

CYBER SPRAWL CLASSICS

ROLE PLAYING GAME

CORRUPTION & CREDITS WON BY CONSOLE & CHROME

ISSUE 2:
DECKS, DRONES
CYBERWARE &
THE METAVERSE

FOR USE WITH

OCC

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Art, suggestions and submissions are always welcome! Interior art is preferred to have the classic black & white outline style. Cover art aims for a “late-80’s to mid-90’s cyberpunk” vibe, though not exclusively. This is best viewed on an eReader or in Two-Page View on your preferred PDF software.

THIS ISSUE

"Remember the good old days, when contracts were underworld, security systems were there to be hacked, and the finale in every run was the showdown on the 20th sub-level? Those days are back, with the cyberware you know, the AI you fear, and the mission payload you know is there somewhere."

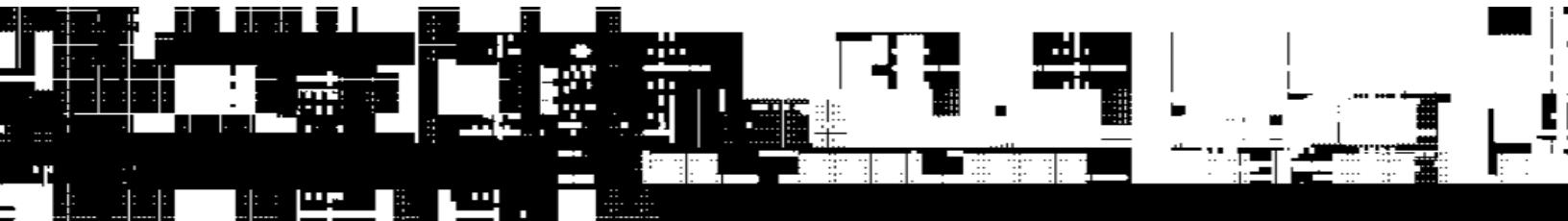
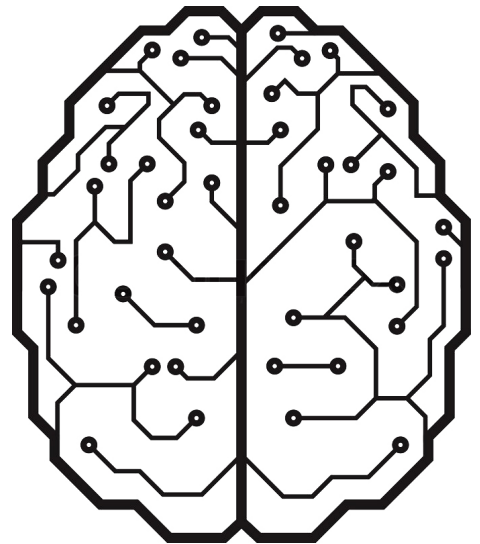
The response to Issue 1 of Cyber Sprawl Classics was awesome, and I didn't even hear from anyone's lawyer! Thanks for everyone's enthusiasm and support and I'd like to apologize for the long 10 month timespan between issues 1 and 2. I'd also like to note that since Issue 1's release, there has been an update fixing a few typos and small errors, so grab a copy of the [revised PDF](#).

When I was in my early 20's, making 'zines consisted of myself and a friend sitting on his bedroom floor listening to punk records, cutting pictures from stacks of ancient thrift store magazines and gluing them to pages between anarchic tangents we'd typed up. CSC is a digital take on that old-school tradition. As flattering as it is that many of you want a print version, it isn't gonna happen (unless you **DIY**). There is simply too much jacked art and material to make it legal. So, what you see is what it will stay: a non-commercial, free e-zine for the Dungeon Crawl Classics RPG we all love.

I think [Atari Teenage Riot](#) would have approved.

This issue will cover the more *cyber* end of Cyber Sprawl Classics. It is important to me that no rule ever codifies a setting for the Judge, whether it be their Sprawl or metaverse. It's your world to build and your game to run, so if anything herein doesn't fit your vision, by all means: print out the page, throw it in the garbage and implement your own.

H4ck 73H 94M3! h4CK 73H Pl4n37!



DECKS & DRONES

CYBERDECK GENERATOR

Roll once for each category below to generate a random cyberdeck. If it is for purchase, use the price-guide below to determine a cred value based off it's stats. A deck with more than one special bonus adds the cred value of each (ie: a +1 to hacking and execute programs adds 1250 for each.).

d% (roll)	Program Slots	Program Chips	Special
1-40	1	Reprogram A.I.	None
41-60	2	Reprogram A.I.	+1 Hacking
61-80	3	Reprogram A.I. + 1 random	+1 Execute Programs
81-90	4	Reprogram A.I. + 2 random	+1 Hacking & Execute Programs
91-100	5	Reprogram A.I. + 3 random	+d3 Hacking & Execute Programs

d14 (roll)	Make	Model
1	JMR	9x
2	PsiNic	Eclipse
3	Toki	5010N6
4	ExaCorp	M3H
5	Cytec	Reverie
6	omegaDev	A-800
7	TAT Technology	Chikara
8	Prototech	Salvation
9	Likine-Che	Shikaku-Series 7
10	TerraCom	Yellow Jacket
11	WOS Biotics	Extro: Model-B
12	Exabase	EVE
13	milNic	Tokugawa
14	Thetalink	Wayfinder+

	Cred Basis
Slots	300 per slot.
Special	1250 per +1. 2500 per +d3.
Program Chips	500 per random program.

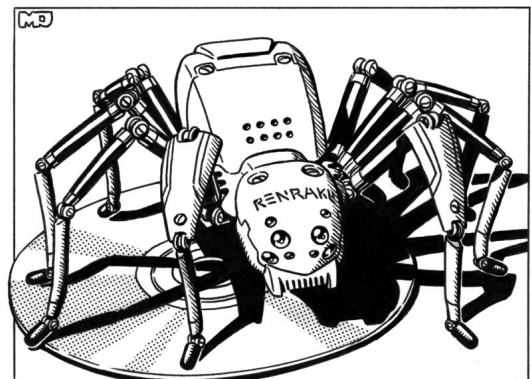
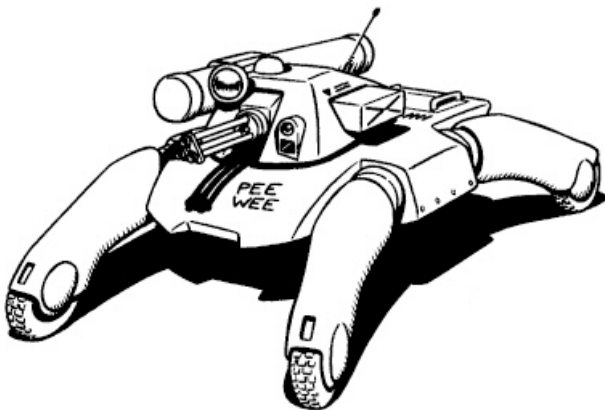
DRONE GENERATOR

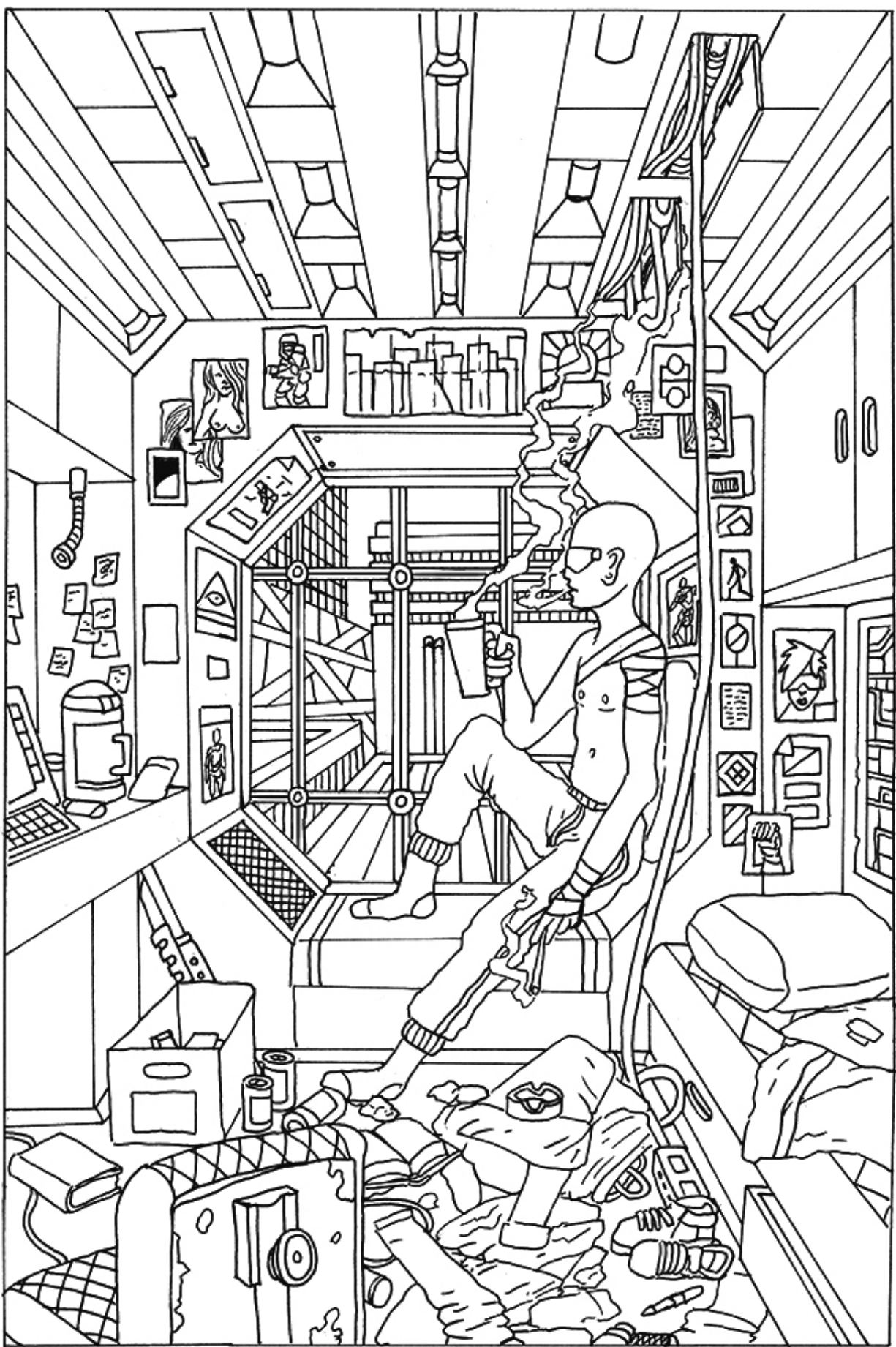
Roll once for each category on the table below to generate a random drone. If it is for purchase, use the price-guide below to determine a cred value based off it's stats. A drone with more than one special bonus adds the cred value of each (ie: a +1 to attacks and damage adds the value of each.)

d% (roll)	DMG	Type	AC	HD	# HD	MV	Special	Mobility	F/R/W
1-40	d3	Melee	12	d4	1	20'	None	Ground	+0 +1 +0
41-60	d4	Melee	13	d5	2	25'	+1 Attack	Ground	+1 +1 +0
61-80	d5	Ranged	14	d6	3	30'	d16 Attack Die	Hover	+1 +0 +1
81-90	d6	Ranged	15	d8	4	35'	+1 Attack & Damage	Hover	+0 +1 +1
91-100	d7	Dual	16	d10	5	40'	+d3 Attack & Damage	Dual	+1 +1 +1

Cred Basis	
Damage	100 per maximum damage (ie: 1d3 = 300, d7 = 700)
AC	300 per AC point above 10
HD	Multiply HD listed. Multiply result by 200. (ie: 2d8 = 16. 16 x 200 = 3200)
MV	200 per 5' above 20'.
Special	1250 per +1 or die bump. 2500 per +d3.
Mobility	500 ground / 1000 hover / 1500 dual

Notes: Drones will auto-follow their owner unless instructed otherwise, to a maximum range of 180'. During combat, the Rigger may sacrifice their own movement in a round to instruct their drone on where to move within that range for aid, defense, attacks, etc. Lastly, drones do not qualify as AI, as they are fully controlled by their owners via neuro-links.





CYBERWARE

RAZORKIDS & CHROME

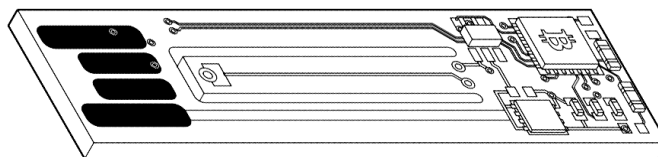
Cyberware represents the next evolution in mankind's physical and biological technology. While basic augmentations such as data-jacks are fairly common among denizens of the Sprawl, most models of cyberware remain far out of the reach or budget of the general populous.



To put it simply, cyberware is seldom mundane and should be challenging for PCs to attain, whether by gratuitous cost or rarity. These augmentations should be revered with nearly the same value as a magic item in DCC. The list below contains prevailing cyberware augmentations and their effects, which should be adjusted if the Judge sees fit.

Pricing should match your setting, campaign and general gaming style. That being said, dictating a set cred value for each unique item here is an exercise in futility. As a general rule of thumb, consider the following cost guideline when making cyberware available for purchase:

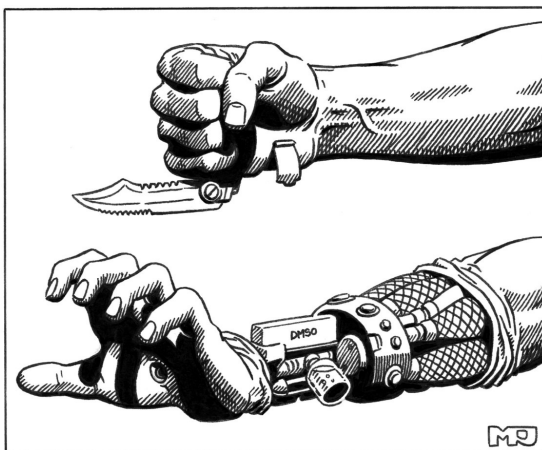
Type	Cred Basis
Data-Jack/Chip-Jack	300
Bonus to Attack or Damage Rolls	1250 per +1 or 1d3
Bonus to Ability Score	1500 per +1
Bonus to Saves or Initiative	750 per +1
Bonus to Skill Checks	1000 per +1
Weaponry	100 per maximum damage (ie: 1d5 = 500, 2d4 = 800)



CYBERWARE AUGMENTATIONS

d24	Model	Type	Description
1	Data-Jack	Head	Resembles a ¼ inch AUX input. Allows neural connection via decks to the metaverse (or even to specialized equipment, such as SmartGun modifications). Starting cyberware for a Console Cowboy .
2	NeuroTran	Head	A permanent wetware implant that emits a neurological signal. Allows wireless communication and control to a drone up to 180' away. Starting cyberware for the Rigger .
3	CyberMedic	Head	Found in most Medics, back-alley or professional. Allows for mental overclocking when healing patients. Starting cyberware for the Medic .
4	Chip-Jack	Head	Resembles an SD slot. Used largely for second-life, personality, and educational wetware.
5	Cognet-X	Head	Boosts the speed of brain-to-body neuro transmissions providing a +2 bonus to Initiative and Reflex saves.
6	Sa-V	Head	A cerebral booster that increases the user's Intelligence by +1, up to a maximum of 20/+4.
7	snEYEper	Eyes	An ocular augmentation allowing for greater visual targeting. +1d3 to all ranged attacks. Reduced 25% chance to hit an ally when firing into melee.
8	Herschel IR	Eyes	Allows for a 60' infrared vision range.
9	Brights	Eyes	High-energy flashbulbs hidden in a cybereye. Once a day, it is capable of temporarily blinding a single opponent for 1d3 rounds. Save vs. Will to avoid.
10	NuSpice	Neck	A subtle pheromone enhancer and projector. +2 to all Personality/Speech checks.
11	K3-NKU	Neck	Allows for vocal modulation. +4 bonus for checks involving impersonation of a familiar voice.
12	Crotaliner	Neck	Implants a genetically tailored toxin sac above the larynx. When triggered, grants a close-range poison attack. Refer to DCC Appendix: P (pg. 446) for suggestions.
13	Mollys	Hands	Retractable 4" blade-like extensions on the fingertips. Provides a natural 2d3 melee attack.
14	Liston S+	Hands	A dermal plating of hard plastic and metal on one or both hands. Allows for a natural 1d6 unarmed attack. Applies a -3 penalty to any Sleight of Hand and Lockpicking checks.

15	hamNETs	Arms	Nanofibre mesh coating the muscles of the upper and lower arms. +2 Strength, up to a maximum of 20/+4.
16	Mantodeal XC	Arms	A retractable, mantis-like blade installed in the forearm that deals 1d7+1 melee damage.
17	JoltAlarm	Arms	Stimulates the nervous system to immediately jolt a stunned user awake.
18	ICD Shock	Body	An implanted defibrillation cyberware that activates when the user is downed. So long as the fatal blow was not irrevocable (such as decapitation, immolation, etc.) this gives a +5 bonus to Luck when making a <i>Recovering the Body</i> check.
19	Bone Lacing	Body	Covers the user's bone structure with a hard plastic, providing a natural +1 to their AC.
20	Berzerker	Body	An adrenal reservoir that can be triggered once daily for a +1 attack bonus and +1d3 damage bonus. Lasts 6 rounds.
21	Logan Regen	Body	Increases thrombocyte production to a high degree. Once a day, this can be activated to reduce the last attack damage taken by half.
22	Acinonyx	Legs	Bionic joint enhancements that add 10' additional movement speed and a +1 to initiative.
23	Lagomorphs	Legs	Cyberware adding +2 Agility (up to a maximum of 20/+4) and a natural 6' vertical leap.
24	Featherfall DAC	Legs	Damage absorption coils implanted in the hip, knee and shin joints allowing for injury-free falls up to a height of 50'. When falling from higher, a save vs. Reflex of DC 10 +1 per foot halves any damage taken.



THE METAVERSE

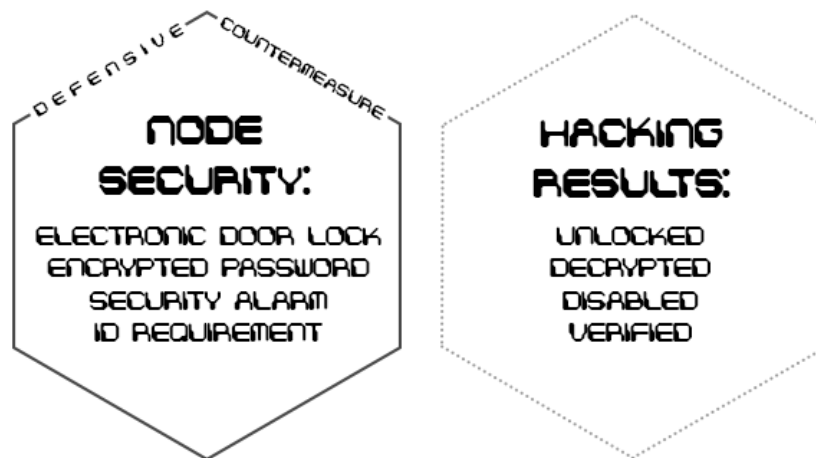
DECKING THE 'VERSE

Though the standard computer terminal and monitor still dominate in both ownership and use, in a post-communication age, the metaverse has become the wildly popular virtual successor. By taking computer data and rendering it into a navigable, virtual world, it is used globally by hackers, programmers, digital security specialists and even casual users. With a deck at hand, most experience the metaverse through bulky VR goggles, while those who have dedicated their professional careers to this boundless realm opt in for high-tech data-jack cyberware.

A Console Cowboy's primary function and purpose on a run is breaking in to a local network's computer systems, or **nodes**, in order to override security alarms, decrypt passwords, unlock electronic doors, and falsify identification at checkpoints. While jacked in, Console Cowboys can utilize their hacking skills to bypass a node's **Defensive Countermeasures**, or **DC**. Due to the autonomous, secure nature of these nodes, the Console Cowboy and her deck must be manually connected to a locally networked computer terminal or data-jack input to make a hacking attempt. Most nodes will have access to a few (not all) nearby security points or rooms.

Lastly, the Console Cowboy may also execute powerful, specialized **programs** in the metaverse to aid their runner crew by affecting their physical location or by distorting the mental and visual processes of various AI, such as security bots, turrets and androids; All of which use the metaverse to function within their real-world environment. Each program comes on a singular chip, which can be loaded into a deck's program slots. These are prized by Console Cowboys beyond nearly everything but their trusty deck itself. They are typically rare, expensive and highly illegal.

Note: Swapping one slotted program chip for another in combat takes 1 action.



DEFENSIVE COUNTERMEASURES

Defensive Countermeasures are programming obstacles met by Console Cowboys jacked into the metaverse; Virtual renderings representing their node's protection. The Console Cowboy can venture into the metaverse and approach a nearby node's DC in an attempt to bypass security measures through hacking (typically done with a roll of 1d20 + INT + any bonuses). If for any reason another character class is able and attempts these skills, they are rolled untrained (unless their 0-Level Occupation would suggest otherwise). Failure in a hacking attempt usually prompts a security breach detection, resulting in a temporary lockdown of the node, a triggered alarm, or worse.

DC's can range anywhere in difficulty from 5 to 20 and beyond, depending on the quality and complexity of it's programming.

DC	Examples	Possible Security Breach Effects
5	White DC. Sub-par, entry level security.	System lockdown for 1d3 turns.
10	Yellow DC. Low end, functional security. Common for electronic door locks in a home, basic password encryption, and a store's alarm systems.	System lockdown for 1d5 turns.
15	Red DC. High end security for important systems within banks, hospitals, museums, etc.	System lockdown for 2d3 turns + Security Alarm.
20+	Black DC. Used in ultra high end security for the most crucial, upper level systems or encryption within corporate arcologies, mansions, or Yakuza and Triad operations.	System lockdown for 2d6 turns + Security Alarm + Metaverse Ejection (1d4 dumpshock damage).

Note: Within the metaverse, DCs are rendered in myriad ways. The most common virtual portrayals are walls, pyramids or simple architectural structures. More creative security programmers have taken to personalizing their creations, creating unique models such as dragons, spiders, faces, animal-life, lotus blossoms and more.



HACKING EXAMPLE IN PLAY

Judge: *Making your way through the sewers you come across a ladder leading up 12' to a grimy steel hatch. A single red light blinks on it's face, near a sturdy metal handle. There is no visible lock, but a small keypad rests in the wall below it, a single data-jack input for maintenance on it's bottom face. By the look of your comm's GPS, you're clearly beneath your destination.*

Street Samurai: Drek! No passcode. Think you can crack it, kid?

Console Cowboy: Should be a breeze. I'll give it a shot. When I'm jacked in, watch my back. I don't trust these sewers. Junkies everywhere.

Street Samurai: **pats his Uzi**. Done and done, omae.

Judge: *As you jack into the metaverse, the meatspace around you fades like TV static and opens into a vibrant virtual reality resembling a neon lit city on an endless black and cyan grid. You see the hatch's Defensive Countermeasure programming in front of you, rendered to resemble a spinning, laughing red skull. A chaotic display of cascading numbers within it rapidly flicker and change.*

Console Cowboy: First things first, let's see if this hunk of junk has a security alarm.

[rolls 1d20 + INT + Detect Alarms] for 18 over a DC of 15. Success!

Judge: *Delving into the protocols, you find an alarm system set to trigger should you botch breaching the lock's passcode, whether by hacking or erroneous manual entry.*

Console Cowboy: Ok. I'm gonna try to disable the bastard. Cross yer fingers.

[rolls 1d20 + INT + Shut Down Alarms] for 12 under a DC of 15. Failure!

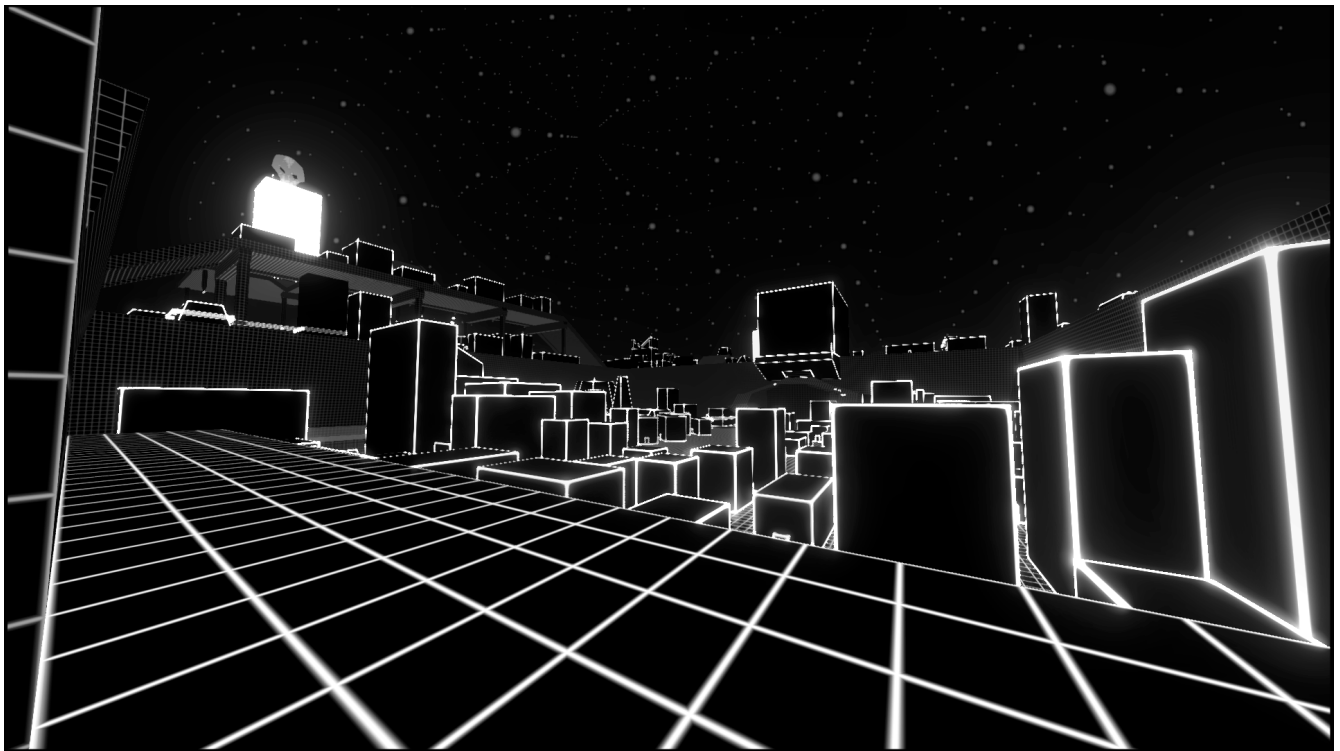
Judge: *No dice. You can't quite seem to disable it. Solid protection here.*

Console Cowboy: **curses**. Well, we've got no other choice, unless we wanna blast through the front entry. We've gotta get in there. I'm making a decryption attempt and burning 1 luck.

[rolls 1d20 + INT + Decryption + 1 Luck] for 21 over a DC of 18. Success!

Judge: *Your fingers begin furiously typing as you begin a brute-force attack on the hatch's passcode. After a few breathless moments, the skull looks as if it shatters into a thousand spinning polygons, fading into the ether. All of the flickering numbers within slowly fade but five: 61485.*

Console Cowboy: Wiz! Got the passcode! Alright, I'm jacking out.



BASIC PROGRAMS

Detect Bodies

Range: 60' or more

Duration: Varies

Execution time: 1 action

Save: Will vs. check DC

Through a small-scale radio pulse, this program detects all bodies within a specified distance and displays them to the user within a wire-framed virtual rendering of the meatspace area. This applies to both living creatures, and AI such as androids, turrets and security bots. If the user disconnects from the metaverse, the program still runs for it's set duration, or until shut down.

Manifestation	Roll 1d3: (1) red polygonal outlines; (2) heat-vision display; (3) silhouettes in green binary.
Misfire	Roll 1d3: (1) user inadvertently sets off nearby security alarms; (2) user displays the crew's position to the nearest AI or security bot for 1 round; (3) user displays the crew's position to the nearest AI or security bot for 1 turn and sets off security alarms.
Corruption	Roll 1d6: (1-3) 1d3 shock; (4-5) 1d5 shock and the user is rendered unconscious for 1 turn; (6) 1d7 shock and the user is rendered unconscious for 1d3 turns.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4+) misfire.
2-11	Failure. Program crashes and is lost for the day.
12-13	For a brief moment, the user can see all bodies within 30'. These bodies flicker into sight then immediately disappear again, leaving the user with an impression of their location.
14-17	For a brief moment, the user can see all bodies within 60'. These bodies flicker into sight then immediately disappear again, leaving the user with an impression of their location.
18-19	Until the end of the next round, the user can see all bodies within 60'.
20-23	For the next turn, the user can see all bodies within 60'.
24-27	For the next hour, the user can see all bodies within 60'.
28-29	For the next turn, the user can see all bodies within 200'.
30-31	For the next hour, the user can see all bodies within 200'.
32+	For a 24 hour period, the user can detect all bodies within a single architectural structure, or outside up to 1 mile.

Blackout

Range: 20' radius or more **Duration:** 1 turn or more **Execution time:** 1+ action **Save:** N/A

The user shuts down surrounding electronic lighting on the local grid. This does not visually affect AI such as androids, turrets and security bots (who's ocular and cognitive functions typically utilize the metaverse).

Manifestation	Roll 1d3: (1) rapid flickering into darkness; (2) gradual fade into darkness; (3) spreading of darkness from a central point.
Misfire	Roll 1d3: (1) user inadvertently sets off nearby security alarms; (2) user activates emergency lights; (3) user shuts down an adjacent room or block's lighting system.
Corruption	Roll 1d6: (1-3) 1d3 shock; (4-5) 1d5 shock and the user's vision is permanently rendered monochromatic; (6) 1d7 shock and the user is blinded for 1d3 days.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4+) misfire.
2-11	Failure. Program crashes and is lost for the day.
12-13	The space immediately surrounding the user, to a radius of 20', goes completely dark. The darkness remains fixed to its location (it does not follow the user) and lasts for 1 turn.
14-17	The user can designate a point within 20' and create a 20'-radius of darkness that remains fixed at that point for a duration of 1 turn.
18-19	The user can designate a point within 100' and create a 20'-radius of darkness that remains fixed at that point for a duration of 1 turn.
20-23	The cleric can designate a point within 100' and create a 20'-radius of darkness centered at that point. The darkness remains for a duration of 1 turn. By concentrating on future rounds, the user can move the radius of darkness up to 40' per round, beyond the original 100' range if he so chooses.
24-27	The user can designate a point within 200' and create a radius of darkness of up to 40' centered at that point. The darkness remains for a duration of 2 turns. By concentrating on future rounds, the user can move the radius of darkness up to 80' per round, beyond the original 200' range if he so chooses.
28-29	The user designates a point within 200', and a radius of darkness up to 40' in appears at that point. The user can move this radius at a speed of 80' per round. No concentration is required. The darkness lasts for 1 hour.

30-31

The user can cast an enormous space into darkness. The user can choose one of three effects: a radius up to 60' centered at any point within 300'; or a wide line, up to 1,000' long and 10' wide. Within the area of effect, total darkness reign. However, through the 'verse, the user can see through the darkness. The dark space can be moved up to 100' per round without concentration. It lasts for up to 1 day or until shut down.

32+

The user can shut down any and all light sources. This requires great concentration. If this result is achieved, the user may continue to concentrate. All light sources on the grid that illuminate a space 500' in all directions begin to shut down. For every round the user concentrates, external light sources fade by 1d20%. The judge rolls each round the user continues to concentrate. When the total breaks 100%, all light sources have been completely extinguished, and the cityscape around the user is completely darkened (at least to the eyes of all within 500'). Once all light sources are shut down, the radius of the effect begins to expand by another 1d20' per round of concentration. The maximum range is the user's level x 1,000'. The effect continues as long as the user concentrates. When concentration is broken, the light reappears at the same rate it was extinguished; e.g., if it took 8 rounds to fade, it takes 8 rounds to reach full strength again.



Render Decoy

Range: Self

Duration: 1 round or more

Execution time: 1 round

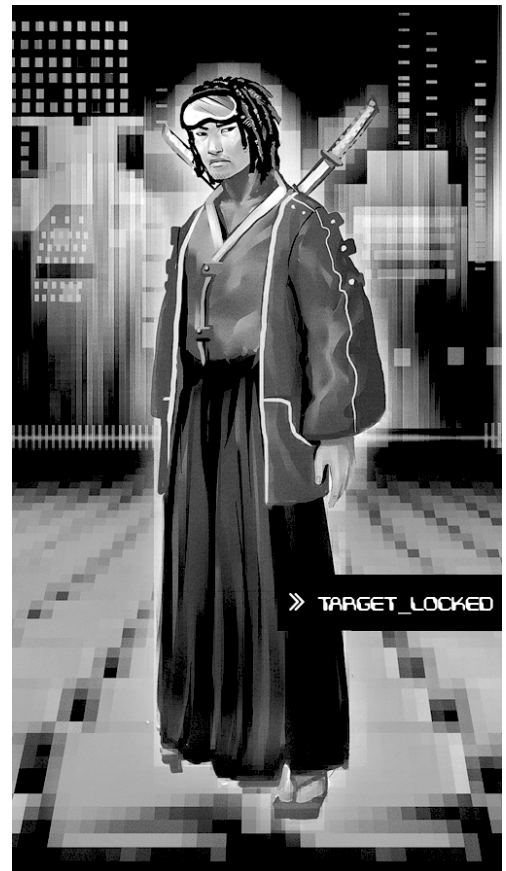
Save: Will vs. check DC

This program renders a decoy within the metaverse that can be used to distract or mislead targeting systems of various AI, such as androids, turrets or security bots. If the user disconnects from the metaverse, the program still runs for it's set time, or until shut down.

Manifestation	Varies. See below.
Misfire	Roll 1d3: (1) the user creates a glitched avatar of himself, meaning the avatar (which lasts for 1d6 rounds) is blatantly inauthentic; (2) the user creates 1d6 avatars, each slightly resembling his own, but all wildly different in size and body type; (3) the user generates 1d4+1 screaming, flickering faces of himself that attracts nearby AI.
Corruption	Roll 1d6: (1-3) 1d3 shock; (4-5) 1d5 shock and the user is rendered unconscious for 1 turn; (6) 1d7 shock and the user is rendered unconscious for 1d3 turns.

- | | |
|-------|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4+) misfire. |
| 2-11 | Failure. Program crashes and is lost for the day. |
| 12-13 | Failure, but program is not lost. |
| 14-17 | A single decoy blinks into existence directly adjacent to the user's avatar in the metaverse. It looks exactly like him, and mimics his actions. Any targeting system from an AI attempting to attack the user automatically strikes the decoy instead, which disappears instantly once "hit". An AI who concentrates for a full round can make a Will save to distinguish the user's true avatar from the decoy. The avatar lasts for 1d4 rounds or until shut down. |
| 18-19 | 1d4+1 decoys blink into existence directly adjacent to the user's avatar in the metaverse. They look exactly like him, and mimics his actions. Any targeting system from an AI attempting to attack the user automatically strikes a decoy instead, which disappears instantly once "hit". An AI who concentrates for a full round can make a Will save to distinguish the user's true avatar from the decoy. The avatars last for 1d4 rounds or until shut down. |
| 20-23 | 1d6+1 decoys blink into existence directly adjacent to the user's avatar in the metaverse. They look exactly like him, and mimics his actions. Any targeting system from an AI attempting to attack the user automatically strikes a decoy instead, which disappears instantly once "hit". An AI who concentrates for a full round can make a Will save to distinguish the user's true avatar from the decoy. The avatars last for 1d4 rounds or until shut down. |

- 24-27 1d8+1 decoys blink into existence in the metaverse. They look exactly like him, and mimic his actions. Moreover, he can create a decoy of a single ally. Any targeting system from an AI attempting to attack the user automatically strikes a decoy instead, which disappears instantly once “hit”. An AI who concentrates for a full round can make a Will save to distinguish the user’s true avatar from the decoy. The avatars last for 1d4 rounds or until shut down.
- 28-29 1d10+1 decoys blink into existence in the metaverse. They look exactly like him, and mimic his actions. Moreover, he can create different decoys at once, such that he could create some avatars of himself, some of his Street Samurai ally, and some of his other Rigger ally, etc. Any targeting system from an AI attempting to attack automatically strikes the decoy instead, which disappears instantly once “hit”. An AI who concentrates for a full round can make a Will save to distinguish the user’s true avatar from the decoy. The avatars last for 1 hour or until shut down.
- 30-31 1d12+1 decoys blink into existence in the metaverse. They look exactly like him, and mimic his actions. Moreover, he can create different decoys at once, such that he could create some avatars of himself, some of his Street Samurai ally, and some of his other Rigger ally, etc. Any targeting system from an AI attempting to attack automatically strikes a decoy instead, which disappears instantly once “hit”. An AI who concentrates for a full round can make a Will save to distinguish the user’s true avatar from the decoy. The avatars last for 1 hour or until shut down.
- 32+ 2d10 decoys blink into existence in the metaverse. They look exactly like him, and mimic his actions. Moreover, he can create different decoys at once, such that he could create some avatars of himself, some of his Street Samurai ally, and some of his other Rigger ally, etc. Any targeting system from an AI attempting to attack automatically strikes the decoy instead, which disappears instantly once “hit”. An AI who concentrates for a full round can make a Will save to distinguish the user’s true avatar from the decoy. The avatars last for 1 day or until shut down.



Electrical Surge

Range: 150' or more

Duration: Instant

Execution time: 1 action

Save: Will vs. check DC

This program overloads a nearby networked apparatus in the meatspace, such as a power outlet, light source, computer terminal or cyberdeck, creating a powerful blast of electricity.

Manifestation	Roll 1d3: (1) arcing bolt of electricity; (2) explosion of sparks; (3) web of electrical current.
Misfire	Roll 1d3: (1) user zaps himself for 1d4 damage; (2) user zaps one randomly determined ally within 30' for 1d6 damage; (3) user zaps the point where he stands with electrical energy, such that any creature within 10' of that point on a following round who wears metal armor or carries metal weapons will take 2d6 damage as the electrical charge is released.
Corruption	Roll 1d6: (1-3) User's hands, arms and neck develop "electrical treeing" scars; (4-5) the user's brain is scrambled by electrical currents, causing his Intelligence and Personality scores to transpose; (6) electrical discharge to the user's brain permanently lowers his Intelligence score by 1d3 points.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4+) misfire.
2-11	Failure. Program crashes and is lost for the day.
12-13	The user creates a single electrical blast that does 1 point of damage. He must have had visual knowledge of the target's general position. The blast never misses, though it may be blocked by certain armor.
14-17	The user creates a single electrical blast that does damage equal to 1d4 + user level. He must have had visual knowledge of the target's general position. The blast never misses, though it may be blocked by certain armor.
18-19	The user creates 1d4 electrical blasts that do damage equal to 1d4 + user level. All blasts must be aimed at a single target who's general position the user has had visual knowledge of. The blast never misses, though it may be blocked by certain armor.
20-23	The user creates 1d4+2 electrical blasts that do damage equal to 1d4 + user level. All blasts must be aimed at a single target who's general position the user has had visual knowledge of. The blast never misses, though it may be blocked by certain armor.
24-27	The user creates a single electrical blast that does damage equal to 4d12 + user level. He must have had visual knowledge of the target's general position, to a maximum range of 1,000'. The blast never misses, though it may be blocked by certain armor.

- 28-29 The user creates $1d6+3$ blasts that do damage equal to $1d8 + \text{user level}$. Each blast can be aimed at a single target at any range who's general position the user has had visual knowledge of. The blasts never miss, though they may be blocked by certain armor.
- 30-31 The user creates $2d6+1$ blasts that do damage equal to $1d8 + \text{user level}$. Each blast can be aimed at a single target at any range who's general position the user has had visual knowledge of. The blasts never miss, though they may be blocked by certain armor.
- 32+ The user creates $3d4+2$ blasts that each do damage equal to $1d10 + \text{user level}$. He may direct these blasts individually as a single action, or he may direct them all at a single target that is not present or visible, provided he has specific knowledge of that target's whereabouts. In this case, the user must spend 1 turn concentrating to execute the program, then continue concentrating as the blasts seek their target. The blasts seek out this target even if it is concealed, though they have a maximum range of 100 miles. The blasts can travel up to 10 miles per second provided no obstacles are present. Provided a direct route exists, the blasts strike the target unerringly.



Electromagnetic Pulse

Range: 10' or more

Duration: Instant

Execution Time: 1 action

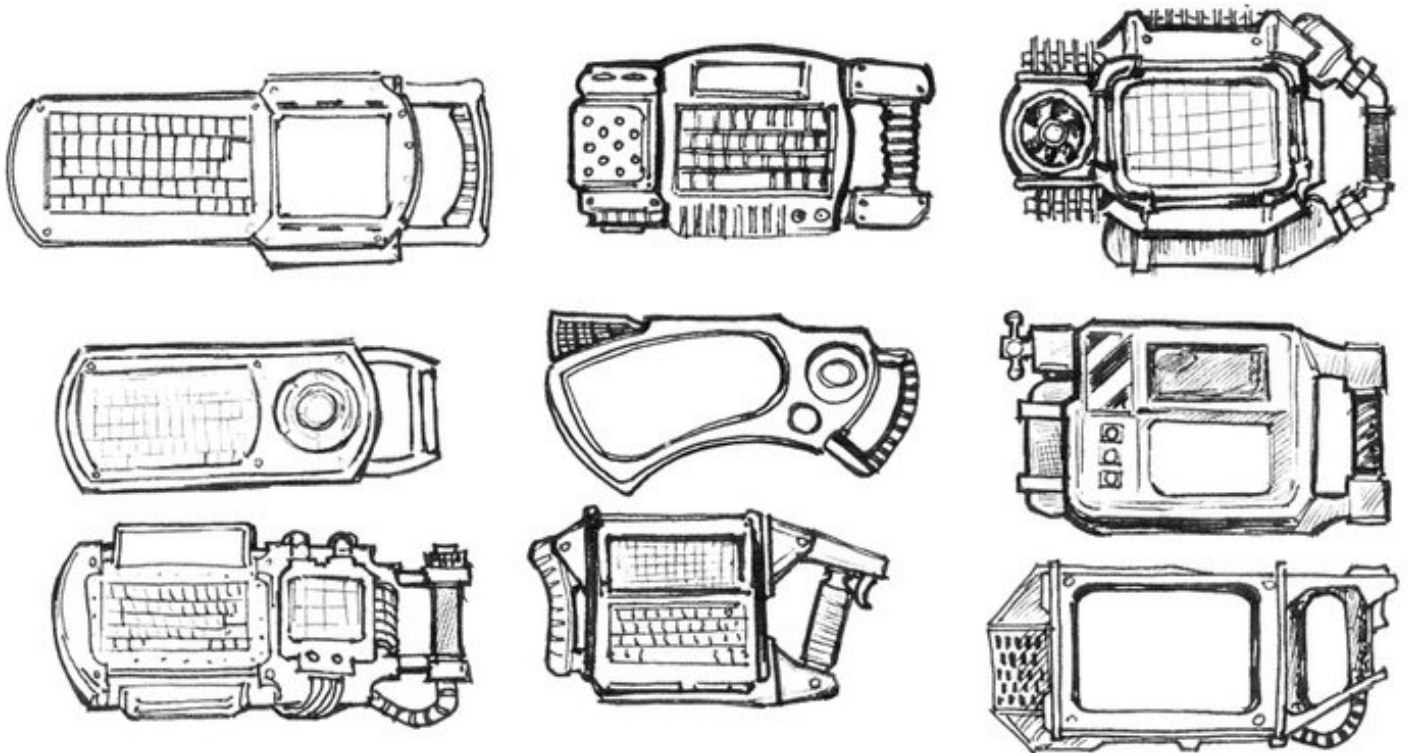
Save: Fortitude vs. Check

The user's cyberdeck circuitry enacts continual switching actions, emitting a powerful omnidirectional electromagnetic pulse that disables electronics, drones, cyberdecks, and stuns living creatures in the nearby meatspace. **Note:** *Due to the medical necessity for consistent body/machine symbiosis and stability, as well as the body itself providing a natural Faraday Cage, most cyberware is EMP shielded and unaffected by this program.*

Manifestation	Roll 1d4: (1-2) A bubble of white light bursts outwards from the cyberdeck and fades; (3-4) Concentric rings of blue-white pulses radiate out from the cyberdeck.
Misfire	Roll 1d3: (1) the pulse implodes, disabling the cyberdeck for 1 round; (2) the pulse implodes disabling the cyberdeck for 1d3 rounds; (3) the pulse implodes irreparably destroying the cyberdeck. NOTE: <i>All misfires eject the user from the metaverse and deliver 1d4 dumpshock damage if connected via data-jack. Corruption+Misfire includes both shock and dumpshock damage!</i>
Corruption	Roll 1d6: (1-3) 1d3 shock; (4-5) 1d5 shock and the user is rendered unconscious for 1 turn; (6) 1d7 shock and the user is rendered unconscious for 1d3 turns.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4+) misfire.
2-11	Failure. Program crashes and is lost for the day.
12-15	Failure, but the program is not lost.
16-17	All non-protected electronics within a 10' radius (and not held on the user) momentarily shut down for 1d3 rounds; any living creatures within 10' must make a Fortitude save or be stunned for 1d3 rounds.
18-19	All non-protected electronics within a 15' radius (and not held on the user) momentarily shut down for 1d5 rounds; any living creatures within 15' must make a Fortitude save or be stunned for 1d5 rounds.
20-23	All non-protected electronics within a 20' radius (and not held on the user) momentarily shut down for 1d6 rounds; any living creatures within 20' must make a Fortitude save or be stunned for 1d8 rounds.
24-27	All non-protected electronics within a 30' radius (and not held on the user) momentarily shut down for 1d7 rounds; any living creatures within 30' must make a Fortitude save or be stunned for 1d7 rounds.

- 28-29 All electronics within a 40' radius (and not held on the user) shut down for 1d8 hours, all batteries are drained of 1/2 of their remaining charges, and any AIs have their memory and data storage wiped of events from the last 24 hours; any living creatures within 40' must make a Fortitude save or be knocked unconscious for 1d8 hours.
- 30-31 All electronics within a 50' radius (and not held on the user or that of the user's allies) shut down for 1d12 hours, all batteries are completely drained, and any AIs have their memory and data storage wiped until reboot; any living creatures within 50' must make a Fortitude save or be knocked unconscious for 1d12 hours.
- 32+ All electronics within a 100' radius (and not held on the user or that of the user's allies) shut down permanently and cannot be reactivated without major repairs, all batteries are completely drained, and all AIs have their memory and data storage permanently wiped; any living creatures within 100' must make a Fortitude save or be knocked unconscious for 24 hours.





NEW WEAPONS & ACCESSORIES

These items were culled from ideas given to me by James Dudli and Thaddeus Moore.

Type	Damage	RoF*	Speed	Range	Ammo	Weight	Creds
Single-Shot Grenade Launcher	Varies	1	-2	50/100/200	1	5	400
Multi-Shot Grenade Launcher	Varies	1	-3	50/100/200	6	20	800
Anti-Drone Jammer Gun	Special	1		300/600/900	10	10	900
Electro Stunner	Special	1		15'	10	5	200
Chaingun	d12	5(A)	-4	200/400/600	**	80	1200

Specialty Grenades	Description	Creds
Flechette	d12 DMG; short range (50') only.	10
High Explosive	d16 DMG; 15' blast radius.	20
Parachute Flare	Burns for 1 turn and illuminates a 500' area. Multiple colors available.	7
Flare	Signal flare, with or without burst. Many colors available.	3
Foam	15' blast radius of a fire suppressant chemical foam.	5
Smoke	Assorted colors of smoke obscures ocular vision in a 20' radius for 2d5 rounds.	5
Incendiary	d8 DMG; 15' blast radius. Burns for 1d6 rounds. Combustible materials in target area will ignite.	20
Paint	15' blast radius of paint color of choice. May blind cameras and sensors, particularly those that are not self-cleaning.	3
Air Burst Auto Detonated	d7 DMG; 15' blast radius. A smart +1 to hit anti-personnel round that can be automatically set to detonated remotely over trenches, defilades, or inside a target area by the user.	10

* Rate of Fire. Additional shots may be taken, up to the RoF, but each subsequent shot is -1 die bump lower.

** Uses a gravity fed ammobox that can be reloaded on the fly.

Single-Shot Grenade Launcher (SGL): May be used as a stand alone weapon or mounted under the barrel of an Assault Rifle or Energy Rifle. -1 to hit on rifle shots due to the increased bulkiness and weight the SGL adds.

Multi-Shot Grenade Launcher (MGL): Representative of Milkor M32 Multi-shot Grenade Launcher and other integral rotary drum multi-shot 40mm grenade launchers.

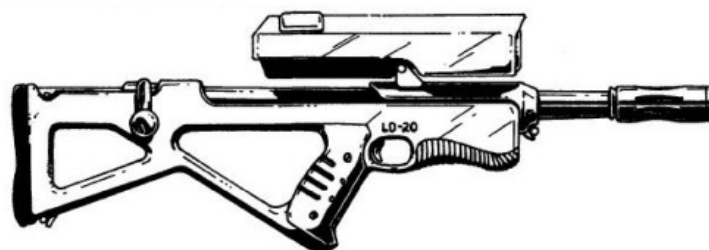
Anti-Drone Jammer Gun (ADJG): Only effective vs. drones. DC 15 Fortitude save or the target is stunned for 1d5 rounds. **Note:** Hover drones will crash taking fall damage of 1d6 per 10'. When stunned, the drone drops everything held, can't take actions, incurs a -2 penalty to AC, and drops to the bottom of the initiative order on the turn it recovers.

Electro Stunner: An electro stun weapon the size of a semi-automatic pistol. Uses nitrogen powered darts that are fired from a disposable single shot cartridge and are connected to thin metal electrode wires. Only effective against unarmored humans and smaller animals. Not effective against armored enemies or heavily cyber-enhanced individuals. DC 12 Fortitude save or target is stunned for 1d5 rounds. As long as the darts and electrodes remain attached in a complete circuit with the target, the stunner can be fired again up to 6 charges before a new battery pack is necessary. Can be use up to 15' or as a "drive stun" touch attack. **Note:** When stunned, the enemy drops everything held, can't take actions, incurs a -2 penalty to AC, loses their Agility bonus to AC (if any) and drops to the bottom of the initiative order on the turn it recovers.

Chaingun: A relatively lightweight (80 lbs), gas-pressure operated rotary machine gun. Most often found attached to vehicles, but can be detached for on-foot use.

SPECIALTY AMMUNITION

Ammunition	Description	Creds
Hollow Point	+2 AC to target. +1d damage.	2x Ammo
Armor Piercing	+1d attack rolls on armored enemies.	2x Ammo
Tracer Round	+1 to hit with automatics. Note: Tracers are visible to enemies and may give away a shooters position.	2x Ammo
Explosive Round	-1d damage. +1d3 damage to all other targets within 5'.	3x Ammo
Incendiary Round	DC 12 Reflex save to avoid catching on fire for 1d6 damage at the start of their turn. Attack fumbles will, in addition to their normal effects, destroy the weapon on a failed Luck check.	4x Ammo
Acidic Round	DC 12 Reflex save to avoid acid burns: 1d3 damage and -1 AC from armor per round for 1d3 rounds. Attack fumbles will, aside from normal effects, destroy the weapon on a failed Luck check.	4x Ammo
Sick Round	Half damage is subdual. DC 12 Fortitude save or suffer -1d3 ability score damage to Strength and Stamina.	4x Ammo



WEAPON ACCESSORIES

Accessories and Weight: Each +5 weight increment added incurs a -1 penalty to attack, speed and initiative rolls. Availability and cred value should be determined by the Judge.

Extended Magazines	
Pistol, semi-auto	20 rounds, +1 weight; 30 rounds, +2 weight.
SMG	40 rounds, +1 weight; 50 rounds, +2 weight.
Automatic Rifle	40 rounds, +1 weight; 50 rounds, +2 weight.
Sniper Rifle	10 rounds, +1 weight.

Drum Magazines	
Automatic Rifle	100 rounds, +5 weight.
Machine Gun	200 rounds, +10 weight.
Combat Shotgun	20 rounds, +5 weight; 30 rounds +10 weight.
SMG	50 rounds, +3 weight.

Aim Support	
Red Dot Sight	Allows targets to be acquired more easily even without optimal eye distance from scope reticle. May be used on all weapons. +1 to hit.
Laser Sight	+1 to hit with semi-automatic fire only.
Tactical Light	A simple flashlight that mounts to weapons. Requires a battery. +1 weight.
Bipod	+1 to hit when deployed from a prone shooting position. +2 weight.
Third Arm	A self stabilizing brace particularly useful for long arms and heavy weapons that adds +1 to speed and +1 to hit. -5 to weight of weapon attached.
SmartGun Mod	Enables a wired, neural connection to the user's DataJack implant. Increases all attacks with the firearm by +1d.
Thermal Scope Mod	Enables thermal vision through low density concealment and cover in darkened areas or night.

Scopes	Effect*
Pistols, SMGs, Shotguns	+2 to hit at short range, no -2 medium range penalty.
Rifles, Machine Guns	+2 to hit at short range, no -2 medium range penalty, no -1d long range penalty.

* When aiming a full round only. Aiming one full round increases the Attack and Damage die by one.

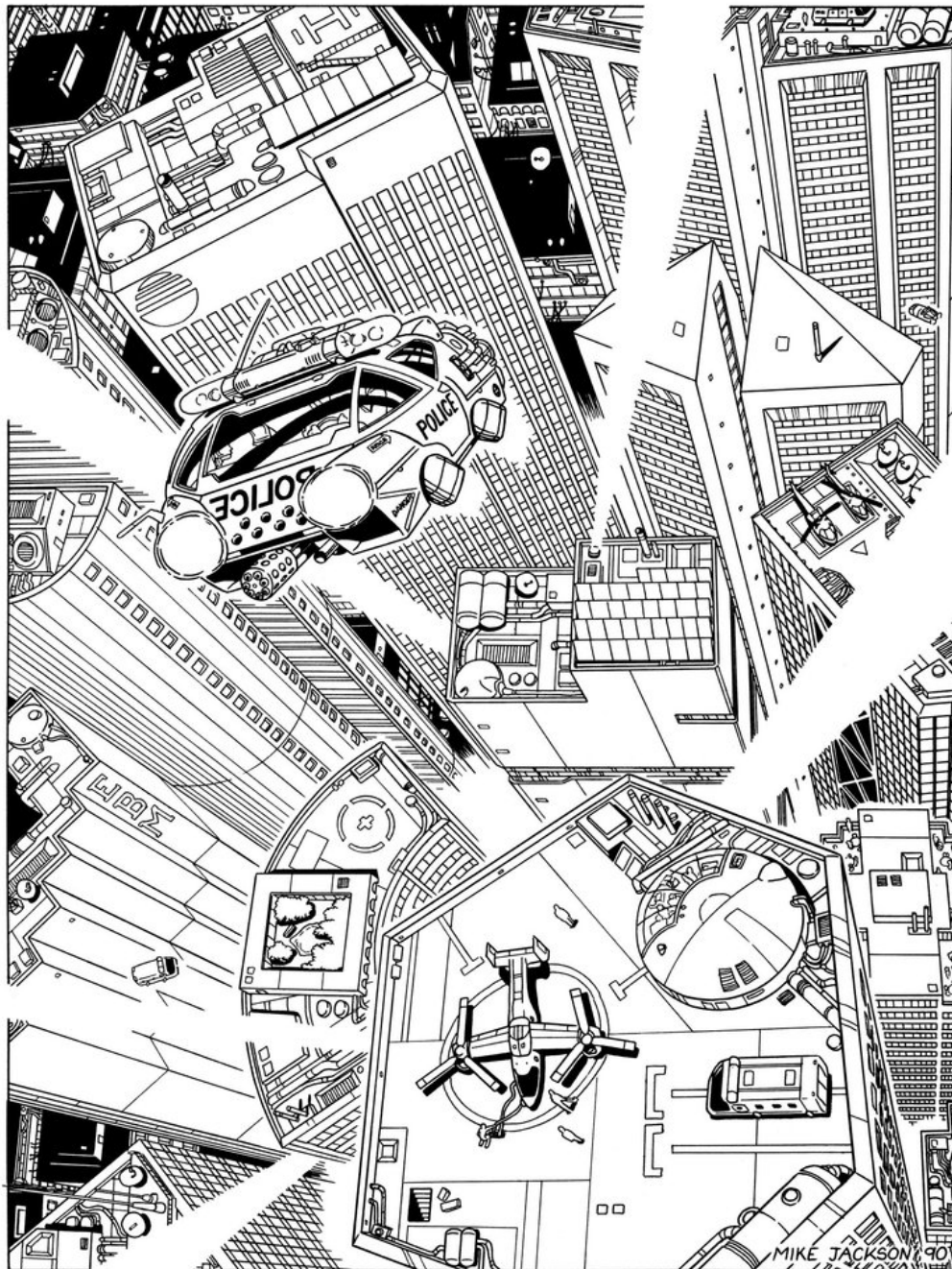
SPRAWL SLANG

A TOURIST'S GUIDE

	Definition	
arc	<i>n.</i>	An arcology.
barrens	<i>n.</i>	The bad side of town.
business	<i>n.</i>	In slang context, crime.
buzz	<i>v.</i>	Go away. Piss off.
chill	<i>adj.</i>	Good, cool, acceptable.
chip truth	<i>n.</i>	A fact or honest statement.
chipped	<i>n.</i>	Senses, skills, reflexes, muscles, and so on, enhanced by cyberware.
chrome	<i>n.</i>	External cyberware.
chummer	<i>n.</i>	Friend, used in the same sense as “pal”.
cleaner	<i>n.</i>	An assassin used to eliminate all traces of a mission.
clip	<i>n.</i>	A box magazine for a firearm.
comm	<i>n.</i>	Short for commlink; essentially a variant of the old smartphone.
corp	<i>n.</i>	Corporation., <i>adj.</i> Corporate
creds	<i>n.</i>	Money.
dataslave	<i>n.</i>	Corporate decker or other data processing employee.
datasteal	<i>n.</i>	Theft of data from a computer, usually by decking.
deck	<i>n.</i>	A cyberdeck. Or, <i>v.</i> To use a cyberdeck, usually illegally.
deckhead	<i>n.</i>	Wetware abuser; anyone with a data-jack or chip-jack.
DC's	<i>n.</i>	Defensive Countermeasures; Node security
drek	<i>n.</i>	Common swear word. Derived from the German “Dreck.”
dump	<i>v.</i>	To be involuntarily ejected from the metaverse.
dumpshock	<i>n.</i>	Physical shock from being pulled out of the metaverse.
exec	<i>n.</i>	Corporate executive.
frag	<i>v.</i>	Common swear word. <i>Adj:</i> Fragging. Derived from frag grenade.
fragged	<i>adj.</i>	Broken, in trouble.
geek	<i>v.</i>	To kill.
go-gang	<i>n.</i>	A vehicular gang.
hacker	<i>n.</i>	Someone who illegally acts within the metaverse using a deck.
heat wave	<i>n.</i>	Police crackdown.

hoi	<i>interj.</i>	Familiar greeting
hose	<i>v.</i>	Louse up. Screw up.
jack	<i>v.</i>	Jack in, or enter cyberspace. jack out, or to leave cyberspace.
jander	<i>v.</i>	To walk in an arrogant yet casual manner; to strut.
kobun	<i>n.</i>	(Japanese) Member of a Yakuza clan.
Ka-Minh	<i>n.</i>	The universal spoken language.
Mr. Johnson	<i>n.</i>	Refers to an anonymous employer or corporate agent.
omae	<i>n.</i>	(Japanese) Friend.
oyabun	<i>n.</i>	(Japanese) Head of a Yakuza clan.
panzer	<i>n.</i>	Any ground-effect combat vehicle.
paydata	<i>n.</i>	A datafile worth money on the black market.
plex	<i>n.</i>	A metropolitan complex, short for "metroplex".
razorkid	<i>n.</i>	A person with extensive combat enhancements.
roke	<i>adj.</i>	Overly elaborate or unnecessarily detailed. From a shortening of Baroque.
samurai	<i>n.</i>	(Japanese) Mercenary or muscle for hire. Implies honor code.
sarariman	<i>n.</i>	(English) A corporate employee. From mispronunciation of salaryman.
screamer	<i>n.</i>	Credstick or other ID that triggers computer alarms if used.
seoul man	<i>n.</i>	A member of a Seoulpa ring.
Seoulpa ring	<i>n.</i>	A small criminal gang with connections to others like it.
shaikujin	<i>n.</i>	(Japanese) "Honest citizen." A corporate employee.
SIN	<i>n.</i>	System Identification Number.
slot	<i>v.</i>	To insert a chip or credstick into a reading device.
slot & run	<i>v.</i>	Hurry up. Get to the point. Move it.
So ka	<i>v.</i>	(Japanese) I understand. I get it.
sprawl	<i>n.</i>	A metroplex
squat	<i>n.</i>	Abandoned urban area used for housing.
squatter	<i>n.</i>	A resident of a squat.
static	<i>n.</i>	Unusually social in nature.
suit	<i>n.</i>	"straight citizen." See Shaikujin, Sarariman.
trid, trideo	<i>n.</i>	Holographic animated media; Three-dimensional successor to video.
wageslave	<i>n.</i>	A low-level corporate employee.
wetware	<i>n.</i>	Software programs using head augmented chip-jacks.

wired	adj.	Equipped with cyberware.
wiz	adj.	Wonderful, excellent.
Yak	n.	(Japanese) Yakuza. Either a clan member or a clan itself.
zaibatsu	n.	(Japanese) A megacorporation.



MEDIA SPOTLIGHT



WHAT WOULD YOU DO IF YOUR FEARS WERE HACKED?

>observer_ is a cyberpunk horror game from Bloober Team. Discover a dark cyberpunk world beset by plagues, war and squalor. Play as the new front line of neural police as you hack into the jagged minds of the insane.

Observe and Report: You are Dan Lazarski, an elite neural detective known as an Observer, and part of a corporate-funded police unit whose purpose is to hack and invade suspects' minds. In this future, anything you think, feel, or remember can be used against you in a court of law.

A Dark Dystopia: The year is 2084. If you somehow survived the Nanophage, odds are you were killed in the War. Those who live have turned to drugs, VR, neural implants— anything to distract themselves from this new reality. But they can't hide from you.

Interactive Insanity: As you hack into the unstable minds of criminals and victims to look for clues, you will relive their darkest fears, forcing you to question your own reality—and your sanity.

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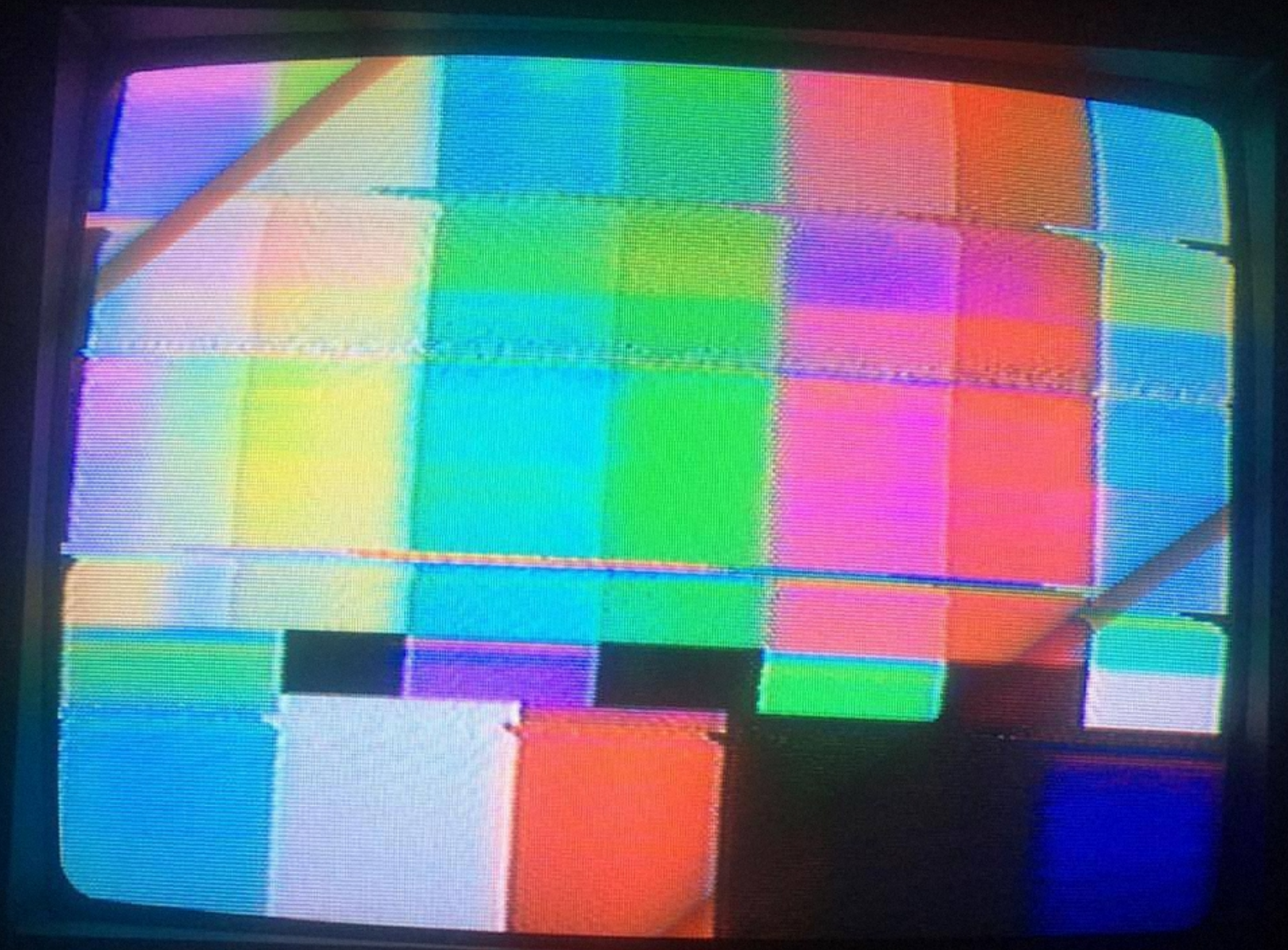
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