

# STATIC ON THE LINE<sup>©</sup>

Information to the roleplaying game Cyberpunk™

VOL II

Volume

Do you want me to add some thing/things then you can contact me whit e-mail at  
**Ookami2@hem.passagen.se**

Its up to the GM if he want the players to see or look in the Static on the line.  
So copy it, or give it to palls. But DON'T change any thing in the original.

Happy Gaming from the Author.  
Robert "Ooakmi" Mikkelsen

Ver: 1.04

# CYBERPUNK 2020 CAREER

## Courier

Couriers are the low end of the Runner / Panzerboy spectrum. Famous for their ability to get anything anywhere within the downtown core of whatever metropolis you live in, the couriers keep the well-oiled cogs of business running. But at the same time they are idolized as a bastion of "alternative" that has survived even when gainfully employed. Most often today couriers transfer secure chips containing data that cannot be transferred electronically, but they also get the odd job running hardcopy or even flowers and gifts from one corp HQ to another.

**RapidTrans** is the 1/2(INT+COOL) based courier special ability to get anywhere in no time at all. With RapidTrans a courier can find shortcuts to his destination (dif 10), amazing shortcuts (dif 20), back doors in or out of a building (dif 15) as well as secret access routes (dif 25). All rolls are at +5 dif in another city except for back doors as courier is familiar with general building design.

Manufactory: [Black Hammer Project](#)

## CipherPunk - Hacker

Welcome to the world of the old-school paranoid hackers. Instead of hacking systems a la classic Netrunner, CipherPunks hack passwords and access codes. Using a combination of obscure computer knowledge, information gleaned about their targets and pure intuition, a CipherPunk will hack through almost any codegate, given enough lead-time. CipherPunks are prone to paranoia and conspiracy theories, and are inherently distrustful of the modern net, having been re-built by a major corporate sponsor.

**Intuition** is the special ability for CrystalJocks from Hardwired.

Manufactory: [Black Hammer Project](#)

## CipherPunk - Trasher

The Trasher CipherPunks are often looked at as the lower-tech cousins of the Hackers. Instead of relying on intuition and luck, Thrashers will usually dig through a target's garbage to find hints for passwords, directory structures and so on of the target system.

**Trashing** is the ability to gain information on someone by going through their garbage. Subtle things can be found, such as favorite brand names, or friend's names and numbers, or even just old post-it's with your actual password on it. It also involves surveillance techniques and general spy-craft.

Manufactory: [Black Hammer Project](#)

## Military - Grunt

The few, the chosen defenders of our nation (or religion, or cult, or para-military enclave), these are the grunts. Soldiers trained in boot camps, desensitized to killing the "enemy", trained day in and day out in almost inhuman bootcamps to respond instantly to shouted orders and to kill on command. These are also the troops of the IPC (Inmate Penal Corps), some paramilitary corporations (Lazarus Group, Militech) and of some militia groups. Grunts receive extensive training in following orders (thus their tactics skill - the ability to listen to orders given by someone with some good tactical ideas, and to execute them in a tactically advantageous fashion) and some minor training in actual useful combat skills. Some military groups provide Martial Arts training instead of brawling.

Manufactory: [Black Hammer Project](#)

## Military - Officer

The elite leadership of the military machine. The Military officers combine tactical expertise with leadership and combat skills. Officers are, usually, better paid and less desensitized than their troops. Officers enjoy better quarters, a personal sidearm, martial arts training and quite often better food than the rest of the grunts.

Manufactory: [Black Hammer Project](#)

## Military - Sniper

Snipers are the far-too famous military and police tactical control teams, set up on distant rooftops to attempt to control the fallout of a bad situation with a few well-placed rounds. There are several misconceptions about snipers, mostly about their guns. A standard sniper's weapon is a very simple, no-gadgets rifle to increase the weapon's reliability. Since a sniper is firing from some distance away, weapons are almost never silenced. Recently a new debate has arisen because of smartguns. Some snipers use them because of the vastly increased accuracy while others shy away from them because they are inherently less reliable than the rifle they are mounted on.

Manufactory: [Black Hammer Project](#)

## Net - Cop

No information have been released so far. But the name do explain allot

Manufactory: [Black Hammer Project](#)

## Net - Fixer

No information have been released so far. But the name do explain allot

Manufactory: [Black Hammer Project](#)

## Net - Private Investigator

No information have been released so far. But the name do explain allot

Manufactory: [Black Hammer Project](#)

## Net - Lawyer

No information have been released so far. But the name do explain allot

Manufactory: [Black Hammer Project](#)

## CYBERPUNK 2020 CAREER

### Net - Media

No information have been released so far. But the name do explain allot

Manufactory: [Black Hammer Project](#)

### Biochemist

You have the knowledge of how ones bodies is build. Whit that knowledge you now how to make Bioware.

Manufactory: [Ookami](#)

### Pharmacologist

Did you always want to mix that drug???

Now you have all the knowledge to make medicines and even drugs of any kind

Manufactory: [Ookami](#)

## CYBERPUNK 2020 SKILL

### Animal Handling (Empathy based)

The individual with this skill is experienced in dealing with and controlling animals. He or she can direct and train animals in guard or hunting duties and can control and ride beasts of burden and riding animals. All skill difficulties are reduced by the animal's intelligence.

\* to make a trained animal follow a simple command (10)

\* to ride a trained animal at a gallop (15)

\* to shepherd a flock of sheep (12)

\* to train a hunting/guard animal (20)

\* to break a wild horse (25)

Manufactory: [Black Hammer Project](#)

### Berserker (anti-cool based, x2 cost)

This is a special ability that is taken by some rare members of various booster gangs and some nomad warriors. It is the raw ability to go unhinged in combat, ignoring damage and fear and rushing in for the kill. To go berserk requires a roll HIGHER than (COOL +2 - Berserk) which can be made every round in combat, or even when insulted or highly irritated. Characters who are berserk gain half their berserker level on all stun saves, and one third on all death saves. They also gain +2 to hit and damage in hand-to-hand combat. Berserkers must make an average (15+) awareness check to notice when the fight is over or they may well turn on their friends or nearby innocents (something which is encouraged by many gangs).

Manufactory: [Black Hammer Project](#)

### BodyArt (Tech based)

This skill covers several forms of non-cybernetic body-modification as well as being useable for the implanting of a very select collection of fashionware (light tattoos, fashion nails). This is a catch-all ability covering body piercing (placing metal rings through the flesh), tattooing (pushing pigments below the skin of the recipient to provide permanent designs), body painting (using paints and pigments to change the appearance of the skin), minor implants (fashion implants, or other implant cyberware at the GMs approval, requiring a very difficult roll since this skill does not specifically include that training), branding (burning the skin / flesh to provide a permanent marking) and scarification (cutting the skin to provide scars in a predesigned pattern).

Manufactory: [Black Hammer Project](#)

### Carousing (Cool based)

The ability to have a good time at a party or other social occasion, and to make sure others around you also have a good time. This normally involves a mixture of eating, drinking and good cheer. It can also be used to determine how entertaining and popular the character is at a party or event.

Manufactory: [Black Hammer Project](#)

### Combat Engineering (Int based, 3x cost)

The individual with this skill has had a degree of practical training in combat engineering. This involves the rapid construction of field fortifications, fortification camouflage, and the assessment of a fortification's ability to withstand enemy fire or explosives. Combat engineering also involves mine placement and clearance and placement of untended ground sensors and defensive arrays. Combat Engineering does NOT include the use and placement of explosives (as covered by Demolitions) but can be used instead of demolitions to determine the optimal placement of explosive devices to collapse a structure at one difficulty level easier.

Manufactory: [Black Hammer Project](#)

### Communications Tech (Tech based)

This is the skill for using, implementing, setting up and patching into advanced communications equipment and systems. At it's basics (+2) it gives an understanding of telephone and computer networking, (+4) closed radio (land line and laser based) systems, and at high levels (+6) it allows for patching into and even (+8) pirating satellite transmitted feeds. This skill also includes understanding why a communications device is not working properly as well as being aware of the details and limitations on the device's possible use.

Manufactory: [Black Hammer Project](#)

## CYBERPUNK 2020 SKILL

### **Cooking (Tech based)**

This individual is experienced in the preparations of foodstuffs in an enjoyable and appealing manner. This skill is rarely seen outside of restaurants and hotels in 2020, and is often only found in subsumed in the Steward skill presented below. With this skill the character knows how to make balanced meals (+1), cook standard American fare (+2), cook elegant meals (+4) and even can make kibble look (+5) or taste (+7) edible.

Manufactory: [Black Hammer Project](#)

### **Forensics (Int based, 2x cost)**

The individual is skilled at gathering and interpreting evidence at the scene of a crime or accident. Special forensics equipment is sometimes needed. The character learns to look for fresh blood splatters and footprints (+2), fingerprinting techniques (+4), fiber and hair sampling (+5) and DNA sampling techniques (+7).

Manufactory: [Black Hammer Project](#)

### **Gaming (Int based)**

Also known as "dice-chucking" or "card-flop pin", this is the skill of playing or running an effective role-playing game, card game, war game, etc. This skill is purely for entertainment value, and rarely becomes useful in game play.

Manufactory: [Black Hammer Project](#)

### **Genetics (Tech based)**

The individual is trained in the science of organisms. Genetics is a combination of biology and chemistry, and training in Biochem or Biotech (a double cost skill) is considered to include basic Genetics training in addition. Geneticists can determine the species and physical details of a tissue sample (the latter only if it's a well-catalogued species) as well as being able to modify and splice genes. All of these abilities are dependant on access to an advanced lab.

Manufactory: [Black Hammer Project](#)

### **Linguistics (Int based, 2x cost)**

This skill denotes the understanding of languages and language families, not the actual comprehension of other languages. Characters with Linguistics can:

- \* Understand something spoken in a dialect of a language they know (average)
- \* Understand something explained slowly in a language in the same family as one they know (difficult)
- \* Identify the family of a language being spoken (routine)
- \* Identify the exact language being spoken (average)
- \* Manufacture a new language (very difficult)
- \* Make themselves understood using simple communication skills (average)
- \* Communicate detailed information as above (difficult)

Manufactory: [Black Hammer Project](#)

### **Lip Reading (Int based)**

This is the ability to understand speech without hearing it, just by watching mouth movements. Though you will not pick up on every word, you can usually figure out the gist of a sentence without too much trouble. You can lip read:

- \* Person talking slowly and clearly or in a very loud environment (dif 7)
- \* Person talking fairly slowly, or in ideal circumstances (routine)
- \* Most circumstances with full concentration (average)
- \* Bad conditions (bad light, long distance, pretending not to be watching) (difficult)

Manufactory: [Black Hammer Project](#)

### **Recruiting (Emp/Int based)**

The character is familiar with the more effective means of approaching individuals and presenting proposals for employment, couched in terms most likely to produce acceptance. Recruiting affects both the quality and quantity of recruits who will respond to a request for application. Recruiting can obtain nonplayer character hirelings with skills suited for specific tasks, while Leadership and Charismatic Leadership tend to attract indiscriminately all within the range of the character's personality, skilled or otherwise.

Manufactory: [Black Hammer Project](#)

### **Steward (Emp/Int based, 2x cost)**

The individual is experienced and capable in the care and feeding of passengers and guests. This represents a general knowledge of cooking, personal care and attention and other areas of experience which will make passengers, guests, crew and employees happy and content with their stay or passage.

Manufactory: [Black Hammer Project](#)

### **SuperWeapons (Int & Tech based)**

The one and only skill for hacking into and firing Orbital Weapons Systems at your friends, neighbors and countrymen. Full rules for it's use and some thoughts on the Weapons Systems themselves are on their own separate page

Manufactory: [Black Hammer Project](#)

## CYBERPUNK 2020 SKILL

### **Tactics (Int based, x2 cost)**

This skill is the special ability of most military career characters, and is the ability to coordinate and take part in group actions to form functional cover fire, spotting, evasion and coordinating firezones, entrapment maneuvers, etc. In game terms, a group that has some means of communication can pool all their (Tactics-2) levels together, and characters can take points out of this pool as bonuses on their rolls for this turn (a maximum of their tactics level +2 can be used from the pool each turn, and the character must have tactics at +2 or better to access the pool at all) until the pool is empty. The pool refills at the beginning of each combat round. Once this skill reaches level 6 or higher, it also functions as a reduced version of Authority, usually at half level (when the character is in uniform), but at full level in appropriate emergency situations (military-aided relief efforts, warzones, etc).

Manufactory: [Black Hammer Project](#)

### **Forward Observer (Int based)**

Characters with this skill are trained in spotting targets and adjusting fire for artillery of all types. Provided they are in contact with the firing battery or its fire control, a forward observer can attempt to adjust friendly fire. For each round of fire, the forward observer can report and adjust the fire coordinates by making a successful skill check. Each round of fire that is successfully adjusted increases the accuracy of the artillery fire by 1, up to the limit of the forward observer's skill level. If the skill check is failed, the artillery has fired off-target, and all bonuses gained from the forward observer are lost and the process must begin again. A forward observer can also attempt to call friendly fire on a position if he is able to observe that target point. A skill check must be made to successfully relay the target coordinates. Once fire has arrived, the FO can attempt to adjust it normally.

Manufactory: [Information Overload](#)

### **Photo Analysis (Int based)**

Characters with this skill are trained in reading and interpreting reconnaissance photographs, particularly aerial and satellite photographs. Things a good analyst can learn include camp layouts, ground features, approximate numbers and locations of personnel, weapons and equipment present, and possible identifications of rank or identity. Large details (buildings, vehicles) can be identified by an EASY skill check. Small details require, naturally, greater success.

Manufactory: [Information Overload](#)

### **Small Craft Handling (Ref based)**

While Driving/Boat allows a character to operate most types of motorized water vehicles, Small Craft Handling gives the character the skills needed to use small muscle-powered boats. These include inflatable rafts, canoes, collapsible kayaks, rowboats, and small landing or river crossing boats. Rapids, rough seas, darkness, rugged landing sites, and the need for speed or silence all require skill checks. The character can also attempt to make small field repairs.

Manufactory: [Information Overload](#)

## CYBERPUNK 2020 CYBERWARE

### **Mental Co-Processors**

Mental co-processors are a new technology where a biochip is planted in the brain and assists it with certain functions - like math, for example. But, unlike chipped skills, a person with a mental co-processor can still learn and increase their skill. However, some co-processors actually alter your natural attributes. Below is a list that is by no means definitive. Ask your MicroTech Dealer about others!

Manufactory: [Information Overload](#)

#### **Math Co-processor**

Price: 2,000 E.B.

HC: 1D6-1

SC: CR

Gives the user a permanent +1 bonus to their Mathematics skill.

Manufactory: [Information Overload](#)

#### **Visual Cortex Co-processor**

Price: 3,000 E.B.

HC: 1D6

SC: CR

Give the user a +1 bonus to their Awareness skill when using visual cues.

Manufactory: [Information Overload](#)

#### **Empathy Co-processor**

Price: 6,000 E.B.

HC: 0pt

SC: CR

Gives the user a +1 bonus to their EMP rating, using an advanced biofeedback system.

Manufactory: [Information Overload](#)

#### **Coolness Co-processor**

Price: 5,000 E.B.

HC: 1D6/2

SC: CR

Gives the user a +1 bonus to their COOL rating, using a special biofeedback system.

Manufactory: [Information Overload](#)

## CYBERPUNK 2020 CYBERWARE

### Spatial Awareness Co-Processor

Price: 4,000 E.B.

HC: 1D6-1

SC: CR

Gives the user a +1 bonus to their Draw/Paint skill.

Manufactory: [Information Overload](#)

### Enhanced Nervous System

Price: 10,000 E.B.

HC: 1D6+1

SC: N

Ever wish you could get boosterware and not have to spring for a neuralware processor? The new Enhanced Nervous System bio-upgrade from Raven Microcyb allows you to! An injection of synthetics and nanotechs is all it takes. After three days, all your major nerve trunks are cross-wired allowing for faster reaction times. You can even combine it with all forms of boosterware! Games notes: This nanotech treatment gives the character a permanent +1 bonus to their REF stat. A character with an enhanced nervous system may use other types of boosterware, but they must have a neuralware processor and may use only one type (Sandevistan or Kerenzikov) and may opt to a Boostmaster. Another advantage of an enhanced nervous system is that the only place a cut spinal cord will paralyze the owner is above the shoulders.

Manufactory: [Information Overload](#)

### Cyberblood Nanotechs

Price: 4,000 E.B.

HC: 1D6/2

SC: N

Ever wish you had more endurance? Ever wish you could run a bit faster? When you get TechShack's Cyberblood Nanotech treatment, we drain 2 pints of your blood, and replace them with our specially-designed oxygen-carrying nanotechs, and then suppress the body's ability to replace that blood. The result: faster running and better endurance! Game notes: Cyberblood adds a +1 to the recipient's Endurance skill (exceeding +10 is possible), and adds a +1 to MA.

Manufactory: [Information Overload](#)

### EmeraldTech Xr Ray Vision

Price: 2,000 E.B.

HC: 1D6

SC: MA

The latest option in cyberoptics, developed for our IRA medics in the field. Worried that your patient might have a broken bone? Just flip on your Xr Ray vision and look for yourself. Xr Rays are actually r-neutrinos, a small particle that passes through all organic materials. This has the same effect of X-Ray technology but without the need of a transmitter or any of the harmful radiation effects. Xr ray vision allows the user to penetrate layers of any organic material, discerning what is inside to a limited effect. Unfortunately the receptors for this are so complicated, that only a small number of them can be fit into the cyberoptic. This gives the Xr Ray vision a range of only 1m (3 feet). So while you can look under someone's jacket if they're standing right next to you (and only if they are wearing non-metallic laced armor), looking through walls is pretty much out of the question. This does give medics an advantage when diagnosing or treating patients (+1 to each), which is more than worth the 2000 eb pricetag. Xr-ray vision takes up four expansion slots in a normal cybereye. Order one today and a proceed of 5% of each sale will go to help sponsor your local I.R.A. chapter.

Manufactory: [Information Overload](#)

### Linear Frame: $\alpha$

Price: 11,000 E.B.

HC: 3D6

SC: MA

Boost your strength and intimidation factor with the newest class of Linear Frame from Militech! Not suitable for building ACPAs, but still good enough to kick some tail in the Combat Zone. Game notes: This linear frame is only for boosting strength. ACPAs may not be built around it. It's Strength=18

Manufactory: [Information Overload](#)

# CYBERPUNK 2020 CYBDERECK

## Deck's & Computer's

### Sony DeckMan Plus

Cost: 2,500 E.B.

Speed: +2

MU: 5

Data Walls: +5

Options: DeckMate, Sealed, Cellular

Manufactory: [Black Hammer Project](#)

The Sony DeckMan Plus makes Interfacing safe and easy. A fast state-of-the-art processor runs the system which is encased in a solid SP20 (SP:40 vs. impacts) Armor-Plastic shell. All contacts are sealed and there is no method in which foreign materials can enter the interior of the unit. Even the interface plugs are Low-Impedance cables built into and sealed to the unit. The unit does not include a cell-phone, but has cell-capable interfacing to work through any phone line. The down-side is that this sealed beauty cannot have any expansions or additions; there are no peripheral slots, no access ports and no way to open her up. The only accessories available is a special 15" Sony Flop Screen and a keyboard.

### LeMarchand Black Books

Cost: 15,000 E.B.

Speed: +1

MU: 40

Data Walls: +9

Options: Hardened Circuitry, INT3, 1CPU, Cellular

Manufactory: [Black Hammer Project](#)

A top-line combat deck / portable PC hybrid, the Black Books (Black Book singular) utilize the same processor and memory units of the Zetatech PS-4040 Portastation (the Zetatech 90690 chip) loaded into a 22SP Ceramic-Polymer casing with a pull-up handle for portability. Integrally linked to this station is a LeMarchand custom cellular cybermodem with superior speed to counter the penalties of the PC base (for a net +1 speed).

## Improvement

### Healing DataWalls

3,000 E.B. plus 1,500 E.B./STR point

Healing DataWalls are a new innovation in counter-intrusion systems. They can be breached normally, but only remain open for a single turn before they close up again. This puts the invading netrunner in a fix - either trapped inside or outside the data fortress. They start at STR 2 and have a maximum of 10.

Manufactory: [Information Overload](#)

### Heavy DataWalls

3,000 E.B. plus 1,500 E.B./STR point

Heavy DataWalls are readily available on the economy these days, and are slowly becoming more and more common. To get Heavy DataWalls one must pay the specified amount, plus the extra 1500eb per STR point. The Heavy DataWalls begin with STR 2. Also, two successful intrusion rolls must be made to break through a Heavy DataWalls. Heavy DataWalls have a maximum of STR 14.

Manufactory: [Information Overload](#)

## CYBERPUNK 2020 SOFTWARE

### The Big Eraser

Class: Anti-Personnel / Anti-Program

Cost: 17,500 E.B.

Strength: 9

MU: 6

Diff: +70

Manufactory: [Black Hammer Project](#)

The Big Eraser is a simple, brutal design. It is wielded like, well, a large eraser, and "rubs out" offensive software and netrunners (2D6 damage to Programs or Runners on a successful attack). Programs like this see more and more use as the amount of software on the net increases and it gets harder to distinguish between software and netrunner icons.

**Icon:** A huge (8' long) cartoon rubber eraser that the runner pulls out of his pocket.

### Screen Saver

Class: Anti-Personnel / Controller

Cost: 13,750 E.B.

Strength: 7

MU: 5

Diff: +55

Manufactory: [Black Hammer Project](#)

Screen Saver is a fantastic multi-media adventure in anti-personnel programming. Functional both to targets on and off the net, Screen Saver attacks runners directly, taking over their view with a funky, original, hypnotic graphic that freezes them in place for 2d6 turns until they snap out of it, but it also will hypnotize anyone watching the netrun through a videoboard or other graphical or full sensory connection. Screen saver also acts as a controller for videoboards, again broadcasting the hypnotic pattern to whomever may be watching.

**Icon:** A pocket-full of fractal that expands and clamps itself to the viewer's face.

# CYBERPUNK 2020 SOFTWARE

## Woody Woodpecker

Class: Intrusion

Cost: 180 E.B.

Strength: 1

MU: 2

Diff: +18

Manufactory: [Black Hammer Project](#)

The ultimate diversion, Woody was built up to be a loud intrusion soft based on the hammer series, but with auto-rerez and unlimited endurance. This soft is activated, left at a wall location while the runner moves to another position in or around the datafort in question and watches the defensive software and sysops converge on the irritating soft. When in use, the Woodpecker alerts all defensive softs and runners within 15 squares. Even worse, once derezed it gets back up after d3 turns (if the re-rez roll succeeds, 1 in 3) and keeps going.

**Icon:** A cartoon woodpecker pecking at the datawall. Other versions include the Duckman who picks away at the wall ineffectively with a pickaxe and exclaims "What the Hell you looking at!?" when confronted and a final version is Big Bird who kicks at the wall and yells "Snuffleuffagus!!! Are you in there?!?" and then when others arrive and take notice he turns around and says "Hi Kids!" before continuing on the wall.

## Safety Glasses

Class: Protection / Detection

Cost: 600 E.B.

Strength: 8

MU: 4

Diff: +30

Manufactory: [Black Hammer Project](#)

Acting in all ways as an very up-powered See-Ya, these glasses also act as a shield against anti-personnel softs, to keep you from being blindsided while poking around where you most certainly shouldn't have been in the first place. Invisible programs, disguised programs or VRs appear to be silhouetted in black when viewed through the glasses. Buyers should beware not to confuse these glasses with their cheaper cousin the Peril-Sensitive Sunglasses (3MU, 500eb) which go completely black (temporarily blinding the 'runner) whenever the protection feature is triggered.

**Icon:** (contextual) A pair of red sunglasses that the runner looks through, and that shield his eyes.

## Tank 2019

Class: Anti-Personnel / Anti-Program / Intrusion / Protection

Cost: 23,750 E.B.

Strength: 9 (2-5)

MU: 17

Diff: +95

Manufactory: [Black Hammer Project](#)

Originally coded by the BlackHammer Project netrunner collective, this soft can be found occasionally lying around discarded. It suffers from extreme obsolescence and is treated as being 4 strength lower due to it's antiquity. Hogging up most of even the biggest decks MUs, Tanks cover all the netrunners needs, dealing out 2d6 damage to any datawall, program or netrunner daring enough to get in the way of the main gun. In addition any attack which manages to penetrate the defenses is reduced by 9 damage (rendering most anti-personnel and anti-program attacks next to useless). This soft illustrates how underpowered most anti-personnel and anti-program softs are when confronted with a real protection soft (dif 10 + 15 to prevent 9 damage).

**Icon:** (fractal) A computer-generated TRON tank.

## Tank 2022

Class: Anti-Personnel / Anti-Program / Intrusion / Protection

Cost: 28,000 E.B.

Strength: 9 (5)

MU: 10

Diff: +120

Manufactory: [Black Hammer Project](#)

Is an updated Tank soft resurrected by the BlackHammer Project. No longer suffering from code obsolescence, this tank has much tighter code, is far faster (+2 deck speed) and has auto-rerez backup code. With a list value of 28,000eb and a difficulty of 120 to code, this is a One Of A Kind soft. (10MU)

## GateMaster 6000

Class: Utility

Cost: 200 E.B.

Strength: 8

MU: 2

Diff: +20

Manufactory: [Black Hammer Project](#)

Gatemaster 6000 is an upgrade to the GateMaster software that gives it recognition ability to delete any of the standard BrainWare Blowout Viruses that infiltrate a runner's deck.



## CYBERPUNK 2020 SOFTWARE

### GateMaster 6000Lite

Class: Utility

Cost: 150 E.B.

Strength: 3

MU: 1

Diff: +15

Manufactory: [Black Hammer Project](#)

When GateMaster 6000 was released by MacAfee associates, it was hailed as a masterpiece. A Large Masterpiece. GateMaster 6000Lite makes it's sales due to both smaller price and that it occupies half the system resources of GateMaster 6000. Otherwise treat it exactly as GateMaster 6000.

### Viral 23

Class: Anti-System

Cost: 750 E.B.

Strength: 6

MU: 3

Diff: +25

Manufactory: [Black Hammer Project](#)

Although seemingly identical to Viral 15, Viral 23 incorporates the same recognition algorithms as GateMaster 6000, allowing it to seek out and destroy GateMaster software before going about it's random extermination of other software in the deck or system.

**Icon:** A multicolored DNA strand in a blue cloud.

### Mine 15

Class: Anti-Personnel

Cost: 34,500 E.B.

Strength: 8

MU: 7

Diff: +115

Manufactory: [Ookami](#)

The Mine 15 is like any other mine in the real world. It lies hidden for the unwary one, and will not be detected whit ease. Mine 15 will only explode when a netrunner is walking over it. It can be programmed to recognize your own signal, so that you can pass it whit out it exploding.

**Icon:** 3" high tin can.

### Mine detector

Class: Detection

Cost: 2,040 E.B.

Strength: 6

MU: 8

Diff: +85

Manufactory: [Ookami](#)

Mine Detector is specialized to detect mine programs. It take 1 turn to scan 1 square radius, and 3 turns to scan 2 square radius around netrunner. +3 turns for every extra square out from netrunner, max 7 square radius.

**Icon:** Palm held Scanner were read dots will aper when the scanner have found any mines.

### Mine Destroyer

Class: Anti-IC

Cost: 2,160 E.B.

Strength: 8

MU: 4

Diff: +45

Manufactory: [Ookami](#)

This program can only destroy mine programs that has been found and do now the location off. It must be activated whit in 2 squares from user.

**Icon:** Netrunner will ignite a fuse that will run to the mine end destroy it

### Stay

Class: Evasion

Cost: 1,100 E.B.

Strength: 3

MU: 1

Diff:

Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

Stay causes the netrunners ICON to stay put, for 2D6 turns, while they go about their business. The 'runner can only move fifteen squares from their ICON and progs like "See-ya" can be used to see the netrunners actual location.

**Icon:** Netrunners Icon

# CYBERPUNK 2020 SOFTWARE

## Witch-Hole

Class: Anti-System/Net  
Cost: Unknown  
Strength: 10 MU: 12  
Diff: Unknown  
Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

Possibly the most mythical program in the history of netlore. It creates a paradoxical "black-hole" in the target system, which will proceed to pull everything into it. The prog is four squares wide pulls everything toward it at a rate of 3 squares per round. Anything that gets sucked in is lost forever, ICE, Files, even netrunners. The problem is that when it is released there is a 75% chance that it will spread to a new target. Then again and again and again... It could quite possibly mean the end of netspace.  
**Icon:** Black Hole

## Cuffs

Class: Anti-Personnel  
Cost: 753 E.B.  
Strength: 3 MU: 2  
Diff:  
Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

Designed to prevent enemy 'runners from using their programs. When unleashed a pair of cuffs snap themselves around the runners wrists. Although the 'runner can still move, they can't use their programs for D6+1 rounds.  
**Icon:** Handcuffs

## Bodyguard

Class: Anti-IC  
Cost: 1,100 E.B.  
Strength: 8 MU: 3  
Diff:  
Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

A specialized daemon, whose purpose is to protect it's owner. When ICE is about to hit the 'runner, Bodyguard will jump in the way and take the blow.  
**Icon:** Harrison Ford

## Identity

Class: Detection  
Cost: 850 E.B.  
Strength: 3 MU: 3  
Diff:  
Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

Detects the type and strength of a foreign program.  
**Icon:** ID card with the relevant information

## Anchor

Class: Anti-Personnel  
Cost: 500 E.B.  
Strength: 4 MU: 2  
Diff:  
Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

Keeps a netrunner in place for D6 turns.  
**Icon:** An Anchor (what else?)

# CYBERPUNK 2020 SOFTWARE

## Houdini

Class: Anti-IC  
Cost: 990 E.B.  
Strength: 5 MU: 4  
Diff:  
Manufactory: [DartBoard Software\(BlackHammerProject\)](#)

A specialized prog that eliminates ICE which prevents a netrunner from moving. When activated the netrunners ICON temporarily changes to that of Houdini and said ICE dissolves.

**Icon:** Harry Houdini

## Joey Rider Plus

Class: Utility  
Cost: 360 E.B.  
Strength: 3 MU: 6  
Diff: +36  
Manufactory: [Ookami](#)

Lets the joy rider to be more active than before. Joey rider can use some of the menu functions and prespecifide list of programs. Cyberdeck or mainframe must have 1 CPU and 2 INT extra per joy rider, so 2 joy riders the system must have 3 CPU and 5 INT to function

**Icon:** Grow 1 extra head for every joy rider.

## Gangster

Class: Controller  
Cost: 240 E.B.  
Strength: 5 MU: 3  
Diff: +24  
Manufactory: [Ookami](#)

Takes over target CPU so that user can run programs and use the mu that is attached to that CPU.

**Icon:** A computer is attached to the CPU and the netrunner is hacking on it.

## Mafioso

Class: Controller  
Cost: 380 E.B.  
Strength: 4 MU: 6  
Diff: +38  
Manufactory: [Ookami](#)

Takes Control over target CPU so that netrunner can us it to run his own programs on it. The program can only handle one CPU at time, and only one Mafioso can be on at time. The cyberdeck will route all its traffic thru that CPU so if any one is sending a flat line or its like it will hit that CPU first. Threat the extra CPU as 1 INT to your cyberdeck. Decreases any stealth and evasion program whit 2 due to the link to the CPU. If you try to jump a LDL the security value will be added whit 1. Add 1 to the tracers value when he is looking for you

**Icon:** A blue pulsing line that runs from the CPU to you.

## Cartel

Class: Controller  
Cost: 500 E.B.  
Strength: 4 MU: 8  
Diff: +50  
Manufactory: [Ookami](#)

Takes Control over several CPU's so that netrunner can us it to run his own programs on it. The program can handle up to 6 CPU's at time, and only one Cartel can be on at time. The cyberdeck will route all its traffic thru all the CPU's so if any one is sending a flat line or its like it will hit the first CPU in the line. Threat the each extra CPU as 1 INT to your cyberdeck. Every 2 CPU Will add 1 to the deck speed. Decreases any stealth and evasion program whit 2 for each CPU. If you try to jump a LDL the security value will be added whit 1 for each CPU. Add 1/CPU the tracers value when he is trying to locate you.

**Icon:** A read pulsing line from all the CPU's to you.

# CYBERPUNK 2020 SOFTWARE

## New-ID

Class: Protection  
Cost: 270 E.B.  
Strength: 4 MU: 4  
Diff: +27  
Manufactory: [Ookami](#)

This program will lend its STR when the deck is attacked by Gangster, Mafioso and Cartel. Thus making it harder to take over. When netrunner have been attacked, the program is trying to locate the attacker and report its meat position to netrunner.

**Icon:** ID-Card

## Protected-ID

Class: Protection  
Cost: 1,880 E.B.  
Strength: 4 MU: 8  
Diff: +47  
Manufactory: [Ookami](#)

Protected-ID is as New-ID, but it will tray and do a counter attack. If succeeding the attack it will do 1D6 in damage to the attacking program.

**Icon:**

## Path Finder

Class: Utility  
Cost: 300 E.B.  
Strength: 3 MU: 4  
Diff: +30  
Manufactory: [Ookami](#)

You will tell the program were you want to go and the Path Finder will find the quickest way there. It can cold up to 10 paths in memory.

**Icon:** A world map whit some path's on it.

## Underground Path

Class: Utility  
Cost: 1,360 E.B.  
Strength: 5 MU: 6  
Diff: +68  
Manufactory: [Ookami](#)

As Path Finder but it will try to blow thru all the LDL's to the location. Runner will get +1 when doing the security roll.

**Icon:** A world map whit some path's on it.

## Claymore Mine

Class: Anti-Personnel  
Cost: 26,000 E.B.  
Strength: 6 MU: 6  
Diff: +113  
Manufactory: [Ookami](#)

Like Mine 15. But will spread the damage in a triangle like form from Claymore Mine. 1 square will all that is in there take 3D6 dam. 2:nd square will be 3 square wide and all that are on those will take 1D6 of damage.

**Icon:**

# CYBERPUNK 2020 SOFTWARE

## Commercial

Class: Anti-Personnel

Cost: 26,000 E.B.

Strength: 4

MU: 10

Diff: +104

Manufactory: [Ookami](#) & [FNFF](#)

I think that this IC is the most horrifying software ever built. Every second turn it will try and make a copy of it self (half STR, a STR 1 Commercial can not make any copy of it self). Since it has a memory it will copy down targets signal's map, so it can find it later if it lose its target. Commercial is going to trying to establish the meat position. All copies of the program will have a trace to runner, super mother, mother so it can communicate whit each other, they will update its information every hour. All the commercial program is free to move netspace whit out restrictions. And its small INT it can make a pattern to see where he has been seen most and concentrate its source there. It is free to ask any netrunner that it enqunter and ask if that runner do now the target. It will attack every second turn and allert any other Commercial in the near vicinity. On a succses full attack the victum MUST look on th Commercial for 2D6 turns, victum can't do any thing else.

**Icon:** A smiling sales man (10" high) in blue and with striped suite whit a jetpack on it back. He is holding a sign (double his own size, or bigger) where all the commercial or info is showing.

**GM note:** A niced GM can kill all subprograms when the original is killed. Kill a program that has made an succes full attack. If you don't what to be nice, THEN don't kill them. If the netrunner jump ship in the first place then he will face a cuple of milions of them. Put 1D20 of them eavery where, LDL's, city Subgrids, inside datafortres any where you can think of. For multiple encounters in the same place incrise the amount the next time. What chance will it be for the subcopies to be encounterd?? On a D100 Original(STR 4): 100, Copy1(STR 3): 90-99, Copy2(STR 2): 60-89, Copy3(STR 1): 1-59.

## Acid

Class: Intrusion/Anti-IC

Cost: 2120 E.B.

Strength: 4

MU: 4

This intrusion program has an anti-IC subroutine for use against healing datawalls. Acid does 1d6+1 damage per attack. Healing datawalls "heal" shut in two turns, instead of one, after being breached by this program.

Manufactory: [Information Overload](#)

## Scotty

Class: Evasion

Cost: 340eb

Strength: 5

MU: 2

Difficulty: +17

When activated, Scotty automatically shifts the netrunners position in the Net at random by 10 grid squares. This can be helpful or disastrous (GMs take note). It can be used to escape Glue or other restraining anti-personnel programs, however, the final location of the netrunner can make for worse situations... If the 'runner ends up in a DataWall, he is affected as if hit by a Hellbolt, and unceremoniously dumped to a grid square adjacent to the DataWall (God help him if he's surrounded by them on all sides). If he lands in an LDL, it activates the LDL, sending him to wherever, and charging his Internet bill. If he lands in the same square as an anti-personnel program, the program attacks him. The end location of the netrunner is up to the GM, who should note that this wonderfully fun program can place the 'runner inside a data fortress. This lovely teleport ability comes with a drawback: immediately after the jump, the netrunner will be disoriented for 1d6 turns (-2 INT, -2 REF).

**Icon:** A copy of the transporter effect from Star Trek that envelopes the 'runner as he disappears and reappears.

Manufactory: [Information Overload](#)

## Jam

Class: Intrusion/Anti-System

Cost: 1230eb

Strength: 4

MU: 7

Difficulty: +41

When placed in a gridspace where a Healing DataWall section used to be, Jam will try to prevent the Healing DataWall from closing up. It is a battle between two programs - the Healing DataWall's (STR + 1d10)-3 vs. Jam's STR + 1d10. Jam may also be used as an intrusion program.

**Icon:** A jar of strawberry jam.

Manufactory: [Information Overload](#)

## Mirror

Class: Anti-IC

Cost: 1200eb

Strength: 5

MU: 4

Difficulty: +30

Mirror is a defensive program that returns Hellbolts to their origin, be it Demon, netrunner, or AI. The source is then attacked by the Hellbolt.

**Icon:** A large, square mirror floating in front of the netrunner.

Manufactory: [Information Overload](#)

## CYBERPUNK 2020 SOFTWARE

### Scissors

Class: Evasion

Cost: 340eb

Strength: 4

MU: 2

Scissors "cuts" the netrunners current grid-square location out of Netspace. To the protected 'runner, it will appear as if he is surrounded by datawalls. To the rest of Netspace, it appears as if a single datawall block has appeared in that spot. To get to the netrunner, you must first use intrusion software to knock the grid-square back into Netspace -- the "datawall" is STR 4.

**Icon:** A pair of scissors, cutting along the edges of the grid-square.

Manufactory: [Information Overload](#)

### Weed

Class: Anti-System

Cost: 630eb

Strength: 2

MU: 3

When a Weed program successfully attacks the target system, it will reduce that system's speed by 1 until the program is destroyed.

**Icon:** A crudely-rolled cigarette extending from one of the affected system's CPUs...

Manufactory: [Information Overload](#)

### Rage

Class: Anti-Personnel

Cost: 7250eb

Strength: 4

MU: 4

Reduces victim's EMP to 0 for 1d6 hours -- the effect is like cyberpsychosis, except that it wears off.

**Icon:** An African tribal mask with chattering teeth.

Manufactory: [Information Overload](#)

### Hurt

Class: Anti-Personnel

Cost: 5500eb

Strength: 1

MU: 3

Hurt jolts the victim's pain centers -- it does 1d6/2 of actual physical damage and causes a -2 penalty to REF for 1d6 turns.

**Icon:** A cartoonish knife.

Manufactory: [Information Overload](#)

### Generation

Class: Anti-Personnel

Cost: 10500eb

Strength: 8

MU: 7

This is a rumored-to-exist Arasaka security program and a cousin of the Liche program. It is designed to be used against female netrunners, specifically those that are pregnant. It programs an unborn fetus to kill their parent once they reach age 10. If this program does actually exist, the first fetal victims of this program will start killing their parents in 2031.

**Icon:** A glowing red earthworm.

Manufactory: [Information Overload](#)

### Slow

Class: Anti-Personnel

Cost: 7000eb

Strength: 4

MU: 4

Slow prevents the attacked netrunner from employing his boosterware while in the Net. The cyberware affected is: Kerenzikov, Sandevistan, and Boostmasters. Enhanced Nervous Systems are not affected.

**Icon:** A fanged turtle with red eyes.

Manufactory: [Information Overload](#)

## CYBERPUNK 2020 SOFTWARE

### Shift

Class: Evasion

Cost: 240eb

Strength: 2 MU: 1

This evasion program from somewhere in Eastern Europe is a cheap, yet effective piece of evasion software. It shifts the netrunners ICON so that it is one grid-square away from his actual location.

**Icon:** The netrunners ICON.

Manufactory: [Information Overload](#)

### Borland Conceptual C

Class: Utility

Cost: 730eb

Strength: 2 MU: 7

Diff:

Manufactory: [Ookami](#)

This program is desined to healp the programmer to make an easier task. Add 1 to your programming skill check. The program will prevent any atemt to go in to the net, when you are running this program.

**Icon:** An rotating C. Or what the player want's it to bee!!

### Borland Virtual Builder(non AI)

Class: Utility

Cost: 950eb

Strength: 4 MU: 9

Diff:

Manufactory: [Ookami](#)

This program is desined to healp the programmer to make an easier task. Add 2 to your programming skill check. The program will prevent any atemt to go in to the net, when you are running this program.

**Icon:** Constraction site.

### Borland Virtual Builder(AI)

Class: Utility

Cost: 1150eb

Strength: 5 MU: 11

Diff:

Manufactory: [Ookami](#)

This program is desined to healp the programmer to make an easier task. This program have an build in AI that will healp the programmer whit debugung. Add 5 to your programming skill check. The program will prevent any atemt to go in to the net, when you are running this program.

**Icon:** Constraction site whit a man on it.

Class:

Cost:

Strength: MU:

Diff:

Manufactory:

**Icon:**

## CYBERPUNK 2020 REFERENS LIST

Name

Abbreviate

### SOURCE BOOKS

Cyberpunk 2020	2020
Home Of The Brave	Brave
Euro Source	Euro
Pacific Rim	Rim
Deep Space	Deep
When Gravity Fails	WGF
Guide To The Net	Net
Hard Wired	Wired
Solo Of Fortune	Solo
Maximum Metal	Metal
Chrome Book 1	Chrom1
Chrome Book 2	Chrom2
Chrome Book 3	Chrom3
Chrome Book 4	Chrom4
Corporation Report 2020 1	Corp1
Corporation Report 2020 2	Corp2
Corporation Report 2020 3	Corp3
Referees Guide	Refere
Night City	-

Name

Abbreviate

### INTERNET INFORMATION

Ookamis Software By Robert Mikkelsen	Ooki
Some Exotic Weapons By Martin Janerryd and Mickael Martinsson (Can not be found any ware, only here.)	-
Information Overload By Dan Bailey	OverL
Complete Netrunner Software list By Christian Conkle	CNSL
Black Hammer Project <a href="http://www.ambient.on.ca/cpunk/index.html">http://www.ambient.on.ca/cpunk/index.html</a>	Black
Some software By Jonas Nilsson	FNFF