

# CYBERPUNK

R E D

## JUMPSTART KIT



## RULE BOOK



# CYBERPUNK RED



## JUMPSTART KIT RULE BOOK

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*Dedicated to the amazing people of R. Talsorian Games, past and present. Together, we make the future.*







Agent. Designer drugs were illegal. You could walk down most city streets without an armor jacket. There wasn't even a NET. Not that there is anymore, but they didn't even have the idea back then.

## THE CRASH OF 1994

Now we know better. History books can tell you in detail about the Crash of 1994, when the Euro-Combines established the World Stock Exchange and the economies of the United States and Old Sov Russia collapsed.

In those days, both were ranked as superpowers, instead of a couple of over-armed second-raters waving nuclear weapons around under the watchful eye of the EuroSpace Defense Agency. So far, the Tycho mass drivers are still ready to throw rocks at Moscow and Washington, so we'll probably avoid having the nuclear war everyone's been expecting since 1944. After all, rocks are cheap.

## THE FOURTH CORP WAR AND THE FALL OF NIGHT CITY

Now, of course, a couple years back, everything was more or less run by the Corporations, which were pretty much governments in themselves. But then, there was a huge and very ugly war between two of the biggest Megacorps—Arasaka Security and Militech Arms—that ended with one of the sides popping off a pocket nuke in the middle of downtown Night City. So you can see how that ended up.

## WHAT WE MISS

For all of the wartime uglies, you can go anywhere on one passport—one-world-ism at its best. What currencies still exist are stabilized to each other, and the Eurodollar is still the world currency. Hardly anyone complains anymore about Corporate Lifetime Contracts or the abolition of unions; in these unstable times, they don't even miss them. It's the price of living in a stable, safe society, right?

## LIFE ON THE STREET

After all, you could be living on the Street—sixteen people to an apartment, sharing ration chips every week to buy food, with eight thousand apartments per city block? Sure, it isn't the best life, what with the boostergangs roaming the Malls and the major-league crime problems, but it beats actually being on the Street. At least the mega-arcologies have cops (okay, rented Corporate cops, but it's easier than fronting the euro for your own personal Solo!). Besides, the media-nets make sure that every apartment has direct cable access to TV, radio, and sensory feed, so there's always something to do on a Saturday night.

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

## CYBERPUNK WAS CLOSER THAN THEY THOUGHT

Here's more background for you to think over: When the grand old Masters of the Movement first started writing the cyberpunk genre, they assumed that most of the things they wrote about would either never happen or would happen in the far future. No one knew that the West Germans were already developing "organic" circuitry in the late 1980s, or that the United States Air Force was developing mentally controlled weapons systems. Synthetic myomar muscle fibers were just starting to be used to control prosthetics, and very few people could project ahead into the 1990s when organic chipped arms and legs would be possible. There were a few primitive experiments with bio-engineering—things like Frostban™ and a few new types of corn—nothing like the bio-engineered animals that we used to (unsuccessfully) terraform the Martian colonies.

It took about fifteen years for the newtech to catch up with the vision. First, the military started using cyberotechnology to create "perfect soldiers" and pilots. Some of the spin-off led to prosthetic limbs, eyes, and other body parts. Organic circuitry led to direct hookups between people and computers. Combined with advanced telecommunications technology and satellite downlinks, the basis for the once planet-wide NET (now wrecked thanks to the War and the R.A.B.I.D.S.), was established. As each new technological advancement slammed into place, a sort of cultural technoshock set in.

## TECHNOSHOCK

**Technoshock:** When technology outstrips people's ability to comprehend or fit it into their lives. Suddenly, people freak out. They get irrational, violent. Families shatter; relationships tear apart. People feel helpless in the face of the Universe. Eventually, the whole society grinds to a halt, the victim of a mass psychosis. That's what we now call the Collapse.

There were three major responses to technoshock. The vast majority of people, their lives uprooted and changed by the advancements, sat passively waiting for their leaders to tell them what to do next. One smaller group tried to turn back the clock, founding the basis for what we call the Neo-Luddite movement. The remaining group decided to hit the future head on. With the old 1980s visionary writings as their guide, they established the movement we now call **Cyberpunk**.

## SO, WELCOME TO THE DARK FUTURE

Okay, so now you're ready.

As a **Cyberpunk**, you grab technology by the throat and hang on. You're not afraid to check out the newest in enhancements, cybertech, and bio-engineering. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, bio-chip programs in your brain. You become the car you drive,



# THE VIEW FROM THE EDGE

the aerodyne you fly, the guns you shoot. You dive headfirst into computer systems, using your mind to hurtle at lightspeed all over the new networks of micro-nets, Data Fortresses, and Artificial Intelligences. With cyborg fingers, you pick computer locks; with enhanced senses, you see into the Future.

**Cyberpunk** is also an attitude. You wear the most “in” clothes, know the right people, and follow the right crowds. You plan your crimes in the most select clubs and bars; your enemies are Corporate armies, cyborg bike gangs, power-armored assassins, and computer-wired Netrunners. Your weapons are nerve, street smarts, bravado, and the Minami 10 smartgun on your hip.

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

*NOW YOU'RE  
CYBERPUNK.*

*MAXIMUM MIKE*



R BAGO

## A QUICK TABLETOP ROLEPLAYING GAME PRIMER

If this is your first tabletop roleplaying game, relax; roleplaying games aren't nearly as mysterious as you may have thought. This is just a structured form of make-believe play acting, rather like when you played Cops & Robbers as a kid. The focus is on verbal description and storytelling, with Players describing what they do rather than acting it out.

Most of you are going to use these rules to play **Characters** (aka **Player Characters** or **PCs**), personas you control that exist in this fictional universe of 2045. This book is set up to give you a clear idea of how your Characters think and act and how they work within the rules (see [page 10](#)).

One of you will take on the role of the **Gamemaster** (or **Referee** or **GM**): the person who presents the story plot to the Players, controls any Characters not controlled by the Players (called logically **Non-Player Characters** or **NPCs**), and applies and arbitrates the rules of the game. The GM must have a firm grasp of the rules and the fictional background in which the game is set. It's the most demanding position in terms of energy and imagination, a lot like directing a film when you can't control all the actors, but it can be immensely satisfying as well.

The GM uses the background of the game world to devise plots into which they place the Players' Characters (or uses published adventures, several of which are included in this set). They describe the situation to the players as their Characters would know it, and the Players describe what their Characters are doing to respond to the situation. The plot generally flows from there, with the GM presenting obstacles, NPCs, and other elements in story form as the Players continually decide what their Characters will do. And so the Players and GM create a story together.

Then what are these rules for? Well, many situations will come up in the course of a game that require more than common sense to resolve. For example, if you've never been in a firefight, it might be hard to judge how things would happen in one. The rules give you a way to play out those situations in a fair and consistent manner. When the outcome of an event is in question, you roll dice (**Cyberpunk Red** uses ten-sided called d10s and six-sided dice called d6s), and the result of the roll helps you determine what happens. Then the GM generally applies the rules and results as required.

Okay, that should give you a handle on the basic concepts; now get on with the game!



## STREETSLANG

*Some Common Terms in The Time of the Red*

**Time of the Red:** A slang term for the period from 2023 to the late 20–30s, taken from the red skies common throughout the world as an aftereffect of the Fourth Corporate War.

**Ay–Vee:** Common slang for an aerodyne—an automobile-like flying vehicle powered by ducted jet fans.

**AI:** Artificial Intelligence; a computer with full self-awareness.

**Booster:** Any member of a gang that affects cyberwear, leather clothing and random violence.

**Combat Drugs:** Any one of a series of designer drugs created to increase speed, stamina, and reflexes.

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

**Chip:** Any type of data recording, usually in the form of small colored slivers of plastic.

**Chippin' In:** To buy cyberwear for the first time. To cast your lot with a group. To connect with a machine.

**Choombatta (Choomba):** Neo-Afro American slang for friend or family member.

**CHOOH<sup>2</sup> ("choo"):** Streetslang for alcohol, as used in vehicle power plants. The vast majority of vehicles in the Time of the Red are fueled by an advanced form of alcohol with a higher burning temperature than normal methanol.

**Chromer:** Twenty-first century heavy metal rock fan. See also "Chromatic Rock."

**Chromatic Rock:** A type of heavy metal characterized by heavy electronics, simple rhythms, and violent lyrics.

**Cybered Up:** To get as much cyberware implanted as possible before going over the Edge.

**Data Term:** A street corner information machine with a screen, NET inputs, and keyboard.

**Dorphs:** Streetslang for synthetic endorphins, a designer drug that increases healing powers, limits fatigue, and produces a "rush" similar to a second wind.

**Exotic:** A human biosculpted with non-human elements, such as fur, long ears, fangs, etc.

**The Face:** The Interface. Jacking into Cyberspace.

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

**Go LEO:** To make the trip into low Earth Orbit, i.e., to visit one of the inner space stations.

**Gyro:** Small one-or two-person helicopters, used mostly in police work and Corporate strike operations.

**Handle:** A nickname; a working name you are known by on the Street.

**Hydro:** Streetslang for hydrogen fuel, used to power a sizable number of vehicles in the 2000s.

**Input:** Girlfriend.

**Keyboard:** Streetslang for a computer interface deck with manual keys. Also: a terminal.

**Netrun:** To interface with a cyberspace system and hack its programs and controls. Used also to refer to running the global Network until the advent of the Fourth Corp War.

**Output:** Boyfriend.

**Polymer One Shot:** any cheap plastic pistol, usually in the 5 to 6mm range.

**Posergang:** any group whose members all affect a specific look, style, or bodysculpt job.

**R.A.B.I.D.S.:** A particularly deadly form of black ICE spread throughout the Old NET after the death of their creator, Netrunning legend Rache Bartmoss.

**Ripperdoc:** Surgeon specializing in implanting illegal cyberwear.

**Ronin:** A freelance assassin or mercenary. Usually considered to be untrustworthy.

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

**Slammit On:** To get violent; to attack someone without reason.

**The Street:** Wherever you live, late at night. Also: the Subculture; the Underground.

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







**ALWAYS TAKE IT TO  
THE EDGE. IT'S THE  
CYBERPUNK WAY.**

JOHNNY SILVERHAND

## As A CYBERPUNK PLAYER

As a **Cyberpunk** roleplayer, it's up to you to find your cause and go to the wall with it. This is the essence of **Cyberpunk**—playing your Character with the proper disaffected, cynical-yet-idealistic style. Whether you're a biker with leathered skin and metal claws or a débutante in satin sporting the latest in designer cyberoptics, you're going to need panache—a certain flair—in portraying yourself. To achieve the essence of the 2000s, you need to master three concepts:

### 1) Style Over Substance

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

### 2) Attitude Is Everything

It's true. Think dangerous, be dangerous. Think weak, be weak. Remember: everyone in the 2000s is carrying lethal hardware. Each Character in this world is playing a part—a face that person projects to the outside world as the real thing. They won't be impressed by your new H&K smartgun unless

you swagger into the club looking like you know how to use it and are just itching for an excuse. Never walk into a room when you can stride in. Never look at someone unless you can make it your best "killer" look. Use your best "I'm bad and you aren't" smile. Don't sit around the flat or cube waiting for the next job—get on out and hit the clubs and hangouts. Make sure you're where the party starts.

### 3) Live on the Edge

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

## ROLES

### The Core of Cyberpunk Roleplaying

Even after a massive war between Megacorporations followed by an atomic bombing, the world of **Cyberpunk** is a combination of savage, sophisticated, modern, and retro-grade. Fashion-model beautiful Techs rub shoulders with battle-armored road warriors, all of them making the scene in the hottest dance clubs, sleaziest bars, and meanest streets this side of the post holocaust.

## THE ROLES

There are nine Roles in **Cyberpunk Red**: Rockerboys, Solos, Netrunners, Execs, Techs, Lawmen, Fixers, Medias, and Nomads.

## THE RULES:

- 1) STYLE OVER SUBSTANCE.
- 2) ATTITUDE IS EVERYTHING.
- 3) ALWAYS TAKE IT TO THE EDGE.
- 4) BREAK THE RULES.

RIPPERJACK



# SOUL AND THE NEW MACHINE



ALEXANDER DUDAR

## ROCKERBOYS

Rock and roll rebels who use performance and rhetoric to fight authority.

## SOLOS

Assassins, bodyguards, killers, and soldiers for hire in a lawless new world.

## NETRUNNERS

Cybernetic master hackers of the post-NET world and brain burning secret stealers.

## TECHS

Renegade mechanics and doctors patching up meat and metal alike.

## MEDIAS

Newsmen, media stars, and social influencers risking it all for the truth.

*This Role will be available in the **Cyberpunk Red** core rulebook.*

## LAWMEN

Maximum lawmen patrolling the mean streets and road warrior highways beyond.

*This Role will be available in the **Cyberpunk Red** core rulebook.*

## EXECS

Corporate power brokers and business raiders fighting to restore the rule of the Megacorps.

*This Role will be available in the **Cyberpunk Red** core rulebook.*

## FIXERS

Deal makers, smugglers, organizers, and information brokers on the post-war streets of the future.

## NOMADS

Transportation experts and ultimate road warriors.



Character name, Role, and portrait.

This is where you'll keep track of damage your Character has taken. To figure out your starting Hits and Death Save value, see the table on [page 11](#).

Every Character begins the game with armor, which protects them from damage. See [page 41](#) for more information.

A list of what cyberware your Character has installed in their body and rules about how they're used in game. See [page 18](#) for more information.

Important items your Character starts the game with. Does not include armor and weapons.

Information about your Character's history, personality, and goals. Go to [page 14](#) and either choose for each category or randomly roll your Lifepath.

▶ Your Statistics as described on [page 10](#). You've got six possible sets. Choose a set or roll 1d6 to randomly pick your Character's Statistics.

Your Skills, described on [page 12](#).

► Your Character's weapons. Some might be carried, others could be cybernetically implanted. See [page 38](#).



## JUMPSTART RULES

### WHAT IS A CHARACTER?

A Player Character is a role that you will be playing in the loose, impromptu play that makes up a roleplaying session. For example, if your roleplaying group were staging a recreation of the movie *Casablanca*, Rick Blaine would be one of the Characters. Much like Humphrey Bogart, the person playing Rick in this adventure would try to act out what they thought the Character would be doing in each scene of the “movie.” But what keeps a Player from saying, “Ah! When the Nazi officer corners Rick at the airport, Rick uses his Heat-Ray vision to melt Herr Strasser’s gun”? That’s where the **rules** come in. To make sure everyone plays their Characters convincingly and fairly, the GM uses a set of structured guidelines (like these) to tell Players what is or isn’t possible within the confines of the world. And to set guidelines on what is possible for a particular Character, GMs start out with the very powerful tool of Statistics.

### WHAT ARE STATISTICS?

Statistics (also called Stats) are numbers that describe your Character’s ability as compared to everything else in the universe. All people and creatures can be described (or written up) using Statistics. This helps you compare Characters’ abilities, which is often important in the game. For instance, a person with a Stat of 5 might be better off than a person with a Stat of 4, but not as good as a person with a Stat of 6. Statistics are generally rated from 1 to 10.

**In a *Cyberpunk Red* campaign, Characters will have Ten Primary Statistics, arranged into four groups.**

#### Mental Group

**Intelligence (INT):** How generally bright you are. As a rule, this is more than sheer intelligence, but also includes cleverness, awareness, perception, and your ability to learn.

**Willpower (WILL):** Your determination and ability to face danger and/or stress. This Stat also represents your courage and ability to survive long-term privation.

**Cool (COOL):** Your ability to impress and influence people through your Character and charisma; how well you get along with others; how you interact in social situations.

**Empathy (EMP):** Your ability to relate to and care for others, and take others into consideration. Very important as it offsets the effects of Cyberpsychosis, a deadly mental illness common in the Dark Future.

#### Combat Group

**Technique (TECH):** Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One Character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but might not be able to rewire a computer or hot-wire a car.

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

#### Fortune Group

**Luck (LUCK):** How the gods of chance see you. With a high enough Luck, you can tip the scales in your favor; in a game mechanics sense, you can apply points from this Stat to offset die rolls in your favor. However, this pool of points only refills at the beginning of the next session.

#### Physical Group

**Body (BODY):** Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness, structure, or other qualities. This Stat determines how much damage you can take.

**Dexterity (DEX):** Your overall physical competence, as it pertains to balancing, leaping, jumping, combat, and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Stat can help a Character avoid being hit.

**Movement (MOVE):** Your speed of movement: running, leaping, swimming, etc..

### HOW DO YOU GET YOUR STATS?

In the *Cyberpunk Red* Core Book, there are three ways to generate your Stats.

#### Street Rat (Templates)

Templates are the fastest way to create a *Cyberpunk* Character. Templates are pregenerated Character outlines where we supply computer-generated numbers, the Skills, and the gear for that type of Character. Templates are a good way for a novice Player to start; your Statistics are automatically balanced to create an optimum Character for the Role you want to play with only a few optional choices along the way.

**This is the option we will be using in this *Jumpstart Kit*, because it's fast, simple, and best of all, makes it nearly impossible to roll a bad Character.**



## Edgerunner (Fast and Dirty)

In the *Cyberpunk Red* core rulebook, Fast and Dirty Characters are created by rolling dice and checking the outcome against a series of tables. This system has more flexibility than the Template Method but has fewer options and less precision than the Constructed method. It's a good system to use when you've gotten a few games under your belt and really want to expand your options, or when you know the system but don't want to spend a lot of time crunching the numbers.

## The Complete Package (Constructed by Points)

Also in the core rulebook, this method allows you to build the Character from the ground up, using a pool of "Character points" to "buy" the Character's Stats, Skills, Gear, and miscellanea. While it's the most flexible method, it's also the most time consuming and is not recommended for novice roleplayers.

## NEXT UP: HIT POINTS

Every Character in a *Cyberpunk Red* campaign has a derived Statistic known as Hit Points (HP). Hit Points represent the Character's will to live and physical condition. As the Character takes damage from external sources, they'll subtract that damage

from their Hit Points. As the Character's Hit Points reach certain thresholds there are penalties that represent the cumulative damage which is making the Character physically slower and mentally hazier. After the Character falls to zero Hit Points they enter Death State. We'll go deeper into Wound Thresholds, penalties, and Death State in the Combat Section.

For the time being, you can refer to the table below to see how many Hit Points your Character starts with, where their Serious Wound Threshold is and what their Death Save is.

Body Stat	Starting Hits	Wound Threshold	Death Save
2	10	5	2
3	15	8	3
4	20	10	4
5	25	13	5
6	30	15	6
7	35	18	7
8	40	20	8
9	45	23	9
10	50	25	10



EDDIE MENDOZA



## SKILLS

Skills are things the Character knows or can do; they represent their level of knowledge and accomplishment. There are nine basic Skill Categories:

**Fighting Skills:** The ability to fight in hand-to-hand combat, or with a melee weapon.

**Ranged Weapon Skills:** Skills in using a ranged weapon, such as a gun or a bow.

**Awareness Skills:** Your awareness of your environment, noticing clues, etc.

**Control Skills:** The use of Skills involving controlling vehicles or riding animals.

**Body Skills:** The use of Skills involving physical tasks, feats of strength, endurance, and other physical attributes.

**Social Skills:** Your abilities to blend in, avoid social blunders, and to show style and grace. Also includes your ability to convince others through social adeptness.

**Technique Skills:** Trained vocational Skills and craftsmanship abilities.

**Performance Skills:** Training in acting, musicianship, special effects, makeup, or other stagecrafts.

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

Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Characteristic. Skills are like Stats: they have a range of effectiveness that is related to how much they cost.

**IF YOU'RE GONNA ROCK  
AND ROLL, YOU HAVE TO  
KNOW HOW TO SQUEEZE  
EVERY LAST DROP OF  
PAIN OUT OF YOUR  
INSTRUMENT.**

**AND THAT TAKES SKILL,  
CHOOMBA. NOT CHIPS.**

**JOHNNY SILVERHAND**

## Basic Skills

The good news is that every Character also gets a free starting group of Skills to begin with, so that they won't be totally helpless in their new environment. These are Basic Skills.

Basic Skills are things generally common to everyone in all cultures or time periods: Perception, Concentration, Education, Persuasion, Athletics, Teaching, Local Expert (knowledge of your area), Brawling, and Evasion. These are given free to all Characters by the GM, and have an automatic starting level of 2.

**As part of your *Jumpstart* Characters, we have already provided you with your Basic Skills plus some Skills you will need to perform in your Character's chosen Role. Below you will find descriptions of the Skills used in the this *Jumpstart*.**

## Fighting Skills

**Brawling:** Basic Skill at fighting with your hands and other body parts. (DEX)

**Evasion:** Basic Skill at getting out of the way of someone who is trying to hit you. This Skill is used for defense when you are being attacked by someone using the brawling, melee weapons, and marksmanship Skills. (DEX)

**Melee Weapon:** Using different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (DEX)

## Ranged Weapon Skills

**Marksmanship:** The ability to use personal projectile weapons: guns, SMGs, rifles, bows, etc. (REF)

## Awareness Skills

**Concentration:** The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control. (WILL)

**Perception:** The Skill of observation, perception, and spotting hidden things (like clues), and detecting lies and emotions. (INT)

**Tracking:** The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

## Control Skills

**Driving:** Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this Skill must be purchased for one class of vehicles. (REF)



# SOUL AND THE NEW MACHINE



NEIL BRANQUINHO

## Body Skills

**Athletics:** Basic athletics Skills: flipping, leaping, escaping, throwing, swimming, etc. (DEX)

**Stealth:** The ability to hide in shadows, move silently, or avoid detection in combat situations. (DEX)

## Social Skills

**Bribery:** A Character with this Skill knows when to bribe someone, how to approach their mark, and how much to offer. (COOL)

**Conversation:** This ability allows you to extract information from people with careful conversation. The use of this Skill takes time, and on a missed Check, the subject realizes they are being pumped for information. (EMP)

**Human Perception:** The ability to read a person's facial expressions and body language to discern lies and learn how they feel. (EMP)

**Interrogation:** The ability to forcibly extract information from people. The Character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (COOL)

**Persuasion:** The ability to convince, persuade, or influence individuals. (COOL)

## Technique Skills

**Basic Tech:** The ability to identify, understand, repair, and rewire electronic devices. (TECH)

**Cybertech:** The ability to identify, understand, repair, and rewire cybernetic enhancements, limbs, and implants. (TECH)

**First Aid:** The ability to apply medical treatments to a wounded person in order to keep them from dying. (TECH)

## Performance Skills

**Play Instrument:** The Skill of playing an instrument and writing music for that instrument. (EMP)

## Education Skills

**Education:** General knowledge, such as math, history, science, trivia, or current events. (INT)

**Local Expert:** Knowledge of your surrounding area and the agendas of the various factions, both political and criminal. (INT)

## ROLE ABILITIES

In the *Cyberpunk Red* Core Book, each Role will have its own special ability. These special abilities represent tricks of the trade that each Role has after years on the job. Here we have given you a taste of what those Role Abilities will be like with the Netrunner's Role Ability: Interface.

**Interface:** Interface is a Role Ability, specifically tied to the Netrunner Role which allows them to perform "Netruns" and hack into the many local networks in the *Cyberpunk Red* world. Interface grants the Netrunner access to Netrunning and determines how effective they are in the NET.

*SOMEWHERE OUT THERE  
IS A GUY WITH HALF  
HIS FOREBRAIN BURNED  
OUT. I WONDER IF THEY  
EVER FOUND THE BODY. I  
WONDER IF THEY'LL FIND  
MINE THE SAME WAY...*

*SPIDER MURPHY*





ANGELINA STROGANOVA

3

LIFEPATH

"I remember she told me she was born in Miami, about 2004 or so... She was pretty sure, because she could still remember what it'd been like when the Euros rocked Washington and the near miss took out Tampa...

"She had these incredible blue eyes—clear through and through, like crystals of Lace, and a smile from a magazine dream. 'Course, the eyes were Teknics 2350s, and the smile really was from a magazine—nice bio-sculpt job. It didn't matter how much was real in the end. I still fell hard for her. I'm that type."

—Johnny Silverhand

It's like climbing out of a clone vat. (If cloning worked that way, that is.)

You got this half-formed person standing there, dripping with slime. You got some Stats, maybe a vague idea of where you're going with the Character, but nothing else.

So how do you take this Blank and make them really **Cyberpunk**?



You start with the Lifepath. In the **Cyberpunk Red** core rulebook, Lifepath is a flowchart of "plot complications" designed to help you give your **Cyberpunk** Character an authentically Dark Future background. Its sections cover your national and ethnic origins, your family, friends, enemies, personal habits, and even key events on a yearly basis. It's intended primarily as a guide; if you encounter something you don't think fits the Character you've envisioned, feel free to change the path as you see fit.

In this **Jumpstart Kit**, you won't be rolling as many options but you'll still be generating a full background for your Character.

Remember: **Cyberpunk** hinges on roleplaying, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

## Lifepath: Enhancing roleplaying and fleshing out Characters' stories since 1984.

### BACKGROUND

Somewhere in your early life, you inherited a background full of pain, desperation, or drama. Choose from the list below or roll 1d10 to determine your story.

1	Your family lost everything through betrayal.
2	Your family lost everything through bad management.
3	Your family was exiled or otherwise driven from their original home/nation/Corporation.
4	Your family is imprisoned and you alone escaped.
5	Your family vanished. You are the only remaining member.
6	Your family was killed and you were the only survivor.
7	Your family is involved in a long-term conspiracy, organization, or association, such as a crime family or revolutionary group.
8	Your family was scattered to the winds due to misfortune.
9	Your family is cursed with a hereditary feud that has lasted for generations.
10	You are the inheritor of a family debt; you must honor this debt before moving on with your life.

### MOTIVATION

What makes you tick? What is the major driving motivation in your life? Choose or roll 1d10.

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

### GOALS

What do you want from life? What is your ultimate goal? Choose or roll 1d10.

1	Get rid of a bad reputation.
2	Gain power and control.
3	Get off the street no matter what it takes.
4	Cause pain and suffering to anyone who crosses you.
5	Live down your past life and try to forget it.
6	Hunt down those responsible for your life and make them pay.
7	Get what's rightfully yours.
8	Save, if possible, anyone else involved in your background.
9	Gain fame and recognition.
10	Become feared and respected.



## FRIENDS

You lucked out and made a new friend (a rare occurrence in the Cyberpunk world). Roll 1d10 and subtract 7 to see how many friends you have. For each friend, choose or roll 1d10 to see who they are.

1	Like an older sibling to you
2	Like a younger sibling to you
3	A teacher or mentor
4	A partner or coworker
5	A former lover
6	An old enemy
7	Like a parent to you
8	An old childhood friend
9	A relative
10	Someone with a common interest

## ENEMIES

You've gotten in someone's face. Enemies are a way of life in Cyberpunk, so don't skip this step. Roll 1d10 and subtract 5 to see how many enemies you have. For each enemy, choose or roll 1d10 to see who they are.

1	Ex-friend
2	Ex-lover
3	Relative
4	Childhood enemy
5	Person working for you
6	Person you work for
7	Partner or coworker
8	Booster gang member
9	Corporate Exec
10	Government official

## PERSONALITY

What is your basic personality like? Choose or roll 1d10.

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

## ROMANCE

A Tragic Love Affair. Because if it were all happy, it wouldn't be Cyberpunk, now would it? Choose or roll 1d10.

1	Your lover died in an accident.
2	Your lover mysteriously vanished.
3	It just didn't work out.
4	A personal goal or vendetta came between you and your lover.
5	Your lover was kidnapped.
6	Your lover went insane.
7	Your lover committed suicide.
8	Your lover was killed in a fight.
9	A rival cut you out of the action.
10	Your lover is imprisoned or exiled.

**IN THE FUTURE, THERE'S NO PLACE  
TO HIDE FROM YOURSELF...**

LYLE MCCLELLAN, NETWORK 54





ALEXANDER DUDAR

## A SAMPLE LIFEPATH IN ACTION

*Mover the Solo runs his Lifepath.*

*He rolls:*

### BACKGROUND

6: Your family was killed and you were the only survivor.

### MOTIVATION

6: Vengeance.

### GOALS

5: Live down your past life and try to forget it.

### FRIENDS

1 Friend.  
2: Like a younger sibling to you.

### ENEMIES

2 Enemies.  
5: Person working for you.  
4: Childhood enemy.

### ROMANCE

8: Your lover was killed in a fight.

### PERSONALITY

9: Intellectual and detached.

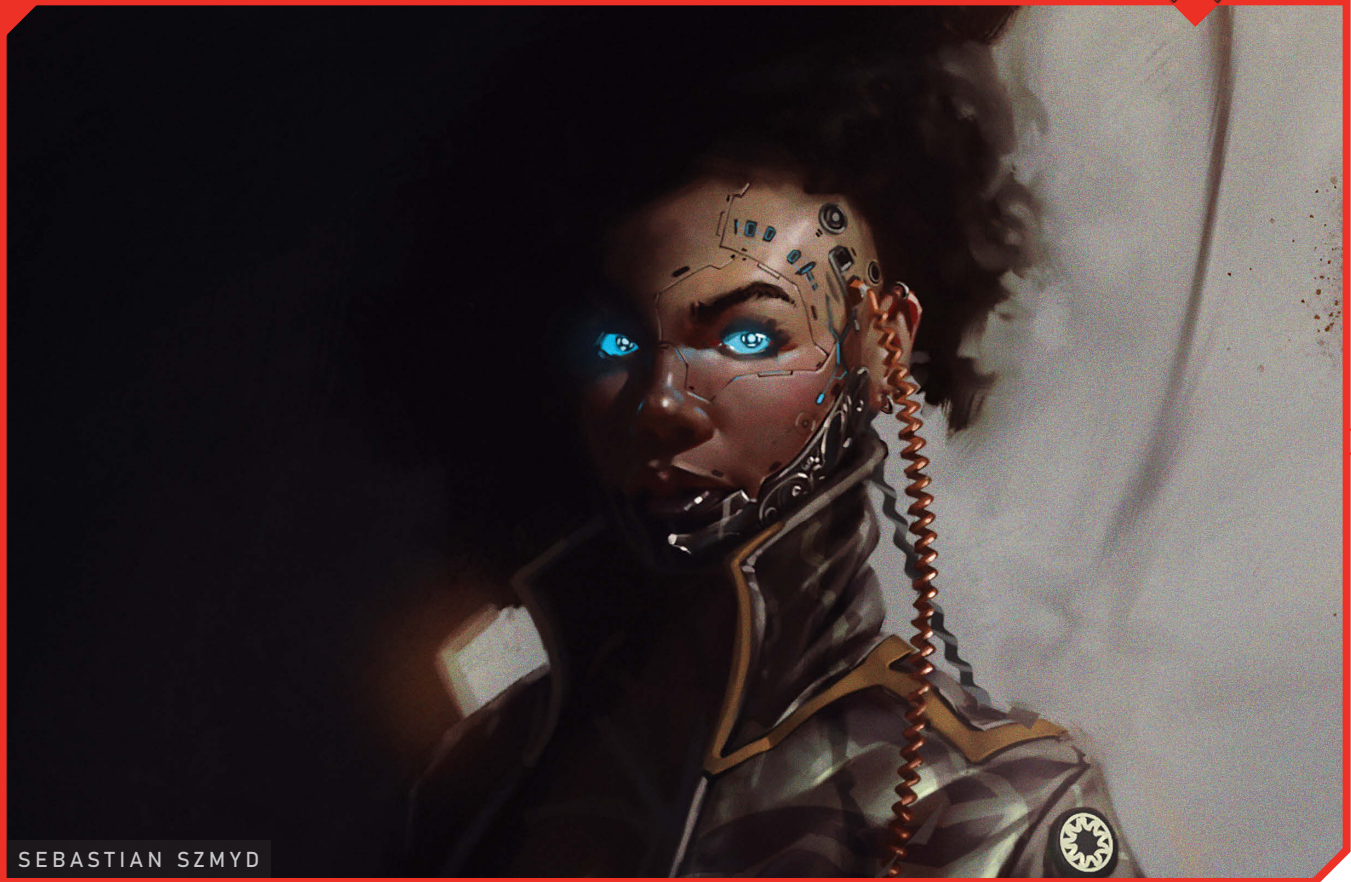
## WHAT THIS COULD MEAN FOR THE PLAYER

Mover's **entire family was murdered**, and he was the only survivor. He grew up to be an **arrogant, proud, and aloof** person. Along the way, he picked up one **friend who was like a kid sister** to him. He also picked up **two enemies: one from his childhood, and someone he's worked with**. His love life sucks: **his lover was killed in a fight on the Street**. With this history, Mover is **driven primarily by vengeance**, but when he's done avenging his lover's death, his **goal will be to live down his life** of death and vengeance, start a new life, and **forget his whole dark past**.

## It's All Good Fun for the GM, Too

A good GM can also have lots of fun using a Lifepath as a springboard for a whole series of adventures. Mover's "sister" could be kidnapped by his old childhood friend, who always hated the fact that Mover and his "sister" were close. Mover might find out that his murdered lover faked their death and is now living with his work enemy. Mover's rude and arrogant nature may have given him a nasty Rep on the Street and now someone's looking to take him down. For that matter, Mover's family may have been tied up in a long-running feud and now the guy who killed them is looking to wipe Mover's entire line out for good.





SEBASTIAN SZMYD

## 4 PUTTING THE CYBER INTO THE PUNK

**Forget everything you ever thought about cyborgs. Everything.**

**This is the 2000s. Today's cyborg is stylish. Their cybernetics are designed for a streamlined, high mover lifestyle. Whether equipped with implanted data chips in their nervous systems to enhance their tennis game, or bio-engineered mini-weapons for their personal protection, the cyborg of the 2000s is the cutting edge of high-tech living.**

# STYLE OVER FUNCTION

But they aren't necessarily a walking tank either. Cybertech can be smoother than that—less obvious. You have to integrate your newtech gadgets into a slick, seamless whole. You're either predator or prey, and the faster you learn to blur the line between the two categories, the longer you'll survive.

And that's the point: survival.



## CYBERFASHION

It's hip and aware to have high tech grafted onto your body somewhere. If you can afford it, you probably have at least a couple of "enhancements": a few software chips installed in your nervous system to interface with your computer, remember your appointments (the ever popular Daytimer™ chip for example), and improve your racquetball reflexes. If you're cybered up, you probably have interface plugs to operate computers and vehicles mentally. Maybe your eyes are cyberoptics with a recording function and the latest iris tint (polychrome is in this year), or your hearing is boosted to better hear the gossip in the Executive Lounge.

If your job involves some type of security or combat function (and most occupations of the 2000s have at least some type of combat aspect), you probably have two or three types of combat software, as well as plugs and interfaces for a smartgun. As a Solo, you may have had one or more limbs replaced with cyberware prosthetics, allowing you to hide a variety of tools and weapons in your body, as well as giving you an edge in speed and strength.

As a **Cyberpunk**, you're going to want to get your hands on the best of this exciting and expensive new tech. And "expensive" is the word. The average enhanced Character with, say, one cyberoptic (targeting scope and IR enhancement), a reflex boost, one superchromed arm with a .25 cal submachine gun, interface plugs, and chipware for Brawling, Driving, and First Aid is an investment of tens of thousands of euro.

Of course, the ambitious Punk already knows at least twenty-five ways (most of them illegal) to raise that sort of paltry sum.

But before you start loading up, there's a catch.

## CYBERPSYCHOSIS

Cyberpsychosis is a dissociative disorder which occurs when someone with preexisting psychopathic tendencies enhances themselves via cybernetics to the point they no longer see themselves or others as complete, sapient organisms but simply as a collection of replaceable parts. Common symptoms of Cyberpsychosis include lack of self-preservation, complete disregard for others, poor impulse control, and explosive outbursts.

Cyberware installed for therapeutic purposes, including limb replacements, prescribed medical devices, and cyberware used as part of gender correction surgery, does not contribute to Cyberpsychosis. Neither does simple decorative cyberware such as light tattoos or tech hair. Only cyberware used to replace perfectly functional body parts or enhance the body beyond the human baseline can push someone towards Cyberpsychosis. Even then, they can be treated using a number of therapeutic options.

## THE PSYCHO SQUAD

Cyberpsychosis has always been a big problem in the Dark Future. While state-sponsored therapy is an option, the hardest part is getting the patient into the psychologist's office. What do you do when a metal-armored, cyberboosted maniac starts randomly killing people? If you're the Government, you organize a special squad of professional police with one job—to hunt down and capture or kill murderous cyberpsychos.

Cybersquads are common to most urban police departments, going under names like C-SWAT (Cybernetic Special Weapons & Tactical Squad), PSYCHE-DIV, CYB-Enforcement, and MAX-TAC (Maximum Force Tactical Division). They are armed with the best in armor, comm equipment, and vehicles. Most carry weapons that start at the light cannon range and go up. They are, by nature, not very nice people.

Now you know. Walk carefully. Guard your mind.

## NO PSYCHOSIS YET...

We won't be getting into how Cyberpsychosis works in this **Jumpstart**—it's worth a whole chapter in itself—and we've pre-designed your **Jumpstart** Characters to avoid the problem altogether. But knowing about it is important, because you never know when someone around you is going to snap—and you'll have to deal with a walking tank with a homicidal streak.

*THEY'RE SO... LIKE...  
WEAK AND FLIMSY, YOU  
KNOW? YOU REACH OUT  
AND TOUCH 'EM AND  
THEY... DIE...*

UNKNOWN CYBERPSYCHO



# CYBERTECHNOLOGY

Cybertechnology can be purchased almost anywhere. Some of the medical procedures are simple: walk-in types of surgery, with minor installations taking place in shopping mall clinics (Bodyshoppe, Fashion/Fusion, and Parts N' Programs are three popular chain stores) or drop-in medical centers (Docs R Us™). These installations are much like getting your ears pierced. You can even have upgrades and improvements plugged into the old hardware for the cost of the new parts, allowing you to start small (called "stripped" or "economy") and add as you go.

## Cyberware Table

Basic Cyberware	Description
Cyberaudio (Amped Hearing)	Adds +1 to any sound-related Task Check.
Cyberaudio (Radio Link)	Micro radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile/1.6km.
Cyberoptic (Camera)	Images can be recorded on the built-in chip and downloaded to a recorder or Agent.
Cyberoptic (Low Light)	You can see clearly in dim light (faint moonlight, distant street lamps).
Cyberoptic (Targeting)	A built-in targeting sight allows you to add +1 to Marksmanship.
Interface Plugs	Sockets that allow user to interface with machines and cybertech.
Reflex Boost (Speedware)	You are boosted for five full Turns (+3 to Initiative Checks) before the boost cuts out. You must then wait 2 Turns before reboosting.

**CYBERAUDIO**

Cyberaudio systems patch into the auditory nerves and speech centers of the brain. This enhancement affects both ears and often also includes a sub-vocalizing mic on the mastoid bone. There is no visible change to the outer ear, although some **Cyberpunks** replace the outer ear with a set of mechanical speaker pickups for max effect.

**Amplified Hearing:** This system improves the hearing and sound recognition ability, adding +1 to any sound-related Awareness Check.

**Radio Link:** A micro-miniature radio transceiver, usually mounted at the base of the skull and using your fillings as the antennae. It is activated by clicking the teeth together sharply. To talk, you merely sub vocalize (mutter under your breath). Reception is carried out in one of two ways: 1) a receiver directly vibrates the mastoid bone, giving you a small, tinny voice in the back of your head, or 2) linked to a

cyberoptics Marquee option, incoming messages are flashed into the upper edge of your field of vision as red scrolling letters. In game terms, having a radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile. It also means you occasionally get someone else's radio messages.

**CYBEROPTICS**

A combination of digital processor and camera, cyberoptics are replacements for normal eyes. Cybervision is like regular vision, only better. Colors are brighter, images sharper. And that's just the start.

Cyberoptics can look exactly like normal eyes, although a wide variety of fashion iris colors are available (amber, white, burgundy, and violet are very popular). Some versions are transparent, with glitter or lights swirling inside of them. Other are superchromed for a more “cyber” look. Others can change eye color at will to match clothes and surroundings. Some even have tiny designer logos around the iris. Cyberoptics with cameras or weapons usually load from the front, with the iris opening up when the front of the eye is depressed.

**Digital Camera:** This cyberoptic mounted camera takes up two option spaces. Images can be recorded on the built-in digital chip and downloaded through interface cables to an external recorder, internal recorder, or an internal LCD screen.

**Low Light:** Allows the user to see clearly in dim light conditions, down to very faint moonlight or distant street lamps.

**Targeting Scope:** This projects a targeting sight into the field of vision at will. The targeting scope will read range to specific objects, speed of movement, bearing, and size, as well as providing several types of scope reticule for aligning weapons. When chipped into a gun, the scope will match the targeting sensors of the gun with what you are looking at, then flash a “ready signal” when the target is acquired. In game terms, this option allows you to add +1 to Marksmanship Checks.

## INTERFACE PLUGS

These are a staple of **Cyberpunk** culture. Usually installed in the bones of the wrist, spine, or skull, they tap into major nerve trunks and interface with the neural processor to send and receive signals. Most people wear their plugs on their wrists for ease of use. Occasionally, a true cybertech will mount them at the temples (a plug head), just behind the ears (called a Frankenstein) or in the back of the head (a puppet-head). Some cover them with inlaid silver or gold caps, others with wrist warmers. Once again, a matter of style.

## REFLEX BOOSTERS

These are specialized TRC co-processors that amplify and speed up signal processing. The biggest advantage to a



# PUTTING THE CYBER INTO THE PUNK



NEIL BRANQUINHO

REFLEX boost is its ability to increase a Character's initiative Checks in combat.

**Speedware** (also known as **Sandevistan**) kicks in only when desired, eliminating much of the need to adapt one's entire life to an inhumanly fast reaction time. The Character must first sub-vocalize a mental command word before boost is activated, then wait one Turn before the boost kicks in. They will remain boosted for five full Turns (+3 to Initiative Checks) before the boost cuts out. They must then sub-vocalize the command again, and wait two Turns before regaining a boosted state.

## CYBERLIMBS

When the average person on the Street thinks of cyborgs, what they think of are artificial limbs: whirring, glittering metal constructs of steel, wire and microchip circuitry. Although real arms, legs, and organs can easily be grown in bio-tanks or replaced from body banks at a much lower cost, artificial limbs are still a popular fad of the **Cyberpunk** future. They are chromed, airbrushed, jeweled, lighted, and even sculpted in the pursuit of true cybertech chic.

Under all the designer fashion, the standard cyberlimb is an aluminum and steel basket framework, with artificial myo-mar plastic muscles controlling motion. The joints are stainless steel. The cyberlimb plugs into a special nerve interface jack

mounted in the flesh above the limb, while the main unit is coupled to a metal and plastic cuff around the meat part of the limb. The cuff is usually placed at the upper bicep/thigh or the elbow/knee; however, arms may also be attached to an artificial shoulder, and anchored to an external arm mount.

### Cyberlimb Table

Cyberlimbs	Description	Damage
Cyberarm (Cyber Weapon)	A Cyberweapon concealed in a cyberarm.	Xd6*
Cyberleg (Paired Jump Boosters)	You can leap 6 m/yds straight up or make a running jump of up to 8 m/yds.	NA

\* How many d6 damage is determined by the weapon.

## CYBERLIMB MYTHS AND ABILITIES

The popular myth about cyberlimbs is that they enable their owners to perform all kinds of superheroic feats. To a point, it's true: cyberlimbs can be designed with boosted strength and speed, using synthetic muscle fibers and silicon chips. What you won't find are people running at two-hundred miles per hour, bending steel bars with their hands, or throwing Volkswagens around. Why can't you go around lifting cars and punching down walls like the cyborgs in the comics? Simple physiology. The replacement limb must be able to work in concert with the remaining "meat" parts of the body. But within limits, a cyber-equipped person can do some pretty impressive party tricks:

### Pain

Cyberarms never grow tired, allowing the wearer to hang from high places indefinitely. You can turn off the touch sensors with the flick of a mental switch, eliminating pain and allowing you to perform feats such as reaching into raging fires, dabbling in tanks of liquid nitrogen, and picking up red-hot poker. A gunshot wound to a cyberlimb causes no pain.

### Damage

Cyberlimbs can take (and dish out) a tremendous amount of damage, so much so that they are treated like machinery for the purposes of game combat. All cyberlimbs can take up to 20 points of structural damage before they are useless, and up to 30 total points of structural damage before they are destroyed. Attacking with a cyberarm uses the Brawling Skill but does 1d6 damage as if a melee weapon (see [page 40](#)).

### Crushing

A cybernetic arm uses synthetic muscle fibers instead of flesh and blood. They don't get tired, and they don't feel pain. They are also much stronger than normal muscle tissue. This gives a cyberarm tremendous gripping power. All cyberlimbs can eas-



## PUTTING THE CYBER INTO THE PUNK

ily crush light metals, woods, and plastics. They can crush glass and plastic to dust (although they can't crush lumps of coal into diamonds!). In combat, any crushing grip with a cyberarm is a Choke Action (see [page 24](#)) that does 2d6 instead of BODY damage.

## Jump Boosters

Cyberlegs employ powerful pistons and microservos, backed by bundles of synthetic muscles. With a pair of them, you can leap tremendous distances. Characters with paired cyberlegs can leap 6 meters/yards straight up, or make a running jump of up to 8 meters/yards.

# BLACK MARKET CYBERTECH

What can't be bought openly are the types of cyberware known as Black Market Cybertech. These items can only be purchased through criminal contacts on the Street, and installed by high-priced, underground Medtechs known as Ripperdocs. Black market cybertech is often dangerous, badly installed, and always expensive. But hey, we're all big kids here, and besides, you know what to do to a Ripperdoc who messes around with you, right?

## Black Market Cyberweapon Table

Cyberweapons	Description	Damage
Big Knucks (paired)	Reinforced knuckle bones, giving fists the impact value of brass knuckles.	2d6
Rippers (paired)	Three-inch carbo-glass claws in your fingers for cutting or stabbing.	2d6
Slice & Dice (single)	Mono-filament wire mounted in one finger cuts through any organic material or plastics. Can be used as a garrote, cutter or slice-whip.	2d6

# CYBERWEAPONS

At the top of the Black Market Cyberware hit list are Cyberweapons: hidden killing tools that can be buried in your skin until the moment you want to take someone out. Cyberweapons are not normally available on the open market (the only exceptions are scratchers and vampires), and locating them usually involves going down into the local Combat Zone, finding a Fixer, and paying a lot of euro to ugly, nasty, violent people who would normally consider you spare parts.

Boosters, of course, are drawn to Cyberweapons like a 'zoner to zoom dust.

**Rippers:** The top two joints of each finger are replaced with a plastic and metal sheath, in which three-inch carbo-glass claws are housed. The rippers can be extended by clawing the hand in a catlike fashion. Most people wear false fingernails over their rippers, making them much harder to spot (a DV18 task). Rippers cut in all directions.

**Big Knucks:** Reinforced knuckle bones, giving the fist the impact value of a pair of brass knuckles.

**Slice N' Dice:** Mono-filament wire spool mounted in the end of one finger, with a weighted, false fingernail to give it balance and swing. Mono-molecular wire will cut through almost any organic material and most plastics. Can be used as a garrote, cutter, or slice-whip.

**THIS ISN'T GOING TO  
HURT A BIT.  
WELL, MAYBE A LITTLE.  
QUIT SCREAMIN'  
WILLYA? HOW AM I  
SUPPOSED TO GET THIS  
THING STUCK ON IF YOU  
KEEP TWITCHING LIKE  
THAT?**

**SCENES FROM SAVAGE DOC'S**





HÉLIO FRAZÃO

## 5

## GETTING IT DONE

In roleplaying, the “board” is your imagination; the environment is described to you by the GM, and it’s up to you to imagine in your mind’s eye where everything is, based on those descriptions (although grid maps and miniatures are sometimes used as visual aids in more complex situations).

## GETTING THE SCENE DOWN

There are a few basic rules to this mental landscape. First, if your Character can see something with the naked eye or the scope of a weapon, you can interact with it. If there’s anything in the way, it’s considered to be *blocked* and you can’t interact with it. If it’s positioned forward of your shoulders, you can face it and also possibly interact with it. Last, if it’s within arm’s reach (2 meters), you can also touch it; otherwise, you’ll need to use a longer tool, weapon, or some other method to extend your reach.

That brings us to the subject of measurement. In *Cyberpunk*, we measure everything in either **meters** or **yards** (and treat them interchangeably; the difference is only about 2 inches). One reason we do this is that it means we don’t have to change measurements around between Metric and English systems. It also corresponds pretty well to a generic 6-foot Character.

## Rule: We Use M/Yards for everything

If you are using a grid and miniatures, each square corresponds to 2 meters/yards



## DISTANCE, MOVEMENT

As a rule, there are two scales of movement used in **Cyberpunk**. The first scale is **Figurative Movement**: comparing one MOVE Stat to another MOVE Stat to see who is faster overall. This is best for simple sustained speed contests, like the outcome of a footrace.

Then there's **Literal Movement**: a measurement of actual distance, used in combat and when using miniatures. **Every Turn, a Character gets a Move Action, which can only be used to move a number of m/yards equal to their MOVE x 2, or a number of squares equal to their MOVE, which can include moving diagonally.** Move Actions, along with all other Actions a Character can do on a Turn will be explained later in the On Your Turn Section.

### Approximate Speed Table

Travel Method	MPH	KPH
Walking	2.5	4
Running	5	11
Fast Ground Vehicle (Cars, Motorcycles)	100	160
Medium Air Vehicle (Helicopters, Aerogyros)	200	322

## ROLEPLAYING TIME, COMBAT TIME, INITIATIVE

**Cyberpunk** uses two ways of measuring time. The first, **Roleplaying Time**, works just like it does in real life. The second way, **Combat Time**, is far more exacting. **Combat Time is divided into Turns, each of which takes approximately 3 seconds. The amount of time it takes each entity involved in the combat to take a Turn is a Round.**

When a combat starts, everyone rolls Initiative:

$$\text{Initiative} = \text{REF} + 1d10$$

All participants in the combat place themselves according to their Initiative Roll into the Initiative Queue in descending order. Resolve ties by rolling again. Combat proceeds in Initiative Queue order, with each entity in the Initiative Queue getting a Turn. When the bottom is reached, the Initiative Queue starts again from the top in a new Round.

## ON YOUR TURN

$$\text{Your Turn} = 1 \text{ Move Action} + 1 \text{ Basic Action}^*$$

*\*Often referred to as simply an Action*

Every Turn, a Character gets one Move Action and one Action.

### Move Action

Every Turn, a Character gets a Move Action, which can only be used to move a number of m/yards equal to their MOVE x 2, or a number of squares equal to their MOVE, which can include moving diagonally.

### Basic Actions

Basic Actions are the bread and butter of your Turn in **Cyberpunk**. Mastering them will allow you to do much more than just **Attack** an enemy on your Turn in combat. You'll be able to **Choke** a security guard that you **Grabbed** last Turn, dragging their body behind cover. You'll be able to coordinate a strategy with the rest of your team using the **Hold Action** to gain an advantage against superior numbers. You'll be able to go to the Edge like nobody else. Don't let the name fool you. Basic Actions are anything but.

#### • ATTACK

Use a Basic Action to make an attack with Ranged Combat or Melee Combat.

Check out the Combat System ([page 37](#)) for information on how to make an attack.

#### • GRAB

Grab and hold someone or take an object they are carrying, or escape a grapple. **Both you and your target within arm's reach roll DEX + Brawling Skill or Athletics Skill + 1d10.** Both the Attacker and the Defender use whichever Skill is better for them. If the Attacker wins, they can choose to either grab hold of the Defender or take an object (weapon, milkshake, etc.) the Defender is carrying, (but not armor they are wearing) into a free hand. If the Attacker wins and chooses to grab hold of the Defender, both Characters are now considered to be in a Grapple and take a -3 to all Checks for as long as they remain in a Grapple. While Grappled, the Defender cannot use their Move Action, and is dragged with the Attacker whenever the Attacker takes their Move Action. **The Attacker can end the Grapple at any time without using an Action, but the Defender, or any another Character, must use this Action to roll a successful Grab against the Attacker to break the grapple.** When you attempt an escape from a grapple, you are still considered to be the Attacker for the purposes of the Defender winning a tie.

#### • CHOKE

If you are currently the Attacker in a Grapple, you can use an Action to **Choke the Defender you are grappling, dealing your BODY Stat directly to their Hit Points in damage. This damage IGNORES the Defender's armor, but doesn't lower their armor's SP.**



# MUSIC ALWAYS GETS HAMMERED DOWN TO THE THREE A'S. AXE, ATTITUDE, AND AUDIENCE.

KERRY EURODYNE

## • THROW

Throw a person you are grappling or an object you are holding. If you are currently the Attacker in a Grapple, you can use an **Action to Throw them onto the ground, dealing your BODY Stat directly to their Hit Points in damage. This damage ignores the Defender's armor, but doesn't lower their armor's SP. Throwing your target ends your grapple with them** (freeing you both of the -3 to all Checks imposed by being either participant in a Grapple), *and leaves them Prone, unable to use their Move Action until they use their Basic Action to Get Up.*

You can also use this Action to throw an object you are holding a maximum distance in m/yards equal to your BODY. If you are using a grid, that's half your BODY in squares, rounding up. For this jumpstart kit, since there isn't much to throw (no grenades, no throwing knives), the GM determines how much damage your improvised thrown object will deal, and if it can even damage an armored target. It might just make the target mad. The full game will have fun things to throw at people.

## • GET UP

**Use a Basic Action to stand up from Prone.**

*While Prone you cannot use your Move Action until you use this Action.*

## • RUN

Use a Basic Action to take an additional Move Action.

If you can't use a Move Action right now, you can't use this Action.

## • USE A SKILL

Use an Action to use one of your Skills to attempt to accomplish a quick task (3 seconds max). If the GM determines your proposed task would take more than 3 seconds, and you still want to do it, you can spend your Basic Action every Turn to attempt to accomplish it, at a rate of 3 seconds per Turn, making your Check only when you've finished the duration of the task. *Task resolution is covered in Resolving Actions With Skills, located later in this section.*

## • USE AN OBJECT

**Drawing an easily accessible weapon isn't an Action if you have a free hand.**

Use this Action as a catch-all for using/manipulating/picking up any other object in ways that wouldn't require using a Skill and aren't covered by other Actions, but would still require a quick 3 seconds of effort. Use this for things like opening up a door, switching your held shotgun out for an assault rifle slung to your back, picking up an unattended weapon off the floor, pressing the button on a detonator, or biting into a slice of pizza. Your Turn is only 3 seconds, so if you really want to do a simple task that takes longer than that while in combat, you will need to use this Action each Turn to pay for it one 3 second Turn at a time.

## • USE NET ACTIONS

Only a Netrunner can make use of NET Actions, which they can take instead of taking another Basic Action on their Turn. Most Netrunners can even take multiple **NET Actions in a single Turn! NET Actions are covered in the Netrunning Section (page 29).**

## • HOLD ACTION

In combat, a Character can use this Action to choose to Hold off on one Basic Action until a *specific number* in the Initiative Queue comes up, **which can only be later in the current Round.** When that time comes, they can choose to either go through with their chosen Basic Action or forgo it entirely. **You can't Hold an Action across multiple Rounds. You can't change your mind about when in the Initiative Queue you are holding your Action until, either. Move Actions and NET Actions cannot be Held at all.**

## BASIC ACTIONS

### Attack

Make a Melee or Ranged Attack

### Grab

Grab and hold an opponent or take away an object they are holding.

### Choke

Choke an opponent you have grabbed.

### Throw

Throw a grabbed opponent to the ground or throw an object.

### Get Up

Stand when prone.

### Run

Take an additional Move Action.

### Use a Skill

Use one of your Skills to accomplish a quick task.

### Use an Object

Manipulate an object in a way that doesn't require a Skill.

### Use NET Actions

Perform an Action inside the NET.

### Hold Action

Hold an Action until later in the Initiative Queue.



## RESOLVING ACTIONS WITH SKILLS

Whenever your Character tries to do something (called taking an Action), there's always the question of whether they'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases, tell the GM what you're doing, and no die roll is needed. But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where resolving Actions with your Skills comes into play. **There are two ways to resolve an Action.**

The first is to resolve an Action against another living thing or person (like trying to convince someone to do something for you). **To do this, you, the Attacker, add your relevant STAT + SKILL + 1d10 die roll against your opponent, the Defender's own relevant STAT + SKILL + 1d10 die roll.** The result of your opponent's Stat + Skill + 1d10 die roll is also known as the Difficulty Value, or DV, and is the amount your Stat + Skill + 1d10 will need to beat in order for you to succeed in the Task. In case of a tie, the Defender will always win.

**Attacker's STAT + SKILL + 1d10**

**vs**

**Defender's STAT + SKILL + 1d10**

The second way is resolving an Action against a situation (like picking a lock or driving a car). How tough these tasks are to resolve is based on how hard it will be to perform the desired Action. First, the GM uses the table below and decides which rating best describes the level of ability required to perform the task. Then you add your STAT + SKILL + 1d10 and try to beat the Difficulty Value (DV) the GM assigned to the Action you want to perform.

### Difficulty Value (DV) Table

Rating	Description	Difficulty
Challenged	This is something most people can do without thinking about it, but which might be hard for a small child.	10
Everyday	This feat is something most people can do without a lot of special training.	14
Competent	This feat takes actual training and the user can be considered to be a professional, skilled in their abilities.	18
Heroic	This is a highly skilled feat; one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.	22
Incredible	This is a once—or twice—in-a-lifetime feat. Pulling this off would rate you among the very best of your class professionally. You are of truly Olympian mettle.	25
Legendary	A once-in-a-generation feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.	30

### Critical Success

When you roll a natural roll of 10 on your d10, you've scored a Critical Success. Roll another 1d10 and add the result to your first roll. If you roll another 10, you do not score another Critical Success.

### Critical Failure

When you roll a natural roll of 1 on your d10, you've scored a Critical Failure. Roll another 1d10 and subtract the result from your first roll. If you roll another 1, you do not score another Critical Failure.

## MODIFYING THE ATTEMPT

Sometimes, conditions beyond your control may make it harder to perform an Action. For example, changing a light bulb may be an Everyday task, but changing a light bulb in an earthquake is a whole order of magnitude tougher. These external conditions are called **Modifiers**. When the GM decides a Modifier applies to your Action, you will automatically **subtract** the Modifier Value that goes with it from your die roll. Here are some typical Conditions and their Modifiers (they are cumulative).

### Modifier Example Table

Condition	Mod Value
Unfamiliar tools, weapon, or vehicle	-4
Lack of instructions for task	-2
Don't have right tools or parts	-2
Complex task	-3
Have never done this before	-1
Under stress or under attack	-3
Drunk, drugged, or tired	-4
Trying to perform task secretly	-4
Task obscured by smoke, darkness	-4



## TRYING AGAIN, USING COMPLEMENTARY SKILLS OR EXTRA TIME

If you fail a Skill Check, you can't try again unless your chances of success have improved for some reason—you took longer, used a better tool, or made a Complementary Skill Check.

**Complementary Skill Checks** are where the use of one Skill directly affects the use of a subsequent Skill. At the GM's discretion, a good roll in one Skill **may confer a +1 bonus to the subsequent use of a related Skill**, so long as the complementary nature of the two Skills makes sense. **This +1 bonus only affects a subsequent attempt once, and Complementary Skill bonuses do not stack.**

**Taking Extra Time** can also give you a bonus to your Skill Roll. When the GM tells you how long a task will take to complete, **you can get a single +1 bonus to your Skill Roll for taking four times longer.**

## WHAT SKILL DO I USE? WHAT STAT DO I USE?

Well, what do you want to do?

In this *Jumpstart Kit*, we've linked each Skill to a Stat that it is used with. In the beginning of this book, the section titled *Soul And The New Machine* breaks out each of these Skills in greater detail, and the *Combat System* discusses how they operate in combat.

If you really want to use a **Stat** and **Skill** combination not listed here to **gain yourself an advantage**, instead try proposing a Complementary Skill Check to your GM to potentially net yourself a sweet +1 bonus, or try taking four times longer to complete the task for another +1 bonus. If you can't even find a complementary Skill, you should read on to **When You Don't Have A Skill**. Failure is a part of storytelling (and life) and should be embraced in roleplaying too!

### Skill List

Stat	Skill	What The Skill Does
INT	Perception	Search for the Hidden; Detect Lies, Emotions
INT	Tracking	Follow a Trail Left Behind
INT	Education	Know Sciences, History, Trivia, Current Events
INT	Local Expert	Know Local Area, Local Factions, Agendas
—	Interface	Special "hacker" Skill available only to Netrunners
REF	Marksmanship	Fire Ranged Weapons Accurately
REF	Driving	Drive Vehicles Skillfully
DEX	Evasion	Dodge Attacks You See Coming
DEX	Athletics	Feats of Strength, General Athleticism.
DEX	Stealth	Hiding and Moving Silently
DEX	Brawling	Martial Fighting Using The Whole Body
DEX	Melee Weapon	Fighting With Melee Weapons
TECH	Basic Tech	Identify, Understand, and Repair Electronics
TECH	Cybertech	Identify, Understand, and Repair Cybernetics
TECH	First Aid	Patch Up Others and Yourself
COOL	Bribery	Know When, Who and How Much to Bribe
COOL	Interrogation	Forcibly Extract Info from People
COOL	Persuasion	Convince, Persuade or Influence People
WILL	Concentration	Focus, Memory, Mental Toughness
EMP	Conversation	Extract Info Through Careful Conversation
EMP	Human Perception	Read Faces, Bodies to Detect Lies, Emotions
EMP	Play Instrument	Playing an Instrument and Writing Music



WHEN YOU DON'T HAVE A SKILL

When you just don't have a Skill to use, but you want to try anyway, you have two options:

Outta Luck

Simply use the Stat that the Skill you didn't have is linked to, and add it to 1d10. That's all you get. You are relying purely on your Stat and dumb luck. Speaking of LUCK, times when you are considering this option are the perfect time to use it. Before you roll, you can dedicate a portion of your remaining LUCK Pool (which holds LUCK Points equal to your LUCK, and which refills at the beginning of each game session) to this roll, which increases the roll by +1 for each point in your LUCK Pool that you expended.

Cultural Familiarity

There are very few things that can be done that aren't described in some manner or other in media—people shoot guns in movies, legends describe how the hero used their sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more widely educated you are, the more chance you may have run across something relating to what you're about to attempt.

When you don't have a Skill that will apply, you can use Cultural Familiarity in place of a Skill. Your Cultural Familiarity increases by one for every three points you have in the Education Skill, so stay in school.

Education Skill	1	2	3	4	5	6	7	8	9	10
Cultural Familiarity	0	0	1	1	1	2	2	2	3	3

Simple? Remember: to pretty much do anything in Cyberpunk, simply pair a Stat, a Skill and a d10 roll against a Difficulty Value (DV). If your Check is over that amount, you did it! Everything else is just window dressing!



ADRIAN MARC





NEIL BRANQUINHO

## 6 NETRUNNING IN THE TIME OF THE RED

You patch in the last connection, making sure your plugs are tight. You mentally slam down the “GO” switch. Instantly, your mind is filled with the grey–white static of the drop to “online.” Vivid shapes and images flood your field of vision, while shifting neon shapes, grid lines and digitized sounds take form in your virtuality interfaces.

**You’re in the NET.**

### CYBERDECKS

There are many different types of Roles you can play in *Cyberpunk*, but one Role is unique in that it has its own rules and realities. And that’s the Role of the Netrunner.

In *Cyberpunk Red*, we treat Netrunners exactly like any other type of Character, except that their weapons and defenses all take place inside the mental/computer generated reality of cyberspace; aka the **NET**. You need a **Cyberdeck** to do this. Cyberdecks are special devices designed to find and access systems by converting brainwaves into electrical signals and vice versa. They effectively are modems/WiFi systems for your mind. Without a Cyberdeck and the training to use it, you can’t even see the NET.



## COMMON NETRUNNING TERMS

### Ability

A function built into a Cyberdeck any Netrunner can use without a Program.

### Black ICE

An autonomous attack program that can fry your real brain.

### Bodyweight Suit

A suit designed for Netrunners with built in armor, Cyberdeck and cable storage, and sometimes life support functions.

### Control Node

A location in virtual space which allows for the control of a real world device.

### Cyberdeck

A computer that converts brainwaves into electrical impulses and vice versa. Without it, there's no Netrunning.

### Elevator and Floors

A method used by Netrunners to describe cyberspace in simple terms. Each floor contains one program or virtual object. The elevator allows travel between floors.

### Interface Plug

Cyberware that allows you to plug your brain into a machine.

Continued on [page 32](#)

## YOU'LL NEED A FEW EXTRA TOOLS BESIDES A CYBERDECK

Your Cyberdeck allows you to not only see the NET, but also to interact with its "denizens". It projects these into Virtuality goggles or headsets, allowing you to see the images from the NET superimposed on the real world. Since you are actually moving in the real world (aka "Meatspace") you won't be able to jack your optic nerves into the NET like they did before the Time of the Red. If you did it the old school way, you would be stumbling around deaf, dumb and blind as all your senses would be fully in Cyberspace. Instead, Runners use **Virtuality** goggles-headsets that project cyberspace imagery over their view of the world that is actually around them. This means that you will be seeing and hearing things like Programs and Black ICE while your meatspace team buddies will see nothing. But it also means you won't trip over the door sill when you sneak into the secret bio-lab.

Since you will also be running around in the real world where the Bad Guys use guns, you'll also want some **protection** (*besides* your teammates). Most Runners now wear Bodyweight (or similar brands) protective armor. These are skinsuits filled with impact absorbing, sintered armorgel layered in key body areas. Besides giving you a measure of protection equal to Light Armorjack, these also have places to store your Cyberdeck and support your interface cables so that they stay out of the way while you're busy brainburning that NeoCorp fool who just dared to pop a Hellhound on you. The better ones also have some life support capabilities, such as drug injectors and piss bags.

## MEAT ACTIONS VS NET ACTIONS

So let's see what you can do in a netrun. Unlike most other Character Roles, Netrun-

ners have access to two kinds of Actions: **Meat Actions** (Non-Move Actions which take place in reality, or meatspace) and **NET Actions** (which take place purely in the NET).

On your Turn, you can take either a **Meat Action** or take as many **NET Actions** as your Interface level allows. No matter which you choose, you still get to take your **Move Action**.

### NET Actions

The higher a Netrunner's **Interface** Level, the more NET Actions they can take on their Turn.

LVL	1-3	4-6	7-9	10
NET Actions	1	2	3	4

So a level 1 Interface Netrunner in the NET can only use one NET Action per Turn, while a level 7 Interface Netrunner can take up to 3 NET Actions per Turn.

## NETRUNNER ACTIONS & ABILITIES

### Jacking In/Out

This is the most important NET Action you can do. Using a NET Action you can jack into a system while within accessible range (usually within 6 meters, and typically blocked by walls) of one of its access points or other NET connections. Being jacked in is a prerequisite for doing anything in a system. Moving out of the system's range while jacked in to the system jacks you out of the system automatically, but leaves you vulnerable: **You suffer the attack effect of all remaining Black ICE you've encountered in the system before you get "out".**

Black ICE will be explained later, but trust us; you don't want this to happen to you.

It is much safer to use a NET Action to jack out from within the system's range. **Jacking out "resets" the defenses of a NET architecture, meaning you'll have to start your run from the very beginning, which can only be done by jacking back in to the same location you originally entered and giving it another shot.**



# NETRUNNING IN THE TIME OF THE RED

## Netrunner Abilities

Your Netrunner also has nine Abilities they can perform as Actions (these are automatically programmed in their Cyberdeck). They can use these **Abilities** by using NET Actions (save for Scanner). Resolution for using any of these Abilities (save for Zap) is much like performing any other type of Action:

### Interface LVL + 1d10 vs DV of Task

Ability	What it Does	Example
<b>Scanner</b>	Use a <b>Meat Action</b> to find out the meatspace location of systems in an area. The higher the Check, the more you spot from further away. It is up to the GM's discretion to determine how much you find.	The Netrunner uses their <b>Scanner</b> Ability to search the building for systems to hack using a Meat Action. Rolling a 1d10 and adding their Interface (7), they get a 14. With this Check, the GM determines that the Netrunner learns the meatspace location of two of the nearby systems in the building.
<b>Backdoor</b>	Allows a Netrunner to attempt to break through Passwords in a NET Architecture using a NET Action. Of course, if you actually knew the password already, you wouldn't need to do this.	The Netrunner encounters a particularly difficult Password of DV14 blocking their progress while in a system. Using a NET Action they attempt to Backdoor it. They roll a d10 and add their Interface (7), getting a 16. The <b>Password</b> blocks the Netrunner no more.
<b>Pathfinder</b>	Uses a NET Action to partially reveal the "map" of the NET architecture. The higher your Check, the more you learn. This tells you generally what is in the system you have just broken into, but not the DV of anything. It is up to the GM's discretion to determine how much of the map you learn. Deeper floors of the "elevator" are much harder to map out.	After jacking in to a new system, the Netrunner has no idea what they might be up against, so they use their <b>Pathfinder</b> Ability with a NET Action to find out. Rolling their Interface + 1d10, they only get a 10. The GM determines they learn only the first 3 levels of the "elevator" with such a low Check.
<b>Slide</b>	Attempt to flee combat with a Black ICE program as a NET Action. If you are able to roll a successful Slide Check against the program's Perception + 1d10 you can escape the Black ICE to an adjacent "floor" of the elevator, but not past a Password or other NET obstruction. <b>You can only attempt to Slide once per Turn.</b> You can't Slide preemptively.	In the middle of a painful conflict with a <b>Hellhound</b> Black ICE a Netrunner decides that they really don't have the time to get killed right now. Using a NET Action they attempt to <b>Slide</b> away from the Black ICE, rolling Interface (7) + 1d10 vs the <b>Hellhound's</b> Perception (8) + 1d10. Netrunner gets 14 vs the <b>Hellhound's</b> 13. Success! The Netrunner chooses to escape to the next floor of the elevator.. Unfortunately there is another <b>Hellhound</b> waiting there. This Netrunner really should have used <b>Pathfinder</b> ! They can't <b>Slide</b> again until their next Turn!
<b>Zap</b>	Allows you to make an attack as a NET Action against a Program or enemy Netrunner. If you are able to roll a successful <b>Zap</b> Check against the program's Defense Value + 1d10 or the Netrunner's Interface + 1d10, you deal 1d6 damage to the program's REZ or directly to the Netrunner's brain. (Brain damage isn't modified by location)	A Netrunner who has already used all of their attacker programs this Turn still hasn't managed to finish off this <b>Hellhound</b> . Luckily they have one NET Action left, so they Zap it. Rolling Interface (7) + 1d10 vs the Hellhound's Defense (7) + 1d10 they beat the <b>Hellhound</b> by one, and deal 1d6 damage to the <b>Hellhound's</b> REZ, finishing it off.
<b>Eye-Dee</b>	Allows you to know what a found piece of data (like a File) is and its value using a NET Action. Some Files have a DV that must be beaten to learn anything from them.	After discovering an interestingly titled File, the Netrunner uses their <b>Eye-Dee</b> Ability with a NET Action. It's a DV10 File, so the Netrunner rolls Interface (7) + 1d10 and easily rolls higher than 10. Unfortunately, the File was a dummy left in the system just to waste a Netrunner's time!
<b>Control</b>	This is the ability to control things attached to the system like cameras, vehicles, robots, and remotes using a <b>Control Node</b> . Each Node has a DV required to take control of it as a NET Action. Operating each individual thing attached to the node requires a separate NET Action after a successful <b>Control</b> Check on the node. The DV to wrest a <b>Control Node</b> currently held by another Netrunner is equal to the <b>Control</b> Check they made to take control of it.	In a network, a Netrunner encounters a DV12 <b>Control Node</b> that manages the cameras on this floor. By using a NET Action to use their <b>Control</b> Ability they roll Interface (7) + 1d10 and beat the <b>Control Node's</b> DV by 2. Now that they've taken control of the Node, they use an additional NET Action to reposition the cameras so that they will not capture the Netrunner's friends while they sneak out of the fire escape.



## COMMON NETRUNNING TERMS

### (CONTINUED)

#### Meat Action

A derogatory term used to refer to an Action taken in the physical world. AKA a regular Action (see [page 24](#)).

#### The NET

Cyberspace. Before the 4th Corporate War it was possible to travel across the world and into space inside the NET. Now, Netrunners have to travel to specific NET locations and jack in directly.

#### NET Action

An Action taken inside the virtual world of cyberspace.

#### Program

Software you can slot into your Cyberdeck to enhance its functionality. Divided into three classes: Boosters, Attackers, and Defenders.

#### REZ

Hit Points of Programs and Black ICE.

#### Slot

A chunk of memory in a Cyberdeck allocated to a program. The better the Deck, the more slots it has.

#### Virtuality Goggles

Goggles that overlay the cyberspace landscape onto your field of vision.

## Netrunner Abilities Table (Continued)

Ability	What it Does	Example
Virus	Once you have reached the last level in the elevator you can leave your own <b>Virus</b> in the system to act however you want, within reason. Roll an Interface Check. The higher your Check, the more impressive of an effect your virus can have on the network, and the shorter the time it takes to write. <b>A more powerful Virus requires a higher DV to leave in the system, as determined by the GM. This Ability can require as many NET Actions as the GM determines.</b> The DV to destroy the <b>Virus</b> is equal to the Interface Check made to create it.	After reaching the end of the "elevator" in a Corporation's system, the Netrunner wants to leave the system worse than they found it. They explain to the GM that they want to leave a <b>Virus</b> in the system that changes all of the passwords in the network every five minutes. The GM determines that placing such a <b>Virus</b> would take 9 NET Actions to leave in the system, and assigns the task a DV14. Over their next three Turns, the Netrunner spends all three of their NET Actions to complete the <b>Virus</b> , then rolls Interface (7) + 1d10... rolling only a 12. Their code just doesn't work so they decide to try again, spending another 9 NET Actions over another three Turns to try again, succeeding this time with a 15. When the Netrunner's <b>Virus</b> is later discovered by the Corporation, their Netrunner gets a headache while trying to clean up the DV15 <b>Virus</b> .
Cloak	The ability to hide traces of your presence and any <b>Virus</b> you left in the system using a NET Action. The <b>Pathfinder</b> DV for another Netrunner to overcome your <b>Cloak</b> and discover your Actions is equal to the <b>Cloak</b> Check you made to create the <b>Cloak</b> .	After leaving their <b>Virus</b> on the Corporation's network, the Netrunner wants to hide their Actions on the system along with their <b>Virus</b> , so they use a NET Action to use their <b>Cloak</b> Ability. They roll Interface (7) + 1d10, getting a 16! An enemy Netrunner will have to beat this number with Interface + 1d10 before they can discover any traces of the Netrunner or be able to roll against any <b>Virus</b> that they left. If the Netrunner didn't leave such a flashy <b>Virus</b> , maybe the Corp wouldn't have even known that their system was compromised!

## PROGRAMS

Programs are the weapons and gear of cyberspace. Like weapons and gear in meatspace, Programs are the tools a Netrunner uses to fight, protect and explore the electronic realm. Activating or deactivating a program takes a single NET Action.

### Program Slots

Your **Cyberpunk** has a limited number of slots to hold the enormous AI-based programs that are required to run in the NET so you should pick them carefully. It takes one "Meat" Action (see [page 30](#)) to uninstall a program, and one Meat Action to install a new one.



## REDEYE'S CYBERDECK

### MODEL

Kendachi  
22342

### RATING

Standard

### SLOTS

6



# NETRUNNING IN THE TIME OF THE RED

Each Program has a **Class**, an **Attack**, a **REZ** (aka Hit Points), and an **Effect**.

## There are three kinds of Programs.

Class	Result
Boosters	Improve your abilities in cyberspace when loaded
Attackers	Attack Black ICE or other systems, doing damage as described
Defenders	Stop or otherwise reduce the attacks of programs or other Netrunners

### Boosters

Name	Class	ATT	DEF	REZ	Effect	Icon
Speedy Gonzalvez	Booster	0	0	7	Increases your SPD by +4 as long as this program remains rezzed.	A trail of dust appearing behind the Netrunner as they move.

### Attackers

Name	Class	ATT	DEF	REZ	Effect	Icon
Banhammer	Attacker	2	0	0	Does 3d6 REZ to Hellhounds, 2d6 REZ to all others. Can only hurt programs.	A giant glowing white sledge-hammer.

### Defenders

Name	Class	ATT	DEF	REZ	Effect	Icon
Flack	Defender	0	0	1	Stops the first successful non-Hellhound attack from dealing brain damage. After stopping this attack, the Flack derezzes itself.	A cloud of blinding, glowing, multi-colored lights, swirling in all directions.

These programs are all you will need for this **Jumpstart Kit**. There are many more to discover in the full game.

Only one instance of a particular program can be run on a Cyberdeck at the same time and individual programs can only be activated once per meatspace Round.



ADRIAN MARC



# NETRUNNING IN THE TIME OF THE RED

## BLACK ICE

Black ICE are special programs you may encounter entering a system or when fighting another Netrunner. You can choose to load your deck with your own Black ICE, but these programs are much larger and will use **two** slots in a deck. Black ICE Programs have a **Class**, a **Perception (PER)**, a **Speed (SPD)**, a **Defense (DEF)**, an **Attack (ATT)** and a **REZ** value (aka Hit Points). Activating or deactivating a Black ICE program is a NET Action. Only one instance of a particular Black ICE program can be run at the same time on a Cyberdeck and individual programs can only be activated once per meatspace Round.

There are two Classes of Black ICE:

Class	Result
Anti Personnel	Attacks and does physical damage to Netrunner's brain
Anti Program	Attacks Netrunner's Programs (Not present in this <i>Jumpstart Kit</i> )

### Anti-Personnel Black ICE

These Black ICE programs attack the Netrunner directly, following them through the NET and burning out their brain until that Netrunner is dead, defeats the Black ICE, or successfully uses their Slide Ability to escape the Black ICE.

For this *Jumpstart Kit* all you will need is the **Hellhound**.

Name	Class	PER	SPD	DEF	ATT	REZ	Attack Effect	Icon
Hellhound	Anti Personnel	8	6	7	8	25	Does 3d6 Damage direct to a runner's brain. Can only hurt Netrunners. Brain damage isn't modified by location.	A huge black, metal wolf. It's eyes glow white, and fire runs in ripples all over it's body. It speaks in a grating, metallic voice, repeating the Netrunner's name.

## ENCOUNTERING BLACK ICE AND USING YOUR OWN BLACK ICE

When you encounter Black ICE already laying in wait in a system, you roll your Interface + (any SPD bonus you have active) + 1d10 vs the Black ICE's SPD + 1d10. If it beats your Check, you suffer immediately it's attack effect. It is then placed into the initiative queue at the top, one number above the entity with the previously highest initiative. On each of its Turns, it will attack the Netrunner once, rolling its ATT + 1d10 vs the Netrunner's Interface + 1d10, doing its attack effect should it succeed.

When you or another Netrunner activates their Black ICE using a NET Action, they can do so in one of two ways. The first is to set up your Black ICE to lay in wait at your current "floor" in the elevator as described above. This can't be done in combat. The second is to activate your Black ICE during combat on a specific valid target. In this case, the Black ICE is placed into the initiative queue at the top, one number above the entity with the previously highest initiative. It attacks its target once every Turn, on its Turn.

Your Black ICE is just as single-minded as the Black ICE you encounter. Black ICE is not a digital pet; it cannot do anything except the one thing it was coded to do.

**Example:** If your **Hellhound's** Netrunner target successfully **Slides** away from it, you must use two NET Actions to deactivate and reactivate the Black ICE in order to send it at the Netrunner again. Even though you can still "see" the Netrunner it should be attacking, you cannot command it to follow the Netrunner, because it has been fooled.

## COMBAT IN THE NET

Sooner or later, someone's going to try and kill you in the NET. Or you're going to try and kill them. Which means combat.

In NET combat, a Program or Black ICE operates like the NET equivalent of using a gun or armor. Resolution is always:

**Interface LVL + Program ATT\* + 1d10**

**vs**

**Program/Black ICE DEF + 1d10**

**or**

**Enemy Netrunner's  
Interface LVL+ 1d10**

*\*when applicable*



# NETRUNNING IN THE TIME OF THE RED



## Defeating a Program

A program can be defeated, but this doesn't remove it from your deck. You can use a program as many times as you want until it is uninstalled or destroyed by Anti-Program Black ICE not present in this *Jumpstart Kit*.

## Getting Defeated

In the event that a Black ICE program manages to get past your defenses, it will cause damage to your real body as though it was any other weapon. However, these attacks ignore armor. They also do not receive the double damage bonus usually given to head shots.

# DOING A NETRUN

In the days of legends like Bartmoss and Murphy, you could sit back home on the couch (or in a specially designed refrigerator if you were Bartmoss!) and do your netrunning safely far away from the Action. But in the Time of the Red, that option

isn't available; with air-gapped systems and limits on NET nodes, these days, Netrunners have to stomp along with the rest of the "meatbags" and put themselves in danger getting close enough to actually reach and enter a system. And that changes the way Netrunners think about a run—it's no longer a soaring flight above a world of bright ICONs and infinite spaces, but instead a battle to get through a much more limited system right in front of you.

## It's easier if you think of netrunning like an elevator.

Think of each floor of a network as an "elevator level" where, as the "door" opens, you find something waiting for you. It could be a Program, Black ICE, another Netrunner, access to a new system, etc. You attempt to go down through as many floors as you can, looking in each door, until you either have to bail, or you get your brain melted by a Bad Thing. You don't get to skip any floors. And if it gets ugly, you can even use programs to "kill" any Bad Thing that you find waiting when you open the door or get you the heck out of the "elevator" if you can avoid or kill whatever is trying to fry your frontal lobes.

LVL	On the Other side of the "Door"	DV
1	Password	(Backdoor DV10)
2	File	(Eye-Dee DV8)
3	Control Node Limousine	(Control DV12)
4	Hellhound	

Just like your teammates who are sneaking into a place to snoop around and take/destroy/mess with stuff they find, you're going into the same place to do your own taking/destroying/messing around. You're just doing it in cyberspace.

## So, a typical Netrun would go like this:

In **Round 1**, Redeye and her team enter a Corporate office to pull a job. She uses her **Scanner** Ability to search the building for access points using a Meat Action. Adding her Interface level (7) to a 1d10 die roll she gets a 14. With this success, Redeye spots two hardwired systems and one network. She now knows the meatspace locations of these systems. The hardwired locations are a security shack and a guard drone on the second floor; the network is in the secretarial pool on the first.

In **Round 2**, Redeye decides to break into the network in the secretarial pool. Her team helps her take out the live guard in the lobby and they make it to within the access point's 6 meter range. She uses a Meat Action to shoot the guard with her Heavy Pistol, and her Move Action to get to the secretarial pool.

In **Round 3**, Redeye's team secures the office while Redeye jacks into the secretarial pool using a NET Action, which she



# NETRUNNING IN THE TIME OF THE RED

can do now that she is within the 6 meter range of the access point. **During this run, she will have to stay within this range or she will be dangerously automatically jacked out, which would causing her to suffer the attack effect of all remaining Black ICE she had encountered in the system, in addition to losing all her progress in the system.** In Level 1, Redeye finds a password blocking her. She attempts to use her **Backdoor** Ability to break through the password. The DV to break through the **Password** is 10 and Redeye's total roll is 12 (Interface Level 7 + 5) which means she is able to break through. If Redeye had access to the password she could have skipped this Check, and wouldn't of had to use a NET Action at all to open the barrier.

Because Redeye's Interface Level is 7, she is able to take 3 NET Actions per Turn, so she only has one NET Action left this Turn. As her team secures the room, Redeye uses her Pathfinder Ability to try to discover the map of this network. She rolls a total Interface Check of 12. The GM determines Redeye is now able to see 4 levels of the network, but she still cannot see the DV of anything. *Redeye also doesn't know that this network is only 4 levels deep, as she can't see that there isn't a fifth level, because the GM determined her roll only let her see four levels deep into the network.*

Redeye is now out of NET Actions, but she can still move down one level in the elevator and collect the File on level 2. Neither of these require Redeye to use a NET Action. Now that she has the File, it's stored on her Cyberdeck, so she can use her **Eye-Dee** Ability on it whenever she has a spare NET Action (including tomorrow morning, during breakfast). Being out of NET Actions, Redeye chooses to end her Turn.

In **Round 4**, part of Redeye's team begins searching through the desks in the office while the other half keep guard at the doors. Redeye moves down another level in the elevator and finds a DV12 **Control Node** for the summoning the Manager's limousine from the parking garage downstairs. With a NET Action and a Interface Check of 15, Redeye takes **Control** of the **Control Node** and uses another NET Action to activate the node, bringing the limousine around to the front of the building. It'll make a nice getaway car.

Redeye uses her third and final NET Action this Turn to activate her Program, **Speedy Gonzalvez** to give herself a +4 SPD boost while it's active, because her Pathfinder Check from earlier discovered a Hellhound was waiting for her on the next floor. She ends her Turn.

In **Round 5**, Redeye's team smashes open a lockbox they find, claiming the loot they came for. It's clearly time to leave, but Redeye still doesn't know that there's nothing behind the **Hellhound** on level 4 of the elevator, and she isn't about to leave potential money on the table.

Moving down the elevator to the 4th floor, Redeye encounters the **Hellhound**. Immediately, she rolls Interface + Any Active SPD Boost + 1d10 vs the **Hellhound's** SPD + 1d10. In

total, she rolls a 15, which cannot outspeed the **Hellhound's** 16 even with the +4 to her SPD from **Speedy Gonzalez**. She immediately suffers **Hellhound's** Attack Effect, 3d6 damage directly to her brain, and it rolls a 15! **All brain damage isn't modified by body location, so this damage is not doubled.** The **Hellhound** is then placed at the top of the initiative queue. Now that she is on the 4th floor, Redeye can see that she has reached the end of the elevator, and there is no treasure waiting at the bottom for her. Since there is no reason to fight this **Hellhound**, she decides to get out of there. Quickly, she spends her first NET Action to use her **Cloak** Ability, rolling Interface + 1d10 and getting a 12, which will hide her Actions in the system behind a DV of 12 to uncover them. That will have to do. She uses her second NET Action to jack out of the system safely, leaving the **Hellhound** with no Netrunner to hurt. She's still got one NET Action this Turn, so she uses her **Eye-Dee** Ability on the DV8 File she stole earlier, still stored safely in her Cyberdeck, rolling a successful 14. It's a love note from the manager of the building, and might be good blackmail material. Since she's already jacked out, she can safely use her Move Action to exit the building with her team, into the limousine waiting for them.







ALEXANDER DUDAR

## 7

## THURSDAY NIGHT THROWDOWN

Thursday Night Throwdown (TNTD) is a modification of *Cyberpunk*'s original weapons combat system (Friday Night Firefight, or FNFF) for using modern, futuristic and archaic firearms in *Cyberpunk* adventures. Unlike FNFF, which is designed to exhaustively (and realistically) cover all major elements of weapons combat, TNTD has been modified to create an easier to use format, allowing Players to experience firefight action without resorting to lots of detail. TNTD also covers melee weapons and hand to hand combat as well, all in a simpler system that allows you to use strategy over firepower.

Like all of our resolution systems in this *Jumpstart*, TNTD works on the basic principle of using a Stat + Skill +1d10 Check to beat a Difficulty Value (or DV). We'll start by delving into Ranged Combat first.

## RANGED COMBAT

Ranged combat occurs whenever you are using a weapon that requires hand-eye coordination to "fire" a projectile (or beam) at a target. Generally, this means guns of some sort (the typical weapon you will find the well-heeled *Cyberpunk* on the Street carrying).



# THURSDAY NIGHT THROWDOWN

All ranged combat is resolved in the following way:

**Attacker's REF + Marksmanship Skill + 1d10**

vs

**Defender's DV Determined by Range to Target and Weapon**

or

**Defender's DEX + Evasion Skill + 1d10**

A Defender with a REF>9 can choose to attempt to dodge a ranged attack *instead* of a using a range table to calculate the DV. You can't dodge explosions, however.

## Range to Target in Meters and DV at that range

Weapon	0–12m	13–25m	26–50m	51–100m	101–200m	200–400m	400–800m
Pistols	15	20	25	30	30	NA	NA
SMGs	15	15	20	25	25	30	NA
Shotguns	15	20	25	30	35	NA	NA
Rifles	15	10	10	15	20	25	30
Rockets	15	15	15	20	20	25	30

If you beat the DV, you hit (Defender wins in a tie) damaging the Defender's body location based on your Weapon:

Weapon	Damage*
Medium SMG	2d6
Heavy Pistol	3d6
Very Heavy Pistol	4d6
Assault Rifle, Shotgun	5d6
Single Use Missile Launcher	7d10
C9 Explosive Pack	8d10

\*The Defender's armor will reduce the damage you do, as detailed later in the Armor section.

of the bullets deal the weapon's damage individually, and are reduced by armor individually. **The burst hits a single target simultaneously, and only ablates armor once per burst, only after all damage has been calculated.**

## Range to Target in Meters and DV at that Range

Weapon	0 to 12m	13 to 25m	26 to 50m	51 to 100m	>100m
SMG	12	15	22	28	NA
Assault Rifle	12	10	12	18	NA

**Example:** A Solo fires a three round burst from their Assault Rifle at a target 11 meters away. The Solo rolls their REF + Marksmanship Skill + 1d10 and gets a 14. 14 is 2 higher than 12, the Assault Rifle's three round burst DV for a target 0–12m away, so 2 bullets from the three round burst hit their target. Both bullets deal 5d6 damage, rolling (17) and (20)! **The 17 damage bullet is reduced by the target's SP15 Heavy Armorjack to 2 damage and the 20 damage bullet is reduced by the SP15 Heavy Armorjack to 5 damage, for a total of 7 damage to the target. Since the burst dealt damage through the SP15 Heavy Armorjack, it is ablated by one point, becoming a SP14 Heavy Armorjack. See the Armor section.**

## Suppressive Fire

Assault Rifles and SMGs are capable of using this feature, a wild firing designed to make the enemy keep their heads down. When used as an Action, everyone within 25 meters out of cover in your line of sight must roll **WILL + Concentration + 1d10** against your **REF + Marksmanship Skill + 1d10**. Every-

## RANGED COMBAT SPECIAL CASES

### Aiming For The Head

By taking a -6 penalty to your Check, you may aim for the head. If you hit, damage that gets through the Defender's armor is doubled. You can't do this with explosives. See the Armor section.

### Three Round Burst

Assault Rifles and SMGs are capable of a three round burst. When using this feature with your Action, you calculate the DV to hit your target using the following range table. **For each 1 point you roll above your target's DV or Defender's DEX + Evasion Skill + 1d10, an additional bullet hits your target, up to a maximum of three (the Defender wins in a tie).** Each



one that fails the Check is forced to use their next Move Action to get into cover. If that Move Action would be insufficient to get into cover, they must also use the Run Action, which uses their Action to take another Move Action, which must be used to get into cover or as close to cover as they can get.

## Explosives

Although you don't exactly shoot them, explosives in this system are treated like ranged weapons because their effects cover a broad area and do not require muscle power to deliver that damage. Unlike guns, explosives deal their damage to everyone in an area centered around where they explode, which for the purposes of this jumpstart kit is always a circle with a 3 meter radius. *(If you are using a grid, that's a square made up of 9 squares.)* **Explosives only deal damage to the body location, and the damage is reduced by armor like normal. The GM rolls damage once for all victims of the blast.**

## MELEE COMBAT

Don't have a gun? Don't worry; there's always the option of Melee Combat. Melee Combat takes place when you are using the strength of your body to hit with a weapon in-hand (or in some cases, your hands or feet alone). In short, this kind of combat uses either a Melee Weapon or Brawling to attack a target within arm's reach, and is always resolved in a manner similar to how **everything** is resolved in this *Jumpstart*:

*If attacking in melee with a **Melee Weapon**, you can attack **twice** with one Action.*

**Attacker's DEX + Melee Weapon Skill  
+ 1d10**  
**vs**  
**Defender's DEX + Evasion Skill  
+ 1d10**

*If attacking in melee with **Brawling**, you can attack **twice** with one Action.*

**Attacker's DEX + Brawling Skill  
+ 1d10**  
**vs**  
**Defender's DEX + Evasion Skill  
+ 1d10**



ADRIAN MARC



## THURSDAY NIGHT THROWDOWN

If you beat the DV, you hit, (**Defender wins in a tie**) damaging the Defender's body location based on your Weapon.

## Melee Weapons

**Damage dealt by Melee Weapons ignores half of the Defender's Armor. Round up.** Each of the two attacks made with a Melee Weapon using a single Action are made separately and deal the Melee Weapon's damage individually, are reduced by armor individually, **and can ablate armor individually.** Your two Attacks with Melee Weapons can also be split across two different targets by using part of a Move Action to move between the two targets. *You can even get fancy with your Melee Combat by making this second attack a Brawling Attack.* **Melee Weapons are effective against armored targets.**

Melee Weapon	Damage*
Cyberarm, Knife	1d6
Slice & Dice, Rippers, Big Knucks	2d6

*\*The defender's armor will reduce the damage you do, as detailed later in the Armor section.*

## Brawling

**Damage dealt by Brawling is always zero if that body location has any armor.** However, the Damage dealt by Brawling scales heavily with BODY, making it a powerful option for some Characters. Each of the two attacks made with Brawling using a single Action are made separately and deal damage individually, and can be split across two different targets by taking part of a Move Action to move between the two targets. *You can even get fancy with your Melee Combat by making this second attack a Melee Weapon Attack.* **Brawling is effective against unarmored targets.**

BODY	3	4	5	6	7	8	9	10
<b>Brawling Damage*</b>	1d6	1d6	2d6	2d6	3d6	3d6	4d6	4d6

\*Always does ZERO damage against Armor.

## MELEE COMBAT SPECIAL CASES

## Aiming For The Head

By taking a -6 penalty to your Check, you may aim for the head while using Melee Weapons or Brawling. If you hit, the damage that gets through the Defender's armor is doubled. See the Armor section.

**A 10MM SLUG AT  
HYPER VELOCITY BEATS  
KUNG FU ANY DAY...  
MORGAN BLACKHAND**



ALEXANDER DUDAR



## ARMOR

Armor is rated by its **Stopping Power**, or **SP**, which is how well it can stop damage.

It can be worn on both your body and your head, and it is advised that you wear both.

**When you are hit in an armored location:**

1. Your Attacker rolls the damage for their attack.
2. Subtract your armor's SP in that location from the damage. You take the remaining damage to your Hit Points.
3. If you ended up taking any damage, your Armor on that location is **Ablated**, reducing its SP by 1 point, **permanently**. Keep track of this on your Character sheet.

## Armor Stopping Power

Armor	Location	Stopping Power
Leathers	Body	4
Leathers	Head	4
Kevlar	Body	7
Kevlar	Head	7
Bodyweight Suit	Body	11
Bodyweight Suit	Head	11
Light Armorjack	Body	11
Light Armorjack	Head	11
Heavy Armorjack	Body	15
Heavy Armorjack	Head	15

## HIT POINTS, WOUND STATES, DEATH, HEALING

**Hit Points** are a symbolic measure of how much "life" your Character has inside. (A lot simpler than measuring how much blood, guts and bone you have to be destroyed.) As you take damage (described in numbers) you subtract those damage numbers from that pool of points called "Hit Points" representing how much life your Character has.

In this *Jumpstart*, you will have **Hit Points equal to 5 x your BODY**. As you take damage, you will cross Wound State Thresholds, eventually becoming wounded in ways that impair your performance. Each more painful Wound State Threshold you cross replaces the effect of any previous Wound State you were in. The negatives, luckily, do not stack.

Wound State	Threshold	Wound Effect	First Aid DV
Lightly Wounded	Less than Full HP	NA	DV10
Seriously Wounded	Less than 1/2 HP	-3 to all Checks	DV13
Mortally Wounded	Less than 1 HP	-5 to all non-Death Save Checks Must succeed at a Death Save at the start of every Turn or die.	DV15 to heal back to 1 HP
Dead	One failed Death Save	What's the name of your new Character?	Never coming back

## DEATH SAVES

Sooner or later, you'll run out of Hit Points and become a messy cleanup on the Street. That's where Death Saves come in.

At the start of every Turn that you are Mortally Wounded, you must roll a Death Save. Roll a d10. If you roll under your BODY, you live, and can take your Turn as usual (albeit with a -5 to all non-Death Save rolls), but future Death Saves you roll are made at a -1, a penalty which stacks until you are brought back to 1 HP by First Aid. If you fail a single Death Save, you are dead.

## HEALING

Assuming you don't end up in the Body Bank as spare parts, you'll want to heal up so you can get back on the Street and do it all over again. To begin the healing process, you must first receive First Aid. The DV to perform successful

First Aid on a target or yourself depends on what wound state they are in. First Aid takes an Action, like all other Skills, and is rolled: **TECH + First Aid Skill + 1d10**. Once successful First Aid has been received, the target will heal a number of Hit Points equal to their BODY for each day they spend resting, doing only light activity and spending the majority of the day in bed, until they return to full HP. **One exception: A Mortally Wounded Character who receives successful First Aid is immediately healed to 1 Hit Point.**

**DEAD IS DEAD.  
PARTS IS PARTS.  
DEAD GUYS IS PARTS.**  
RIPPERJACK



## REPUTATION, ANOTHER KIND OF COMBAT

But not everything on the Street is determined with fists or guns. In a world where combat can end your life in a hot nano-second, other methods have evolved to determine who is going to be the top dog in a conflict. One of these methods involves having a Reputation.

Reputation is a measure of things your Character may do so well (or so badly) that they actually become well known for them. A reputation for something is always established by a Character's actions, and is then awarded by the GM.

### Reputation

Level	Who Knows About You
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Others beyond your local area recognize your name.
6	Others beyond your local area know you on sight.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and scream sheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

Whenever your Character encounters new people in new situations, their reputation may actually influence how those people react to them. **When first meeting, Characters roll a 1d10. A Character that rolls under the reputation level of the person they are meeting has heard of their name.** Sometimes this can be very good. Other times, it can be very bad, especially if you made lots of enemies while you were earning a reputation.

Reputation can also be a disadvantage. Whenever you do something extremely uncool (show cowardice, desert or betray someone, etc.), the GM can still award you Reputation Points for these actions. The more points you score, the more likely people are to have heard about your infamous deeds (once again, roll 1d10). However, this time they won't be impressed; if your rep is for cowardice, it can even work against you.

### Facedowns

Reputation in *Cyberpunk* has one other big effect: facedowns. A lot of combat in *Cyberpunk* comes down to a duel of wills—

who's tougher, meaner, and looks more ready to prove it. This often leads to what are called facedowns, when two heavies on the Street square off just before a fight or to see who'll back down from a confrontation. When making a facedown, both participants will roll:

**COOL + Reputation\* + 1d10**

\*A reputation for cowardice is treated as a negative number.

In a tie, both parties are unsure and nothing happens. Otherwise, the loser has the option of either:

### Backing Down...

or

**Taking a -3 to any future Checks made against this particular opponent due to fear until they defeat them once.**

**Example:** The Ironmaster is a feared boosterganger known throughout Night City. In the middle of the Slammer, he runs across an attractive young woman and her male companion. The Ironmaster says "Take a clue and vanish, Kid-trash; the input's with me now." The Kid stands up and says, "Vanish yourself, burn-brain." A facedown begins.

The Ironmaster is known all over the City, giving him a Reputation of 6. What he doesn't know is that the Kid is a black belt in Karate. Although the Kid is new in the Zone and hasn't much of a Reputation (3), he is totally self-possessed and aware of his skills (COOL = 10). The Ironmaster is tough, but he's mostly a bully. His COOL is only 4, bolstered by a Reputation made on a few lucky fights. His total Check is  $4 + 4 + (\text{roll of } 6) = 14$ . The Kid's total is  $3 + 10 + (\text{roll of } 3) = 16$ . The Ironmaster feels a strange unease as he stares at the calm, ready-to-rock Kid. His eyes shift away, and he backs down with a grunt. His other option would be to resort to violence, but he would take a -3 to any future Checks made against the Kid, due to fear, and that would make the fight rather hard, wouldn't it? So he backs down.

**So you got the basics down? It's time to grab the biggest caliber weapon you can find and start building yourself a Reputation. Because that's the only way to really make it in the Time of the Red.**



## Forty the Rockerboy

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
5	8	5	4	9	8	6	6	10	6

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
50	25	10

### SKILLS

**Athletics (DEX) +3, Brawling (DEX) +2, Concentration (WILL) +4, Education (INT) +2, Evasion (DEX) +5, Human Perception (EMP) +5, Local Expert (INT) +5, Marksmanship (REF) +4, Melee Weapon (DEX) +3, Perception (INT) +3, Persuasion (COOL) +6, Play Instrument (EMP) +6**

### WEAPONS

NAME	DAMAGE
Slice & Dice	2d6
Very Heavy Pistol	4d6

### ARMOR

Kevlar	
Head Armor	7
Body Armor	7

### CYBERWARE

**Cyberaudio (Amped Hearing):** +1 to audio-based Perception Checks. **Slice & Dice:** see weapons.

### GEAR

**Agent:** Pocket computer/phone.  
**Guitar:** Musical instrument.

## Grease the Fixer

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
7	6	6	3	6	6	7	5	6	10

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
30	15	6

### SKILLS

**Athletics (DEX) +4, Brawling (DEX) +3, Bribery (COOL) +5, Concentration (WILL) +5, Conversation (EMP) +5, Education (INT) +3, Evasion (DEX) +5, Human Perception (EMP) +3, Local Expert (INT) +4, Marksmanship (REF) +3, Perception (INT) +3, Persuasion (COOL) +4**

### WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6
Medium SMG	2d6

### ARMOR

Light Armorjack	
Head Armor	11
Body Armor	11

### CYBERWARE

**Cyberaudio (Amped Hearing):** +1 to audio-based Perception Checks.  
**Cyberoptics (Low Light):** Full vision in dim light.

### GEAR

**Cash:** 100 eb in unmarked bills.  
**Agent:** Pocket computer/phone w/ AI secretary.

## Mover the Solo

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
5	8	5	4	9	8	6	6	10	6

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
50	25	10

### SKILLS

**Athletics (DEX) +5, Brawling (DEX) +4, Concentration (WILL) +4, Education (INT) +2, Evasion (DEX) +5, Interrogation (COOL) +3, Local Expert (INT) +3, Marksmanship (REF) +6, Melee Weapon (DEX) +5, Perception (INT) +5, Persuasion (COOL) +2, Stealth (DEX) +3**

### WEAPONS

NAME	DAMAGE	NAME	DAMAGE
Assault Rifle	5d6	Knife	1d6
Cyberarm	1d6	Rippers	2d6

### ARMOR

Heavy Armorjack	
Head Armor	15
Body Armor	15

### CYBERWARE

**Cyberarm:** see weapons. Hidden Rippers.  
**Cyberleg (Jump Boosters):** Jump 6m up. 8m across.  
**Cyberoptics (Targeting):** +1 to Marksmanship.

### GEAR

**Agent:** Pocket computer/phone.



## Racer the Nomad

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
6	10	9	4	7	9	7	7	5	6

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
25	13	5

### SKILLS

Athletics (DEX) +4, Brawling (DEX) +4, Concentration (WILL) +4, Driving (REF) +7, Education (INT) +2, Evasion (DEX) +5, Local Expert (INT) +2, Marksmanship (REF) +5, Melee Weapon (DEX) +6, Perception (INT) +5, Persuasion (COOL) +2, Tracking (INT) +3

### WEAPONS

NAME	DAMAGE	NAME	DAMAGE	ARMOR	Heavy Armorjack
Rippers	2d6	Very Heavy Pistol	4d6	Head Armor	15
Shotgun	5d6			Body Armor	15

### CYBERWARE

**Cyberoptics (Low Light):** Full vision in dim light.  
**Rippers:** see Weapons.

### GEAR

**Agent:** Pocket computer/phone  
**Groundcar:** Seats 6.

## Redeye the Netrunner

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
6	7	10	7	8	4	10	5	5	3

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
25	13	5

### SKILLS

Athletics (DEX) +2, Brawling (DEX) +4, Basic Tech (TECH) +3, Concentration (WILL) +6, Education (INT) +6, Evasion (DEX) +3, Interface (INT) +7, Local Expert (INT) +2, Marksmanship (REF) +3, Perception (INT) +4, Persuasion (COOL) +2, Stealth (DEX) +6

### WEAPONS

NAME	DAMAGE	ARMOR	Bodyweight Suit
Heavy Pistol	3d6	Head Armor	11
		Body Armor	11

### CYBERWARE

**Interface Plugs:** Allows Redeye to connect to machines and cybertech.

### GEAR

**Agent:** Pocket computer/phone.  
**Cyberdeck & Cables:** Used to netrun.  
**Programs:** Speedy Gonzalvez, Banhammer, Flak.  
**Black ICE:** Hellhound.

## Torch the Tech

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
10	10	5	9	3	5	7	6	5	6

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
25	13	5

### SKILLS

Athletics (DEX) +2, Basic Tech (TECH) +7, Brawling (DEX) +2, Concentration (WILL) +4, Cybertech (TECH) +5, Education (INT) +6, Evasion (DEX) +5, Local Expert (INT) +4, Marksmanship (REF) +3, Melee Weapon (DEX) +3, Perception (INT) +4, Persuasion (COOL) +3

### WEAPONS

NAME	DAMAGE	NAME	DAMAGE	ARMOR	Heavy Armorjack
Big Knucks	2d6	Heavy Pistol	3d6	Head Armor	15
Cyberarm	1d6	Shotgun	5d6	Body Armor	15

### CYBERWARE

**Cyberarm:** see weapons. Built-in Big Knucks.  
**Cyberoptics (Camera):** Can take & store pictures.

### GEAR

**Agent:** Pocket computer/phone  
**Tool Box:** Full of tools.