a few of the major factors that have shaped the *Cyberpunk* world.

Political

In many ways, the United States is very much as it was in the late 1800's—a "civilized" East Coast controlled by the Federal Government in Washington DC, a "Wild West" of independent territories east of the Mississippi River, and an unincorporated West Coast from Seattle to Mexico. The territories are pretty much on their own, hiring local militia or mercenary armies to keep the peace, while the sprawl of Night City is maintained by its own system of interlocking local City Councils.

The **United States Government** is primarily centered in the Boston-Washington Corridor (aka BosWash=New York to Miami), where it operates as the effective regional government much as the Integrates do for Night City. The branches of the Federal Government still operate as before; there is a Senate, House and Judiciary Branch—these just have little or no effect on anything past the Mississippi, and their members come almost exclusively from the East and near Midwest.

The current **President** is Elizabeth Kress; a hard-nosed, ex-military officer who was elected a year before the start of the now infamous 4th Corporate War. Honest, fair, and tough enough to face down the any threat to U.S. sovereignty, Kress has held the job for over a decade; re-elected four times in a total disregard for the rules on term limits, she is

pretty much the only thing holding the U.S. together after years of war and collapse.

Since the end of the 4th Corp War, the United States has lost much of its superpower status; but that doesn't matter much as most of Europe and the Far East are in the same position. What **U.S. Military** as exists is organized as Combined Operations Groups (COGS); task forces that combine ships, aircraft, armor and infantry into a cohesive fighting battalion; their main mission is to deal with threats to the BosWash Corridor and the Federal Government's interests.

Beyond the borders of the remaining United States is a world in flux. The **Eurotheatre** has been badly battered by the War and the subsequent escape of its main Corporations to interstellar space. The **Far East** is a hodgepodge of damaged nations, with **Japan** slowly recovering from the ravages of the Arasaka corporation's abortive coup. Africa is now in a state of tribal chaos, while most of **South America** is under the thumb of a vastly expanded Pan Brazilian-Argentinian Alliance.

Local Government

"Political power grows out of the barrel of a gun."
—Mao Tse-Tung

Since Night City is far too large to have a centralized City government, each Integrate has a regional government equivalent to a City Council. A **City Manager** is nominally in charge of each Integrate (as opposed to a mayor, which is a purely ceremonial title that still remains in some areas like San Francisco Integrate). The Council and City Manager are in charge of:

- The local DataPool.
- Zoning designations for Altcults and neighborhoods.
- Road and infrastructure taxes (collected from corps, Altcults and neighborhoods).
- Freelance PI and Police licensing.
- City contracts for construction and justice services.

While Night City does not maintain an active **Police Department**, it does maintain active **Fire** and **Emergency Service** departments. Maintained by a levy on Neo-Corps, Altcults and neighborhoods, these units are heavily armed and operate Citywide.

Law Enforcement

Surprise, surprise. There are no police forces in 203X.

No, let's amend that. There are no City Police in 203X. Night City no longer maintains its own Citywide police force, although, most Integrates have a **City Security** force that protects key city buildings, like the local Records Hall and Council Offices. Law Enforcement services are instead licensed to a variety of professional, Neo-Corporate, private police and Altcult forces, deputized to patrol/control a specific area by the owners of that area. These include:

NC SWAT: Once a part of the Night City Police Department, NC SWAT is now a fully independent corporation in its own right. It contracts with Altcults, governments and even private citizens to take care of the most egregious assaults on the public weal; hostage situations, cyberpsychos, military class weapons, terrorists, etc. NC SWAT is run by the incorruptible **Commander Max Hammerman**, late of the original Night City Police Forces. Hammerman is a man on a mission; to maintain law and order and protect the innocent.

NC SWAT has an impartial code that it follows to the letter. It ends fights, no matter who starts them; if you're a security service guy fighting a bunch of boosters, you'd better put your weapons down when NC SWAT shows up, or they'll open fire on you too. NC SWAT doesn't hold prisoners; they are remanded to the local Integrate Hall of Justice/Security Facility).

Altcult Security: Most Altcults maintain some kind of security, usually a militia drawn from members of the group. Some groups like

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Agents

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In 203X, the cell phone of the early 2000's has been replaced by a device that is a **generational step beyond its predecessors**. Even back in 2013, cellphones could make calls, record information, take pictures, record music. Some could even download movies and TV. No, what makes your Agent unique is its Self-Adaptive AI. SA2 is the programming that operates your Agent. It is not a true AI, but rather a set of interlocking programs that manage data and "learn" how to do things by interacting with its owner. This allows the Agent to manage your life—to make sure you have the time to do what you need to do instead of going to the store or washing the laundry.

Let's start with basic **"phone"** functions. Sure, you can use your Agent to make phone calls in voice, flatscreen or 3D holos. You can record your calls, forward them, or even put them on answer mode.

But why stop there? Like a real agent, your agent can also **manage** your calls. If you're trying to locate a person, your Agent will not only scan the DataPool to get their location from their Agent, but can also place the call for you. If you don't have time to talk, it can generate a realistic talking headshot of you compiled from the times you've used it; the headshot can deliver messages or act as an answering machine. Your Agent can also screen your calls, tailoring the headshot's response to each caller as needed (nice for a client, nasty for a phone solicitor) and telling you what's been done in each case (using one of the hundreds of possible downloadable "voices" it can access for itself). Finally, your agent can send or receive text messaging as well as download screamsheets (news) updates keyed to particular subjects you want to keep track of.

Your Agent is also your backup **memory**. Not only can it keep appointments for you like an organizer, but it can act on them. Let's say you have an anniversary. Tell the Agent the person and date. Not only will it remind you, but you can set it up to scan its personal data base on the person in question and use the data to pick out a gift. It'll ask you ahead of time if the gift would be acceptable; if it is, the Agent will order the gift, pay for it out of your cred account, and have it delivered to the recipient—all via the DataPool.

Your Agent also acts as a portable **"farley file"**, compiling information about the people you associate with,

either by noting your interactions with them, or by interrogating their Agents to ask for data (like phone numbers or personal preferences). Need information? Forget using a DataTerm. Your Agent has autonomous **search functions** that lets it do research for you. Ask your Agent to find you information on a topic, and it will cruise the DataPool looking for facts. It can compile those facts into a simplified report format (you choose the report parameters) that can be delivered thru text, graphics or voice. Your Agent can also scan the DataPool to locate a person, place or thing. You can tell it to display the result as a map, a GPS guide or a vocal file.

Your Agent can be **linked** to most of the appliances in your conapt. It talks to your fridge and your cupboards to ask them if you need food; if you're running out of things on your shopping list, it can be set to order more supplies and have them delivered to your door. It even talks to the toilet paper roller to make sure you never run out. You can hook your Agent up to talk to your clothes—the digital fabric tells your Agent when it's getting worn out, lets the Agent know what it is, where it was bought and where to order a replacement. You can hook your Agent into most of the devices in your life; if your fancar needs maintenance, it'll schedule an appointment with the mechanic; if your weapons need cleaning or repairs, it'll tell you that too. The Agent even monitors your body signs if you ask; if you're wounded, it can scan your body and call the Trauma Team.

Your Agents is also your main **entertainment** conduit. Forget about lugging those old school music players, MPEG pods or entertainment comps around. Your Agent can store thousands of hours of programming; music, video, movies, games. It can display them on its own onboard LCD or holoscreens, or automatically seek out any unused video/audio screen in the area and project its programming through that. With digital fabrics, it can even project your favorite entertainment on your clothes. If you watch a certain kind of entertainment program, your agent will take note; after the second time you watch, your Agent will automatically download it for you from the DP. It'll also keep track of similar kinds of programs and flag a sample episode for you to watch. And if its storage memory gets overloaded, it can automatically download unused data into backup memory modules (which it can buy and have delivered to your conapt) where it can access them at any time.

POWER ON

While not fully functional **computers**, Agents do have access to many computer program functions as well. They can word process using voice or a VR keyboard, downloading the output to DataPool or a hardcopy printer. They can **record** images in 2 or 3D (depending on model) and upload the images to the DataPool. Onboard programs can be used to mix music, create special effects, even **generate CGI** imagery. With links to flosscreens and music synths, you can even use an Agent to play a gig. In short, having an Agent is like having a personal secretary equipped with a phone, TV/recording studio, entertainment system, computer, medical alert button, personal organizer and online shopping service, all in a box about the size of a pack of cigarettes.

Agents come in three basic types: **Basic** (stripped down without a lot of extra bells and whistles), **Expensive** (with most bells and whistles and extra functions) and **Luxury** (Everything you can cram in).

AGENT OPTIONS	BASIC	EXPENSIVE	LUXURY
Phone Functions	Yes	Yes	Yes
Use Talking Heads	No	Yes	Yes (multiple)
Text Messaging	Yes	Yes	Yes
Search Function Chance	35%	50%	75%
Map Functions	Yes	Yes	Yes
Global Positioning System	No	Yes	Yes
News download	Yes	Yes	Yes
Specific News Updates	No	Yes	Yes
Appliance talk	No	Yes	Yes
Shopping Ser vices	No	Yes	Yes
Entertainment Downld.	Yes (100 hrs)	Yes (200 hrs)	Yes (500hrs)
Digital Fabric Link	No	Yes	Yes
Auto TraumaTeam Call	No	Yes	Yes
Use Local Screens	Yes	Yes	Yes
Word Processing	Yes	Yes	Yes
Digital Music Synth	No	No	Yes
CGI/FX generator	No	No	Yes
Techscanner	No	Yes (+2)	Yes (+4)
Digital Recorder	Yes	Yes	Yes
Security Scanner	No	Yes	Yes (75%)
Tracking Device	Yes	Yes	Yes
Movement Sensor	No	Yes	Yes

DESCRIPTIONS

Phone Functions: Video call send/receive, call forward, call waiting, call screening.

Talking Heads: Creates artificial heads to show on other phones

Text Messaging: Recieve instant text messages instead of voice

Search Function: Searches DataWeb files for names or sentence strings, then shows files as requested. Base percentage chance of finding a well known fact is listed above.

Map Functions: Can call up area maps, plus directions between 2 points.

Global Positioning: Can show exact location of unit on projected map.

News download: Automatically downloads top hourly headlines.

Specific News: Will auto download news on any 10 topics and download information.

Appliance talk Can give remote instructions to microwaves, vaccum cleaners, washing systems.

Shopping Ser vices Will auto-order using downloaded catalogs. List desired purchases and it will order based on time/date, specific sale price, or model availability.

Entertainment: Downloads and stores digital video/audio files, including TV programs, movies, music, games.

Digital Fabric Link: Links to 10 favorite pieces of digital clothing, automatically ordering and purchasing replacements if these are damaged or lost (asks you).

Auto TraumaTeam: Automatically summons Trauma Team to its location.

Use Local Screens: Automatically slaves visual images to any video screen within 10 0m.

Word Processing: Can be used to write text, including video/audio samples.

Digital Music Synth: Can be used to generate simulated instruments using holo keyboards, synthesizing and storing output.

CGI/FX generator: Can project small (1m /yd square) holos, incling sound, light and visual effects.

Techscanner: Can run diagnostic programs on code locks, cyberware, computers, vehicles.

Digital Recorder: Record and plays digital storage chips for holographic, audio media.

Security Scanner: Locates bugs, bandwidth access and alarm systems. within 100m. Can jam these with a 35% chance.

Tracking Device: Can trace a remote "bug" up to 1mile (2km).

Movement Sensor: IR/sesmic Alarm system, with 95% chance of detecting movement in a 10m/yd area.

But all this power is isn't much use without a hookup, neh? And that means **Agency**. You'll need a service provider to sell you that Agency—connectivity. No one company owns connectivity. There are millions of providers and new ones rezzing in every day. They put up a few wireless nodes, link cheater software into the existing nodes that are already active. No one owns all the nodes; but since every new node simply increases the reach, existing providers are happy to let new guys link in. Basic Agency costs are:

Monthly Agency cost=
100+1D6 NCD

So remember; in the Dark Future, life is just like Hollywood. To get anywhere in *this* town, you're going to need an **Agent**.

Desnai, Cee-Metal and Riptide have a permanent, professional cadre assigned to this duty; others like Reef, the Edgerunners and Rolling State have a rotating duty schedule. Acting as sovereign nations, Altcults have their own justice systems and jails.

Security Services: These are represented by the thousands of uniformed “rent a cops” hired to patrol urban areas, office blocs and upscale living areas. The largest of these is Militech Security, the heir to the 2020’s ubiquitous Arasaka. These Security Services have arrest authority, but maintain no jails (prisoners are remanded to the local Integrate Hall of Justice/Security Facility).

Corporate Security: Similar to Security Services, these are forces directly related to a corporation. They often do not have arrest authority or the right to maintain jails, but who’s going to stop them?

Personal Bodyguards: These are personal security which has been licensed and bonded by the local Integrate, much like getting a Private Investigator’s license in the old days. Personal bodyguards are licensed to use maximum force only in the event that their clients are in immediate physical danger. Without arrest authority they must call local Private Police Force or Security Forces to take prisoners.

Freelance Police : A variation of Personal bodyguards, these are Solos hired to provide security and protection for a neighborhood. Protectors “patrol the beat” of their area, dealing with threats as they turn up. They have security contracts with their neighborhoods, which can be revoked by the act of posting a Notice with the Records Database of the local Integrate. Freelance Police have arrest authority, as granted by the neighborhood they work for. They sometimes have holding cells, but more often as not remand prisoners to the local Integrate Hall of Justice/Security Facility).

Since most local Councils operate under a standard Night City Charter, most laws are remarkably consistent across Integrates, as they are based on the **Uniform Civilian Justice Code of 2013**.

The Uniform Civilian Justice Code

With skyrocketing crime rates in the 1990’s, it became obvious that the legal structure of the 20th Century was falling apart. Following the Lawyer Purge of 1996, (when citizen’s groups lynched hundreds of criminal defense lawyers), the Government declared martial law throughout the U.S. for a period of three years. During this time, justice was dispensed by local military courts. Not surprisingly, it worked (a death penalty for looting brings a wonderful element of stability to a rioting neighborhood).

During this period, the Military Justice Code was the main rule of U.S. law. Its draconian standards of crime and punishment served so well that when martial law was suspended in 1999, the Government established a Uniform Civilian Justice Code in its place. Although the law is now administered by agencies licensed by civilian governments, the Code is still the guideline for all criminal procedure in both the Integrates and the United States.

Plea bargaining (pleading guilty to a lesser charge to speed up a trial) has been eliminated. Probation is almost unheard of. The death penalty is standard for murder cases—there is a 3 month appeal process during which new evidence can be produced. Most felonies have mandatory prison terms of 5 to 10 years. Lesser crimes are covered by exile or personality adjustment.

Self defense is defined as “any instance in which the assailant can show just cause that his/her life, or the life of another party was threatened, in circumstances where a duly appointed officer of the law could not be summoned, or where it was impossible to restrain the injured party by any other means.”

Crime & Punishment

In Night City, all legal trials and sentencing are handled by **Independent Justice Services, Inc.** IJS maintains courtrooms all over Night City; each

Integrate has at least one. Court fees are paid for by the contractors of various security forces, or by a levy on local neighborhoods. IJS provides an attorney at no cost to the defendant if he can't afford one. Juries are selected at random from a pool of professional jurors who are paid for appearing. Arguments on both sides are taped and shown to juries far removed from the trial discussions. Verdicts are rendered using isolation booths with remote voting controls.

The punishment for criminal actions under the Uniform Justice Code of 1999 are swift, certain and draconian. The simplest is **personality adjustment**—a process which implants an aversion to committing the crime ever again. Adjustment has some nasty side effects, including exaggerated fears of situations and events related to the crime (such as a terror of money based on an anti-robbery adjustment).

Exile brain implants are keyed to a transmission signal broadcast thru the Night City DataPool. If the offender re-enters the city, the implant explodes. The offender is effectively exiled from ever entering that specific city again under pain of death. Repeat offenses in other cities simply cause additional city codes to be added to the implant. After enough crimes in enough cities, the offender will be unable to enter civilization again.

After the riots of the 90's, prison authorities couldn't care less about rehabilitation—they are mostly interested in penning up society's "mad dogs" and keeping the streets clear. As a result, prisons of the 2000's are horrendously overcrowded and deadly. To cope with overcrowding, many prisons force inmates into "braindance"—they are placed in cryo tanks, wired to interface loop programs, and "shut down" for periods of two or three years. Continuous braindance creates a nightmare of unending, bland horror, making it the thing cons fear most.

The simplest method of punishment is still execution. Most states have a State Executioner who administers justice with one well placed .44 slug

THE UNIFORM CIVILIAN JUSTICE CODE

Here are the major crimes of 203X and their punishments as provided for under the UCJC:

Assault & Battery: Any unprovoked attack on another person. Punishable by personality adjustment or 10G+4 months in jail.

Assault with Deadly Force: As with Assault. 10G+5 years in jail, mandatory braindance.

Burglary: Entering private property with intent to steal. Punishment: Exile, prison (10G+1 years) or braindance.

Conspiracy: the crime of conspiring to commit a felony. Subject to Exile, prison (10G+2 years) or braindance.

Counterfeiting & Forgery: the crime of creating false coinage, money, or documents with intent to defraud. Punishment: prison (1010x5 years).

Extortion or Blackmail: the crime of obtaining something from another through threat of injury. Punishment: Prison (1010x5 years).

Fraud: the crime of selling or producing something stated to be of a higher value. Punishment: Prison (10G +3 years) or braindance.

Homicide (1st Degree): Premeditated murder, or murder while in the commission of a felony. Punishment is death.

Homicide (2nd Degree): Accidental murder, murder without premeditation. Punishment: Prison for 1010x10 years, braindance, personality alteration.

Homicide (Justifiable): Self defense, preventing the commission of a felony. No punishment.
Kidnapping or False Imprisonment: To hold another against his will. Punishment: Prison for 1010x10 years, braindance, personality alteration.

Larceny, Theft or Robbery: The theft of another's property, either through force, threat, or embezzlement. Punishment varies by severity of act from exile, to prison for 1010x2 years, braindance, personality alteration.

Malicious Mischief, Vandalism: the wanton destruction of another's property. Punishment: Exile, jail for 10G+1 months.

Rape: Forcing another to have sex by use of threat or force. Punishment: Prison for 1010+2 years, braindance, personality alteration.

Resisting Arrest/Obstructing an Officer: Attempting to escape legal arrest by a police officer, or preventing an officer from carrying out his legal duties. Punishment: Exile, braindance, jail for 10G weeks.

Riot or Unlawful Assembly: A gathering with the purpose of destroying property, inciting violence, etc. Punishment: exile, jail for 10G+5 days.

Reckless Endangerment: Engaging in activities that endanger the lives of others, such as reckless driving, weapons discharge in a public space, or the use or employment of hazardous machinery or materials in a public space. Punishment: exile, jail for 10G+3 days.

Trespassing: Entering private property of another. Jail for 10G+3 days.

at point blank range. He is also empowered to hunt down escapees from Death Row.

Cybertech

By the 1990s the first steps towards direct man-machine interfacing were already being taken. By the turn of the century, super-fast, super-tough artificial limbs moved by pseudo-plastic muscle fibers and controlled by hardwired nerve and brain connections could be mounted on soldiers to enhance their combat abilities. By 2013, cyberware was a common tool of the up-and-coming executive or professional, with built-in computers, reflex boosters, memory chip information links, and IR sensitive cyberoptics all used to gain the Edge in a violently competitive world. Despite being expensive both in monetary terms and mental stability, cyberware was a major weapon of both corporate oppression and *Cyberpunk* revolution for the first twenty years of this century.

The primary breakthrough was the **neural processor** : a small "switchbox" that could be surgically implanted in the lower spine and would route electronic signals from a wearer's cyberware to his central nervous system and vice versa, allowing a person to "link" with his cyberware and control it mentally. Linking could even be done to properly equipped machines via cables inserted into "plugs" at a person's wrist or temples. This led to another product, the **cybermodem**: a device which allowed the user to use his processor to link his brain into the computer Net via the communications grid. Your brain could effectively be your computer, sliding along the phone lines, or leaping up to the orbital comm satellites, to plunge down into the Tokyo city grid. Mental control of computer systems was faster, more efficient and a lot more stimulating.

From this beginning, a whole range of "enhancements" were soon marketed to the eager public—from cyberlimbs designed to crush rocks (or skulls) to artificial eyes that allow the wearer to see into the ultra-violet and infrared spectra, record via a micro-sized camera, and link a tar-

geting sight to a hand-held smartgun. Of course, simpler, less destructive cyberware was also common, such as implanted biomonitors to report a person's heart rate and other vital signs, self-illuminating skin tattoos, and even nanotech machines that would help a person heal faster. At its height, the cyberware fad even had people inserting their disembodied brains and organs into biopods mounted in completely artificial, cybernetic bodies (the controversial "full-'borgs").

With the **Fourth Corporate War** and the **DataKrash** that followed, the "Cyberpunks" were forced to find new ways to get their cyberware fix. The most obvious descendant of what is now dubbed "OldWare" was non-implanted cyberware that sheathed the limb rather than replacing it. This "Nu-Cybe" is only one form of cyberware available in 203X; new variations of nanotech, DNA enhancement, remote telepresence and even full body replacement have all entered the scene.

Nanotechnix

The single most important breakthrough in the period since the Fourth Corporate War, **nanotechnix** is the advanced science of microscopic machines. While nanotech had existed in limited forms since the early 2000's, nanotechnix was a quantum leap in that instead of simply creating tiny machines that could manipulate things on the molecular level, nanotechnix devices are more of a mixture of nanomachines and artificial life. Nanotechnix not only think for themselves, but are actually capable of (to a limited extent) evolving to meet new conditions as they occur. Nanotechnix underlies the fluid state metals used in both New-Cybe and Livemetal; the same technology provides the basis for Rolling State's Adaptive Nanosymbotes and the injection systems for Reef's Transform Viruses. And while nanotechnix isn't directly used in Desnai and Riptide's altechs, the versions of the same technology is used to manipulate Riptide gene-assemblers and Desnai power systems.

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PopMedia

<http://www.talsorian.com/TV>

By the mid-2020's, most media in America was controlled by one or more gigantic multimedia Megacorps, such as the ubiquitous Network 54 or its most aggressive rival, DNS. Even news was channeled through a Megacorporate filter, with World News Network (WNS) dominating the air waves through its 22 channel, 24-7 news programming (heavily laden with subliminals and talking head commentary).

The problem was that as the 21st Century wore on, these mighty media megaliths become little more than house organs for their parent corporations, or mouthpieces for the dominant political party of the time. With a corrupt FCC controlling access to the airwaves, there wasn't much chance that a dissenting voice could break through, so for most of the early *Cyberpunk* Age, people were resigned to a diet of insipid reality shows, mindnumbing entertainment vids, bad-movies and corp-sponsored sports shows.

Then came the 4th Corporate War and the DataKrash. The MediaCorps were the hardest hit by these events, since they depended on the Net's instantaneous communication and access to huge TV/radio transmitters to broadcast their programming. But as established media outlets fell apart, new ways to disseminate information and programming arose to fill the gap. And the main format to make the cut was **PopMedia**.

PopMedia is entertainment and news programming created by independent producers instead of huge mediacorps. Combining audio, data and visual images in a "podcast"-like format; PopMedia provides most of 203X's programming (as well as an ungodly amount of trash) most coming from five main sources; **New Mediacorps**, **Rockerboys**, **Idols**, **Independents** and **Medias**.

Mediacorps provide CGI or live action "shows" featuring variety, drama, comedy etc. A NewMediacorp can be a huge multinational operation, or as small as a dozen talented artists, techs and producers. **Rockerboys** are usually performers who operate without the support of a NewMediacorp. They provide performance "shows"; concert footage, music tracks with visuals, personal observations, even braindance experiences. **Idols** are similar to Rockerboys, but their programming tends to be equivalent to an old-style "reality" show of the 2000's—it's all about them. **Independents** and **Medias** provide news, gossip, vid/braindance shows, investigative reporting and commentary on current events. They also provide the format for most "talk" shows, as well as documentaries and informational programming; equivalent to the "news anchors" of the past.

What makes PopMedia possible is the **DataPool**; the Citywide LAN network that links the 203X world together in lieu of the old Net. Since the DataPool is an open-ended database, *anyone* can easily drop new PopMedia programming into it, with new entires 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 Download or similar ones until you say stop.

PopMedia is also flexible and viral; since the DataPool has integrated feedback, this means that it can track how many times a program is accessed and react accordingly. A PopMedia program may start out only occupying one timeslot, 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 still remain...

The main creator of the nanotech revolution appears to have been Dr. David Chiang, originally a scientist working for the Center For Disease Control's (CDC) Washington DC. complex. From his first early experiments with Livemetal, to more ambitious projects involving the nanobuilders used to construct Night City and New Chicago, Chiang appears to have learned how to program nanotech with a unified group intellect that allowed it to make limited decisions to accomplish a set of unbreakable parameters. It is rumored that this information may be related in some way to the shortlived Carbon Plague incident that erupted outside of Night City during early 2022, but with his suicide in late 2025, the actual secret of how nanotech were developed (and the ability to build new programming for new nanotech) have gone with the doctor to his grave.

Transportation

Roadcars

Cars are still pretty much cars, although most now have on-board computers, lightweight composite frames, have 2, 4 or 6 wheels made of adaptive plastic for better handling, are hydrogen or electric powered and all but drive themselves. They also don't use gas. With the Middle East Meltdown, oil supplies dwindled to a trickle and alternative sources were sought. The most effective answer came in the form of a grain alcohol-based fuel called CHOOH^2TM , developed by Biotechnica and now produced by the PetroChem Megacorp. Most ground vehicles burn either CHOOH^2TM or methane, or run off of batteries. Note that these changes occurred out of necessity, not out of concern for the environment.

Aerodynes: Developed by the military at the turn of the century, these were the first "flying cars", albeit in a rather brute force fashion. An aerodyne vehicle (or AV) mounts a powerful jet engine with variable direction thrust nozzles which allow the craft to fly and hover without the use of wings or rotors. Useful in urban assaults and able to carry a heavy weapon load, AVs soon replaced

helicopters for many duties in military, police and corporate service. While expensive to buy and run (they have to burn aviation-grade gasoline), they are a common sight over many cities.

FanDisks: Small ducted fans steered by shifting weight on the edges of the disk. They can be used for horizontal travel, or limited vertical travel in the confines of a drop shaft.

Fancars: Ducted fan vehicles that move about 1 foot off the roadbed. They are favored in areas where roads are bad or non-existent. Hydrogen or electric powered.

Gyrocopters: High compression rotorcraft. Some are 4 man—most are 1 man versions. Since they used more readily available CHOOH^2TM , they are favored for most inner city vertical travel.

Skimmers: High speed hydrofoils that use wing surfaces to skim over the water. Skimmers usually carry 2-6 people.

Microsubs: These are high speed aquatic "fighters" that are used to travel to depths of up to 500 feet. They are very fast since they are the main form of transport underwater. Hydrogen or electric powered. **Aerosubs** are microsubs with lifting body hulls and aerodyne engines allowing fast transit. Very rare; since they use lots of av-gas, they are used only by Reef elites.

Microjets: These are rare private aircraft used for highspeed transit. They are not common, since they use av-gas. A cheaper alternative is the **jetfan**, a V22 Osprey VTOL descendant that uses rotating CHOOH^2TM burning turbofans for power.

MiniZeps: These are powered lighter than air vehicles favored by Drift cities. They are not fast, but are very stable and can stay airborne indefinitely, running on a mix of electric motors and solar batteries.

Aerobuses are a larger version of Minizep, that can carry up to 30 people in the passenger module suspended below. The main envelope can be separated and new gondola's picked up just like trucks change trailers.

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MicroFacs

MicroFacs (Microfactories) are computer-controlled miniature manufacturing plants. They are almost always designed to produce one type of product; raw material is inserted into one end, and a finished product extruded from the other. The actual shape, size and construction of the product is determined by using a Computer-Aided Design Field or a sketch pen.

In general, there are three kinds of microfactories. All types are about the size of an old-fashioned stand-up photocopy machine.

Polymer extrusion types use a flexible two-sided molding base that is computer-controlled; the shape of the mold is manipulated by a CAD Field. Preprogrammed nanopolymers (the same ones used in netrunning battles) are injected into the mold, where the nano reshapes itself from an amorphous silver goo into whatever the mold and programming have specified. PE Microfacs are used for heavy duty applications like machines, auto parts, or building fixtures. PE is less effective for lightweight or highly detailed objects, and as the characteristic silver color must be painted over, it is rarely used for personal consumer goods.

Nano-Plastic Structural Ovens use a high temperature version of an extrusion mold to shape nanomolecular dust into shapes. Magnetic fields suspend any metal parts in place, while the dust

is baked into the shape required by the mold. NPSO's are usually used for anything where light, cheap plastic forming is a must; personal electronics, small weapons, knicknacks, etc.

Lathes and parts-makers are advanced versions of the autolathes developed in the late 1990s.

They shape blocks of metal or plastic to CAD specifications, using monomolecular blade-cutting assemblies to cut away the required shape. Usually used for heavy duty applications, like firing actions for weapons.

Assemblers put together objects out of bins of pre-assembled parts, or cut and heat-seam clothes from bolts of cloth. These are the most common type of Microfac; many are integrated into Vendits and other point of purchase locations.



Microfactories are ubiquitous in 203X; they have, to a large extent, replaced inventory stocks in many stores. Nowadays, you select what you want from a holographic display of the item, then go to the checkout counter or Vendit salespad and have it made up on the spot. New designs for products are sold as templates for the microfac, rather than as material objects, making distribution of a new release almost instantaneous.

To operate a microfactory requires at least a +3 Information Systems skill. Microfactories are extremely expensive; starting prices for simple assemblers are around \$50,000⁰⁰ to \$100,000⁰⁰, plus nanodust/polymer costs.

Long-Distance Travel

Between factions in the Fourth Corporate War shooting them out of the sky, the DataKrash messing up air traffic control systems, and the high cost of petrochemical fuels, jet airliners no longer ply the air lanes of 203X America. However, helium-filled **aeroliners** have become the more efficient and leisurely alternative. For the economy-minded (i.e., punks with no money), **magnetic levitation trains** carry goods and people throughout most urban zones (although the intercontinental Maglev line was obliterated during the War). Tickets cost as little as \$50 per intra-city station ticket. Note that most mag-levs are locally sponsored and maintained, which means that proper identification is necessary in order to disembark at certain stops, namely CorpZones, Enclaves and other secure centers.

Aeroliners: Aeroliners are modern day zeppelins used for mass transit in the fuel poor 21st century. They have replaced almost all airplanes and airliners. Self-repairing, hyperstrong frames and envelopes make these very stable; solar battery powered engines give them infinite range and speeds up to 200mph.

Deltas: High speed suborbital spacecraft powered by hydrogen scramjets and laser ground launchers. Deltas don't carry more than a dozen people at a time; most carry only four.

Combis: Multiwheeled structures the size of two or three semi-trailer trucks joined together. They are used by Rollers as mobile bases and trade centers—a sort of mini-version of their titanic RoadCities. They can support ten or twenty people, as well as garaging for several road-bikes or a couple of roadcars.

Weaponry

Weapons have seen a good deal of development in the last thirty years; probably too much. While chemically powered slugthrowers are still the norm, lasers and guided mini-missiles have appeared that give even the novice a good crack at wreaking mayhem. While functionally the same

as their 20th century counterparts, most modern guns are made largely of lightweight composites, mount laser and other vision enhancing sights, and fire a variety of caseless rounds. They are often made to order from black market microfactories operating out of official view. A skilled weaponsmith (Weaponsmith Skill +8) can customize a standard template to allow Weapon Accuracy bonuses of up to +3 ... for a hefty fee.

But modern weapons aren't just lighter and more accurate than before, they're also *smarter*:

Smart Guns: Since the early days of the 21st century, smartguns have been the most advanced weapons available to a private individual. Smartguns operate by linking a cyboptic or targeting scope to a sensor/processor array mounted on the weapon. This sensor projected an infrared reticule into the cybereye or scope, indicating where the gun was aimed. When this reticule swept over a desired target, the gun could be fired mentally. This made the gun very quick to aim and therefore very deadly.

BFGs: Ballistic Flechette Weapons are the next generation of gyrojet (or "missile") guns. These huge weapons are deceptively light for their size, with monster barrels formed from long chain buckytubes and other advanced synthetics. BFGs fire ballistic flechettes; metal-tipped projectiles that are like giant bullets, but with steering vanes and rocket motors integrated into their designs. With the ability to carry powerful explosive loadouts and big knockdown loads, BFGs are especially effective and favored by Edgerunners and other heavy-weapon carrying types.

Cap Guns: It used to be that power systems were the most critical part in creating a technological society. But today's advanced capacitor technologies mean that cheap power can be brought to any place easily. Capacitor laser weapons are the most visible result of 2025 breakthroughs in capacitor storage power systems. Most "CapGuns" are designed for close range combat, and are extremely effective against unprotected skin.

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Digital Fabric

Digital fabric integrates microcircuitry into the weave of material, allowing the material to have other properties than mere adornment and protection.

Some weaves incorporate light emitting threading that allow the material to act as a video receiver. Some weaves are made up of vibrating monofibers that allows the cloth to emit sounds. Other weaves involve pheromone fibers that emit perfumes or other smells. Still others have heating or cooling abilities, or sensors that can pick up the body's natural electrical fields to gain information on the wearer's condition.

Most buttons and zippers incorporate microcomputers to control these functions. Heat sensitive patches and badges also allow the user to control functions of the digital fabric. By adding a patch or badge, you can often integrate new functions into an existing piece of clothing.

Clothes in 203X:

- Know if they are ripped or dirty and can report this information to Agents or other readouts. Their "tags" not only contain cleaning and wear data, but also manufacturer's codes, order numbers and sizes. The Agent can then order replacement clothing based on this data.
- Can adapt themselves to temperature changes by monitoring your body temp and tightening/relaxing the weave to let air in or out.

- Can receive digital information from Agent or other transmitters and use it to adapt themselves to hostile conditions, becoming weatherproof, acid proof or fireproof.



- Can change color or project 2D images on the cloth itself.
- Can change colors or textures by using simple controls or minicams with chameleon matching programs.
- Can power small electrical devices by incorporating heat or solar sensitive threading into their composition. Plugs and hook ups are integrated into the lining or other parts of the clothing.
- Can harden themselves into effective body armor within a few milliseconds.

Digital Fabric is not only used in clothing. It is also used to make "floppy" hardware— video screens that can be worn like bandannas, musical keyboards and keypads that can be rolled or wadded up into a pocket; computer hardware that can be stuffed into a purse or backpack. Digital "chameleon" fabrics are used to hide vehicles or operations from observation, while digital reactive fabrics can harden themselves to steel-like consistencies to stop bullets.

Vendits

When you need to buy big purchases, there are still plenty of stores around in the Cyberpunk future. But if you're looking for a convenience store for a bag of soy chips (or to hold up for a few bucks), forget it. In 203X, 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 moments your desired purchase drops out the slot. A vendit can be placed almost anywhere; they are self-powered using a small thermal battery good for five years, and use an onboard datalink to call for repairs, refills; even protection (although most don't need much protection, as vendits are typically armored to SP50 and have built in taser and stun-gas AP systems to discourage vandals. Vendits are programmed to answer simple questions and often have onboard microfac(pg.125), to deliver custom items based on templates stored in the machine.

Synth-Food

Pollution, toxic waste, and wanton resource stripping has left many croplands barren and many food staples either endangered or outrageously expensive. America's response has been to create processed substitutes for whatever it needs.

Kibble is the standard base-line food product. It is a mass-produced nutrient made primarily of kelp, plankton and soy proteins (none of this "Kibble is PEOPLE!" drek) that fulfills most nutritional requirements, but smells and tastes about as good as its canine namesake. Neo-Corps often dispense this to laborers as part of their "support" programs (of course, the cost is deducted from their pay). Most people in the urban zones have at least one meal a day of kibble, but try to have something with more variety as their main meal, if they can afford it. A kibble diet runs about \$30 a week.

The next step up is **Prepack**: meals that can be microwaved or self-heated for consumption. They still tend to be largely soy and grain-based "faux food", but they are usually flavored more effectively and may have a few bits of real meat or veggies in there. **Good Prepack** has a higher percentage of natural food and is rather like restaurant fare, just in a bag. You press the tab and it's heat and eat. A Prepack diet runs about \$100 a week with Good Prepack pushing the price up to \$250 per week. Prepack is far more common in Desnai and Rip homes; if you want prepack in Edgerunner turf, you'd better head out to a restaurant, choomba.

Fresh food is standard fare for the City elite and a rare luxury for the average person, although both Reef and Riptide have an advantage in this area (living in environments where the food is processed). And since most Reefers eat their food raw (right when they catch it), they have a particular distaste for kibble or prepack.

Braindance

An offshoot of the same neural interface technology that spawned the cyberware revolution (see above), **braindance** is considered the purest form of entertainment around. The braindance unit consists of a memory chip playback unit and a cable that can access an interface plug or convert to surface trodes. It plays chips which contain recorded experiences—not just visual and auditory info, but complete emotional and tactile info as well. Braindance chips let you feel what the performer was feeling at the time (albeit heavily edited so as not to discomfort the buying public).

As with most tech, braindance is a double-edged sword; it's been used to pacify prisoners almost as much as it has been used to entertain the masses. In the twenty-teens, it looked as if braindance technology was to be the next great step in entertainment. However, psychological addiction and the expense of producing quality braindance chips has made this format passe.



Welcome to Night City

It's hard to imagine anything as big as Night City.

Let's start with the sheer volume. The Night City megacity stretches from the San Diego borderlands and the edge of northern Mexico, all the way to just south of what used to be Portland, Oregon. That's over eight hundred miles. If you started to drive an old fashioned groundcar from one end of Night City to the other, flat out at 100mph, it would still take you over eight hours.

But length is only one dimension. Night City is also wide—wide enough to reach from the shores of the Pacific all the way inland to the base of California's Central Valley. That's over two hundred miles wide—a two and half hour drive by the same groundcar metric.

"Nobody ever leaves Night City. Except in a body bag."

—the late Bes Isis

If the Night City megacity was in only two dimensions, that would be enough to make it twice as big as the cities of the Kanto Plain—Tokyo, Kawasaki and Yokohama—once regarded as the largest human habitation zones on earth. But Night City also extends upwards—in some places almost a mile or more into the sky. The megacity is a huge layercake, with excavations burrowing far underground, tiers with innumerable connecting spans thrown up between buildings, complex warrens of skyscraper blocks, roads, elevator banks...

So how the hell did they build a city that big?

The answer is: *it built itself.*

Phoenix and Ashes

Night City is the result of an incredible experiment in megastructure construction. Years back, when the center of the city—the Old Night City that straddled the central coast of the California Free State—was a blasted, radioactive no-go zone, the survivors knew there was no way they would ever be able to rebuild the place fast

"The City of the Fallen Angels. Not to mention the Red Legion, MetalStorm, the Gilligans, the Inquisitors..."

—Capt. Strawberry Morressey, NCSWAT

enough to support the millions that had been displaced in a single nuclear flash. They also knew the city center was now a huge pile of rubble that would have to be cleared out even before construction could begin. Assuming demolition teams could even survive in the middle of the hot zone.

What they needed was something that could magically use up the wreckage, build new buildings, and thrive in a rad-packed glo-zone. Luckily for them, about this time Dr. David Chiang showed up from the wreckage of New

Chicago with a bucketful of greyish goop and a solution.

Chiang's grey goop was **nanites**—simple sub-microscopic robots that could be programmed to move molecules around the way an ant moves a grain of sugar. One ant isn't much, true. But if you have trillions upon trillions of these "ants", pretty soon, you're moving a LOT of sugar. A CDC scientist working to cure the short-lived Carbon Plague, Chiang had stumbled upon a particularly powerful form of nano; a strain that reproduced extremely fast, was almost tireless, lived off carbon dioxide and heat energy, and was capable of moving huge amounts of matter in a very short time. After an interrupted experimental run in New Chicago, Night City was the perfect test for Chiang's new nano; the ruins were still hot, the ash from the blast was pure carbon, and there weren't any people to get in the way. Adapting the nano to be programmed using simple construction algorithms directed by a central computer, Chiang's brainchild—the Genius Building—was born.

Genius Buildings

A generational step beyond the "smart buildings" of the early 2000's, Genius Buildings are self-contained, self-maintaining structures created using trillions of construction robots called nanobuilders. These nearly microscopic machines construct buildings from raw materials, following

the robotic guidance of a central "architect module." The architect module also holds the building's power supply, main taps for water and utilities, and repair coordination. The building grows around the architect module, following a unified plan that is agreed on by the surrounding modules. To make sure it all comes out right, there are only a limited number of building plans possible, and all the Architect Modules in an area are programmed to discuss the layout of their buildings with each other. Common layouts include:

Tiers: These are building modules that are clustered along a street. They reach from one level to the bottom of the next level in a continuous segment, much like the brownstone blocks of old New York. Tiers are the backbone of most of Night City. Each one is a huge megastructure, much like a piling holding up a dock, with many openings and levels.

Roundabouts: These are buildings opening into a central transit shaft (see pg.134). They are connected by ramps and catwalks that span the shaft from side to side.

Suspensions. These are buildings suspended in transit shafts, air shafts or on ramps. They can be cylindrical, pyramidal or square, although cylindrical is the most common. They are connected on all sides with catwalks and roads. Corporates tend to favor these, as access is easy to control.

Starscrapers. These are buildings that are rooted in the ground, usually next to a transit shaft. Starscrapers are incredibly tall, often reaching over 1000 stories. They are cities in themselves, often combining the work of several architect modules building on top of each other.

Cores: These are hollowed out, conical ground-shafts usually covered with a metal or clear geodesic dome. Transit tubes and exits lead out from underground to surface terminals. There is usually a park at the bottom. Most remote towns are of this model, as well as all Desnai Parkologies.

Spans: These are living structures built as modules along bridges, dams or other horizontal structures. Transit is along the side or top of the underlying structure.

Do the Math

Genius Buildings are designed to operate independently, much like beehives. The **Architect Module** is the queen. A typical Architect Module can build a ten story building in about three months. Once the building is finished, it settles down in the basement and starts to bud. A month later, it propagates four “children”—Architect Modules just like itself, that stump off on their own little legs (surrounded by a cloud of builder nano) to start their own buildings. This means every four months means another building and four more architects. Do the math, goboy, and you soon realize that in one year, you get sixty five ten story buildings from one lousy Architect Module.

The first month, Night City rolled out two hundred Architect Modules. That’s thirteen thousand buildings. More than twice the number of high rise buildings in central Manhattan.

In one year.

It’s been around fifteen, say twenty years, right? Increasing geometrically.

Getting the picture?

The construction wasn’t just upwards though. Once the nanotech builders had exhausted every scrap of the wreckage of old Night City, they started branching down and out. Excavating deep into the earth for raw materials, the nanobuilders left huge tunnels and excavations, which were promptly filled in by other types of nanobuilders. Other nanobuilders diversified, drawing material off the seabottom and throwing the results up as spans over the water and along the shore. As the Drift Cities came to rest along the California Coast, outrigger bridges were constructed to integrate even these into the mass of the ever growing sprawl.

To make things more interesting, pretty soon Chiang realized that the nanites weren’t shutting down once they’d finished a building. Affected by leftover radiation from the Night City nuke, they were replicating, diversifying. They were even starting to cannibalize each other in a bizarre simulation of anthill warfare. The City began to grow far beyond the expected boundaries; in two

years, it had absorbed every habitable structure for two hundred miles, converting ruins, highways, buildings, even exposed landmasses into miles of habitable City Space. It was even rumored that the nano stripped the bodies out of graveyards. That it absorbed sleeping people if they didn’t wake up in time.

In the end, Chiang went insane and hung himself from the highest tower of the City Center. But his creation lives on in the titanic megastructures that make up Night City. (It’s also rumored that Chiang lives on as well; that the nano ate his corpse and converted it into the penthouse of the building he died in).

The Limits of Nanobuilders

Nanobuilders are specifically programmed to avoid certain extremes of environment; they don’t build in deep water and they don’t build on mountain slopes steeper than 30°. They tend to prefer flat areas over slopes, and well-watered areas over deserts. The result is that the majority of the Night City megacity is concentrated within a narrow band between the **Pacific Ocean** and the **Sierra Nevada Range**. Mountains and lakes also break this profile up—the Night City megacity isn’t all one big construction, and there are gaps in the superstructure that are spanned by freeways and outrider structures. However, even with these breaks, the overall design is that of one vast urban area, linked both horizontally and vertically by a bewildering maze of ramps, elevated roads, connecting bridges, tunnels and flyways.

All this building doesn’t come without a price, however. Although Genius Buildings are self supporting, integrating solar power storage arrays, water collectors/waste processors and other functions into the basic building design, eventually the building’s Architect Module runs out of raw materials to maintain itself. The building dies, leaving a habitable shell no longer maintained by its all seeing robotic manager. Other buildings start to cannibalize raw materials from it; the structure weakens and eventually collapses. When enough buildings have died back, new Architect Modules move into the area and start building on the ruins of their deceased ancestors.



In many ways, Night City is like a coral reef, its framework created by millions of self-regulating organisms, with humans squatting in the reef's skeletal structure like tropical fish in a lagoon. Humans provide the furniture, street signs, decoration and plants, but the buildings themselves live on whether there are people there or not.

Navigating the Reef

So in a place this big, how do you figure out where things are?

Simple. You use **Integrates**, **Hubs**, **Levels** and **Zones**

Integrates

Integrates are parts of the City that correspond to general geographic regions of the old **California Free State**. Large cities are arranged in central hubs of a million or more people, with outlying **City Cores** and **span cities** linking in. For example, SanFran Integrate has massive hubs around Old San Francisco, Oakland and San Jose, with megastructures and span cities crossing the Bay and arching over the Coastal range to the Pacific.

NorCal Integrate: This region covers north of San Francisco to Portland Oregon. Since this area is covered by mountainous forests, it is not as dense as the Integrates to the south.

SanFran Integrate: This is the region that encompasses the original city of San Francisco, as well as the surrounding cities of Oakland, Berkeley, San Mateo, and San Jose at its most extreme.

MidCoast Integrate: This covers the region from SantaCruz to Monterey, with outrunners over the San Gabriel Mountains to link to the Central Valley. Many small towns have been replaced with City Cores linked to larger townships by tunnels, bridges and flyways.

Central Valley Integrate: This area is a web of outlying City Cores and agricultural fields, with several large Urban Zones acting as the hub for the region.

Night City Integrate: This is the original core of Night City, extending north to the MidCoast Integrate and merging south into the Los Angeles hub. The original Night City lies in about 100 feet of water beneath the arching overpasses of the new construction; the central City Core is still lingeringly radioactive and is avoided by all by the most hardcore scavengers.

Los Angeles Integrate: This zone covers all of the old Los Angeles Sprawl, from the San Gabriels to the ocean. Much of this region is underwater, flooded in the aftermath of the 1998 Quake, or later subsumed when the ice-caps were melted by the Orbital Mirrors. As a result, much of Los Angeles is made up of older ruins that jut out of the water like broken teeth, capped by swathes of new construction where the water isn't too deep.

Santa Diego-Tijuana Integrate: This region sprawls from the Mexican border town that was once Tijuana, over the desert to San Diego, then north up the coast to Long Beach. SDT is one of the fastest growing regions in the Night City megacity; lots of open land, raw materials (sand), and desert heat made a perfect environment for the nanobuilders.

Integrated Hubs

Each Integrate has a central hub, where most of the regional government activities (such as there are) take place. These Integrated Hubs are the central cities for a sprawl of geographically close sub-cities. They orient the Night City megacity from north to south; the freeways run through the Hubs and most of the larger buildings have "grown" in these areas. Most Hubs are centered around particular Old Cities buried underneath them:

- Ash-Med Integrated Hub
- SanFran Integrated Hub
- Night City Integrated Hub
- Fresno Integrated Hub
- Angeles Integrated Hub
- Santa Diego Integrated Hub

Often times, as in San Francisco, Santa Diego and Portland, there are exposed areas of the Old City preserved as parks or memorials. This isn't easy; it takes regular applications of counter-nano to kill off the encroaching Builders and keep them from eating landmarks like the Golden Gate Bridge. But the locals seem to feel it's worth the effort.

Levels

Levels encompass the vertical component of the megacity, which is built like an urban layer cake. As a rule, the higher you go, the nicer the envi-

ronment gets; you're closer to sunlight, solar and wind power generators, rooftop gardens and water traps. The lower you are, the uglier things become; most of the ruined parts of the city are down below, as well as most of the waste processing systems, scavenging yards and the nastier denizens of the Street. The Night City megacity has three mainlevels:

Highcity: This is the realm of starscrapers and other high altitude, expensive living areas. Parks, solar and wind farms lie in this level, as well as a lot of the rooftop gardens and water supplies.

Midcity: This is the main level of the megacity. It is webbed with transit corridors, freeways, office/shopping spaces, and high density "concentrated apartments" (conapts). Most people live at this level, in a dense urban environment where only neon and light shafts illuminate the buildings; a bustling, noisy space that never seems to sleep.

Under city: This level is mostly ruins; parts of the Old Cities that have been built over; also abandoned spaces and industrial facilities. There's not a lot of traffic here, and what there is is mostly gangs, factories and freight. Don't expect to see the sky here; you're probably looking at the bottom of the Midcity level freeways. Much of the undercity level is also flooded; this is a favorite place for Reef scavenger gangs to set up shop.

Zones

Zones are East to West areas that sprawl horizontally from the Pacific Ocean to the Sierra Nevada range. In general, Combat Zones, Urban Zones and Road Zones weave in and out of each other, bordered by Ocean and Waste zones.

OceanZone: Westmost, offshore areas; home to floating (Riptide) or underwater (Reef) Enclaves.

UrbanZone: Congested mega-urban areas, home to Edgerunners, streetgangs, Cee-Metals and NeoCorps.

RoadZones: Central city areas where the main transport arteries are. Home to gogangs,

Rollers. Besides roadways and transport tubes, there are lots of urban structures (Edgerunners, some Cee-Metals) spanning the freeway lanes.

CorpZones: Areas controlled by Neo-Corps. Offices, labs, apartments. are all found here in these secure compounds. Expect a high level of security and an unfriendly welcome.

CombatZones: Contested City space controlled or taken over by gangs or other hostile groups. Usually being torn up by the Builder nano.

WasteZones: Uninhabited areas to the east of the megacity, edging the desert. Classic "road warrior" (RaffenShiv, Rollers) turf.

Volumetric

Okay, so let's put it all together. **Level** is how high you are in the megacity and your access to power and food (Highcity), business and entertainment (Midcity) or factories and ruins (Undercity). **Zone** is a general indicator of the type of environment you're in, as well as a rough approximation of where you are in relation to the ocean or desert. The combination of **level+zone** equals your **Volumetric** and gives you a pretty good idea of what's going to be around you at any given time. Say you're travelling along a freeway—that puts you in a Roadzone. But your Level will also affect your situation:

Highcity Roadzone: Open air highways, super high speed traffic, possibility of encountering bad weather or air attacks.

Midcity Roadzone: High speed transit, sometimes moving through downtown buildings, with occasional attacks from bozouku gangs and boosters.

Undercity Roadzone: Low-speed transit on bad roads, moving through ruins, flooded areas, or labyrinthine factory zones. Expect lots of trouble from gangs, scavengers, or bad-tempered truckers trying to deliver a load.

Here's another example. Say you're travelling over water at the megacity edge. That's Ocean Zone. No big buildings out here, so there's no Highcity level. But you still may be travelling through:

Midcity Oceanzone: Look for floating cities, pilings, piers, boat towns, span cities. Could be some trouble with water-based boosters, pirates.

Undercity Oceanzone: Expect submerged city ruins, Reefer colonies, wrecked ships and sub-using pirates.

Moving Around

So now you know where you are. But how do you get from place to place? **You move between volumetrics by using:**

Freeways: These are highspeed, suspended structures linking various areas of the megacity. Equivalent to the interstates of the previous century, they are part of the megacity itself, passing through buildings, arcing up ramps, holding up structure. Freeways are never smaller than 8 lanes, with programmable holosignage and lights incorporated into the design. They are self-repairing nanocrete, a fusion of nanoplastic and asphalt.

Transit Shafts: These are elevator and lifter banks along the side of the shaft. There is very limited air space in these; since ramps, catwalks and buildings are suspended in them.

Air Shafts: These are ventilation and skylight shafts with no external transport—you need wings or airmobile vehicles. Big gaping holes facilitate travel, although airshafts are not really designed for it.

Ramps: Few and far between, these are spiral freeway ramps that go from level to level. They never go more than one level at a time, so you'll usually be forced to travel some distance on the horizontal before you can go to another ramp.

Summing Up

So welcome to Night City, the largest human-made structure on earth. A place so big, so chaotic, and so dangerous that there's only one kind of person who could survive living in it—a true Cyberpunk. (That means you, chombatta.) So grab your gear and get ready to cruise the volumetric, because if you can make it here, a wimpy little burg like New York ain't gonna be any problem at all.

Doin' The Night City Shuffle



They started shooting almost as soon as I walked out of the door. Good thing I was wearing the armorjack. These days, with the Threeps, the BioBoosters and the OmiGawds, no one expects an elderly guy in body armor to make the grade. Leastwise, not till I put nine slugs at close range into three assorted skulls (three each, a fair distribution if not the best economically speaking).

Shoulda known. The walls of the building next door had been starting to soften since last

week—frackin' near put my hand through the pseudobrick the other day; stood to reason they'd be over here looking for new living space before Meltdown. Must be getting complacent, I thought to myself as I stepped over the spatter of blood, brains and assorted fluids now littering my front stoop. Christonacrutch but I hate Movers.

Just in case my next door neighbors had thought to bring a full relocation hit team, I decided moving was the prudent course. The Building Architect Module wasn't going to open the triple armored, heavy titanium shutters over the entrances any time soon, leastwise without my EEG pattern, and the further I was from the front door, the less the chance some bright boy would be able to saw my head off at the neck and get it back to the lobby scanreader before my brain had started to cool. I started off at brisk pace; not a run—running is always a bad idea in my particular volumetric—just that purposeful stride that any City Dweller learns as soon as he can walk—the look of someone with exciting places to go, interesting people to do and a full smart-gun-chipped FN-RAL 627 slung over his shoulder to do them with.

Spider lived about twenty two clicks east and sixty two levels up. Since the City crossed the Bay there, I was going to have to traverse the Bridge first, then slap leather skyward to get to the posher regions where the really well stacked enviroined. Trust Spider to live right in the heart of Threep-town, where the volume was 98.9% Threep to 1% Meat. I don't know why they even let her live there at all, but hey, Morgan always said Murph was more computer than realfem anyway. Nobody lives too close to the Threeps these days; not since their last dustdown with the Inquisitors left twenty clicks of the East City a twisted mass of glowing glass. Didn't make much of an impact otherwise—at last orbital sur-

vey, the City was over eight hundred clicks long and almost half as wide and tall, but only a rabid Evo wants to risk random mutation and germ plasm contam when there are far less dangerous Altcults to tangle with.

Could be worse, I guess. She could be rolling around on some goddamned Combi somewhere, and I'd be trying to bum a lift with some smelly leatherclad Rollerboy out to whatever empty chunk of Southwest volumetric they were treading right then.

Since the Bridge was currently controlled by Rip (this particular Drift City had run aground in the Bay for restock about a year ago and the Soggies didn't look like they would be giving up the territory any time soon), I checked my dogchain for the right tags. It's a common habit for anyone in the City—wrong tag in the wrong place could get you sushied faster than an Inquisitor takes "Holy Vengeance" on a can opener—jingle, jingle—the several dozen metal-plastic tags settled back into place on the unbreakable chain that would detonate if someone ever took it off my neck without the right combo-code. Secure in my knowledge of the proper social ettiquitte, I set out Eastward though the Edgerunner Enclaves.

Hadn't gotten more than a few blocks when the first obstacle hit. A pack of my fellow Metalheads had just turned over some groundcars and were engaged in a high velocity property dispute with another gang of frackwits. What with the Free-Fire Zone claxons hooting and the the whine of AV engines overhead (from a Trauma Team ready to vultch any leftover bodies), it was all I could do to hear myself think. Throwing myself down next to a burning Bimmer, I unlimbered the RAL and started to pick targets.

Turns out the frackwits in question were a bunch of Parkers on their way to a concert at the local Desnai arco. They were riding a convoy of Armors and PA's, protecting a groundcar in the middle. When they started lighting off the shoulder-lasers on the PAs, I could practically feel my eyebrows

singe. 2.5 gigawatts later, the Metalheads decided to give up collecting their roadtoll and pull back to hard cover, which is how I suddenly found myself joined by a couple of goboy, waving BFGs and beating the charr off their smoldering NewCybe bracers.

"Yo, loosar!" yelled the smaller and stupider one as he skidded down next to me. "Clear out—we're claiming this spot." I grinned; raised the RAL.

Although it looked like a popgun next to the yawning mouth of his portable hand cannon, 7.65 is still sufficient to splatter a skull all over the Street. He backed up, gun raised, while his buddy turned, noticed me and ground his brain into gear. "Chill, Pacer." the bigger guy grunted. "We got no problem with this gato."

His buddy was still in aggro mode. "He's just some old geeze; I vote we scrap him!" he argued. Big Boy shook his heavily modified head. "Frack that man!" he said shortly. "That's the Most Trusted Man on the DataPool you're messing with."

"No way! HIM?"

"Dial up, my man. Optic him close."

"Frack! I seen him on the cube!"

"Word. Don't be wastin' a man who's got fifty seven D-Pool channels in his time slot, man. Spacerats would rock your world from orbit for it."

Five minutes and an autograph later (I love being famous), I was ready to push off. While my new fans threw down some covering fire, I ducked, ran, and scrambled to the next intersection. It was going to be a long haul to Threep Town—and another typical day doing the Night City Shuffle.

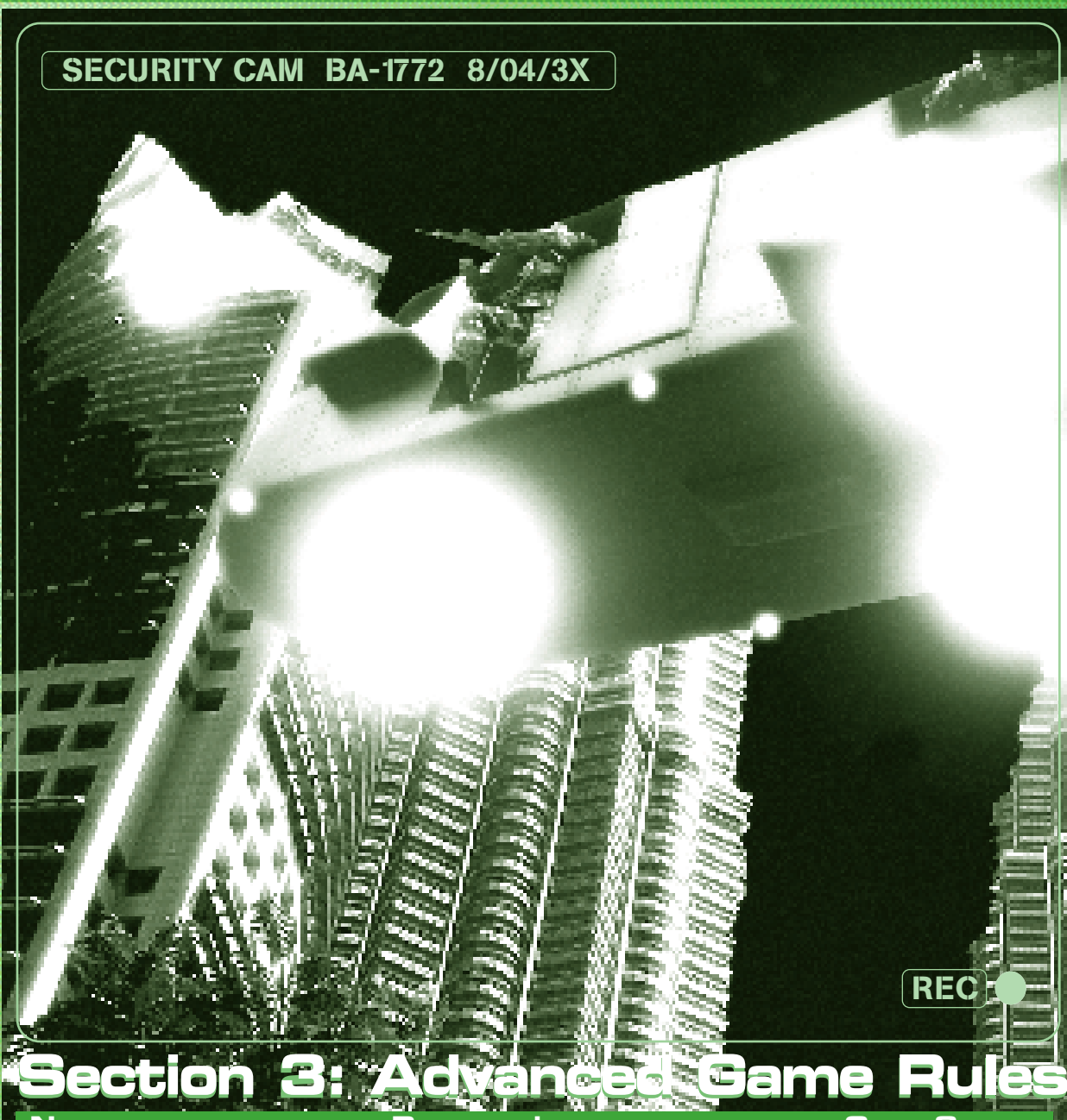
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137



Section 3: Advanced Game Rules

NOW THAT YOU KNOW THE BASICS, IT'S TIME TO GET TO THE GOOD STUFF...

Rules 4 Advanced Punks

CYBERPUNK 137
ADVANCED RULES

Lifepath: Tales of Cyber City



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

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

—The late Johnny Silverhand

LET'S TALK ABOUT LIFEPATHS

It's like climbing out of the clone vat.

You got this half-formed person standing there, dripping with slime. You got some Stats, maybe an vague idea of where you're going with the character, but nothing else.

So how do you take this Blank and make him really Cyberpunk?

You start with the Lifepath. Lifepath is a flowchart of "plot complications" designed to help you give your Cyberpunk character an authentically Dark Future background. Its seven sections cover your national and ethnic origins, your family, friends, enemies, personal habits and even key events on a yearly basis. It's intended primarily as a guide; if you encounter something you don't think fits the character you've envisioned, feel free to change the path as you see fit. Use the back of your Character Sheet (pg.147) to record your Lifepath. Remember: Cyberpunk hinges on role-playing, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

BASED ON YOUR ALT CULT, START HERE:

EDGERUNNER Family RANKING (choose or roll one:

- 1 Edgerunner Leaders
- 2-3 Ex-Corporates
- 4-5 Combat Freelancers
- 6 Middle Class
- 5 Smugglers
- 6 Gang Family
- 7 Crime Family
- 8 Combat Zone Poor
- 9 Urban Homeless
- 10 Arcology Family

Go to PARENTS

DESWAI Family RANKING (choose or roll one:

- 1 Park Managers
- 2 Imaginators
- 3 Technicians
- 4 Idol Family
- 5-6 General Workers
- 7 Park Security Ops
- 8 Mechajocks
- 9 Park Regional Manager
- 10 Park Maintenance

Go to PARENTS

REEF Family RANKING (choose or roll one:

- 1 Community Leaders
- 2 Dive Team
- 3 Technicians
- 4 Subjocks
- 5 Ex-Pirates
- 6 Security Forces
- 7-8 Sea Farmers
- 9 Traders
- 10 Explorers

Go to PARENTS

RIP Family RANKING (choose or roll one:

- 1 City Leaders
- 2 City Managers
- 3 City Technicians
- 4 Trader Family
- 5-6 Sea Gatherers
- 7 Bioform Techs
- 8 Sea Farmers
- 9 City Fighters
- 10 Surf riders

Go to PARENTS

Cee-METAL Family RANKING (choose or roll one:

- 1 Council Wisemen
- 2 Body Technicians
- 3 Protectors
- 4 Transporters
- 5 Dragoons
- 6 Artisans
- 7 Archivists
- 8-9 Everyday Citizens
- 10 Wealthy Citizens

Go to PARENTS

ROLLER Family RANKING (choose or roll one:

- 1 Council Leaders
- 2 Shamens
- 3-4 Warriors
- 4 Family Leaders
- 5 Pirates
- 6 Go-Gangers
- 7-8 Traders
- 9 Migrant Farmers
- 10 Scouts

Go to PARENTS

PARENTS

Choose or roll one

1-6 Both parents are living.

Go to
FAMILY STATUS

7-10 Something has happened to one or both parents.

Go to
SOMETHING HAPPENED

SOMETHING HAPPENED TO YOUR PARENTS

Choose or roll one:

- 1 Your parent(s) died in warfare
- 2 Your parent(s) died in an accident
- 3 Your parent(s) were murdered
- 4 Your parent(s) have amnesia and don't remember you
- 5 You never knew your parent(s)
- 6 Your parent(s) are in hiding to protect you
- 7 You were left with relatives for safe-keeping
- 8 You grew up on the Street and never had parents
- 9 Your parent(s) gave you up for adoption
- 10 Your parent(s) sold you for money

Go to
FAMILY STATUS

FAMILY TRAGEDY

Choose or roll one:

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

Go to
CHILDHOOD
ENVIRONMENT

You can't be someone without history. It's what makes you, defines you. It also means you're going to have the stuff that goes with history—friends, enemies, lovers and all that other sloppy human stuff.

CHILDHOOD ENVIRONMENT

Your Childhood was (choose or roll one):

- 1 Spent on the Street with no adult supervision
- 2 Spent in a safe, stable CorpZone, Enclave or Roller City
- 3 On the run from enemies, always moving from place to place
- 4 In a decaying, once upscale part of the Midcity
- 5 In an Enclave in the MidCity, always under attack
- 6 In the ruins of the Undercity
- 7 In a small Enclave or town far from the City
- 8 On the glittering High City Levels
- 9 In an OceanZone environment
- 10 Travelling on or near the RoadZones

Go to
SIBLINGS

SIBLINGS

You may have up to 7 brothers/sisters. Roll 10D10.

1-7 is equal to the number of siblings you have. On 8-10, you are an only child. For each brother or sister:

1) Roll 10D10.

Even: the sibling is male.

Odd: the sibling is female.

2) Roll age, relative to yourself

1-5 older

6-9 younger

10 twin

3) For each sibling, chose or roll their feelings about you:

1-2 Sibling dislikes you

3-4 Sibling likes you

5-6 Sibling neutral

7-8 They hero worship you

9-10 They hate you

Go to
LIFE EVENTS

FAMILY STATUS

Choose or roll one:

- 1-6 Family status in danger, and you risk losing everything (if you haven't already)

Go to FAMILY
TRAGEDY

- 7-10 Family status is OK, even if parents are missing or dead.

Go to CHILDHOOD
ENVIRONMENT

LIFE EVENTS

You know where you came from and what you look like. Now let's take a look at the major events that made you what you are. Roll 2D6-16 to determine your character's age, or pick any age 16 or greater. For each year of your character's life past age 16, roll 1D10, check the chart below, and go to that section of the Lifepath. What happens there is the major event that shaped your character's life for that year. When you're done, come on back here and roll the next year's main event.

1-3	Go to Big Problems, Big Wins
4-6	Go to Friends & Enemies
7-8	Go to Romantic Involvement
9-10	Nothing Happened That Year

DISASTER STRIKES!

Roll 1D10:

- 1 Financial Loss or Debt: Roll 1D10x100. You have lost this much in Night City Dollars. If you can't pay this now, you have a debt to pay, in cash—or blood.
- 2 Imprisonment: You have been in prison, or possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.
- 3 Illness or addiction: You have contracted either an illness or drug habit in this time. Lost 1 pt of REF permanently as a result.
- 4 Betrayal: you have been backstabbed in some manner. Roll another D10. 1-3, you are being blackmailed. 4-7, a secret was exposed. 8-10, you were betrayed by a close friend in either romance or career (you choose).
- 5 Accident: You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly maimed and must subtract -2 from your DEX. 5-6, you were hospitalized for 1D10 months that year. 7-8, you have lost 1D10 months of memory of that year. 9-10, you constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
- 6 Lover, friend or relative killed: You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10, they were murdered and you know who did it. You just need the proof.
- 7 False Accusation: You were set up. Roll 1D10. 1-3, the accusation is theft. 4-5 it's cowardice. 6-8 it's murder. 9 it's rape. 10, it's lying or betrayal.
- 8 Hunted by the Law: You are hunted by the law for crimes you may or may not have committed (your choice). Roll 1D10. 1-3, only a couple local rent-a-cops want you. 4-6, it's an entire local Security force. 7-8 it's an Allicult Militia. 9-10, it's the FBI or equivalent national police force.
- 9 Hunted by a Neo-Corp: You have angered some Corporate honcho. Roll 1D10. 1-3, it's a small, local firm. 4-6, it's a larger corp with offices Citywide. 7-8, it's a big, national corp with agents in most major cities. 9-10, it's a huge multinational with armies, ninja and spies everywhere.
- 10 Mental or Physical Incapacitation: You have experienced some type of mental or physical breakdown. Roll 1D10. 1-3, it's some type of nervous disorder, probably from a bioplague—lose 1 pt. REF. On 4-7, it's some kind of mental problem; you suffer anxiety attacks and phobias. Lose 1 pt from your COOL Stat. 8-10, it's a major psychosis. You hear voices, are violent, irrational, depressive. Lose 1 pt from your COOL, 1 from REF.

Go To
WHAT ARE YOU GONNA DO ABOUT IT?

4A BIG PROBLEMS, BIG WINS

Living on the Edge means taking big risks. This year, you took some serious chances. Did it pay off or did you go down in the street? Roll 1D10.

On an even roll, you scored big.

Go to **YOU GET LUCKY**

On an odd roll, you took a hit.

Go to **DISASTER STRIKES!**

YOU GET LUCKY

Roll 1D10:

- 1 Make a Powerful Connection in Local Government. Roll 1D10. 1-4, it's in a local Security Force. 5-7, it's in a local Allicult Leader's Office. 8-10, it's in the City Mgr's Office.
- 2 Financial Windfall: Roll 1D10x100 for amount in NCD.
- 3 Big Score on job or deal! Roll 1D10x100 for amount in NCD.
- 4 Find a Sensei (teacher) Begin at +2 or add +1 to a Martial Arts Skill of your choice.
- 5 Find a Teacher: Add +1 to any INT based skill, or begin a new INT based skill at +2.
- 6 Powerful Allicult member owes you one favor.
- 7 Local Nomad Pack befriends you. You can call upon them for one favor a month, equivalent to a Family Perk of +2.
- 8 Make a Friend in a local Allicult. You may use him for inside information at a level of +2 Streetwise on any situation relating to that Allicult.
- 9 Local Boostergang likes you (Who knows why. These are Boosters, right?) You can call upon them for 1 favor a month, equivalent to a Family Perk of +2. But don't push your luck.
- 10 Find a Combat Teacher. Add +1 to any weapon skill with the exception of Martial Arts or Brawling, or begin a new combat skill at +2.

Go back to **LIFE EVENTS** and roll the next year.

WHAT ARE YOU GONNA DO ABOUT IT?

Choose or roll one:

- | | |
|------|---|
| 1-2 | Clear your name |
| 3-4 | Live it down and try to forget it. |
| 5-6 | Hunt down those responsible and make them pay! |
| 7-8 | Get what's rightfully yours |
| 9-10 | Save, if possible, anyone else involved in the situation. |

Go back to **LIFE EVENTS** and roll the next year.

4B FRIENDS & ENEMIES

Living on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year. Roll 1D10.

On a 1-5, you made a friend.

On a 6-10, you made an enemy.

MAKE A FRIEND

You lucked out and made a new friend (a rare occurrence in the Cyberpunk world). For each new friend, choose or roll sex on 1D10:

EVEN=Male

ODD=Female

Choose or roll your relationship to this friend:

- 1 Like a big brother/sister to you
- 2 Like a kid sister/brother to you
- 3 A teacher or mentor
- 4 A partner or co-worker
- 5 An old lover (choose which one)
- 6 An old enemy (choose which one)
- 7 Like a foster parent to you
- 8 A relative
- 9 Reconnect with an old childhood friend
- 10 Met through a common interest.

Who is this person? Move over to Personal Style and Motivations and make a few rolls to find out what your friend is like.

When done, go back to LIFE EVENTS and roll the next year.

MAKE AN ENEMY

You've gotten in someone's face. Enemies are a way of life in Cyberpunk, so don't skip this step. For each enemy, choose or roll sex on 1D10.

EVEN=Male

ODD=Female

Go to WHO ARE THEY?

WHO ARE THEY?

This enemy is (choose or roll one):

- 1 Ex friend
- 2 Ex lover
- 3 Relative
- 4 Childhood enemy
- 5 Person working for you.
- 6 Person you work for
- 7 Partner or co-worker
- 8 Boostergang member
- 9 Neo-Corporate Exec
- 10 Government Official or Altcult Leader

Go to THE CAUSE

THE CAUSE

This enmity started when one of you (choose or roll one):

- 1 Caused the other to lose face or status
- 2 Caused the loss of a lover, friend or relative
- 3 Caused a major humiliation
- 4 Accused the other of cowardice or some other personal flaw
- 5 Caused a physical disability: (Roll 1D6. 1-2=lose eye. 3-4=lose arm. 5-6=badly scarred)
- 6 Deserted or betrayed the other
- 7 Turned down other's offer of job or romantic involvement
- 8 You just didn't like each other
- 9 Was a romantic rival
- 10 Foiled a plan of the other's

Go to WHO'S FRACKED OFF?

WHO'S FRACKED OFF?

Choose or roll one:

- 1-4 They hate you
- 5-7 You hate them
- 8-10 The feeling's mutual

Go to WHATCHA GONNA...

WHATCHA' GONNA DO ABOUT IT?

If the two of you met face to face, the injured party would most likely (Choose or roll one):

- 1-2 Go into a murderous, killing rage and rip his face off!
- 3-4 Avoid the scum
- 5-6 Backstab him indirectly
- 7-8 Ignore the scum
- 9-10 Rip into him verbally

Go to WHAT CAN THEY THROW...

WHAT CAN THEY THROW AGAINST YOU?

What kind of forces can your enemy put on the table to stop you? (Choose or roll one):

- 1-3 Just themselves
- 4-5 Themselves and a few friends
- 6-7 An entire Gang
- 8 A small Corp or Local Altcult
- 9 A large Corp or entire Enclave
- 10 An entire Altcult (you're a one man kulturekampf!)

Who is this person? Move over to Personal Style and Motivations and make a few rolls to find out what your Enemy is like.

When done, go back to LIFE EVENTS and roll the next year.

4C Romantic Life

There's more to life than just combat and bad breaks. Romance is also part of living on the Edge. If you're here, you had some romantic action as your major event this year. Start by finding out HOW IT WORKED OUT, below:

HOW IT WORKED OUT

Roll one, then go to that section:

- 1-4 **Happy love affair** (go back to **LIFE Events**)
- 5 **Tragic love affair**
- 6-7 **Love Affair with problems**
- 8-9 **Fast Affairs and Hot Dates** (go back to **LIFE Events**)
- 10 **Life got COMPLICATED**

TRAGIC LOVE AFFAIR

Choose or roll one:

- 1 Lover died in accident
- 2 Lover mysteriously vanished
- 3 It didn't work out
- 4 A personal goal or vendetta came between you
- 5 Lover kidnapped
- 6 Lover went insane
- 7 Lover committed suicide
- 8 Lover killed in a fight
- 9 Rival cut you out of the action
- 10 Lover imprisoned or exile

Go To **MUTUAL FEELINGS**

LOVE AFFAIR WITH PROBLEMS

Choose or roll one:

- 1 Your lover's friends/family hate you
- 2 Your lover's friends/family would use any means to get rid of you
- 3 Your friends/family hate your lover
- 4 One of you has a romantic rival
- 5 You are separated in some way
- 6 You fight constantly
- 7 You're professional rivals
- 8 One of you is insanely jealous
- 9 One of you is messing around
- 10 You have conflicting backgrounds and families

RATE YOUR DATE, then go back to **LIFE EVENTS** and roll for Next Year.

RATE YOUR DATE

Was it worth the pain? Move over to the Personal Style and Motivations Sections (pg.143) and make a few rolls to find out what your lover was like and whether you'd do it all over again if he/she walked back into your life. Because with your luck, it might just happen. Then go back to **LIFE EVENTS** and roll for Next Year.



COMPLICATED

Choose or roll one:

- 1-2 Someone got preg and now you have a kid
- 3 Your old lover just secretly showed up
- 4 Their old Lover just secretly showed up
- 5-7 One of you had a kid in the past and they just showed up
- 8 You have a terrible secret you're hiding from them
- 9 An old enemy of yours just showed up
- 10 An old enemy of theirs just showed up

RATE YOUR DATE, then go back to **LIFE EVENTS** and roll for Next Year.

MUTUAL FEELINGS

Choose or roll one:

- 1 They still love you
- 2 You still love them
- 3 You still love each other
- 4 You hate them
- 5 They hate you
- 6 You hate each other
- 7 You're friends
- 8 No feeling's either way; it's over
- 9 You like them, they hate you
- 10 They like you, you hate them

RATE YOUR DATE, then go back to **LIFE EVENTS** and roll for Next Year.

Personal Style & Motivations

What do you look like and where do you come from? Use this section get some some ideas on yourself—or others.

Personality traits

Choose or roll one:

- 1 Shy and secretive
- 2 Rebellious, antisocial, violent
- 3 Arrogant, proud and aloof
- 4 Moody, rash and headstrong
- 5 Picky, fussy and nervous
- 6 Stable and serious
- 7 Silly and fluffheaded
- 8 Sneaky and deceptive
- 9 Intellectual and detached
- 10 Friendly and outgoing

How do you feel about most people?

Choose or roll one:

- 1-2 Neutral
- 3 I like almost everyone
- 4 I hate almost everyone
- 5 People are fools. Use them for your own goals and discard them
- 6 Every person is a valuable individual
- 7 People are obstacles to be destroyed if they cross me
- 8 People are untrustworthy. Don't depend on anyone
- 9 Wipe 'em all out and give the place to the cockroaches
- 10 People are wonderful

What do you value most?

Choose or roll one:

- 1 Money
- 2 Honor
- 3 Your word
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Love
- 8 Power
- 9 Having a good time
- 10 Friendship

What person do you value most?

Choose or roll one:

- 1 A parent
- 2 Brother or sister
- 3 Lover
- 4 Friend
- 5 Yourself
- 6 A pet
- 7 Teacher or mentor
- 8 Public figure
- 9 A personal hero
- 10 No one

Your most valued possession is

Choose or roll one:

- 1 A weapon
- 2 A tool
- 3 A piece of clothing
- 4 A photograph
- 5 A book or diary
- 6 A recording
- 7 A musical instrument
- 8 A piece of jewelry
- 9 A toy
- 10 A letter

Dress & Personal Style

In Cyberpunk, what you look like is what you are. Fashion is action, and style is everything. Roll 10D10 three times (once per column) to decide what your style is.

Die Roll	Clothes	Hairstyle	Affections
1	Biker leathers	Mohawk	Tattoos
2	Blue jeans	Long & Ratty	Mirrorshades
3	Corporate Suits	Short & Spiked	Ritual Scars
4	Jumpsuits	Wild & all over	Spiked gloves
5	Miniskirts	Bald	Nose Rings
6	High Fashion	Striped	Earrings
7	Cammos	Tinted	Long fingernails
8	Normal clothes	Neat, short	Spike heeled boots
9	Nude	Short, curly	Weird Contact Lenses
10	Bag Lady chic	Long, straight	Fingerless gloves

Ethnic Origins

The Cyberpunk world is multi-cultural and multinational. Where you come from determines your native language, customs and allegiances. Choose or roll one nationality, then choose a native tongue from the options listed for the ethnic type. This is your native language, which you speak at Level 8. In addition, you also automatically know street slang, a universal polyglot of English, French, German, Japanese and a half dozen other languages:

- | | |
|--|--|
| 1 Anglo-American [English] | 6 Chinese/Southeast Asian [Burmese, Cantonese, Mandarin, Thai, Tibetan, Vietnamese] |
| 2 African [Bantu, Fante, Hongo, Ashanti, Zulu, Swahili] | 7 Black American [English, Blackfolk] |
| 3 Japanese/Korean [Japanese or Korean] | 8 Hispanic American [Spanish, English] |
| 4 Central European/Soviet [Bulgarian, Russian, Czech, Polish, Ukrainian, Slovak] | 9 Central /South American [Spanish, Portuguese] |
| 5 Pacific Islander [Micronesian, Tagalog, Polynesian, Malayan, Sudanese, Indonesian, Hawaiian] | 10 European [French, German, English, Spanish, Italian, Greek, Danish, Dutch, Norwegian, Swedish, Finnish] |

Stats: Getting Cyberpunk



Headware is the hardware—the frame which allows the character to interface with the rules. Remember, the disk is not the software, and dice rolls are not your character. Don't get too caught up in the statistics.

Statistics

Statistics (also called **Stats** or **Characteristics**) are NUMBERS that describe your character's ability as compared to everything else in the universe. Each *Cyberpunk* character has 10 Statistics—values representing the level of native ability of the character in specific areas of activity—arranged

in four groups: **Physical**, **Mental**, **Social** and **Technical**.

Physical Group

Reflexes (REF): Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Statistic. Most importantly, this is the Statistic that affects your ability to hit things.

Dexterity (DEX): Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Statistic is used to avoid being hit.

Constitution (CON): How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

Strength (STR): Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

Body (BODY): Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness, structure or other qualities. How much damage you can take is derived from this characteristic.

Movement (MOVE): Your speed of movement; running, leaping, swimming, etc.

Mental Group

Intelligence (INT): How generally bright you are. As a rule, this is more than sheer intelligence, but also includes cleverness, awareness, perception, and ability to learn.

Willpower (WILL): Your determination and ability to face danger, stress or dehumanization. It also represents your courage and tenacity.

Social Group

Cool (COOL): Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

Technical Group

Technique (TECH): Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.

These Statistics (or Stats) are rated from **two to ten**, with two being the worst possible, ten being the best possible, and the average falling at five or six.

Character Points

The power to buy Statistics (and other abilities) comes from a pool of points called **Character Points (CP)**, given to you by the Referee of your game when you create your character.

Character Points are the cash of character creation—you use them to “buy” the various “mechanics” aspects of the character, like **Stats** (representing fast reflexes, a powerful body, unshakable cool, or high intelligence) **Perks**, **Talents** and **Skills**). We’ve given you four ways to generate Character Points:

1) Random: Roll 13 D10 and total them. You have this many Character Points for Stats, Skills, Perks and Talents. **Note:** No Stat may be less than 2 or greater than 10.

2) Fast: Roll 1D10 for each Stat (10 in all), re-rolling any scores of more than. Place rolls in each Stat as desired. Roll an additional 3D10 for Character Points to buy Skills, Perks & Talents.

3) Superfast: Go to the Flash Character tables on pg. 148. Roll two D10, with one roll representing the tens place and the other roll the ones place. Match your roll to the ROLL column; that line represents your character’s stats in each area. Next, roll an **additional** 3D10 for Character Points to buy Skills, Perks & Talents.

4) Cinematic: This option is for Referees only. As the designer of the adventure, the Referee has the option of choosing the number of points for each character based on its position in his or her game.

Major Hero	120pts
Minor Hero	110pts
Major Supporting Character	100pts
Minor Supporting Character	90pts
Average Character	80pts

Note: We could, at this point, warn prospective Referees about the various exploits their players will come up with for creating “supercharacters.” But face it; if they want to haxxor themselves up a mondo character, who are we to stop them? You’re all big boys and girls now, and if you, as Referee, think your players are getting way outta line, why not just go ahead and waste ‘em?

That’s the *Cyberpunk* way.

Buying Stats

Stats are purchased at a ratio of 1 CP for one level of ability. Example: I want to have a Strength of 5. I pay 5 CP. You must put at least two Character Points in each Statistic. **A basic human has a maximum level of 10 per stat**, but your Referee may choose to set his own limits on the value of any given set of Stats.

What Do the Numbers Mean?

Statistic value ranges may overlap some, particularly at the lower end of the range. Normal people often have values of 2 to 4, for instance. Usually 7 is the value where the real world stops and where heroic characters (like you) begin to take over. Note also that most characters will have Statistics and Skills in a wide range of values. Most characters have some abilities they perform better than others; it’s rare to have someone with the same Statistic values across the board. The main idea is to divide your total number of Character Points between each of your ten Stats, adjusting the amounts in each one as you think best describes the character’s natural abilities.

Refs should always emphasize the importance of *all* Statistics in their Campaigns (since the cost will

be the same anyway). Don't let players get away with just having good combat abilities; make them deal with other abilities too! Feel free to make a deadly outcome hinge not on how buff a character's Reflexes are, but maybe on his mental skills as well. It might teach him something (fatally) important about moderation...

Derived Statistics

Derived Statistics are Stats that are created by performing a simple mathematical operation on a character's already existing Statistics. Cyberpunk has 10 Derived Statistics:

STUN [BODY x5]: How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points.

HITS [BODY x 2]: How much killing damage you can take before you are dying. Any Armor you have may be subtracted from any Killing damage you take.

Stun Defense (SD) [CON]: How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

Recovery (REC) [STR+CON/2, rounded down]: This Statistic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.

RUN [MOVE x 2m], Sprint (a.k.a. Non-combat Move) [Move x 3m], Swim [MOVE x 1m], Leap [MOVE x 1m]: How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

Resistance (RES) [WILL x3]: Your ability to resist mental or psychological attacks or stress; basically your mental "Hits".

Luck (LUCK) [(INT+REF)/2 rounded down]: Fate acting on your behalf. Each game session you may take points from this Derived Statistic and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until

the next game session. You've "run out of Luck."

Endurance (END) [CON x2]: This Statistic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability. It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1 die of effect, 1 minute or hour of time (or 1 point of "power/ability" used) spends 1 END point. END returns whenever you take a Recover Action (pg.222), which restores as much END as your REC (see above).

Humanity (HUM) [WILL x10]: Your basic morality and humanity. Used often in situations where the character faces dehumanization, extreme horror or the unearthly. This Derived Statistic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining abilities that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Statistic, a corresponding one point is lost from your ability to deal with people (usually a Social based skill, but remember; you can be really cool and still have the empathetic skills of a rock). For example: If you lost 36 Humanity, you'd suffer a -3 to any skill involved in relating to people, such as seduction attempts, detecting lies, being convincing, etc. Intimidation attempts are not affected. Between 1 and 9 Humanity you'll seem unusually cold and withdrawn. Between 0 and -9, you sometimes seem normal, but much of the time are chilly, forbidding and distinctly unpleasant. Stress may put you over the edge to anti-social behavior. Below -10 you are technically insane and may suffer any of a number of psychoses. Your Referee can take over your character sheet at any time.

REP

IP

CYBERPUNK® CHARACTER RECORD

Write your character's Name (aka "Handle") here.



Draw or paste a picture of your character here.

LIFEPATH:

Motivations: Traits: _____ Feel About People: _____
 You Value Most: _____ Valued Person: _____ Valued Possession: _____
 STYLE: Clothes: _____ Hair: _____ Affections: _____
 Origins: _____ Languages: _____
 Background: _____

Write your REPUTATION (pg. 171) and Improvement Points (IP) (pg. 170) in this section

This section contains your Background; aka your Lifepath (pg. 138).

CHARACTER:

SEX

AGE

PERKS & TALENTS

Write your Perks (pg. 152) and Talents (pg. 154) here

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										

TOTAL PERK/TALENT COST:

SKILLS

LEVEL SOFT? COST

Your Stats (pg. 144) go here. The lower spaces are for your Derived Stats (pg. 146)

Write your Skills (pg. 157) in this section. Write the current Level of Skill, and if it's a chipped skill (pg. 158), mark the box with an "X" and write in the NC dollar cost.

TOTAL SKILL COST

OUTFIT & CORE CYBERTECH

LOCATION COST

Write your Outfit (pg. 173), and most important CyberTech (based on your Afflict) here. Write its location and cost in GRI or NCD in the side slots. If you run out of room, use the back of this sheet or one of the CyberTech Forms (pgs. 281-287)

TOTAL OUTFIT COST

WEAPONS OR ATTACKS

WA CON AV DAMAGE SHOTS ROF REL RNG COST

Write your Weapons or Attacks here. There are spaces for Weapon Accuracy (WA), Concealability (CON), Availability (AV), Damage Done, Number of SHOTS or uses, Rate of Fire (ROF), Reliability (REL), Range (RNG) and COST. Use the Weapon (pgs. 185-188) or Attack (260-278) descriptions to fill in the blanks.

Flash Characters

148

In a hurry? Don't like to juggle numbers? Flash Characters are a speedy way to create Characters (and Non-Player Characters) with a single die roll. Using this system is fast and easy:

- **Roll a per centage** (two 10 sided dice, with one representing the 10's place, the other the 1's)
- **Check the charts below.** Find the percentage you rolled. Use the values listed for each Stat. Write them on your character sheet. You may exchange any three Stats, just as you would using a Template (pg.58). **NEW CHARTS ARE AVAILABLE AT:** <http://www.talsorian.com/flashchar>
- **Ignore entries for Physical, Mental, Social and Tech**, unless using this to determine an Non-Player Character's information. These can be used to determine the NPC's skills in each of these areas.

ROLL	INT	REF	DEX	COOL	WILL	STR	TECH	CON	MOVE	BODY	PHYSICAL	MENTAL	SOCIAL	TECH	HITS
1	8	4	5	5	6	7	3	7	3	6	3	4	3	3	30
2	5	4	6	5	3	5	10	7	8	5	2	2	3	4	25
3	9	5	7	10	5	4	3	6	9	6	4	3	6	4	30
4	4	7	6	6	6	6	4	2	6	5	3	3	3	4	25
5	10	5	7	4	4	5	3	9	6	2	4	2	6	2	10
6	9	9	5	8	2	5	4	5	6	7	5	3	5	4	35
7	9	6	6	10	7	4	6	3	5	5	3	4	5	4	25
8	7	5	6	9	2	8	6	7	6	6	6	4	2	4	30
9	4	3	6	6	7	8	2	6	6	3	3	2	4	4	15
10	10	3	2	9	5	4	6	7	6	4	2	3	5	2	20
11	8	8	5	6	6	6	4	2	5	8	4	4	6	4	40
12	6	5	8	7	8	6	5	8	2	10	4	5	4	6	50
13	7	6	9	8	6	6	7	6	6	5	2	5	4	5	25
14	7	4	7	6	7	6	6	4	9	3	4	5	4	4	15
15	5	9	5	7	8	7	2	5	6	5	6	3	4	3	25
16	5	8	4	7	2	5	4	3	4	8	4	5	2	4	40
17	6	10	10	3	6	5	7	4	3	6	3	5	4	4	30
18	7	4	7	9	5	5	3	4	8	6	4	3	4	4	30
19	7	4	4	3	5	3	3	6	10	6	4	3	4	5	30
20	6	4	9	5	6	5	5	7	7	5	4	5	5	5	25
21	7	7	7	6	8	6	7	8	10	5	6	4	4	5	25
22	7	6	7	6	6	8	3	8	5	6	5	5	6	6	30
23	8	2	4	4	8	6	9	5	6	6	3	4	2	4	30
24	4	6	7	3	6	9	7	8	4	8	3	2	5	4	40
25	3	8	4	4	6	4	5	3	5	6	4	4	4	2	30

ROLL	INT	REF	DEX	COOL	WILL	STR	TECH	CON	MOVE	BODY	PHYSICAL	MENTAL	SOCIAL	TECH	HITS
26	9	7	7	3	8	5	3	7	3	8	3	5	4	4	40
27	10	4	9	6	4	8	5	6	8	6	4	3	3	5	30
28	6	8	6	6	9	6	6	5	3	4	5	4	3	5	20
29	7	7	8	2	5	10	7	8	4	2	4	4	3	6	10
30	9	5	6	7	4	5	4	6	5	8	5	2	4	3	40
31	3	6	5	8	5	4	8	7	3	7	6	4	4	4	35
32	6	4	4	4	5	7	6	6	5	6	4	2	3	4	30
33	4	6	6	4	6	8	5	3	9	5	5	4	4	4	25
34	5	7	8	9	4	5	3	9	8	7	3	4	2	5	35
35	8	6	4	8	6	6	5	6	6	5	6	5	4	4	25
36	6	5	4	5	10	4	8	5	4	7	5	2	3	3	35
37	6	4	6	6	6	3	2	3	6	8	4	3	5	4	40
38	5	4	6	2	5	8	2	10	7	5	6	2	4	4	25
39	4	3	9	2	5	5	7	5	8	6	3	3	4	6	30
40	5	6	4	4	5	3	3	9	5	3	4	3	6	4	15
41	5	8	7	5	7	8	9	3	6	8	3	2	4	5	40
42	3	6	6	3	4	6	7	6	5	6	4	3	2	4	30
43	5	5	4	5	8	9	6	4	7	4	4	3	2	5	20
44	6	4	5	6	7	8	9	6	7	4	6	5	3	2	20
45	5	8	6	6	3	2	6	4	8	6	4	5	2	3	30
46	4	8	9	8	10	8	4	2	5	5	3	4	2	6	25
47	7	4	6	6	6	6	6	3	5	6	2	2	4	2	30
48	4	10	4	4	7	8	3	9	7	5	3	2	4	3	25
49	5	10	7	5	4	8	3	6	8	4	4	4	5	5	20
50	8	4	9	9	3	6	9	4	3	2	5	2	4	5	10
51	6	7	9	8	9	4	4	5	9	10	4	3	5	4	50
52	2	5	10	2	8	10	4	4	6	7	5	4	3	4	35
53	3	6	7	10	8	9	4	7	5	4	4	2	5	4	20
54	5	4	9	7	7	6	6	9	7	9	3	2	6	3	45
55	3	6	4	6	3	5	3	6	3	5	4	4	3	6	25
56	9	7	9	4	10	3	8	5	6	7	5	2	4	6	35
57	5	3	5	2	4	7	5	3	4	6	3	4	2	3	30
58	10	5	5	4	7	5	4	10	2	10	4	3	4	4	50
59	4	6	8	3	4	5	8	6	6	9	4	3	3	3	45
60	4	9	8	6	10	7	3	3	7	6	5	3	6	4	30

ROLL	INT	REF	DEX	COOL	WILL	STR	TECH	CON	MOVE	BODY	PHYSICAL	MENTAL	SOCIAL	TECH	HITS
61	2	7	4	4	6	7	7	9	5	5	2	4	5	5	25
62	6	9	6	4	5	4	4	5	8	7	4	2	5	3	35
63	7	5	8	5	8	6	6	7	10	7	6	4	4	4	35
64	2	7	9	7	6	7	3	8	5	4	5	3	5	6	20
65	3	7	10	2	6	5	6	8	3	9	3	3	5	2	45
66	6	6	5	10	6	6	2	6	3	2	4	3	3	3	10
67	7	6	6	7	8	4	6	6	10	5	4	3	2	6	25
68	6	6	3	6	5	4	5	7	5	3	6	4	4	5	15
69	8	3	10	4	10	4	8	9	6	7	4	4	6	4	35
70	5	4	6	4	7	7	6	2	7	4	4	2	4	2	20
71	3	2	5	6	8	6	7	2	4	9	4	3	2	6	45
72	4	7	7	6	7	4	4	9	5	7	4	3	4	3	35
73	6	5	2	7	9	7	6	5	5	4	5	3	3	3	20
74	7	9	6	2	5	6	6	3	4	9	4	2	4	4	45
75	7	5	5	7	4	5	5	5	8	6	4	3	3	3	30
76	5	6	8	3	3	4	7	6	5	8	4	2	4	4	40
77	3	9	5	4	8	6	8	8	9	8	5	4	4	6	40
78	9	6	4	3	7	5	5	5	5	6	2	2	4	4	30
79	2	3	5	3	9	9	4	8	10	7	3	3	5	5	35
80	9	2	6	7	6	6	8	6	9	5	5	2	6	4	25
81	3	4	3	5	4	9	3	8	7	5	5	3	6	3	25
82	9	6	5	9	8	9	7	6	4	7	4	4	5	4	35
83	6	5	8	9	4	5	7	7	8	4	5	4	6	4	20
84	4	6	4	6	10	6	6	7	7	5	4	3	4	6	25
85	10	6	7	3	8	6	10	4	7	4	5	5	5	4	20
86	8	6	8	8	6	7	2	7	5	9	4	2	6	4	45
87	8	6	5	8	6	6	7	6	3	8	3	3	5	4	40
88	4	5	10	4	6	5	8	6	7	2	4	3	6	5	10
89	4	4	5	7	7	6	6	7	7	10	2	2	3	4	50
90	6	6	8	7	6	8	4	6	5	10	6	2	6	4	50
91	4	5	5	7	5	6	4	7	7	2	4	4	3	5	10
92	9	9	4	8	4	6	8	3	7	4	4	4	6	6	20
93	7	6	2	2	3	7	10	7	8	6	4	3	5	2	30
94	4	5	6	7	5	9	8	4	8	8	4	3	4	4	40
95	5	3	9	5	3	10	6	6	6	10	5	5	3	3	50

ROLL	INT	REF	DEX	COOL	WILL	STR	TECH	CON	MOVE	BODY	PHYSICAL	MENTAL	SOCIAL	TECH	HITS
96	7	2	2	4	9	4	9	4	3	9	4	2	4	6	45
97	4	8	3	2	3	9	4	8	4	9	3	2	3	5	45
98	7	2	6	7	7	6	7	2	8	6	4	2	4	2	30
99	3	3	3	8	3	8	4	8	6	7	5	5	5	4	35
100	7	3	3	2	3	10	4	10	3	7	3	5	4	4	35

Converting Cyberpunk 2020 Characters

Converting characters from *Cyberpunk 2020* editions is a relatively simple process. Find your original Stats ("Old CP") and read to the right for the necessary conversions. Where new Stats have been created for 203X, read the right hand column to generate them.

OLD CP	203X CONVERSION
INT=	INT
REF=	REF and DEX: Multiply your original REF by 2, then <i>subtract</i> 2 to get a final pool of points. Allocate these points to the two stats. Neither can be greater than your original REF.
TECH=	TECH
COOL=	COOL
	WILL: (COOL+ INT)/2. Round down.
ATTR=	For every 1 points ATT over 6, gain +1 to the <i>Beautiful/Handsome</i> Talent. <i>Example: with an ATT=8, you get 2 in the Beautiful/Handsome Talent.</i>
LUCK=	LUCK
MA=	MOVE
	RunMOVE x 2
	Sprint.....MOVE x 3
	Leap.....MOVE
	Swim.....MOVE
BODY=	BODY
	STR and CON: Multiply original BODY by 2, then <i>subtract</i> 2 to get a final pool of points. Allocate these points to the two stats. Neither can be greater than your original BODY.

OLD CP	203X CONVERSION
EMP=	HUM. Multiply old EMP by 10 for new HUM. END: Your new CON x 2 REC: Your new (STR+CON)/2 HITS: BODY x 2 STUN: BODY x 5
LIFT=	No longer used.

SKILLS & SPECIAL ABILITIES

Combat Sense:	As Talent, pg. 154. Add +2 to current level.
Char. Leadership:	As a Talent, pg. 154. Add +2 to current level.
Inter face:	As Inter face Skill, pg.168, or you may choose Coding Skill at your old Interface level instead. If Interface, add +2 to level.
Jury Rig:	As on pg. 166. Add +2 to current level.
Medical Tech:	As a Skill, pg. 166. Add +2 to current level.
Credibility:	As a Perk on pg. 153. Add +2 to current level.
Authority:	As a Perk on pg. 152. Add +2 to current level.
Resources:	As the Perk Membership , pg. 153. Add +2 to current level.
Streetdeal:	As Perk on pg. 153. Add +2 to current level.
Family:	As Perk on pg. 153. Add +2 to current level.
Other Skills:	Pick any four skills you already have . You may improve these by +2 each.

Now pick an **Altcult** , give yourself **100 Giri** in that group to buy **AltTech** and you're good to go!

Perks

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Perks are useful items, privileges, or contacts a *Cyberpunk* character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. Like Stats, they are purchased with Character Points and their levels function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best—the Referee is the final arbiter of a Perk's worth on the 1~10 scale; level 8 or 9 should really mean something!).

Perks are extremely campaign dependent and should be created for each campaign individually. Many Perks have mixed benefits, both good and bad, and game play should reflect this. Think about it: a "Mafia Godfather" Contact might require a favor of you someday too!

Once the Ref has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affectation; in a *Cyberpunk* campaign, that same status would have serious impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost.

Campaign Style	Multiply Perk By
Very High Impact	x4
High Impact	x3
Moderate Impact	x2
Little or No Impact	x1

Perk & CP Cost per Level

Authority: [1 per level] The ability to intimidate or control others through your position as a lawman. This attribute represents the character's ability to call on the forces of Law and Order to get what he wants. Cops can use Authority to question suspects, arrest wrongdoers, and defend innocents. Backed by the power of Authority, a character can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper arrest or search warrants to back his play. However, Authority is only as good as the guy holding the badge—if the character appears uncertain of his Authority, there's a good chance he'll get nailed by the people he's trying to confront. The higher your Authority, the more able you are to face down people, particularly high level corporates and government officials. Authority is applied to your Cool stat.

Contact: [1 per level] You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up

in a fight costs 3, a local Yakuza Boss costs 6, the head of NC SWAT costs 9. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to die for you...

Credibility: [1 per level] This is the ability to be believed: by your viewers, by the police, by important and powerful people. This is critical to getting your side of the story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story is really happening. The higher your Credibility, the more people you can convince, and the easier it is to convince high level authorities of the truth of your information. With a level +3 Credibility, you can convince most people of minor scandals. With a level +5 or +6, you can convince local officials of military atrocities, undercover dealings and other front page stuff. At level +9, you can successfully expose a scandal of Watergate proportions, or convince the President of the EuroMarket Finance Board that aliens are secretly influencing world leaders. Credibility applies to your INT stat.

Family: [1 per level] This is the ability to call upon the resources and help of any of the members of a large, extended family (like an Altcult). This can be in the form of weapons, cash, information, or a small army of relatives. The threat of a family's vengeance may in itself stop harm to the character. The higher your Family Perk, the more important you are to the family and the more help you can call upon. With a Family of +2, you might be able to get several members of the Family to help you wreck a town, for example. With a status of +7 or +8, you are able to influence major group decisions and lead troops. At +10, you may be the head of your Family.

Favor: [0.5 per level] A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as

long as its appropriate). Note that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

Membership : [1 per level] You can call upon the resources of an organization, person, government, Altcult or group—but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in the FBI would make you a janitor, but at 10 you're the Director's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.

License: [1 per level] The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; a Private Investigator's license 4; a Bounty Hunter's license might cost 6; a CIA or Secret Service Agent's license 8, a Federal Marshal's license costs about 9, and having an unconditional license to kill might cost 10.

Renown: [1 per level] Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international figure.

Streetdeal: [1 per level] This is the ability to deal with the underground information network. With Streetdeal, a character can uncover rumors and information, locate missing persons or things, put gossip out on the Street, pick up clues and score big deals. The higher your Streetdeal, the more information you

can gather about things happening around you, the more informants you have, and the more secretive the information you can dig up. A level +3 Streetdeal can get you contacts for weapons, tools, or minor illegal operations. At level +5, you can penetrate the secrets of all but the most powerful crime families. At level +9, you are the equivalent of a Mafia crimelord yourself, privy to every secret that's on the Street. Apply Streetdeal to your Cool stat.

Wealth: [5 per level] In *Cyberpunk*, characters are assumed to be lower class (heck, you're dirt poor), but wealth boosts your lifestyle. Spending 1 CP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally,

can afford costly hobbies, and have an expensive home. At 6 you're rich; you don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 8, you're a millionaire, can live anywhere and buy almost anything you want. The Ref might even let you exceed Wealth 10, making you a billionaire!

Special Note—Money: Generally, players with wealthy characters are discouraged from keeping track of their money directly—it's a lot of tedious bookkeeping. However, there may be times when you'll absolutely need to know if you can buy that Caribbean island. In this case, you might use the following rule: At Wealth 1, the player has a disposable income of \$100 per week; this value doubles for each additional level of Wealth—this means at Wealth 10, you could spend over 2.6 million dollars a year without thinking about it! Referees should be really careful about letting this rules cat out of the bag!

Talents

Talents are an innate (but not necessarily superhuman) ability that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark). The list of Talents below is a general one; which ones are available depends on each Ref's decisions about his or her *Cyberpunk* campaign setting. Each one of these Talents costs 3 Character Points. If levels (indicated by a X) can be taken in the Talent, each additional level will cost another 3 CP:

Acute Senses [X] : One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and

can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Awareness checks, and treat all ranged attack modifiers as being 2 points less than normal. (See page 89, 234-5.) If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.

Ambidexterity : You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).

Animal Empathy : Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.

Beautiful or Handsome [X] : You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Wardrobe/Style skills for each level taken.

Blind Reaction : You can counterattack (in hand-to-hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.

Charismatic Leadership [X]: This Talent allows the user to sway crowds equal to his level times 200. This ability (added to your Cool stat) allows the character to control, incite and charm large number of people through his or her performance skills. When under the character's control, this group can easily be persuaded to act on his suggestions; for example, with a high Charismatic Leadership, a character could convince a concert crowd to riot in the streets or attack a heavily fortified police line. Charismatic Leadership will only work with groups of ten or more people as it is primarily a mob leadership ability. The higher your Charismatic Leadership, the larger a crowd you can control and the more direct and complex the instructions you can get them to follow. For example, a Level +3 Leadership could incite a nightclub crowd to get rowdy. A Level +5 or +6 could provoke a concert crowd of thousands to trash a neighborhood, if the area wasn't too far from the hall. At Level +9, and higher, you have the same sort of mesmeric ability as an Adolph Hitler—you can raise armies, start movements, and destroy nations.

Combat Sense [X] : Combat Sense allows the user to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. Your Combat Sense gives you a bonus on both your Awareness skill and your Initiative equal to your level in the Combat Sense skill. Your



reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only). This ability is based on constant training and professionalism.

Common Sense : You always look before you leap; the Ref must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."

Direction Sense : You are never lost, always know where North is and can orient yourself easily without any external cues.

Double Jointed : You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.

Eidetic Memory : You never forget anything you have read, seen, heard, smelled, or touched.

Perks

Membership: [1 per level]
 License: [1 per level]
 Contact: [1 per level]
 Favor: [0.5 per level]
 Renown: [1 per level]
 Wealth: [5 per level]
 Authority: [1 per level]
 Credibility: [1 per level]
 Family: [1 per level]
 Streetdeal: [1 per level]

Talents

Acute Senses [X]
 Ambidexterity
 Animal Empathy
 Beautiful or Handsome [X]
 Blind Reaction
 Combat Sense [X]
 Common Sense
 Direction Sense
 Double Jointed
 Eidetic Memory
 High Pain Threshold
 Immunity
 Intuition
 Lightning Calculator
 Light Sleeper
 Longevity
 Night Vision
 Perfect Pitch
 Rapid Healing
 Schtick
 Simulate Death
 Speed Reader
 Time Sense
 Charismatic Leadership [X]

High Pain Threshold : You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of impairing wounds (when used) by -2.

Immunity : You are immune to the effects of one specific poison or disease group (must specify).

Intuition: You have an uncanny feel for hunches; the Ref will give you a chance to make a Awareness roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.

Lightning Calculator: You can automatically do complex mathematical operations in your head without using any aids.

Light Sleeper: You wake instantly from even the lightest touch or smallest sound (no Awareness check required).

Longevity : You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.

Night Vision: You can see in all but absolute darkness.

Perfect Pitch: You always know if something's in tune, and automatically gain a +3 bonus in any musically related task (singing, playing instruments, etc).

Rapid Healing : You heal extremely fast, recovering an extra 3 Hits per day in addition to your normal healing rate.

Schtick: A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the Ref and should never have an important combat or skill application—always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.

Simulate Death: You can lower your heart rate and breathing to such a low level that it is a Very Hard Difficulty to tell whether you are dead or not.

Speed Reader : You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).

Time Sense: You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

NEW PERKS AND TALENTS CAN BE FOUND AT:

<http://www.talsorian.com/perktal>

Skills

One important thing most players will want to buy for their characters are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. If Stats are your character's natural abilities, then skills are the things your character can learn. (Or, in the case of *Cyberpunk*, things your character can chip into the back of his head to instantly know .)

Skill Categories

In *Cyberpunk*, there are nine basic Skill Categories:

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

FIGHTINGSKILLS

DEX

Brawling/Hand to Hand..... []
♦ Fencing..... []
♦ Martial Art..... []
♦ Melee..... []

RANGED WEAPON SKILLS

REF

♦ Archery..... []
♦ Gunner..... []
♦ Handgun..... []
♦ Heavy Weapons..... []
♦ Rifle..... []
♦ Submachinegun..... []

AWARENESS SKILLS

INT

Awareness/Notice..... []
Deduction..... []
Hide/Evade..... []
Lipreading..... []
Shadow/Track..... []
Surveillance..... []

CONTROLSKILLS

REF

♦ Driving..... []
♦ Motorcycle..... []
♦ Hvy. Machinery..... []
♦ Pilot (Gyro)..... []
♦ Pilot (Fixed Wing)..... []
♦ Pilot (Dirigible)..... []
♦ Pilot (Vect. Thrust)..... []
♦ Power Armor..... []
♦ Subjock..... []

WILL

Link (mecha)..... []

BODYSKILLS

CON

Endurance..... []

STR

Strength Feat..... []

DEX

♦ Athletics..... []
♦ Dance..... []
Dodge & Escape..... []
♦ Swimming..... []
Stealth..... []

WILL

Resistance..... []

INTERACTIONS SKILLS

COOL

Animal Handling..... []
Bribery..... []
Interrogation..... []
Intimidate..... []
Oratory..... []
Streetwise..... []
Human Perception..... []
Interview..... []
Leadership..... []
Seduction..... []

♦ Social Etiquette..... []
Personal Grooming..... []
Persuasion & Fast Talk..... []
Trading..... []
Wardrobe & Style..... []

TECHNIQUESKILLS

TECH

♦ Aero Tech..... []
♦ AV Tech..... []
♦ Basic Tech..... []
♦ Cryotank Operation..... []
♦ CyberTech..... []
♦ Demolitions..... []
♦ Disguise..... []
♦ Electronics..... []
♦ Elect. Security..... []
♦ First Aid..... []
♦ Forgery..... []
♦ Gyro Tech..... []
Jury Rig..... []
♦ Mecha Tech..... []
♦ Medical Tech..... []
♦ Paint or Draw..... []
♦ Photo & Film..... []
♦ Pharmaceuticals..... []
♦ Pick Lock..... []
♦ Pick Pocket..... []
♦ Weaponsmith..... []

PERFORMANCE SKILLS

INT

Interface..... []
Perform..... []
♦ Play Instrument..... []
Ventriloquist..... []

EDUCATION SKILLS

INT

Accounting..... []
Anthropology..... []
Biology..... []
Botany..... []
♦ Chemistry..... []
♦ Coding..... []
Composition..... []
♦ Diagnose Illness..... []
♦ Education & Gen. Know..... []
Expert..... []
♦ Gamble..... []
♦ Geology..... []
♦ History..... []
♦ Language..... []
Library Search..... []
♦ Mathematics..... []
♦ Market Trading..... []
♦ Physics..... []
Teaching..... []
♦ Wilderness Survival..... []
♦ Zoology..... []

Skills with a ♦ symbol can be chipped up to level + 3 at a cost of \$300 per level.

Skills & Related Stats

Each Skill also has a related Stat that it can be paired with to perform a Skill Check (see pg.87). This pairing is not absolute; if you can get your Referee's buy-in, you can attempt to link a skill to a different stat (for example, a case could be made to link Resistance to either Will or to Cool.

Buying General Skills

Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Stat. Like Stats; Skills have a range of effectiveness that is related to how much they cost. **As a general rule, most Skills are purchased at the cost of 1 Character Point for every level of skill;** *for example, to have 4 levels in Marksmanship would cost 4 CP.*

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some campaign settings may require that you specify how a skill will be used (for example, picking what kind of Scientist (Physicist, Chemist, etc.) you intend to be). In these cases, you may need to add additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] vs Scientist [Chemist].

The list on pg. 157 contains all the skills found in a typical a *Cyberpunk* game (as well as their most commonly related Stats). Skills marked in bold represent **Skill Groups**—general skills that are comprised of several Specialist Skills. In addition, your own Cyberpunk game may have its own additional Specialist skills to enhance these Skill Groups, based on your Ref's preferences. *For example: Melee Weapon might include Specialist Skills of sword, club, morning star, mono-katana, or hockey stick depending on the campaign.*

Everyman Skills

The good news is that every character also gets a free starting group of skills to begin with, so that he won't be totally helpless in his new environment. These are called **Everyman Skills**. Everyman skills are things generally common to

everyone in a Cyberpunk setting: **Awareness/ Notice, Education, Persuasion & Fast Talk, Athletics, Teaching, Local Expert** (knowledge of your area), **Brawling**, and **Dodge & Escape**. These are given free to all characters by the Referee, and have an **automatic starting level of 2**. Each can be improved by adding Skill levels on an individual basis. An individual Referee may wish to add or remove skills from the Everyman category to suit his particular game.

Chipped Skills

Not every skill has to be *learned*, however...

This is the Dark Future, choomba. And in the Dark Future, we've got your skills right where you need them—stored in **chipware**—slivers of plastic doped with silicon/gallium and packed with micro-processor power. You jack one of these bad boys into your onboard **chipware ports** and in ten seconds or less you know what it takes any normal human months or years to master.

There are two types of chipware; reflex (APTR) chips and memoryware (MRAM) chips.

Reflex (APTR) Chips

These are chips for Reflex-based skills only, such as weapon firing or hand-to-hand combat knowledge. These Augmented Program TRCs feedloop—record a specific neural signal from one source, record it in memory, then use the recording to activate a series of muscle reactions in another source. Theoretically, these chips should allow even the lowliest "grunt" to have the skills of a karate master, the shooting ability of Wyatt Earp, and the reflexes of an Olympic athlete. But the limits of programming restrict what you can learn from a chip to a relatively low level (about +1 to +3).

Chippin' In

In addition, a Reflex chip must adapt to your specific neural and muscular patterns, adjusting its instructions to fit your body and vice versa (after all, the karate master who was the pattern for the chip might have been five foot ten and you might be six foot three). It learns your body movements

by sampling your responses as you practice using the chip. This process is known as **chipping in** and is required the first time before the chip can be fully functional.

Chipping in takes two full days of practice for every level of the chip. This means, for example, if you've been chipped for Martial Arts +3, it will take six days of practice before the chip has "learned" enough about your body to be fully functional. If you only get two days of practice, the chip will function as a level +1— practice for four days, and it's raised to +2.

Memory (MRAM) Chips

These are chips for information only, used for storage of raw data on a specific subject. A memory chip operates just like a skill of the same type, is rated from +1 to +3, and is applied to the same stat as the original skill (for example, AV-4 Tech would be combined with your TECH stat, while a Language chip would relate to your INT stat). MRAM chips do not require a previous knowledge of the skill involved and have no chipping-in time.

Using Chips

Each piece of chipware operates exactly like the skill of the same name. **To use chips requires two cyberware systems: a neural net that laces your nerves with hardwired microcircuitry, and at least one chipware port (a sealed input jack that links to the neural net, allowing the data on the skillchip to interface with your brain).** Both are available only through the **Edgerunner Altcult**. The chip itself is a small, transparent sliver about an inch long, color-coded for identification. It is inserted into the chipware port point down.

It takes one turn to change chips. You may "run" as many separate chip programs at one time as your current INT stat.

Example: My INT is 7. This means I can have up to seven different program chips operating at one time. I could be chipped for *Karate*, *AV-4 Piloting*, *Pistol*, *Assault Weapons*, *AV-4 repair*, *Play Instrument* and *Specific Knowledge: Rock Songs of the 1960s*. However, I could not use any other chips until I'd removed one of these seven.

Chip Limits

Having chipware is like having instant skills whenever you want them. The problem is, chipware is expensive, and limited to only the lowest levels of a specific skill (from +1 to +3). To progress further, you would have to have a specially designed chip built at a higher level (not an easy proposition). A natural skill, on the other hand, progresses by use and this increase in ability costs nothing except time.

Another problem with chips is that unlike natural skills, you can't learn to become better. If you're chipped for a Karate of +2, you'll be at that level of skill until you die, no matter how many fights you get into. You also can't combine natural and chipware skills; for example, combining a chipped Karate of +2 and a natural Karate skill of +5 for a total of +7. The programmed responses of a chip will always override natural responses, setting the user's level of skill equal to that of the chip.

Chips are best used when you need to know a lot of things all at once, but not very well. With chips, you can become a limited martial artist, pilot, driver, marksman. You can know a little bit more than you did before about a variety of subjects, but nowhere near as much as you would if you'd hit the books and studied.



Buying Skills

Skills are purchased using **Character Points (CP)**. **Character Points are determined at the start of Character Creation (pg.145).** But there are a few catches...

Difficulty Multiplier

Not all skills have the same value. To reflect complex and difficult-to-learn skills, certain skills have a number in parentheses next to skill's name. This value is called a **Difficulty Multiplier**. The level (from 1 to 10) of the skill to be purchased should always be multiplied by its Difficulty Multiplier to determine the number of improvement points necessary to purchase that skill at that level. *Example: Morgan Blackhand wants to buy two levels of Aikido, with a Difficulty Multiplier of 3. To determine how many IP it would cost to buy that skill, Morgan would multiply the level of skill he wants (2) by the Difficulty Multiplier (3), for a total cost of 6 IP.*

Chipped Skills

Skills that can be chipped are designated by this symbol: ♦ Chipped Skills have a cost of \$300 per level.

Skill List

Following are descriptions of all major *Cyberpunk* skills:

Fighting Skills

REF

Brawling: The skill of fighting man to man with fist, feet and other parts of the body. Brawling is not a trained skill— it is learned on the Street by getting into a lot of fights. Unlike Martial Arts, there are no specialized attacks and no damage bonuses based on level of mastery.

♦ **Fencing:** The mastery of swords, rapiers and monoblades. A Fencing Skill of +3 allows you to be competent with a blade. A Skill of +5 makes you fairly skilled. A Fencing Skill of +6 might win

you the National Fencing Competitions. A Skill of +8 will get you a reputation for being a true swordsman of duelist caliber. People like D'Artagnan or Miyamoto Musashi have Skills of +10. They are legendary masters of the blade; the mention of whom will cause all but the stupidest young bravo to run for cover.

Martial Arts: This skill covers any type of trained fighting style using hands, feet, or specialized "martial arts" weapons. You must elect a style of martial art and take a separate skill for each style (for example, you would have to take Karate and Judo separately, spending points for each one. Difficulty modifiers are listed in () next to each skill listed below.

The primary advantage to martial arts styles is that each one has what are called key attacks; attacks that reflect particular strengths of the style. When a key attack is used, there is a to-hit bonus based on the attack type and martial arts style. A full table of key attacks is listed in *Friday Night Firefight*, pg.222.

The second advantage to martial arts styles is that there is a damage bonus on attacks equal to the level of the Martial Arts skill; for example, a master with a +10 Kung Fu Skill would add 10 points to his damage. This can be a formidable advantage, particularly in head strikes (which double damage). Martial Arts forms include:

♦ **Aikido (3):** This form relies on using the opponent's strength and momentum against him. It is a perfect form for stopping an opponent peacefully while making yourself very hard to hit. Key attacks are: blocks & parries, dodges, throws, holds, escapes, chokes, sweeps, trips & sweeps, grapples.

♦ **Animal Kung Fu (3):** These are forms based on animal movements, such as crane, mantis, tiger, leopard and dragon forms. These attacks are

fast and dangerous, with a style that is exciting and flashy. Key attacks include: strikes, punches, kicks, blocks & parries, sweeps & trips.

◆ **Boxing (1):** The manly art of fisticuffs, this form delivers lightning punches and tight blocking. Key attacks are: punches, blocks & parries.

◆ **Capoeria (3):** Created by Caribbean slaves, this form combines dancelike movements with fast kicks and low line sweeps. It is a relatively unknown form and can be combined with dance moves to disguise it's true power. Key attacks are: punches, kicks, blocks & parries, dodges, and sweeps & trips.

◆ **Choi Li Fut (3):** Descended directly from the ancient Shaolin temples, this form combines powerful roundhouse blows and sweeping kicks into a dynamic fighting style. Key attacks are: strikes, punches, kicks, blocks & parries, dodges, throws, and sweeps & trips.

◆ **Judo(1):** This system was designed as a sport form, but is very effective in combat as well. It uses throws and sweeps to knock down the opponent. Key attacks include: dodges, throws, holds, escapes, sweeps & trips and grappling.

◆ **Karate (2) :** The Japanese version of kung fu, this style uses straight line movements and powerful blows. Variations include shotokan and kenpo, each with their own special moves. Key attacks are: punches, kicks, and blocks & parries.

◆ **Tae Kwon Do (3):** A very fast and precise form, with graceful movements and some aerial kicks. Key attacks include: strikes, punches, kicks, block & parries, dodges.

◆ **Thai Kick Boxing (4):** One of the deadliest forms in existence, this style is known for blinding kicks delivered with incredible power. Key moves include: strikes, punches, kicks, blocks & parries, and grapples.

◆ **Melee:** The ability to use knives, axes, clubs and other hand to hand weapons in combat. Note: when using non-ranged cyberweapons such as rippers, scratchers, slice n' dices, cyberbeasts, and battlegloves, you must use this skill.

◆ **Wrestling (1):** This form combines techniques of Olympic and Professional wrestling. The style uses a wide variety of throws and holds to incapacitate the opponent. Key attacks include: throws, holds, escapes, chokes, sweeps, trips, and grapples.

Ranged Weapon Skills

REF

◆ **Archer y:** The skill required to use bows, crossbows and other arrow-based ranged weapons. See Handgun for details.

◆ **Gunnery:** The skill of using large vehicle weapons, ship-mounted weapons and artillery. At +2, you can fire the gun. At +5, you can compute ranges, azimuths and indirect fire. At +8, you can drop a shell right on top of a designated target.

Handgun: You must have this skill to effectively use handguns of any type, including cyberwear types. At +2, you can use a handgun effectively on a target range, though combat will still rattle you. At +5, you are as skilled as most military officers or policemen. At +7, you can do the sort of fancy shooting you see on TV, and have begun to get a reputation of being "good with a gun". At +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

◆ **Heavy Weapons:** The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers. A Level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

- ◆ **Rifle:** You must have this skill to use rifles/shotguns effectively (see Handguns for limitations and modifiers).
- ◆ **Submachinegun:** You must have this skill to use any type of submachine gun effectively (see Handguns for limitations and modifiers).

Awareness Skills

INT

Awareness/Notice: This is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadows and other events. With an Awareness of +2 you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions of lying or dislike. An Awareness of +5 or better allows you to spot fairly well hidden clues, notice small changes in expression, and fairly sophisticated attempts to "shadow" you. With an Awareness of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show ("The murderer was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players without this skill may only use their Intelligence Stat.

Human Perception: The skill of detecting lies, evasions, moods and other emotional clues from others. At +2, you can usually tell when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Lipread: This skill enables the character to read someone's lips in order to tell what is being said. The character must be able to see his target's mouth clearly.

Shadow/Track: The skill of shadowing and following people. This skill is primarily used in urban or inhabited areas rather than in wilderness (where the skill of Survival incorporates tracking in the wilds).

Surveillance: The ability to set up a static observation of a subject without being detected and to notice specific activities that may yield important information.

Control Skills

REF

◆ **Driving:** This skill allows you to pilot all ground vehicles like cars, trucks, tanks and hovercraft. This skill is not useable for piloting aircraft. A skill of +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. An driver with a skill of +8 or greater will be nationally known as a racer, regularly win championship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

◆ **Heavy Machinery:** The required skill for using construction equipment, cranes and other large equipment. At +5, you are a proficient operator and could hold down a union job at the journeyman level.

◆ **Motorcycle:** The required skill to operate motorcycles, roadbikes and other two and three-wheeled vehicles.

◆ **Operate Heavy Machinery:** The required skill to operate tractors, tanks, very large trucks and construction equipment.

Piloting: In general, this is the skill of controlling complex flying vehicles. These are broken into categories: Gyro and Rotorcraft, Fixed Wing Aircraft, Aeroliners and Vectored Thrust Aerodynes (AV-s). A Piloting Skill of +1 allows you to take off and land safely in good weather conditions. A Piloting Skill of +3 or more makes you a trained pilot, able to engage in most combat situations or bad weather. Pilots with a Skill of +6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of +9 or greater are so good, they have a rep as pilots, and are widely known among

the piloting fraternity for having the “right stuff”.

◆ **Pilot Gyro (3):** The ability to pilot all types of rotorwing aircraft, including gyros, copters and Jetfans.

◆ **Pilot Fixed Wing(2):** The ability to pilot fixed wing jets and light aircraft. Jetfans may be flown with this skill, but only in the straight ahead (non-hover) mode.

◆ **Pilot Dirigible (2):** The ability to pilot all lighter than air vehicles, including cargo aeroliners, blimps and powered balloons.

◆ **Pilot Vectored Thrust Vehicle (3):** The skill of piloting all types of vectored thrust vehicles, including fancars, hover rafts and AV-4, 6 and 7 vehicles.

◆ **Power Armor (3):** The skill of operating all types of powered armors, robotic suits and Ride armors.

◆ **Riding:** This skill enables the character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is taken—animals not specified will reduce this skill by half until the character has spent at least one hour on the animal in question.

◆ **Subjock (3):** The ability to pilot all types of submersible vehicles including minisubs and larger multicrew vehicles.

WILL

Link: The ability to interface with mecha; to control and operate mechapresence units. Note: Desnai mechajocks use Link instead of Power Armor skills.

Body Skills

WILL

Resistance: Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any interrogation attempt made by another party by one level. This skill may also be used in opposition to a Persuasion attempt.

CON

Endurance: This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active after a long period without food, sleep or water.

STR

Strength Feat: The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlor tricks. At +2 you can crush cans, rip thin books in half, and bend thin rods. At +8, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dent car fenders with one blow.

REF

◆ **Athletics:** This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school “jock”. At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber.

◆ **Dance:** The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to be of professional caliber, and regularly give performances and have fans. Dancers +9 or greater are of “star” caliber, have a large number of fans, and may be recognized on the street.

Dodge & Escape: This skill is required to dodge attacks and escape grapples and holds. If an attack is made without your knowledge, you may not apply this skill to your Defense roll.

Hide/Evade: The skill of losing pursuers, covering tracks and otherwise evading people on your trail. At +3, you can lose most

boostergangers on the rampage. At +6, you can ditch cops and private eyes. At +8, you can ditch most Solos.

Stealth (2): The skill of hiding in shadows, moving silently, evading guards, etc. A Stealth Skill of +1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow to shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants.

◆ **Swimming:** This skill is required to know how to swim (see Athletics for details).

Interaction Skills

COOL

Animal Handling: This is the ability to train or direct animals through voice commands or hand signals; to train animals to perform tricks or tasks. At +2, you can get Fluffy to roll over. At +5, you can get Fluffy to lead you to the well where little Timmy has fallen in. At +9, Fluffy not only can bring you a beer, but (if he has hands) open the can and put it in a clean glass.

Bribery: A character with this skill knows when and where to bribe someone; how to approach them, and how much to offer. At +2, you can cut in line at the movies. At +5, you can get into exclusive clubs or fix a speeding ticket. At +8, you own members of Congress.

Interrogation: The skill of drawing information from a subject and forcing his secrets into the open. An Interrogation of +2 or better will allow you to infallibly find out if your boyfriend is lying to you. At +5, you are a professional level interrogator—equivalent to a skilled detective grilling a suspect. Mike Wallace of 60 Minutes has an Interrogation of +9, allowing him to make even the most powerful people squirm.

Intimidate: The skill of getting people to do what you want by force of personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Gov. Schwarzenegger.

Interview: The skill of eliciting interesting anecdotes from an interview subject. This information will be of a more non-specific and personal nature rather than specific knowledge (distinguishing this skill from the skill of Interrogation, where the user is trying to extract exact information. Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything—including personal information about their illegitimate son, the time they stole a cookie at age 4, and the fact that no one ever loved them.

Leadership: The skill of leading and convincing people to follow you. A leader with a skill of +2 can manage a small office successfully and be respected for it. A leader with a skill of +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it. James Kirk of Star Trek has a Leadership of +11, but you never will.

Oratory: The skill of public speaking. At +2, you can wing high school speeches. At +6, you can be paid to speak in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ich Bin Ein Berliner" or Lincoln's Gettysburg Address.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend that the blonde

you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan has a Persuasion of +7. Hitler had a Persuasion of +9.

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

Seduction: The skill of forming and maintaining romantic relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with other non-player characters and the intensity of these relationships. In certain cases, Referees may want to average this skill with a player's Attractiveness to get a more realistic outcome.

◆ **Social Etiquette:** The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the traveling cyberware salesman. A Social Skill of +2 or better will allow you to get by at any fine restaurant or social function. At +5, you can lunch with the President with aplomb. No social situation will faze you, no matter what. At +8 or above, you can lecture Emily Post on what's proper.

Streetwise: The knowledge of the "seamy" side of life—where to get illegal and contraband things, how to talk to the criminal element, and avoiding bad situations in bad neighborhoods. With a Streetwise of +2 or better, you can get "hot" items, score drugs, etc. A Streetwise of +5 would allow you to arrange a murder contract, know a few mobsters who might owe you favors,

and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself and skip the middlemen.

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

Technique Skills

TECH

◆ **Aero Tech (2):** The required skill for repairing fixed wing aircraft, including Jetfans, jets, and light aircraft. With a Skill of +3, you can perform most routine maintenance tasks. With a Skill of +6, you can do engine teardowns and major structural repairs. With a Skill of +9 or better, you are capable of designing and building your own aircraft.

◆ **AV Tech (3):** The required skill for repairing all ducted fan aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can tear down engines and modify an AV. At +10, you can design your own AVs on common airframes.

◆ **Basic Tech (2):** The required skills for building or repairing simple mechanical and electrical devices, such as car engines, television sets, etc. With a Basic Tech Skill of +3 or better, you can fix minor car problems, repair basic wiring, etc. A Basic Tech Skill of +6 or better can repair stereos and TVs, rebuild an engine, etc. A Basic Tech Skill of +9 or better can build a simple computer from scratch, put together a race car engine, and maintain any kind of industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft (just like Mr. Goodwrench doesn't know how to build and service an F-16).

- ◆ **Cryotank Operation:** The required skill for operating, repairing and maintaining life suspension and body chilling devices. A minimum skill of +4 is required to chill down a healthy person. A minimum skill of +6 for chilling a wounded person.
- ◆ **CyberTech (2):** The required skill for repairing and maintaining cyberwear. At level +2, you can keep your cyberwear tuned up and can replace its power batteries. At level +6, you can strip down most cyberwear and even make simple modifications. At level +8, you can strip down and rebuild any cyberware.
- ◆ **Demolitions(2):** This skill allows the character to be knowledgeable in using explosives, as well as knowing the best types to use for which jobs, how to set timers and detonators, and how much explosive to use to accomplish a desired result.
- ◆ **Disguise:** The skill of disguising your character to resemble someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it is not the same as the ability to actually be an actor.
- ◆ **Electronics:** The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.
- ◆ **Electronic Security (2):** The skill of installing or counteracting electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security areas with impunity.
- ◆ **First Aid:** This skill allows user to bind wounds, stop bleeding, and stabilize a patient (see Trauma Team, pg. 244 for details).
- ◆ **Forgery:** The skill of copying and creating false documents and identifications. This skill may also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.
- ◆ **Gyro Tech (3):** The skill of repairing and maintaining rotorwing aircraft such as helicopters and gyrocopters.
- ◆ **Jury Rig:** This general repair skill allows the user to temporarily repair or alter anything for 1D6 turns per level of skill. This is not a permanent repair; after the elapsed time, the jury rig will break down.
- ◆ **Mecha Tech:** The skill of maintaining and repairing mecha, including Power Armors and Ride armors. At +1, you can change the fluids. At +5 you can change most standard parts equivalent to changing a spark plug. At +8 you can repair or change major operating systems equivalent to pulling a transmission.
- ◆ **Medical Tech:** This is the skill used to perform major surgery and medical repairs. For more descriptions of this skill in action, see Trauma Team, pg. 246
- ◆ **Paint or Draw:** The skill of producing professional drawings. A Skill of +3 allows you to produce salable "modern" art. A Skill of +6 will produce artwork that is recognizable and extremely pleasant to the eye—as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibits in galleries, and have other lesser artists studying his style in art school.
- ◆ **Photography & Film:** The skill of producing professional-caliber photographs or motion pictures. A Skill of +2 allows you to make decent home movies. A Skill of +4 creates work capable of winning amateur contests. A Skill of +6 will produce work of the level of the average Playboy cover or rock video. A photographer or cinematographer with a Skill of +8 or better will be nationally known and probably famous.
- ◆ **Pharmaceuticals (2):** The skill of designing and manufacturing drugs and medicines. A minimum Chemistry skill of +4 is required. At +4, you can make aspirin. At +6, you can make hallucinogenics or antibiotics. At level +9 you can build

designer drugs tailored to individual body chemistries.

- ◆ **Pick Lock:** The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6 you can crack most safes. At +9 or better, you have a rep as a master cracksman, and are known to all the major players in the *Cyberpunk* world.
- ◆ **Pick Pocket:** The required skill for picking pockets without being noticed, as well as "shoplifting" small items. For ideas on levels of ability, see *Pick Lock*, above.
- ◆ **Weaponsmith (2):** The required skill for repairing and maintaining weapons of all types. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8, you can design your own weapons to order.

Performance Skills

TECH

Perform: The skill of trained acting, singing, etc. A trained performer of +4 or greater can successfully sing for payment at weddings or small clubs. Performers +6 or greater will be considered to be of professional caliber, and may have lucrative contracts and fans. Performers of +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

- ◆ **Play Instrument:** The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played. A Skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will gain the musician some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of Grammys, and regularly jam with a major musical act.
- ◆ **Ventriloquist:** The skill of making your voice sound as if it is coming from another nearby location. At +5, they'll never see your lips move.

Education Skills

INT

- ◆ **Accounting:** The ability to balance books (or create false books), juggle numbers, create budgets and handle day to day business operations.
- ◆ **Anthropology:** The knowledge of human cultures, habits and customs. Unlike *Streetwise* (which covers only the cultures and customs of the Street), or *Social* (which covers only what you should do in a given situation), *Anthropology* covers general customs and background of a culture. For example, with *Streetwise*, you know what alleys to avoid and what gangs are dangerous. With *Social*, you know the proper forms of address for a high ranking Japanese zaibatsu head. With *Anthropology*, you know that the customs of a N'Tanga tribesman require that a young man kill a lion in order to be accepted as an adult male.
- ◆ **Biology:** General knowledge of animals, plants, and other biological systems. At level +3, you know most types of common animals, plants. At +6, you have a general understanding of genetics, cellular biology, etc. At +10, you can perform most bio-lab procedures, including gene mapping and splicing.
- ◆ **Botany:** The general knowledge of plants and plant identification. At level +3, you know most common plants and can identify which ones are dangerous and why. At a +6, you can identify most important plants found worldwide and have a working knowledge of their uses. At +8, you have the equivalent of a doctorate in Botany and know all about rare poisons, exotic orchids and other useful plants.
- ◆ **Chemistry:** The required skill for mixing chemicals and creating various compounds. A level +2 Chemistry is equal to high school chemistry. A level +4 is equal to a trained pharmacist or college level chemist. A +8 is a trained laboratory chemist.

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

◆ **Coding:** The required skill to write programs and to re-program computer systems. This skill does not allow players to actually do repairs on a computer (this requires Electronics). With a Coding Skill of +1, you can write simple programs. A Skill of +3 means you know higher level languages and can write complex programs (including video games and mindcore programs). With a Skill +6 or better you're considered a professional who can build all kinds of software. With a Skill of +9 or better, other coders speak your name with reverence ("You invented Q? Wow!"), young hackers set out to crack your systems, and any software you design instantly gets used in every business app or hack in the world.

◆ **Diagnose Illness:** The skill of clinically diagnosing symptoms and medical problems. A +3 is the equivalent of a high school nurse—you can recognize most common injuries and complaints. At +6, you would be equivalent to a trained intern; you can recognize many uncommon illnesses and know how to treat most common ones. A +9 is the equivalent of a skilled diagnostician; other physicians come to you to get a diagnosis.

◆ **Education & General Knowledge:** This skill is the equivalent of a basic public school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill. A level of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A Knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extreme-

ly well-educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who knows a lot about everything (and hopefully has the good sense to keep his mouth shut).

Expert: You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to.

◆ **Gamble:** The skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At +2, you are the local card shark at the Saturday night poker game. At +6, you can make a living at the tables in Vegas and Monte Carlo. At +9 or better, you can take on James Bond at roulette and stand a good chance of breaking the bank.

◆ **Geology:** A functional knowledge of rocks, minerals and geologic structures. At +3, you can identify most common rocks and minerals. At +6, you have the equivalent of a college degree in Geology and can identify minerals and geological structures with ease. At +8, you can teach geology in high school.

◆ **History:** The knowledge of facts and figures of past events. In game play, this might be used to determine if a character is familiar with a particular clue related to a past event. At +2, you have the equivalent of a grade school history education. At +6, you would have the equivalent of a college grasp on the subject. At +8, you could teach history in high school. At +9, you may have written a few of the most oft-used texts on a particular historical personage or epoch.

Inter face: This skill reflects a Netrunner's ability to mentally recode programs, and is the

Skill used when attacking a Program while in cyberspace (pg.105). Note for *Cyberpunk v.1* players—you may elect to swap your original INT and REF stats for characters generated with the old rule. CP 2020 players—move along, no big changes here.

- ◆ **Know Language:** The knowledge of a foreign tongue. At +2, you can “get by” with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are fairly fluent, although no native will be fooled by your ability. At +8 and above, you speak and read the language like a native.

Each language known requires a separate Know Language Skill, however, one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family (see *Ethnic Origins*, pg. 143) *Example: knowing Cantonese at +4 will give you the ability to understand and speak Mandarin at +2.*

- Library Search:** The skill of using databases, the DataPool, libraries and other compiled information sources to find facts. With a skill of +2 you can use most simple databases. With a skill of +6, you can easily access the Library Congress. At +9, you can comprehend almost any public database and find very obscure facts.

- ◆ **Market Trading:** The ability to speculate in trade-goods and commodities; to play stock markets; to engage in goods transactions and manipulate investments profitably. At +2, you know enough to invest in junk bonds and lose your shirt. At +6, your investments pay off 75% of the time. At +9, you are a major speculator, who routinely dabbles in international trade and can write learned articles on the subject of investment and speculation.

- ◆ **Mathematics:** The skill of understanding calculations and mathematical formulas. At +3, you have the ability to add, subtract, divide and multiply. At +4, you can do

algebra and geometry. At +6, you can perform calculus. At +9 you can deduce your own mathematical formulas.

- ◆ **Physics:** The ability to calculate physical principles, such as gas pressures, mechanical energies, etc. This skill requires a basic Mathematics Skill of +4.

Teaching: The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometime). Players may not teach any skill unless they have a higher skill level than the student. The referee is the final arbiter of how long it takes to teach a skill. At a Teaching Skill of +3 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you wanted). At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as the major references, and you might have a TV show on the equivalent of the *Discovery Channel*.

- ◆ **Wilderness Survival:** The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for food, track game, build shelters, make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have a +9 or +10 Survival Skill.

- ◆ **Zoology:** Knowledge of lifeforms, biological processes and their relation to the environment. At +2, you know most common animals. At +5, you know not only well known animals, but also about many exotics and endangered species. At +8, you are knowledgeable on almost all animals, know their habits well, and have a +1 advantage to any Wilderness Survival Skills (you know where to find the game).



Learning New Skills and Improving Old Ones

So, let's say you're got Kung Fu at level 3 and you just can't wait to jack it up to 4 or 5. How do you improve your skills? Here's the mainline:

Players can improve their skills or begin new ones by accumulating Improvement Points (IP), which can be won through the process of playing the game. As you gain more IP, you can record these points in the area next to the Skills listing on your character sheet, or next to the listings for each type of Giri you may have accumulated. When you have collected enough Improvement Points new levels can be purchased for your skills (*Giri cannot be used to purchase Skills*).

Raising a Skill

The number of IP points required to raise a skill to the next level is always equal to the current level of the skill. To move several levels will be equal to the TOTAL IP for each level.

Example: My Brawling skill is +4. To move from +4 to +5 will require 4 IP. To move from +5 to +6 will require 5 IP. So to move from level 4 to level 6 would require 9 IP (4+5=9)

Difficulty Multipliers

Not all skills are equally easy to learn. These skills have an additional IP multiplier which multiplies the number of points required to learn the next level of skill. This extra cost will be noted in the skill's description. *Example: Aikido has a Modifier of 3. To raise my Choi Li Fut skill from +4 to +5 would require 12 IP, not 4.*

Getting More IP

There are three ways to accumulate Improvement Points: **Study & Practice**, **Being Taught**, and **Direct Experience**. In all three cases, the amount of improvement is determined by the Referee of your game.

Study & Practice

In its simplest form, you get a how-to book and begin practicing. Study is pretty tough—you have no idea of where to begin, and no one to correct your mistakes. The biggest limit to this type of learning is that you can only improve your skill from a level of +0 to a level of +2. In general, it takes about 1 day of book learning to gain 1 IP.

Being Taught

Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher level of skill than the student, and must have the time to teach you (how long this takes, of course, is determined by the Referee). But even the most knowledgeable of teachers may not be able to transfer that knowledge. That's where the skill of Teaching comes into play. The teacher must average his skill in the subject to be taught with his teaching skill. He may then teach the student up to that level of skill. How long this takes is, of course, up to the Referee, who awards IP over the passage of time (usually 1-5 IP per lesson).

Experience

Still the best teacher. Whenever you do some-

thing well, the Referee rewards you with Improvement Points right on the spot. The problem is that these points will be applied to the skill you were using when you got the reward. Therefore, if you want to get better in a particular skill, it's important to use that skill every chance you get. Referees should use an even hand when rewarding Improvement Points, not only rewarding players for doing things well, but also for demonstrating both role-playing ability and teamwork. In general, we suggest not awarding more than six points per skill per game session.

IP AWARD GUIDELINE TABLE

AWARD BASED ON:

- | | |
|---|--|
| 1 | Used Skills in this area often , even if not effectively. |
| 2 | Used Skills effectively. |
| 3 | Frequent and effective use of Skill. |
| 4 | Did something out of the ordinary with this Skill. |
| 5 | Very clever or effective use of this Skill. |
| 6 | Extremely clever or effective use of Skill. |
| 7 | Skill was critical to player in this adventure session. |
| 8 | Skill use was critical to entire group this adventure session. |
| 9 | Did something really incredible with this Skill. |

The Referee also has the option of awarding players extra IP for their roleplaying skills:

AWARD BASED ON:

- | | |
|---|--|
| 1 | Player was clever, inventive, or played their character very well. |
| 1 | Player solved a mystery or major plot point. |
| 2 | Adventure was a resounding success. |

- | | |
|---|---|
| 2 | Exceptional roleplaying moment by player |
| 1 | Exceptional teamwork skill shown by players (award 1 point to each) |

Inventing New Skills

You can also invent new skills to cover new needs, should you want to do so. To do so, you must first convince the Referee of your game to let you have that skill. You and the Referee should work together to determine:

- 1) Exactly what does this skill allow you to do?
- 2) How (according to your character conception) did you acquire this skill?
- 3) What are the specific limits of this skill (what can't I do with it?).
- 4) What stat is this skill connected to and why?

Referees should be careful to make sure that player skills are neither too specific ("Shoot .45 Caliber Handgun With Laser Sight"), or too general ("Shoot Anything Well"). You should insist on a middle ground which covers a general ability to use the skill, yet does not give the player an unreasonable advantage in all possible situations ("Shoot Handguns"). The Referee is always the final arbiter of decisions on new Skills.

Another Kind of Experience: Reputation

Reputation is a measure of things your character may do so well (or badly) that he has actually become well known for them. A Reputation for something is always established by a character's actions, and is then awarded by the Referee. Whenever a character encounters new people in new situations, his reputation may actually influence how they react to him. Sometimes this can be very good. Other times, it can be very bad:

Example: Jake the Hammer is known far and wide as a streetfighter; he is feared throughout Night City for his trademark killer punch. Over time, the Referee has awarded Jake a Reputation of 6 points. Anyone who meets Jake for the first time must roll higher

than 6 on 1D10 in order to have not heard of Jake's name. On this particular night, Jake swaggers into the Totentanz and orders a drink. Down the bar, Ripperjack hears the bartender address Jake by name. Ripperjack puts two and two together (a 3 on 1D10). This "Jake" must be the sonovagun who caught The Jack's kid brother in an alley and beat him to death with his metalshod fists. Ripperjack's eyes flare, and his teeth grind down. He pulls out his Minami 10 and blows a hole through Jake's back.

REPUTATION TABLE

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	Your name is recognized by others beyond your local area.
6	You are known on sight by others beyond your local area.
7	A news story or two has been written about your exploits.
8	Your exploits always make the DataPool posts.
9	Your exploits regularly make the DataPool headlines.
10	You're known worldwide.

Reputation can also be a disadvantage. Whenever you do something extremely uncool (show cowardice, desert or betray someone, etc.), the Referee can still award you Reputation Points for these actions. The more points you score, the more likely people are to have heard about your infamous deeds (once again, roll 1D10). However, this time they won't be impressed. If your rep is for cowardice, it can even work against you.

Facedowns

Reputation in *Cyberpunk* has one other big effect—facedowns. Remember; a lot of combat in this genre comes down to a duel of wills; who's tougher, meaner, and looks more ready to prove it. This often leads to what are called **facedowns**; when two heavies on the Street square off just before a fight, or to see who'll back down from a confrontation.

When making a facedown, both participants roll:

1D10+COOL+ Reputation

Note: If one of the opponents has a reputation for cowardice, his value will be treated as a negative number.

In a facedown, the loser has the option of backing down or making any subsequent attacks against this particular opponent at a -3 (due to fear) until he has successfully defeated that opponent once. On a tied roll, both parties are unsure and no penalties will apply.

Example: The Ironmaster is a feared boosterganger known throughout Night City. In the middle of the Slammer, he runs across an attractive young woman and her male companion. The Ironmaster says "Take a clue and vanish, Kid-trash; the input's with me now." The Kid stands up and says, "Vanish yourself, burnbrain." A faceoff begins.

The Ironmaster is known all over the City, giving him a Rep of 6. What he doesn't know is that the Kid is a 5th Dan black belt in Kenpo Karate. Although he's new in the Zone and hasn't much of a Rep (3), he is totally self-possessed and aware of his skills (COOL=10). The Ironmaster may be tough, but he's mostly a bully. His COOL is only 4, bolstered by a Reputation made on a few lucky fights. His total roll is 4+4+(roll of 6)=14. The Kid's total is 3+10+(roll of 3)=16. The Ironmaster feels a strange unease as he stares at the calm, ready-to-rock Kid. His eyes shift away and he backs down with a grunt.

CONFUSED? GOT A RULES QUESTION? CHECK OUT:

<http://www.talsorian.com/errata>



Getting Fitted 4 the Future

Okay, listen up you primitive screw-heads! The *Cyberpunk* future is mobile. Like the cowboys of the Old West, people in 203X carry their lives on their backs—miniaturized sleeping, eating and entertainment components crammed into carryalls and the back seats of groundcars. The stuff you carry around is known in streetslang as your outfit. A typical outfit might include:

- **Bivvy Bag:** Small (book-sized) packages containing a super compressed, waterproof, self-cleaning mummy bag with auto inflating nanofoam mattress, rain tarp and pockets for food, supplies and gear. Don't like camping? There's plenty of living space in your basic cardboard box. \$25
- **Lightstix:** Bioluminescent light tubes. Bright as a 75 watt bulb, lightstix can be turned down or off using an enzyme release dial in the base. Available in red, blue, white, green, amber and violet. \$2 for 2
- **Dumpbag:** Portable toilet bags with their own handi-wipe supply. You open the bag, the rim snaps open, you squat and do your thing, then snap the bag shut. The internal microbe pack at the bottom of the bag digests your "offering" and leaves nothing but ammonia and slightly sludgy water (you could drink it in a pinch). WHY do you want a dumpbag? Because there are bad people out there who can use the genetic material in your waste to make viruses tailored to your DNA and other nasty stuff. \$1

- **Kibblepacks:** self-heating food packages that can be stored for up to ten years. Add water, push the tab and 5 minutes later you have a hot meal. Ummm. Steaming soy mush and algae paste. Yummy. The upscale version of these are called prepacks. \$1-2 per pack
- **Datachips:** These are slivers of doped gallium and silicon, containing recorded information. Usually color-coded, recording on a chip leaves a tiny holographic nametag inscribed in the sliver so you can tell them apart. You insert them into a chipware port to use them. There are almost no music players in 203X—if you want tunes or video, you download all your stuff from your Agent onto a datachip (5000 songs per) and jam it into a chipware port—when you want to groove. \$1ea
- **Deckchip:** This is a cyberdeck on a chip (above), allowing a netrunner to transmit thoughts onto a computer network via cables or wireless. Used to hackprograms in cyberspace (pg.98). \$300
- **Smartboard:** This is a microcomputer on a flexible plastic sheet. Used for netrunning if you can't use a deckchip. \$200
- **Link cables or wireless links:** Although these are most useful for netrunner's, they're also used by almost anyone who needs to exchange information. You can use them to transfer data between two brains just as easily as copying a tape. You'll want both; no good using a wireless if there's no wi-fi network; no good using cables if there's no place to jack in. \$50 cables, \$150 link
- **Agent:** Not the guy who got you your last gig. An Agent is the 203X equivalent of a cell phone, but much, much more. Agents handle voice and answering services, text, fax and e-mail, record and project digital video through a holo port; can seek, load /store your favorite entertainment programming, surf on-line information outlets, alert you to news, record conversations, link to snoopers, track bugs, etc. Automatically hooked to the DataPool, they can transfer information via wireless and IR links, datacables and voice recognition. Really expensive ones even have smart keyboards. \$3-600
- **Full range Commo:** Satellite linked voice commo for wilderness areas where your Agent doesn't go. Hand held, about the size of a cigarette pack. \$250
- **Microtool:** This contains reshaping modules that allow it to saw, scribe, cut, bend, file, screw, bolt, hammer and weld all in a gadget the size of a pocketknife. \$200
- **Medtool:** This can dermal staple, spray derma-skin and local anesthetics, extrude forceps and scalpels, inject packages of up to 10 drugs, and can be mated to a diagnostic package that can holographically walk you through a minor operation. About the size of a large power screwdriver. \$1200
- **Techscanner:** A small handheld microcomputer with various I/O connectors and probes. Techscanners run diagnostic programs, identify and examine malfunctioning components, locate bandwidth strength and display internal schematics on a small screen. \$600
- **Weapons:** There are a lot of weapons in 203X. Besides the specialized ones used by the various Altcults, there are golden oldies like handguns and knives. If you're well strapped, you may possibly pack an assault rifle or SMG, and a couple backups as well. And always carry extra ammo, since there's no guarantee that the body you loot may be carrying something in your caliber. \$100-3000
- **Body Armor:** *Cyberpunk* garb runs towards street-clothes as armor fashion, with synth-leather trenchcoats, sintergel padding, kevlar weave materials and lots of chipped-in smart cammo options (although blacks and greys are the basic *Cyberpunk* "uniform"). Even a miniskirt, tank top and tights can stop a bullet these days. \$50-600

Most of this is crammed into a shoulderbag or duffle sack. *Cyberpunk* characters aren't much for settling down. Idols and Rockers always have the next gig. Solos, City Fighters and Protectors 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. 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 warhacking. Rollers—well, they don't need homes to start with, and what good is it if you can't cram it on the back of your bike anyway? Even a well-to-do punker may find himself living out of a "coffin" hotel in the lower volumetrics if times get rough.

The point is, a digitized society makes it easy for people to live like campers all the time. Why should you have to go home to listen to your favorite music when you can carry it all on a chip?

Missing phone calls and hate answering machines? Your Agent deals with all your communication—you'll never miss an episode of *The Space Guys* again. Why bother with cooking when you can grab something quick from a Vendit? Why keep clothes when you can use them till they wear out, then buy new ones—from another Vendit? You'll rent a sleeping cube for the night, slap up a few holos, plug in your personal stuff, and blow out in the morning.

Remember: The Future is Disposable

The key to any *Cyberpunk* game is *thinking Cyberpunk*. Think rootless and mobile. You don't know where you're sleeping tonight, and you don't care. You've got a bed in your bag, some tunes in your pocket, some cash for food. And a big gun to make sure no one takes anything away from you.

And speaking of guns...



Weapons

As part of your basic outfit, the first thing your *Cyberpunk* is gonna want to spend his money on is some weapons (weapons can get you out of a bad situation a lot faster than a great chip player). *Cyberpunk weapons break into seven types:*

Pistols (P) are any type of single shot (or semi-automatic) weapon which may be accurately fired with one hand.

Submachineguns (SMG) are any type of weapon which may fire either automatically or semi automatically, using only pistol ammunition.

Shotguns (SHG) are any weapon which fires pellets or other small particles instead of a solid slug.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

Ballistic Flechette Guns (BFG) are a new category of weapons designed to deal with transformed humans, full body cyborgs and other massive targets. Firing huge, caseless plastic flechette rounds, BFGs are designed to deliver a hit that will knock anything short of a charging triceratops off its feet. BFGs also come in RBFG (Rail-driven Ballistic Flechette Gun) and FABFG (Full Assault Ballistic Flechette Gun) models.

Heavy Weapons (HVY) include missiles, grenades, heavy cannon, etc.

Melee Weapons (MELEE) include swords, daggers, knives, martial arts weapons, polearms, etc.

Exotic Weapons (EX) ; these are bows, lasers, flechette pistols, laser "capguns," airguns and microwave weapons—the real "sci-fi" weapons of the *Cyberpunk* universe.

Weapon Codes

Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, concealability, availability and cost. These factors are recorded as a weapon code—a profile of the weapon in order of:

Name • Type • Accuracy • Concealability • Availability • Damage/Ammunition • Number of Shots • Rate of Fire • Reliability

• **Accuracy:** This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

• **Concealability:** How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat—it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve (P)
Jacket, Coat or Shoulder Rig (J)
Long Coat (L)
Can't be Hidden (N)

• **Availability:** This is how difficult the weapon is to find on the open market.

Excellent (E)
Can be found almost anywhere.

Common (C)
Can be found in most sports & gun stores or on the Street.

Poor (P)
Specialty weapons, black market, stolen military.

Rare (R)
Stolen, one of a kind, special military issue, Altcult design; may be highly illegal.

Unavailable (U)
These weapons can only be gained through Giri or an Altcult. They are never on the market.

• **Damage/Ammunition:** Each weapon is rated as to the type of ammunition it carries, and the damage of that ammunition (in numbers of dice thrown).

• **Number of Shots:** This is how many shots are held in the standard clip, magazine or quiver for the weapon type.

• **Rate of Fire:** This is how many shots the weapon can fire in a single combat round (3.2 seconds).

• **Reliability:** This is how reliable the weapon is in combat—its chance of jamming while on autofire, etc.

Very Reliable (VR)
Standard (ST)
Unreliable (UR)

For an example, a weapon with the code: Minami 10 • SMG • 0 • J • E • 2D6+3/10mm • 40 • 20 • VR would be an Accurate (1) Minami 10 Submachinegun (SMG) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot clip, can fire up to 20 rounds per combat round on full auto, and is very reliable.

NEW GUNS AND GEAR ARE AVAILABLE ONLINE AT:

<http://www.talsorian.com/chromebooks>

MASTER WEAPONS LIST

Listed below are common weapons found in the 203X era. All weapons use caseless ammunition unless otherwise stated.

Light Autopistols

BUDGET ARMS C-13 20M \$75
P -1 P E 1D6(5mm) 8 2 ST
Light duty autopistol used as a holdout or "lady's gun".

DAI LUNG CYBERMAG 15 50M \$50
P -1 P C 1D6+1(6mm) 10 2 UR
Cheap Hong Kong knockoff, often used by boosters.

FEDERATED ARMS X-22 50M \$150
P 0 J E 1D6+1(6mm) 10 2 ST
The ubiquitous "Polymer-one-shot" cheap plastic pistol. Available in designer colors.

Medium Autopistols

MILITECH ARMS AVENGER 50M \$250
P 0 J E 2D6+1(9mm) 10 2 VR
A well-made autopistol with good range and accuracy. A professional's gun.

DAI LUNG STREETMASTER 50M \$200
P 0 J E 2D6+3(10mm) 12 2 UR
Another Dai Lung cheapie, built for the Street.

FEDERATED ARMS XJ-9MM 50M \$300
P 0 J E 2D6+1(9mm) 12 2 ST
A sturdy Solo's gun, used as a standard military sidearm in the U.S. and E.C.C.

Heavy Autopistols

BUDGET ARMS AUTO 3 50M \$250
P -1 J E 3D6(11mm) 8 2 UR
It's cheap. It's powerful. It blows up sometimes. What else do you want?

STERNMEYER TYPE 35 50M \$400
P 0 J C 3D6(11mm) 8 2 VR
Rugged, reliable, with excellent stopping power. Another fine E.C.C. product from United Germanies.

Very Heavy Autopistols

ARMALITE 44 50M \$450
P 0 J E 4D6+1(12mm) 8 1 ST
Designed as an alternate to the 1998 U.S. Army sidearm trials. A solid contender.

PEACEMAKER 300M GIRI
P +2 J U 6D6 4 1 VR
The Peacemaker is designed to penetrate armor with a high powered slug. Six shots, but every one counts.

COLT AMT MODEL 2000 50M \$500
P 0 J C 4D6+1(12mm) 8 1 VR

Now the standard officer's sidearm for the U.S. Army, the M-2000 served well in the Central American Wars.

Light Submachineguns

UZI MINIAUTO 9 150M \$475
SMG +1 J E 2D6+1(9mm) 30 35 VR
Uzi's entry into the 21st century, all plastic, with a rotary electric clip and adjustable trigger. The choice for many security Solos.

H&K MP-2013 150M \$450
SMG +1 J C 2D6+3(10mm) 35 32 ST
Heckler & Koch's updating of the MP-5K classic, with compound plastics and built in silencing.

FEDERATED ARMS TECH ASSAULT II 150M \$400
SMG +1 J C 1D6+1(6mm) 50 25 ST
An updated version of the venerable Tech Assault I, features larger clip, better autofire, no melting. Honest.

Medium Submachineguns

MINAMI 10 200M \$500
SMG 0 J E 2D6+3(10mm) 40 20 VR
A standard security forces weapon, once found worldwide. Used by the now infamous Arasaka Security.

H&K MPK-9 200M \$520
SMG +1 J C 2D6+1(9mm) 35 25 ST
A light composite submachinegun with integral sights. Used by many Euro Solos.

Heavy Submachineguns

STERNMEYER SMG 21 200M \$500
SMG -1 L E 3D6(11mm) 30 15 VR
Sternmeyer's best entry in the anti-terrorist category, with wide use on C-SWAT teams and PsychoSquads.

H&K MPK-11 200M \$700
SMG 0 L C 4D6+1(12mm) 30 20 ST
Possibly the most used Solo's gun in existence, the MPK-11 can be modified into a bullpup configuration, standard SMG, an assault carbine, or a grenade launcher mount.

INGRAM MAC 14 200M \$650
SMG -2 L E 4D6+1(12mm) 20 10 ST
Updated MAC-10, with composite body and cylindrical feeding magazine.

Assault Rifles

MILITECH RONIN LIGHT ASSAULT 400M \$450
RIF +1 N C 5D6(5.56) 35 30 VR
A light, all purpose update, similar to the M-16B.

AKR-20 MEDIUM ASSAULT 400M \$500
RIF 0 N C 5D6(5.56) 30 30 ST
A plastic and carbon fiber update of the AKM, distributed throughout the remains of the Soviet Bloc.

FN-RAL HEAVY ASSAULT RIFLE 400M \$600
 RIF -1 N C 6D6+2(7.62) 30 30 VR
 The standard NATO assault weapon for battlefield work. Bullpup design, collapsing stock.

KALISHNIKOV A-80 HVY. ASSAULT RIFLE 400M \$550
 RIF -1 N E 6D6+2(7.62) 35 25 ST
 Another Soviet retread, with improved sighting and lightened with composites.

NANO ACCELERATOR RIFLE 1600M GIRI
 RIF +0 N U 2D10 NA 1 VR
 Solar charged (or in rare cases), nuclear powered rail-gun can shoot any ferrous material—nuts, bolts, bullets.

Shotguns

KANG RAPID ASSAULT SHOT 12 50M \$900
 SHT -1 N C 4D6 (00) 20 10 ST
 A high powered auto-shotgun with lethal firepower. .

STERNMEYER STAKEOUT 10 50M \$450
 SHT -2 N R 4D6 (00) 10 2 ST
 Light duty stakeout shotgun, often used by city police.

Heavy Weapons

BARRETT-KANG LIGHT 20MM 450M \$2000
 HVY 0 N R 13D6 10 1 VR
 The cyberpsycho hunter's favorite. @ 2m long, this "cannon" fires depleted uranium shell at supersonic speeds. AP sub-caliber penetrator damages armor at 2 SP/hit.

SCORPION 16 MISSILE LAUNCHER 1KM \$3000
 HVY -1 N R 12D6 1 1 VR
 The third generation of the Stinger missile launcher, this shoulder arm fires one missile.

MILITECH RPG 750M \$1500
 HVY -2 N R 10D6 1 1 VR
 Shoulder carried, rocket-powered grenade launcher.

12.7 MM GATLING 600M \$5000
 HVY 0 — U 10D6 (burst) 1000 100 VR
 .50 caliber gatling gun, often used on AVs; helicopters.

LAW 4 ROCKET 200M \$2500
 HVY -2 — U 12D6 4 1 VR
 A four shot anti-light armor rocket pod.

14MM ANTITANK RIFLE 500M \$8500
 HVY 0 — U 10D6 4 1 VR
 Shoulder or spinal-mounted light anti-tank rifle.

4MM RAILGUN (VEHICLE MOUNTED) 1500M \$4500
 HVY +3 — U 8D6 1 10 VR
 Throws a 15gram, 4mm slug at high speeds. Excellent for light vehicle attacks.

PHOTON CANNON (VEHICLE MOUNTED) 300M \$4000
 HVY +2 — U 1-7D6 10 2 UR
 A capacitor laser powered off vehicle batteries.

20MM RIFLE (VEHICLE MOUNTED) 1400M \$6000
 HVY +2 — U 10D6 6 1 VR
 The equivalent of a mecha scaled sniper rifle. Long range, lots of punch.

MECHA SCALE MONOSWORD 2M \$1200
 HVY 0 — U 7D6 — 1 VR
 Large monoblade designed for mecha use.

MARK 9 TORPEDO 2KM 13D6
 HVY -1 N R 13D6 1 1 VR
 Self-guided torpedo with HE head. Water only.

Ballistic Flechette Guns

BFG (BALLISTIC FLECHETTE GUN) 100M GIRI
 BFG +0 J U 7D6 12 1 ST
 These hand cannons fire 30mm, explosive rounds equivalent to a light anti-tank round.

RBFG (RAILDRIVEN BALLISTIC FLECHETTE GUN) 1000M GIRI
 BFG +2 N U 8D6 12 1 ST
 Shoulder arm BFG. Capable of stopping a light tank.

FABFG (FULL ASSAULT BALLISTIC FLECHETTE GUN) 600M GIRI
 BFG +1 N U 12D6 15 1 ST
 The 20mm, semi automatic version of the BFG.

GRENADE THROW \$30
 HVY 0 P P Varies 1 1 VR
 Types include Fragmentation, Incendiary, Stun, Dazzle (Blind for 4 turns), Sonic (deafened 4 turns), Gas

GRENADE LAUNCHERS 225M \$150
 HVY 0 L/N R Varies 1 1 ST
 Launcher may be attached (under barrel) to any assault rifle, or hand-held. Range 225m, Cost 150eb. Not compatible with Militech RPG-A.

C-6 "FLATFIRE" PLASTIC EXPLOSIVE NA \$100/KG
 HVY 0 P P 13D6 PER KG. 1 1 VR
 Plastique block, detonated by timer, tripwire or signal.

MINE (ALL TYPES) NA \$350
 HVY 0 J P 7D6 1 1 VR
 Detonated by timer, tripwire, signal or motion detector.

KENSHIRI ADACHI F-253 FLAMETHROWER 50M \$1500
 HVY -2 N R 5D6 10 1 ST
 Liquefied napalm sprayer. Back mounted and bulky. Does extra damage following initial hit.

Exotics

TECHTRONICA 15 MICROWAVER 20M \$400
 EX 0 J P 1D6 10 2 VR
 Flashlight sized microwave projector.

TORPEDO SPEAR 300M GIRI
 EX +2 N U 6D6 NA 1 VR
 2m long spear with capacitor-shock charge in the head. Self-homing at 50% accuracy.

MILITECH ARE-X CAP-LASER GUN 200M \$5000
 EX 0 N R 1-5D6 10 2 UR
 The civilian version of the milspec laser cannon.

AVANTE P-1135 NEEDLEGUN 40M \$200
 EX 0 P P Drugs 15 2 ST
 Lightweight, plastic, compressed air powered. Can be doped with drugs, poison.

ENERTEX AKM POWER SQUIRT 10M \$15
 EX -2 J C Drugs 50 1 VR
 A squirtgun. Yes, a powered squirtgun.

NELSPOT "WOMBAT" AIRPISTOL 40M \$200
 EX -1 J C Drugs 20 2 UR
 Paintball gun from hell. Fires acid, paint, drugs, poison.

SCRAMBLER 30M GIRI
 EX +4 J U 4D6/Stun 50 1 ST
 Short range taser-like weapon that breaks down neural connections. Can be set to stun or kill.

HAZER 50M GIRI
 EX +2 J U Stun 10 1 VR
 Large handgun fires frozen globe of sleep drug that explodes into gas on impact.

HOWLER 50M GIRI
 EX +3 J U Stun† 50 1 VR
 Howlers cause excruciating pain and teeth rattling vibrations that make it impossible to articulate joints

†Although technically paralysis, treat as Stun while weapon is on target.

ARC THROWER 50M GIRI
 EX +2 L U 4D6 15 1 ST
 U-shaped handweapon that discharges two massive electrical arcs. Deadly (+4D6) to C-Metal combatants.

MILITECH ELECTRONICS HAND TASER 10M \$60
 EX -1 J C Stun 10 1 ST
 Zap. About the size of a small hand flashlight.

SPLINTERGUN 50MN GIRI
 EX +4 J U 2D6 50 10 UR
 Uses spinning flywheel to tear off needles of supercarbon at high velocities.

EAGLETECH "TOMCAT" COMPOUND BOW 150M \$150
 EX 0 N C 4D6 12 1 VR
 Gyrobalanced, stabilized compound bow. Silent & deadly.

EAGLETECH "STRYKER" CROSSBOW 50M \$220
 EX -1 N C 3D6+3 12 1 VR
 Plastic and bimetal crossbow. Silent, deadly, and you usually get your ammo back.

SONIC 50M GIRI
 EX +3 L U 4D6 20 1 UR
 Largish handweapon fires a concentrated ultrasonic beam, disrupting flesh, shattering bone, etc.

MISSILEGUN 150M GIRI
 P +1 J U 6D6 10 1 ST
 Next generation gyropistols, with intelligent explosive tipped bullets that lock onto target (50%).

Melee Weapons

FIGHTING KNIFE NA \$20
 MELEE +1 P E 1D6 NA 1 VR
 It's a knife. A BIG knife You cut things with it.

KENDACHI MONOKNIFE® NA \$200
 MELEE +1 P R 2D6 NA 1 VR
 Japanese "tanto" style mono-crystal blade. Incredibly sharp. Available as a naginata form for 100.00 extra.

KENDACHI MONOKATANA® NA \$600
 MELEE +1 N R 4D6 NA 1 VR
 Sword length version of monoblade. Resembles a hightech katana with a milky, nearly transparent blade.

SHOK-KNUCKLES NA GIRI
 MELEE +2 J U Stun 100 2 ST
 Electrically charged stun knuckles. Can be switched from stun to killing damage (2D6) at 2x power costs

STUN STAVE NA GIRI
 MELEE +1 N U Stun 100 2 ST
 Bo version of shok-knuckles. Can be switched from stun to killing damage (4D6) at 2x power costs

STUN TONFA NA GIRI
 MELEE +2 L U Stun 100 2 ST
 Tonfa version of shok-knucks. Can be switched from stun to killing damage (3D6) at 2x power costs

DUO KATANA NA GIRI
 MELEE +2 N U 6D6† NA 2 VR
 Rod about 1 meter long, with mono-glas blades on either end. Can be used like a staff or as a sword.
 † each blade.

MONOFISTS NA GIRI
 MELEE +2 J U 2D6ea NA 1 VR
 Reinforced knuckledusters with monoblade daggers.

BLADEBUSTER NA GIRI
 MELEE -1 N U 7D6 NA 1 VR
 P -2 N U 4D6 6 1 ST
 Sword with a pistol built into the axis of the blade.

POWERSWORD : NA GIRI
 MELEE 0 N U 3D10 NA 1 VR
 Similar to a bladebuster, but rimmed with a vibrating monoedge that can cut through almost anything.

FISSION BLADE N GIRI
 MELEE -1 N U 3D6/1D6turn NA 1 VR
 A metal blade with slots cut into the edge to release nano viral dust (additional 1D6 per turn damage unless countered by antidote nano or EMP)

Old Guns Never Die

As late as the 1990's there were still used models of the venerable Beretta and Webley for sale (particularly in pawnshops and on the black market). The same can be assumed for "obsolete" 20th century weapons that can often be found at reasonable prices in any 203X pawn shop. Prices are usually half that of comparable new weapons of the type (final price is up to the Referee).

S&W COMBAT MAGNUM 50M REF
P 1 J C 2D6+3 (.357) 6 2 VR
Designed for US Border Patrol use, the Combat Magnum is a popular choice among police officers. Its "small frame" and reliable action make it a best seller.

LLAMA COMMANCHE 50M REF
P 0 J C 4D6(.44) 6 1 ST
An excellent .44 revolver, used in home defense and police work. It's long barrel makes it hard to conceal.

COLT .45 "PEACEMAKER" 40M REF
P 0 J R 2D6+2 (.45) 6 1 VR
The gun "that won the West", the .45 was the most common US sidearm throughout the 1800's. A single action weapon, it must be cocked before firing, although later models had a flattened hammer allowing the gun to be fired by "fanning" the hammer.

COLT .38 DETECTIVE 40M REF
P 1 J C 1D6+2 (.38) 6 1 VR
The most commonplace police weapon for many years, the Colt .38 has many variants, including the smaller "Chief's Special". With their high reliability, there are many of these guns still in circulation.

C.O.P. .357 DERRINGER 40M REF
P 0 P C 2D6+3(.357) 4 2 VR
Designed as a "holdout" for law enforcement agents, the COP uses a unique revolving firing pin arrangement. It's small size makes it easily hidden.

UZI 150M REF
SMG 2 J C 2D6+1(9mm) 30 20 VR
Israeli-designed as a reliable export weapon; now used worldwide by security forces, US Secret Service, police and (unfortunately) terrorists and drug dealers.

VZ61 SKORPION 150M REF
SMG 2 J P 1D6(.25) 20 25 VR
A standard military sidearm for the Soviet Bloc, the Skorpion is the world's smallest military SMG. Easily silenced and carried in a shoulder holster.

INGRAM MAC 10 200M REF
SMG -1 J C 2D6+2(.45) 30 5 UR

A very small SMG used by covert units and terrorists. It can be easily silenced. However, its very large ammo size makes it very difficult to control when on full auto.

H&K MP5 & MP5K 200M REF
SMG 1 L C 2D6+1(9mm) 30 20 ST
Two examples of the H&K family of interchangeable SMGs, both share parts and design similarities. The MP5K is a very small version of the MP5SD3, which has a built in silencer.

THOMPSON M1 200M REF
SMG 2 N C 2D6+2 (.45) 30 20 VR
Standard US military SMG during WWII, the Thompson is rugged, reliable and easy to use. The M1928 version, of gangster fame, was less reliable (UR), but could carry a 50 round drum magazine.

BUSHMASTER 200M REF
SMG 0 C R 4D6 (5.56) 30 20 ST
A bullpup configured SMG designed to be fired one handed. The Bushmaster uses the M-16A1 clip, making it technically more an assault rifle than SMG.

FN-FAL 400M REF
RIF 0 N E 6D6+2 (7.56) 20 21 VR
Standard NATO rifle. A very deadly assault weapon; durable and handles well.

AK 47, AKM, AKMS 400M REF
RIF 0 N E 5D6 (7.56S) 30 20 VR
Standard Soviet military rifle, exported worldwide, particularly to Soviet client-states. Reliable, rugged, but rather difficult to control, the AK-47 is probably the most well known weapon of its type in the world.

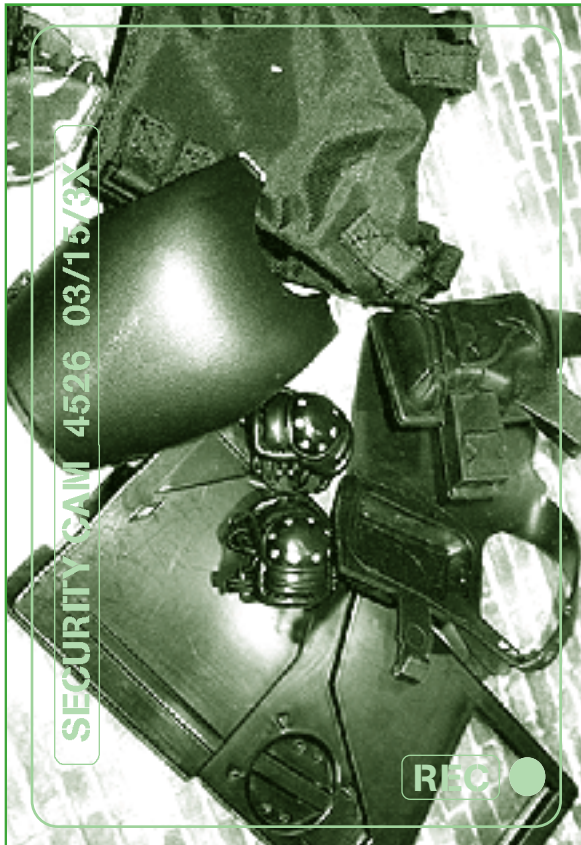
M-16A & M-16A2 400M REF
RIF 2 N C 4D6(5.56) 30 25 UR
Standard US military rifle since the 1960's, the M-16 has high accuracy and a staggering ROF. A built in "tumble" effect compensates for the light 5.56 round. The Ar-15 and the AR-180 are civilian models used by police and home defense.

STYER AUG 400M REF
RIF 2 N C 4D6 (5.56) 30 20 VR
Bullpup configured rifle using high tech plastics and aluminum. Built-in scope gives great accuracy, while rugged construction adds reliability and strength.

WINCHESTER M70 400M REF
RIF 3 N C 5D6+1(30-06) 5 1 VR
A basic scoped hunting rifle, used to hunt deer.

CAWS 50 REF
SHG 0 N R 4D6(00) 10 10 ST
Close in Assault Weapon, designed for house to house work, crowd suppression. Scope is built in, making it very accurate for type.

Body Armor



This is the next most important purchase for the well-dressed 'punk. Most armors in the 203X period are made of epoxide laminates, plastic mesh weaves, armorgel inserts or ceramic plates. Each type has an **Encumbrance Value (EV)** which is *subtracted* from your character's REF, and a **Stopping Power (SP)**, which refers to the ability of the armor to stop damage. The Armor's Stopping Power is subtracted from the amount of damage done by the hit. Armor includes:

HEAVY LEATHER ✓

Jacket	Arms, Torso	SP=4	EV=+0	\$50
Pants	Legs	SP=4	EV=+0	\$50
MiniSkirt/Dress	Torso	SP=4	EV=+0	\$60

Good for road rash, stopping knives, etc. A good .38 slug will probably rip you to bits, however.

FIBREMESH BALLISTIC CLOTH FASHIONWARE ✓

Shirt/Top	Arms, Torso	SP=8	EV=+0	\$80
Pants/skirt	Legs	SP=8	EV=+0	\$90
Miniskirt/Dress	Torso	SP=8	EV=+0	\$50
Pantyhose	Legs	SP=8	EV=+0	\$90
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1	\$120
Body/Surf/Wetsuit	All over	SP=10	EV=+0	\$165

Buckyball fibremesh with sintergel pads over joints and other critical areas. This is the typical "street" clothing described on pgs.127, 182.

KEVLAR ✓

Vest	Torso	SP=10	EV=+0	\$90
Light Jacket	Torso, Arms	SP=14	EV=+0	\$150
Med Jacket	Torso, Arms	SP=18	EV=+1	\$200

Personal protection for the fashion conscious, these lightweight Kevlar vests and jackets have nylon coverings that resemble normal clothing.

HELMET

Steel	Head	SP=14	EV=+0	\$20
Nylon	Head	SP=20	EV=+0	\$100

Heavy duty protection for the head, standard for most military. Some are made of steel, others of kevlar and high impact plastics. Most (90%) have face shields with 1/2 the SP level as the rest of the helmet.

FLACK

Vest	Torso	SP=20	EV=+1	\$200
Pants	Legs	SP=20	EV=+1	\$200

Standard protection for combat soldiers, the flack vest is designed to stop small arms fire, grenade shrapnel, but only slow up assault rifle rounds.

DOORGUNNER'S VEST

Torso	SP=25	EV=+3	\$250
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Heavy duty protection for stationary positions, like machinegun nests, helicopter doors, etc.

METAL GEAR™ BODY ARMOR

Whole Body	SP=25	EV=+2	\$600
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Laminated epoxide plate armor. Bulky and designed in modular sections, with helmet, arm & leg coverings, torso and back clamshell.

✓=Edged weapons treat SP as half

*AP rounds: treat all Armor as 1/2xSP

† (EV) Encumbrance values should be added together and subtracted from character's total REF stat.

Starting Outfit

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At this point (in previous editions of *Cyberpunk*), we used to make you get a job so you could buy your outfit. But then we started thinking about it. It's the Dark Future, right? Mankind is living on the edge of technological chaos, and you're a brain-burnin', cyberhackin', heavy-metal hero...

...who gets up every morning to commute to work. Yeah. Right. Sure.

We know how *your* character got their stuff. Or rather, we don't *want* to know, because knowing means that we might have to do something about it. So here's what you're going to do:

- 1) Look over the list below.
- 2) Pick six things from that list:

- AGENT (BASIC)
- AMMO (50 ROUNDS)
- ARMORED TRENCHCOAT (SP10)
- BIVVYBAG (FOR NIGHTS ON THE STREET/ROAD)
- DATACHIPS (3 TOTAL; YOU DECIDE WHAT'S IN 'EM)
- DECKCHIP (FOR NETRUNNING; EDGERUNNERS ONLY)
- FIBREMESH FASHIONWARE (SP8— YOU PICK THE TYPE)
- FIGHTING KNIFE
- FULL RANGE COMMO
- HAND TASER
- KIBBLEPACKS (3 TOTAL, CHOOSE TYPE)
- LIGHT ASSAULT RIFLE (CHOOSE TYPE)
- LIGHT HANDGUN (CHOOSE TYPE)
- LIGHT SUBMACHINEGUN (CHOOSE TYPE)
- LIGHTSTIX
- LINK CABLES OR WIRELESS LINK (FOR NETRUNNING)
- MEDTOOL
- MICROTOOL
- MONOBLADE (CHOOSE TYPE)
- 100 STRUCTURE OF NANODUST OR POLYMER; 2 MINDCORES
- SMARTBOARD (FOR NETRUNNING)
- TECHSCANNER

Simple, neh? Including stuff you got for free with any Template you chose (if you did), these six things are what your character is starting out with. We don't want to know how they got them either. Just make up some kind of story like the one you're going to tell the local Security mercs when they bust in, looking for troublemakers...

Yeah. *That'll* work.

Cash

Oh yeah, one more thing. That body your character was looting? It had some cash on it. **Roll 1D10 and multiply the result by 10.** That's how much money you scored in **Night City Dollars (NCD)**. You want anything that isn't on the list, you're going to have to buy it with that money (see the **Extended Outfitting List** on pg. 274 for more stuff and its prices). But don't worry about that right now. You've got enough stuff to carry already.

Encumbrance

Speaking of carrying... In most cases, encumbrance isn't a big problem for a *Cyberpunk* character—he's going to keep the majority of his gear in his cube or his roadcar. A *Cyberpunk* character can carry around as much in kilograms (2.2lbs) as the number of points invested in his STR stat, multiplied by 10. He can deadlift 40 times his STR stat. *Example: I have a STR of 6. I can carry up to 60 kg; roughly 132 lbs. I can deadlift 240 kg—about 528 lbs.*

Rather than list exact weights of everything you could possibly want to carry, we have arranged a simpler system of classification. The following typical weight groups are more useful to the Referee who must make a general determination of how much a player can carry.

0.5 KILOS OR LESS: 1 BOX OF AMMO • AGENT • MINI COMPUTER • INTERFACE CABLES • DIGITAL CAMERA • SMALL RECORDER • FLASHLIGHT • BINOCULARS • SWISS ARMY KNIFE • ARTICLE OF CLOTHING • FIGHTING KNIFE • SWITCHBLADE • MIRRORSHADES • LIGHT PISTOL • NYLON CARRYBAG • KEVLAR HELMET.

1 KILO OR LESS: MEDIUM TO HEAVY HANDGUN • SLEEPING BAG • TOOLKIT • MEDICAL KIT • ARMOR VEST/T-SHIRT.

3 KILOS: SUBMACHINEGUN • VERY HEAVY PISTOL • ELECTRIC GUITAR • DRUM/KEYBOARD SYNTHESIZER • LIGHT TO MED. ASSAULT RIFLE • SHOTGUN • ARMOR JACKET, FLACK PANTS OR VEST.

4 KILOS OR MORE: FOLDING BIKE • HEAVY ASSAULT RIFLE • LARGER-APARTMENT FURNITURE LIKE DRESSERS, TABLES, CHAIRS.

Putting the Cyber into the Punk

It's all about the Metal. And the Meat.

If the ethos of *Cyberpunk* is about how people take technology and make it their own, then no other element is more cyberpunk than the adaptation of technology to the Street. From the Edgerunners, who graft metal and plastic to their living flesh, to the Rollers who use nanotech micromachines to give them superhuman survival abilities, the world of *Cyberpunk* is all about finding a technological edge and bending it around the life force for greater advantage.

The *Cyberpunk* genre has come a long way since the days of the early Punks of the 2013 era, who'd cut off their own arm if they could replace it with a metal chromed, rapid-fire killing machine. As *Cyberpunk* has matured, so have its applications of technology; microscopic machines that can reshape flesh, altered viral DNA cocktails that grant superhuman abilities, animals gene-shaped into living organic weapons, superstrong materials that can mimic skin and bone, giant mechanisms that can be controlled as an extension of the will—these are only a few of the ways in which the *Cyberpunk* ethos has evolved.

Putting the Cyber into the Punk isn't just about being a cyborg any more. It's about how you use that cyber and what form it takes. Following are six paths to the Dark Future; one old, five all new. They're your paths now. So be real careful which one *you* walk.



IMPORTANT

Each new (Non-Template) Player begins with 150 Giri to acquire Cybertech from his or her AltCult. You may only acquire Cybertech from an AltCult you are a member of. Giri gained from one AltCult may **NOT be applied to acquisitions from another AltCult.**

NEW ALTTECH IS AVAILABLE ONLINE AT:

<http://www.talsorian.com/chromebooks>

NuCybe

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CYBERTECH: EDGERUNNER



Want a cyberarm?. First, start by cutting off your arm at the bicep, sealing off the main arteries, trunk nerves and bleeding meat. Dope the whole stump with a potent cocktail of anti-rejection drugs so it won't rot, then join on a metal cap that splices directly to the naked femur to support a titanium alloy replacement. Hook the remaining nerves into the endcap with microsurgical precision, allowing you to move a lacing of plastic muscles, metal joints and light metal sheathing that gives your new appendage a semblance of a real arm. You still can't lift a car, but now you can crush a steel I-beam in one hand and pack an armory from fingertip to bicep on top. And while you're at it, watch out for the cyberpsychosis that develops when you take on the voluntary amputa-

tion of a major body part, and the two to three weeks it takes to heal from the surgery.

THAT was the way your father did it. But this is 203X. This ain't your dad's ripperdoc chopshop. We have much better ways to get you cybered up. This time we leave your meat arm just where it is. Instead, we cap the upper bicep with a metal band called a **bracer**, that rings the arm like a thick, flexible cuff. We tap into the main nerve trucks through several nearly microscopic conductance ports inside the bracer; no pain, barely any skin penetration—less than piercing your ears. You concentrate on activating your new cyberware, and the surface of the bracer explodes into a series of flexible, interlocking segments that seamlessly coat your meat arm in a metal sleeve. The bracers instantly lace monomolecular reinforcements and plastic pseudomuscles through their entire structure, giving your metal clad arm the rigidity of a 57 Chevy fender and the strength of a backhoe.

Various modules seamlessly join into the main bracers; normally disguised as everyday bracelets and rings, they automatically seek pre-set hard-points and extrude weapons, sensors and even specialized fingertaps. You slap on a few extra "modds" you've stashed on the belt; the heavy smartgun, the mini-flamethrower, and you're ready to rock. Every couple of days, you power down the entire thing; it folds back into the bracers and rings; the modds drop off, and you catch up on your truck driver tan. The small metal button in the middle of the bracer holds a biological power cell good for a month—sure, not as long-lasting as the old atomic-decay batteries your dad wore, but there's no radiation cascade effects to screw up your genes.

You can slap a bracer on almost anything; arms, legs, shoulders, wrists; there's even removable ones to enhance your sexual prowess. You don't

even need a ripperdoc—the conductance probes are self inserting and sterilizing; all you need is hardwired nerves to conduct the signals. Removing the bracer is as simple as unlocking the activation segment—the probes pull out with only a tiny smear of blood.

Optics and audio are even easier; most are encased in wraparound eyepiece modules that hook up to tiny metal inductance probes at the temples. Some models resemble sunglasses, other more beefed up “gargoyle rigs” have multiple optics and sensor festooning them like a preying mantis’ fashion fest. Very few people are popping eyeballs out these days; not when a quick jolt of a EMP gun can turn an old school cyberoptic into a sizzling pit in the middle of your face.

Still need to pick up a car? The same technology that powers nucybe also drives nextgen linear frames. These new frames are belt mounted, and extend collapsible frames that link up to your bands and create a seamless superpowered exoskeletal rig. Still others are worn like t-shirts wrapped around the upper torso.

So let the old guys rant about how you have it easy; that cyberwear these days doesn’t require the “commitment” of the old school. There’s an old cyberpunk saying from back in the 90’s that reflects YOUR attitude—never do anything that doesn’t have an “undo” option on the menu.

Cybertech Brief

NuCybe is a combination of updated technologies and good old-fashioned cybertech. Each piece either has an inherent ability (a gun, for example), or the ability to enhance a characters Skill or Stats. Most of these abilities are inherent in the design of the NuCybe component and can be found in the descriptions to follow.

Options are the pieces that make up your NuCybe devices. They include **Neural Nets**, **Splices** and **Bracers**. For full descriptions of these see the appendix on pg. 252.

Neural NetGiri=25

You need a neural net implant to use any type of NuCybe. This is an implanted processor that can

be anchored to any major bone, with a nanococktail that laces your nerves with hardwired microcircuitry. All of your cyberwear hooks into this net—you must have one to run NuCybe. It takes about two days for your neural net to come on line, and about 2 more days for it to be fully effective. As an Edgerunner, it is assumed that you already have this system installed.

Splices

Splices are hardpoints where you can hook up **Chipware Ports, Links or Amps** to upgrade your Neural net. You must have one for each type of Amped ability; however, you can plug more than one link or amp into a single splice (for example, you could put any number of Control Links into your Control Splice). For full descriptions of the options available to Splices, see the appendix on pg. 252.

Chipware Ports : Chipware Ports are quarter sized jacks mounted flush to the skin, each holding 1-4 small openings where link, data, memory and skill chips can be inserted. The data on these are then routed to your nervous system via self-inserting nanowire connectors.

Links : Links allow you to directly control hardware. Links are tiny (about the size of a nail) spikes of doped and programmed silicon that jack into your chipware ports. Links come in different colors to allow the user to know what they contain.

Amps : Like Links, Amps are also colored silicon spikes that jack into your ports. Some allow you to improve or enhance reflexes or sensory abilities. Others act as visual, auditory or data recording /playback devices. For full descriptions of the options available to Amps, see the appendix on pg.253.

Bracers

Bracers are metallic NuCybe bands around the upper or lower limb that extend to cover the limb from below the bracer. When active, bracers will automatically link up and cover the body space between them with an armor plated shell. Bracers automatically protect (SP16) /strengthen (STR +5)

the limb. A human can wear three bracers per limb (bicep/forearm/hand) (thigh/shin/ankle). Smaller bracers (called **rings**) can be placed on fingers, toes and other locations, while **gauntlets** are gloves that cover the hands.

You can put one bracer on each forearm, one on each bicep, one on each thigh, one on your torso, and one gauntlet on each hand. Bracers are where you plug in any modular plug-ins (or **modds**), such as weapons, skillsoft ports, storage areas or cybertools. Most bracers have two hard-points (top/bottom) to mount these plug-ins. Bracers also mount small power cells for operation, and have **7SDP and are armored to SP 16**.

For full descriptions of the options available to Bracers, see the appendix on pg 261.

Modds

Modds (modular plug-ins) are separate units that are designed to be attached to **bracer** hard-points. Press the modd to the bracer hardpoint and it is seamlessly joined with molecular clamps. Modds include tools, weapons and other useful stuff. Modd descriptions can be found on pg.254.

Access

Edgerunner don't acquire NuCybe until they have reached at least their mid-teens (16), when a growing body has stabilized enough to permit a neural net to be implanted. Even then, NuCybe is usually gained as a reward for successfully working with other Edgerunner teams rather than as an automatic grant. These grants typically come in the form of pre-built cyber-packages optimized for the type of work the Edgerunner recipient is into.

Following are the most common Splice, Link and Amp and Bracer packages available to members of the Edgerunner Enclaves:

Splice Packages

HAND TO HAND PACKAGEGIRI=20

Optimized for close in combat, this neural package goes for boosted reflexes, pain editing and eagle eyed optics.

Reflex Splice

Amped Reflexes (+3)

Tactile Splice

Pain edit
Optic Splice
Anti dazzle
Amped Vision
Chipware Port (4 way)
Chipware Port (4 way)

TECHIE PACKAGEGIRI=17

This package improves a Techie's skills by putting the tools of a good micro-lab at his disposal.

Optic Splice
Microscopic amp
Telescopic amp
Tactile Splice
Amped Tactile
Control Splice
Control Autofac
Chipware Port (4 way)
Chipware Port (4 way)

RANGED COMBAT PACKAGEGIRI=25

This is the combat gunner's package—optimized for fast reflexes, weapon control links and long range vision.

Reflex splice
Amped Reflexes (Kerenzikov +1)
Control Splice
Smartgun link
Targeting Link
Optic Splice
Amped Vision
Anti dazzle
Telescopic vision
Chipware Port (1 way)
Chipware Port (4 way)

SPY PACKAGEGIRI=22

The covert ops package, this wires you in for night work, instant communications and fast reflexes.

Reflex splice
Amped Reflexes (+3)
Audio Splice
Amped audio
Radio Link
Optical Splice
Lowlight
Amped Vision
Telescopic

Chipware Port (4 way)
Chipware Port (1 way)

MEDIA PACKAGEGIRI=18

Seeing, hearing and reporting are the key elements of this package, which optimize optical, auditory and transmission abilities.

Optical Splice

Telescopic

Lowlight

Amped Vision

Audio Splice

Sound Editing

Audio Acuity

Radio Link

Subvocal phone

Chipware Port (4 way)

TRACKER PACKAGEGIRI=20

The must have package for bounty hunters or detectives, this gives you smell tracking and the ability to spot a target at long range before he sees you.

Olfactory Splice

Scent tracking

Amped Olfactory

Optical Splice

Amped Vision

Telescopic

Chipware Port (4 way)

Bracer and Ring Packages

MUSCLE T BRACERGIRI=25

Extra Arm mount (2) • Heavy Pistol shoulder mount (RT)
• Flamer shoulder mount (LFT)

Extra arms when you need them (no, you can't add nuCybe to them!) 12 STR and a few weapons stashed in the hardpoints.

COMBAT GAUNTLETGIRI=17

Light SMG • Heavy Pistol • Grenade Launcher

• Grapple & 20m line

A very standard combat bracer loadout, with a good mix of long and short range weapons and a grapple to get into those hard to reach places.

HAND TO HAND GAUNTLET 1GIRI=17

Wolvers • BigKnucks • Contact Taser

This combo mounts big knuck rings on all four

fingers, with rippers that extend from the back of the gauntlet. A taser gives a bit of non-lethal option coverage.

HAND TO HAND GAUNTLET 2GIRI=18

Rippers • Slice n dice • Buzzsaw

This integrates finger-ring mounted slice and dice with rippers modded into the back of the gauntlet. The built-in buzzsaw makes things really nasty. A solid hand to hand combo.

MEDIA BRACER [FOREARM /BICEP]GIRI=12

Video optic transmitter • Digital recorder

• Holoprojector

Excellent media bracer package, with onboard digital recorder for wiretaps, holoprojector for checking stuff and a video transmitter for capturing the hot story.

HEAVY WEAPON BRACER 1 [FOREARM]GIRI=18

Very Heavy Pistol • Heavy Minigun pod

Solid heavy weapons package, with a high speed minigun power and a man-stopping pistol.

HVY WEAPON BRACER 2 [THIGH/BICEP]GIRI=17

Grenade Launcher • Micromissile pod

A good match for the package above, this combines heavy standoff weapons of micromissiles with the flexible loadouts of grenades.

MISSILE BRACER [FOREARM]GIRI=22

Rocket launcher • Micromissile pod

Optimized for full missile power, this bracer has reach and impact.

TECH BRACER [ANY]GIRI=12

Smart keyboard • Micro toolkit • Techscanner

• Minisaw

Putting the most important tools at your fingertips, this bracer combines a smart keyboard, tech-scanner, micro toolkit and saw for fast repairs and hack jobs.

SMART BRACER [ANY]GIRI=13

4 way skillsoft port • Skillsoft storage (8)

A good backup for anyone who chips a lot of skills, this bracer mounts backup storage for skillsofts and four ports to use them.

ANTI CEE BRACER [FOREARM]GIRI=25

Arc Thrower • EMP pulse

SECURITY CAM 1117 10/13/3X



POWER ON

Optimized to take down Cee-Metal opponents, this bracer combines an arc thrower to shock 'em and an EMP pulse to knock them out.

ASSASSIN BRACER [FOREARM]GIRI=11

Silenced Heavy Pistol • Dartgun

A good all around killer's bracer, combining the silent stopping power of a Heavy Pistol with the flexibility (drugs, poison, sleep) of a dart loadout.

NON-LETHAL BRACER [FOREARM]GIRI=9

Contact Taser • Gas Sprayer

In case you don't want them dead, just captured. The contact taser takes them down without damage, while the gas sprayer provides a flexible mix between sleep, stun, drug or poison loads.

BOUNTY BRACER [FOREARM]GIRI=13

Tracking Device • Contact Taser • Gas Sprayer

A must have for trackers, bounty hunters. Tracing device to stay on them, taser to drop 'em in their tracks, gas sprayer for drug, sleep, poison options.

SPY BRACER [FOREARM]GIRI=8

B&E kit • Mini Flashlight • Digital camera

Just what you need for those covert ops and sneak and peeks. B&E kit, Mini flash, digital camera to record what you see.

TRACKSTARR® BRACERS [THIGH/PAIR].....GIRI=16

Worn around the thighs (pair required), these reinforce the legs, allowing you to add +2 to your Jump MOVE.

MR STUDD BRACERGIRI=7

Viagra in a bracer. All night, every night, but this time she's got a pretty good idea.

RINGA-DING-DINGGIRI=7

The ladies version of the Mr.Studd.

Gameplay

Cybering Up

Most of the time, your NuCybe components are stored in the form of bracers, rings or other jewelry-like pieces. This is their inactive state. It takes one turn to convert any bracers or mods you may have from their inactive state to their full linked, metal-covered cybered state. Changing between bracers takes one turn.

EMP

The bane of oldschool Edgerunners, EMP usually doesn't effect NuCybe. If hit by an EMP pulse, there is a mere 5% chance that the result will temporarily deactivate each piece of cyberware for 1D6/2 phases (roll for each).

Transform Nodes

CYBERTECH: REEF

Your mother started out life as a petite five two blonde who couldn't lift a large bag of groceries. As one of the first transformed humans, she became a seven foot, black-skinned amazon who routinely threw half-ton weights around. It cost her dearly though—as a first generation, her altered genetic codes backfired, turning her sleek, deep sea adapted form into a cancer-riddled husk by the time she was thirty. By that time though, she'd helped forge an entire nation—an underwater oasis capable of holding off the nastiest stuff the *Kulturekampf* can throw your way. She was a real pioneer, Mom (in fact she still is—she's just living in a Corpore Metal bodyshell now).

You're different. Whereas your mother could only endure a single genetic re-write; you'll change your form a hundred, maybe two hundred times in your enhanced lifetime. The secret to your success is **transform viruses**; microscopic packages of DNA that can retune and alter your genetic structure on the fly. You can change your height, your face, your skin/hair/eye color, even your sex in just a matter of a few minutes or hours. Given enough time, you could change from a 90lb hispanic male weakling to a 260 lb tiger striped female weightlifter with five inch claws. Transform viruses are the big tech advantage to living in Reef—you can adapt to almost anything, given the right "gene-juice cocktail" and enough time.

There's one thing you can't change through: Your bionet. This web of metallized tattoos covers your entire body, acting as conduits for the transform



virus implants. Strategically located bionodes meet at the center of these points, mixing potent DNA cocktails to enhance, change and alter your body as needed. The tattoos also contain your check-viral network; this is what makes sure that your fast-altering cells don't explode into lethal cancers or mutations.

Transform viruses aren't as fast as Nu-Cybe, but they aren't as permanent as Corpore Metal either. Cut off the flow of gene-juice to your body, and you'll rapidly revert to your original bioform, Not

as fast as the Hulk™ downshifts to Bruce Banner™, but fast enough to be a real embarrassment when you're running point on a dangerous op.

Cybertech Brief

Unlike Rollers, Reefer "Transforms" don't store colonies of live nano in their systems. Instead, they use recombinant DNA that alters their cellular structure. This requires a dose of the recombinants to "infect" the target's DNA each time. The T-Net is the method of doing this—it's an all over body injector system that feeds transform viral DNA into the body. As long as the transform virus is being fed in, the DNA is overwritten and the subject doesn't revert. Transforms are done as packages, which combine stat changes with extra options (similar to Talents). In general though, Reefer Transforms tend to optimize for strength and endurance over speed and reflexes.

Transform Node Abilities are the basic changes made to the genome to allow a Transformed human to do new things. They include the **T-Net**, **Sensory Enhancements**, **Augmentations** and **Attacks**:

T-Net.....Giri=40

The T-Net is a silvery web of tattoos that run along your chest, legs, arms and neck. It is the injector system that feeds viral DNA into the body. It also constantly checks the cellular makeup of your body, purging any cancerous mutations. Your T-Net is always visible; however, using body make-up can make spotting it a Challenging Task for others. Of course, if you're wearing body armor and a leather trench, no one's gonna notice anyway, right?

Sensory Enhancements

These are alterations to your DNA that enhance your senses—eyes, ears, nose, touch. These enhancements are designed as part of a Transform, which allows them to be integrated more fully into the body (for example, improving your hearing also entails changing the shape of your ears). For full descriptions of the options

available in Sensory Alterations, see the appendix on pg.255.

Augmentations

Augmentations are changes that enhance or alter the body in large, systemic ways. For example, changing the skin to mimic a natural armor or changing the nature of your lungs to allow you to breath every twenty minutes would be typical augmentations. Like Alterations, Augmentations are inserted into the DNA pattern as part of a global transform package; changing your muscle strength, for example, requires a corresponding change in bone strength as well, to make sure the bones don't shatter under stress. For full descriptions of Augmentations available, see the appendix on pg. 256.

Attacks: These are specialized Augmentations designed to give a Transformed Human built-in ways to confront the dangerous inhabitants of the ocean (or the equally dangerous inhabitants of the Night City megaplex). All of these DNA enhancements are designed as gene-splices from the natural weapons of other living organisms; fangs, quills, claws, talons, poisons or electrical shocks. They are always inserted into the genome as part of a transformation package. For full descriptions of the kinds of Attacks available, see the appendix on pg.257.

Access

As a member of the Reef culture, citizens are encouraged to take on at least one alternative to their "birth" form. This is usually a transform adapted to the requirements of the underwater environment.

Following are the most common T transform Packages used in the Reef Enclaves:

WHALEBOY (AQUATIC FORM).....Giri=50

The whaleboy is the optimum form for living in the deep reaches of Reef. With augmented lungs that allow you to swim between domes without breathing gear, blubber to keep out the cold of the ocean (and any attacks), amped hearing,

sonar and low light vision for deepsea navigation, high speed swimming and a set of nasty claws to keep problems at arms reach.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+2	+1	+7	+4	+3	+5

Abilities:

Amped Hearing Range, Low Light Vision, Sonar, Blubber, Efficient lungs, High Speed Swimming, Ripclaws, Webs, sonar.

SHARK GOD (COMBAT AQUATIC)GIRI=68

The ultimate aquatic combat form, designed to move fast, hit hard and destroy the target in one bite. Amped hearing, low light and scent tracking home you in to the prey no matter how hard it tries to hide. Fins and high speed swimming ability bring you in for the kill and armored hide and a gaping, multi-fanged bite finish the job.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+3	+3	+2	+5	+3	+4	+4

Abilities:

Amped Hearing acuity, Eardrum Shield, Low Light Vision, Scent Tracking, fins, water breathing, High Speed Swimming, sharkbite, Armor (hide)

SPEED RUNNER (RACING FORM).....GIRI=31

Tired of everyone else getting to the LZ before you do? The speed runner form is designed to give its user the abilities of a high speed athlete, with enhanced speed, leaping power to get over obstacles, some extra optic power to spot oncoming threats, and a nasty leg kick/taser combo to dispatch anything in your way. Perfect for couriers and other jobs where moving fast is key.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+2	+3	0	-1	+2	+5	+0

Abilities:

Amped Vision, Low Light vision, Telescope Vision, Boosted Leap, Armor (hide), disembowel Kick, organic taser.

SUCCUBOUS (SEX FORM).....GIRI=31

The succubous form is designed to optimize its user to be as attractive as possible. If the ability to change features, sex, hair and figure aren't

enough, this transform also packs a potent group of subtle weapons; sleep dust, fangs, constriction and hypnotism. And let's not forget the added impact of a dose of sex pheromones, just in case you want to seduce rather than kill.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+2	+3	+1	0	0	0

Abilities:

Sex Pheromones, Sleep dust, hypnotize, fangs, constriction, sex change, female figure change, facial feature change, hair color.

MINOTAUR (LAND COMBAT FORM)GIRI=78

Not all combat takes place in the water; sometimes you need the power of a lion over the speed of a shark. The Minotaur transform covers that with a good mix of lowlight optics, scent tracking, scaled armor and boosted leaping. Acid spray is a good close in move, and chameleon skin lets you get in close enough to use it. And in a melee, your disemboweling kick, swordfists and twin horns are a devastating package.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+3	+3	+3	+7	+4	+5	+5

Abilities:

Nictitating Membrane, Low Light, Smell Damper, Sound Editing, Armor (scales), boosted leap, Scent Tracking, Chameleon skin, Acid spray, Disembowel kick, swordfist, horn gore.

MANSTER (HEAVY STRENGTH FORM).....GIRI=46

Bigger is better with this form. You're not fast, but with boosted CON and the biggest BODY in town, no one's going to push you around. You're also armored against most threats with a sturdy shell, and protective adaptations to eyes, nose and ears. And if you have to mix it up, your huge hands and armored head are a pretty good deterrent.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
-1	0	0	+9	+5	-1	+7

Abilities:

Nictitating Membrane, Low Light, Smell Damper, Sound damping, pouch, Armor (shell), constriction, limb mace, head butt.

ACROBAT (AGILITY FORM)GIRI=36

In the city jungle, sometimes it pays to be fast and agile. The Acrobat form enhances your abilities with boosts on REF and DEX, as well as making you faster and a bit tougher. Stealthy moves, enhanced senses and camouflage keep you from being spotted, and hardened skin deals with the times you're not fast enough. A great form for stalking the rooftops of Night City.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+3	+3	0	+1	+2	+5	+2

Abilities:

Skin Harden, boosted leap, Thermographic vision, skin camouflage, stealthy, Amped Vision, Amped Hearing. Low Light.

COSMETIC ALTERATIONGIRI=17

Cosmetic alteration allows you to change your figure, height, weight, eye color, hair color, skin color and facial features at will. Feel like being a tall redhead? No problem. Feel like being a short, fat blonde with red eyes? You're covered. Very useful for spies, actors or other players in the world of deception, but also very common among Reefers who consider self image to be a matter of style.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+1	+3	0	0	0	0

Abilities:

Female figure change, height, weight, eye color, facial feature change, hair color

SEX CHANGEGIRI=15

This form allows you to change your sex at will, as well as altering your features, height and weight as desired. A useful transform for disguise or just getting a feel for how the other half lives, this is not quite as potent as cosmetic alteration, which changes more aspects.

Alterations to:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+1	+1	0	0	0	0

Abilities:

Sex change, female figure change, facial feature change, height, weight.

Gameplay**Birth Form**

A Transform character always has a basic "birth" form as well as any other T-forms. This birth form is constructed like a regular character.

T-Form Effects

T-forms affect basic physical structure only—you cannot make yourself smarter or more charismatic using transform viruses; **you may NOT change your INT, WILL, TECH** as these are based on psychological, not physical states. Besides changing your physical Stats, each T-form may also have enhancements that come with it; these are always listed with the description of the form.

Transform Time

Since during transformation, new viral DNA is being fed in to replace the old, a transformed person must pass through his "birth" form FIRST (aka "downshifting") before the new changes take effect. This is to make sure that all dangerous mutations have been purged before new (and possibly incompatible) ones have been added. **The amount of time to change between forms is therefore based on the delta between "birth" form Giri cost (0) and the new form's Giri cost in minutes.** Example: a change of form with a Giri cost of 50 will take 50 minutes.

Transforming is also limited: **you can only take a specific T-form for a max of 10 hours at a time** before the reservoir of viral DNA driving that form is exhausted. You will then revert to Birth Form until you can get your T-Net restocked (1 hour at any Reef Enclave). Restocking has no Giri cost

Hit & Stun Shifts

In a Transformed state, your character will often be changing his/her Hits and Stun percentages as part of the transform. In the event that you downshift to a lower Hit or Stun amount, current damage will apply to that lower level of Hit/Stun. Thus, it's entirely possible to lose 12 Hits out of a possible 17 in your Manster form (wounded), then downshift to your birth form's total of 10 Hits and find yourself at -2 (dying!). So remember: don't shift forms unless you're *sure* that form is healthy enough to withstand the change!

Mechapresence

CYBERTECH: DESNAI

Rick Hunter. Johnny Socko. Amuro Rei. They all had one. Now you have one. Your own personal robot.

Forget those fictional animé heroes. You're the real thing—the Japanese adolescent ideal realized. Owning personal robots isn't a new idea—there have been robots since the beginning of the *Cyberpunk* Age. However, these have all either been controlled by remote AI's, limited robotic brains or clumsy control panels. You couldn't pack the brainpower for a really smart robot into a body that wasn't the size of a house. So the robots—or *mecha*, to use the proper Japanese term—of the early 2000's have been either really stupid, or driven by some huge artificial intelligence system that lived in a mainframe and controlled the mecha through a radio link. Until now.

Mechapresence has changed all that. Mechapresence is the ability to share a neural link with one or more remote robots, operating them as extensions of your own body. People who can do this are called **links**, and can be identified by clusters of cylindrical antennae and information routers at the base of their skulls. These "taps" convert nervous impulses directly into instructions for remote mecha, without requiring physical activity on the part of the link. Skilled operators don't even have to put their full attention on the task at hand—in the same way that you can twiddle your fingers or drive a car, a link can steer a mecha through its paces while multitasking on other things. The most powerful links are known as **gestalt masters**, because they can operate several mecha at once, coordinating their activities with the con-



summate skill of a diva ballerina. Not even the old school animé heroes could do that.

Cybertech Brief

Mechapresence makes use of the natural electrical fields of the human body, converting signals from the nervous system into commands to a remotely operated vehicle known as a mecha. (A Japanese term derived from the English "mechanism", a mecha includes any type of complex technological machine.) Since bioelectrical fields have such a low amperage, a series of small cylindrical antennae are used to pick up the signals and broadcast them via a cellular-style linkage to the owners mecha (each operator has his or her own frequency, or "freak"). In addition, these arrays also contain feedback prohibitors that cancel out certain commands, so that scratching your nose doesn't end up launching a spread of

missiles. Mecha operators start learning the skills of telepresence at an early (3 or 4) age, training on simple mecha until they are able to operate them without a great deal of conscious thought (the ability is sometimes likened to tapping your fingers or humming a tune while working).

Although the Link Tap system is the key to mechapresence, it is only one element. After all, all this control ability is useless without something to control. Thus, the largest part of a mechalink involves designing the mecha that will be operated by their owners. These complex robotic systems (originally developed from "autoanimatron-ic" park attractions) use equipment pods, movement systems and other special parts to customize a basic mecha frame. These include **Link Taps, Movement Systems, Mecha Options** and **Weapon Systems**.

Link TapGiri=5

This is the array of antennae and brain amplifiers that must be installed in your head to allow you to operate mecha remotely. The primary system resembles a group of small metal cylinders grafted to the base of the skull; nano-wiring through the sensory nerves completes the package.

Movement Options

These are the systems that allow the mecha to get places. While most Desnai mecha use articulated feet or wheels, movement systems can also include fans, jets, floats and other options. For full descriptions of available Movement Systems, see the appendix on pg.258.

Mecha Options

Mecha Options are basically tools or subsystems added to a mecha to allow it to perform specific tasks. For example, a camouflage option might be called for in a surveillance mecha, while a simple "party-bot" might need a wet-bar and an entertainment system. Desnai love to tinker with their mecha, tricking them out with whatever customized goodies they can cram into their frames.

For full descriptions of the Mecha Options available, see the appendix on pg.258.

Weapons Systems

Besides having a wide variety of mecha optimized for protection, police work and military operations against other Altcults, the Desnai often incorporate weapons systems into civilian mecha (after all, this is a dark future). These systems are incorporated in pods or other removable packages. For full descriptions of available Weapon Systems, see the appendix on pg.260.

Access

Since linking is such a part of Desnai culture, every Desnai child is granted the Giri to construct his own mecha at the age of ten (although training on simple practice mecha begins far younger).

Following are the most common mecha used in the Desnai Enclaves:

HOPPER GIRI=44

Developed from the dozens of tiny utility mecha used throughout the Desnai "parkologies", hoppers are small, bipedal robots designed to perform useful tasks. The upper body is a square block with two ostrich legs.

FRAME: Small **FORMS:** WALKER

ARMOR: SP6 **SDP:** 5

OPTIONS: mini flashlight, miniphone, lighter, digital recorder, light armor, storage space, ostrich walker movement.

AP WEAPONS: Contact Taser

CAMERABOTGIRI=43

An offshoot from the many security mecha used to protect/watch "parkology" guests, this a small disk-shaped mecha with a central fan that allows it to hover in place or fly to limited altitudes. An onboard camera can store images or send them back to another site; IR and low light optics allow operator to see in dark places.

FRAME: Small **FORMS:** HOVERDISK

ARMOR: SP4 **SDP:** 5

OPTIONS: Hoverfans (10mph), digital recorder, IR optics, Low Light vision, superlight armor, hoverfans.

AP WEAPONS: Howler.

PETBOTGIRI=75

Developed from various cute animals in the MAGICAL FOREST ride, this is the equivalent of a small robotic pet. Four legs, head, tail—and a few nasty weapons tucked away under all that fuzzy synthetic fluff.

FRAME: Medium **FORMS:** QUADRUPED
ARMOR: SP16 **SDP:** 10

OPTIONS: Medium Armor, Targeting Scope, Scent Tracking, IR optics, cutting torch, quad movement

AP WEAPONS: Dazzler, Medium Pistol

LIGHT POWER ARMORGIRI=135

Man shaped suits worn by the user, Power Armors are the simplest of the ridemecha in use around Desnai. Light lifters are the most common of these, designed to handle most of the heavy lifting and maintenance duties. However, they can also tackle combat if needed.

TOP SPD: 15MPH **CREW:** 1 **ACC/DEC:** 20/10
MANEUVER: 0 **PUNCH:** 6D6 (KILL) **KICK:** 8D6 (KILL)
CRUSH: 8D6 (KILL) **STR:** 14

FRAME: Power Armor **FORMS:** NA
ARMOR: SP18 **SDP:** 40

OPTIONS: Striker Armor, cutting torch, grapple & line, micro toolkit

AP WEAPONS: hazer, howler, 11mm heavy pistol pod, 12mm minigun pod

HEAVY POWER ARMORGIRI=183

These are the big brothers of the Light Power Armors often seen around Desnai. With heavier actuators and heavy weapon mounts, these units are more often used for combat, especially when Desnai is engaged in out of Park activities.

TOP SPD: 10MPH **CREW:** 1 **ACC/DEC:** 20/10
MANEUVER: 0 **PUNCH:** 8D6 (KILL) **KICK:** 10D6 (KILL)
CRUSH: 10D6 (KILL) **STR:** 17

FRAME: Power Armor **FORMS:** NA
ARMOR: SP30 **SDP:** 60

OPTIONS: Heavy Armor, cutting torch, grapple & line, micro toolkit, IR optics

AP WEAPONS: hazer, howler, 11mm heavy pistol pod, 12mm minigun pod, 6 shot micromissile pod

Hvy. WEAPONS: 12.7 mm gatling, 14mm antitank rifle

DACTYL (DACK-TILLS)GIRI=113

A common ridemecha, Dactyls fill the Desnai role of short range flying machines. Dactyls

resemble mechanized pterosaurs, with a saddle on the back, and extended, stilt-like landing legs. The main body is a power twin-minijet engine powered by CHOOH²™

FRAME: Ride Armor **FORMS:** mecharider plane
ARMOR: SP16 **SDP:** 20 **STR:** 11

OPTIONS: medium armor, mecharider aircraft, flight thrusters, radar

AP WEAPONS: Howler, gas sprayer (sleep)

STRIDERSGIRI=107

Striders are the most popular type of mecharider. Imagine a saddle attached to the back of a metallic cheetah. Control is through telepresence—the handgrips are there for hanging on as the Strider bounds along at speeds approaching 120mph. Striders also have monoblade tipped claws, allowing them to easily get a grip on sheer surfaces and run right up them. The first striders were based on animatronic animals used in SAVANNAH SAFARI and AMERICAN WILDERNESS rides, powered up and equipped with pneumatic shock systems for high speed travel.

FRAME: Ride Armor **FORMS:** mecharider, quadruped
ARMOR: SP18 **SDP:** 20 **STR:** 11

OPTIONS: entertainment center, striker armor, mini-flare, mecharider runner

AP WEAPONS: Howler, gas sprayer (sleep)

Hvy. WEAPONS: Photon cannon or 1 Scorpion missile

COELOS (SEE-LOWS)GIRI=112

Coelos resemble metallic hammerhead sharks with short, stubby fins. Each fin contains a recessed, powered wheel in the base for speeds up to 60mph. Main motive power comes from the heavy forked tail. Handlebars are mounted in the top of the hammerhead. A saddle extends along the back to meet the base of the dorsal fin. A full face mask with an oxygen supply is stored in a clip at the front of the saddle. Originally designed as part of the CAPTAIN NEMO ATLANTIS ADVENTURE ride, Coelos have since become a very common Desnai water vehicle.

FRAME: Ride Armor **FORMS:** mecharider, submarine
ARMOR: SP18 **SDP:** 20 **STR:** 11

OPTIONS: entertainment center, striker armor, mini-flare, submersible movement, wheeled movement.

AP WEAPONS: light 9mm SMG, laser cannon

HOLOBOTGIRI=47

These small mecha are used as holoprojector platforms throughout Desnai. They provide special effects for entertainers or are used as mobile entertainment centers.

FRAME: Small **FORMS:** WALKER
ARMOR: SP6 **SDP:** 5

OPTIONS: entertainment center, miniphone, holoprojector, digital recorder, light armor, storage space, ostrich walker movement, vehicle form.

AP WEAPONS: Hazer

TOOLBOTGIRI=55

Wherever you find a Park Imaginator, you'll find his loyal toolbot. With onboard tool systems, cutters, and holoprojectors, these are useful mecha for almost any kind of technician.

FRAME: Small **FORMS:** WALKER
ARMOR: SP6 **SDP:** 5

OPTIONS: micro toolkit, mini flashlight, techscanner, cutting torch, wire cutters, light armor, holoprojector, ostrich walker, radiation detector.

AP WEAPONS: Microwaver

BODYGUARDGIRI=153

Bodyguards are designed to be the protectors and dealers of law enforcement in Desnai. They are large, well armored and fast, with the ability to stop lethal problems in lethal ways.

FRAME: Large **FORMS:** quadruped
ARMOR: SP20 **SDP:** 15

OPTIONS: IR vision, quad movement, flight thrusters, targeting scope.

AP WEAPONS: hammer, howler, heavy pistol pod, minigun pod, micromissile pod, combat armor

Hvy. WEAPONS: photon cannon

SECRETARYGIRI=52

Secretaries fill the role of personal recorders, diarists, appointment minders and so on. A personal organizer with legs, they can also be equipped with a few minor defensive options. Most have a transformable mode to disguise this functionality.

FRAME: Small **FORMS:** WALKER/SMALL OBJECT
ARMOR: SP6 **SDP:** 5

OPTIONS: miniphone, holoprojector, digital recorder,

light armor, ostrich walker movement, Small Object Transform (choose type).

AP WEAPONS: microgun, contact taser

SPYBOTGIRI=64

These are small mecha used to keep tabs on people for Park Security. They are designed to look like the typical hopperbot to escape notice (Park ops will often insert one with a group of hoppers as a distraction.)

FRAME: Small **FORMS:** WALKER
ARMOR: SP18 **SDP:** 5

OPTIONS: IR optics, wall cling, tracking device, periscope, Striker Armor, digital recorder, telescopic vision, ostrich walker movement, EMP self-destruct.

AP WEAPONS: gas sprayer (sleep drugs), dartgun (sleep drugs)

ASSASSINBOT FLIERGIRI=84

Used by Security Ops for intractable problems where stealth and lethality are the key, these tiny frisbee-shaped mecha pack a wide variety of stealthy devices and ways to take down a foe with limited muss and fuss.

FRAME: Tiny **FORMS:** HUMMINGBIRD
ARMOR: SP18 **SDP:** 2

OPTIONS: IR optics, B&E kit, periscope, Striker Armor, thermal dampers, hummingbird movement.

AP WEAPONS: gas sprayer (poison), dartgun (poison), microgun, explosive self-destruct.

ASSASSINBOT CRAWLERGIRI=92

Another assassin type used Security Ops, these spider-shaped mecha have insectile legs that allow them to crawl up walls and hide in furniture.

FRAME: Tiny **FORMS:** BUG
ARMOR: SP18 **SDP:** 2

OPTIONS: IR optics, wall cling, B&E kit, air hypo, Striker Armor, chameleon fx, six limbs movement.

AP WEAPONS: gas sprayer, dartgun, microgun, explosive self-destruct.

ROVERBOTGIRI=75

Designed for crowd control, quadrupedal Rovers are well armed with a variety of non-lethal weapons. They are usually used by uniformed Park Security rather than plain clothes Security Ops.

FRAME: Large FORMS: quadruped
 ARMOR: SP18 SDP: 15
 OPTIONS: IR vision, quad movement, striker armor
 AP WEAPONS: hammer, howler, hazer, dazzler

Gameplay

Using The Link Skill

The skill of making a mecha do what you want it to do is called Linking. The Link Skill is a combination of understanding the functions of the mecha combined with the concentration to be able to mentally steer another body of disparate size and shape through activities that may be happening a mile or two away. As such, Link is always combined with the Will Stat when attempting to make a mecha do something, and pitted against the Difficulty Value (DV) of the task at hand:

TASK	EXAMPLE	DV
Easy	Move to new location. Extend a tool	10
Everyday	Pick up an object. Fire a weapon. Use a tool as designed.	14
Challenging	Maneuver through difficult terrain. Use a complex tool. Open a lock.	18
Hard	Balance in tight spaces. Use a tool in a complex way. Navigate obstacle course.	22
Very Hard	Move in precarious terrain. Use a tool in an unusual way.	26
Extreme	Move in deadly terrain. Use a tool in totally improvised way. Report back to me for instructions.	30

Link Limits

Each mecha has a specific frequency assigned to it, that links to only one owner. You may only link to mecha if it has been built and assigned to you.

Actions While Linked

When combined with the Link Skill, the player is able to treat independent mecha as though each had a suite of actions allotted it. Each mecha can perform ONE action each phase. The player performs the action as though he is the mecha. Each turn, he can continue to link the mecha, or

change his focus to any other mecha he is linked to. The unattended mecha meanwhile reverts to one of 3 program states:

- continue moving in straight line
- stop and wait for new instructions
- continue repetitious action (drill, hit, saw, cut)

For example, Hikaru has three mecha. In the first phase, he links to Mecha #1 and tells it to walk towards the garage door. In phase two, he links to Mecha #2 and tells it to pick up a car. Meanwhile, Mecha #1 continues to walk towards the door. In phase three, Hikaru links to Mecha #3 and tells it to blast the guards in front of the door. Mecha #1 keeps walking and walks right into the line of fire. Mecha #2 is now holding the car.

Gestalts

A typical player using mechapresence can generally control one mecha at a time. However, higher level links (Skills above level 4) have the ability to engage in "gestalts." This is the ability to link several mecha at one time. The number of mecha you can link to is based on your Link Skill.

SKILL LEVEL	1	2	3	4	5	6	7	8	9	10
# MECHA	1	1	1	2	3	4	5	6	7	8

Each one of these mecha will have one action that phase. Using our previous example, Hikaru could now tell Mecha #1 to run towards the door, Mecha #3 to blast the door, and Mecha #2 to pick up the car and carry it out of the now blasted door.

Frames (Size & Strength)

Frames are the basic structural design of the mecha. A frame determines how large a mecha is, how much damage it can take and how strong it is.

FRAME	GENERAL SIZE/EXAMPLE	SDP	STR
Tiny	2-3cm/Beetle sized	2	NA
Small	10cm or less/Mouse sized,	5	1
Medium	40cm/Cat sized	10	4
Large	1 to 1.5m/Dog sized	15	6
Ride Armor	Motorcycle/ Average human	20	11
Power Armor	2m/Large human	40	14
Hvy P. Armor	3m/Bear	60	17
Huge	4m/Car sized	100	22

Movement Speeds

Movement System (all terrain tracks)

These tracks allow the mecha to move over both flat and broken ground like a tank with no change in speed. Speed based on Frame type.

FRAME	MAX SPEED
Tiny.....	2mph
Small.....	5mph
Medium.....	7mph
Large.....	12mph
Ride Armor.....	50mph
Power Armor.....	40
Hvy PA.....	30
Huge.....	25mph

Movement System (flight thrusters)

This system allows the mecha to fly at fast aerial speeds. Max speed and altitude are based on frame type.

FRAME	MAX SPEED	MAX ALTITUDE
Tiny.....	50mph	50m
Small.....	75mph	100m
Medium.....	100mph	200m
Large.....	150mph	300m
Ride Armor.....	200mph	1000m
Power Armor.....	100mph	500m
Hvy PA.....	85mph	500m
Huge.....	200mph	600m

Movement System (floats)

This system allows the mecha to float on the surface like a boat. Movement speeds equivalent to that of six legged speeds (below). Speed based on frame type.

Movement System (hover fans)

This system creates a ground effects curtain that allows the mecha to hover over ground or water. Max speed and altitude is based on frame type.

FRAME	MAX SPEED	MAX ALTITUDE
Tiny.....	5mph	.1m
Small.....	10mph	.3m
Medium.....	15mph	.3m
Large.....	25mph	1m
Ride Armor.....	100mph	1m
Power Armor.....	50mph	1m
Hvy PA.....	40mph	1m
Huge.....	50mph	1.5m

Movement System (hummingbird)

These fast fluttering wings allow the mecha to fly at hover fan speeds (above) or hover in place at 1/2 thruster altitudes (above) for that frame type.

Movement System (ostrich walker)

This type of mecha stands on two bipedal legs like an ostrich. Max speed is based on frame type.

FRAME	MAX SPEED
Tiny.....	5mph
Small.....	10mph

Medium.....	15mph
Large.....	25mph
Ride Armor.....	100mph
Power Armor.....	50mph
Hvy PA.....	40mph
Huge.....	50mph

Movement System (quadruped)

This type of mecha runs on on four legs like most mammals. This gives it excellent broken field running capability. Max speed is based on frame type:

FRAME	MAX SPEED
Tiny.....	10mph
Small.....	20mph
Medium.....	30mph
Large.....	50mph
Ride Armor.....	200mph
Power Armor.....	NA
Hvy PA.....	NA
Huge.....	50mph

Movement System (rollerball)

This ball movement form can roll over all types of terrain. Max speed (based on Frame type) is comparable to quad speeds (above), half that over rough terrain.

Movement System (six limbs)

This type of mecha stands on six legs like a crab. Movement is not fast, but fast side to side movement ability gives this system a +3 in dodging. Max speed is based on frame type:

FRAME	MAX SPEED
Tiny.....	2mph
Small.....	5mph
Medium.....	7mph
Large.....	12mph
Ride Armor.....	50mph
Power Armor.....	NA
Hvy PA.....	NA
Huge.....	25mph

Movement System (submersible)

This system allows the mecha to travel underwater at speeds approximating six limbed movement (above). Speed based on frame type.

Movement System (wheels)

This system gives the mecha road capable wheels with very high speeds on flat surfaces.

FRAME	MAX SPEED
Tiny.....	20mph
Small.....	40mph
Medium.....	60mph
Large.....	100mph
Ride Armor.....	300mph
Power Armor.....	100
Hvy PA.....	75
Huge.....	100mph

Adaptive Nano

CYBERTECH: ROLLING STATE



In the Old Days, Nomads had to be tough. But that was when all they had to do was stand tall against knives, guns and grenades. Now you've got cities packed with full-body cyborgs, shape-shifting mutants—frack; you've even got guys walking around in robotic armor ten feet tall. Regular tough ain't enough, homeboy. This is 203X. To make it here, you need an advantage—some special friends...

So say hello to your leetle friends... billions of adaptive nanites, held in ready stasis in dozens of tiny glowing red marbles just under your skin. Some of them string monomolecular chains around your bones, making them stronger than steel and

repairing any breaks they take. Others weave through your flesh, making it denser, more resilient; threading the upper layers with connective tissues that make it tough enough to bounce a low caliber bullet; when there's a tear or cut, they go to work, filling the gaps with polymers and pseudo meat until your own flesh can take over. When you lose blood, some of those nanos produce artificial plasma, while others take the oxygen-carrying load off your lungs and heart. And a few other types hardwire your reflexes to insane speeds and boost your awareness so that you smell danger coming a mile away. Even your weapons and tools are symbiotic to your enhanced body; they know you, adapt to you, even change to anticipate your needs.

Starvation. Bullets. Even the Carbon Plague. Nothing stops you now. You're a one man engine of inevitability, taking the hits and keeping on coming. You can take the worst the Road throws at you, and return the payback with interest.

Because whatever doesn't kill you... just makes you more pissed off.

Cybertech Brief

Adaptive Nanosymbiosis is the core of Roller culture. Children are impregnated with their own nano strain from birth (adaptive nano are non-transferrable and the mother's nanites have no effect on the fetus). Adaptive nanosymbionts are contained in nodules implanted under the skin. Resembling tiny glowing red gemstones, these nodules release specialized microscopic machines that knit damaged flesh together, kill off invading poisons and parasites, and encapsulate/neutralize drugs and poisons. With Adaptive Nodes, Rollers gain superhuman powers of healing, resistance to disease and enhanced reflexes. They can go on

practically forever, recover from severe damage, and shrug off most poisons and diseases. And on top of that, they can imbue their technology with like abilities.

Functionally, Adaptive nanosymbiosis is like having a fully stocked hospital under your skin. A Roller with Adaptive nano doesn't even need to make a Medical Skill check to heal. If the Roller is injured, silicon carbonate nanotech automatically fills in any missing bone, pseudo-flesh nanos fill in the missing meat, while other nanos release blood plasm, antibiotics and stimulation packages similar to regenerators to promote real meat to grow and replace the repair bonders. Given time (equivalent to regeneration), the real you will eventually replace the patches, but the process is so seamless that you'll never even notice the difference.

Adaptive Nanosystems are the basic combinations of nanites used to heal or enhance the user's body. Unlike Transform viruses, these do not change the person's DNA—the nanosystems are independent microbe-sized machines that operate as symbiotes in the human body. These nanite "cocktails" include the basic **Adaptive Healing** mix, assorted specialized cocktails called **NanoDopes**, and **Adaptive Core Modifications**—tools and weapons that share symbiotic nanites with their owner to enhance their abilities.

Adaptive HealingGiri=40

Adaptive Healing is the primary ability of Adaptive Nanotech. **With Adaptive Healing, you can recover your full REC in Hits every 60 seconds (20 phases).** As with regeneration, lost limbs can be grown back (if you have the *Lizard's Tail* nanodope), but at the slower regen rate rather than the Adaptive Healing rate. In addition, having Adaptive nodes gives you an automatic +2 bonus to your REF and DEX and a resistance to disease and poisons equal to a +4 CON boost.

NanoDopes

Although only the healing strain of nano is loaded at birth, Rollers can gain the following additional

advantages through optional additions to their nanosymbiotes: These options include various types of nano-symbiotes which allow the host to enhance natural abilities or gain various resistances to extreme or dangerous conditions. With the right "dopes", you can go anywhere, take any hardship, eat anything and still walk out smiling. For full descriptions of the NanoDopes available, see the appendix on pg.262.

Adaptive Core Symbionts

Your Adaptive nano also generates a symbiotic relationship with special types of tools or weapons called **Adaptive Core Symbionts (ACS)**. These are special self-accrizing, self-repairing weapons and tools that are symbiotically linked to the Roller. Your Adaptive nano colonizes the ACS object's own internal nodes and make it a extension of your own body. Since the weapon has no biological elements, these colonizing nanites will die unless new ones regularly transfer materials over from the owner. They are given to Rollers in part of a shaman ceremony. Once a weapon is bonded to an owner, it will "die" once it is out of his possession. Some Adaptive weapons don't even need batteries or to buy reloads. Adaptive tools and weapons repair themselves at the rate of 5 SDP per minute.

In addition, your tools and weapons learn your body and adapt themselves to you, shifting their weight, balance and accuracy to your needs and giving them bonuses to accuracy or skill checks. This means that other people using your Adaptive tools will be at a disadvantage and will require an adaptation period during which the weapon learns its new master (assuming they have Adaptive Nodes too). This is expressed as a -3 negative value to Accuracy (weapon) or Skill checks (tools) that must be worked off at a rate of one point per game day, plus an additional day of adaptation to regain any bonus the weapon gives you. *Example: an Adaptive handgun gives you a bonus of +4. If someone else (with Adaptive Nodes) uses your handgun, they will need seven days to*

recover that bonus (3 while the old nanites dies off, plus another 4 while their new ones colonize the weapon and adapt it to them).

Access

At the Adulthood ceremonies of Roller "families", members are granted additional NanoDope packages in addition to their birth infusion. In addition, they are also given a "potlatch item" to symbolize their crossing over to adult responsibility. These gifts are usually chosen with an eye towards the calling the person feels they will pursue in adulthood.

Following are the most common types of NanoDope Packages found in Rolling State Enclaves. For detailed descriptions, see pg. 262.

URBAN WARRIORGIRI=27

This NanoDope is optimized for Rollers who travel through the City and have to interact with City type problems on a daily basis.

Abilities:

Know the Taste, Living Blade, Bones of Iron, Breathe Black Dust, Turn away Poison, Buffalo's Hide.

ROAD WARRIORGIRI=21

This Nano-Dope is optimized for the Outriders and main warriors of the Rolling Cities. It is a good package of body strengthening and long range combat abilities.

Abilities:

Buffalo's Hide, Eagle's Eye, Bones of Iron, Living Weapon, Seek Your Own, Owl's Eye.

SCOUTGIRI=23

As the forward observers and trailblazers for Rolling State, Scouts have to be able to live off the land and survive the harshest conditions. They must also be good at spotting resources their Combi or Family can use.

Abilities:

Homing Pigeon, Eagle's Eye, Bat's Ears, Buffalo's Hide, Wolf's Nose, Vulture's Stomach, Owl's Eye, Turn Away Poison, Scent Knowledge.

COMBAT MASTERGIRI=32

Combat Masters are the designated one on one fighters of the Families; their champions. Their Dopes are optimized for strength and deadly hand to hand abilities.

Abilities:

Living Weapon, Living Blade, Lizard's Tail, Bone of Iron, Buffalo's Hide, Bear's Strength

BOUNTY HUNTERGIRI=22

Rollers often hire themselves out as Bounty Hunters to Outsiders to bring money into the Family. Their familiarity with tracking and long distance travel make them excellent at this kind of work. This nanodope package makes you into a one man bounty squad. You are excellent at tracking people or objects, even over long distances.

Abilities:

Eagle's Eye, Fox's Stealth, Sharp Ears, Wolf Tracker, Bat's Ears, Homing Pigeon, Wolf's Nose, Buffalo's Hide, Living Blade.

SHAMAN'S SKILLSGIRI=20

Shamen are skilled at knowing how to use resources to heal and strengthen their Families. This NanoDope package is optimized for spotting useful herbs, turning away illness and healing others.

Abilities:

Know the Taste, Raccoon's Hands, Scent Knowledge, Seek Your Own, Turn Away Poisons, Healing Hands.

SILENT WARRIORGIRI=22

The Silent Warrior is the Roller's equivalent of a ninja or commando. They specialize in silent operations, with lightning precision. This NanoDope is optimized to give them the best abilities for this role.

Abilities:

Owl's Eye, Sharp Ears, Chameleon's Skin, Eagle's Eye, Fox's Stealth, Wolf's Nose, Buffalo's Hide, Bat's Ears, Living Blade.

ACS Gear

Following are the most common types of Adaptives found in the Rolling State enclaves:

ACS AGENTGIRI=40

An adapted Agent, with all the basic functions, plus Adapted symbiotes.

BONUS: +3 Library Search Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self defending (shock), self-destruct, self-repairing, self optimizing.

ACS PONCHOGIRI=25

ACS modified poncho, designed for life on the open road (or the local combat zone).

BONUS: +4 Stealth Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self cleaning, self defending (poison), self -repairing

ACS TECHSCANNERGIRI=40

Adapted Techscanner adds +4 to Tech challenges.

BONUS: +4 Repair Skills **SDP:** 10
OPTIONS: owner aware, scent traceable, self defending (heat), self-destruct, self -repairing, self optimizing.

ACS B&E TOOLS.....GIRI=36

These Adapted tools fit perfectly to your hands, improving any breaking and entering tasks you have to perform.

BONUS: +3 Repair Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self defending (heat), self-destruct, self optimizing.

ACS REPAIR TOOLSGIRI=25

These Adapted tools fit perfectly to your hands, improving any repair tasks you have to perform.

BONUS: +3 Repair Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self optimizing.

ACS BOWIE KNIFEGIRI=36

This knife is adapted to your personal grip. It self-balances itself and feels like an extension of your arm.

MELEE +3 J U 2D6+3 NA NA VR
BONUS: +3 Melee Skill **SDP:** 10

OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (heat),

ACS SWORDGIRI=40

This sword adapts to your personal metrics, making it an extension of your arm. With a sword like this, you could easily kill the six-fingered man.

MELEE +3 N U 3D6+2 NA NA VR
BONUS: +3 Fencing Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self accurizing, plague attack, self defending (shock).

ACS TOMAHAWKGIRI=30

The balance of this throwing tomahawk is adapted to your personal preferences, making it a weapon Geronimo would have envied.

MELEE +3 J U 2D6+2 **SDP:** 10
BONUS: +4 Throwing Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self accurizing, self defending (heat).

ACS X BOWGIRI=35

This bow automatically adjusts its weight and balance not only for your hand, but also for whatever bolts you use in it.

EX +4 N U 3D6+3 12 1 VR
BONUS: +4 Archery Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self accurizing, self-destruct, self -repairing

ACS LONGBOWGIRI=44

This bow automatically adjusts its weight and balance not only for your hand, but also for whatever arrows you use in it.

SMG -1 L E 3D6(11MM) 30 15 VR
BONUS: +5 Archery Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self accurizing, self defending (shock), self-destruct, self -repairing

ACS DERRINGERGIRI=55

This small holdout pistol adapts its grip and weight to your firing habits, giving it uncanny accuracy.

SMG -1 L E 3D6(11MM) 30 15 VR
BONUS: +4 Handgun Skill **SDP:** 10
OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self-destruct, self -repairing, independent firing.

**ACS HANDGUNGIRI=64**

This handgun adapts its grip and weight to your firing habits, giving it uncanny accuracy.

SMG	-1	L	E	3D6(10MM)	30	15	VR
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BONUS: +5 Handgun Skill

SDP: 10

OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (shock), self-destruct, self-repairing, independent firing.

ACS RIFLEGIRI=61

This rifle adapts its grip and weight to your firing habits, giving it uncanny accuracy.

SMG	-1	L	E	3D6(11MM)	30	15	VR
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BONUS: +5 Rifle Skill

SDP: 10

OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (heat), self-repairing, independent firing.

ACS LONG RIFLEGIRI=44

This rifle adapts its grip and weight to your firing habits, giving it uncanny accuracy.

SMG	-1	L	E	3D6(11MM)	30	15	VR
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BONUS: +5 Rifle Skill

SDP: 10

OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (shock), self-destruct, self-repairing,

Gameplay**Upkeep**

Since Adaptive nodes are internally based and maintained, you don't need to have them replenished from an outside source; it takes only six or more hours of rest, food, or sleep to regenerate enough nanosymbiotes to keep your body healed and at full repair indefinitely.

No Trades!

Because nanites are tailored to the specific biochemistry of the user, ACS weapons and nano cannot be exchanged between people, even when both parties are willing.

Bioform Companions

CYBERTECH: RIPTIDE



"Who made snake?"
—Blade Runner

You can still remember the Bad Times. When the City had been cut adrift by the Fleet, and the City People had to depend on whatever they could to survive—to fight; to win against the dark future thrust upon them by Corporate strife and the Kanto typhoons. And from the very beginning, you know the Companions have been with you.

The first Companions were pets—animals adapted by the Genemasters to live on the sprawling rafts of the City. The Genemasters—skilled scientists working in the Biotechnica Corporation's secret labs—shaped these dogs and cats with the tools of their craft, until they could swim like dolphins, run like cheetahs, even glide like birds. In the hands of carefully selected trainers, these altered animals hunted for food in the riptides of the open ocean, patrolled the edges of the Drift Cities for danger, and finally, when the showdown with the Arasaka invaders came, rent pirate flesh with bio-engineered talons and mutated muscle. You probably fought in those battles, Companion by your side, as the better-

armed attackers swarmed over the city's makeshift defenses. And you remember the look in their eyes as the Companions drove them back into the bloody, frothing seas and the arms of death.

A decade has passed, and Companions are now everywhere. They are no longer just altered house pets—using materials from the once-secret Biotechnica labs, the Genemasters have created a world of tailored lifeforms. **Tool** Companions drift the open oceans, extracting valuable raw materials from sea water or bio-converting sunlight and minerals into food, drugs, and trade goods. **Helpers** clean our houses, mind our children, carry us places and perform hundreds of other useful tasks every day. Then there are the **Protectors**—lean, deadly fighting engines; an animal army designed to seek out and slay the enemies of the City whenever they attack.

The Companions are our friends, and we owe them a debt. Without them, the City would have been destroyed in the early days of the first Riptide. They have been with us from the beginning, and now are woven deep within our culture.

They are us, and we are them.

Cybertech Brief

Bioform Companions are bio-engineered animals that handle everyday functions for Rip dwellers. One way to think of Rip is like the world of the *Flintstones*™, where animals perform all of the functions of record players, can openers, etc. **There are three classes of Companions:**

• **Tools** are unarmed and perform VERY precise types of functions. A tool could be a snake that functions as a lock. Or a creature with razor sharp talons that opens cans. Or a creature that can drink seawater and excrete concentrated gold. A tool does one thing very well, and nothing else—it's usually not very smart or aggressive.

• **Helpers** are unarmed bioforms which perform unspecialized servant tasks for their people. They fetch and carry, spy and report, deliver messages, sing or perform, clean up stuff, watch stuff, raise alarms, do simple tasks. Helpers have no inbred combat abilities—they aren't even good at protecting themselves. Helpers are among the smartest Companions though—some are even smart enough to act as nannies and servants.

• **Protectors** are well-armed defenders of their personal people. They have acute senses, are hard to kill, and have powerful physical attacks. A guard Doberman would be a good example of a protector—a killer whale could be another. A T-Rex would be still another. Protectors are very mono-directed—they can fight and defend, but that's about all. If you want something to deliver a message or fold your laundry, a Protector isn't going to be it.

Bioforms are truly artificial animals; the first of their kind. The matrix they are generated out of, called **geneneutral protoplasm**, is essentially raw cellular material without a specialized DNA core. Like the stem cells it was originally developed from, GNP is made up of generic, undifferentiated cells that can be specialized to create parts of or complete organisms. These cells are DNA doped to create the basic elements of a bioform; **BioAbilities**, **Bio Attacks**, and the **Enzyme Bonding** system that keeps it alive.

Enzyme Bonding Giri=5

By definition, all Bioforms are sterile (no sex organs at all), and specifically designed to NOT look like normal animals (to make sure they don't get blended into the population). Bioforms are bonded to one master from birth, and will sicken and die if the master is killed or separated from the

Bioform for long. This is a protective mechanism to, once again, make sure that the Bioforms don't get loose to breed, and is reinforced by biological/chemical transfers that must take place between master and Companion each day (the Companion licking, or being petted by the master will do this). This is called **Enzyme Bonding** and requires a minor change in the person's DNA to produce sweat that contains specific enzymes the Bioform needs to survive. It must lick its owner's skin daily to get these enzymes and stay alive. Enzyme Bonding also allows the Bioform to track its master and know him by smell. **Note:** Cee-Metal characters who have earned a place in Rip receive a special implant "cuff" of synthetic skin that provides the necessary enzymes for bonding. This cuff will "die" if removed from its owner.

BioAbilities

BioAbilities encompass the structure and capacities of the bioform. They include its physical size, strength, speed, structure and specific things it can do (such as manipulate objects or convert materials). For full descriptions of the BioAbilities available, see the appendix on pg.263.

BioAttacks

BioAttacks are specialized combat modifications based on the natural weapons of other living organisms; fangs, quills, claws, talons, poisons or electrical shocks. Bio Attacks are most common in Protectors, but can be found in other types of bioforms as well. For full descriptions of the kinds of BioAttacks available, see the appendix on pg.265.

Access

Drifter children are raised from birth with Companions, starting with Houseminders and GroovyKats and moving up to more serious Tools and Protectors as they mature (around age 12).

Following are the most common kinds of Bioforms raised in Drifter cities and enclaves:

Skyray (flapping flyer) Giri=77

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	9	9	9	6	2	5	12	4

Although it looks like a fur covered stingray, the skray is actually a flying animal, equipped with sharp talons and a poisonous bite.

Abilities & Attacks

- Ray shape
- Skin Harden
- Pouch
- Fangs
- Acute Hearing
- Sharp Vision
- Talons
- Poison

Hopper (small mammal)Giri=53

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	4	6	2	2	2	4	6	4

The hopper is a common household pet. It can be trained to recover lost objects and to pick up messy rooms (although it isn't all that good at putting things away). It's best attribute is as a watchdog—it has a piercing alarm scream and can usually pick an intruder out of a police lineup (98% chance).

Abilities & Attacks

- Acute Hearing
- Sharp Vision
- Handy
- Long Ears
- Skin Harden
- Scent Awareness
- Wall Walking
- Supersonic Scream

Streaker (fast running quad)Giri=105

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	11	12	10	8	9	8	13	8

Streakers are a extremely fast Protector form resembling an elongated, six-legged weasel. Razor sharp spurs on its legs give it a devastating attack, and its long, powerful spine can constrict its prey.

Abilities & Attacks

- Multiple Legs
- Sharp vision
- Talons
- Fangs
- Constriction
- Chitin
- Low Light Vision
- Nict. Membrane

PTerr y (small pterodactyl)Giri=65

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	10	10	4	3	1	3	19	1

P'terries are often used as message carriers throughout the Drift Cities. They can be trained to mimic and repeat simple sentences (no longer than about a dozen words), and can be taught to seek out a particular person to deliver messages to (assuming they have met the person before).

Abilities & Attacks

- Natural Mimic
- Claws
- Sings
- Wings
- Sharp Vision
- Bite/Beak

Raptile (small dinosaur)..... Giri=105

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	8	6	10	10	6	7	10	10

Raptiles are feathered Protectors that resemble a cross between a dinosaur and a hawk. The long dinosaurian head has been replaced with a fierce eagle beak, but the bipedal legs still have the long killing claws of the ancient raptor clan.

Abilities & Attacks

- Slothclaw
- Disembowel Kick
- Scales
- Acid Spray
- Fangs (beak)
- Sharp Vision
- Scent Tracker
- Scent Awareness

Hellkatt (multilegged feline)Giri=84

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	10	11	7	6	2	6	9	5

Hellkatts are a very common Protector usually found in Drifter homes. They are small enough to be carried on their owner's shoulders, yet pack enough power in their bite and claws to make them effective fighters.

Abilities & Attacks

- Cuddly
- Acute Hearing
- Sharp Vision
- Infrared Vision
- Fangs
- Purrs
- Multiple Legs
- Stealthy
- Claws
- Hide

Seawolf (large protector)Giri=113

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	7	5	9	7	10	9	12	14

A marine-based Protector, Seawolves are derived from pinniped and canid stocks. The seal-like body is fast and deadly in the water, with a gaping maw equipped with rows of razor sharp teeth.

Abilities & Attacks

- Sharkbite
- Efficient Lungs
- Flippers
- Blubber
- Hi-Speed Swimming
- Natural Sonar
- Skin Camouflage
- Stealthy

Gold Bug (crustacean)Giri=65

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	1	1	1	1	1	4	2	2

A common Tool that resembles a clawless lobster, Gold Bugs extract gold by drinking and processing large quantities of seawater.

Abilities & Attacks

- Extractor (gold)
- Chitin
- Eystalks
- Scratchers

Skymanta (large flapping flyer)Giri=94

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	11	11	7	5	5	5	13	12

Similar to a manta ray, this animal is also a very capable flier. Powerful wing buffets and a mouth full of razor sharp teeth make the Skymanta a favorite Protector bioform and a fine aerial mount.

Abilities & Attacks

- Ray shape
- Hide
- Sharkbite
- Acute Hearing
- Sharp Vision
- Wing Blow

Houseminder (monkey-lemur)Giri=59

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
4	5	5	4	4	4	4	5	5

A small lemurlike primate which can be taught to perform simple tasks. Houseminders know how to pick up objects scattered on a floor and put them in a holding basket; they can dust furniture, put clothes or dishes into an autowasher, even change a dirty diaper (although feeding a child is a bit more challenging). Many a Drifter child has grown up with a Houseminder as a nanny.

Abilities & Attacks

- Caretaker
- Handy
- Sharp Vision
- Acute Hearing
- Pouch
- Tactile Sensitivity

Plesiodragon (marine reptile) Giri=128

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	12	12	9	7	18	8	12	14

Plesiodragons resemble a cross between the Loch Ness Monster and a fantasy dragon. The fanged, flame-spitting head and long neck give this animal amazing striking ability, and its large, six flippered body makes it an effective aquatic riding animal.

Abilities & Attacks

- Fangs
- Fins & Flukes
- Multiple legs
- Natural Sonar

- Efficient Lungs
- Hi-Speed Swimming
- Scales
- Organic Flamer

GroovyKat.....Giri=71

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	9	9	3	6	2	3	10	5

Groovykats are small catlike animals with chameleon fur. The fur changes colors and patterns based on the animal's mood; GroovyKat pelts are also semi-mobile, creating a rippling effect that people enjoy watching.

Abilities & Attacks

- Purrs
- Fur Color
- Chameleon
- Pheromones (affection)
- Cuddly
- Bite
- Sleep Dust
- Stealthy

GardenerGiri=58

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	2	2	1	1	8	10	1	9

The Gardener is a common Tool found all over Rip cities. Its wide back supports a variety of commensal plants that are healthy, good tasting and help the Gardener process sunlight and water. As the plants are harvested, the Gardener reseeds empty patches with spores stored in its grooming claws.

Abilities & Attacks

- Shell
- Commensal
- Claws
- Re-Usable

Medicine Maker (small mammal)Giri=99

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	1	1	10	10	1	10	2	2

A common Drifter converter, Medicine makers consume and distill moldy bread and waste trash into a natural antibiotic adding +1 to the patient's REC each day of healing (one dose per day).

Abilities & Attacks

- Converter
- Bite
- Shell
- Spikes

EatMe.....Giri=55

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	1	1	10	2	4	10	2	5

The EatMe is another common food animal, but not for the squeamish. Its outer skin is made of a pulpy, chewy tissue that can be pulled off in handfuls and eaten. The EatMe suffers no lasting

harm from this; the tissue is primarily insulation and has no nerves or blood supply.

Abilities & Attacks

- Shell
- Re-Usable

Tasman DemonGiri=92

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	10	12	10	10	4	7	11	7

Roughly anthropoid in shape, the Tasman Demon is a killing machine equipped with poison bite, chitin skin, talons and a shock field. Very nasty.

Abilities & Attacks

- Talons
- Poison Bite
- Shock Field
- Chitin
- Low Light Vision
- Poison Resistant

Octokiller.....Giri=71

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	10	10	7	4	3	2	4	5

A modified octopod with razor tipped arms, the OctoKiller is an effective Protector; but its chameleon skin makes it an even more effective ambush attacker.

Abilities & Attacks

- Multiple Limbs
- Stealthy
- Tentacles
- Chameleon
- Talons
- Constriction

Orcan.....Giri=138

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
5	8	7	10	8	20	6	12	20

Resembling a real "killer whale", the Orcan also has four stubby lobe fins that allow it to travel (slowly) on land. Orcans are often used as riding beasts as well as for very aggressive Protector duties.

Abilities & Attacks

- Walking Lobe Fins
- Natural Sonar
- Sharkbite
- Hi-Speed Swimming
- Efficient Lungs
- Blubber
- Subsonic Hearing
- Fins & Flukes
- Fluke Blow
- Eardrum Shield

Gameplay

BioForms in Action

All bioforms should be played as NPC characters by the Referee or a trusted player acting for the Ref. They have their own personalities and may even refuse to follow their human's commands.

Bioform Ability Checks

Just like human NPCs, the abilities of your Companions are based on their stats. When you want your pet bioform to do something, you will combine its most applicable Stat with a die roll and compare it to a difficulty, just like any other character would resolve a task:

TASK	EXAMPLE	DV
Easy	Stay. Sit. Bark.	10
Everyday	Fetch my slippers. Roll over. Beg. Kill.	14
Challenging	Bring me the gun. Guard the bad man.	18
Hard	Bring me the grey gun. Deliver the message to this place.	22
Very Hard	Attack if they do this [action]. Deliver the message to this specific person.	26
Extreme	Find the object, bring it to this person, then report back to me for instructions.	30

Tricks

In addition to having their own Stats (which can be used with the Basic Resolution system on pgs.86-87), pets can be taught "tricks" —the animal equivalent of **Skills**—to enhance their chances of succeeding at a task.

Learning a trick is not automatic. The smarter your Companion (INT), the easier it is to learn the trick. The trick should be given a Difficulty Value (use the table above for a general range of examples) by the Referee, and be tested for by combining your INT, the Companions INT, a D10 roll and any Animal Handling abilities you may have. Teaching a trick is a *lot* easier if you have an *Animal Handling* skill.

Example: Lani has a Hellkatt Protector with an INT of 2. She tells it to go fetch her slippers. Not being very smart (lower than the average dog), the Hellkatt stares at her uncomprehendingly. Later, she teaches it the trick of "Fetch, until it learns it up to level 5. Now the Hellkatt knows what "Fetch" means and will probably even bring back the slippers before it tears them into little fluffy bits.

On the other hand, most Protectors find learning "Kill!" is an Easy Task...

Livemetal™

CYBERTECH: CEE-METAL



It used to be full body cyborgs were just that—cyborgs. They were amalgamations of cybernetic parts layered in and over the original meat body, which bled and aged as all flesh does. The metal parts were patches; street cybertech brought together in a semblance of unity. And since the result required the subject to cut off parts of his own living body, the ever-present danger of “cyberpsychosis” lurked just behind the eyes of every full body ‘borg.

No wonder your ancestors called themselves “frankenstiens.”

That’s not the way you play fullborg in 203X. Now you’ve got Livemetal™—bodies constructed in complete pseudo-organic perfection. Unlike the clunky metal frames of 2020, your skeleton has carbon-filled bones wrapped in a titanium coating, and your advanced myomar muscles and pseudoflesh accurately replicate flesh with far greater strength and resiliency. You have organs that throb and beat, artificial blood that lubes your joints, skin that is warm to the touch, yet never ages. You even heal when you’re hurt.

Your Livemetal™ body is carefully fitted to you for maximum psychological comfort. The new body no longer just replaces the meat body, but instead is designed to *augment* your original body’s basic capabilities (in short, the new body’s stats are based on the old one’s). Between this careful matching of mind and body—and the supportive environment of a society where everyone is a full cyborg, the threat of cyberpsychosis has been reduced to as low as .01% of the population. A Livemetal™ cyborg is no longer a robot steered by a human brain—it’s a living, albeit non-breathing person who just happens to be made of silicon-based materials instead of meat.

Cybertech Brief

In 203X, full body cyborgs are no longer scraps of cyberware tacked onto a meat body. Instead, they are fully integrated artificial persons, with only their organic brain and nervous system remaining intact. These Livemetal™ bodysells are not only capable of mimicking human form, but are also designed to reflect the original body image of the wearer (thus reducing the threat of **cyberpsychosis**, a homicidal mental illness that occurs when a human alters his body with too much cyberware). The result is that stats listed below for each bodysell are designed to be added/subtracted to the *original* stats for the character.

Bodyshells evolved from the early "full metal" bodies of the pre-Corpraw period. With improved brain/spinal system transference, it became possible to move the majority of a human's thinking/feeling/sensory systems into **Biopods**; an artificial, self-mobile life-support system. In addition to these advanced braincases, each artificial body (or **bodyshell**; so named because the organic human part moves from body to body just like a hermit crab changes shells) has an array of **Extensions** that enhance and customize the body and its own built in **Weapons** as well.

Biopod.....Giri=45

The core of the Livemetal™ system is an autonomous Biopod that supports the cyborg's brain and allows it to survive in or out of its artificial body. About the size of small football, the heavily armored Biopod can sustain a "person" for six weeks before needing to add nutrients or power. A shielded sensor array and a whiplike segmented "tail" also gives the pod limited senses and mobility. All Cee-Metals have a Biopod. Below are basic Stat modifiers and options in Biopod form.

REF	DEX	STR	MOVE	BODY	SP
-1	-1	-2	-2	0	20

Standard Options

- Life Support
- Dartgun (poison)
- Hvy. Armor (SP20)
- Tail Movement

Extensions

Extensions are the built-in "options" of the bodyshell; enhanced abilities and stats, improved senses, integrated tools, armor and amenities. A holoprojector in your eye is one type of extension; extra arms or pseudo organs would be other examples.

Weapons

Most bodyshells have some kind of integral weapons system as well as whatever natural strength and speed they gain from their artificial construction. These weapons are almost always hidden behind body ports or integrated to look like they perform other functions (the built in laser that looks like a watch). In addition, larger bodyshell s

can support the kind of heavy weapons otherwise found on Power Armors or vehicles.

Access

Cee-Metal children are raised from birth expecting to transfer from their meat bodies into Livemetal™ bodies at some point in their lives. Extensive psychological preparation for this event is a core part of Cee-Metal culture, and the act of Transference (at age 16) is considered to be the supreme rite of passage for a young Citizen. The new Citizen is allowed to select his or her own bodyshell at this time, tailoring it to their personal tastes. While most pick a style that is relatively human-like, there are others who relish the idea of the extra limbs or abilities inherent on a specialist body shell.

Following are the most common kinds of Livemetal™ bodyshells used in the Cee-Metal Enclaves:

NEOALPHA (SYNTHOID FORM).....Giri=30

The most common form in Cee-Metal enclaves, this form is based on a titanium skeleton with carbon-fill to simulate bone. Non-tinted, opaque white Myomar muscles and pseudo flesh are wrapped around the bones in exact simulation of real biological muscle attachment. The outer "skin" is a smooth, self-warming plastic, tinted in various patterns or sheathed in shiny metallic "chrome." Normally, hair is either simulated as chromed or glittered strips, or not worn at all. There are no pseudo organs or pulse, although genitalia mod stim packages accurately simulate functions based on sex type; hermaphrodite versions are also available; these packages hard link to the Biopod's brain to trigger sexual stimulation.

REF	DEX	STR	MOVE	BODY	SP
+1	+1	+3	+2	+4	+6

Standard Options

- Techscanner
- Hearing Acuity
- Tactile Boost
- Vehicle Control
- Light Armor
- Sexual Modules
- Visual Acuity
- Radio

NEOBETA (SYNTHOID FORM).....Giri=39

A modified version of the NeoAlpha, designed for

use in hostile environments. The shell is more heavily armored and optimized with specialized sensor systems and weapons.

REF	DEX	STR	MOVE	BODY	SP
+2	+2	+5	+2	+4	16

Standard Options

- Techscanner
- Hearing Acuity
- Lowlight Vision
- Visual Acuity
- Anti Dazzle
- Medium armor
- Sexual Modules
- Tactile Boost
- Vehicle Control
- IR Vision

NUKILDARE (SYNTHOID FORM)GIRI=36

A modified version of the NeoAlpha, optimized to be a physician type. The Kildare (named after a doctor from a flat vid of the late 1900's) is effectively a walking hospital, with most of the major functions of a Trauma Team AV onboard (if you have a Kildare, consider it as though there was a TT unit present).

REF	DEX	STR	MOVE	BODY	SP
+3	+2	+2	+1	+4	6

Standard Options

- Medscanner
- X-ray vision
- Tactile Boost
- Digital Recorder
- Light Armor
- Hologractor
- Medical tool arm
- Visual Acuity
- Air Hypo
- Hearing Acuity

WISEMAN 2 (SYNTHOID FORM)GIRI=36

This version of the NeoAlpha is often used by Citizens fulfilling the communications or leadership roles of Cee-Metal. With enhanced computational and communications gear onboard, the Wiseman 2 is capable of organizing and communicating to huge numbers of people.

REF	DEX	STR	MOVE	BODY	SP
+1	+1	+3	+2	+4	6

Standard Options

- Techscanner
- Broadband Commo
- Subvision Viewscreen
- Autofac Control
- Digital Recorder
- Light Armor
- Synthesizer
- Computation Mod.
- Visual Acuity
- Radio
- Hearing Acuity
- Hologractor

AQUARIUS (SYNTHOID FORM)GIRI=59

A modified version of the NeoAlpha, designed for aquatic use. Integrated thrusters, sonar and water-usable weapons are its chief adaptations.

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+7	+4	+6	18

Standard Options

- Techscanner
- Hearing Acuity
- Sonar
- Submersible
- Low Light Vision
- Striker Armor
- Hammer Hand
- Visual Acuity
- Radio
- Webs (hands, feet)

NEOGEMINI (HUMAN FORM)GIRI=40

Like the NeoAlpha, the core of the body is a titanium skeleton with carbon-fill to simulate bone. Flesh tinted Myomar muscles and pseudo flesh are wrapped around the bones in exact simulation of real biological muscle attachment. The internal nano-doped lubrication fluid is tinted red and looks just like blood. The skin is a smooth, self-warming plastic with implanted hair and imperfections. Hair is realistic and can be implanted in head, face, chest, underarms and genitals as desired. Though organs are unnecessary, some are simulated for show; plastic lung bellows inflate and deflate based on triggers from the Biopod, even though they have no effect on respiration, a heartbeat simulator generates a regular pulse sound and triggers pulse simulators in wrists, elbows and ankles. There is a functioning storage pouch that can hold chewed food until it can be excreted (undigested) in any convenient lavatory. Genitalia mod stim packages accurately simulate sexual functions based on type; hermaphrodite versions are also available; these packages hard link to the Biopod's brain for sexual stimulation. NeoGems are far more expensive but have the best chance of blending into non Cee-Metal enclaves.

REF	DEX	STR	MOVE	BODY	SP
+1	+1	+3	+2	+4	6

Standard Options

- Techscanner
- Hearing Acuity
- Scratchers
- ExDerm Body
- Light armor
- Sexual Modules
- Visual Acuity
- Pseudo Organs

OPERATIVE (HUMAN FORM).....GIRI=83

Based on the Neo Gemini, the Operative is optimized for infiltration, stealth and hand-to-hand combat. The body is as humanlike as possible, allowing it to blend into almost any crowd. Only a few weapons are hidden in special body slots; the Operative primarily relies on handweapons instead.

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+5	+4	+6	18

Standard Options

- Techscanner
- Hearing Acuity
- Infrared Vision
- Stealthy
- ExDerm Body
- Grapple & Line
- Targeting Scope
- Scratchers
- Reflex Boost
- Striker armor
- Sexual Modules
- Visual Acuity
- Radio
- B&E Kit
- Pseudo Organs
- Arc Thrower
- Dart Gun
- Subvision Screen

NEOGAMMA (HEAVY DUTY FORM).....GIRI=74

The Neo-Gamma makes no pretensions to a human-like design. The main body is a humanoid form with hydraulic lifters wrapped in myomar musculature. There is no skin—instead, plastiform plates cover the muscles in armored segments. The Gamma's head also is pure functionality—multifaceted optics, rabbit ear antennas and audio pickups are mounted in only a rough approximation of normal human features. However, what the NeoGamma form lacks in humanity, it gains in terms of raw power and adaptability. Hydraulics give it the ability to lift a metric ton and to leap several dozen meters vertically. The drawback is that this form faces extreme prejudice outside the Cee-Metal enclaves.

REF	DEX	STR	MOVE	BODY	SP
-1	+1	+7	-1	+8	20

Standard Options

- Techscanner
- Hearing Acuity
- Jump Booster
- Vehicle Control
- Low Light Vision
- Big Knucks
- Heavy Pistol
- Combat Armor
- Rabbit Ears
- Visual Acuity
- Radio
- Multioptic
- Arc Thrower
- Micromissile Pod

NEO-ENFORCER (HEAVY DUTY FORM).....GIRI=108

Based off the Neo-Gamma, this bodyshell is optimized for combat, with boosted reflexes, enhanced senses, and a large number of onboard weapons. A very common Police and law enforcement type; also the body of choice for most Dragoons when not in full combat bodies.

REF	DEX	STR	MOVE	BODY	SP
-1	0	+9	-2	+10	30

Standard Options

- Techscanner
- Hearing Acuity
- Jump Booster
- Reflex Boost
- Low Light Vision
- IR vision
- Rippers
- Heavy Pistol
- 14mm Antitank Rifle
- Heavy Armor
- Rabbit Ears
- Visual Acuity
- Radio
- Multioptic
- Targeting Scope
- Arc Thrower
- Micromissile Pod
- LAW-4 Rocket

WINGMAN II (AIRCRAFT FORM).....GIRI=70

Designed to integrate the survival elements of the original Wingman pilot model, this variant also combines a lifting body upper torso with integrated back mounted av-fuel thrusters. Arms can flatten into airfoils and extend for low speed flight. The legs lock into an extended position, with control surfaces on the calves supplying steering and lift. The Wingman II can carry up to 200lbs at a 50% reduction in range and speed.

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+3	+6	+2	6

Standard Options

- Techscanner
- Hearing Acuity
- Rocket Launcher Pod
- Reflex Boost
- Low Light Vision
- IR vision
- Flight Thrusters
- Light Armor
- Vehicle Link
- Visual Acuity
- Radio
- Minigun Pod
- Targeting Scope
- Radar

CYCLONE (ROADFORM).....GIRI=40

Designed for superior road travel, especially in city environments, the CyClone folds from a humanoid bodyform to two wheeled road chassis. Legs and arms lock into place to provide wheel forks, with electric driving motors in shoul-



ders and thighs. Up to 20kg of cargo can be stored in the back mounted storage compartment, or conversely, passengers up to 200kg can be carried (uncomfortably) on the butt-mounted saddle at a loss of 10% of top speed and range.

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+3	+6	+3	6

Standard Options

- Techscanner
- IR Vision
- Reflex Boost
- Micro Toolkit
- Hearing Acuity
- Light Armor
- Wheels
- Visual Acuity
- Radio

Gameplay

Transfer

Transfer is the act of moving from one bodyshell to another. Beyond the basic time it takes to pop the top of your current bodyshell and snake over in your pod to the new skull, there is a lag time of one turn (30 seconds) while your Biopod makes connections with the electronics of the new body. During this time, the new body lies there inactive.

Important Note: Although your meat body is no longer part of the bodyshell process, it is typically kept on ice for 5 years after you have moved into a Biopod. After this initial 5 years, you must pay 25 Giri a year to keep it in cold storage. You can be returned to your frozen body at any time via a one day medical procedure.

Cybertech List

EDGERUNNER	SILENT WARRIOR (STEALTH).....Giri=22
NEURAL NET.....Giri=25	ACS AGENT.....Giri=40
HANDTO HAND PACKAGE.....Giri=20	ACS PONCHO.....Giri=25
TECHIE PACKAGE.....Giri=17	ACS TECHSCANNER.....Giri=40
RANGED COMBAT PACKAGE.....Giri=25	ACS B&E TOOLS.....Giri=36
SPY PACKAGE.....Giri=22	ACS REPAIRTOOLS.....Giri=25
MEDIA PACKAGE.....Giri=18	ACS BOWIE KNIFE.....Giri=36
TRACKER PACKAGE.....Giri=20	ACS SWORD.....Giri=40
MUSCLE T BRACER.....Giri=25	ACS TOMAHAWK.....Giri=30
COMBAT GAUNTLET.....Giri=17	ACS X BOW.....Giri=35
HANDTO HAND GAUNTLET 1.....Giri=17	ACS LONGBOW.....Giri=44
HANDTO HAND GAUNTLET 2.....Giri=18	ACS DERRINGER.....Giri=55
MEDIA BRACER [FOREARM/BICEP].....Giri=12	ACS HANDGUN.....Giri=64
HEAVY WEAPON BRACER 1 [FOREARM].....Giri=18	ACS RIFLE.....Giri=61
Hvy WEAPON BRACER 2 [THIGH/BICEP].....Giri=17	ACS LONGRIFLE.....Giri=44
MISSILE BRACER [FOREARM].....Giri=22	
TECH BRACER [ANY].....Giri=12	RIPTIDE
SMART BRACER [ANY].....Giri=13	ENZYME BONDING.....Giri=5
ANTI CEE BRACER [FOREARM].....Giri=25	SKYRAY (FLAPPINGFLYER).....Giri=77
ASSASSIN BRACER [FOREARM].....Giri=11	HOPPER (SMALLMAMMAL).....Giri=5
NON-LETHAL BRACER [FOREARM].....Giri=9	STREAKER (FASTRUNNINGQUAD).....Giri=105
BOUNTY BRACER [FOREARM].....Giri=13	PTERRY (SMALLPTERODACTYL).....Giri=65
SPY BRACER [FOREARM].....Giri=8	RAPTILE (SMALLDINOSAUR).....Giri=105
TRACKSTAR® BRACERS [THIGH/PAIR].....Giri=16	HELL KATT (MULTILEGGEDFELINE).....Giri=84
MR STUDD BRACER.....Giri=7	SEAWOLF (LARGEPROTECTOR).....Giri=113
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Advanced Combat

Friday Night Firefight Combat Simulation

By now, if you haven't figured it out, combat is a very important part of being *Cyberpunk*. In a world where the rules of civilized behavior have gone berserk; where there are no police and hardly any laws, the only order comes from the mouth of a gun.

Or whatever other deadly weapon is handy.

But the real place where the metal meets the meat is in the dark hours before dawn, when the guns, swords, rippers and razors come out to play. The initiated on the Street call this the *Friday Night Firefight*. Although it can happen at any time and on any day, the term specifically refers to the hours between five pm Friday and five am Saturday, when the weekend partying starts and the Night City death rate skyrockets.

Friday Night Firefight is a set of combat simulation rules for the *Cyberpunk* world. It's designed to cover all major elements of weapon and non-weapon combat in an easy to use format, allowing for realistic skirmish action without resorting

to a lot of tables and charts. FNFF's ease of use also allows even a combat novice to maximize strategy over firepower, whether it's hand to hand with broken bottles in an alley, or mano-a-mano with main battle tanks on the open roads of US 101.

Speaking of Combat...

There's a lot of vague ideas and theories about modern weapons encounters—most of them from the *Hong Kong Action Never Empty Six Gun School of Armed Combat*. And while combat in *Cyberpunk* should have the stylish cinematic flow of a good Chow Yun Fat bloodbath, in these rules, we're not going to be crating along most of the misconceptions that go with most roleplaying simulations—like characters who can be repeatedly shot with large caliber handguns until they run out of "hit points"; who can fire Ingram MAC-10's from both hands and hit with every bullet—in slo mo, no less.

In other words, good, clean fun.

FNFF is not good, clean fun. Most of the data herein has been compiled from ballistic reports, FBI statistics, police data and other not-clean fun sources (we've even added computer modeling to the mix since the last edition came out). These

sources brutally point out a couple basic truths about firefight combat.

- 80% of most gunfights occur between untrained amateurs at a range of 21 feet. 40% of these raging gun battles happen within 8 feet or less. Most (60%) occur in dimly lit and difficult conditions—dark, rainy alleys, with both participants panting and out of breath from stress, exertion and fear—pausing momentarily to snap off a badly aimed shot at a fleeing shadow, then diving back in a panic for some—any!—cover.

"I had about two secs—I swung that AR15 around and put two slugs into the first guy's chest. Then the other slag got range and put me down cold...I've had better days..."

—Trace Santiago

- Hits in a real gunfight are surprisingly rare. Most gunfights expend over 35 rounds for every one hit. A lot of time is spent ducking behind the nearest (insufficient) cover and cramming a greasy clip into a slippery, hot-to-the-touch weapon. And you'd be amazed how often even a modern automatic pistol jams—one reason why cops still tend to favor revolvers.

- When a hit does occur (assuming a larger caliber weapon is involved), the victim is usually hors-de-combat on the first shot from a combination of wound shock, terror and pain. A solid hit from a .44 magnum can splatter a real person all over New Jersey. But on the flip side, a guy juiced up on enough street drugs might keep going for ten minutes after he should be biologically dead—it all depends on the target, his mental state, the wound and a lot of just plain stupid (bad or good) luck.

- And before you strap on that baddass Beretta and proclaim yourself the God of Combat Gunners, just remember that more murders are committed each year using knives and blunt objects than with handguns. So you may not want to be so dismissive of that go-ganger with the ten inch shiv—especially when your fancy autoslide jams on a mis-ejected shell.

On the other hand, this is *Cyberpunk*, right? So why are we telling you all this if we don't intend for you to go in there with guns blazing? If a large caliber handgun is truly something to be respected, who wants to lose character after character until they get the point?

Here's where we get interfaced, gangboys and gals. This edition of FNFF is even simpler, faster and more direct than ever before. We've hooked it up its time-tested principles with some new twists courtesy of our Fuzion system, so that you can concentrate on *how* to fight; how to win every encounter (since you only get to lose once). We've also added special Rules call-outs so you can easily get to the info you need when you need it most. And finally, we've thrown in all the tips we've learned in almost two decades of our own *Cyberpunk* encounters, as well as hot tips from beat cops, combat grunts, SWATmasters and other real life veterans who've put it on the line for real.

It's true—a firefight is dangerous. But you can handle it. That's why you're *Cyberpunk*.

The Basics Revisited

Earlier in the book, we talked about the basics of doing things in the section **Getting Things Done** (pg.86). At that time, we touched on a simplified combat system that was a direct extrapolation of the Basic Resolution System for *Cyberpunk*. But while that's fine for kiddy combat, when you start dealing with the intricacies of real world weaponry, you're going to need something a bit more exacting. And that's why we're going to revisit the **Basics** again, starting with **Turns**.

Turns

Back in the Basic Resolution System, it was enough to sum up a turn as the time in which a player got to do something. We didn't bother with how *long* that time took, just that it was long enough to do one thing. But now, we'll need to

get a bit more specific. In FNFF, a turn still represents each players' opportunity to do something. But that turn can be measured either of two ways; small increments called **Combat Phases**, and longer blocks of time (minutes, hours, days, weeks, etc.) called **Roleplaying Time**.

Roleplaying Time takes place on the big scale; it's when the Referee asks you want to do and the answer involves activities that could involve minutes hours or even days. But since in combat, every second can spell the difference between life and death, it becomes important to parse that time into smaller, exact increments so that everyone is on the same time clock. These three second intervals are called **Combat Phases**.

Whether measured in Roleplaying Time or in Combat Phases, eventually everyone will have a chance to take their turn. Then the clock resets and a new series of actions can be taken. This process is called a **round**. A game can have many, many rounds as players all take turns doing something, then starting the whole process over again.

Turn:	When you get to do something
Combat Phase:	A turn that covers only three seconds
Roleplaying Time:	A turn that could cover minutes, hours, days or even weeks of time.
Round:	When everyone has had a chance to take a turn.

Turn Order (aka Initiative)

When their turn comes up in the round, each player will get to do something. But *when* do you get to do that something? In a simple system like Basic Resolution, it was enough to say that you could take turns starting at the Referee and moving clockwise around the table. But once again, realistic combat requires that you take other factors into account—the reflexes of the participants, their awareness of the situation, the weapons being used, etc. That's where **Turn Order** (also known as **Initiative**) comes in.

Initiative determines the order in which each player (and all the non-player characters controlled by the Referee) get to take their turn. Initiative is based on a roll of 1D10 plus the players (or NPC's) REF stat, with highest rolls moving first and lowest rolls moving last. *Example: Players A, B and C all have REF stats of 10. A rolls a 5, B rolls an 8, and C rolls a 2. Turn order will be B, then A, then C.*

**Initiative= Roll 1D10+REF.
High roll goes first.**

Note: Reflex boosts and splices can be added to a player's Initiative roll where applicable.

Party Initiative

You can also speed up your play by designating one member of the group as the **party leader** and have them roll initiative for the whole group. Their roll is added to REF scores of everyone in the group to determine when each member of the group will act.

Waiting

You can also choose to take your turn later in the round, stepping in at another point to act. Waiting allows you to interrupt another player's actions during *their* turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you must announce, when your turn in the round comes up, that you are planning to Wait. The important word to include in this announcement is until, stating what condition must be met before you will act. An example might be, "I wait until Scarr moves," or "I wait until I can get a visual on his cyberoptics." If the conditions of your wait are not met, you must stand there, waiting, until the next round.

When the specified condition has been met, you can elect to interrupt someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to shoot at you (his action), you could then interrupt and fire. You need not roll to inter-

rupt; it's automatic. This can also be used to cover an opponent—i.e.; hold a ready weapon on him—you interrupt his action (BANG!) if he attempts to escape.

You can also elect to act later in the round, stepping in at any point to act. If you have elected to wait until (there's that word again) another player's turn comes up, you will be able to act after they have taken their turn in the round.

Example: Initiative is player A, then B, then C. Player A decides to wait until player C has moved from cover, then take his shot. By waiting, the new turn order will be B, C then A.

The Fast Draw or Snapshot

By declaring a fast draw (aka snapshot) at the start of the round, you automatically add +3 to your initiative roll, taking a -3 penalty to hit (you're rushing into combat instead of preparing carefully). You also may not take advantage of scope, sights or other aiming advantages. The martial arts or melee version of this technique is called an *iai-jutsu* or lightning strike.

**Fast Draw= +3 to initiative,
-3 to Hit**

Example: Ripperjack is faced with his long time enemy, Hargan. He knows Hargan has a higher REF than he does, so he elects to make an all out, blazing attack before the giant can get in a move. The snapshooting bonus will give him the +3 advantage he needs. Ripperjack's mono-katana arcs out in a searing iai-jutsu before Hargan can raise his own sword. Unfortunately, the -3 point penalty for snapshots works against Ripperjack, and his attack misses his opponent by a mile.

Movement

The next thing you'll need to get down is **Movement**. Movement actually encompasses four things: **Measurement**, **Facing**, **Distance** and **Terrain**.

Measurement

Up to now, we've pretty much ignored how far things are, which way they're pointed and how long it would take to get to them.

But in the more exacting rules of Friday Night Firefight, we measure everything in either **meters** or **yards** (and treat them interchangeably; the difference is only about 2 inches). One reason we do this is that it means you won't have to change measurements around between metric and English systems. It also corresponds pretty well with the statistically generic 6 foot character (ok, a meter isn't exactly 3 feet, but for convenience's sake, it works well enough). This allows you to use almost any size of action figure or marker in gameplay—the actual figure becomes a useful 2 meter/yard “yardstick” to measure distances. Army men, action figures, even lead figures—anything can work with this simple scale system. We signify this by using the term “m/yds” instead of the typical meters or yards.

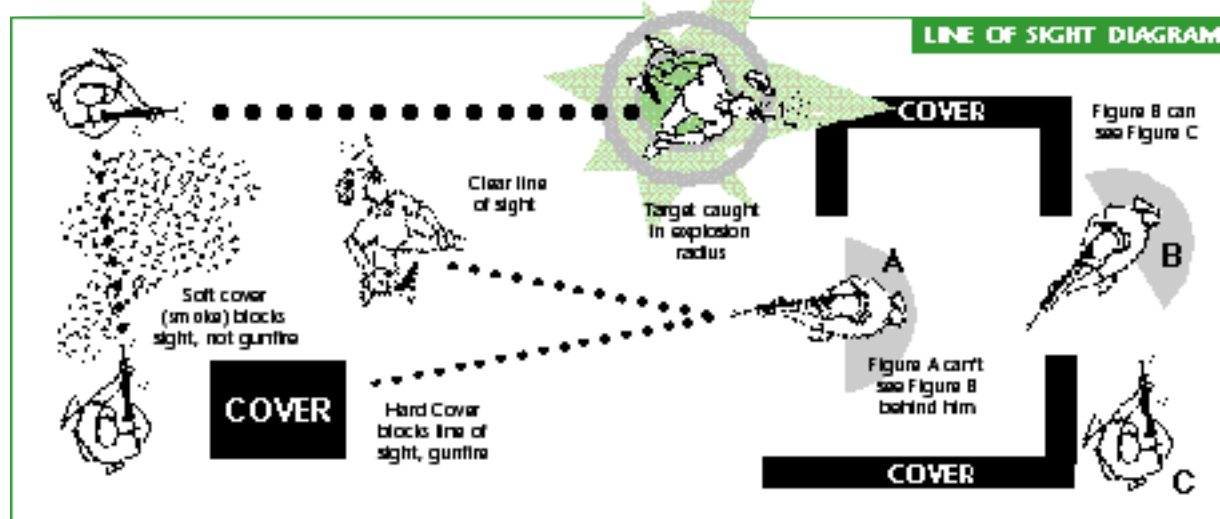
**m/yds= meters or yards used
interchangeably**

Facing and Line of Sight

Facing is the direction a character is pointing. Since most roleplaying games are played “in head” (without maps), the rule of thumb is that you can clearly face and attack anything that is positioned forward of your shoulders and unblocked. When using a standard gaming hex map, characters “face” through any three adjacent sides of the hex they are standing in. You may move in any direction at any time (one of the big advantages to being a biped).

If your character can see something with the naked eye or the scope of a weapon, you can interact with it. This is called your **Line of Sight**. If there's anything in the way, it's considered to be **BLOCKED** and you can't interact with it.

Hard vs Soft Cover: There are two types of things that can block line of sight. One is **Hard Cover**—solid things like rocks, trees and walls that



not only block the attacker's ability to see a target, but also stop any blind attacks he might make through them.

On the other hand, **Soft Cover** involves intangible, non-solid things, like smoke, glare, bushes, etc. that may stop the attacker from seeing the target, but not from blindly attacking it. This is called attacking an **Obscured Target**. When attacking through Soft Cover, you'll want to apply the appropriate combat modifiers for the occasion (pgs.232, 235)

Distance

There are two scales of movement used in *Cyberpunk*; the first is **Figurative Movement**; a raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions; in a race, each participant adds a die roll to his or her MOVE score and the highest total wins.

The other is **Combat Movement** (also called (Literal Movement)). This a measurement of actual distance, best used on combat maps or when using figures. How far you can move has already been determined by the Derived Characteristic of **Run** (MOVEx2m/yds) and **Sprint** (MOVE x 3m/yds). Swim and Jump are= to your MOVE. These values tell you exactly how far you can move in a 3 second phase, based on the movement type you've chosen.

Terrain

Terrain is what you are walking on; dirt, sidewalk, brush, ice, rubble. In *Cyberpunk*, your movement can be slowed by the type of terrain you cross over. Terrain is rated as **Easy**, **Rough** and **Very Rough** and reduces your overall MOVE characteristic in the following manner:

Easy	Rough	Very Rough
No Reduction	Halves MOVE	Quarters MOVE

Note that the roughness of the terrain doesn't mean that it's full of rocks; just that it's hard to cross. Rough terrain could include choppy waves, turbulent air, or light brush. Very Rough might be mud, snow, ice, thick brush or a pile of bodies. Easy would be grass, sidewalks or (rare) clear skies.

The terrain type is always decided on by the Referee, and is based on the *majority* of terrain you will be crossing over that phase. For example, if you ran over 4m/yds of Easy terrain and 6m/yds of Rough, the Referee would probably rule that you were moving through Rough Terrain that phase.

Maneuver Checks: Of course, just because the terrain barely slows you up doesn't mean that you can walk over it. Whenever you are encountering **Very Rough** terrain, or must move carefully over, under or around something in the environment, you'll need to make a **Maneuver Check**. This is a

roll to see if you successfully make it where you're going without falling flat on your face. You make a maneuver check by adding your REF+Athletic Skill+1D10 together.

**Your STAT+Athletics Skill+ 1D10 ROLL
vs
Task's DIFFICULTY VALUE**

If your total is equal or greater, you succeed

The goal is to get a total, called an **Action Value (AV)** equal or greater than a **Difficulty Value (DV)** determined by the Referee, based the conditions you're facing:

CONDITIONS	DV
Narrow balance (beam, tightrope)	18
Dangerous surface (broken glass, spikes)	22
Swaying surface (tightrope, rope bridge)	22
Greater than 45° slope	26

A failed roll means you will not be able to move over that terrain that round. A **fumbled** roll (pg.89) means you have slipped and fallen, probably with disastrous and painful results (as determined by the Referee).

Vehicle/Riding Maneuver Checks: Like walking, most of the time, you'll be able to drive, fly or otherwise pilot a vehicle (or riding animal) just the way you planned. But any time you try to make a vehicle do something unusual, you'll need to make a **Maneuver Check** to see if you succeed. This is done by combining:

**Your STAT+Driving or Piloting Skill+1D10
vs
Maneuver's DIFFICULTY VALUE**

The Maneuver's DV is based on the type of maneuver you're making. If the maneuver isn't described below, pick the closest appropriate one to work from:

DIFFICULTY	VALUE	EXAMPLE
Simple	15	swerve, take off or land, hover, rotate
Difficult	20	tight turn, control a skid, recover from a stall, emer-

gency stop, pull out of dive, reverse or pull away

Very Difficult 25 bootlegger turn, regain control from a spin

When making your roll, you should also add all modifiers that might apply to the situation:

Standard car	-0
Limousine	-3
Sportscar	+2
AV-4	-2
AV-6	+2
AV-7	+1
Motorcycle	+1
Truck	-4
Rotorcraft or gyro	-0
Osprey	-0
Boat	-1
At or above 1/2 max vehicle speed	-2
At max vehicle speed	-4
Slick surface	-4
Heavy rain or snow	-3
High winds	-3
Driver incapacitated (drunk, drugged)	-4
Skittish or intractable mount	-4
Under stress or attack	-4

On a failed roll, roll 1D6 and consult the **Control Fumble Table** below:

ROLL	RESULT
1-2	Skid or slew 1D10m/yds. No other result.
3-4	Major skid; slide 1D10x10m/yds sideways in direction of travel. Aircraft stalls, losing 1D10x10m/yds of altitude. If in Power Armor or mecharider, you fall over.
5-6	Roll ground vehicle after sliding 2D10m/yds sideways in direction of travel; take 5D6 damage. Aircraft goes into spin, lose 1D10x20m/yds of altitude. If in Power Armor or mecharider, you roll over 1D6 times.

Dogfighting

Sometimes, the best option is to outfly your opponent with a combination of skill and ability to maneuver. Start by determining the position of the combatants at the start. Is one closing on the



TIED ROLL: No Aim



HEAD ON: 1 point either way



SIDE ON: White beats Black by 2+. Defender chooses which side is attacked



TAILING: White beats Black by 4 or +

other, or are they headed right at each other? This intercept can be determined by making a Awareness roll on either side with the high roll choosing positions, or at Ref's discretion.

To find out the result of an aerial or space dogfight (whether between giant birds or jet fighters), each participant rolls their Piloting Skill+REF+Roll. The player with the **highest** roll has the **Advantage** position,

based on how many points they won the roll by (on a tie, their positions have not changed). The result is compared with the chart on the left; the player who has won can shoot or flee at his option. The key position is the Tailing one; because it adds +2 to your Attack roll that phase.

To break off a dogfight requires either mutual agreement, or one player making an escape. The player with the current Advantage announces his intention to break off combat at the start of the Round, and must maintain his Advantage for as many Phases as the Referee determines would be necessary for escape at the time intention is announced.

Actions

In the Basic Resolution System, you could perform one action without penalty during your part of the round. At that simplified level, it was enough to just say you wanted your character to *do* something. But in a more realistic combat setting, *what* you do can drastically affect the outcome. So in FNFF, we get a lot more specific about what actions your character can choose, breaking them into two distinct types. **Basic Actions** are simple tasks to perform during your turn. **Advanced Actions** represent more sophisti-

cated maneuvers that employ greater strategy and tactics.

Basic Actions

Think of Basic Actions as scaled-up versions of the "My character does X." used in the Basic Resolution system. They're pretty straightforward and involve little or no special conditions or rules under which they may be used.

Attack:

Use a weapon or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this. Specific weapons may have other modifiers to take into account as well. You can attack with any weapon up to its maximum rate of fire (ROF) as one action. In addition, Attacking also covers Brawling attacks like punches, kicks and chokes.

Snapshot:

As described earlier (pg.217), this is an attack that takes place before all other actions in the round. However, it is also considered to be an Action and has a -3 penalty to your attack roll.

Block:

(or Parry) Use this Action to deflect attacks. In general, this means stopping a specific Melee or Hand to Hand attack in addition to your normal Defense Value. When Blocking an attack, make a Hand to Hand or Melee skill roll against the roll with which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next round regardless of normal turn order.

Dodge:

Use this Action to make yourself harder to hit. Dodge allows you to declare that you are actively dodging and places a -3 penalty against *all* attacks made against you that Round.

Get Up:

Use this Action to stand up after being knocked down.

Grab:

Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his oppo-

nent; he may also attempt to grab a weapon from his opponent's grasp. Use a Skill check to see if you can break out of a Grab (use STR Characteristic plus Hand to Hand, Athletics or Martial Arts (whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 DEX to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

Sprint: Use this Action to move faster each round—up to your full SPRINT speed, but at the cost of any other Action while doing so.

Throw: This allows the attacker to use a thrown weapon (grenade, bottle, mug, furniture). The object must be liftable by the character, may not be larger than a 2m/yds square and must be thrown using the character's Athletics Skill. Improvised, non-aerodynamic objects can be thrown at at -4 penalty.

Other Action: Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How long an Other Action takes is up to the Referee; they may well decide that what you describe takes several phases to perform, or it may have modifiers on your DEX. Some common Other Actions include drawing a weapon, getting into or out of a vehicle (or mounting or dismounting from a horse), clearing a jammed weapon, changing a clip or rendering first aid. All of these Actions take up a full phase.

Advanced Actions

Advanced Actions allow you to add more specialized tactics to your repertoire. They are called Advanced because they usually involve special rules or conditions in performing them. Remember that even this list is only a fraction of the possible maneuvers you may want to invent or add to your *Cyberpunk* games (with your Ref's permission, of course).

Abort:

Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, or Dive For Cover) using their upcoming action. Characters continue to do this defensive action until they can act again in the next round.

Aim:

This action allows you to improve your chances to hit with a ranged weapon (only). Each action taken aiming adds +1 to your attack, up to three actions total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.

Choke Hold:

This is a special Martial Arts move as opposed to a regular "grab them by the throat" choke. A two-handed Grab maneuver at -4 to REF is required (unless you're really big and your Referee allows you to use one hand). Once a successful Choke hold is established, the choker will do an additional +4 each round in killing damage unless the Choke is broken by the victim. You must have Martial Arts skills in order to use this action.

Disarm:

On a successful Attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a STR + Hand to Hand roll versus the defender's STR + Hand to Hand roll; if the attacker wins, the defender drops the weapon. Use the **Area Effect Table** (pg.231) to determine where the weapon falls, with your opponent in the center.

Dive For Cover:

This action allows you to get out of the way of explosions and area effect attacks. You make a Defense roll (using an appropriate Athletics or Evasion skill if allowed by the Referee), against a Difficulty Value based on the distance (base of 8 for the first 1m/yd +1 difficulty for every extra 1 m/yd). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the attack effects. Diving for cover can be performed by holding an action (just in case) or by aborting to your next action if you have not yet taken your turn.

Draw & Attack:

By declaring this action you are able to draw and use a weapon in one action, instead of the normal two. However, this also imposes a -3 penalty on that attack.

Entangle:

This allows the attacker to use entangling types of attacks (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defense roll. An entangled character must act as though a Grab has been made; he can't move or attack until he escapes.

Escape:

This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ Hand to Hand skill against the holder's Athletics (or Hand to Hand) skills plus their Strength. *Example: Although Fox's Athletics is 7, her STR is only 3. Brick's Athletics is only 3, but his STR is 10. The extra 3 point edge easily allows Brick to hold Fox immobilized.* If pitted against a trap, you will use your STR+Athletics Skill against a Difficulty Value set by the Referee. On a successful roll, you are free of the hold and may move again. Hand to Hand or Martial Arts skills may also be used in default of Athletics if your Ref agrees.

Grapple:

A grabbing or holding move, which is prerequisite to applying a throw, choke or hold as the next action. This is considered a type of attack.

Haymaker:

You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit (because you're not worrying about keeping your balance or aiming, etc.)

Recover:

Recovering gives you back STUN and Endurance equal to your REC score. If you choose to Recover for your action, you can do nothing else that phase. If you suffer damage while recovering, you may not recover Stun that round. You are at -5 DEX while Recovering.

Sweep/T rip: You put out a foot and send him sprawling. On a successful Hand to Hand roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next if to the same opponent.

Body Throw:

Requires a Grapple first. Opponent is knocked to ground, taking 1D6 +Damage Modifier, plus making a stun roll at -2.

2 Weapon Attack:

Two weapon attacks can be made at a -3 to-hit penalty on both weapons used.

Taking More Than One Action

You may perform more than one action at a -3 penalty to each successive action. If your REF is higher than 10 (possible via enhancement) you may take 1 additional action without penalty.

Free Actions

These are things you can do automatically, without spending any of your Actions. For example, you can always move as many m/yds as your RUN stat at no action cost.

Ambushes & Backstabs

Sometimes, the best way to deal with a very powerful opponent is to get the drop on him from behind; in short, setting an ambush. Ambushes gain a +5 to hit advantage. You may ambush or backstab by announcing your intent to hide or lie in ambush for a target. You can elect to set up an ambush any time:

a) The opponent is unaware of your location and your intention to attack. This can be accomplished by setting up a hiding place ahead of time or taking advantage of a melee to get under cover and waiting for a shot. A victim of an ambush must make an Awareness roll greater than your Stealth Skill+INT+1D10, or you have automatically succeeded.

b) The opponent's attention is on another situation, such as another attack or a task requiring great concentration. This can be



accomplished by creating a distraction for your opponent, or by sneaking up on him while he is in combat with another combatant.

**Ambush=+5 to attack
for 1 Round**

An ambush doesn't mean you *act* first— it just means you have an attack *advantage*. Initiative Rolls for the round are made as usual, and the ambushing character can spring the trap on his part of the round or can wait to see what develops before making his attack. Until the attack is made, his opponent may not attack him, because he doesn't know he's in danger. An ambush may only be used for one attack; another ambush must be set up before the bonus can be employed again.

Example: Ripperjack decides to set up an ambush in a dark alley of the City. He rolls his Stealth Skill+Int+1D10 for a total of 18. Along come Scarr and Hargan, his mortal enemies.

At the start of the round, initiative is Scarr, Ripperjack and Hargan. As they enter the trap, both Scarr and Hargan make Awareness Rolls. Scarr's roll is 12; Hargan's is 20. "It's a trap!" yells Hargan, but too late; Scarr didn't know what was coming and couldn't declare an attack or defense. Ripperjack pegs him with a shot from his H&K Hellfire, using the +5 Ambush bonus. He won't get the bonus on Hargan, because the blond giant made his Awareness roll

and spotted him. His second shot misses, and Hargan throws himself down behind a wrecked car and opens up with his 20mm autocannon. Savage fades down the alleyway to set up another trap.

Making Attacks

Now that we've got the basics of **Time**, **Movement** and **Actions** out of the way, let's zero in on the main event: **Attacks**.

There are two kind of attacks in *Cyberpunk*; **Melee Combat** and **Ranged Combat**. Let's start with the easiest first—Melee Combat.

Melee Combat

Melee Combat involves anything that is used in the hand to make an attack (or the hand itself). It includes clubs, knives, swords, axes, chainsaws, sledgehammers, monokatanas and monoknives, monomolecular chains, cyberbeasts, battlegloves, rippers, scratchers, martial arts weapons, hand to hand attacks and brawling.

Making a Melee Attack involves five simple steps:

1) Make sure you're close enough. This means within two m/yds for physical attacks, clubs, knives, swords, axes, chainsaws, sledgehammers, bioforms, battlegloves, rippers, scratchers, martial arts weapons, hand to hand attacks and brawling.

Polearms, staves, naganata, and whips can reach up to **3 m/yds**.

2) Check to see if you're in the clear. Make sure there's nothing between you and your target. You cannot attack through any solid objects, like walls, trees or cars. However, attacks *can* be made through smoke, brush or other things that obscure vision, but won't stop a sword or fist.

3) Choose the Attack (hand weapon or body part) you want to hit the target with. (If you can't find anything lying around, feel free to headbutt the sucker—it'll still count.) The kind of attack you choose will determine the type of Skill you'll need; for example, if you were using hands and feet, *Brawling* or *Martial Art* skills would be the right choice; if using a weapon, a skill with that weapon would be required (i.e., *Fencing* if using a monokatana).

4) Factor in Combat Modifiers. Combat Modifiers take into account battlefield conditions, like cover, movement, targeting, weapon type, type of Attack, position, target size, target dodging and many other factors. Weapons also have another modifier; **Weapon Accuracy**, which must also be factored into your Attack. When making the Attack roll, add any and all modifiers that apply to the combat situation to your final attack roll. Modifiers are always applied to the **Attackers** roll.

SITUATION	MODIFIER
Target Obscured (Blinded by light, dust)	-4
Moving target.....	-1 PER 10M/YDMOVED
Target is using an Action for Dodging.....	-3
Target behind someone else.....	-2
Ambush (pg. 222)	+5
Target Prone	-2
Improvised weapon (rock, bottle, small girder).....	-2

• **Weapon Accuracy:** A built-in modifier, Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it, (and the worse the weapon...). You'll find WAs listed in the

description of the weapon (pgs.183 to 189). To use them, just apply the WA to your Attack roll as with any other Modifier. If you need to improvise WA's for weapons not listed, use the table below:

DESCRIPTION	MODIFIER
Very bad, real cheap	-2
Inaccurate, cheap.....	-1
Dead average	0
Well built, nice stuff.....	1
Finest kind, dueling class	2

• **Targeted Attacks:** Sometimes, you're willing to have less of a chance to hit in exchange for getting the attack right where you want it. Targeting allows you to pay a Combat Modifier penalty in exchange for hitting an area to cause more damage.

LOCATION	MODIFIER	DAMAGE BONUS
limbs, body	-1	normal damage
head, groin	-4	double damage
bullseye, eye, heart	-6	triple damage

• **Dodging:** Remember—Defenders can dodge melee attacks by announcing their intention to dodge at the start of the turn. This will place a -3 attack modifier against any attacks made on them in that round.

Dodge=-3 to Attacker's Roll

• **Martial Arts:** Martial Arts are traditional forms of melee combat that have been developed to be deadlier than regular brawling. All martial arts techniques have key attacks—attacks which reflect the particular strengths of the technique. When a key attack (like a karate kick) is used, the character gains an +2 to +4 attack bonus (based on the style of martial art). For example, Karate would have the following move bonuses:

<i>Martial Strike</i>	+2
<i>Block/Parry</i>	+2
<i>Martial Kick</i>	+2

A Karate Master would be able to do any other type of move, but would be better at these three. On the other hand, a Master of Choi Li Fut would have:

Martial Strike.....	+2
Block/Parry.....	+2
Martial Kick.....	+2
Body Throw.....	+1
Dodge.....	+1

—making him more versatile than the Karate Master.

Of course, it would far more difficult to learn *Choi Li Fut* than *Karate*; this is reflected in the Difficulty Multiplier (pg168) of the form. The number of Improvement points normally required to increase your level of skill is multiplied by the difficulty level to show this. A full list of martial arts key attacks is on pg.226.

5) Make the Attack Roll. To make a melee attack roll, use the following formula:

**Attacker's DEX+Weapon SKILL
+ 1D10 ROLL
vs
Defender's DEX + Dodge SKILL+ 1D10
ROLL
If your total is equal or greater, you succeed**

To streamline combat descriptions, we call the Attacker's total the **Attack Value (AV)**, while the Defender's total is called a **Difficulty Value (DV)**.

• **Inanimate Target DV's:** If the target is inanimate or non-moving, the DV will be determined based on the size of the target:

SIZE	DV	DESCRIPTION
Tiny	22	Squirrel sized or smaller
Small	18	Smaller than a human, larger than a squirrel.
Man-sized	14	The size of the average human
Large	10	Up to 2 times larger than a human.
Huge	8	3 times larger than human & up.

Critical Success

• No matter what your total, on a natural roll of 10, you've scored a **critical success** ! Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.

Critical Failure (Fumble)

• No matter what your total, on a natural die roll of 1, you have **fumbled**. You must roll an additional 1D10 and subtract it from your total. If the value is less than 0, check the Fumble Table to see what happens.

TOTAL	RESULT
-1 to -3	You drop the weapon or just end up looking stupid somehow.
-4 to -6	The weapon sticks in something or otherwise is made useless or you hurt yourself (roll 1D6 in Stun damage)
-7 or >	The weapon breaks or is otherwise damaged or you <i>really</i> hurt yourself (roll 3D6 in Stun damage)

Blocking & Parrying

Defenders may elect to block or parry melee attacks by announcing their intention at the start of the turn. Any attacks made during the turn must expend their damage against the parrying object first—stopping a specific Melee or Hand to Hand attack in addition to your normal Defense value. When blocking an attack, make a Hand to Hand or Melee skill roll against the roll with which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next round regardless of normal turn order.

Important: This may be a good time to introduce the **Rock, Papers, Scissors Rule of Blocking**. As a general rule, certain defenses can be used to physically block certain kinds of attacks. Against other attacks, these defenses are worse than useless. (You could lose an arm!) As a rule of thumb, always remember:

Martial Arts Forms & Specialization Bonuses

STYLE AND DIFFICULTY LVL.	STRIKE	KICK	BLOCK	DODGE	THROW	HOLD	ESCAPE	CHOKE	SWEEP	GRAPPLE
Karate (2)	+2	+2	+2	—	—	—	—	—	—	—
Judo (1)	—	—	—	+1	+3	+2	+2	—	+2	+2
Boxing (1)	+3	—	+3	+1	—	—	—	—	—	—
Thai Boxing (4)	+3	+3	+2	—	—	—	—	—	—	+1
Choi Li Fut (3)	+2	+2	+2	+1	+1	—	—	—	+2	—
Aikido (3)	—	—	+4	+3	+3	+3	+3	+1	+3	+2
Animal Kung Fu (3)	+2	+2	+2	—	—	—	—	—	+1	—
Tae Kwon Do (4)	+3	+3	+2	+1	—	—	—	—	+2	—
Savate (2)	—	+4	+1	+1	—	—	—	—	—	—
Wrestling (1)	—	—	—	—	+3	+4	+4	+2	+2	+4
Capeoira (3)	+1	+2	+2	+2	—	—	—	—	+3	—

- **Wood damages Flesh**
- **Metal damages Wood**
- **Energy damages Metal**

Swords and other bladed weapons can be used to block and parry without taking damage, but must make a save (9 or lower on 1D10 for normal weapons) to avoid breaking. Any other actions the defender makes will have a corresponding -3 penalty for each successive action.

Block or Parry= Stops the attack at -3 to Defender's other actions

Ranged Attacks

"You brought a missile launcher and a laser to a knife fight? What were you planning to do—eliminate the entire block?"

"Hey, well, if it saves time..."

Ranged Attacks are made with anything that is shot or thrown over a distance at a target (guns, bows, thrown objects, etc.) Making a Ranged Attack is a bit more complex than making a Melee Attack, because there are a lot of different ways to make a ranged attack—lasers, energy beams, bullets, flaming oil, missiles, rockets...

The best way to tackle all these options is start with the

most obvious—using a single shot weapon against a single target, and breaking it all down into the following basic steps common to all ranged attacks:

1) Make sure you're close enough. The distances for Ranged weapons are always listed with the weapon description (pg.176-180). However, being able to REACH the target in ranged combat is not the same as being able to hit it. When making an attack, you will also be considering modifiers for the EFFECTIVE range of the weapon; i.e., how far out you can clearly aim it.

2) Check your Line Of Sight. Just like Melee attacks, Ranged attacks can't be made through solid objects. But they can still penetrate other things that obscure vision, like smoke, brush or teargas.

3) Choose the Attack. In general, you can attack with anything that can be thrown, fired or shot.

4) Factor in Combat Modifiers. As in Melee Combat, Modifiers take into account factors like cover, movement, aiming, weapon type and so on. Each weapon also has a Weapon Accuracy which must be factored into your Attack. When making your roll, you must add any and all modifiers that apply to the combat situation to your final Attack Value (AV). Modifiers are always applied to the Attackers Action Value:

SITUATION	MODIFIER
Point Blank: Weapon almost touching target.....	+5
Close: Target at 1/4 listed weapon range.....	-2
Medium: Target at 1/2 listed weapon range.....	-4
Long: Target at listed weapon range.....	-6
Target is using an Action for Dodging.....	-3
Moving target.....	-1 PER 10M/YD TARGETMOVES
Target silhouetted.....	+2
Target partially in Hard Cover:	
Half Body.....	-1
Head and Shoulders Only.....	-1
Head only.....	-2
Behind someone else.....	-2
Target Obscured (Blinded by light, dust—See below)	-4
Vehicle mounted weapon, no turret.....	-4
Targeted Attack	
limb, body.....	-1
head, groin.....	-4
bullseye, eye, heart.....	-6
Firing shoulder arm from hip.....	-2
Aiming.....	+1 PER PHASE, UPTO +3 MAX
Braced.....	+2
Ambush (see pg.222).....	+5
Target Prone.....	-2

• **Weapon Accuracy:** Weapon Accuracy modifiers can also be applied to Ranged Attacks. If the accuracy of the weapon is not listed in its description, use the Improvised Weapon Accuracy table on pg.224.

• **Aiming:** One way to improve your chance to hit with a ranged attack is to aim. Aiming is the act of getting a bead on the target, not picking a specific *area* of the target. Aiming requires a steady position, no movement, and a clear chance to track your target. Each round of aiming adds +1 to your Attack, up to three rounds.

• **Targeting:** As with Melee Attacks, the Targeted Attack option allows you to take a Combat Modifier penalty in exchange for hitting an area to cause more damage.

4) **Make the Attack Roll.** To make a ranged weapon attack, (guns, bows, thrown objects), use the formula:

**Attacker's REF+Weapon SKILL
+ 1D10 ROLL
vs
Defender's DEX + Dodge SKILL+ 1D10
ROLL
If your total is equal or greater, you succeed**

Critical Success & Fumbles

These operate exactly as in Melee Attacks, with one minor difference: most ranged weapon fumbles involve jamming or misfires. Automatic weapons have the highest chance of fumbling, and will jam based on the Reliability of the weapon: When a fumble is rolled while using an automatic weapon, ignore the table on pg. 225, and roll a value on 1D10 higher than the Reliability value for the weapon. It takes 1D6 phases to unjam a weapon.

WEAPON REL	JAMS ON
Very Reliable (VR)	3 or lower
Standard (ST)	5 or lower
Unreliable (UR)	8 or lower

Dodging

Most of the time, people can't dodge bullets. However, with a high enough REF, it is *theoretically* possible. (Just like it's actually possible to *see* a bullet in flight if your eyes are good enough.) And when one takes into account the insanely boosted reflexes of the average Cyberpunk, dodging speeding bullets actually becomes a real possibility.

In *Cyberpunk*, defenders can try to actively dodge ranged attacks by announcing their intention to dodge at the start of the turn. But since dodging projectiles is a lot harder than dodging swords, this will only impose a -1 attack penalty to any attacks made against them in that turn. Any other actions the defender makes will have a corresponding -4 penalty for each successive action, since dodging speeding bullets takes a *lot* more concentration.

**Dodge=-1 to Attacker Roll,
-4 to Defender's other
actions**

Face it: dodging gunfire is a desperation move, even with the hypersonic reflexes possible in the Dark Future. Better invest in some good body armor instead.

Blocking & Parrying Ranged Attacks

Forget it. That sort of stuff only happens in kung fu movies. Bad kung fu movies.

Specialized Ranged Attacks

Unlike most Melee Attacks which involve swinging something hard or sharp to damage a target, human ingenuity has devised a huge variety of ways to put the smackdown on something from a distance. Each one of these has its own special rules, which we'll cover in the following sections.

Automatic Weapons

The fave of film makers, drug dealers and action-star wannabees everywhere, automatic fire (or autofire) can be done with any weapon that can launch more than one projectile or bolt with a single press of a trigger. In autofire, the weapon fires as fast as it can in a three second turn. How fast *that* is is called the rate of fire (ROF) and is defined as part of the weapon's description. Autofire should be absolutely deadly—and it is, to a point—it's pretty hard to dodge twenty bullets headed your way. But there's a catch...

A weapon on full auto is a bucking bronco; hard to hold on a target more than a few m/yds away. Using a scope or taking aim is also impossible. For this reason, combat gunners usually use different autofire techniques for max effectiveness. **Three Round Bursts** are used to put multiple shots on a single target at any range. **Full Auto** is used to deliver a lot of bullets at close range on one or two targets. **Suppressive fire** is most effective in forcing an opponent to keep his head down or risk taking a slug. Each form has its own tactical advantages and disadvantages in combat, and the smart street warrior know when to use the right technique for the right job.

• **Three Round Burst:** The three round burst is a setting used on most automatic weapons to conserve ammunition and improve accuracy. The three round burst gives you an automatic +3 to hit advantage at Close and Medium ranges. The attack is made as one action. If successful, one round will hit for every point equal to or greater than the target's DV (up to 3 rounds total). This technique may only be used against single targets.

3 Round Burst=
+3 at Close & Medium only
NO PENALTY FOR LONGER RANGES.

• **Full Auto:** Full Auto is best used when you want to make sure a target is dead, dead, dead. You're not trying to aim or anything else subtle—you're just hosing down a target. The further you are from the target, the wider the bullets will fly, so it's not surprising that Range is the critical component to the full auto technique. Using Full auto gives you a distinct advantage, but only at close ranges—the farther out you are, the bigger the spread:

Close Range:
For every 10 rounds fired at
Close range, add +1 to your AV.

Medium Range and greater:
For every 10 rounds fired at
Medium and Long ranges, subtract 1 from your AV.

Full auto can be used on a single target, or designated between more than one. If the latter, all targets must be within 2 m/yds of each other. You must also divide the ROF of the weapon by the total number of targets (round down), then roll for each target individually. This will give you an adjusted ROF for each target.

To determine how many shots hit a target while using Full Auto, roll as if making a normal ranged attack. However, for every point of success greater than the targets DV, one round will hit, up to the maximum adjusted ROF of the weapon (above).

Number of hits=
number of points of AV
greater than the DV

What's the advantage of going full auto? Simple, choomba. Throwing a lot of lead is particularly effective at very close ranges, which often allows you to nail a target with far more rounds than a three round burst would. However, the flip side is that at longer ranges, bullet spread increases, forcing you to subtract 1 for every 10 bullets fired. In that case, it's more effective to use a three round burst rather than wasting ammo.

- **Suppressive Fire:** Suppressive fire is used to cover an area (called a **kill zone**) with bullets, making the area hazardous to pass through. All targets entering or crossing the kill zone during this attack must make a "save" against taking a bullet by rolling their Athletics Skill+ REF + 1D10 and beating a specific number. A failed save means the target takes 1D6 rounds, each randomly located. This number is determined by dividing the total number of bullets fired by the width of the kill zone. Example: 64 rounds into a 2 meter area would require a save of 32 or higher. 64 rounds into a 5 meter area would require a save of 12 or greater.

Save= Number of Rounds
divided by the width of the
kill zone in m/yds (round down)

You may overlap the kill zones of more than one weapon, *dividing* the total number of shots to determine the save number. *For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.*

Two rules are immediately apparent with suppressive fire. First, it's only useful when you can fire a LOT of rounds into a small space. This means teams should coordinate their actions and fire at the same time, placing the maximum number of rounds into the fire zone. Also, the fire zone should be as tight as possible (the minimum width of a fire zone is **two m/yds**).

Unusual Ranged Weapons

These weapons are often used for crowd control, stealth missions and other situations where you want killing to be only one of the options, or where you want a limited number of targets eliminated quietly. Each one has specific attack methods and damages and is covered individually.

Airguns

These are combat versions of air-powered "paint-ball" guns. Airguns can be loaded with poison, marking paint, drugs or acid (see below)

Paint: Bruise damage only. Head hits have a 5 in 10 chance of blinding the target for 3 phases with paint in the eyes, and a 4 in 10 chance of permanently destroying the eye.

Acid: Acid causes 1D6 in acid damage per pellet. Although armor will stop this, the acid will eat away at the armor, reducing its SP by 1D6 per phase, for a total of 3 phases. *Example: Ripperjack hits armor SP 15 with two pellets. He rolls 2D6 for a total of 7 points of damage. The first turn, the armor's SP is reduced to 8. The next turn, it's reduced to 1. The next turn, 6 points get through the armor and sear into the target's skin.*

Poison/Drugs: To avoid full effects, the character must make a Save roll equal or lower than his CON on 1D10. On a successful save, damage is reduced by half.

Tasers

Tasers require the victim to make a Save against Stun (pg.92).

Dart and Needleguns

Dartguns can be loaded with poison or drugs. Each hit does 1D6/2, plus effect of the drug or poison used (see Airguns, above).

Power Squirtguns

Power squirtguns can be loaded with drugs or acids. Effects are as with Airguns (above), with each "squirt" equal to 2 pellets.

Spears & Throwing Stars

Archaic as they may seem, spears, darts, knives and throwing stars are readily available in the 21st century—they're cheap, silent and you usually get your ammo back. These weapons use the character's Athletics Skill. Thrown objects may not be larger than 2m/yds square and can only be thrown as far as allowed by the strength of the thrower:

STR	MAX DISTANCE
1-3.....	5m/yds
4-5.....	10m/yds
6-7.....	20m/yds
8-9.....	30m/yds
10-11.....	40m/yds
12-13.....	50m/yds
14-15.....	60m/yds

Values shown above are for baseball-sized objects weighing no more than 1kg (2.2lbs). For every *additional* kilogram, subtract 2 from the STR score used to calculate throwing distance.

Bows & Crossbows

Another popular "lo-tech" weapon, the modern bow or crossbow is fired using **Archer y Skill**. Make no mistake; these modern versions of the Robin Hood standard are as deadly as any firearm.

Bows are a special category of ranged attack because they're Strength-based ranged attacks. Bows have 20m/yds of range for every 1 point of STR, up to a maximum STR of 7. **Compound bows** and **longbows** have a maximum STR of 10. **Crossbows** work like normal firearms.

Beam Weapons

Unreliable and expensive, powerful beam weapons include lasers and microwave weapons.

- **Lasers:** Lasers have a rechargeable powerpack holding a total of 10 six sided dice of damage. You can use as little as 1D6 or as much as 5D6 in a single shot, until you have used all 10 dice. Lasers recharge from wall current at a rate of 1D6 per hour. *Example: Ripperjack has recently captured a laser from an Militech guard. He has 10D6 to work with; he dials the power gauge up to 5D6 and fires.*

At this rate, he'll only have one more shot before it's recharge time.

- **Microwavers:** Microwavers are fired like any other ranged weapon, delivering 1D6 in burn damage. In addition, any target within 1 meter of the path of the beam must also roll 1D6 on the microwaver **side effects table** to determine if there are electrical side effects on exposed cyberwear. Shielded cyberwear, NuCybe and Livemetal™ are not affected by these electrical side effects.

ROLL EFFECT

- 1 Cyberoptics short for 1D6 turns
- 2 Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
- 3 Cyberaudio shorts for 1D6 turns
- 4 Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present:
 - 1-2 Right Arm
 - 3 Left Leg
 - 4 Right Leg
 - 5-6 Left Arm
- 5 Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
- 6 No Effect.

Like lasers, microwavers can recharge from a wall socket, taking one hour to reach a usable charge.

Area Effect Attacks

Area Effect Attacks strike an area rather than a character (shotguns, grenades & explosives, flamethrowers, missiles & rockets, mines and rocket powered grenades (RPGs), Energy Blasts, Gas, and other effects). The area affected depends on the kind of attack made and will always be described as part of its description or construction. **These types of attacks have a base DV of 14**, modified by ranges and other conditions. If the DV is met, everyone in the target area will take the appropriate damage.

Area Effect weapons are fired just like any other type of ranged weapon. However, they are capable of covering more than one target at a time with a cloud of pellets, flame, explosive force or gas, with the center of the area effect falling on the designated target, and anything within the area of effect taking damage as well.

Grenades, Explosives, Gas

To hit, the attacker rolls against 14 Difficulty Value as above. Characters take the damage in the ratio of 2 less points for every m/yd they are away from the center of the attack.

TYPICAL AREA EFFECTS	EFFECT RADIUS
Grenade (per die of damage).....	1m/yd
Gas Grenade	3m/yds
Explosive (per die of damage).....	1m/yd
Shotgun.....	See shotgun table
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (per Kill of damage).....	4m/yds

If the character fails the Attack Roll, the center of the attack shifts 1m/yd for every 1 point the Attack Roll was missed by, up to a maximum of 1/2 the total range to the target. Roll an additional 1D6 to see which direction the center of the attack scatters and consult the **Area Effect Table** below. Then roll another 1D6 to determine how many m/yds the round fell in that direction.

ROLL	RESULT
1-2	landed short of target
3-4	landed behind target
5	landed to right of target
6	landed to left of target

Shotguns

Shotguns are unique among area effect weapons in that they fire a cloud of small metal pellets called a "pattern". The width of the pattern is based on the distance between the attacker and the defender. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. **Note:** if something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire.

RANGE	SIZE OF PATTERN	DAMAGE
Close,PB	1m/yds	4D6
Medium	2m/yds	3D6
Long	3m/yds	2D6

Any target within the pattern will take damage based on the range (damage listed on the Weapons Table is based on *maximum* damage).

Example: Ripperjack opens up his shotgun on two boosters at medium range (pattern width=2m/yds). He hits the first booster dead on. However, the second booster is within 1m/yd of the first—the pattern overlaps him as well. Both take damage.

Shotguns are a very effective weapon in situations where aiming isn't critical. For instance, in six foot hallways, there would be no way for a target to escape taking wounds no matter how much his reflexes were boosted. However, shotguns are also limited to relatively short ranges and don't do a lot of damage on the individual pellet level.

Autoshotguns: One of the nastiest house to house weapons is the autoshotgun. In combat, you may make as many attacks as your weapon's rate of fire on Full auto. All shots must be within 1 meter of each other. Each attack has a -2 penalty for every additional shot past the first. However, when this means you can put five two-meter clouds of lead all over an area, a -4 or -6 penalty is a small price to pay. Autoshotguns are slow, bulky and have lousy range, but they're hell on wheels when it comes to house-to-house, short-range combat.

Example: Ripperjack opens up with a CAWS, firing 5 shots. He takes a -8 penalty to his attack roll to do this. He targets a 5 meter hallway, spacing his shots in 1 meter intervals. The hallway becomes Hamburger Heaven.

"Let's face it: for all the new hardware out there, most of it still does the same job—throw a chunk of lead through a man's body at supersonic speeds. Plastic frames and caseless ammo are just icing on the cake."

—Morgan Blackhand

Grenades

Grenades come in fragmentation, incendiary, stun, dazzle, sonic, concussion and gas varieties. Each type has its own area of effect, usually between 2 to 5m/yds (based on the damage done). Grenades and explosives can be detonated using timers, radio controls, tripwires or remote detonators. All grenade types are available in hand or rifle-propelled versions, and are described in the Area Effect section, pg.231 or in the individual section on the grenade type. Grenades may be thrown using the *Spears and Throwing Star Rules* (pg.230) or launched to a range of 225m/yds using a grenade launcher.

Gas: Gas differs from other grenade effects in that it moves around. To use gas, first determine the point of impact. All targets within 3 m/yds are immediately affected. On the next turn, determine which way the wind is blowing by rolling again on the Area Effect Table. Place the new area of effect. Any target within the first and second areas of effect must save vs the gas, as well as any targets in a straight line the width of the gas cloud between the two points. On the third turn, the gas dissipates.

Gas grenades have either fatal or incapacitating effects. To avoid the effects, the character must make a save; armor doesn't help (although filters or gas masks will). On a successful Save, he will take half effects (*example: -2 REF reduced to -1, 4D6 reduced to 2, etc.*).

Flamethrowers

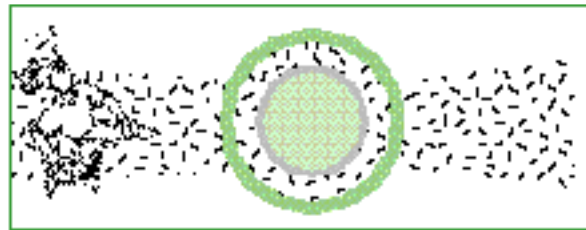
Flamethrowers are much like other area effect weapons, with one difference; they can be "swept" between two points. When using flamethrowing weapons this way, you must decide both a starting point and an ending point; then roll to Hit, determining if you're on target. Missed rolls refer to the Area Effect section, pg. 230-1. Anything caught in the sweep between the two points is ignited. Using these weapons in anything other than the cyberweapon form requires the Heavy Weapons Skill; cyberweapon

flamers use Handgun Skill as the default. Damage is 4D6 the 1st turn, 3D6 and 1D6 the following two turns. Hard armors protect normally. Soft armors must be greater than 15SP to protect the target, and are damaged 2pts per hit.

Mines

Mines come in two types; standard land mines and "claymore" antipersonnel mines. A land mine is designed to stop vehicles or other heavy objects; it is easily detected with techscanner sensors (7 in 10 chance). You step on it and it blows up. Simple. Damage is 7D6.

A claymore is designed to stop people, not vehicles. Claymores can be triggered by tripwires, time delays, or remote switches. Claymore mines have an hourglass shaped area of effect, rather than a circular one (see illustration). The dimen-



sions of the "front" cone of destruction are 6m/yds wide by 75m/yds long; the dimensions of the "rear" cone of destruction are 6m/yds wide by 6m/yds long. At the juncture of the two cones is a circle 6 m/yds wide. Damage is 7D6.

Rocket Powered Grenades

Rocket Powered Grenades (RPGs) are a hybrid of grenade and rocket projectile, with far greater range and accuracy. They are also easier to acquire than missiles. With the exception of the disposable Armbrust RPG, most have the disadvantage of backblast, making them impossible to fire in a confined space. RPGs are fired as with other grenade launchers or shoulder arms, using the character's Heavy Weapons Skill. Damage is 10D6.

Missiles & Rockets

Missiles and Rockets include radar and optically guided missiles, mini-rockets, shoulder rocket

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launchers and self-guided torpedoes. Using these requires Heavy Weapons Skill, although torpedoes and missiles can self-acquire a target and hit it on their own (treat this as a Skill check vs the missile). When firing missiles and rockets at people, treat these as rifle-fired grenades with longer ranges and larger areas of effect; otherwise, all damage goes to the target vehicle's SP/SDP.

TYPE	WEAPON DV*	AREA EFFECT	DAMAGE
Rocket	Vs User's Hvy. Weapons Skill	5m	13D6
Missile	22	4m	12D6
Torpedo	18	10m†	13D6

* Make a Piloting Roll against this to avoid missile.
† underwater only

Note on Rockets and Missiles: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is not.

Explosives

Explosives vary from grenades in that the more you use, the bigger the blast area. Explosive amounts are defined as units; one unit of TNT would equal one stick; one unit of plastique would be an ounce, etc.

EXPLOSIVE	UNIT	AREA EFFECT	DAMAGE
Plastique	1kg	4m	7D10
C6	1kg	5m	13D6
TNT	1stick	3m	7D6

Take the area covered by one unit of explosive and multiply this by the total number of units. Damage is applied to the overall body, rather than to a location.

Example: Ripperjack lumps four sticks of TNT together and tosses them into an abandoned building 10 m/yds away. One stick has a blast area of 3 m/yds— $4 \times 3 = 12$ m/yds. Ripperjack is caught in his own explosion and takes big damage. Bad move, 'Jack.

Molotov Cocktails

Molotov cocktails are the favorite of would-be terrorists and people with a lot of gasoline, rags and empty bottles around. A molotov covers 2 m/yds for every liter of fuel used (a standard soft drink bottle would cover 2 m/yds). Damage (3D6) is applied to the overall body, rather than to a location.

Vehicle Weapons

Vehicle Weapons are used exactly as with other Ranged attacks, applying all appropriate modifiers, and using the Weapon Skills appropriate for the type of weapon. Shots are not targeted and there are no location for damage. Vehicles are usually armed with cannon, missiles, torpedoes and railguns, and may receive bonuses for turret mounted weapons. Like Missiles, Torpedoes and Rockets, these attacks are treated as explosives when used against people.

WEAPON TYPE	AREA EFFECT	DAMAGE
LAW 4 Rocket	4m	12D6
12.7mm Gatling	2m	10D6 (burst)
14mm antitank rifle	3m	10D6
4mm Railgun	3m	8D6
Photon Cannon	1m	1-7D6
20mm Rifle	6m	13D6
Missile (all types)	4m	12D6
Mark 9 Torpedo	10m†	13D6

† underwater only

Damage

Damage is a way of measuring how you much you hurt something; sort of like applying a numerical rating to a dent in your car or a cut finger. Whenever something is damaged, that damage is subtracted as points from a total value representing the structural integrity (or "life energy") of the damaged object.

Types of Damage

In *Cyberpunk*, there are four different types of Damage. The first is **Hits** (used to measure small, man-scaled levels of lethal damage). The second type is **Stun** (used to measure shock, pain and other non-lethal damage). The third type is **Structural Damage** (used to measure damage to small objects and vehicles). The fourth and final type is **Kills** (used to measure very large or very powerful levels of damage to inanimate objects). Let's start by examining each in turn:

Hits

Hits are lethal, life threatening damage to living organisms, usually caused by man-carried weapons or environmental effects. Also known as "Killing Damage," these types of attacks are subtracted from a total pool of points the target has, until, at a certain level (usually below zero), it is killed or otherwise incapacitated. *Example: Gorn can take 20 Hits. He is damaged by a weapon and loses 15 Hits. Gorn can take only five more Hits remaining until he is either incapacitated or killed.*

What has Hits? Any living organism.

Stun

Stun Damage is damage that creates pain and shock, but not lasting injury. It's "fistfighting" damage, impacts done with the parts of the body, such as hands, feet, head (or if you have them, tails, tentacles and other blunt body parts). As a general rule, if it's part of the body and isn't sharp, it does Stun damage (the exception to this rule is futuristic "stun" weapons or "stunning" attacks).

All living things have Stun points as well as Hits; a measure of how much damage they can take before they pass out from pain and shock. Stun Damage is always subtracted from your character's pool of STUN points. You must then make a subsequent roll on 1D10 lower than your current STUN or risk passing out from body shock.

What has Stun? Any living organism.

Structural Damage Points

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). Inanimate structures, vehicles and other small non-organic objects (commonly called "hard targets") take Structural Damage instead of Hits. SDP is different from Hits, but works the same way—one point of Hit damage will remove one SDP.

Note: You can't stun an inanimate object. Therefore, objects will always take both Stun and Hit damage the same way, subtracting it equally from their SDP. (If this sounds remarkable, remember that karate masters can break bricks and boards barehanded!)

What has SDP? Anything that is non-living and does not have a specially tough composition (armored plate, rare super-metals, etc).

Locating the Damage

Once you hit, you'll need to determine *where* you hit. If you haven't already declared a target, roll 1D10 to position where the hit went:

ROLL	RESULT
1	Deadly Location (eye, heart). Attacker's

choice. Damage is tripled for this attack.

- 2-3 **Critical Location** (Head, groin) Attacker's choice) Damage will be doubled for this attack.
- 4-6 **General Body.** Normal damage.
- 7-10 **Limb** (includes tail) Attacker's choice of exact location. Normal damage.

Use common sense with this rule; for example, if a character is standing behind a low wall, a roll of 7 to the leg is pretty silly. Ignore it and re-roll.

Locating Vehicle Damage

One special armor case is that of vehicles and power armors (this includes ride armors which are a combination of both types). These are special because they surround the player with an extra layer of armor and SDP. In this more advanced version of the Vehicle rules on pg. 92, when you attack a vehicle, you will subtract the vehicles armor SP from the damage, then roll 1D10 to determine where the round went if it got through the armor:

ROLL	RESULT
1	Powerplant/Engine The attack strikes the engine or other main power plant. SDP Damage is tripled for this attack.
2-3	Movement: The attack strikes one of the main movement abilities of the vehicle. Damage is normal, but the first hit will divide the vehicle's top speed by 2, the next hit by 3, and the third hit immobilizes it.
4-7	General Body. Normal SDP damage.
8-9	Subsystem. Roll 1D10: 1-5 Weapon: Lose 1 weapon (defender's choice) 6-7 Communications: Lose all radio or other onboard commo systems. 8-9 ECM/HUD systems: lose all targeting and defensive jammers. 10 Passengers: (Defender rolls to see who gets it) If more than one, divide the damage between them as evenly as possible.
10	Fuel Tanks: Roll 1D10: 1-9 Fuel leak: you will run dry in 1D10+5 rounds. 10 Explosion: Vehicle is destroyed and <u>all</u> passengers inside take 10D10 in damage.

Counting the Damage

Damage caused in combat is determined by rolling groups of six-sided dice. If a rule said, for example, "roll 2D6", for example, you would roll two six sided dice, total the results, and apply the total to the target you were attacking. If the rule said "roll 2D6+1", you would roll as above, then add 1 to the total.

Determining the damage done by an attack is based on the type of weapon or attack used. As a general rule, each attack in *Cyberpunk* does a set number of dice of damage. This number of dice rolled is occasionally referred to as a **Damage Class** (or **DC**) with each point of DC being equal to one 6-sided die of damage (for example, with a DC5 weapon, you would do as much damage as five six sided dice would when rolled and added together—somewhere between five and thirty.) DC values are usually referred to when we are talking about abstract levels of damage rather than a specific weapon or attack—for example, the category of "DC6 weapons" rather than a specific handgun that does 6D6 damage.

Hit Location Effects

Sometimes *where* you hit is more important than how much you hit. By choosing to aim a shot at a specific location on your target, you can make what damage you do far more effective; for example, shooting someone in the face is far more deadly than shooting them in the leg. By taking a penalty for aiming your attack at a specific location, you can often increase the damage done:

LOCATION	MODIFIER	DAMAGE BONUS
(body, limbs)	-2	normal Damage
Critical Location (head, groin)	-4	double damage
Deadly Location (eye, heart)	-6	triple damage

Biological Attack Damage

These are attacks made with **body** parts; hands, feet, horns, poison and other biologically based attacks.

BIOLOGICAL ATTACK	DAMAGE
Acid bite	2D6
Acid Spray	1D6 for 3 turns
Claws	2D6† each
Constriction	3D6† turn
Disemboweling Kick	5D6† each
Drill	1D6†
Fangs	1D6†
Feet	2D6† each
Fists/hands	1D6† each
Flail	2D6†
Gas Cloud	1D6
Head Butt	2D6†
Horn Gore	4D6†
Hypnotize	Stun
Limb Mace	3D6†
Organic Flamer	3D6†
Organic Taser	Make Stun Save
Poison Dust	2D6/1D6 turn till cured
Poison Bite	3D6/2D6 turn till cured
Quills (1D6 total each attack)	1D6† each
Razor Cut	1D6+2†each
Rip Claws	3D6+3†each
Sharkbite	6D6†
Shock Field	2D6/Make Stun Save
Sleep Dust	Make Stun Save
Spikes (1D6 total each attack)	2D6† each
Swordfist	4D6† each
Talons	2D6† each
Whip	1D6†
Sloth Claw	3D6† each
Supersonic Scream	1D6/Make Stun Save
Wing/Fluke Blow	2D6† each

Biological attacks will cause additional Hit damage based on how big the animal is (BODY) or the STR of a human attacker.

BODY OR STR	EFFECT
1-4	Divide total Base damage in half (round up)
5-7	No change
8-9	Add 1D6
10-12	Add 2D6
13-15	Add 3D6
16-18	Add 4D6
19-21	Add 5D6
22+	Add 6D6

If the result is *less* than 1D6, there is no appreciable effect. Both of these types of attacks are marked on the table above with a † symbol.

Weapon Attack Damage

This damage is caused by **weapons**, both ranged and melee. Like Biological Attacks, attacks marked with a † will be affected by the STR of the attacker.

WEAPON BY AMMUNITION SIZE	DAMAGE
Assault Rifles	5D6(5.56) to 6D6+2(7.62)
Ballistic Flechette Guns	7D6/8D8/12D6
Pistols (Light)	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium)	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy)	3D6(11mm)
Pistols (V .Heavy)	4D6(.357) to 6D16(.44)
SMGs (Light)	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium)	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy)	3D6(11mm) to 4D6+1(12mm)
Shotguns	4D6 (00)

WEAPON BY TYPE	DAMAGE
Arc Thrower	4D6
Big Knucks	1D6+2†
Bladebuster	4D6 gun/7D6 blade†
Buzzsaw	2D6+2
Bow/Compound Bow	4D6
Crossbow	3D6+3 to 4D6
Dartgun	Poison
Duo Katana	6D6†
EMP Pulse	Stun Save
Fighting Knife	1D6†
Fission Blade	3D6† plus 1D6/per turn
Flamethrower	5D6
Flamer	2D6
4mm Railgun	8D6
14mm antitank rifle	10D6
Grenade (Fragmentation)	7D6
Grenade (Incendiary)	(4D6 for 3 turns)
Grenade Launcher	10D6
Hammerhand	3D6
Howler	Stun Save
Hazer	Stun Save
Laser (capgun)	1-5D6
Microflamer	1D6
Micromissiles	4D6 ea
Minigun	2D6 per hit
Mines (all types)	7D6
Missilegun	6D6
Microwaver	1D6
Missile, Missile Launcher	12D6
Monofists	2D6 per hand†
Monoknife®	2D6†
MonoKatana®	4D6†
Mecha Monosword	7D6
Photon Cannon	1-7D6

Powersword	8D6†
Rippers	2D6 per hand†
Rocket (LAW 4)	12D6
RPG	10D6
Scrambler	4D6/Stun Save
Shock Knucks/Tonfas /Staves	4/6/8D6 or Stun Save
Slice n' Dice	2D6
Splintergun	2D6
Sonic	4D6
Sword	3D6†
Talons	1D6+3†
Taser	Stun Save
Torpedo (MK9)	13D6
Torpedo Spear	6D6†
12.7mm Gatling	10D6 (burst)
20mm Rifle	13D6
Wolvers	3D6 per hand†

Stun Damage

Any time you take damage that creates pain and shock but not lasting injury, you will take **Stun Damage**. Certain types of attacks (hand to hand, cumulative stun weapons) deliver this non-lethal damage (or Stun) in the same way that other weapons or attacks deliver killing damage. This Stun damage reflects the effects of a fistfight or other painful but not critical attacks and is affected by the STR of the attacker (see table, pg.236).

Cumulative Stun Damage is always subtracted from your character's pool of STUN points. If you take more than half of your total STUN in one attack, you are considered to be Stunned. A Stunned character cannot act until the next round and is a -5 to all Primary Stats that round. He can't move and he may take no other actions. He will remain stunned for that round, becoming unstunned in the next round.

When Stun Becomes Serious: Occasionally, a stun attack can be especially potent, moving it into the realm of deadly damage. As a rule, a Stun Attack will cause 1 point of Hit (aka "killing" damage for every 10 points of Stun damage (round down). *Example: Ran the Slayer clobbers Talk with a devastating 6D6 headbutt, causing 24 points of damage. $24 \div 10 = 2.4$ or 2 points of Hit damage.*

Stun Saves

Some attacks don't cause cumulative harm; instead, they cause the target to be knocked for a loop, or "stunned" instantly. When these attacks strike a target, it must a **Stun Save** by rolling 1D10 equal to or lower than its CON. If the roll is failed, the target is stunned that turn and unable to act or move. It must then make another Stun/Shock Save roll on a subsequent turn to recover. *Example: Scarr is hit by a taser, which has a Stun Save attack. His CON is 7, which means he must roll a 7 or lower to remain conscious. Scarr rolls a 10. Nighty Night, Scar.*

Stun Weapons

Stun can also be caused by weapons optimized for that purpose. These weapons either cause cumulative Stun Damage as listed below, or force the target to make a save against Stun.

WEAPON	STUN DAMAGE
Scrambler.....	5D6
Hazer	Save
Howler	Save
Taser.....	Save
Shok-Knuckles	4D6
Stun Stave	8D6
Stun Tonfa.....	6D6

Special Damage

Martial Arts Damage

When making most Hand to Hand attacks, the damage caused will be entirely Stun-based. However, Martial Arts attacks are far more serious; so much so that *they* cause killing damage rather than Stun. (They're not kidding when they call it "turning your body into a living weapon.")

Remember: Hand to Hand attacks made by Cee-Metal borgs, Edgerunners wearing gauntlets, or Rollers with the *Living Blade* and *Living Weapon* nanodopes automatically cause killing damage.

Monoblades and Slice & Dice

Monoknives, monokatanas and Slice & Dices do double damage on a natural attack roll of 10. These weapons will always break on a fumble (a natural 1), and require a special roll to determine if they shatter when used to parry (4 or less on



1D10). Unless otherwise noted in the weapon's description, all mono-edge weapons are at 1/3x SP vs. soft armors, 2/3x SP vs. hard armors.

Armor-Piercing Shotgun Slugs

These projectiles have normal AP ability vs. all armors. Damage that penetrates Hard armor is not halved. Damage that penetrates Soft Armor is halved as normal. This represents the concussive results of mass and impact by finned/saboted slugs.

ROUND	DAMAGE
10ga. slugs	5D6+3
12ga. slugs	4D6+2
20ga. slugs	3D6+1

Vehicle Damage

Vehicles have both SP values and Structural Damage Points (SDP). If armored, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP. When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable.

Non-Combat Damage

Weapons and fists aren't the only thing that can hurt you. The world is full of potential dangers; falls,

illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment

Cumulative Environmental Effects Shock & Burns

Each of these are effects of the environment that harm you through accumulation; shock and poison by continual damage to your body or will, asphyxiation through accumulated lack of air.

Electricity and Fire are always ranked by intensity of the effect (Ref's decision), with damage occurring each phase you are exposed to the source.

TYPE	MILD	INTENSE	DEADLY
Electricity	1-4 D6 Battery	5-10 D6 Wall socket	11-20 D6 Lightning Bolt
Fire	Wood Fire	Gasoline Fire	Thermite

Poison, Drugs & Illness

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness or Environment take place over days, weeks or even months (Ref's choice). Following are damages for poisons, drugs, Illnesses and environmental hazards, with appropriate examples for each.

TYPE	MILD	STRONG	POWERFUL
	1-4 D6	5-10 D6	11-20 D6
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague
Environment	Uncomfortable	Harmful	Deadly

Example: The Referee rates Militech's new poison agent as equivalent to Stonefish Venom. This means it's damage will be in the 11-20 D6 range.

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" can be subtracted from different point pools depending on the type of effect. *Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out Megatechnix' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.*

EFFECT	TAKEN FROM
Sleep drugs.....	STUN (SAVE)
Poisons	HITS
Mind drugs	RESISTANCE

Asphyxiation

Sitting quietly, you can hold your breath up to 3 phases for every 2 points of Endurance (a tough character could hold his breath for around six minutes.). If activity, such as swimming or running is required, this rises to 4 points. After this time is up, you take suffocation/drowning damage at 3D6 per round, taken from your Hits.

Collisions & Falling

This is damage that comes from hitting something at speed. The big difference is that in a fall, one object is hitting a stationary object (the ground) at high speed. In a ram, two or more objects, moving at different speeds, are crashing into each other, and the relative positions of each will affect the outcome.

Things with Hits or SDP will take 1D6 in damage for every 3 MOVE travelled each phase, rounding any decimals down. If the total Move made is less than 3, you will take no damage. In addition, add 1D6 for every full 100lbs (or 45kg) of weight.

Example 1: An average guy weighing 160lbs falls 30m/yds (MOVE 10). He takes 3D6 (3.3 rounded down) for the fall, plus another 1D6 for his weight, for a total of 4D6; on average about 14 Hits. For an average guy (BODY 3) with only 15 Hits to take, this is bad news.

Example 2: A car moving at Move 30 (@60mph or 90kph) slams into a wall. It takes 10D6 of damage ($30 \div 3 = 10$). However, since it weighs 1600 lbs, it takes an additional 16D6 ($1600 \div 100 = 16$), for a grand total of 26D6. Since on average this would mean around 91 points of damage, the car (with only 50 SDP) is obliterated.

Example 3: An average guy weighing 160lbs falls 1m/yd . He takes no damage for the fall.

Ramming

As mentioned above, ramming is like any other collision, but since the objects are moving, their relative positions will influence the final outcome. Here's what to do:

- If the ram is head on, add the MOVES of both objects together and the weights of both objects together, then treat the results as above. The result is the damage done to both.
- If the collision is a side ram or swipe, treat as a regular collision (above). If the collision is a rear end, subtract the MOVE of the object in front from the speed of the trailing object, then treat as a head on ram.

In all cases, a ramming, falling or colliding vehicle takes this many dice in damage to its SDP, while all occupants take one-half of this die amount.

Ouch.

Armor

Armor is what keeps you from *taking* the damage that just hit you. The armor's **Stopping Power (SP)** refers to its ability to stop damage. Each type of armor has its own Stopping Power. When the armor is struck by an attack, the armor's SP is subtracted from the total amount of damage done by the hit. The remaining damage is then applied to

the target area. If the damage done is less than the SP of the armor, no damage is done. *Example: Ripperjack is wearing a Kevlar jacket with an SP of 18. A 5.56 phase strikes him in the chest, causing 14 points of damage. The armor's higher SP thwarts the attack. The next shot does 22 points of damage. The armor reduces this by 18 points. Only 4 points get through to cause Ripperjack harm.*

Each type of armor has a location (or locations) it covers. This is listed in the description of the armor type, as well as the SP of that armor:

HEAVY LEATHER √

Jacket	Arms, Torso	SP=4	EV=+0
Pants	Legs	SP=4	EV=+0

FIBREMESH BALLISTIC CLOTH √

Shirt/Top	Arms, Torso	SP=8	EV=+0
Pants/skirt	Legs	SP=8	EV=+0
Miniskirt/Dress	Torso	SP=8	EV=+0
Pantyhose	Legs	SP=8	EV=+0
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1
Body.Wet.Surfsuit	All Over	SP=12	EV=+0

KEVLAR √

Vest	Torso	SP=10	EV=+0
Light Jacket	Torso, Arms	SP=14	EV=+0
Med Jacket	Torso, Arms	SP=18	EV=+1

HELMET

Steel	Head	SP=14	EV=+0
Nylon	Head	SP=20	EV=+0

FLACK

Vest	Torso	SP=20	EV=+1
Pants	Legs	SP=20	EV=+1

DOORGUNNER'S VEST

	Torso	SP=25	EV=+3
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METALGEAR BODY ARMOR

	Whole Body	SP=25	EV=+2
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√=Edged weapons treat SP as half *AP rounds: treat all Armor as 1/2xSP † (EV) Encumbrance values should be added together and subtracted from character's total REF stat.

Hard and Soft Armors

Body armors are divided up by whether or not the majority of their protection is based on rigid metals/ceramics/composites, or on softer, more flexible ballistic fabrics. This is done for layering purposes and for some weapon damage effects. The table below is arranged with heaviest protection at the top, lightest at bottom.

HARD ARMORS

Metal Gear	Heavy Armor jacket
Police riot armor	Med. Armor jacket
Door Gunner's vest	Police patrol armor
Steel helmet	M-78 RPA jacket
Flak vest/pants	Light Armor jacket
Ballistic Nylon helmet	Kevlar T-shirt/vest
M-78 RPA heavy vest	M-78 RPA T-shirt
Corp Mil body armor	Heavy Leather
C-Ballistic Light Mesh™	SkinTight™ armor padding

SOFT ARMORS

RPA=Militech Revised Personal Armor, AP-defeating, CorpBook 2 C-Ballistic Mesh, SkinTight Padding=Interface vol1, #1-2

Layering Armor

"What a concept", you think, shrugging into a bulletproof T-shirt, bulletproof vest and a Kevlar armor jacket. Theoretically, one should be able to layer protection upon itself until he becomes invulnerable.

Wrongo. First of all, let's look at reality. If the average cop could stack layers of armor on himself before tackling a domestic disturbance call, you can bet he'd do it. But he doesn't, because it just isn't practical. Here's why.

When you layer flack jackets, you aren't invulnerable; you're just immobile. While modern armor isn't as heavy as old fashioned armor plate, it's very encumbering from the movement angle. Straps, buckles, padding and stiff plastic add up to restrict arm movement, chafe the torso, and weigh down the legs. Pillsbury-doughboy padded arms don't lift guns very well, and well-stuffed legs aren't much for bending, climbing and running.

For this reason, every armor type also has an encumbrance value (EV). When wearing body armor, you'll add up the total of EV's (listed in the Armor Table, pg. 240), and subtract this from your character's REF stat. Even if you're cybered up, a lot of armor is gonna cost you.

Maximum Armor

In addition to Encumbrance Values, only a maximum of 3 layers of Armor can be worn at any one time ; no more than one of these layers can be

Hard Armor (see Hard/Soft Armors Table, pg.240). The 2nd layer has an extra EV penalty of -1; the 3rd layer, an additional penalty of -2. Subdermal, Cee-Metal and Bodyplating armor options are all considered to be armor layers; Skinweave (OldCybe) is considered a layer, but receives no penalty.

Proportional Armor

When layering armor, or wearing armor behind an obstacle or cover, subtract the smaller SP from the larger one. Find the difference on the table below and read across to the other column. This is the bonus number you add to the larger SP to determine overall protection from the armor/armor, or armor/cover combination. If you have three or more layers of protection, calculate in pairs from the inside out. *Example: For armors A, B, C, you compare A and B; determine the bonus number, and then compare the new strength of the larger of the pair to armor C.*

DIFFERENCE IN SPs	BONUS NUMBER
0-4.....	+5
5-8.....	+4
9-14.....	+3
15-20.....	+2
21-26.....	+1
27+.....	+0

Staged Penetration

Armor doesn't just keep absorbing damage indefinitely. One option is to use the concept of Staged Penetration. Each time the armor is struck by a penetrating attack (i.e., an attack that actually exceeds the armor's SP), its SP is reduced by 1 point. When the SP reaches 0, the armor will no longer stop damage.

Armor Piercing Rounds

There's another reason why armor isn't the universal cure for flying lead, and it's called **Armor Piercing (AP) rounds**. These are bullets designed to deliver their full impact to a single point, instead of mushrooming out like a normal bullet. They don't cause as much damage as a standard lead or hollow point round (1/2 normal damage), but cut

"So what if armor makes you slower? You still can't outrun a bullet. But you can stop it in its tracks."

-Nomad Santiago

through armor like a hot knife through cheese. As a result, whenever AP rounds are encountered, armor will have one half its total SP value.

For example, say a 5.56 AP round causes 30 points of damage. It hits SP 10 armor, which reduces it by 5 ($10/2=5$). The remaining 25 points are further reduced to 12 ($25/2=12.5$, rounded down to 12), based on an AP round's lower damage capacity.

The same is true of knives, swords and other edged weapons. Note that armors marked with a check (✓) on the Armor Table are at half SP effectiveness against edged weapons.

The smart solution in a combat situation is to rely on the lightest armor you think you can get away with unless you're planning to take on a stationary position or go up against very heavy firepower.

Cover

You don't *have* to lug around an armor jacket to be protected—often the best armor is the cover you can find around you. Cover allows you to move from place to place, letting something else soak up the gunfire.

COMMON COVER	SP
Sheetrock Wall.....	5
Stone Wall.....	30
Large Tree, Phone pole	30
Brick wall.....	25
Concrete Block Wall.....	10
Wood door	5
Heavy Wood Door	15
Steel Door.....	20
Concrete Utility Pole.....	35
Car body, door	10
Armored Car body	40
AV-4 Body	40
Engine block.....	35
Mailbox.....	25
Hydrant.....	35
Curb.....	25

Wounds

Okay, so there wasn't anything to hide behind, and your Armor didn't stop all of the damage. It's time to take a Wound.

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Wound State

Wound damage is subtracted from your character's Hits, just like it is from Armor in previous steps. When a certain number of Hits have been lost, the character is considered to have entered a **Wound State** in which certain limitations are automatically applied to his abilities:

- **Less than 1/4 total Hits lost= Lightly Wounded:** The character suffers no penalties to his activities (except maybe some minor chagrin). He just hurts a lot ("It's only a flesh wound...")
- **Over half of total Hits lost= Seriously Wounded:** At this level, the character is hurting, bleeding and seriously hampered by his injuries. While ambulatory, he will now be at -2 REF for all actions.
- **Over 3/4 total Hits lost= Critically Wounded:** The character has been very seriously harmed and is suffering life threatening injuries. REF, DEX, INT and COOL Stats are reduced by half (round odd values up). The character is holding his guts in and doing his damndest to stay in the battle.
- **Below 0 HP= Mortally Wounded:** Most characters are already out of the action by now, and are quietly going about the business of expiring. Messily. REF, DEX, INT and COOL Stats are reduced by to 1/3rd normal (divide by 3 and round odd values up). The character will also be required to make a **Death Save** (below) for every phase he remains in this Wound State.

Special Wound Cases

Limb Loss

If a character takes more than eight points of damage to a limb area in any one attack, the area

is severed or crushed beyond recognition. The character must make an immediate Death Save at Mortal 0. A head wound of this type will kill automatically. *Example: Scarr takes 10 points of damage from an attack. The random location table allocates this damage to his leg. Since the total is greater than 10, Scarr's leg is now reduced to pulp.*

Head Hits

A head hit always doubles damage. *Example: Scarr's helmet fails him and he takes 5 points of wounding damage. However, since it's taken in the head, that damage is doubled to 10 points.*

Heart Hits

Heart hits not only are defined as a hit directly to the heart, but can also be defined as any critical area that could incapacitate or kill the target instantly. Heart hits multiply any damage taken by 4.

Shock Saves

Every time a character takes damage, he must make a save against the effects of pain, shock, fear and blood loss. This is what you see in most Hollywood gunfights when the bad guy gets hit—staggering, falling back and so on, all caused by pain and shock (see the sidebar for a general tirade about the fiction of knockback).

The Shock Save is a serious thing, because it can put an opponent out of the picture faster than the actual damage from the wound. Police officers have actually died from the shock of a minor bullet wound in the foot (but we won't do that to your character). Other people have taken as many as thirty or forty gunshots and managed to keep moving for up to ten minutes before their minds got the message their bodies were telling them ("Hey Bob, you're dead!").

"Then there's the guy you hit with twenty rounds, and he keeps on coming, so you tap him again with something bigger, like a missile, and he's still coming. He gets his hands on your throat and you think you're dead, but then he remembers he's already dead and finally falls over..."

—Trace Santiago

To successfully pass a Shock Save requires rolling less than a **Save Number** on 1D10. This Save number is equal to your character's CON Stat, *minus* a penalty based on the current Wound State.

WOUND STATE	PENALTY
Light.....	0
Serious.....	-1
Critical.....	-3
Mortal.....	-5

Example: Jorg has a CON of 8. Since Jorg is also Seriously Wounded, he will subtract an additional point from this value, giving him a Save value of 7.

A failed roll means the character has passed out and is out of combat. You can add the special effects yourself:

HOLLYWOOD OVERACTING EFFECTS TABLE (ROLL 1D6)

ROLL	EFFECT
1	Screams, windmills arms, falls.
2	Crumples like a rag doll.
3	Spins around in place, falls.
4	Clutches wound, staggers and falls.
5	Stares stupidly at wound, then falls.
6	Slumps to ground, moaning.

A Shock Save can be recovered from by rolling a successful check in a subsequent turn.

Death and Other Bad Stuff

Death & Death Saves

Previously, in the Basic Resolution System, when a character was down to 0 Hits, he was considered dead. But in the advanced world of FNFF combat, death is no longer that simple. Instead of just dying, you'll now get to make a saving throw against death. This allows a dying character to hang on for a while in the hope that someone will arrive in time to patch him up and save his miserable life. **To make a Death Save, you must roll 1D10 equal to or lower than the character's CON Stat, *minus* one for every point they are below 0.** You must continue to make a Death



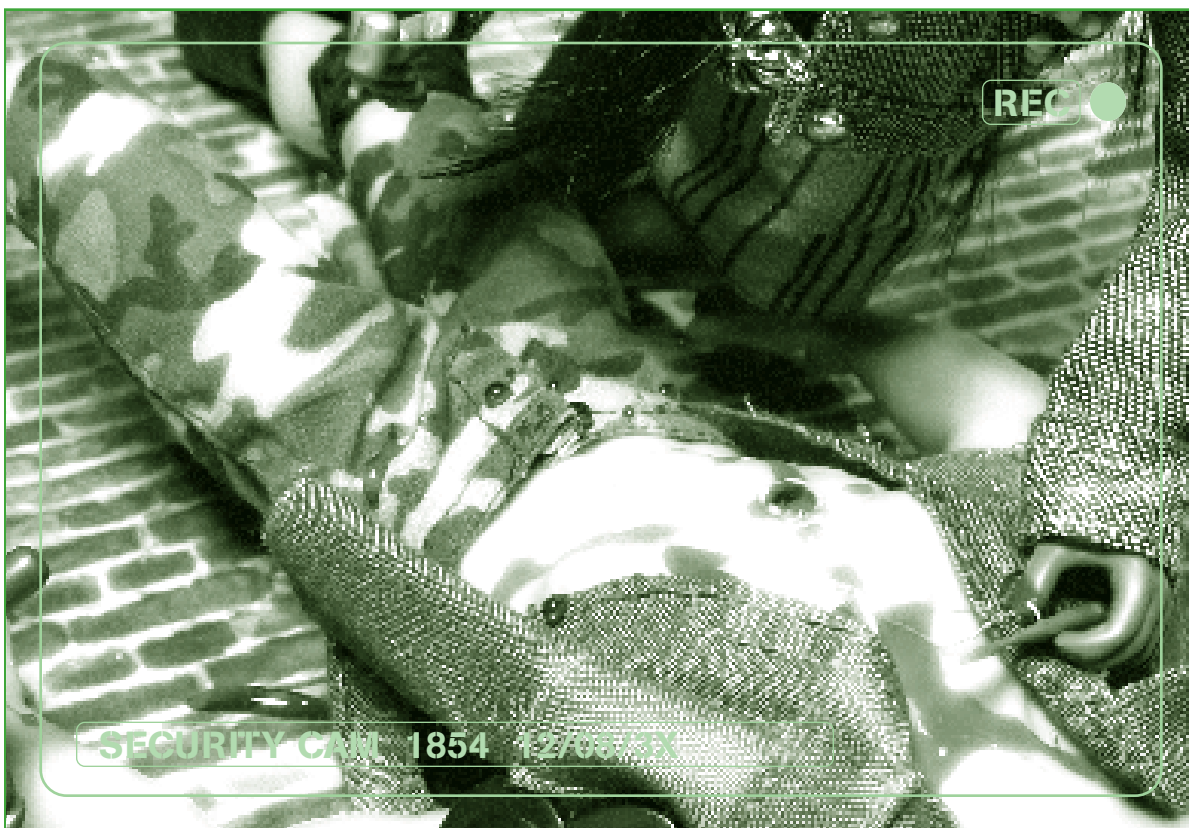
Save every round that you are below 0, until you either die or get healed up enough to keep you alive for a while.

For example, Savage is at -3, or 3 points below 0. His CON is 8. $8-3=5$, so Savage must roll a 5 or lower on a D10 to stay alive. The first turn he rolls a 4. Whew. The next turn, he rolls a 9 and expires. Immediately, his mates start fighting over who gets his boots.

So how do you get healed enough to stay alive? Let's move on to the next chapter—Trauma Team—to find out the answer.

RULES ERRATA AVAILABLE ONLINE AT:

<http://www.talsorian.com/errata>



Trauma Team

So let's look at the most important question first—is this guy going to survive or should we call Savage Doc's and arrange for a body pickup?

Death Saves Revisited

As discussed in the previous chapter, whenever a character's Hits drop below zero (0), he must make a **Death Save** (pg.243) to see if he makes it through another round. On a successful roll, he makes it; on a failed roll, he dies at the end of the turn in which the roll was made. In addition, he will have to make a new Death Save for every round he remains below the 0 threshold. If nothing changes, sooner or later, he's going to fail a roll and die. This is NOT a good place to be.

The only way out is **stabilization**.

Stabilization

Stabilization means the patient is no longer losing blood and that his major damage has been contained through use of drugs, battlefield surgery, nanohealers and/or wound dressing. A stabilized character will no longer be required to make Death Saves each turn.

There are two ways to get stabilized:

1) Medical Aid: This is a real medic sewing the bits back on. Hope his Medical Skill is high, right? Anyone (except the patient himself) can attempt to stabilize a mortally wounded character; it just works

"I've been in more firefights than I ever was during the War. By now, I don't even see bodies as people; I see them as either parts or pickups."

better if the physician has had some medical training. A lot better.

2) Autodocs: These can repair you, but with a much lower chance of success (base skill/stat of 8+1D10). Autodocs are on many corners in the City; they are about the size of a largish backpack and can be carried into combat as well.

A successful Stabilization is made by making a Skill Check greater than 15, plus one for every point BELOW 0 the patient is.

Example: Hikaru is at -6. The doc must roll better than 16 (10+6pts below 0) rolling a total of his TECH stat and any Medical Tech Skill that he has.

The chances of a successful stabilization roll can be increased by the following modifiers, added to your die roll:

ADVANTAGE	ADD TO DIE ROLL
Full Hospital & Surgery.....	+5
Trauma Team Ambulance	+3
Cryo Tank.....	+3

"How dead is he?"

"How dead do you
WANT him to be?"

We got a lot of
possible options
here, Iwase. Dead.
Really dead. Or
even 'just goo in a
baggie' dead."

Death State

But let's say your medtech had a Medical Tech Skill of 2...

We can do some pretty amazing things these days. Nanosurgery and gene stimulators can regenerate skin, blood, organs, limbs and muscle tissue in collagen-saccharide tissue tanks. In a pinch, parts like toes, fingers, eyes and internal organs can also

be purchased from the local Body Bank and grafted on with advanced microsurgery.

What we can't regrow are souls. Once you're dead, you're dead.

Let's amend that: once you're DEAD 10, you're dead. Because twenty-first century medicine is so good at reviving the clinically dead, Trauma Team™ Inc. (the Night City's premier paramed-

ical service), has established ten levels of death, each succeeding level a measure of how difficult it will be to revive the patient. This measuring system is called **Death State**.

As a dead guy, you begin at **Death State 1**, no matter how far HP-wise you were down before you took the Big Drop. For every 10 phases (30 seconds) that you continue to stay dead, your death state increases by one level. *Example: I die at 9:00. My clock is set to Death State 1. Three minutes (60 phases) pass before the Trauma Team™ AV-4 arrives. I am now at Death State 6.*

This is of critical importance to the dead *Cyberpunk* character. When the Trauma Team arrives, a roll must be made to determine if the patient can be revived. This roll, on 1D10, must be higher than the current Death State number, or the patient is a candidate for the Body Bank. On a successful roll, the patient is considered stabilized at the level of hits he was at when he died.

Healing

Okay, so you're not on a slab in Savage Doc's place... But you're not out of the woods yet—you're just not dying. In most cases (see Rollers below for the exception), you still will need to get some medical attention before you can start healing. To start healing, a patient must undergo a medical skill check. Otherwise, they'll continue to take damage (from infection and system shock) at the rate of 2 points per day. If the patient is still below 0 HP, he must also make a daily Death Save as well as taking this damage.

Face it; without medical aid, you're going to run out of luck pretty soon. This is probably why humans invented medicine in the first place. To make a successful **Medical Skill** check, you must roll a value (using TECH, any kinds of medical skill and 1D10) greater than the total number of points of damage the patient has taken. Medical Skill checks can be made using either of two skills, *First Aid* or *Medical Tech*.

First Aid

First Aid involves cleaning and dressing wounds, administering medication, setting broken limbs and putting on splints. When a character makes a successful First Aid skill check, the patient is considered to be healing at a rate of their **Recovery Stat** (REC) in hits each day. *Example: Now stabilized, Scar is at -6. His REC stat is 8. He will recover 8 points in HP each day—by the second day, he is two points above 0 and will no longer need to make a daily Death Save.*

Only one First Aid check need be made. You may even (within reason and at Referee's discretion),

"Yo. All you Cee-Metal guys over there in the corner. You can skip this part. Go home and oil your spare parts or something, okay?"

perform First Aid on yourself. On an unsuccessful roll, the patient has will not be able to heal. New attempts may be made once per day until a successful roll is made.

Medical Tech

Having Medical Tech Skill assumes that the character has studied medicine in a professional setting. This gives

him the ability to perform surgery, use specialized speed healing drugs, and know the proper treatment of injuries. He can replace damaged organs with vatgrown pieces, graft on new limbs, or install cyberlimbs. You cannot perform Medical Tech skills on yourself.

A character with Medical Tech skills makes a check as if using the First Aid Skill, however, with Medical Tech, the patient will recover at the normal REC rate plus an additional 2 points. *Example, Scar would get 10 points back per day instead of 8. Using Medical Tech skills supersedes the use of First Aid skills; a patient on which both have been successfully performed regains points at the Medical skill rate, NOT the two combined! As with First Aid, the patient regains no points until a successful roll has been made. However, second attempts may be made once per day until a successful roll is made.*

Both First Aid and Medical Tech assume that the patient is undergoing what is known as Natural Healing; i.e.; the patient is bandaged up and is regrowing his own lost tissues. Natural healing allows you to regenerate your full REC in Hits each day; double that if you are using Medical Tech. But there are a couple of other faster ways to get back those lost points: **Regeneration** and **Adaptive Nanosymbiosis**.

Regeneration

The patient is immersed in a bioform gel bath made up of DNA Neutral Protoplasm (similar to stem cells). The wounded areas are doped with genepacks to stimulate growth, with the blank protoplasm changing over to replace the missing and damaged cells. You can regenerate up to your full REC in Hits plus an additional 5 points each day you are in a regen bath.

FYI: Limbs *can* be regenerated. Assume that each limb is worth 1/6th of the total HP lost, rounded down. When that many hits have been regenerated, the limb has been regrown.

Adaptive Nanosymbiosis

With Adaptive Nano, the patient doesn't even need a Medical Skill check to heal. That's because the patient isn't REALLY healing. Instead, silicon carbonate nanotech is automatically filling in the missing bone and pseudo-flesh nanos are filling in the missing meat. Other nanos release blood plasm, antibiotics and stimulation packages similar to regenerators which promote real meat to grow and replace the repair bonders. Given time (equivalent to regeneration), the real you will eventually replace the patches, but the process is so seamless that we don't even count the difference. **With Adaptive Nano, you can recover your full REC in Hits every 60 seconds (20 phases). As with regeneration, lost limbs can be grown back, but at the slower regen rate rather than the Adaptive Nano rate.**

Being Patient

The first thing to remember is that after a First Aid or Medical Tech roll is made, the patient still has to

actually recover (this isn't a fantasy game where a magician can lay on hands and the gutshot victim springs up ready to tackle the next challenge). Based on the amount of Hits lost, certain limits will be imposed automatically on the patient:

Less than 1/4 total Hits lost= Lightly Wounded: The patient is fully ambulatory; he can go about his business with a minor amount of pain.

Over half of total Hits lost= Seriously Wounded: The patient is ambulatory, but will need his dressings changed once a day, and will be at -2 REF for all actions.

Over 3/4 total Hits lost= Critically Wounded: The patient must spend at least half of his day in bed in order to regain any lost points of damage. Other activities must be limited at simple tasks, at a -4 REF to all actions. Dressings must be changed twice a day, and nursing care of some sort must be available.

Below 0 HP= Mortally Wounded: The patient is bedridden. He is probably comatose (50%) most of the time, and possibly wired into all kinds of machinery for life support. He requires constant care during the entire process, although he will not have to make Death Saves (he's been stabilized).

A Sample Medical History

Ripperjack takes a gunshot wound (46 points of a total 40) to the gut, reducing him to -6. His partner has a high First Aid skill and makes a Stabilization roll (7) to save him. So far, so good.

As soon as Ripperjack is stabilized, his partner calls in the Trauma Team™. Four minutes later, the AV-4 touches down. The Trauma Team™ Medic makes a Medical Tech check on Ripperjack. The roll is successful. The Team takes 'Jack to South Night City General Hospital and checks him into Emergency, where his REC of 8 starts to go to work.

Assuming Natural Healing and a successful Medical Tech roll, it will still take Ripperjack 5 days to recover. When he enters the hospital at Mortally Wounded, he will be in a hospital bed, wired to life

support, and out of it on drugs. The next day, at Critically Wounded, the doctors can take him off the drugs and life support. By the next day, at Seriously Wounded, Ripperjack is able to hobble around the ward for a couple hours at a stretch, while the nurses look after him. By day four, he's only Lightly Wounded and can leave the hospital as long as he gets his dressings changed and he doesn't do anything too strenuous. By the fifth day, he's up to full function again. It's taken him 5 days to get back on the Street. Now he can start earning enough money to pay off his medical bills.

Elective Surgery

Not all medical care is the result of accidents or combat. If you want to get cybered up the old-school 2020 way, you gotta pay a price in blood. That's where **OldCybe** installation comes into play.

Medical Tech Skill is required to install OldCybe. (You can't install cyberwear on yourself.) Each type of cyberwear has a **Surgery Code** (located in the OldCybe lists on the RTG website). This code represents the minimum level of medical care required to install the cyberwear, the length of surgical time required, the cost of the surgery, surgical damage taken and the Difficulty of the installation procedure. The Surgery Code assumes that a successful Medical Tech check has been made on the patient as part of the operation. Healing is then based on the number of points lost due to the surgery:

Negligible

Required: Mall clinic or other drop-in bodyshop.

Surgical Time: 1hr.

Surgical Damage: 1 point

Surgical costs: Included with installation.

DV= Easy (10)

Minor

Required: Medical center or ripperdoc clinic.

Surgical Time: 2hrs.

Surgical Damage: 1D6+1

Surgical costs: 500ncd

DV= Everyday (14)

MAJOR

Required: Full hospital with surgery center.

Surgical Time: 4 hrs.
 Surgical Damage: 2D6+1
 Surgical costs: 1,500ncd
 DV= Hard (22)

CR itical

Required: Full hospital with surgery center.
 Surgical Time: 6 hrs.
 Surgical Damage: 3D6+1
 Surgical costs: 2,500ncd
 DV= Very Hard (26)

Example: Morgan Blackhand decides to get a cyber arm installed. The surgery code is Critical (CR). Morgan takes 11 points in surgical damage (Wound State=Critical). The surgery is Difficult (25), requires a hospital, takes six hours and costs 2,500 ncd. It will take Morgan 11 days to recover fully, but he can be back on the street in a week (operating at a Light Wound State).

Now you know why NuCybe became so popular.

At least you don't have to refrigerate the limb for safekeeping and take the risk that someone will eat it later on. There's now limb regeneration in case of buyer's regret.

Trauma Team™ Inc.

One of the most powerful remaining Corps of the Cyber Age is **Trauma Team™**; a bonded and licensed paramedical franchise operating throughout the greater Night City metroplex (TT used to also operate throughout the U.S., Canada and parts of Europe, but that was before the 4th Corp War.) These crack ambulance units are specifically designed to get to the scene of a fatality within seven minutes (or your money back).

Trauma Team's crews are made up of the best paramedical techs and staff available. The teams are usually made up of a driver, a senior Medtech, an assistant and two security officers. They normally travel in a heavily armored AV-4 aircraft, supported by mobile tanker trucks and ground refuelling stations. A Trauma Team AV-4 contains the most sophisticated revivification and life support

technology available, including a mobile cryotank to lower the body temperature to approximately 24 degrees F, (the optimum temperature to prevent hemorrhaging, shock, and brain swelling).

Trauma Teams™ can be summoned by dialing 911 on any Agent, and are equipped to trace the origin of any call to its source. (You're billed from the moment you call, until delivery to the Hospital.) You may also opt to carry a deadman transmitter, which will activate and automatically signal a Trauma Team the moment your brain-wave pattern falls into a coma state. The most common transmitter is in the form of a plastic credit card, which is activated by bending the card in half, and has a range of 20 miles. Trauma cards can be transferred between members of a group as long as the card's owner is present to sign the charges off when the Team arrives.

There are usually a dozen or more Trauma Teams on call at any time in the City. Immediately after receiving an alert, the nearest Trauma Team™ unit goes airborne, their sophisticated tracking equipment homing in on the last known location of the patient. The pilot (who is skilled enough to set his six-ton AV-4 on top of a parked car if need be), drops in as close as possible. If the firefight is still going on, the security team secures the area (using the AV's twin autocannon or their own portable weapons). The medtechs load the patient on board, shunting his life support to the on-board heart-lung machines, plugging him into onboard biomonitors, and chilling his body down in the refrigerated tank for stabilization. Rapid surgery is performed on the spot for the most critical wounds, while the med specialist uses a combination of electroshock, drugs and manual resuscitation to get the patient on-line again. The pilot slams down the throttles and the AV-4 rockets skywards on a pillar of exhaust, headed for the nearest emergency room. The entire process may have taken all of four minutes from start to finish.

As a privately owned concern, Trauma Teams™ are not under any obligation to transport a casualty to a hospital, although they are responsible

for reviving and stabilizing critically wounded patients. Trauma Team fees are exceedingly steep (\$100 per minute), the best method of offsetting their exorbitant costs is to either carry Trauma Team services as part of a Corporate group insurance policy, or to establish an account with TT International, paying a premium of \$500 in advance each month for continued service.

Body Banks

Just in case it didn't work out, you can still make a dead comrade pull his weight. The **Lifeline Act of 1994** (an extension of the donor cards of the 1980s) allows a potential source of spare parts to carry a donor card in his wallet. This card must be registered with the local government. Only donor carded bodies can be turned into a donor center, where a bounty is paid. The bounty is based on the parts involved and the body condition at the time.

PART	AVERAGE BOUNTY	SALE PRICE
Arm	500	1000
Leg	600	1200
Heart, Lung	700	1400
Liver, Kidney	200	400
Eyes, Ears	800	1000
Other Organs	200-300	400-600

Poor Condition: 1/2 normal bounty

Excellent condition: 2x normal bounty

The local government probably doesn't care who turns the body in. All you need is the card and a legitimate death certificate stating that the deceased died of natural or accidental causes, available through any local coroner. The result is that many firefights end with a frenzied looting of bodies for donor cards—followed by another fire-fight over disputed claims and ending in another frenzy of looting.

Legally, donor centers must be located in legitimate offices of the County or City Coroner's Office, or in a public hospital. However, a thriving black market in fraudulent donors thrives in most of the Undercity zones, usually out of old school "ripperdoc" clinics or Neo-Corp medcenters (where high level exec's wives get first pick of the prettiest new parts).

The biggest problem with Body Bank replacements is still the availability of genetically matching parts. When attempting to locate a replacement limb or other part at a body bank, roll 1D10. On a 1,2,or 3, the part is unavailable that day. On a 4 or 5, the part is in, but it may be the wrong color or have some other minor difference.

With the advent of modern regeneration methods, the Body Bank has fallen out of favor. However, it's still a solid option if you don't have time to wait till a missing part can be grown back.

Bodysculpting

As long as you're having a few grafts put on, why not go all the way and re-do the whole thing? The art of body-sculpting includes skin tints, hair and eye color changes, breast enlargement and reduction, and general all-over bodywork. You can have bone and muscle removed to become shorter, or have grafts added to become taller. Excess fat can be suctioned away, and collagen implants can smooth wrinkles, add weight, and change contours. Bodysculpting is available in a number of body salons, including *Bodyshoppe*, *Parts N' Programs*, and *Docs R Us™*. Body sculpting includes appearance changes, appearance enhancement, and exotic fashion.

Change Appearance:

Looking like a favorite movie star or celebrity is still a popular fad even in 203X; entire gangs, known as Posers, have themselves bodyshaped to resemble famous people. Appearance changes are also a staple for Solos, Idols and any other sort of high mover who needs to change identities often. The cost of an appearance change is based on how convincing that change is.

- At \$1,200, you look sort of like you wanted to; a casual observer could spot the difference on an EVERYDAY Awareness check.

"NO! You idiot! You're supposed to SELL it, not EAT it! Dammit, are all Reefers as stupid as you, Heifer? Or are you just a special case?"



- At \$2,400, you look very much like you wanted; it would take a Challenging Awareness check to spot the sculpt job.
- At \$3,600, you would look exactly as you wanted to look; spotting the sculpt would take a Hard Awareness check.
- At the top end (\$5,000), it would require a Very Hard Awareness check to spot the bodysculpt from your original face.

Just remember all those Reefers are going to be laughing at your scars when you come in. So if you're serious about biosculpting, better opt for the expensive job, neh?

Increase Attractiveness: *Cyberpunk* style always goes to the extremes—you're either really ugly or very good-looking. One way to increase your attractiveness is to have your body re-designed at the local 'sculpt clinic. The process is expensive, granted, but many people think having the right "look" for that year is worth a few thousand ncd. Cost is \$600 per each point gained (see *Talents, Beautiful or Handsome*, pg. 155 for details). For example, to raise my appearance four points would cost \$2,400.

Want to decrease your attractiveness? A straight razor costs fifty-nine cents.

Exotic Fashion

Bodysculpt jobs that emphasize the alien or inhuman are known as Exotics. Vat-grown tails, furred skins, hooves, animal-like faces and ears, cats eyes and other semi human features are the highlights of this style. Exotic fashion is incredibly expensive, time consuming and usually a hobby among only the very rich and very bored. Prices are based on the individual enhancements.

Facial Sculpt combine vat-grown parts such as muzzles, whiskers, animal-like ears, manes and cat eyes with the patient's normal features. There are entire boostergangs based around various animal motifs of this type. Cost: \$5,000.

Tails are grown in vats, using gene bank tissue. They can be furred, tinted, scaled or bare skin. The tail is grafted to the base of the spine and linked to the nervous system by nanotech nerve threaders. Tails are relatively weak; they can pick up about a half pound. Cost: \$3,000.

Hooves, claws and paws can be grafted to replace normal feet and hands. They are not as dexterous as normal digits (-2 to REF), but are occasionally included as part of a Exotic bodysculpt. Cost: \$8,000.

Skin alteration uses transform DNA to change the structure of the patient's skin. Using tailored DNA, the skin can be induced to grow patterned fur, light scales, or exotic skin colors. Cost: \$10,000.

Of course, that's not counting all the hospital time or the chance that your new tail will turn your input off in a major way and necessitate a late night appendage removal...

Doin' that Reefer thing lookin' better all the time, eh choomba?

POWER ON

SECURITY CAM 20442 01/07/3X

251

REC ●

Information @ UR Fingertips

QUICK REFERENCE LISTS OF STATS & AUGMENTATIONS

Cyberpunk Database

CYBERPUNK 251
Voice of the Machine



Cybertech Lists

The following sections detail specifics on all Cybertech contained in this edition. FOR MORE INFO VISIT: <http://www.talsorian.com/cytech>

NuCybe

EDGERUNNER CYBERTECH DESCRIPTIONS

Splices

Audio Splice

This is normally worn as earplugs or a headset, both of which link into the auditory nerves through the eardrums

Control Splice

A module port used to control vehicles, weapons. These jack themselves into the medial nerves on the back of the wrists. Control cables for vehicles or weapons are then jacked into these ports.

Chipware Port

This small metallic "button" mounts flush to the skin, extending nanoprobes into muscles and nervous system. The port is closed until the user "thinks" it open, exposing slots to insert link cables or skill/data/deck chips. Allows user to insert and activate a single skill or datasoft.

Chipware port [4 way]

Allows the user to insert and activate four skill or datasoft spikes at once.

Olfactory Splice

Normally worn as a mask or plugs up the nose, this system links through olfactories to the brain.

Optical Splice

The first type is a wrap around goggle that links through the temples and has optical mounts on (or in) it. The second type are thick contact lenses that nanolink through the eyeball to use the optic nerve for data transmission with a matching transmitter probe wired directly into the temple.

Reflex Splice

This is a module jacked directly into the spinal column,

either at the back of the neck. The port is placed on the outer skin and automatically extends nano-probes down to the spinal cord.

Tactile Splice

This spinal module jacks into the nerves at the base of the tailbone to allow increased tactile sensitivity.

Links

AutoFac

This allows the user to interface with (and control) any auto-factory or heavy machine operating from a MLINK-based control system. You can also control small machines/appliances in non-factory situations.

Radio

A microminiature radio transceiver that allows you the ability to talk to any receiver on the same band frequency for up to 1 mile.

Smartgun

Smartguns are modified firearms directly linked to your nervous system. Smartguns are far more accurate than most other guns; using them automatically gives you a +2 to any firearms attack you are making. The cost of adapting a normal gun to smartgun configuration is twice the normal cost of the gun.

Subvocal phone

An improved radio splice, this implant is wired to communicate directly to wireless communication links like an Agent or cell phone.

Targeting

This projects a targeting sight into the field of vision at will. The targeting scope will read range to specific objects, speed

of movement, bearing and size, as well as providing several types of scope reticle for aligning weapons. In game terms, this option allows you to add +1 only to smartgun attacks.

Vehicle

This allows the user to control a vehicle through direct mental control. Cybervehicles include cars, AV-4s, aircraft, rotorcraft or motorcycles which have had their normal control systems replaced by a computer. A cyberassisted vehicle will automatically give you a +2 on any driving, piloting or motorcycle driving skill you are using at the time. To modify a vehicle to cybervehicle stats costs an additional 40% of base vehicle cost.

Amps

Amped Acuity

Improved hearing and sound recognition ability, adding +1 to any sound-related Awareness check.

Amped Hearing Range

Allows the user to hear tones in the subsonic and supersonic ranges.

Amped Olfactory Sensitivity

Increase Awareness via smell by +2.

Amped Reflexes (Kerenzikov)

Adds +1 to REF permanently

Amped Reflexes (Sandivistan)

Adds +3 to REF for 5 consecutive turns

Amped Tactile Sensitivity

Increased sensitivity. +2 on any touch-based Awareness check.

Amped Vision Sensitivity

+2 Awareness when using visual search

Analyzer

Can identify compounds by smell alone. 5m range. 70% effectiveness.

Anti-dazzle

Immunity to flash, laser blinding, strobes, flashbombs and bright headlights

Digital Recorder

2 hrs storage from any digital source.

Infrared Vision

See in total darkness, using heat emissions.

Level Damper

Compensates for loud noises, such as stun-bomb attacks or sonic weapons. Characters with this option ignore effects of these weapons.

Low Light

See in dim light, near total darkness.

Microvision

Equivalent to lab microscope, allowing user to see tiny images, such as fingerprints, scratches on locks, etc.

Pain Editor

Tunes out hot, cold, pain. +4 to Will feats.

Radiation Vision

Projects visual glow around objects in presence of radiation. Glow varies with intensity. 10m range. 80% detection effectiveness.

Scent Tracking

Adds +2 to Shadow/Track skills. 50% chance of locating a scent to begin tracking, unless the target has taken particular pains to disguise its scent).

Smell Damper

Selectively cut out smells as desired. +1 to Smell Tracking if present.

Sonar

50m range sonar. chip projects pulse, boosts audio to hear it. 70% effective.

Sound Editing

Allows selective editing on specific bandwidths. +2 to hear specific sounds if desired.

Synthesizer

This unit is swallowed and attaches to the vocal cords. Allows user to mimic any recorded sound (60%), up to 10 sounds. +2 to Performance.

Targeting Scope

Projected scope allows +1 on all ranged weapon attacks.

Telescopic Vision

Telescope ability to 20x

Thermographic Vision

See heat patterns, temperature readings.

Ultraviolet Vision

See in darkness, using UV flash or other UV light source.

Subvision Viewscreen

Projects mini "screen" in vision field for messages, visual data.

Subvision Chrono

Projects image of time into the far right corner of your vision. Can be mentally programmed with alarm.

Bracers

Limb Bracers

Bracers are metallic NuCybe bands around the upper or lower limb that extend to cover the limb from below the bracer. When active, bracers will automatically link up and cover the body space between them with an armor plated shell. Bracers automatically protect (SP16) /strengthen (STR +5) the limb. A human can wear three bracers per limb (bicep/forearm/hand) (thigh/shin/ankle).

Muscle T's

Muscle T's are bracers that extend around the waist, shoulders and neck. When active, they extend a reinforced body shell that, when combined with limb bracers, increases body

power to STR 12. Muscle T's have four hardpoints (one on each shoulder, two on the waist).

Gauntlets

Gauntlets are bracers with mounts for large weapons that need full hand support. Resembling a fingerless glove, a Gauntlet integrates itself automatically with any bracers or rings the wearer currently has on, extending its mods from a hardpoint on top.

Rings

Rings are "mini bracers" designed to integrate one cybercapability. They are worn around fingers, toes or in/around other more personal parts of the anatomy.

Modds

Air Hypo

Ring bracer that extends an air-driven hypo from the fingertip. Holds 4 doses.

B&E Kit

Matchbox sized) kit which holds lockpicks, wirecutters and other breaking and entering tools.

Chip storage 1

Contains cushioned storage for four data or skill chips.

Chip storage 2

Contains storage for eight data or skill chips.

Digital recorder

Tiny pencil width recorder can store 10min of audio-video in the onboard chip; replays to any Agent.

Extra Arms [torso only]

Two metal arms similar to old-fashioned cyberarms. STR5, with a penalty of -3 to your DEX to operate.

Grapple & 20m Line

Fires a small grapple and line up to 20m. Can support and reel in 100kg (320 lbs).

Holoprojector

Projector about the size of three stacked quarters can project any stored holographic image up to 1m high.

Jump Booster

Mods that connect to leg bracers, these extend myomar supports to enhance Jumping Move by +2.

Lighter

Tiny (size of a match) butane lighter.

Micro Toolkit

Matchbox sized kit containing driver tool, screwdriver/socket heads, microwrench with cutter.

Mini Flashlight

Pencil-sized LED flash can be extended from the bracer or removed and used in a free hand.

Mini saw

Pencil-sized monoblade saw can be extended from the bracer or removed and used in a free hand.

Miniflare

Pencil-sized flare gun can be extended from the bracer or removed and used in a free hand.

Miniphone

Pencil-sized phone that can be extended from a bracer or removed and used in a free hand.

Remote speaker/monitor

Marble-sized remote speaker/listener that can be removed from a bracer and placed anywhere within 100m.

Smart Keyboard

Palm-sized digital plastic "floppy screen" can be unrolled from bracer and used on any flat surface. Links to techscanners, computers, Agents as desired.

Tracking Device

Matchbox sized tracking screen can be extended from a bracer or removed and used in a free hand. Links to button-sized tracking device (1km range).

Techscanner

Matchbox sized scanner can be extended from the bracer or removed and used in a free hand.

Video Optic T ransmitter

Transmitter/camera about the size of a marble, can send images back to a screen or an Agent.

Webs

Ring bracer that extends webs between adjacent digits. Can be placed on hands or feet. Adds +1 to Swimming Move.

WEAPONS

Arc Thrower3D6/6D6*

EX +2 — U 3D6/6D6 61 ST 20m

Bracer mounted weapon discharges massive electrical arcs.

*Deadly (6D6) to Cee-Metal combatants.

Microwaver.....1D6/4D6*

EX 0 — U 1D6/Special 5 2 VR 20m

Bracer mounted microwave projector. See pg.230 for special damage rules.

EMP Pulse3D10

EX 0 — U 3D10 4 1 VR 10m

Limited shot EMP projector pod. Only effective against electronics (3D10)

Big Knucks1D6+2

MELEE +2 — U 1D6+2 — 1 ST 1m

Ring bracers that project hardened ballpeen hammers over the knuckles.

Buzzsaw2D6+2

MELEE +2 — U 2D6+2 — 1 ST 1m

Can be integrated into a Gauntlet as a monobladed chainsaw, or stored in a bracer as removable chain rip.

Capacitor Laser3D6

EX 0 — U 1-6D6 6D6 total 1 UR 10m

Minilaser pod. Can be dialed from 1D6 to 6D6 for a total of 6D6 shots.

Taser.....**Stun**
EX -1 — U Stun 8 1 ST 1m
This modd is a small contact taser with probes that extend from two ring bracers. See Stun rules, pg. 234

Dartgun**Drug./Poison**
EX -1 — U Varies 10 1 ST 5m
Compressed air dart pistol. Loadout varies.

Explosive and det link**4D6**
HVY -2 — U 2D6 2 1 ST 100m
Contains 2 marble-sized explosives with radio detonator

Flamer.....**2D6**
HVY -2 — U 2D6 4 1 ST 5m
Liquefied napalm sprayer. Can be extended from the bracer or removed and used in a free hand.

Gas Sprayer**Drug./Poison**
EX -1 — U Varies 4 1 ST 5m
Gas sprayer jet. Can be extended from the bracer or removed and used in a free hand.

Grenade launcher**Varies**
HVY 0 — U Varies 2 1 ST 50m
Grenade Launcher tube built into bracer modd. Loads vary: explosive=3D10, also gas and flash (pg XX).

Hammer Hand**1D10**
MELEE +2 — U 1D10 8 1 ST 1m
Attached to a bracer, this pod uses an explosive shell to jackhammer a hardened, metal handguard forward at incredible velocity.

Heavy Pistol Pod**4D6+1**
P +1 — U 4D6 6 2 ST 50m
A powerful (but limited shot) heavy automatic pistol modd.

Medium Pistol**1D6+1**
P 0 — U 2D6+1 12 2 ST 50m
Less powerful autopistol modd, with larger clip capacity.

Light SMG**1D6+1**
SMG +1 — U 1D6+2 30 15 VR 50m
Light caliber SMG with large clip capacity.

Microflamer**1D6**
HVY -2 — U 1D6 3 1 ST 2m
Tiny liquefied napalm sprayer built into a ring bracer. 1D6 first round, 1D6/2 for 2 additional rounds.

Microgun.....**1D6**
P -1 — U 4D6+1 1 1 ST 20m
One shot ring bracer.

Minigun Pod**2D6**
HVY -2 — U 1D6 60 60 ST 100m
Low caliber, high ROF rotating minigun pod.

Micromissile Pod**4D6ea**
HVY +2 — U 4D6 4 2 ST 100m
Launches a group of 2 micromissiles per attack from a bracer-mounted pod. Self-guided, with 30% chance of losing target through one 90° turn.

Rippers.....**2D6**
MELEE +2 — U 3D6 — 2 ST 1m
Extends three very long carboglass blades from either back of gauntlet or from three ring bracers.

Rocket Launcher Pod**2D10ea**
HVY -2 — U 2D10 2 1 ST 200m
Launches two rockets from bracer mounted pod.

Scratchers.....**1D6/2**
MELEE +2 — U 1D6/2 — 2 ST 1m
Extends carboglass blades from adjacent ring bracers. Scratchers cut on the bias, requiring a slashing movement to use. Can be placed on hands or feet.

Slice n' Dice**2D6**
MELEE +2 — U 2D6 — 1 ST 1m
Mono-molecular wire with weighted tip. Good for garroting or slashing.

Talons.....**1D6+3**
MELEE +2 — U 1D6 — 2 ST 1m
Larger versions of Scratchers, talons extend curved carboglass blades from from three adjacent ring bracers. Can be placed on hands or feet.

Wolvers.....**3D6**
MELEE +2 — U 4D6 — 2 ST 1m
Extremely long (1 foot) carboglass blades that extend from a pod along the back of a bracer.

Transform Nodes

REEF CYBERTECH DESCRIPTIONS

Sensory Enhancements

Amped Hearing Acuity

Improved hearing and sound recognition ability, adding +1 to any sound-related Awareness check.

Amped Hearing Range

Allows the user to hear tones in the subsonic and supersonic ranges.

Amped Olfactory Sensitivity

Increase Awareness via smell by +2.

Amped Tactile Sensitivity

Increased sensitivity. +2 on any touch-based Awareness check.

Amped Vision Sensitivity

+2 Awareness when using visual search

Eardrum Shield

Inner eardrum shield compensates for loud noises, such as stun-bomb attacks or sonic weapons. Characters with this option ignore effects of these weapons.

Infrared V ision

See in total darkness, using heat emissions.

Low Light V ision

See in dim light, almost total darkness.

Microvision

Your eyes are like a microscope, allowing you to see tiny images, such as fingerprints, scratches on locks, etc.

Mimic

You can mimic any sound (60%) you have heard. +2 to Performance.

Nictitating Membrane

This is an inner reflective eyelid that provides Immunity to flash, laser blinding, strobes, flashbombs and bright headlights

Radiation Per ception

You can see a visual glow around objects in presence of radiation. Glow varies with intensity. 10m range. 80% detection effectiveness.

Scent Analysis

Can identify compounds by smell alone. 5m range. 70% effectiveness.

Scent Tracking

Adds +2 to Shadow/Track skills. 50% chance of locating a scent to begin tracking, unless the target has taken particular pains to disguise its scent).

Smell Damper

Selectively cut out smells as desired. +1 to Smell Tracking if present.

Sonar

50m range natural sonar similar to dolphins. 70% effective.

Sound Editing

Allows selective editing on sounds. +2 to hear specific sounds if desired.

Telescopic V ision

Telescope ability to 20x

Thermographic V ision

See heat patterns, temperature readings.

Ultraviolet V ision

See in darkness, using UV flash or other UV light source.

Augmentations**Blubber**

Thickened skin layer adds extra protection from elements (+3 to CON in cold), plus minimal armor (SP8)

Boosted Leap

Your legs have increased muscle mass to drive powerful leaps. Your leaping ability is now equal to your base MOVE stat.

Chameleon Skin

Your body can now match skin pattern to surrounding background. It's not an exact match (you can't do plaid, for example), but you will gain +4 to Stealth and Evasion tasks.

Chitin Armor (SP14)

You have natural armor similar to lobsters or insects. SP14.

Efficient Lungs

Your lungs gain greater efficiencies equal to most marine mammals. You can now stay underwater without breathing for up to 5x your CON in minutes. Example: with a con of 6, you could stay underwater for 30 minutes.

Eye Color Change

You can change eye color to any desired color (including bizarre colors like red, white, silver or violet).

Facial Feature Change

Change basic fleshy features (ears, eyelids, nose, lips) on demand. +4 to any Disguise task.

Female Figure Change

Augment or reduce breast, hip and waist sizes, as well as general proportions and resilience.

Fins

Grow fins on limbs, back or scalp as desired. +2 to Swimming Move.

Hair Color Change

Change hair color on demand. Includes bizarre colors like pink or blue.

Height Change

Change height within a range of +/- 10%. Example: if you're 6 feet now, you could add or lose 7.2 inches

Hide Armor

Natural armor similar to buffalo or rhino hide. SP8

High Speed Swimming

Your body muscles up and gains added limberness, while your skin softens to gain the water shedding qualities of marine mammals. +6 to Swimming Move.

Poison Resistant

Your body gains resistance to most natural alkaloids and neurotoxins. +5 to Con when resisting poisons and gasses.

Pouch

Your abdomen grows a natural pouch that can hold the equivalent of a 1 gallon ziplock bag (you could hold a small gun, for example). The pouch is held closed by skin tension, but is not waterproof.

Sex change

Your body reabsorbs and shifts existing *external* sexual characteristics, although it does not gain the ability to reproduce or inseminate. But you look the part even to close inspection.

Sex Pheromones

Your body can exude sexual pheromones that are attractive to the desired sex. +4 to all Seduction or Convincing tasks.

Scales (SP18)

Your body gains natural armor equivalent to reptile or crocodilian scales. SP18

Shell (SP20)

Your body gains natural armor similar to that of turtles or other heavily shelled forms. SP 20

Skin Camouflage

Your body can darken or lighten its natural color to blend into its surrounding. This is not pattern matching like chameleon skin, and only gains +2 to Stealth and Evasion tasks.

Skin Color Change

Your body can change color to match all normal human shades from albino white to dark black.

Skin Harden (SP4)

Your skin becomes hardened and increases density equal to light leather. SP4

Stealthy

You become preternaturally aware of your environment, allowing you to slip through it with +2 to Stealth tasks.

Water Breathing

Your body is adapted to breathing water and extracting oxygen from it. Your body forms gills at neck and chest extends these membranes from these areas.

Web Fingers & Toes

Your body extends webs from fingers and toes, increasing your swimming Move by +2.

Weight Change

You are able to change your relative weight by +/- 50%. Example: at 100lbs, you could lose or gain 50lbs.

Attacks

All attacks have a WA of +0 and a range of 1m unless otherwise specified.

Acid bite2D6

Your bite secretes a natural acid that continues to burn after you have attacked.

Acid spray1D6

Your can spit acid up to 5m using either your mouth or jets embedded in your wrists.

Claws.....2D6

Your hands and feet are tipped with razor sharp claws equivalent to a hunting cat.

Constriction.....3D6/turn

Your limbs have the ability to dislocate into tentacle-like forms to constrict an opponent, crushing and suffocating him.

Disembowel kick5D6

Your feet are tipped with long, sharp blades capable of gutting a foe with a single kick.

Fangs.....1D6

Your teeth have extended and sharpened, making them equivalent to a large hunting cat or wolf.

Flail.....2D6

You have a powerful tail tipped with a natural club.

Gas Cloud1D6

You can expel a natural gas cloud from your mouth, covering a 2m sphere with deadly poison.

Head Butt2D6

Your head has gained reinforced bones, giving you a devastating head butt.

Horn Gore4D6

Your head has long, curved horns similar to a bull or goat, allowing you to stab or hook an opponent.

Hypnotize.....Stun

Your eyes and voice are unusually mesmerizing, allowing you to hypnotize an opponent. While you can not command him in anyway, he is naturally relaxed and will stand there dumfounded, unable to act until your gaze is broken in some way.

Limb Mace3D6

Your feet and hands have increased in size, strength and density, making them formidable natural clubs.

Organic Taser.....Stun

A biological battery similar to an electric eel's allows you to deliver a powerful shock to anyone your hands touch.

Poison Dust2D6

Your skin exudes a natural poison dust that affects anyone you touch. The dust also impregnates any surfaces you come in contact with, making them deadly for a hour afterwards.

Poison Bite3D6

Your bite secretes a natural poison that continues to damage long after you have attacked.

Quills.....1D6xD6

Your body can extend and fire (via muscular contraction), razor sharp claws that can penetrate an opponent's skin. Range= 4m

Razor Cut1D6xD6

Your body can grow sharpened scales equivalent to small shuriken, which you hurl with deadly accuracy (range= your throwing distance, pg. 230)

Rip Claws1D6+3

Your hands and feet are tipped with long, sharp claws equivalent to a large tiger.

Sharkbite.....6D6

Your teeth have extended and sharpened to an extreme extent, as well as producing multiple rows and allowing your jaw to dislocate for a huge gape equivalent to a medium sized reef shark.

Shock Field2D6+Stun

A biological battery similar to an electric eel's allows you to

deliver a powerful shock to anyone who comes in contact with your skin.

Sleep Dust **Stun**

Your skin exudes a natural sleep powder that affects anyone you touch. The dust can also impregnate any surfaces you come in contact with, making that surface dangerous for a hour afterwards.

Spikes..... **2D6**

Your body can extend long, sharp spikes from the back, shoulders, wrists and feet.

Swordfist..... **3D6**
Your hands extend huge, razor sharp claws from the wrists, allowing you to slash as though carrying a fist full of swords.

Talons **2D6**
Your hands and feet are tipped with huge, razor sharp talons equivalent a medium sized raptor (dinosaur).

Whip..... **1D6**
Your body has extended a flexible tail capable of acting as a natural whip. While unable to act as a constriction device, it is capable of delivering deadly blows.

Mechapresence

DESNAI CYBERTECH DESCRIPTIONS

Movement Systems

All Terrain Tracks

These tracks allow the mecha to move over both flat and broken ground like a tank with no change in speed. Speed based on Frame type.

Flight Thrusters

This system allows the mecha to fly at fast aerial speeds. Max speed and altitude are based on frame type.

Floats

This system allows the mecha to float on the surface like a boat. Movement speeds equivalent to that of six legged speeds (below). Speed based on frame type.

Hover Fans

This system creates a ground effects curtain that allows the mecha to hover over ground or water. Max speed and altitude is based on frame type.

Hummingbird

These fast fluttering wings allow the mecha to fly at hover fan speeds (above) or hover in place at 1/2 thruster altitudes (above) for that frame type.

Ostrich Walker

This type of mecha stands on two bipedal legs like an ostrich. Max speed is based on frame type.

Quadruped

This type of mecha runs on four legs like most mammals. This gives it excellent broken field running capability. Max speed is based on frame type:

Rollerball

This movement form is a ball that can roll over all types of terrain. Max speed (based on Frame type) is comparable to quad speeds (above), half that over rough terrain.

Six Limbs

This type of mecha stands on six legs like a crab. Movement is not fast, but fast side to side movement ability gives this system a +3 in dodging. Max speed is based on frame type.

Submersible

This system allows the mecha to travel underwater at speeds approximating six limbed movement (above). Speed based on frame type.

Wheels

This system gives the mecha road capable wheels with very high speeds on flat surfaces.

Mecha Options

Air Hypo

Air-driven hypodermic arm. Holds 4 doses.

Anti-dazzle Shielding

Mecha's optics are immune to flash, laser blinding, strobes, flashbombs and bright headlights

B&E Kit

Extendible micro-arm holds lockpicks, wirecutters and other breaking and entering tools.

Chameleon FX

The mecha is covered in a constantly changing digital-optic camouflage system, allowing it to match itself to the surrounding background, making spotting it a Very Hard Task.

Camouflage

The mecha is painted in a camouflage paint, allowing it to blend into surrounding background, making spotting it a Hard Task. Unless, of course, it's the wrong camouflage (forest green in the middle of a city).

Combat Armor (SP20)

Mecha is armored equivalent to plated body armor.

Cutting Torch

The mecha has an small onboard cutting torch capable of cutting through titanium at a rate of 1inch per turn. Removable.

Digital Recorder

Tiny built in recorder can store 10min of audio-video in an onboard chip; replays to any Agent. Chip is removable.

EMP Self-destruct

The mecha has an onboard self destruct system that will detonate an EMP bomb if triggered. The pulse will wipe out all the electronics in the mecha, including any stored data, inertial trackers or links to the operator. This self destruct can be remotely triggered by the operator or by the mecha based on a predetermined condition (caught in a net, trapped under something, etc.)

Enhanced Audio Range

The mecha's receptors can pick up sounds in the subsonic and supersonic ranges.

Entertainment System

The mecha has an onboard music or av system. The system can be programmed using any standard datasoft. External speakers or headphones are required.

Explosive Self-destruct

The mecha has an onboard self destruct system that will detonate an explosive bomb if triggered. This self destruct can be remotely triggered by the operator or by the mecha based on a predetermined condition (caught in a net, trapped under something, etc.)

Grapple & 20m/yds Line

Extendible micro-arm contains tiny fires a small grapple and line up to 20m. Can support and reel in 100kg (320 lbs).

Hearing Acuity

Mecha's audio receivers are of every high quality, adding +1 to any sound-related Awareness check made by the operator.

Heavy Armor (SP30)

The mecha is armored equivalent to heavy body armor or a door gunner vest.

Holoprojector

Tiny built in holo projector can project any stored holographic image up to 1m high. Not removable.

Infrared optics

Mecha optics can "see" in total darkness, using heat emissions.

Light Armor (SP6)

The mecha is armored equivalent to light body armor.

Lighter

Extendible micro-arm contains tiny (size of a match) butane lighter. Removable.

Low Light Vision

Mecha optics can "see" in dim light, near total darkness.

Mecharider Air craft

The mecha is designed in an aerodynamic shape similar to a jet.

Mecharider Cyberbike

The mecha is designed in a form similar to a two wheeled motorcycle.

Mecharider Kong

The mecha is designed to resemble a giant ape, knuckle-walking on it's elongated front legs.

Mecharider Ostrich

The mecha is designed to resemble a bipedal bird like a ostrich. The rider sits astride it's back.

Mecharider Runner

The mecha is designed to resemble a quadruped (horse, cat, wolf, dinosaur), with the rider mounted on the back.

Medium Armor (SP16)

The mecha is armored equivalent to most medium-level personal body armor, such as armorjackets.

Micro Toolkit

Extendible micro-arm contains tiny driver tool, screwdriver/socket heads, microwrench with cutter.

Microvision

The mecha's optics are equivalent to a to laboratory grade microscope, allowing the operator to see tiny images, such as fingerprints, scratches on locks, etc.

Mini Flashlight

Extendible micro-arm contains tiny LED flash. Removable.

Mini saw

Extendible micro-arm contains tiny monoblade saw. Removable.

Miniflare

Mecha can launch a small flare up to 100m/yds in the air. Flare lasts 1minute. Removable.

Miniphone

Mecha can be used as a phone (just talk to it) or can extend pencil-sized phone that can be used separately.

Motion Sensor

Onboard motion sensor detects motion of objects within mecha's range (10m). Chance of detection increases by 10% for every inch of length/width of object.

Olfactory Sensors

The mecha is capable of receiving olfactory input and transmitting analogs back to the user's nervous system via mechalink.

Periscope

The mecha has an extendible optic probe that can act as a 1m long periscope.

Radar

Microminiature tight beam radar gives you the ability to see and distinguish images for up to 15 miles, with "look down" ability from 20,000 feet.

Radio

Onboard radio transceiver allows mecha to communicate with to any receiver on the same band frequency for up to 5 miles. Mecha can also be used as a radio by talking into it.

Radiation Detector

Projects visual glow around objects in presence of radiation. Glow varies with intensity. 10m range. 80% detection effectiveness.

Remote Speaker

Marble-sized remote speaker that can be removed from mecha and placed anywhere within 100m.

Scent Tracking

Mecha can trace objects through scent. While it does not actually "smell" the scent, it picks up the chemical traces and projects them to its operator as a colored mist trail in the air. 50% chance of locating a scent to begin tracking, unless the target has taken particular pains to disguise its scent).

Small Object Transform

Mecha can take the shape of a typical small, handcarried device. Types include: Cell phone, Agent, Handgun (if a gun option is purchased, it can be fired in this form) or recording device.

Smart Keyboard

Palm-sized digital plastic "floppy screen" can be extended from inside mecha. Links to techscanners, computers, Agents as desired. Can also be used to program mecha.

Smell Analyzer

Onboard spectrograph can identify compounds by smell. 5m range. 70% effectiveness.

Sonar

Onboard sonar allows user to spot objects within mecha's range (50m). 50% chance of determining what objects are in air; 90% in water.

Sound Damper

Mecha's receivers compensate for loud noises, such as stun-bomb attacks or sonic weapons.

Sound Editing

Mecha sound system allows selective audio editing on specific bandwidths. +2 to hear specific sounds.

Storage Space

Mecha can store objects in an internal storage "trunk." Size of trunk is based on the frame size of the mecha:

Striker Armor (SP18)

Mecha is armored equivalent to most combat grade body armors.

Superlight Armor (SP4)

Mecha is armored equivalent to most very light body armors or hard leathers.

Synthesizer

Mecha sound system allows user to generate musical tones, sounds, similar to a musical synthesizer.

Targeting Scope

Mecha's optics have a projected targeting reticule adding +1 to all ranged weapon attacks.

Techscanner

Matchbox sized scanner built into mecha. The mecha cannot read it itself, but can transmit the output if a radio is onboard. Can be removed.

Telescopic Vision

Mecha optics can "see" at 20x telescopic range

Thermal Dampers

Mecha can damp down its heat signature to 0, making it impossible to spot with IR or target with IR-using weapons.

Thermographic Vision

Mecha optics can "see" heat patterns, temperature readings. 50% chance of tracking footprints or other traces, dropping 10% for every minute the trail is cold.

Tracking Device

The mecha can track the movements of a button-sized tracking device (1km range). A matchbox sized tracking screen can also be extended from mecha or removed and used in a free hand.

UV light & Optics

Mecha optics can "see" in darkness, using onboard UV flash or other UV light source.

VacBuster

Mecha contains small vacuum hose with attachments, allowing it to clean up dust, small objects.

Video Optic Transmitter

Transmitter/camera about the size of a marble, can send images back to a screen or an Agent.

Visual Acuity

Mecha optics are of extremely high quality, adding +2 to user's Awareness when making a visual search

Wall Cling

The mecha can cling to walls like a spider, using hooks and sticky footpads. This may only be used by Tiny level frames.

Wire Cutters

The mecha has an extendible arm tipped with wirecutters. Removable.

Weapon Systems**Arc Thrower3D6/6D6***

EX +2 — U 3D6/6D6 61 ST 20m

Discharges massive electrical arcs. *Deadly (6D6) to Cee-Metal combatants.

EMP Pulse3D10

EX 0 — U 3D10 4 1 VR 10m

Limited shot EMP projector pod. Only effective against electronics (3D10)

Buzzsaw2D6+2

MELEE +2 — U 2D6+2 — 1 ST 1m

A monoblade chainsaw built into the mecha.

Capacitor Laser3D6

EX 0 — U 1-6D6 8D6 total 1 UR 10m

Minilaser pod. Can be dialed from 1D6 to 5D6 for a total of 10 shots.

Contact Taser.....Stun

EX -1 — U Stun 8 1 ST 1m

A small contact taser. See Stun rules, pg. 237

Weapon System (Dartgun)Drug./Poison

EX -1 — U Varies 10 1 ST 5m

Compressed air dart pistol. Loadout varies (see drugs and poison, pg. 229 for options)

Weapon System (Explosive and det link)4D6
 HVY -2 — U 2D6 2 1 ST 100m
 Contains 2 marble-sized explosives with radio detonator

Flamer.....2D6
 HVY -2 — U 2D6 4 1 ST 5m
 Liquefied napalm sprayer.

Gas SprayerDrug./Poison
 EX -1 — U Varies 4 1 ST 5m
 Gas sprayer jet.

Grenade LauncherVaries
 HVY 0 — U Varies 2 1 ST 50m
 Grenade Launcher tube. Loads vary: explosive=3D10, also gas and flash.

Hazer.....Stun
 P +2 — U Stun 4 1 VR 20m
 Fires frozen globe of sleep drug that explodes into gas on impact.

Heavy Pistol Pod4D6+1
 P +1 — U 4D6 6 2 ST 50m
 A powerful (but limited shot) built-in heavy automatic pistol.

Howler.....Stun
 P +2 J U 6D6 4 1 UR 20m
 Produces mega low frequency vibrations that make it impossible to articulate joints.

Medium Pistol1D6+1
 P 0 — U 2D6+1 12 2 ST 50m
 Less powerful built in autopistol, w/larger clip capacity.

Microwaver.....1D6/4D6*
 EX 0 — U 1D6/Special 5 2 VR 20m
 Microwave projector. See pg. 230 for special damage rules.

Light SMG1D6+1
 SMG +1 — U 1D6+2 30 15 VR 50m
 Light caliber built-in SMG with large clip capacity.

Microflamer.....1D6
 HVY -2 — U 1D6 3 1 ST 2m
 Tiny liquefied napalm sprayer. 1D6 first round, 1D6/2 for 2 additional rounds.

Microgun.....1D6
 P -1 — U 4D6+1 1 1 ST 20m
 One shot heavy pistol.

Minigun Pod2D6
 HVY -2 — U 1D6 60 60 ST 100m
 Low caliber, high ROF rotating minigun pod.

Micromissile Pod4D6ea
 HVY +2 — U 4D6 4 2 ST 100m
 Launches a group of 2 micromissiles. Self-guided, with 30% chance of losing target through one 90° turn.

Rocket Launcher Pod2D10ea
 HVY -2 — U 12D6 2 1 ST 200m
 Launches two rockets.

Heavy Weapons

[AVAILABLE TO POWER ARMORS AND HUGE FRAMES ONLY]

14mm Antitank Rifle10D6
 HVY 0 — U 10D6 4 1 VR 500m
 Shoulder or spinal-mounted light anti-tank rifle.

20mm Antitank Rifle13D6
 HVY +2 — U 13D6 6 1 VR 1400m
 The equivalent of a mecha scaled sniper rifle. Long range, lots of punch.

12.7mm Gatling10D6 (burst)
 HVY 0 — U 10D6 1000 100 VR 600m
 A .50 caliber gatling gun, often mounted in AVs and helicopters.

Rocket (LAW 4)12D6
 HVY -2 — U 12D6 4 1 VR 200m
 A four shot anti-light armor rocket pod.

Mecha Scale Monosword7D6
 HVY 0 — U 7D6 — 1 VR 2m
 Large monoblade designed for mecha use.

Photon Cannon1-7D6
 HVY +2 — U 1-7D6 10 2 UR 300m
 A mecha-mounted capacitor laser powered off main batteries.

4mm Railgun8D6
 HVY +3 — U 5D10 1 10 VR 1500m
 Throws a 15gram, 4mm slug at high speeds. Excellent for light vehicle attacks.

Missile Launcher13D6
 HVY -1 N R 13D6 1 1 VR 1km
 Third generation Stinger-type missile launcher tube, fires 1 missile.

Mark 9 Torpedo.....13D6
 HVY -1 N R 13D6 1 1 VR 3km
 Self-guided torpedo with HE head. Water only.



Adaptive Nano

ROLLING STATE CYBERTECH DESCRIPTIONS

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NANO DOPES

Bat's Ears

Allows user to hear high frequency sounds.

Bear's Strength

Adds +3 to STR

Bones of Iron

This nano enhancement laces your skeleton with a coating of carbon-ferrous material, making your bones nearly unbreakable (reduce any direct damage to limbs or skull by half).

Breathe Black Dust

You can breathe in most corrosive or poisonous gasses, taking only half the normal lung damage in these situations.

Buffalo's Hide

Thickened skin armors to SP6

Chameleon's Skin

Allows user to darken or lighten skin to match surroundings. Adds +3 bonus to Stealth Tasks.

Eagle's Eye

+2 Awareness when using visual search

Fox's Stealth

You become preternaturally aware of your environment, allowing you to slip through it with +2 to Stealth tasks.

Healing Touch

This allows you to flood excess repair nanites into another Roller's body, improving his or her healing ability by adding an additional 1D6 to his REC (for 10 phases total).

Homing Pigeon

Allows user to sense magnetic field of earth; he always knows what his global position is.

Know the Taste

Enhanced taste perception allows the user to spot poisons, bad food, etc. A +2 bonus to all taste-based Tasks.

Living Weapon

Your nano can make your hands and feet superhard, turning them into organic hammers (2D6 damage)

Living Blade

Your nano coats the sides of your hands and feet, honing the edges into molecule thin cutting surfaces. Your hands and feet are literally living sword blades (3D6 damage).

Lizard's Tail

Your body can actually regenerate missing limbs, given enough time.

Owl's Eye

Allows user to see in very low light.

Raccoon's Hands

Increased sensitivity in hands and feet. +2 on any touch-based Awareness check.

Scent Knowledge

Can identify compounds by smell alone. Can easily detect the scents of known individuals. 5m range. 70% effectiveness.

Seek Your Own

Allows 70% chance of tracking your own ACS based objects.

Sharp Ears

Improved hearing and sound recognition ability, adding +2 to any sound-related Awareness check.

Turn Away Poison

Your body gains resistance to most natural alkaloids and neurotoxins. +5 to Con when resisting poisons and gasses.

Thunder Ears

Allows user to hear low Frequency sounds.

Vulture's Stomach

Your body can process and gain nourishment out of the most improbable things; grass, weeds, old rotting carcasses you find on the road—and you never get sick from it.

Wolf's Nose

+3 bonus to all smell based Awareness Tasks.

Wolf Tracker

Adds +3 to Shadow/Track skills. 50% chance of locating a scent to begin tracking, unless the target has taken particular pains to disguise its scent).

Adaptive Core Modifications

Independent Firing

The weapon is capable of firing itself. The weapon cannot aim itself, but if it is pointed in the general direction of the target, it will go off until it runs out of ammo.

Plague Attack

The weapon or tool is impregnated with a nanoplague that attacks nano from other sources (such as a Roller thieves), causing 6D6 in damage until the plague is eliminated (a Very Hard Medical task only a Shaman can perform).

Owner-Aware

The tool or weapon is aware of its owner's touch and will not function is used by someone else. Scanner shut down, guns won't fire, swords become unbalanced and take a -5 penalty.

Scent-Traceable

The tool or weapon exudes a scent that only the owner can smell, allowing it to be tracked using smell.

POWER ON

Self-cleaning

The tool or weapon is self cleaning, making it extra reliable (raises Reliability value by one level), such as from UR to ST, or ST to VR.

Self-accurizing

The tool or weapon is self accurizing, raising any bonuses to aiming by +1. (for example, a +3 weapon becomes +4.

Self-defending (heat)

The tool or weapon is self-defending; if used by someone other than the owner, it will heat itself up until it is too hot to hold.

Self-defending (poison)

The tool or weapon is self-defending; if used by someone other than the owner, it will exude a poison causing 4D6 per round in systemic damage until it is released.

Self-defending (shock)

The tool or weapon is self-defending; if used by someone other than the owner, it will emit a powerful shock that does 5D6 in electrical damage for as long as it is held.

Self-destruct

The weapon or tool will attempt to destroy itself if used by someone not it's owner. Its internal nano will consume itself at a rate of 3D6 SDP per hour until it is reduced to dust.

Self-optimizing

The tool or weapon is self optimizing, raising any bonuses to use by +1. (for example, a scanner that improves your Diagnose Skill by +1 now improves it to +2.)

Self-repairing

The tool or weapon is self-repairing, replacing 1D6 per hour in lost SDP if damaged.

Bioforms

RIPTIDE CYBERTECH DESCRIPTIONS

BioAbilities

Acute Hearing

The bioform has extremely sensitive hearing, adding +4 to any sound-related Awareness check.

Blubber

A thickened skin layer gives the bioform extra protection from elements (+3 to CON in cold), plus minimal armor (SP8)

Boosted Leap

The bioform's legs have increased muscle mass to drive powerful leaps. The bioform's leaping ability is equal to the bioform's base MOVE stat.

Caretaker

The bioform is a naturally "mothering" creature, with enough innate skills to tend a small infant or incapacitated human. It will lick wounds, keep the "baby" clean, fed and dry, and croon to it to keep it calm.

Chameleon Skin

The bioform's body can match its skin pattern to surrounding background. It's not an exact match (the bioform can't do paisley, for example), but the bioform will gain +4 to Stealth and Evasion tasks.

Chitin Armor (SP14)

The bioform has natural armor similar to lobsters or insects. SP14.

Commensal

The bioform has some type of other living organism that lives on or within it; this could be a plant or another animal. Unlike a parasite, this relationship benefits both organisms.

Converter

The bioform is capable of ingesting a common substance like seawater, plant matter or other animals and converting it to 1 gram per day of another material Choose one: gold, silver, iridium, salt, drug.

Cuddly

The bioform is especially cute and feels god to hold. As a cuddly animal, it gains +5 to any kind of convincing task it might have to face.

Eardrum Shield

An inner eardrum shield protects the bioform from loud noises, such as stun-bomb attacks or sonic weapons. Characters with this option ignore effects of these weapons.

Efficient Lungs

The bioform's lungs gain greater efficiencies equal to most marine mammals. It can stay underwater without breathing for up to 5x the bioform's CON in minutes. *Example: with a CON of 6, a bioform could stay underwater for 30minutes.*

Extractor

The bioform is capable of ingesting a common substance like seawater, plant matter or other animals and concentrating up to 1 gram per day of a material (gold, silver, iridium, salt, types of drugs) already in the extracted substance.

Eyestalks

The bioform has stalked eyes that can be withdrawn into the body for safety, making it immune to attacks on its eyes.

Fast Flight (200mph)

The bioform has wings or a rayshape that allows it to move rapidly through the air.

Fins/flippers/flukes)

The bioform has fins or flippers on limbs, back, head or tail adding +2 to its Swimming Move.

Fur Color

The bioform can change fur color and texture on demand. Includes bizarre colors like pink or blue.

Gasbag Floater (1mph)

The bioform's body possesses natural gas bladders, allowing it to float or hover in the air, moving slowly by expelling gas.

Gene Key

The bioform is a genetic key. This means that certain locked or sealed systems cannot be accessed without taking a cell sample from this particular organism.

Handy

The bioform has hands with opposable thumbs, allowing it to use tools or manipulate objects.

Hide (SP8)

Natural armor similar to buffalo or rhino hide. SP8

High Speed Swimming (35mph)

The bioform's body is adapted to swimming, either in fishlike, raylike or cetacean form, allowing it to move rapidly through water.

Infrared V ision

The bioform can see in total darkness, using heat emissions.

Long Ears

The bioform has especially long ears, giving it an additional +2 to any hearing-based Awareness Task.

Low Light V ision

The bioform can see in dim light and almost total darkness.

Multiple Eyes

The bioform has multiple eyes. The eyes are always in pairs, but there can be up to 12 on any one bioform, increasing any vision-based Awareness Task by +1 for each pair.

Multiple Heads

The bioform has multiple heads. This grants the bioform the ability to make one bite/spit attack for each head. The heads must all be "equipped" with the same abilities.

Multiple Legs

The bioform has more than four legs. These legs must always be in pairs, and may not exceed ten. The bioform can make one attack for each pair of legs. The legs must all be "equipped" with the same attacks.

Multiple Tails

The bioform has more than one tail. Tails must always be in pairs, and may not exceed four. The bioform can make one attack for each tail. The tails must all be "equipped" with the same attacks.

Natural Mimic

The bioform can mimic any sound it hears (60%), memorizing up to 10 sounds at any one time. New sounds replace older ones in the order of first to last learned.

Natural Sonar

Like bats and dolphins, the bioform has a natural sonar ability, allowing it to maneuver in the dark.

Neutralizer

The bioform is capable of ingesting a toxic substance like industrial waste, poison, drugs or radioactives and neutralizing it entirely. Choose the type of toxic: waste, poison, drugs, radioactives, disease (choose type).

Nictitating Membrane

The bioform has an inner reflective eyelid that provides immunity to flash, laser blinding, strobes, flashbombs and bright headlights

Photosynthetic

Using special cells in its body, the bioform can generate it's own nourishment from water, carbon dioxide and sunlight.

Poison Resistant

The bioform's body has a resistance to most natural alkaloids and neurotoxins. +5 to Con when resisting poisons and gass

Pouch

The bioform's abdomen has a natural pouch, based on its size: The pouch is held closed by skin tension, but is not waterproof. The size of the pouch is based on the bioforms' BODY stat, holding 1kg for every 2 points of BODY.

Purrs

The bioform makes a pleasing purring noise. It usually doesn't get it anything, but it's nice to listen to.

Pheromones

The bioform's body can exude pheromones that cause reactions in other lifeforms. Choose one: Fear, Affection or Revulsion.

Ray Shape

The bioform has a natural "stingray" shape, allowing it to "fly" in water, air or both.

Re-usable

Like a sheep, the bioform has parts that can be removed and consumed without harm to itself.

Scales (SP18)

The bioform's body has natural armor equivalent to reptile or crocodilian scales. SP18

Scent Tracker

Adds +2 to Shadow/Track skills. 50% chance of locating a scent to begin tracking, unless the target has taken particular pains to disguise its scent).

Shell (SP20)

The bioform's body has natural armor similar to that of turtles or other heavily shelled forms. SP 20

Scent Awareness

Like most canids, the bioform can identify compounds and objects by scent alone, gaining +2 to any scent-based Awareness Task.

Sharp V ision

Like an eagle, the bioform has especially keen eyesight, gaining +2 to any Visual Awareness Task.

Supersonic Hearing

Like bats and dolphins, the bioform can hear sounds in the super high ranges of hearing.

Subsonic Hearing

Like whales and elephants, the bioform can hear sounds in the super low ranges of hearing.

Sings

The bioform makes a pleasing, melodic sound. People like to keep a lot of them around in cages to listen to, unless they're whales, which also make pleasing melodic sounds but are too freakin' big to put in cages.

Skin Camouflage

The bioform's body can darken or lighten it's natural color to blend into its surroundings. This is not pattern matching like chameleon skin, and it only gains +2 to Stealth/Evasion tasks.

Skin Harden (SP4)

The bioform's skin is hardened with a density equal to light leather. SP4

Stealthy

The bioform become preternaturally aware of its environment, allowing the bioform to move about with +2 to Stealth tasks.

Tactile Sensitivity

Like certain kinds of gatherers, the bioform has a very sensitive sense of touch, gaining +2 on any touch-based Awareness check.

Tentacles

The bioform has tentacles rather than legs. The tentacles must be in pairs (up to 10), and have the ability to Constrict or Entangle (if those BioAttacks have been selected).

Thermographic Vision

The bioform can see heat patterns, temperature readings and know whether something is too warm or cold to touch safely.

Walking Lobe Fins

The bioform possesses thick, fleshy lobe fins, allowing it to move on land or in water as desired. Land walking speed will always be one third of its maximum MOVE.

Water Breathing

The bioform's body is adapted to breathing water and extracting oxygen from it. The bioform's extraction systems allow the bioform's body to form gills at neck or chest.

Limb Webs

The bioform's body has webs on fingers and toes, increasing its swimming Move by +2.

Wall Walking

The bioform has natural suction cups, velcro or another form of tactile adhesion that allows it to walk on all surfaces while supporting its weight. Limited to creatures up to BODY 6 or below.

Wings

The bioform possesses natural wings or winglike membranes allowing it to glide or fly at slow (50mph or lower) speeds.

BioAttacks

Acid Bite2D6

The bioform's bite secretes a natural acid that continues to burn after the bioform has attacked.

Acid Spray1D6

The bioform can spit acid up to 5m using either its mouth or jets embedded in the bioform's body (choose one)

Claws.....2D6*

The bioform's limbs are tipped with razor sharp claws equivalent to a hunting cat.....

Constriction.....3D6*

The bioform's limbs have the ability to dislocate into tentacle-like forms to constrict an opponent, crushing and suffocating him, or conversely, the bioform has a natural snakelike form designed for constriction.

Disembowel Kick5D6*

The bioform's back legs are tipped with long, sharp blades capable of gutting a foe with a single kick.

Drill.....1D6*

The bioform has a powerful natural drill that can penetrate flesh or organic armors.

Fangs.....1D6*

The bioform's teeth are large and sharpened, making them equivalent to a large hunting cat or wolf.

Flail.....2D6*

The bioform has a powerful tail tipped with a natural club.

Gas Cloud1D6

The bioform can expel a natural gas cloud from its mouth, covering a 2m sphere with deadly poison.

Head Butt2D6*

The bioform's head has reinforced bones, giving it a devastating head butt equivalent to a pachycephalosaur or goat.

Horn Gore4D6*

The bioform's has long, curved horns, allowing it to stab or gore an opponent.

Hypnotize.....Stun

The bioform's eyes and/or sounds are unusually mesmerizing, allowing it to hypnotize its prey. The prey is naturally relaxed and will stand there dumfounded, unable to act until the mesmer is broken in some way.

Limb Mace3D6*

The bioform's limbs are of exceptionally large strength and density, making them formidable natural clubs.

Organic Flamer3D6+ 1D6 2 mds* 6

Bioform has a natural flame attack made by igniting a flammable substance spat from it's mouth (the flame ignites a short distance away from the armored lips).

Organic Taser).....Stun

A biological battery similar to an electric eel's allows bioform to deliver a powerful shock to anyone it touches.

Poison Bite3D6

The bioform's bite secretes a natural poison that continues to damage long after the bioform has attacked.

Poison Dust2D6

The bioform's skin exudes a natural poison dust that affects anyone the bioform touches. The dust can also impregnate any surfaces the bioform comes in contact with, making that surface deadly for a hour afterwards.

Quills..... 1D6x 1D6*

The bioform's body can extend and fire (via muscular contraction), razor sharp quills that can penetrate an opponent's skin.

Razor Cut1D6+2 x1D6*

The bioform's body can grow sharpened scales equivalent to small shiriken, which the bioform hurls with deadly accuracy.

Rippers.....1D6+3*

The bioform's limbs are tipped with long, sharp claws equivalent to a large tiger.

Sharkbite.....6D6*

The bioform's teeth have extended and sharpened to an extreme extent, as well as producing multiple rows and allowing its jaw to dislocate for a gape equivalent to a shark.

Shock Field2D6/Stun

MELEE +2 — U 4D6 — 2 ST 1m
A biological battery similar to an electric eel's allows the bioform to deliver a strong shock to anything that comes within 1m of the bioform.

Sleep DustStun

MELEE +2 — U 4D6 — 2 ST 1m
The bioform's skin exudes a natural sleep powder that affects anyone the bioform touches. The dust can also impregnate any surfaces the bioform comes in contact with, making that surface dangerous for a hour afterwards.

Spikes.....2D6*

The bioform's body can extend long, sharp spikes from any direction, which it jabs into its enemies.

Talons.....2D6*

The bioform's limbs are tipped with huge, razor sharp talons equivalent to a velociraptor (dinosaur).

Webbing.....Entangle

The bioform can extrude a strong, weblike substance, allowing it to Entangle its prey. The prey must be smaller than the bioform in order for this to work.

Whip.....1D6*

The bioform's body has extended a flexible tail capable of acting as a natural whip. While unable to act as a constriction device, it is capable of delivering deadly blows.

Slothclaw).....3D6*

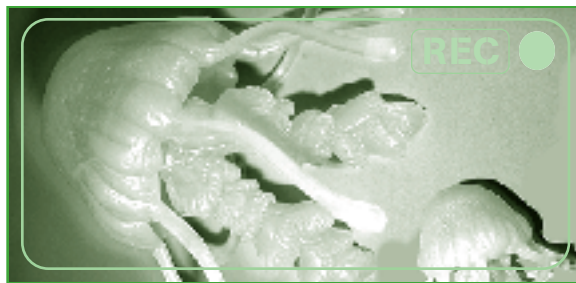
The bioform's hands extend huge, razor sharp claws from the wrists, allowing the bioform to slash as though carrying a fist full of swords.

Supersonic Scream1D6/incapacitate

The bioform can emit a piercing scream that terrorizes and confuses the prey, as well as causing physical damage.

Wing/fluke Blow2D6*

The bioform can strike its prey with heavy, reinforced flippers, flukes or wings, causing damage proportionate to its size.



Livemetal™

CEE-METAL CYBERTECH DESCRIPTIONS

BodyShell Extensions

Air Hypo

Bodyshell body contains hidden air-driven hypo that can be removed and used in a free hand. Holds 4 doses.

All terrain T racks

These tracks replace the bodyshell's legs, allowing it to move over both flat and broken ground like a tank with no change in speed (up to 35mph).

Anti-dazzle Shielding

Bodyshell's built-in optics have an automatic step down, providing immunity to flash, laser blinding, strobes, flashbombs and bright headlights.

AutoFac Control

This allows the Cee-Metal to interface with (and control) any autofactory or heavy machine operating from a MLink-based control system. You can also control small machines/appliances in non-factory situations.

B&E Kit

Bodyshell body contains hidden kit which holds lockpicks, wirecutters and other breaking and entering tools.

Broadband commo

This system allows the user to link into radio and TV networks to make announcements to receivers within that network. Primarily used by Police, Fire and Cee-Metal Councillors.

Combat Armor (SP20)

Bodyshell is armored equivalent to plated body armor.

Computational Module

This is a built-in supercomputer system, allowing the user to rapidly compute complex things like spaceship courses, statistical models, weather patterns, etc. Equivalent to +5 for any calculation or computational Task.

Digital Recorder

Bodyshell's built-in recorder provides 2 hrs storage from any digital source.

Enhanced Hearing Range

Bodyshell's enhanced audio receptors allow user to hear tones in the subsonic and supersonic ranges.

ExDerm™ Body Molding

This modification covers the bodyshell in a smooth, self-warming plastic "skin" with implanted hair and imperfections. Hair is realistic and can be implanted in head, face, chest, underarms and genitals as desired.

Extra Arms [torso only]

Bodyshell has two metal arms similar to old-fashioned cyber-arms, melded to lower torso below first pair. STR 5, with a penalty of -3 to your DEX to operate.

Flight Thrusters

This system integrates thrusters into the back and legs of the bodyshell, allowing it to fly at fast aerial speeds (200mph).

Grapple & 20m/yds Line

Bodyshell hand fires a small grapple and line up to 20m. Can support and reel in 100kg (320 lbs).

Hearing Acuity

Bodyshell's enhanced audio receptors allow improved hearing and sound recognition ability, adding +1 to any sound-related Awareness check.

Heavy Armor (SP30)

This armor is comprised of solid titanium plates over a polymer sintered-gel armor padding.

Holoprojector

Built in bodyshell unit can project any stored holographic image up to 1m high.

Infrared Vision

Bodyshell optics can see in total darkness, using heat emissions.

Datasoft Storage 1

Bodyshell contains cushioned storage for four datasoft spikes.

Datasoft Storage 2

Bodyshell contains storage for eight datasoft spikes.

Jump Booster

Bodyshell legs contain extendible myomar supports to enhance Jumping Move by +2.

Light Armor (SP6)

The BodyShell is armored equivalent to light body armor.

Lighter

Bodyshell contains hidden (size of match) butane lighter.

Low Light Vision

Bodyshell's optics can see in dim light, near total darkness.

Medscanner

Matchbox sized scanner can be extended from the bodyshell or removed and used in a free hand. Adds +3 to all Medical, First Aid Tasks.

Medium Armor (SP16)

The BodyShell is armored equivalent to most medium-level personal body armor, such as armorjackets.

Microvision

Bodyshell's optics are equivalent to lab microscope, allowing the user to see tiny images, such as fingerprints, scratches on locks, etc.

Micro Toolkit

Bodyshell body contains built-in kit with driver tool, screwdriver/socket heads, microwrench with cutter.

Mini Flashlight

Bodyshell body contains hidden pencil-sized LED flash that can be extended from the body or removed and used in a free hand.

Miniflare

Pencil-sized flare gun can be extended from the bodyshell or removed and used in a free hand.

Miniphone

Pencil-sized phone can be extended from the bodyshell; or removed and used in a free hand.

Mini Saw

Hidden pencil-sized monoblade saw can be extended from the body or removed and used in a free hand.

Multioptic

This is an array of optical sensors mounted in the front of the head. Although they look bizarre, increased optical bandwidth allows the user to pick up more detailed optical information (+2 to all optical-based Awareness or Perception tasks)

Olfactory Boost

Increase Awareness via smell by +2.

Pseudo Organs

These modules accurately simulate breathing, heartbeat, internal organ noises and blood pressure. Spotting the fake is a Hard task to most people, a Challenging Task for a trained physician.

Rabbit Ears

Forget about the "bunny" jokes. These extended sensors allow the Cee-Metal to pick up more detailed audio signals (+2 to all audio-based Awareness or Perception tasks).

Radiation Detector

Bodyshell's optics project a visual glow around objects in presence of radiation. Glow varies with intensity. 10m range. 80% detection effectiveness.

Radar

Microminiature tight beam radar gives you the ability to see and distinguish images for up to 15 miles, with "look down" ability from 20,000 feet.

Radio

Bodyshell's built-in microminiature radio transceiver gives you the ability to talk to any receiver on the same band frequency for up to 1 mile.

Reflex Boost

Bodyshell's built-in reflex boosters provide +2 to REF.

Remote Speaker

Marble-sized remote speaker that can be removed from a bracer and placed anywhere within 100m.

Scent Tracking

Bodyshell's receptors can track scents, adding +2 to Shadow/Track skills. 50% chance of locating a scent to begin tracking, unless the target has taken particular pains to disguise its scent).

Sex Modules

Bodyshell has modules designed to accurately simulate the functions of human sexual organs, although the majority of designs do not integrate reproductive functions (Cee-Metals tend to rely on test tubes and biovats).

Smart Keyboard

Bodyshell contains hidden digital plastic "floppy screen" that can be unrolled and used on any flat surface. Links to tech-scanners, computers, Agents as desired.

Smell Analyzer

Bodyshell's built-in olfactory system can identify compounds by smell alone. 5m range. 70% effectiveness.

BodyShell Extension (Smell Damper)

Olfactory receptors selectively cut out smells as desired. +1 to Smell Tracking if present.

BodyShell Extension (Sonar)

Audio sonar system with 50m range. 70% effective.

BodyShell Extension (Sound Damper)

Bodyshell's built-in audio system compensates for loud noises, such as stun-bomb attacks or sonic weapons. Characters with this extension ignore effects of these weapons.

BodyShell Extension (Sound Editing)

Audio receptors allow selective editing on specific bandwidths. +2 to hear specific sounds if desired.

BodyShell Extension (Stealthy)

Your systems are shock damped and silent, allowing you to slip through your environment with +2 to all Stealth tasks.

Striker Armor (SP18)

The BodyShell is armored equivalent to most combat grade body armors.

Submersible

This system allows the bodyshell to become a self contained submersible, allowing it to travel underwater at speeds up to 20mph.

Subvision Chrono

Bodyshell's optics project image of time into the far right corner of vision. Can be mentally programmed with alarm.

Subvision V iewscreen

Bodyshell's optics project mini "screen" in vision field for messages, visual data.

Subvocal Phone

Bodyshell's built-in radio splice is wired to communicate directly to wireless communication links like an Agent or cell phone.

Superlight Armor (SP4)

This BodyShell is armored equivalent to most very light body armors or hard leathers.

Synthesizer

Audio vocoder can mimic any recorded sound (60%), up to 10 sounds. +2 to Performance.

Tactile Boost

Bodyshell's tactile systems have increased sensitivity. +2 on any touch-based Awareness check.

Targeting Scope

Bodyshell's optics contain a targeting sight projected into the field of vision at will. The targeting scope will read range to specific objects, speed of movement, bearing and size, as well as providing several types of scope reticle for aligning weapons. In game terms, this extension allows you to add +1 only to smartgun attacks.

Targeting Scope

Bodyshell's optics project a reticle that allows +1 on all ranged weapon attacks.

Taste Sensitivity

Bodyshell taste receptors are extremely refined, enhancing flavors and subtleties. +1 to taste related Tasks, such as cooking, sensing poisons, bad food, etc.

Techscanner

Bodyshell contains hidden, matchbox sized scanner can be extended from the bodyshell or removed and used in a free hand. Adds +3 to all Technical Tasks.

Telescopic V ision

Telescope ability to 20x

Thermographic V ision

See heat patterns, temperature readings.

Tracking Device)

Bodyshell contains hidden tracking screen that can be

extended from a body or removed and used in a free hand. Links to button-sized tracking device (1km range).

Ultraviolet Vision

See in darkness, using UV flash or other UV light source.

Vehicle Control

This allows the Cee Metal to control a vehicle through direct mental control. Cybervehicles include cars, AV-4s, aircraft, rotorcraft or motorcycles which have had their normal control systems replaced by a computer. A cyberassisted vehicle will automatically give you a +2 on any driving, piloting or motorcycle driving skill you are using at the time. To modify a vehicle to cybervehicle stats costs an additional 40% of base vehicle cost. No, you can't modify Denai vehicles.

Video Optic Transmitter

Bodyshell body contains hidden transmitter/camera about the size of a marble, which can send images back to a screen or an Agent.

Visual Acuity

Bodyshell's improved optics provide +2 Awareness when using visual search

Webs

Bodyshell fingers extend webs between adjacent digits of hands and feet. Adds +1 to Swimming Move.

Wheels

This system augments the bodyshell's legs with road-capable wheels allowing high speeds (100mph) on smooth surfaces like highways or deserts.

XRay Vision

Functions as a close range (1m) X-ray scanner (medical use only).

Weapons

Arc Thrower3D6/6D6*

EX +2 — U 3D6/6D6 61 ST 20m
Arm-mounted weapon discharges massive electrical arcs.
*Deadly (6D6) to Cee-Metal combatants.

Microwaver.....1D6/4D6*

EX 0 — U 1D6/Special 5 2 VR 20m
Arm-mounted microwave projector. See pg.230 for special damage rules.

EMP Pulse3D10

EX 0 — U 3D10 4 1 VR 10m
Bodyshell body contains hidden, limited shot EMP projector pod. Only effective against electronics (3D10)

Big Knucks1D6+2

MELEE +2 — U 1D6+2 — 1 ST 1m
Bodyshell's hands have hardened, hammer like knuckles for extra power and penetration.

BuzzSaw.....2D6+2

MELEE +2 — U 2D6+2 — 1 ST 1m
Bodyshell arm contains a monobladed chainsaw.

Capacitor Laser3D6

EX 0 — U 1-6D6 6D6 total 1 UR 10m
Arm-mounted Minilaser pod. Can be dialed from 1D6 to 6D6 for a total of 6D6 shots.

Contact Taser.....Stun

EX -1 — U Stun 8 1 ST 1m
Arm-mounted contact taser. See Stun rules, pg. 237

Dartgun.....Drug./Poison

EX -1 — U Varies 10 1 ST 5m
Arm-mounted, compressed air dart pistol. Loadout varies.

Explosive and det link4D6

HVY -2 — U 2D6 2 1 ST 1000m
Bodyshell body contains hidden compartment with 2 marble-sized explosives and radio detonator

Flamer.....2D6

HVY -2 — U 2D6 4 1 ST 5m
Arm-mounted liquefied napalm sprayer.

Gas SprayerDrug./Poison

EX -1 — U Varies 4 1 ST 5m
Gas sprayer jet. Can be extended from the bodyshell or removed and used in a free hand.

Grenade LauncherVaries

HVY 0 — U Varies 2 1 ST 50m
Shoulder-mounted Grenade Launcher. Loads vary: explosive=3D10, also gas and flash (pg XX).

Hammer Hand1D10

MELEE +2 — U 1D10 8 1 ST 1m
Part of a bodyshell hand, this extension uses an explosive shell to jackhammer a hardened, metal handguard forward at incredible velocity.

Heavy Pistol Pod4D6+1

P +1 — U 4D6 6 2 ST 50m
A powerful (but limited shot) heavy automatic pistol built into the arm of a bodyshell.

Medium Pistol1D6+1

P 0 — U 2D6+1 12 2 ST 50m
Less powerful autopistol modd, with larger clip capacity, built into the arm of a bodyshell.

Light SMG1D6+1

SMG +1 — U 1D6+2 30 15 VR 50m
Light caliber SMG with large clip capacity, built into the arm of a bodyshell.

Microflamer.....1D6

HVY -2 — U 1D6 3 1 ST 2m
Tiny liquefied napalm sprayer built into the arm of a bodyshell. 1D6 first round, 1D6/2 for 2 additional rounds.

Microgun.....1D6

P -1 — U 4D6+1 1 1 ST 20m
One shot weapon built into the arm of a bodyshell.

Minigun Pod2D6

HVY -2 — U 1D6 60 60 ST 100m
Low caliber, high ROF rotating minigun pod built into the arm of a bodyshell.



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Micromissile Pod4D6ea
 HVY +2 — U 4D6 4 2 ST 100m
 Launches a group of 2 micromissiles per attack from a shoulder mounted pod. Self-guided, with 30% chance of losing target through one 90° turn.

Rippers.....2D6
 MELEE +2 — U 3D6 — 2 ST 1m
 Extends three very long carboglass blades from back of bodysell hands.

Rocket Launcher Pod2D10ea
 HVY -2 — U 2D10 2 1 ST 200m
 Launches two rockets from shoulder-mounted pod.

Scratchers.....1D6/2
 MELEE +2 — U 1D6/2 — 2 ST 1m
 Extends carboglass blades built into the hands or feet of a bodysell. Scratchers cut on the bias, requiring a slashing movement to use.

Slice n' Dice2D6
 MELEE +2 — U 2D6 — 1 ST 1m
 Mono-molecular wire with weighted tip, built into one finger of the bodysell. Good for garroting or slashing.

Talons.....1D6+3
 MELEE +2 — U 1D6 — 2 ST 1m
 Larger versions of Scratchers, talons extend curved carboglass blades from the hands or feet of the bodysell

Wolvers.....3D6
 MELEE +2 — U 4D6 — 2 ST 1m
 Extremely long (1 foot) carboglass blades that extend from the hands of a bodysell.

Heavy Weapons

[AVAILABLE ONLY TO BODY 14 AND ABOVE]

14mm Antitank Rifle10D6
 HVY 0 — U 10D6 4 1 VR 500m
 Shoulder or spinal-mounted light anti-tank rifle.

20mm Antitank Rifle13D6
 HVY +2 — U 13D6 6 1 VR 1400m
 Giant sniper rifle. Long range, lots of punch.

12.7mm Gatling10D6 (burst)
 HVY 0 — U 10D6 1000 100 VR 600m
 A .50 caliber gatling gun. Shoulder mounted.

Rocket (LAW 4)12D6
 HVY -2 — U 12D6 4 1 VR 200m
 Shoulder mounted, four shot anti-light armor rocket pod.

Photon Cannon1-7D6
 HVY +2 — U 1-7D6 10 2 UR 300m
 A large self-stabilizing laser powered off a battery pack.

4mm Railgun8D6
 HVY +3 — U 5D10 1 10 VR 1500m
 Shoulder arm fires a 15gram, 4mm slug at high speeds. Excellent for stopping those troublesome Dragoons.

Missile Launcher13D6
 HVY -1 N R 13D6 1 1 VR 1km
 Stinger-type missile launcher tube, fires 1 missile.

Mark 9 Torpedo.....13D6
 HVY -1 N R 13D6 1 1 VR 3km
 Self-guided torpedo with HE head. Water only. Carried in a back or shoulder-mounted tube.

Cybertech Reference Lists

QUICK REFERENCE LISTS OF STATS & AUGMENTATIONS

NuCybe

HAND TO HAND PACKAGEGIRI=20
Reflex Splice Amped Reflexes (+3)
Tactile Splice Pain edit
Optic Splice Anti dazzle
Amped Vison

TECHIE PACKAGE.....GIRI=17
Optic Splice Microscopic amp
Telescopic amp Tactile Splice
Amped Tactile Control Splice
Control Autofac

RANGED COMBAT PACKAGEGIRI=25
Reflex splice Amped Reflexes (+1)
Control Splice Smartgun link
Targeting Link Optic Splice
Amped Vison Anti dazzle
Telescopic vision

SPY PACKAGEGIRI=22
Reflex splice Amped Reflexes (+3)
Audio Splice Amped audio
Radio Link Optical Splice
Lowlight Amped Vison
Telescopic

MEDIA PACKAGE.....GIRI=18
Optical Splice Telescopic
Lowlight Amped Vison
Audio Splice Sound Editing
Audio Acuity Radio Link
Subvocal phone

TRACKER PACKAGE.....GIRI=20
Olfactory Splice Scent tracking
Amped Olfactory Optical Splice
Amped Vison Telescopic

MUSCLE T BRACER.....GIRI=25
Extra Arm mount (2) • Heavy Pistol shoulder mount (RT) • Flamer shoulder mount (LFT)

COMBAT GAUNTLETGIRI=17
Light SMG • Heavy Pistol • Grenade Launcher • Grapple & 20m line

HAND TO HAND GAUNTLET 1.....GIRI=17
Wolvers • BigKnucks • Contact Taser

HAND TO HAND GAUNTLET 2.....GIRI=18
Rippers • Slice n dice • Buzzsaw

MEDIA BRACER [FOREARM/BICEP].....GIRI=12
Video optic transmitter • Digital recorder • Holo projector

HEAVY WEAPON BRACER 1 [FOREARM].....GIRI=18
Very Heavy Pistol • Heavy Minigun pod

HVY WEAPON BRACER 2 [THIGH/BICEP]GIRI=17
Grenade Launcher • Micromissile pod

MISSILE BRACER [FOREARM]GIRI=22
Rocket launcher • Micromissile pod

TECH BRACER [ANY]GIRI=12
Smart keyboard • Micro toolkit • Techscanner • Minisaw

SMART BRACER [ANY]GIRI=13
4 way skillsoft port • Skillsoft storage (8)

ANTI CEE BRACER [FOREARM]GIRI=25
Arc Thrower • EMP pulse

ASSASSIN BRACER [FOREARM].....GIRI=11
Silenced Heavy Pistol • Dartgun

NON-LETHAL BRACER [FOREARM]GIRI=9
Contact Taser • Gas Sprayer

BOUNTY BRACER [FOREARM].....GIRI=13
Tracking Device • Contact Taser • Gas Sprayer

SPY BRACER [FOREARM]GIRI=8
B&E kit • Mini Flashlight • Digital camera

TRACKSTARR® BRACERS [THIGH/PAIR]GIRI=16

MR STUDD BRACERGIRI=7

RINGA-DING-DINGGIRI=7

Transform Nodes

WHALEBOY (AQUATICFORM)GIRI=50

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+2	+1	+7	+4	+3	+5

ABILITIES:

Amped Hearing Range, Low Light Vision, Sonar, Blubber, Efficient lungs, High Speed Swimming, Ripclaws, Webs, sonar.

SHARK GOD (COMBAT AQUATIC)GIRI=68

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+3	+3	+2	+5	+3	+4	+4

ABILITIES:

Amped Hearing acuity, Eardrum Shield, Low Light Vision, Scent Tracking, fins, water breathing, High Speed Swimming, sharkbite, Armor (hide)

SPEED RUNNER (RACINGFORM).....GIRI=31

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+2	+3	0	-1	+2	+5	+0

ABILITIES:

Amped Vision, Low Light vision, Telescope Vision, Boosted Leap, Armor (hide), disembowel Kick, organic taser.

SUCCUBOUS (SEXFORM).....GIRI=31

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+2	+3	+1	0	0	0

ABILITIES:

Sex Pheromones, Sleep dust, hypnotize, fangs, constriction, sex change, female figure change, facial feature change, hair color.

MINOTAUR (LAND COMBAT FORM).....GIRI=78

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+3	+3	+3	+7	+4	+5	+5

ABILITIES:

NICTITATING MEMBRANE, LOW LIGHT, SMELL DAMPER, SOUND EDITING, ARMOR (SCALES), BOOSTEDLEAP, SCENT TRACKING, CHAMELEONSKIN, ACIDS PRAY, DISEMBOWELKICK, SWORDFIST, HORNGORE.

MANSTER (HEAVY STRENGTH FORM).....GIRI=46

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
-1	0	0	+9	+5	-1	+7

ABILITIES:

Nictitating Membrane, Low Light, Smell Damper, Sound damping, pouch, Armor (shell), constriction, limb mace, head butt.

ACROBAT (AGILITY FORM)GIRI=36.

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+3	+3	0	+1	+2	+5	+2

ABILITIES:

Skin Harden, boosted leap, Thermographic vision, skin camouflage, stealthy, Amped Vision, Amped Hearing. Low Light.

COSMETIC ALTERATIONGIRI=17

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+1	+3	0	0	0	0

ABILITIES:

FEMALEFIGURECHANGE, HEIGHT, WEIGHT, EYECOLOR, FACIALFEATURE CHANGE, HAIRCOLOR

SEX CHANGE.....GIRI=15

ALTERATIONS TO:

REF	DEX	COOL	STR	CON	MOVE	BODY
+1	+1	+1	0	0	0	0

ABILITIES:

SEX CHANGE, FEMALE FIGURE CHANGE, FACIAL FEATURE CHANGE, HEIGHT, WEIGHT.

MechaPresence

HOPPER.....GIRI=44

Frame:Small Forms:walker

Armor:.....SP6 SDP:5

Options: mini flashlight, miniphone, lighter, digital recorder, light armor, storage space, ostrich walker movement. AP Weapons: Contact Taser

CAMERABOTGIRI=43

Frame:Small Forms:.....hoverdisk

Armor:.....SP4 SDP:5

Options: Hoverfans (10mph), digital recorder, IR optics, Low Light vision, superlight armor, hoverfans.AP Weapons: Howler.

Petbot.....GIRI=75

Frame:Medium Forms:quadruped

Armor:.....SP16 SDP:10

Options: Medium Armor, Targeting Scope, Scent Tracking, IR optics, cutting torch, quad movement AP Weapons: Dazzler, Medium Pistol

LIGHT LIFTER POWER ARMORGIRI=135

Top Spd: 15mphCrew:1 Acc/Dec: 20/10Maneuver:0

Punch: 2D10.....Kick: 3D10.....Crush: 3D10

Frame:PowerArmor Forms:NA

Armor:.....SP18 SDP:40

Options: StrikerArmor, cutting torch, grapple & line, micro toolkit. AP Weapons: hazer, howler, heavy pistol pod, minigun pod

HEAVY LIFTER POWER ARMORGIRI=183

Top Spd: 10mphCrew:1 Acc/Dec:20/10..

Maneuver:0 Punch: 4D10... Kick: ...6D10 Crush: 5D10

Frame:PowerArmor Forms:NA

Armor:.....SP30 SDP:60

Options: Heavy Armor, cutting torch, grapple & line, micro toolkit, IR optics AP Weapons: hazer, howler, heavy pistol pod, minigun pod, micromissile pod Hvy. Weapons: 12.7 mm gatling, 14mm antitank rifle

DACTYL (BACK-TILLS)GIRI=113

Frame: Ride Armor..... Forms: ...mecharider plane

Armor:.....SP16 SDP:20

Options: medium armor, mecharider aircraft, flight thrusters, radar AP Weapons: Howler, gas sprayer (sleep)

Striders.....GIRI=107

Frame:RideArmor

Forms:mecharider, quadruped

Armor:.....SP18 SDP:20

Options: entertainment center, striker armor, miniflare, mecharider runner AP Weapons: capacitor laser.

COELOUS (SEE=LOWS).....GIRI=112
FRAME:**RIDE ARMOR..**
FORMS: MECHARIDER, SUBMARINE
ARMOR:**SP18..**
SDP:**20**
Options: entertainment center, striker armor, miniflare, submersible movement, wheeled movement. AP Weapons: light SMG, sticky gun

HOLOBOT.....GIRI=47
Frame:Small Forms: walker
Armor:.....SP6 SDP:5
Options: entertainment center, miniphone, holoprojector, digital recorder, light armor, storage space, ostrich walker movement, vehicle form. AP Weapons: Hazer

TOOLBOT.....GIRI=55
Frame:Small Forms: walker
Armor:.....SP6 SDP:5
Options: micro toolkit, mini flashlight, techscanner, cutting torch, wire cutters, light armor, holoprojector. ostrich walker, radiation detector. AP Weapons: Microwaver

BODYGUARD.....GIRI=153
Frame:Large Forms: quadruped
Armor:.....SP20 SDP:15
Options: IR vision, quad movement, flight thrusters, targeting scope. AP Weapons: hammer, howler, heavy pistol pod, minigun pod, micromissile pod, combat armor Hvy. Weapons: photon cannon

SECRETARY.....GIRI=52
Frame:Small..
Forms:.....walker/small object
Armor:.....SP6 SDP:5
Options: miniphone, holoprojector, digital recorder, light armor, ostrich walker movement, Small Object Transform (choose type). AP Weapons: microgun, contact taser

SPYBOT.....GIRI=64
Frame:Small Forms: walker
Armor:.....SP18 SDP:5
Options: IR optics, wall cling, tracking device, periscope, Striker Armor, digital recorder, telescopic vision, ostrich walker movement, EMPself-destruct.AP Weapons: gas sprayer (sleep drugs), dartgun (sleep drugs)

ASSASSINBOT FLIER.....GIRI=84
Frame:Tiny Forms: hummingbird
Armor:.....SP18 SDP:2
Options: IR optics, B&E kit, periscope, Striker Armor, thermal dampers, hummingbird movement. AP Weapons: gas sprayer (poison), dartgun (poison), microgun, explosive self-destruct.

ASSASSINBOT CRAWLER.....GIRI=92
Frame:Tiny Forms: bug
Armor:.....SP18 SDP:2
Options: IR optics, wall cling, B&E kit, air hypo, Striker Armor, chameleon fx, six limbs movement. AP Weapons: gas sprayer, dartgun, microgun, explosive self-destruct.

ROVERBOT.....GIRI=75
Frame:Large Forms: quadruped
Armor:.....SP18 SDP:15
Options: IR vision, quad movement, striker armor AP Weapons: hammer, howler, hazer, dazzler

NanoSymbiosis

URBAN WARRIOR.....GIRI=27
Abilities:
Know the Taste, Living Blade, Bones of Iron, Breathe Black Dust, Turn away Poison, Buffalo's Hide.

ROAD WARRIOR.....GIRI=21
ABILITIES:

Buffalo's Hide, Eagle's Eye, Bones of Iron, Living Weapon, Seek Your Own, Owl's Eye.

SCOUT.....GIRI=23
ABILITIES:
Homing Pigeon, Eagle's Eye, Bat's Ears, Buffalo's Hide, Wolf's Nose, Vulture's Stomach, Owl's Eye, Turn Away Poison, Scent Knowledge.

COMBAT MASTER.....GIRI=32
Abilities:
Living Weapon, Living Blade, Lizard's Tail, Bone of Iron, Buffalo's Hide, Bear's Strength

BOUNTY HUNTER.....GIRI=22
ABILITIES:
Eagle's Eye, Fox's Stealth, Sharp Ears, Wolf Tracker, Bat's Ears, Homing Pigeon, Wolf's Nose, Buffalo's Hide, Living Blade.

SHAMAN'S SKILLS.....GIRI=20
Abilities:
Know the Taste, Raccoon's Hands, Scent Knowledge, Seek Your Own, Turn Away Poisons, Healing Hands.

SILENT WARRIOR.....GIRI=22
Abilities:
Owl's Eye, Sharp Ears, Chameleon's Skin, Eagle's Eye, Fox's Stealth, Wolf's Nose, Buffalo's Hide, Bat's Ears, Living Blade.

ACS AGENT.....GIRI=40
BONUS:**+3 LIBRARY SEARCH SKILL..**
Options: owner aware, scent traceable, self defending (shock), self-destruct, self-repairing, self optimizing.

ACS PONCHO.....GIRI=25
BONUS:**+4 STEALTH SKILL..**
SDP: 10
Options: owner aware, scent traceable, self cleaning, self defending (poison), self-repairing

ACS TECHSCANNER.....GIRI=40
BONUS:**+4 REPAIR SKILLS..**
Options: owner aware, scent traceable, self defending (heat), self-destruct, self-repairing, self optimizing.

ACS B&E TOOLS.....GIRI=36
BONUS:**+3 REPAIR SKILL..**
OPTIONS: OWNER AWARE, SCENTTRACEABLE, SELF DEFENDING (HEAT), SELF-DESTRUCT, SELFOPTIMIZING.

ACS REPAIR TOOLS.....GIRI=25
BONUS:**+3 REPAIR SKILL..**
Options: owner aware, scent traceable, self optimizing.

ACS BOWIE KNIFE.....GIRI=36
BONUS:**+3 MELEE SKILL..**
OPTIONS: OWNER AWARE, SCENT TRACEABLE, SELF CLEANING, SELF ACCURIZING, SELFDEFENDING (HEAT),

ACS SWORD.....GIRI=40
BONUS:**+3 FENCING SKILL..**
Options: owner aware, scent traceable, self accurizing, plague attack, self defending (shock).

ACS TOMAHAWK.....GIRI=30
Bonus:**+4 Throwing Skill..**
Options: owner aware, scent traceable, self accurizing, self defending (heat).

ACS X BOW.....GIRI=35
BONUS:**+4 ARCHERY SKILL..**
Options: owner aware, scent traceable, self accurizing, self-destruct, self-repairing

ACS LONGBOW.....GIRI=44
BONUS:**+5 ARCHERY SKILL..**
Options: owner aware, scent traceable, self accurizing, self defending (shock), self-destruct, self-repairing

ACS DERRINGER.....GIRI=55
Bonus:**+4 Handgun Skill..**
Options: owner aware, scent traceable, self cleaning, self accurizing, self-destruct, self-repairing,independent firing.

ACS HANDGUN.....GIRI=64
BONUS:**+4 HANDGUN SKILL ..**
Options: owner aware, scent traceable, self cleaning, self accurizing, self defending (shock), self-destruct, self-repairing, independent firing.

ACS RIFLE.....GIRI=61
BONUS:**+4 HANDGUN SKILL ..**
Options: owner aware, scent traceable, self cleaning, self accurizing, self defending (heat), self-repairing, independent firing.

ACS LONGRIFLE.....GIRI=44
BONUS:**+4 HANDGUN SKILL ..**
Options: owner aware, scent traceable, self cleaning, self accurizing, self defending (shock), self-destruct, self-repairing,

BioForms

SKYRAY (FLAPPINGFLYER).....GIRI=77

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	9	9	9	6	2	5	12	4

ABILITIES & ATTACKS
• Ray shape
• Sharp Vision
• Fangs
• Acute Hearing
• Pouch
• Poison
• Skin Harden
• Talons

HOPPER (SMALLMAMMAL).....GIRI=53

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	4	6	2	2	2	4	6	4

ABILITIES & ATTACKS
• Acute Hearing
• Scent Awareness
• Long Ears
• Skin Harden
• Handy
• Supersonic Scream
• Sharp Vision
• Wall Walking

STREAKER (FASTRUNNINGQUAD).....GIRI=105

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	11	12	10	8	9	8	13	8

ABILITIES & ATTACKS
• Multiple Legs
• Chitin
• Fangs
• Constriction
• Talons
• Nict. Membrane
• Sharp vision
• Low Light Vision..

P'TERRY (SMALLPTERODACTYL).....GIRI=65

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	10	10	4	3	1	3	19	1

ABILITIES & ATTACKS
• Natural Mimic
• Sharp Vision
• Wings
• Sings
• Claws
• Bite/Beak

RAPTLE (SMALLDINOSAUR).....GIRI=105

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	8	6	10	10	6	7	10	10

ABILITIES & ATTACKS
• Slothclaw
• Sharp Vision
• Acid Spray
• Fangs (beak)
• Scales
• Scent Awareness
• Disembowel Kick
• Scent Tracker

HELLKATT (MULTILEGGEDFELINE).....GIRI=84

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	10	11	7	6	2	6	9	5

ABILITIES & ATTACKS
• Cuddly
• Multiple Legs
• InfraredVision
• Purrs
• Sharp Vision
• Claws
• Acute Hearing
• Stealthy
• Fangs

SEAWOLF (LARGEPROTECTOR).....GIRI=113

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	7	5	9	7	10	9	12	14

ABILITIES & ATTACKS
• Sharkbite
• Natural Sonar
• Blubber
• Hi-Speed Swimming
• Flippers
• Stealthy
• Efficient Lungs
• Skin Camouflage

GOLD BUG (CRUSTACEAN).....GIRI=65

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	1	1	1	1	1	4	2	2

ABILITIES & ATTACKS

- Extractor (gold)
- Eyestalks
- Chitin
- Scratchers

SKYMANTA (LARGEFLAPPINGFLYER).....GIRI=94

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	11	11	7	5	5	5	13	12

ABILITIES & ATTACKS

- Ray shape
- Acute Hearing
- Hide
- Sharp Vision
- Sharkbite
- Wing Blow

HOUSEMINDER (MONKEY-LEMUR).....GIRI=59

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
4	5	5	4	4	4	4	5	5

ABILITIES & ATTACKS

- Caretaker
- Acute Hearing
- Handy
- Pouch
- Sharp Vision
- Tactile Sensitivity.

PLESIODRAGON (MARINEREPTILE).....GIRI=128

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	12	12	9	7	18	8	12	14

ABILITIES & ATTACKS

- Fangs
- Multiple legs
- Fins & Flukes
- Natural Sonar
- Efficient Lungs
- Scales
- Hi-Speed Swimming
- Organic Flamer

GROOVYKAT.....GIRI=71

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
2	9	9	3	6	2	3	10	5

ABILITIES & ATTACKS

- Purrs
- Cuddly
- Fur Color
- Bite
- Chameleon
- Sleep Dust
- Pheromones (affection)
- Stealthy

GARDENERGIRI=58

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	2	2	1	1	8	10	1	9

ABILITIES & ATTACKS

- Shell
- Claws
- Commensal
- Re-Usable

MEDICINE MAKER (SMALLMAMMAL).....GIRI=99

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	1	1	10	10	1	10	2	2

ABILITIES & ATTACKS

- Converter
- Shell
- Bite
- Spikes

EATMEGIRI=55

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	1	1	10	2	4	10	2	5

ABILITIES & ATTACKS

- Shell
- Re-Usable

TASMAN DEMONGIRI=92

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
1	10	12	10	10	4	7	11	7

ABILITIES & ATTACKS

- Talons
- Chitin
- Poison Bite
- Low Light Vision
- Shock Field
- Poison Resistant.

OCTOKILLERGIRI=71

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
3	10	10	7	4	3	2	4	5

ABILITIES & ATTACKS

- Multiple Limbs
- Chameleon
- Stealthy
- Talons
- Tentacles
- Constriction

ORCANGIRI=138

INT	REF	DEX	COOL	WILL	STR	CON	MOVE	BODY
5	8	7	10	8	20	6	12	20

ABILITIES & ATTACKS

- Walking Lobe Fins
- Blubber
- Natural Sonar
- Subsonic Hearing
- Sharkbite
- Fins & Flukes
- Hi-Speed Swimming
- Fluke Blow
- Efficient Lungs
- Eardrum Shield

LiveMetal**NEOALPHA (SYNTHOID FORM).....GIRI=30**

REF	DEX	STR	MOVE	BODY	SP
+1	+1	+3	+2	+4	+6

STANDARD OPTIONS

- Techscanner
- Light Armor
- Hearing Acuity
- Sexual Modules
- Tactile Boost
- Visual Acuity
- Vehicle Control
- Radio

NEOBETA (SYNTHOID FORM).....GIRI=39

REF	DEX	STR	MOVE	BODY	SP
+2	+2	+5	+2	+4	16

STANDARD OPTIONS

- Techscanner
- Medium armor
- Hearing Acuity
- Sexual Modules
- Lowlight Vision
- Tactile Boost
- Visual Acuity
- Vehicle Control
- Anti Dazzle
- IR Vision

NUKIDARE (SYNTHOID FORM).....GIRI=36

REF	DEX	STR	MOVE	BODY	SP
+3	+2	+2	+1	+4	6

STANDARD OPTIONS

- Medscanner
- Holoprojector
- Xray vision
- Medical tool arm
- Tactile Boost
- Visual Acuity
- Digital Recorder
- Air Hypo
- Light Armor
- Hearing Acuity

WISEMAN 2 (SYNTHOID FORM)GIRI=36

REF	DEX	STR	MOVE	BODY	SP
+1	+1	+3	+2	+4	6

STANDARD OPTIONS

- Techscanner
- Synthesizer
- Broadband Commo
- Computation Mod.
- Subvision Viewscreen
- Visual Acuity
- Autofac Control
- Radio
- Digital Recorder
- Hearing Acuity
- Light Armor
- Holoprojector

AQUARIUS (SYNTHOID FORM)GIRI=59

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+7	+4	+6	18

STANDARD OPTIONS

- Techscanner
- Striker Armor
- Hearing Acuity
- Hammer Hand
- Sonar
- Visual Acuity
- Submersible
- Radio
- Low Light Vision
- Webs (hands, feet)

NEOGEMINI (HUMAN FORM).....GIRI=40

REF	DEX	STR	MOVE	BODY	SP
+1	+1	+3	+2	+4	6

STANDARD OPTIONS

- Techscanner
- Light armor
- Hearing Acuity
- Sexual Modules
- Scratchers
- Visual Acuity
- ExDerm Body
- Pseudo Organs

OPERATIVE (HUMAN FORM)GIRI=83

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+5	+4	+6	18

STANDARD OPTIONS

- Techscanner
- Striker armor
- Hearing Acuity
- Sexual Modules
- Infrared Vision
- Visual Acuity
- Stealthy
- Radio
- ExDerm Body
- B&E Kit
- Grapple & Line
- Pseudo Organs
- Targeting Scope
- Arc Thrower
- Scratchers
- Dart Gun
- Reflex Boost
- Subvision Screen

NEOGAMMA (HEAVY DUTY FORM).....GIRI=74

REF	DEX	STR	MOVE	BODY	SP
-1	+1	+7	-1	+8	20

STANDARD OPTIONS

- Techscanner
- Combat Armor
- Hearing Acuity
- Rabbit Ears
- Jump Booster
- Visual Acuity

- Vehicle Control
- Low Light Vision
- Big Knucks
- Heavy Pistol

- Radio
- Multioptic
- Arc Thrower
- Micromissile Pod

NEO-ENFORCER (HEAVY DUTY FORM)GIRI=108

REF	DEX	STR	MOVE	BODY	SP
-1	0	+9	-2	+10	30

STANDARD OPTIONS

- Techscanner
- Heavy Armor
- Hearing Acuity
- Rabbit Ears
- Jump Booster
- Visual Acuity
- Reflex Boost
- Radio
- Low Light Vision
- Multioptic
- IR vision
- Targeting Scope
- Rippers
- Arc Thrower
- Heavy Pistol
- Micromissile Pod
- 14mm Antitank Rifle
- LAW-4 Rocket

WINGMAN II (AIRCRAFT FORM)GIRI=70

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+3	+6	+2	6

STANDARD OPTIONS

- Techscanner
- Light Armor
- Hearing Acuity
- Vehicle Link
- Rocket Launcher Pod
- Visual Acuity
- Reflex Boost
- Radio
- Low Light Vision
- Minigun Pod
- IR vision
- Targeting Scope
- Flight Thrusters
- Radar

CYCLONE (ROADFORM).....GIRI=40

REF	DEX	STR	MOVE	BODY	SP
+3	+3	+3	+6	+3	6

STANDARD OPTIONS

- Techscanner
- Light Armor
- IR Vision
- Wheels
- Reflex Boost
- Visual Acuity
- Micro Toolkit
- Radio
- Hearing Acuity

Extended Outfitting Lists

MORE CRUD TO BLOW YOUR HARD-WON NCD ON

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Following is a list of useful items (and costs) for the cyberpunk on the move. Note: the official currency is the Night City Dollar or NCD.

FASHIONWARE

The clothing styles of 203X break into five basic fashion statements:

Streetware: This is made up of colorful modular components in many colors. Synthleather, digital cloth, belts, coats, sashes, boots predominate.

Leisurewear: This is the equivalent of 21st century athletic wear. Padded fleece, corporate and athletic logos.

Businesswear: This is the equivalent of the standard business suit; understated colors, pinstripes, real leather shoes etc. Wool and other natural fabrics are considered the proper outfitting for the up and coming Corp.

High Fashion: Sophisticated and expensive dressing for the upper class. Designer labels like SunYasen, Pignott, and East Hampton.

Urban Flash: Video jackets, colorshift fabrics, cammo, leathers, metal spikes, Logowear, jeans, leather skirts, boots. The wildest and most chill fashion.

Tools

Microtool: This contains modules that allow it to saw, scribe, cut, bend, file, screw, bolt, hammer and weld all in a gadget the size of a leatherman.

Cutting Torch: common oxy/acetylene type. Hand held, about a foot long. More powerful models are available, up to thermite lances at 5x-15x cost.

Protective Goggles: protective eyewear for welding, metal machining work, chemical mixing, etc.

Flashlight: you all know what this is. Beam range 100'-120'. Can buy smaller pocket lights (1/4 range) for half the normal price.

FASHIONWARE+

Pants.....	20.00
Top.....	15.00
Jacket.....	35.00
Footwear.....	25.00
Jewelry.....	10-100.00
Mirrorshades.....	5-50.00
†Multiply base cost by style:	
Generic Chic	1x cost
Leisurewear.....	2x cost
Businesswear.....	3x cost
High Fashion	4x cost
Urban Flash	2x cost

TOOLS

Techscanner.....	600.00
Cutting torch.....	40.00
Microtool.....	200.00
B & E Tools.....	120.00
Protective Goggles.....	20.00
Lightstix (2)	2.00
Flash Paint	10.00 per pt.
Flash Tape.....	10.00 per foot
Rope.....	2.00 per foot
Breathing Mask.....	30.00

PERSONAL ELECTRONICS

Holo Generator.....	500.00
Digiboard.....	100.00 per sq ft
Music datachip.....	1.00
Electric Guitar	100-500.00
Electronic Keyboard	200-900.00
Drum Synthesizer.....	200-800.00
Amplifier.....	10.00 per watt of power

DATA SYSTEMS

Smartboard.....	100.00
Link Cables	50.00
Wireless Link	150.00
Datachip.....	1.00
Deckchip.....	\$300.00

COMMUNICATIONS

Basic Agent.....	150.00
Expensive Agent	300.00
Luxury Agent	600.00
Mastoid Commo.....	50.00

SURVEILLANCE

Binoglasses.....	200.00
Binoculars.....	20.00
Light Booster Goggles	200.00
IR Goggles.....	250.00
IR Flash	50.00

ENTERTAINMENT

DataPool Entertainment download	
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Lightstix: Bioluminescent light tubes. Bright as an 75 watt bulb, lightstix can be turned down or off using an enzyme release dial in the base. Available in red, blue, white, green, amber and violet.

Flashpaint: fluorescent paint gives off soft light equal to Lightstix, lasts up to 4 hours.

Flashtape: same as Flashpaint. Lasts 6 hours, comes in variety of widths.

Rope: braided synthetics in a variety of thicknesses and weights. Can hold up to 1,000 lbs.

Breathing Mask: a common painter's style mask; nose and mouth coverage, with two replaceable filters (1eb per 10 pack) on the sides. Good for keeping out the smog.

Personal Electronics

Holo Generator: tiny cylinder (approx. 1x2 inches) projects a holographic picture from one end. The other end has a built in datasoft port. Can be linked to other devices using it's internal wireless link.

Digiboard: a monitor that uses super-flat-LCD technology. 203X versions are as thin and as flexible as a towel. All types have input plugs for use as a read-out monitor for other electronic products. Large ones (20'x100') are used as advertising signs. Videoboards are bought by the square foot.

Logcompass: a form of programmable inertial compass that keeps track of your changes in direction from a fixed bearing or point.

Electric Guitar: no longer the classic "axe", it's now lighter, more flexible in its applications, and sometimes not even in a recognizable shape. It may have even replaced the strings and frets with a series of key banks!

Electronic Keyboard: wafer thin keyboard laminated onto digital plastic cardstock.

Drum Synthesizers: common "new-wave" music equipment; a series of nearly wafer thin percussion pads on extendible stands with built in wireless links to an amp. The whole thing stores like a couple of pancakes stacked on top of each other, and can be arranged any way the drummer pleases.

Data Systems

Smartboard a 6"x3"x1/2" piece of floppy plastic that is the equivalent of the 2000's desktop computer. Wireless links allow it to use datachip ports and digiboards for input/output. Since most wall art is now digitally active, most people link to the nearest boards instead of carrying their own monitor peripherals.

Datachip: narrow slivers of doped gallium and silicon, containing recorded information. Usually color coded, recording on a "soft" leaves a tiny holographic nametag inscribed in the silver so you can tell them apart.

Deckchip: a datachip formatted to perform the functions of a brain-computer link. Replaces the old school cyberdeck.

Link cables or wireless links: Although these are most useful for netrunners, they're also used by almost anyone who needs to exchange information. You can use them to transfer data between two brains just as easily as copying a tape. You'll want both; no good using a wireless if there's no wi-fi network; no good using cables if there's no place to jack in.

Communications

Agent: The 203X equivalent of a cell phone, this can handle voice and answering services, text, fax and e-mail, record and project digital video through a holo port; can seek, load and store entertainment programming, surf on-line information outlets, alert owner to news, record conversations, link to snoopers, track bugs, etc. Agents are automatically hooked to the DataPool, and can also transfer information via

per album or video	1.00
Braindance.....	10.00
Live Concert/Sports Event.....	50.00
Fast Food Meal.....	5.00
Well Drink†	3.00
Restaurant Meal†	20.00

†Multiply by level of restaurant or bar:

Fair.....	1x cost
Good.....	2x cost
Excellent.....	3x cost

SECURITY

Keylock.....	20.00 per level
Cardlock.....	100.00 per level
Vocolock.....	200.00 per level
Line Tap.....	200.00
CodeDecryptor.....	500.00
VocDecryptor.....	1,000.00
Security Scanner	1,500.00
Poison Sniffer	1,500.00
Jamming Transmitter.....	500.00
Scanner Plate.....	500.00
Movement Sensor.....	40.00
Passcard.....	10.00
Tracking Device.....	1,000.00
Tracer Button.....	50.00
Remote Sensors.....	700.00
PlasKuffs.....	100.00
Stripwire Binders	5.00

MEDICAL

Medtool.....	1200.00
Diagnostic Upgrade	200.00
Dermal Stapler	500.00
Spray Skin	50.00 per can
Slap Patch.....	varies by drug type
Cryotank.....	100,000.00
Surgical Kit	400.00
First Aid Kit	10.00
Drug Analyzer	75.00
Airhypo.....	100.00
Clinic Visit.....	200.00
Day in Hospital.....	300.00
Day in Intensive Care.....	1,000.00
Clone Limb Replacement	1,500.00

FURNISHINGS

Nylon Carrybag.....	5.00
Bivvy Bag.....	25.00
Inflatable Bed	25.00
Futon.....	90.00
Real Wood Furniture.....	200.00 per piece
Synthetic Furniture.....	100.00 per piece
Apartment Cube.....	5,000.00
Lamp.....	20.00
Cleaning Bot	1,000.00
Vocal Switcher System.....	100.00

LIFESTYLE

Agency Service.....	100.00month+
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wireless and IR links, datacables and voice recognition. Expensive and Luxury models usually have smart keyboards.

Mastoid Commo: all commos are also 2 way radio transceivers. This one is glued to the jaw and temple; you send via subvocalization and receive with soundless vibrations. Range 10 miles.

Surveillance

Binoculars: 'nuff said.

Binoglasses: these high-tech vision aids combine binocular effects with a laser rangefinder, and sometimes IR lenses. More expensive versions will have a digital camera built in.

LB Goggles: light intensification goggles boost ambient light for night vision via 'Starlite' technology. Goggles can be overwhelmed by sudden light level increase. With tuning (DIFFICULT task), they can also detect active IR beams.

IR Goggles: these pick up hazy, background Infrared sources. Normally used with an active IR source for invisible illumination.

IR Flashlight: see above. UV flash is similar; also useable with the proper cyberoptic.

Data Tap: a device that can pick up voice or data transmissions from a telecommunications band, then record or transmit them.

Security

Keylock/Cardlock/Vocolock: increasingly complex methods of portal security. The keylock is a mechanical lock and must be attacked that way. Card- and voco-locks are electronic, (cardlocks use a magnetically-coded card, vocolocks employ voice-recognition technology). Each type of lock has four increasing levels of complexity, and a single security system may incorporate all 3 types of locks.

TYPE	DIFFICULTY LEVEL
Low Security.....	Everyday (14)
Medium Security	Challenging (18)
High Security.....	Very hard (26)
Max Security	Extreme (30)

Cardlock Decryptor: the probe of this device is inserted into a card lock instead of the normal card. A Decryptor operates by adding +5 to your basic TECH+Electronic Security+1D10 skill check against the lock.

VocDecryptor: a vocal modulator for penetrating vocolocks. See above.

Security Scanner: this device searches out electromagnetic fields generated by various alarm systems (75% chance of location). A TECH or INT roll may be needed to identify the style of alarm encountered.

Poison Sniffer: can be set to check air or liquid for a specific poison(s). Otherwise, it will simply alert you to foreign substances. 85% accuracy.

Jamming Transmitter: usually comes in 2 or 3 large cases, but can fill an entire van. Jams electromagnetic transmissions in a 1000 foot area (that includes cellular phones, Agents and some cyberware).

Scanner Plate: a reading device for palmpoint locks. Can be attached to any type of Card or Voclock to add an extra layer of security.

Movement Sensor: a typical alarm system. Covers seismic, sonar, and fixed IR or visible light networks. Detects movement in a defined area, with a 95% reliability. The sensory processor is about the size of a pack of cigarettes.

Passcard: the most common unlocking device for a cardlock.

Tracking Device: hand held or suit-cased equipment for detecting/following tracer buttons. Range is 1 mile.

Tracer Buttons: can be any size from a matchbook to a pin. Uses radioactivity or constant/pulsed radio transmission to pinpoint who or what it's attached to. Some can be turned on/off remotely. Usually bought in sets of 6.

Handcuffs: just what it says. Probably

CredChip Account.....	20.00 per month
Health Plan.....	1,000.00 per month
Trauma Team Acct.....	500.00 month
Air.....	5.00 per minute
Mag Lev Chit.....	25¢ per station
Taxi.....	3.00 per mile
AV-Taxi.....	10.00 per mile

GROCERIES

Kibble.....	50.00 per week
Generic Prepak.....	150.00 per week
Good Prepak.....	200.00 per week
Fresh Food.....	300.00 per week
Dumpbag.....	1.00

HOUSING†

Coffin.....	20.00 per night
Hotel Room.....	100 per night
Apt./Condo.....	200.00 per room/per month
House.....	150.00 per room/per month

†Multiply base cost by location:

Combat Zone.....	1x cost
Moderate Zone.....	2x cost
Corporate Zone.....	4x cost
Executive Zone.....	6x cost
Utilities.....	100.00 month

a little stronger (a NEARLY IMPOSSIBLE task to break) due to new alloys. Often (50%) opened with a form of cardlock. Striptape Binders: great for riot control. One-use-only plastic locking strips for temporary handcuffs and leg ties (VERY DIFFICULT to break). With ceramic fibers to resist cutting, and guaranteed fireproof. Come in boxes of 12.

Medical

Medtool: This can dermal staple, spray derma-skin and local anesthetics, extrude forceps and scalpels, inject packages of up to 10 drugs, and can be mated to a diagnostic package that can holographically walk you through a minor operation. About the size of a large power screwdriver.

Dermal Stapler: this automatically pulls the sides of a wound together and sutures it with staples of a compressed organic material that dissolves after an elapsed time.

Spray Skin: a putty-like spray gel for treatment of severe abrasions. Antiseptic and sterile, it's also air permeable and flakes off in about two weeks.

Cryotank: an advanced refrigeration tank; the cryotank will cool a body down to preservation levels while life-support machines maintain the blood/oxygen flow. Designed to keep a dying body in relative stasis.

Medkit: standard doctor's or military corpsman's bag. It contains antidotes, dressings, drugs, applicators, medicines, and examining instruments (probes, depressors, ocular light, stethoscope).

Surgical Set: a full set of surgeon's tools (scalpel, retractor, probe, clamp, tweezer, etc.), and chemicals or equipment for maintaining a sterile operating field.

First Aid Kit: the common household medic's box. It has bandages, antiseptics, and a simple painkiller.

Slap Patch: a small plastic pad containing a measured amount of medicine. The pad is applied to the skin and the medicine is absorbed in steady doses. See the Trauma Team section for drugs and prices.

Airhypo: the "Bones McCoy" uses a quick burst of compressed air to force a liquid drug through the skin. See the Trauma Team section for drugs and prices.

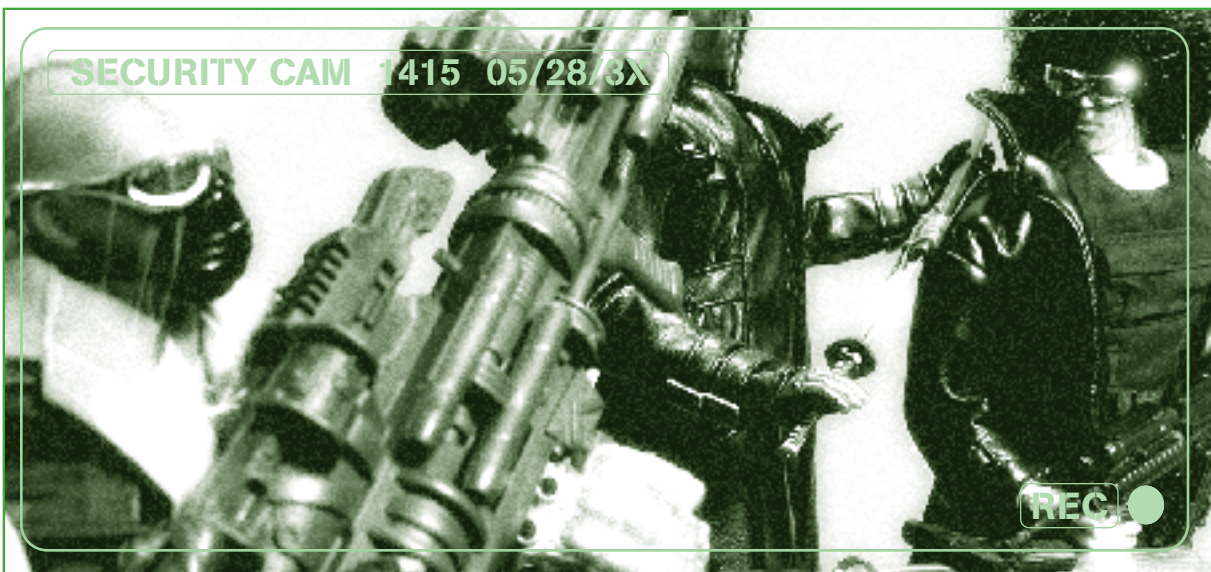
Medscanner: Readouts for body temperature, heartrate, blood pressure, respiration, and blood sugar levels. A small chipped database adds a +2 to your Diagnose Skill.

Drug Analyzer: about the size of a book, this gadget operates in a manner similar to a chemical sniffer. It will determine the purity of a drug with a known composition, or identify the molecular makeup and possible effects of an unknown substance that is similar to a drug already programmed into its library.

Furnishings

Nylon Carrybag: the athletic bag/kit-bag of the 2000's, with a variety of logos to choose from. Sizes vary.

SECURITY CAM 1415 05/28/3X



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Bivvy Bag: small (book-sized) packages containing a super compressed, waterproof, self-cleaning mummy bag with auto inflating nanofoam mattress, rain tarp and pockets for food, supplies and gear.

Sleeping Bag: they're lighter weight, and can now take temperatures down to -100F. Compresses to a 12"x6"x4" wad.

Inflatable Bed: self-inflating, highly-compressed mattress package. About 6"x2"x4" folded.

Real Wood Furniture/Synthetic Furniture: what more can we say?

Futon: portable folding bed and pad; of Japanese origin.

Apartment Cube: 10'x10'x8' living module in which all major furnishings and appliances are hidden in flush wall recesses and are extended only for use. Contains bed, closet, small stove, refrigerator, TV and digital entertainment center, two chairs, fold down desk, removable table. Rolls into place and can be easily transported. Cubes are usually so small that if you had all your furnishings extended at once, there'd be no room for you to stand!

Lamp: it gives light. Comes in an infinity of shapes and colors.

Cleaning Bot: small preprogrammed robotic cleaning device. Usually about the size of a portable hand vacuum. Not too smart.

Lifestyle

CredChip Account: a "debit card" that you use to carry your cash around in instead of a wallet.

Air: just what it says. In some parts of the world, the daily pollution gets so bad that you need to go to a miscellany of 'air bars', vendors, or streetcorner machines to buy a decent breath.

Fastcharge: rapid (5 minutes) battery-recharge for electric vehicles. Available at most service stations for 20 eb per charge.

CHOOH2: synthetic meta-alcohol fuel. About 1D6/3+ 1 NCD per gallon (the cost fluctuates wildly due to supply, demand and eco-terrorist activities).

Groceries

Kibble: a mass-produced nutrient that satisfies most requirements for sustenance, but tends to look, smell, and taste like the dry pet food it takes its name from. Comes in a cereal box, in flavors like Chocolate, Vanilla and Beefy.

Kibblepacks: self-heating food packages that can be stored for up to ten years. Add water, push the tab and 5 minutes later you have a hot meal.

Generic Prepack: a step up from the common kibblepack dinner, these meal packs come with their own chemtabs for heating or cooling. The cuisine isn't inspired, but the individual courses are recognizable as such.

Good Prepack: good restaurant meals in a package. The best quality pre-made meals you're going to find. For anything better, eat out, or prep it yourself (and who really knows how to do that anymore?).

Fresh: you know what that is. Well, at least you've met someone who's eaten it. Or claims to.

Housing

Coffin: one step up from a sleeping bag on the street. A stacked accommodation which resembles its namesake, these sleeping boxes are found in airports and flophouses worldwide. Usually coin-operated with a time limit, the coffin gives you just enough room to turn around or read in bed; restroom accommodations to be found elsewhere. The good ones used to have a phone or TV installed--nowadays, they expect you'll use your Agent for that.

Dumpbag: Portable toilet bags with handi-wipe supply. The internal microbe pack at the bottom of the bag digests your "offering" and leaves nothing but ammonia and slightly sludgy water.

CYBERPUNK® CHARACTER CRIBSHEET

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FOLLOW THESE SIX EASY STEPS FOR ROLLING UP NEW CHARACTERS

1) STATS (2-10)

ROLL 13D10 OR 1D10 EACH STAT

INT REF TECH DEX
COOL WILL STR CON
MOVE BODY THENROLL 3D10 FOR
PERKS, TALENTS & SKILLS

2) DERIVED STATS

CALCULATE AS BELOW

LUCK (Luck)[INT+REF/2]
HUM (Humanity)[WILL x10]
REC (Recovery)[STR+CON/2]
END (Endurance)[CONx2]
RUN[MOVE x 2m]
SPR (Sprint)MOVE x 3m]
SWIM[MOVE x 1m]
LEAP[MOVE x 1m]
HITS[BODY x 2]
STUN[BODYx5]
STUN DEFENSE (SD)[CON]
RESISTANCE (RES)[WILLx3]

3) PERKS & TALENTS

Perks

Membership: [1 per level]
License: [1 per level]
Contact: [1 per level]
Favor: [0.5 per level]
Renown: [1 per level]
Wealth: [5 per level]
Authority: [1 per level]
Credibility: [1 per level]
Family: [1 per level]
Streetdeal: [1 per level]

Talents (3 CP per level)

Acute Senses [X]
Ambidexterity
Animal Empathy
Beautiful or Handsome [X]
Blind Reaction
Combat Sense [X]
Common Sense
Direction Sense
Double Jointed
Eidetic Memory
High Pain Threshold
Immunity
Intuition
Lightning Calculator
Light Sleeper
Longevity
Night Vision
Perfect Pitch
Rapid Healing
Schtick
Simulate Death
Speed Reader
Time Sense
Charismatic Leadership [X]

4) SKILLS

COST= 1 CP OR IP PER EACH LEVEL

FIGHTINGSKILLS

DEX

Brawling/Hand to Hand. []
♦ Fencing..... []
♦ Martial Art..... []
♦ Melee..... []

RANGED WEAPON SKILLS

REF

♦ Archery..... []
♦ Gunnery..... []
♦ Handgun..... []
♦ Heavy Weapons..... []
♦ Rifle..... []
♦ Submachinegun..... []

AWARENESS SKILLS

INT

Awareness/Notice..... []
Deduction..... []
Hide/Evade..... []
Lipreading..... []
Shadow/Track..... []
Surveillance..... []

CONTROLSKILLS

REF

♦ Driving..... []
♦ Motorcycle..... []
♦ Hvy. Machinery..... []
♦ Pilot (Gyro)..... []
♦ Pilot (Fixed Wing)..... []
♦ Pilot (Dirigible)..... []
♦ Pilot (Vect. Thrust)..... []
♦ Power Armor..... []
♦ Subjock..... []

WILL

Link (mecha)..... []

BODYSKILLS

CON

Endurance..... []

STR

Strength Feat..... []

DEX

♦ Athletics..... []
♦ Dance..... []
Dodge & Escape..... []
♦ Swimming..... []
Stealth..... []

WILL

Resistance..... []

INTERACTIONSILLS

COOL

Animal Handling..... []
Bribery..... []
Interrogation..... []
Intimidate..... []
Oratory..... []
Streetwise..... []
Human Perception..... []
Interview..... []
Leadership..... []
Seduction..... []

♦ Social Etiquette..... []
Personal Grooming..... []
Persuasion & Fast Talk []
Trading..... []
Wardrobe & Style..... []

TECHNIQUESKILLS

TECH

♦ Aero Tech..... []
♦ AV Tech..... []
♦ Basic Tech..... []
♦ Cryotank Operation..... []
♦ CyberTech..... []
♦ Demolitions..... []
♦ Disguise..... []
♦ Electronics..... []
♦ Elect. Security..... []
♦ First Aid..... []
♦ Forgery..... []
♦ Gyro Tech..... []
♦ Jury Rig..... []
♦ Mecha Tech..... []
♦ Medical Tech..... []
♦ Paint or Draw..... []
♦ Photo & Film..... []
♦ Pharmaceuticals..... []
♦ Pick Lock..... []
♦ Pick Pocket..... []
♦ Weaponsmith..... []

PERFORMANCE SKILLS

INT

Interface..... []
Perform..... []
♦ Play Instrument..... []
Ventriloquist..... []

EDUCATION SKILLS

INT

Accounting..... []
Anthropology..... []
Biology..... []
Botany..... []
♦ Chemistry..... []
♦ Coding..... []
Composition..... []
♦ Diagnose Illness..... []
♦ Education & Gen. Know.. []
Expert..... []
♦ Gamble..... []
♦ Geology..... []
♦ History..... []
♦ Language..... []
Library Search..... []
♦ Mathematics..... []
♦ Market Trading..... []
♦ Physics..... []
Teaching..... []
♦ Wilderness Survival..... []
♦ Zoology..... []

Skills with a ♦ symbol can be
chipped up to level + 3 at a cost
of \$300 per level.

5) OUTFIT

Pick any six items:

- AGENT (BASIC)
- AMMO (50 rounds)
- ARMORED TRENCHCOAT (SP10)
- BIVVYBAG (FORNIGHTSONTHE STREET/ROAD)
- DATACHIPS (3 TOTAL)
- DECKCHIP (EDGERUNNERSONLY)
- FIBREMESH FASHIONWARE (SP8)
- FIGHTING KNIFE
- FULL RANGE COMMO
- HAND TASER
- KIBBLEPACKS (3 TOTAL, CHOOSETYPE)
- LIGHT ASSAULT RIFLE (CHOOSETYPE)
- LIGHT HANDGUN (CHOOSETYPE)
- LIGHT SUBMACHINEGUN (CHOOSE TYPE)
- LIGHTSTIX
- LINKCABLESOR WIRELESS LINK
- MEDTOOL
- MICROTOOL
- MONOBLADE (CHOOSETYPE)
- 100 STR OFNANODUST/POLYMER; 2 MINDCORES
- SMARTBOARD (FORNETRUNNING)
- TECHSCANNER

6) CYBERTECH

EDGERUNNER

NEURAL NET.....GRI=25
HANDTO HAND PACKAGE.....GRI=20
TECH PACKAGE.....GRI=17
RANGED COMBAT PACKAGE.....GRI=25
SPY PACKAGE.....GRI=22
MEDIA PACKAGE.....GRI=18
TRACKER PACKAGE.....GRI=20
MUSCLE T BRACER.....GRI=25
COMBAT GAUNTLET.....GRI=17
HTH GAUNTLET 1.....GRI=17
HTH GAUNTLET 2.....GRI=18
MEDIA BRACER.....GRI=12
HVV WEAPON BRACER 1.....GRI=18
HVV WEAPON BRACER 2.....GRI=17
MISSILE BRACER.....GRI=22
TECH BRACER.....GRI=12
SMART BRACER.....GRI=13
ANTI CEE BRACER.....GRI=25
ASSASSIN BRACER.....GRI=11
NON-LETHAL BRACER.....GRI=9
BOUNTY BRACER.....GRI=13
SPY BRACER.....GRI=8
TRACKSTAR® BRACERS.....GRI=16
MR STUDD BRACER.....GRI=7
RINGA-DING-DING.....GRI=7

ROLLINGST ATE

ADAPTIVE HEALING.....GRI=40
URBAN WARRIOR.....GRI=27
ROAD WARRIOR.....GRI=21
SCOUT.....GRI=23
COMBAT MASTER.....GRI=32
BOUNTY HUNTER.....GRI=22
SHAMAN'S SKILLS.....GRI=20
SILENT WARRIOR.....GRI=22
ACS AGENT.....GRI=40
ACS PONCHO.....GRI=25
ACS TECHSCANNER.....GRI=40
ACS B&E TOOLS.....GRI=36
ACS REPARTOOLS.....GRI=25
ACS BOWIE KNIFE.....GRI=36
ACS SWORD.....GRI=40
ACS TOMAHAWK.....GRI=30
ACS X-BOW.....GRI=35
ACS LONGBOW.....GRI=44
ACS DERRINGER.....GRI=55
ACS HANDGUN.....GRI=64
ACS RIFLE.....GRI=61
ACS LONGRIFLE.....GRI=44

RIPTIDE

ENZYME BONDING.....GRI=5
SIOBAY.....GRI=77
HOPPER.....GRI=5
STREWER.....GRI=105
PTERRY.....GRI=65
RAPTLE.....GRI=105
HELLKATT.....GRI=84
SEAWOLF.....GRI=113
GOLD BUG.....GRI=65
SIOMANTA.....GRI=94
HOUSEMINDER.....GRI=59
PLESIODRAGON.....GRI=128
GROOVYKAT.....GRI=71
GARDNER.....GRI=58
MEDICINE MAKER.....GRI=99
EAT ME.....GRI=55
TASMAN DEMON.....GRI=92
OCTOKILLER.....GRI=71
ORICAN.....GRI=138

CEE-METAL

BIOPOD.....GRI=45
NEOALPHA.....GRI=30
NEOBETA.....GRI=39
NUKIDARE.....GRI=36
WISEMAN 2.....GRI=36
AQUARIUS.....GRI=59
NEOGEMINI.....GRI=40
OPERATIVE.....GRI=83
NEOGAMMA.....GRI=74
NEO-ENFORCER.....GRI=108
WINGMAN II.....GRI=70
CYCLONE.....GRI=40

REP

IP

CYBERPUNK® CHARACTER RECORD

LIFEPATH:

MOTIVATIONS Traits: _____ Feel About People: _____
You Value Most: _____ Valued Person: _____ Valued Possession: _____
STYLE Clothes: _____ Hair: _____ Affections: _____
Origins _____ Languages: _____
BACKGROUND: _____

CHARACTER:

SEX

AGE

PERKS & TALENTS

Stats

INT

REF

TECH

DEX

COOL

WILL

STR

CON

MOVE

BODY

Stat Value

DERIVED STATS

LUCK

HUM

REC

END

RUN

SPR

SWIM

LEAP

HITS

STUN

Stat Value

TOTAL PERK/TALENT COST:

SKILLS

LEVEL

SOFT?

COST

TOTAL SKILLS COST

OUTFIT & CORE CYBERTECH

LOCATION

COST

TOTAL OUTFIT COST

WEAPONS OR ATTACKS

WA

CON

AV

DAMAGE

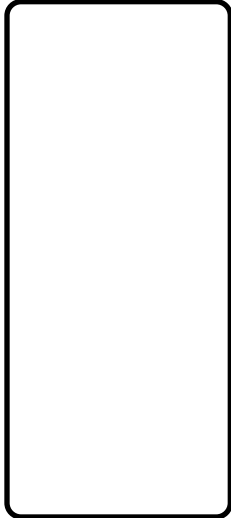
SHTS

ROF

REL

RNG

COST



LIFEPATH:

MOTIVATIONS Traits: _____ Feel About People: _____
You Value Most: _____ Valued Person: _____ Valued Possession: _____

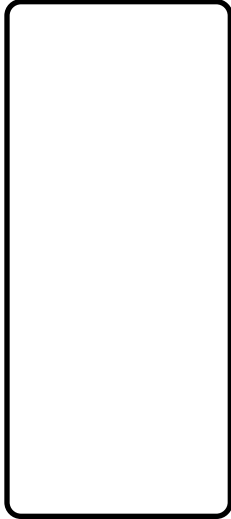
STYLE Clothes: _____ Hair: _____ Affections: _____
Origins: _____ Languages: _____

BACKGROUND: _____

CHARACTER:								SEX	AGE		PERKS & TALENTS
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value											
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											
											TOTAL PERK/TALENT COST:

SKILLS	LEVEL	SOFT?	COST

OUTFIT & CYBER TECH	LOCATION	COST



LIFEPATH:

MOTIVATIONS Traits: _____ Feel About People: _____
You Value Most: _____ Valued Person: _____ Valued Possession: _____

STYLE Clothes: _____ Hair: _____ Affections: _____
Origins: _____ Languages: _____

BACKGROUND: _____

CHARACTER:								SEX	AGE		PERKS & TALENTS
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value											
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value											
											TOTAL PERK/TALENT COST:

SKILLS	LEVEL	SOFT?	COST

OUTFIT & CYBER TECH	LOCATION	COST

BIOFORMS OWNED	Current GIRI with RIPTIDE
----------------	---------------------------

Current GIRI with RIPTIDE

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[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

MECHA OWNED

Current GIRIwith DESNAI

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MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

MECHA:			Giri:			Options:
FRAME & FORM(S)	SDP	SP	MAN	ACC/DEC	MOVE	

TRANSFORMS LOADED

Current GIRIwith REEF

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TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

TRANSFORM:				TIME:		GIRI:		Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELLS OWNED

Current GIRLwith CEE-METAL

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BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

BODYSHELL					GIRL:			Abilities:
Stats	REF	DEX	STR	CON	MOVE	SP	BODY	
Stat Alteration								

NU CYBE WORN

Current GIRIwith EDGERUNNERS

SPLICE , LINK(S) OR AMP(S)	GIRI	SPLICE , LINK(S) OR AMP(S)	GIRI	BRACER or OPTION/WEAPO	LOCATION	GIRI
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
TOTAL PACKAGE COST		TOTAL PACKAGE COST		TOTAL PACKAGE COST		

SPLICE , LINK(S) OR AMP(S)	GIRI	SPLICE , LINK(S) OR AMP(S)	GIRI	BRACER or OPTION/WEAPO	LOCATION	GIRI
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
TOTAL PACKAGE COST		TOTAL PACKAGE COST		TOTAL PACKAGE COST		

SPLICE , LINK(S) OR AMP(S)	GIRI	SPLICE , LINK(S) OR AMP(S)	GIRI	BRACER or OPTION/WEAPO	LOCATION	GIRI
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
S		S				
L		L				
A		A				
TOTAL PACKAGE COST		TOTAL PACKAGE COST		TOTAL PACKAGE COST		

ADAPTIVE NANO LOADED

Current GIRI with ROLLINGSTATE

NANODOPE	GIRI
TOTAL PACKAGE COST	

NANODOPE	GIRI
TOTAL PACKAGE COST	

NANODOPE	GIRI
TOTAL PACKAGE COST	

[illegible]

META CHARACTER HISTORY

Name

Blank lined paper for writing.

TROOPS: Leaders _____

Soldiers _____

Grunts _____

ASSETS: _____

VEHICLES: _____

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										
KEYSKILLS				LVL	KEYPERKS/TALENTS					LVL
LIFEPATH _____										

GOALS _____										

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										
KEYSKILLS				LVL	KEYPERKS/TALENTS					LVL
LIFEPATH _____										

GOALS _____										

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value										
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value										
KEYSKILLS				LVL	KEYPERKS/TALENTS					LVL
LIFEPATH _____										

GOALS _____										

CYBERPUNK® META CHARACTER BODY RECORD SHEET

METACHARACTER NAME HERE

PAGE OF PAGES DATE

Game Notes:

LEADER					SOLDIER					SOLDIER					GRUNT					GRUNT				
DESCRIPTION: Leaders are any type of team leader or other commonly encountered front line commander.					DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...					DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...					DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.					DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.				
AWARENESS 10		COMBAT 12			AWARENESS 8		COMBAT 10			AWARENESS 8		COMBAT 10			AWARENESS 6		COMBAT 8			AWARENESS 6		COMBAT 8		
MOVE 9	SPR 27	SP 18			MOVE 9	SPR 27	SP 14			MOVE 9	SPR 27	SP 14			MOVE 9	SPR 27	SP 10			MOVE 9	SPR 27	SP 10		
STUN 30	HITS 12	REC 7			STUN 30	HITS 12	REC 6			STUN 30	HITS 12	REC 6			STUN 30	HITS 12	REC 3			STUN 30	HITS 12	REC 3		
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20
21	22	23	24	25	21	22	23	24	25	21	22	23	24	25	21	22	23	24	25	21	22	23	24	25
26	27	28	29	30	26	27	28	29	30	26	27	28	29	30	26	27	28	29	30	26	27	28	29	30
31	32	33	34	35	31	32	33	34	35	31	32	33	34	35	31	32	33	34	35	31	32	33	34	35
36	37	38	39	40	36	37	38	39	40	36	37	38	39	40	36	37	38	39	40	36	37	38	39	40
41	42	43	44	45	41	42	43	44	45	41	42	43	44	45	41	42	43	44	45	41	42	43	44	45
46	47	48	49	50	46	47	48	49	50	46	47	48	49	50	46	47	48	49	50	46	47	48	49	50

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ASSET					ASSET					ASSET					VEHICLES					VEHICLES				
DESCRIPTION & LOCATION					DESCRIPTION & LOCATION					DESCRIPTION & LOCATION					TYPE					TYPE				
															TOPSPEED									
															MANEUVER									
															ACC/DEC									
															ATTACK DAMAGE									
SP					SP					SP					SP					SP				
SDP					SDP					SDP					SDP					SDP				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20	16	17	18	19	20

DIFFICULTY TABLE

DESCRIPTION	DIFFICULTY VALUE
Easy	10
Everyday	14
Challenging	18
Hard	22
Very Hard	26
Extreme	30

ACTION MODIFIER TABLE

SITUATION	MODIFIER TO ROLL
Unfamiliar tools, weapon or vehicle	-4
Lack of instructions for task	-2
Don't have right tools or parts	-2
Hostile environment	-5
Complex Task	-3 to -4
Have never done this before	-1
Under stress or attack	-3
Drunk, drugged, or tired	-4
Trying to perform task secretly	-4

COMBAT MODIFIER TABLE

SITUATION	MODIFIER TO ROLL
Point Blank: Weapon almost touching target	+5
Close: Target at 1/4 listed weapon range	-2
Medium: Target at 1/2 listed weapon range	-4
Long: Target at listed weapon range	-6
Target is using an Action for Dodging	-3
Target Moving	-1 per 10m/yd target moves (~6 mph)
Target silhouetted	+2
Target partially in Hard cover:	
Half Body	-1
Head and Shoulders Only	-1
Head only	-2
Behind someone else	-2
Target Obscured (Blinded by light, smoke, darkness, dust)	-4
Targeted Attack	
limb, body	-1
head, groin	-4
bullseye, eye, heart	-6
Improvised weapon (rock, bottle, small girder)	-2
Aiming	+1 per phase, up to +3 max
Braced	+2
Ambush	+5
Target Prone	-2
Firing Vehicle mounted weapon, no turret	-4
Firing shoulder arm from hip	-2

AREA EFFECT TABLE

Roll 1 D6 for m/yd distance, 1D6 for location	
Roll	Result
1-2	landed short of target
3-4	landed behind target
5	landed to right of target
6	landed to left of target

WEAPON DAMAGE

WEAPON BY AMMUNITION SIZE	DAMAGE
Assault Rifles	5D6(5.56) to 6D6+2(7.62)
Ballistic Hechette Guns	7D6/8D8/12D6
Pistols (Light)	1D6(5mm) to 1D6+1(6mm)
Pistols (Medium)	2D6+1(9mm) to 2D6+3(10mm)
Pistols (Hvy)	3D6(11mm)
Pistols (V .Heavy)	4D6(.357) to 6D16(.44)
SMGs (Light)	1D6+1(6mm) to 2D6+1(9mm)
SMGs (Medium)	2D6+1(9mm) to 2D6+3(10mm)
SMGs (Heavy)	3D6(11mm) to 4D6+1(12mm)
Shotguns	4D6 (00)

WEAPON BY TYPE	DAMAGE
Arc Thrower	4D6
Big Knucks	1D6+2†
Bladebuster	4D6 gun/7D6 blade†
Buzzsaw	2D6+2
Bow/Compound Bow	4D6
Crossbow	3D6+3 to 4D6
Dartgun	Poison
Duo Katana	6D6†
EMP Pulse	Stun Save
Fighting Knife	1D6†
Fission Blade	3D6† plus 1D6/per turn
Flamethrower	5D6
Flamer	2D6
4mm Railgun	8D6
14mm antitank rifle	10D6
Grenade (Fragmentation)	7D6
Grenade (Incendiary)	(4D6 for 3 turns)
Grenade Launcher	10D6
Hammerhand	3D6
Howler	Stun Save
Hazer	Stun Save
Laser (capgun)	1-5D6
Microflamer	1D6
Micromissiles	4D6 ea
Minigun	2D6 per hit
Mines (all types)	7D6
Missilegun	6D6
Microwaver	1D6
Missiles, Missile Launcher	12 D6
Monofists	2D6 per hand†
Monoknife®	2D6†
MonoKatana®	4D6†
Mecha Monosword	7D6
Photon Cannon	1-7D6
Powersword	8D6†
Rippers	2D6 per hand†
Rocket(LAW4)	12D6
RPG	10D6
Scrambler	4D6/Stun Save
Shock Knucks/T onfas/Staves	4/6/8D6 or Stun Save
Slice n' Dice	2D6

Splintergun	2D6
Sonic	4D6
Sword	3D6†
Talons	1D6+3†
Taser	Stun Save
Torpedo (MK9)	13D6
Torpedo Spear	6D6†
12.7mm Gatling	10D6 (burst)
20mm Rifle	7D6
Wolvers	3D6 per hand†

BIO ATTACK DAMAGE

BIOATTACK	DAMAGE
Acid bite	2D6
Acid Spray	1D6 for 3 turns
Claws	2D6† each
Constriction	3D6† turn
Disemboweling Kick	5D6† each
Drill	1D6†
Fangs	1D6†
Feet	2D6† each
Fists/hands	1D6† each
Flail	2D6†
Gas Cloud	1D6
Head Butt	2D6†
Horn Gore	4D6†
Hypnotize	Stun
Limb Mace	3D6†
Organic Flamer	3D6†
Organic Taser	Stun Save
Poison Dust	2D6/1D6 turn till cured
Poison Bite	3D6/2D6 turn till cured
Quills (1D6 total each attack)	1D6† each
Razor Cut	1D6+2†each
Rip Claws	3D6+3†each
Sharkbite	6D6†
Shock Field	2D6/Stun Save
Sleep Dust	Stun Save
Spikes (1D6 total each attack)	2D6† each
Swordfist	4D6† each
Talons	2D6† each
Whip	1D6†
Sloth Claw	3D6† each
Supersonic Scream	1D6/Incapacitate
Wing/Huke Blow	2D6† each

† Check BODY/STR Effect table below

BODY/STR	EFFECT ON BIOATTACK
1-4	Divide total Base damage in half (round up)
5-7	No change
8-9	Add 1D6
10-12	Add 2D6
13-15	Add 3D6
16-18	Add 4D6
19-21	Add 5D6
22>	Add 6D6

MICROWAVER EFFECTS T A B L E

ROLL EFFECT

- 1 **Cyberoptics short** out for 1D6 turns
- 2 **Neural pulse!** If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
- 3 **Cyberaudio shorts out** for 1D6 turns
- 4 **Cyberlimb malfunction:** Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present:
 - 1-2 Right Arm
 - 3 Left Leg
 - 4 Right Leg
 - 5-6 Left Arm
- 5 **Total Neural breakdown!** Target reduced to twitching, epileptic fit for 1D6/3 turns.
- 6 **No Effect**

AREA EFFECTS T A B L E

TYPICAL AREA EFFECTS EFFECT RADIUS

Grenade (per die of damage).....	1m/yd
Gas Grenade.....	3m/yds
Explosive (per die of damage).....	1m/yd
Shotgun.....	See shotgun table
Flamethrower (per die of damage).....	1m/yd
Heavy Weapons (per Kill of damage)	4m/yds

ROLL RESULT

- 1-2 landed short of target.
- 3-4 landed behind target.
- 5 landed to right of target.
- 6 landed to left of target

Roll 1D6 for number of m/yds away from target

STUN DAMAGE

WEAPON OR ATTACK STUNDAMAGE

Scrambler.....	5D6
Hazer	Save•
Howler	Save•
Taser.....	Save•
Shok-Knuckles	4D6
Stun Stave	8D6
Stun Tonfa.....	6D6
Fists, hands.....	1D6†
Kick, headbutt.....	1D6† +1 extra D6

† per pt. of STR • Save =Lower than CON on 1D10

DRUG & POISON T A B L E

TYPE/STRENGTH	EFFECT	DAMAGE
Hallucinogen	Confusion†	-4 INT, REF, DEX
Nausea Drugs	Illness†	-4 REF, DEX
Sleep Drugs	Sleep†	No Damage
Mild Toxin	Killing Damage	1-4D6
Strong Toxin	Killing Damage	5-8D6
Deadly Toxin	Killing Damage	5-8D10

†Half effect is drowsiness or incapacitation: -2 to specified stats

ARMOR SPS

HEAVY LEATHER (edged weapons treat SP as half)

Jacket	Arms, Torso	SP=4	EV=+0
Pants	Legs	SP=4	EV=+0

DIGITAL FABRIC BALLISTIC CLOTH (edged weapons treat SP as half)

Shirt/Top	Arms, Torso	SP=8	EV=+0
Pants/skirt	Legs	SP=8	EV=+0
Miniskirt	Groin	SP=8	EV=+0
Panty hose	Legs	SP=8	EV=+0
Trenchcoat	Arms, Torso, Legs	SP=10	EV=1

KEVLAR (edged weapons treat SP as half)

Vest	Torso	SP=10	EV=+0
Light Jacket	Torso, Arms	SP=12	EV=+0
Med Jacket	Torso, Arms	SP=16	EV=+1

HELMET (hard shell)

Steel	Head	SP=14	EV=+0
Nylon	Head	SP=20	EV=+0

FLACK (Kevlar with internal plates)

Vest	Torso	SP=20	EV=+1
Pants	Legs	SP=20	EV=+1

DOORGUNNER'S VEST (Kevlar with internal plates)

Vest	Torso	SP=25	EV=+3
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BODY ARMOR (armor plates)

Body	Whole Body	SP=25	EV=+2
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COMMON COVER SPS

COVER EXAMPLE SP

Sheetrock wall, wood door.....	5
Concrete wall, vehicle door/body.....	10
Heavy wood door.....	15
Steel door.....	20
Brick wall, mailbox, curb, DataTerm.....	25
Stone wall, tree, phone pole	30
Concrete utility pole, engine block, hydrant.....	35
Armored vehicle door/body.....	40

INANIMATE TARGET DV'S

RANGE	DV	DESCRIPTION
Tiny	22	Squirrel sized or smaller
Small	18	Smaller than human, larger than a squirrel
Man-sized	14	Size of the average human
Large	10	Up to 2 times larger than a human; bear or car sized.
Huge	8	Up to 3 times larger than a human ad up. A bus. An elephant.

EXPLOSIVES T A B L E

EXPLOSIVE	UNIT	AREA	DAMAGE
Plastique	1kg	4m	7D6
C6	1kg	5m	13D6
TNT	1 stick	3m	7D6

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RANDOM HIT T A B L E

ROLL RESULT

- 1 Deadly Location (eye, heart—attacker's choice. Damage tripled.
- 2-3 Critical Location (head, groin, Attacker's choice. Damage doubled.
- 4-6 General Body. Normal damage
- 7-10 Limb (includes tail— Attacker's choice. Normal Damage.

LINE OF SIGHT DIAGRAM



SHOTGUN TABLE (for 00 shot)

RANGE	SIZE OF PATTERN	DAMAGE
Close, PB	1m/yds	4D6
Medium	2m/yds	3D6
Long	3m/yds	2D6

SOLID ROUNDSDAMAGE

10ga. slugs	5D6+3
12ga. slugs	4D6+2
20ga. slugs	3D6+1

VEHICLE WEAPONS T A B L E

WEAPON TYPE	AREA EFFECT	DAMAGE
LAW 4 Rocket	4m/yds	12D6
12.7mm Gatling	2m/yds	10D6 *
14mm antitank	3m/yds	10D6
4mm railgun	3m/yds	8D6
Photon Cannon	1m/yd	1-7D6
20mm Rifle	6m/yds	13D6
Missile (all)	4m/yds	12D6
MK9 Torpedo	10m/yds	13D6

*burst