CYBERPUNK
THE ROLEPLAYING GAME OF THE DARK FUTURE

VERSION 2.0.0
THE SECOND EDITION

R. TALSORIAN GAMES INC.

Contains corrections and clarifications to CYBERPUNK 2.0.2.0., Version 2.0, including bound-in version of SCREAMSHEETS adventures and new artwork. For a free CP 2.0.2.0. update to bring your Version 1.0 online with the new data in this version, as well as a free DATA SCREEN correction overlay, just send an SASE to R. Talsorian Games, Inc. P.O. Box 7356, Dept H, Berkeley, CA. 94707.
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To Lisa: What a long, strange trip it's been!

As a Cyberpunk, you grab technology by the throat and hang on. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, chip programs in your brain. You become the car you drive, the gun you shoot...With cyborged fingers you pick computer locks; with enhanced senses, you see into the future.

SECTION 1 SOUL & THE NEW MACHINE

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

But don't count on it.

Cyberpunk characters are survivors in a tough, grim world, faced with life and death choices. How they make these choices will have a lot to do with whether they end up as vicious animals roaming a ruined world, or retain something of their basic humanity. Cyberpunk characters are the heroes of a bad situation, working to make it better (or at least survivable) whenever they can. Whether it takes committing crimes, defying authority or even outright revolution, the quintessential Cyberpunk character is a rebel with a cause. As a Cyberpunk role-player, it's up to you to find this cause and go to the wall with it.

"Always take it to the Edge. It's the Cyberpunk way."

Cyberpunk characters are outcasts, not enshrined within the law. Whether you're a bike with leathered skin and metal claws, or a debae in satin sporting the latest in designer cyberpimp, you're going to need a certain panache—a certain flair, in portraying yourself. To achieve the essence of the 2000's, you need to master three concepts:

1. **Augmentation**
2. **Programs**
3. **Attitude**

"Always take it to the Edge. It's the Cyberpunk way."

**Always take it to the Edge. It's the Cyberpunk way.**

**Always take it to the Edge. It's the Cyberpunk way.**

**Always take it to the Edge. It's the Cyberpunk way.**
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 good. You can always plan it that way. Normally, clothes and looks don't matter in an adventure—in this world, having a leather armor jacket and mirrorshades is a serious consideration.

2) Attitude is Everything
It's true. Thinks dangerous, be dangerous. Think weak, be weak. Remember, everyone in the 2000's is carrying a lot of lethal hardware and high-tech enhancements. They won't be impressed by your new HFL 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. Go out and visit 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 thrill-seekers go. On the Edge, you'll risk your cash, your rep, even your life on something as vague as a principle or a big score. As a cyberpunk, you want to be the action, start the rebellion, fight 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
Role-playing the world of Cyberpunk is a combination of savage, sophisticated, modern and retrograde, fashion-model beautiful Techies 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. Each character in this world is playing a role—a face that person projects to the outside world as the real thing. There are 9 Roles in Cyberpunk: Rockerboy, Solos, Netrunners, Corporate, Technics, Mages, Medics, Nomads, and Aracne. As a Cyberpunk player, you must select one role for your character.

SPECIAL ABILITIES
Special Abilities are skills usable only by specific character Roles; for example, Rockerboys have the special ability of Charismatic Leadership. This allows the Rockerboy to influence a crowd's morale. Solo Netrunners have the ability to display or project images to others. Rockerboy Special Abilities are always available to the character in any situation.

Solo Netrunner Special Ability: Combat Sense. Added to all Initiative and Awareness checks, this makes the Solo the fastest reacting person in a situation.

Netrunner Special Ability: Interface. This skill allows the Netrunner to manipulate interface programs, the skill is used when operating Menu functions such as Locate, Retrieve, Run Software, Control Remote, ID Link, Load, Create and Delete. Other players can enter the Net, but can't use the Menu.

Tech Special Ability: Jury Rig. This general repair skill allows the Tech to temporarily repair or alter anything! 10 turns per level of skill.

Medtech Special Ability: Medical Tech. The skill used to perform major surgery and medical repairs.

Media Special Ability: Credibility. The ability to have people believe what you are saying while in your on-air persona.

A SPECIAL NOTE ABOUT THIS PRINTING
Ahem! It's NOT a Third Edition. In this reprint, we've taken extra time to fix all the corrections and typos we could find, plus squared away a few of the problems and inconsistencies. But these rules are the same rules you've been using since the 2020 edition of the game was printed.

Corporates have changed—future business is about information, power, and capital not just technology. The most "IT" clothes, know the right people, and have the right contacts. You plan your crimes in the most select bars and bars; you plan them, then set them up. Corporate lore, Sales, and power-armed assistants. Assistants are now robots, cyberware, and weapons. Nomads are nerve, streetwise, and armed.

Are you ready now? Of course you are. You can do it. So...
ROCKERBOYS
REBEL ROCKERS WHO USE MUSIC AND REVOLT TO FIGHT AUTHORITY

If you live to rock, this is where you belong. Rockerboys are the street poets, social consciences and rebels of the 2000's. With the advent of digital portastudios and garage laser disk mastering, every Rockerboy can take it to the street; put it in the record stores, bounce it off the comics.

Sometimes, this message isn't something the Corporations or the Government wants to hear. Sometimes what you say is going to get you in the faces of the powerful people who really run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether it's straight-out protest songs that tell it like it is, or just by playing kick-ass rock 'n' roll to get the people away from the TV sets and into the streets. You have a proud history as a Rockerboy—Dylan, Springsteen, Who, Elvis, the Stones—the legends of hardrock heroes who told the truth with screaming guitars and gut-honest lyrics.

As a Rockerboy, you have the power to get the people up off the couch, take a stand, and inform. A song from you can give the timid courage, the weak strength, and the blind vision. Rockerboy legends have faced the forces of Corporations and Government. Rockerboy songs have exposed corruption, brought down dictators. It's a lot of power for a guy doing gigs every night in another city. But you can handle it. After all—you came to play!

---

"I always knew what I had to do. It was really obvious. There were these scum out there who were messing with the world. They were killing people, raping the land, and lying in our faces when we caught 'em.

"So I decided I had to put the heat on 'em and make 'em sweat. That's why I became a Rockerboy.

"Music always gets hammered down to the Three A's: Axe, Attitude and Audience. Me, I had an Axe and an Attitude. All I had to do was get the third one..."

—Kerry Eurodyne, Rockerboy.
**SOLOS**

**HIRED ASSASSINS, BODYGUARDS, KILLERS, SOLDIERS**

You were reborn with a gun in your hand—a lethal and blood-hand, not the metallic weapon suited that covers most of your other arm. Whether as a freelance guard and killer-for-hire, or as one of the Corporate cyborgs that enforce business deals and the Company's 'black operations', you're one of the elite fighting machines of the Cyberpunk world.

Most Solos have put in military time, either in a Corporate army or in one of the Government's continual 'police actions' around the world. As the battle damage piles up, you start to rely more and more upon hardware—cyber-lamps for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponent. When you're the best, you might even leave the ranks of Corporate samurais and go rogue—freelancing your lethal talents as killer, bodyguard or enforcer to whoever can pay your very high fees.

Sounds good? There's a price—a heavy one. You've lost so much of your original meat body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the edge have given you terrifying addictions. You can't trust anyone—your mother, your friends, your lovers—no one. One night you sleep in a penthouse condo in the City—the next in a filthy alley on the Street. But that's the price of being the best.

And you're willing to pay it. Because you're a Solo.

"After I got out of the Army, I had this problem. I was good at what I did, but no one was hiring. I mean, what do you do when you're a highly trained killer with a background in demolitions? Read the want ads?"

"After a few months on the Street, I got into a dustdown with a local Booster lord. I flattened him and went back to my drink. Within ten minutes, the recruiter from Militech came up to me and dropped a business card..."

"Now I'm a Company man. The pay's good, the work steady, and they pay for my spare parts. So far, I'm still alive. Now that's an odd."  
—Morgan Blackhand
“You guys who live in Realspace—
you move so slow.
Me, I like
Netspace. It moves fast. You
don’t get old, you
don’t get slow and
sloppy. You just
leave the meat
behind and go
screamin’.

“First system I
ever hit, I think
they had some
weeferunner
playin’ Sysop for
them. I burned in,
joited the guy
with a borrowed
Helibolt, and did
the major plunder
action all over the
Data Fortress.

“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

At three, your parents bought you an old
Apple IV GS with a Radio Shack wall
screen, and your life was changed. By fifth grade,
you’d already mastered everything the school
computer literacy lab could throw at you—
you were already using C and MINDS
META-LINGUA
to crack into the district’s mainframe and
change your grades. When you were thir-
teen, you shifted enough funds out of unpro-
tected Transamerican Bank accounts to fi-
ance your first neural interface plugs.

Sometimes you uncover important things—
Corporate treachery or deadly secrets. But
that’s not why you Netrun. You live for the
new program, the next satellite downlink—
the next piece of hot data that comes your
way. It’s only a matter of time, you think—
every year, the counter intrusion programs
get better, the Artificial Intelligence smarter.
Sooner or later, a faster program or
programmer’s going to catch up; reach out
with electronic fingers through your inter-
face plugs, and stop your heart. But time’s on
your side, and until the tide runs out, you’ll be
there, barebrained and headfirst in the Net.
You can't leave anything alone—it sits near you for more than five minutes, you've disassembled it and made it into something new. You're always using at least two screwdrivers and a wrench in your pockets. Computers down? No problem. Hydrogen burner out in your terrace? No problem. Can't get the video to run or your interface plugs feedback? No problem.

You make your living building, fixing, and modifying—a crucial occupation in a technological world where no one person really knows how half the stuff works. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons, illegal or stolen cybertech, corporate espionage, and counterespionage gear for the big boys' "black operations." Next little gadgets like thermite bombs and and hunter-killer robots for the occasional "termination."

If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware, and information. You'll buy almost any new thing—because it might have a dozen side applications you can use. Of course, your black market work isn't just making you friends—it's also racking you up an impressive number of enemies as well; people who've run into your handwork and resented it. So you'll invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two.

Your cousin down the street is just like you, but he's a Medtech. In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new illegal cybernetics. He's got a lot of the same problems you have, but he's hoping his new job with Trauma Team Inc. will loosen things up. You hope he's right. You may be needing his services sooner than you think.

"So you want me to build a delay switch into the thing? And you don't care about the explosion radius?"

"No problem. At least you got a simple job. Last guy in here, he wanted me to build him a cyberhand that had a built-in...aw, frack, you don't wanna know. People want the weirdest stuff these days..."

"I hear with the new cyberwear they're coming up with in Chiba, you're gonna be able to cram your body with more options than a frackin' Mercedes aerodynamic...No 'problem. If you can get parts, I can fix it. Count on it, chombatta."

—Mister Ice
Head of Design
Cyberpunks, Inc.
MEDIA

NEWSMEN AND REPORTERS WHO GO TO THE WALL FOR THE TRUTH

They're bending the truth out there. And you're going to stop them. Someone has told them The Corporation rules the world. Every government, every corporation, every media company, every terrorist organization, every warlord, every drug lord, every drug lord and terrorist organization rules the world. The Media. And that's you.

You've got a videotape and a press pass and you're not afraid to use them. You're a national figure, seen nightly on a million TV sets worldwide. You've got fans, contracts, and your own Corporation backing you. They can't make you disappear. When you dig down the dirt and some the corrupt officials and Corporate lapdogs try to cover up, you can dig deep. The next morning, you can put the details of their crimes all over the front-page headlines. Then the Government has to act.

A week ago, you followed a hot lead and discovered a medical corporation dumping illegal drugs on the Street. This week, you're uncovering a secret Corporate war in South America—a war with jets, bombs, and Cyberdrones that killed almost seven thousand innocent people. Each new story you get to the air is one more blow for freedom and justice. Not to mention ratings.

It isn't easy. They've tried to pressure your

Mediacor dozens of times. You've had stories suppressed—once, Corporate pressure forced them to cancel your news show. Each time, you went to the top, backed by your producer and your crew, and fought to get the story out. Three of four times, they tried to kill you—that's why your backup's a crack Solo bodyguard and you've got one of the top 'Runners in the business digging through the dirt to back your stories. You have to be good, or else.

Your 'Runner's just phoned in with a hot lead. He's found a line on twenty tons of illegal weapons being shifted to a port in Bolivia—possibly nuclear. You grab your gear and hop your backup. You're going to break those bastards.

This time, for sure.
"Drop it, punk. I don't wanna hear your life story, and I don't care what Society did to you. I just wanna see that gun hit the floor. Now..."

—Before I give you an extra nostril....

—Sgt. Max Hammerman
NCPS

In the big city, they don't want to shoot at cops anymore. Look, you just take a stroll the streets these days... this is a new world. Drugs, new gangs, and new weapons that make an icebreaker look like a kid's toy. If you're on a City Force, you know how bad it is. You're running all sorts of high-caliber weapons, most of them automatic types, wearing a 'killer vest' that stops 850 ft. lbs per square inch—and you're still outgunned and outlunked. Half the gangs are cyber to begin with—super speed, super reflexes, can see in the dark, carry weapons in their arms.The other half are freelance Corporate mercenaries—gangs hired by the Corps to enforce their policies on the street. And there you are—a beat cop or detective in an armored squadcar, patrolling the jungle with the heavy-guns.

The Corporate Changers are on the loose. Insiders, ex-combatants, mercenaries, former Titan Team. With AW-4 assault vehicles and gyrocopters with mini-guns. But they only patrol the sectors of the City that the Government's licensed to. The nice, clean sectors, the new office buildings and fancy restaurants where only 0.5% of you incy-wincy is going to ever go in a living room with an X.
CORPORATES
SLICK BUSINESS RAIDERS AND MULTI-MILLIONAIRES

In the old days, they would have called us "hard-core" -- hard-driven "hungry" MBA sharks -- vs. the Corporate world. Now, we're more into soul to the company. But take the Corporation out of the equation and you're left with the Corporations rule the Complex world. They control governments, markets, industries, you name it. And you know what? Even if you control the Corporation, that's everything.

Right now, your life as a junior executive anything but easy. There are guys underneath you who'd kill for a shot at your job. There are guys over you who'd kill to keep you out of their jobs. And they're not doing it about the killing -- everyone and anyone in the Corporation has his own crew of goons and grunts to cover his pet projects. Sabotage? Betrayal? Bribes? Blackmail? Common. Promotion by assassination? Always a possibility. The game is that high-stakes, high-stakes, high-stakes, high-stakes, high-stakes.

And the projects your supervisors give you! Some are pretty straightforward: design a new productivity schedule for the Corporation's medical subsidiary, some are pretty complex: a "black operations" team into the City to spread a designer plague so the Marketing team can clean up selling the vaccine. Last week, you led a mixed team of Solos, Runners and Teches on a headhunting run to kidnap a researcher from a rival company. The week before, your project was to steal plans for a new suborbital shuttle from the EuroSpace Agency (so that the Aero-Space Division could copy the design and sell it to the Soviets).

You told yourself you joined the Corporation to make it a better place — work from the inside, you said. But now you're not so sure. Your ideals are a little tarnished and things are getting pretty bleak. But you can't worry about ethics now. You've got a report due in an hour, and it looks like this guy in Sales is planning to ice your database for good. You're gonna ice him first.

"Money. Yeah, I got money: a new BMW aerodyne, and a penthouse flat in the Corporate Zone. All the money ain't worth frack. You play this game for power. The power to get things done; to make the big decisions; to affect things. You make a phone call, and the next thing you know, you're telling the president of some bushleague Euronation that he'd better play it your way, or he's history.

"That's why you play. That's why I'm with the Company."

—An Unidentified Corporate
You realize that you weren't even going to get into a Corporate job. And you didn't think you were tough enough, or croaky enough, to be a Solo either. So as a small-time punk, you knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course.

Now your deals have moved past the mickey-and-mime stuff into the big time. Maybe you move illegal weapons over the border, or steal and resell medical supplies from the Corporations. Perhaps you're a cut broker—acting as an agent for high-priced Sales and Runners, or even hiring a whole Nomiad pack to decimate client's contracts. You buy and sell for the old-school Mafia goofers. You have connections into all kinds of businesses, deals and political groups. You don't do this directly, of course—no, you use your contacts and allies as part of a vast web of intrigue and coercion. If there's a hot nightclub in the Ciclo, you've bought it. If there are new military-class weapons on the Street, you smuggled 'em in. If there's a Corporate war going down, you're negotiating between sides with an eye on the main chance.

But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the neighborhoods are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. Back in the 80s, they'd have called you a crooked cop. But this is the fragmented, nasty, deadly 2020s. Now they call you a Fixer.
There's kids, old man and women. We don't have any rights. We don't have any home. This is my family. We've got guns and packs, and we survive because we've got guns and packs.

—Nomad Santiago
"They were roaring in at top speed when they hit us. There must have been a hundred of them. We were pinned down and about to be turned into Ground Food Concentrate Number Fifteen. Then Razorjack popped the BigRips, screamed like a banshee on steroids, and went right over the top of the lead cyberbike."

—Savage Doc

2 GETTING CYBERPUNK

Headware is the hardware—the frame which allows the character to interface with the rules. Remember, the disk is not the software, and dice rolls are not your character. Don't get too caught up in the statistics.

Character Points
Character points are the cash of character creation—you use them to "buy" the various "mechanics" aspects of the character, like good looks, a strong, hard body, unsinkable cool and street smarts (but not Skills). We've broken them down into two: Character Points:

1) Random: Roll 9 D10 and total them. You have this many Character Points.

2) Fast: Roll 1D10 for each stat (one at a time), re-rolling any scores of 2 or less. Place rolls in each stat as desired.

3) Cinematic: This option is for Referees only. As the designer of the adventure, the Referee has the option of choosing the number of points for each character based on his position in his or her game.

- Major Hero: 80 pts
- Major Supporting Character: 70 pts
- Minor Hero: 60 pts
- Minor Supporting Character: 50 pts
- Average: 40 pts

Note: We could, at this point, warn prospective Referees about the various dark and feverish dreams these players will have for creating "supercharacters." But face it: if they want to create a monomaniac character who are we to stop them? You're all big boys and girls now, and if you, as Referee, think your players are getting way out of line, why not just go ahead and waste 'em?

That's the Cyberpunk way.
Statistics

Each Cyberpunk character has nine Statistics—values representing the level of native ability of the character in specific areas of activity. These Stats are rated from two to ten, with two being the worst possible, ten being the best possible, and the average falling at about five or six. Divide your total number of Character Points between each of your nine Stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No Statistic may be less than two or greater than ten.

Intelligence (INT):
This is a measure of your probability solving ability, figuring out problems, noticing things, remembering information. Almost every character type will need a high Intelligence, with Heistrunners and Corporates requiring the highest of all.

Reflexes (REF):
This is a combined index, covering not only your basic dexterity, but also how well you can maneuver your cards. This will affect all actions, such as lifting, piloting, fighting, and athletics. Characters who intend to engage in a great deal of combat (such as Solos, Nomads or Rockers) should always invest the highest possible Reflex.

Cool (CL): This index measures how well the character can handle stress, fear, pressure, physical pain and/or torture. In determining your willingness to fight on despite wounds or your fighting ability under fire, Cool (CL) is essential. It is also the measure of how "together" your character is and how tough he appears to others. Rockers and Finks should always have a high Cool, with Solos and Nomads having the highest of all.

Technical Ability (TECH): This is an index of how well you relate to hardware and other technically oriented things. Cyberpunk, the ability to use and repair technology is of paramount importance—TECH will be the Stat used when fixing, repairing and attempting to use unfamiliar tech. While all characters should have a decent Tech Stat, potential Techies should always opt for the highest possible score in this area.

Luck (LX):
This is the intangible "something" that throws the balance of events into your favor. Your Luck represents how many points you may use each game to influence the outcome of a critical event. To use Luck, you may add any or all of the points of Luck a character has to a critical die roll (declaring your intention to use Luck before the roll is made) until all of your Luck is used up. Luck is always restored at the end of each game session.

Attractiveness (ATT):
This is how good-looking you are. In Cyberpunk, it's not enough to be good-looking; you have to look good while you're doing it (Attractiveness is especially important to Heistrunners and Rockers, as being good-looking is part of their job).

Movement Allowance (MA): This is the index of how fast your character can run (important in combat situations). The higher your Movement Allowance (MA), the more distance you can cover in a turn.

RUN: To determine how far your character can run in a single combat round (9.32 seconds) in meters, multiply your MA by 1. Run can run three times this distance in a full ten second turn. Write this in the RUN section of your Cyberpunk Form.

LEAP: To determine how far your character can leap (from a running start), divide your RUN by 4. Write this in the LEAP section of your Cyberpunk Form.

Empathy (EM): This Stat represents how well you relate to other living things—a measure of charisma and sympathetic emotions. A world of alienated, future-shocked survivors, the ability to be "human" can no longer be taken for granted. Empathy (EM) is critical...
**LIFEPATH, GEAR & WEAPONS**

**LIFEPATH**
- Style
  - Clothes
  - Hair
  - Affectations
  - Ethnicity
  - Language
- Family Background

**GEAR**

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>WT</th>
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<tbody>
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<td></td>
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**WEAPONS**

<table>
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<tr>
<th>Name</th>
<th>Type</th>
<th>WA</th>
<th>Conc.</th>
<th>Avail.</th>
<th>Dam.</th>
<th>#Shots</th>
<th>ROP</th>
<th>Rad</th>
</tr>
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when leading, convincing, seducing or perceiving emotional undercurrents. Empathy is a measure of how close he/she is to the line between feeling human being and cold blooded cyber-monster (see pg. 73 for details).

**Humanity:** This is a measure of the toll cybernetics takes on your ability to relate to other living things. Multiply your EMP by 10 to determine how many humanity points you have. Write the result in the box on your Hardcopy form. Remember: for every 10 points of Humanity lost, you will automatically lose 1 point of EMP. This can have a serious effect on any Empathy-related Skills, as well as forcing you to the edge of cybernetic-induced psychosis.

**Body Type (BT)**

Strength, Endurance and Constitution are all based on the character's Body Type. Body Type determines how much damage you can take in wounds, how much you can lift or carry, how far you can throw (pg. 99), how well you recover from shock, and how much additional damage you cause with physical attacks. Body Type is important to all character types, but to Solos, Rockeroys and Normals most of all.

**BODY TYPES & POINTS**

<table>
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<th>Body Type</th>
<th>Points</th>
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<tbody>
<tr>
<td>2 pts</td>
<td>Very Weak</td>
</tr>
<tr>
<td>3-4 pts</td>
<td>Weak</td>
</tr>
<tr>
<td>5-7 pts</td>
<td>Average</td>
</tr>
<tr>
<td>8-9 pts</td>
<td>Strong</td>
</tr>
<tr>
<td>10 pts</td>
<td>Very Strong</td>
</tr>
</tbody>
</table>

You may carry up to 10x your Body Type in kg. You may also dead lift 40 times your Body Type in kg.

**Save Number**

Your character's Save Number is a value equal to your Body Type. To make saves, you must roll a value on 10x10 equal or lower than this number. There are two types of saves in Cyberpunk:

- **Stun Saves:** When you take damage in Cyberpunk, or have been exposed to knockout drugs, you will be required to make a Stun Save. If you fail a Stun Save, you will automatically be knocked out of combat and be unable to recover until you can make a successful Stun Save in the following combat turn. You may make one Save roll every turn until you succeed.

**Death Saves:** When you have been mortally wounded (see page 99), you will need to make a Save against Death. On a failed roll, you are Body Bank fodder.

Take a moment to find the Save box on your Hardcopy form and fill it in.

**BODY TYPE MODIFIER TABLE**

<table>
<thead>
<tr>
<th>Body Type</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Weak</td>
<td>-0</td>
</tr>
<tr>
<td>Weak</td>
<td>-1</td>
</tr>
<tr>
<td>Average</td>
<td>-2</td>
</tr>
<tr>
<td>Strong</td>
<td>-3</td>
</tr>
<tr>
<td>Very Strong</td>
<td>-4</td>
</tr>
<tr>
<td>Superhuman</td>
<td>-5</td>
</tr>
</tbody>
</table>

*Possible only with cybernetics*

For example, say you took ten points of damage. If you were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4+6) six points of damage.

Find the Body Type Modifier (BTM) box on your Hardcopy Form and fill it in. Remember, no matter how cybered up you get, make sure you're solid meat underneath.
Fast and Dirty Expendables

As you'll soon realize, the Cyberpunk character generation system is designed to give you a lot of flexibility. You can tailor the character the way you want it, with lots of personal touches all through the process.

But when you need to generate a horde of faceless boostergangs, you're not going to want to invest this kind of time and energy. Instead, you'll need something fast and easy to help you create endless supplies of baddies to be mowed down like chaff by your player characters.

The five-step FAST CHARACTER SYSTEM below allows you to generate a large supply of faceless guards, killers, corps and bad guys on demand. A quick run through Lifepath can create a fast and dirty background to match your fast and dirty NPCs.

So go ahead and waste time! We'll make more!

Step One: Generate Stats

1) Roll 2D6 nine times, writing down each roll. If a roll is 11 or greater, tent to that value. Place each number in one Stat until all Stats are filled.

Step 2: Pick a Role & Skills

1) Select a role for the character. Write its Career & Skill Package (pg. 44) in the appropriate space, dividing 40 points between these skills.

2) If the character is an advanced NPC, roll an additional 2D10 and distribute these points among 5 pickup skills.

Step 3: Pick Cyberware (see pgs. 76-79)

Roll 1D10. Solsy roll 6 times. All others roll 3 times. If duplicate rolls, re-roll.

1) Cyberoptics (Roll 1D6 for type)
   1) Infrared
   2) Lowlight
   3) Camera
   4) Glitch
   5) Antedote
   6) Telescopic scope

2) Cyberarm with gun (Roll 1D6 for type)
   1) Med. Pistol
   2) Light Submachinegun
   3) Very Heavy Pistol
   4) Heavy Pistol

3) Cyberaudio (Roll 1D6 for type)
   1) Voicechanger
   2) Kabi Sauce
   3) Biochip
   4) Amplified hearing
   5) Sound Diving
   6) Digital Recording Unit

4) Big Knucks
5) Rippers
6) Vampires
7) Slice 'n' dice
8) Reflex Boost (Berenikov)
9) Reflex Boost (Sandstriker)
10) Nothing

Step 4: Armor & Weapons

Roll 1D10, adding modifier below:

<table>
<thead>
<tr>
<th>Armor</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Leather</td>
<td>Railgun</td>
</tr>
<tr>
<td>Armor Vest</td>
<td>Light Laser</td>
</tr>
<tr>
<td>Armor Jacket</td>
<td>Medium Laser</td>
</tr>
<tr>
<td>Armor Gilet</td>
<td>Medium Laser</td>
</tr>
<tr>
<td>Armor Jacket</td>
<td>Heavy Laser</td>
</tr>
<tr>
<td>Armor Gilet</td>
<td>Heavy Laser</td>
</tr>
<tr>
<td>Armor Vest</td>
<td>Light DVC</td>
</tr>
<tr>
<td>Armor Jacket</td>
<td>Light DVC</td>
</tr>
<tr>
<td>Armor Gilet</td>
<td>Light DVC</td>
</tr>
<tr>
<td>Armor Vest</td>
<td>Assault Rifle</td>
</tr>
<tr>
<td>Armor Jacket</td>
<td>Assault Rifle</td>
</tr>
<tr>
<td>Armor Gilet</td>
<td>Assault Rifle</td>
</tr>
<tr>
<td>Armor Vest</td>
<td>Assault Rifle</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Armor &amp; Weapon</th>
<th>No Damage</th>
<th>+1 Damage</th>
<th>+2 Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Railgun</td>
<td>.5</td>
<td>.75</td>
<td>1.0</td>
</tr>
<tr>
<td>Laser</td>
<td>.5</td>
<td>.75</td>
<td>1.0</td>
</tr>
<tr>
<td>Laser</td>
<td>.5</td>
<td>.75</td>
<td>1.0</td>
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</tr>
<tr>
<td>Laser</td>
<td>.5</td>
<td>.75</td>
<td>1.0</td>
</tr>
</tbody>
</table>

Step 5: Write it down.

Fill out an NPC (Non-player Character) sheet, as shown below:

NAME

<table>
<thead>
<tr>
<th>STATS</th>
<th>ROLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>REF</td>
</tr>
<tr>
<td>LUCK</td>
<td>MA</td>
</tr>
<tr>
<td>EMP</td>
<td>Run</td>
</tr>
</tbody>
</table>

Location

<table>
<thead>
<tr>
<th>Armor</th>
<th>SP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head</td>
<td>1-2</td>
</tr>
<tr>
<td>Torso</td>
<td>3-4</td>
</tr>
<tr>
<td>R.Arm</td>
<td>5</td>
</tr>
<tr>
<td>L.Arm</td>
<td>6</td>
</tr>
<tr>
<td>R.Leg</td>
<td>7-8</td>
</tr>
<tr>
<td>L.Leg</td>
<td>9-0</td>
</tr>
</tbody>
</table>

Armor SP

<table>
<thead>
<tr>
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<th>BTM</th>
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<tr>
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<td>9-0</td>
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Cybernetics

Special Ability

Skills

Possessions

NAME

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<td>L.Leg</td>
<td>9-0</td>
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Cybernetics

Special Ability

Skills

Possessions
"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 2350's, and the smile really was from a magazine—nice biosculpt job. It didn't matter how much was real in the end. I still fell hard for her. I'm that type."

—Johnny Silverhand

SECTION
3 TALES FROM THE STREET

It's like climbing out of the clone vat.

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

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

You start with the Lifepath. Lifepath is a flowchart of "plot complications", designed to help you give your Cyberpunk character an authentically dark future background. Its seven sections cover your national and ethnic origins, your family, friends, enemies, personal habits and even key events on a yearly basis. It's intended primarily as a guide; if you encounter something you don't think fits the character you've envisioned, feel free to change the path as you see fit. Use the back of your Hardcopy sheet to record your Lifepath. Remember; Cyberpunk hinges on roleplaying, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!
VIEW FROM THE EDGE

LIFEPATH

START HERE

1) Origins and Personal Style
What do you look like and where do you come from?

DRESS & PERSONAL STYLE
In Cyberspace, what you look like is what you are. Fashion is action, and style is everything. Roll D100 three times (one per column) to decide what your style is.

Die Roll
Clothes
Hair
Hairstyle
Affectations

1
Biker leathers
Mohawk
Talos

2
Blue jeans
Long & Ratty
Mirrorshades

3
Corporate suits
Short & Spiked
Ritual Scars

4
Jumpsuits
Wild & all over
Spiked gloves

5
Miniskirts
Bald
Nose rings

6
High Fashion
Striped
Earrings

7
Camisoles
Tinted
Long fingernails

8
Normal clothes
Neat
Short, curlly

9
Nude
Spiked boots

10
Bag Lady chic
Long, straight
Fingerless gloves

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

1 Anglo-American (English)
2 African (Bantu, Zang, Ahadi, Zulu, Swahili)
3 Japanese/Korean (Japanese or Korean)
4 Central European/Soviet (Bulgarian, Russian, Czech, Polish, Ukrainian, Slovak)
5 Pacific Islander (Mikronesia, Tagalog, Pohnesian, Malay, Sundanese, Indonesian, Hawaiian)
6 Chinese (Southeast Asian (Burmese, Cambodian, Mandarin, Thai, Tibetan, Vietnamese)
7 Black American (English, Blackslide)
8 Hispanic American (Spanish, English)
9 Central/South American (Spanish, Portuguese)
10 European (French, German, English, Spanish, Italian, Greek, Danish, Dutch, Norwegian, Swedish, Finnish)

2) Family Background
Who are you, and where did you come from? Everybody on the Street has a story and a past they're trying to live with. What's yours?

FAMILY RANKING
(choose or roll one):
1 Corporate Executive
2 Corporate Technician
3 Corporate Labor
4 Pirate Fleet
5 Gang Family
6 Crime Lord
7 Combat Zone Poor
8 Urban Homeless
9 Arcology Family
10 Go to PARENTS

FAMILY STATUS
Choose or roll one:
1-6 Family status is in danger, and you risk losing everything (if you haven't already). Go to TRAGEDY
7-10 Nothing has happened to you or both parents. Go to HAPPENED

FAMILY TRAGEDY
(choose or roll one):
1 Family lost everything through betrayal
2 Family lost everything through bad management
3 Family estranged or divorced from their home/association
4 Family is impoverished and you alone escaped
5 Family vanished. You are the only remaining member
6 Family was murdered and you were the only survivor
7 Family is involved in a long-term conspiracy, organization or association, such as a crime family or motorcycle gang
8 Your family was scattered to the winds due to death
9 Your family is cursed with a hereditary lead that has lasted for generations
10 You are the inheritor of a family debt; you must honor this debt before moving on with your life. Go to ENVIROMENT

PARENTS
Choose or roll one:
1-6 Both parents are living. Go to FAMILY STATUS
7-10 One or both parents are missing. Go to HAPPENED

SOMETHING HAPPENED TO YOUR PARENTS
Choose or roll one:
1 You were born in war
2 Your parents were murdered
3 Your parents have no memory of you
4 You were left with relatives for safekeeping
5 You were abandoned
6 You were sold into slavery
7 You were given up for adoption
8 You were left behind
9 You were sold
10 Go to FAMILY STATUS

CHILDHOOD ENVIRONMENT
Your Childhood was (choose or roll one):
1 Spent on the Street, with no adult supervision
2 Spent in a Corporate Suburb
3 In a Nomad Camp moving from town to town
4 In a prison, once upscale neighborhood
5 As a delinquent
6 Corporate Zone in the central City
7 In the Combat Zone in the city
8 In a small village or town far from the City
9 In a large arcology city
10 In a --. . . . State Park
11 On a Corporate controlled Farm or Research Facility
12 Go to SIBLING

SIBLINGS
You may have up to 7 brothers/sisters. Roll D100. 1.7 is equal to the number of siblings you have. 0-8th, you are an only child. For each brother or sister:
1) Roll 1d6. The sibling is male. Add odd; the sibling is female.
2) Roll age, relative to yourself
3) Roll sex
4-6: Sibling
7-8: Sibling, also of the opposite sex
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2) Roll age, relative to yourself
3) Roll sex
4-6: Sibling
7-8: Sibling, also of the opposite sex
9-10: Sibling

34
3) Motivations
What makes you tick? Will you back up your friends or go for the main chance? What's important to you?

PERSONALITY TRAITS
Choose or roll one:
1. Shy and secretive
2. Retaliatory, enigmatic, violent
3. Arrogant, proud and aloof
4. Moody, rash and brash
5. Picky, fussy and nervous
6. Stable and sensible
7. Silly and full of life
8. Sneaky and deceptive
9. Intellectual and detached
10. Friends and outgoing

PERSON YOU VALUE MOST
Choose or roll one:
1. A parent
2. Brother or sister
3. Lover
4. Friend
5. Yourself
6. A pet
7. Teacher or mentor
8. Public figure
9. A personal hero
10. No one

WHAT DO YOU VALUE MOST?
Choose or roll one:
1. Money
2. Power
3. Status
4. Honor
5. Knowledge
6. Vengeance
7. Love
8. Power
9. Having a good time
10. Friendship

HOW DO YOU FEEL ABOUT MOST PEOPLE?
Choose or roll one:
1-2 Neutral
3-4 Like almost everyone
5-8 Hate almost everyone
9-10 People are all the same

YOUR MOST VALUED POSSESSION
Choose or roll one:
1. A weapon
2. A tool
3. A piece of clothing
4. A photograph
5. A book or diary
6. A recording
7. A musical instrument
8. A piece of jewelry
9. A toy
10. A letter

GO TO LIFE EVENTS

4) Life Events
You know where you came from and what you look like. Now let's take a look at the major events that made you what you are. Roll 2D6 + 10 to determine your character's age, or pick any age 16 or greater. For each year of your character's life past age 16, roll 1D10, check the chart below, and go to that section of the Lifepath. What happens there is the major event that shaped your character's life for that year. When you're done, come back here and roll the next year's major event.

1-3 Big Problems, Big Wins
4-8 Friends & Enemies
9-10 Romantic Involvement
3-8 Nothing Happened That Year

4(a) Big Problems, Big Wins
Living on the Edge means taking big risks. This year, you took some serious chances. Did it pay off or did you go down in the street? Roll 1D10. On an even roll, you scored big. On an odd roll, you took a hit.

DISASTER STRIKES!
Roll 1D10:
1. Financial Loss or Debt: Roll 1D10 on 10. You have lost this much in Eurodollars. If you can pay this now, you have a debt to pay, in cash or in blood.
2. Imprisonment: You have been in prison, or possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.
3. Illness or Addiction: You contracted either an illness or drug habit in this time. Lose 1 pt of PP permanently as a result.
4. Betrayal: You have been backstabbed in some manner. Roll another 1D10; 1-3, you are being blackmailed; 4-7, someone was killed; 8-10, you were betrayed by a close friend in either romance or career (your choice).
5. Accident: You were in some kind of terrible accident. Roll 1D10; 1-4, you were seriously injured and must subtract 3 from your ATT. 5-6, you were hospitalized for 1D10 months that year; 7-8, you have lost 1D10 months of memory of that year; 9-10, you narrowly escaped injures (0-10 chance each night of the accident). Wake up screaming.
6. Lover, friend or relative killed: You lost someone you really cared about. 1-3, they died accidentally; 4-6, they were murdered by unknown parties; 7-10, they were murdered and you know who did it. You just need the proof.
7. False Accusation: You were set up. Roll 1D10; 1-3, the accusation is false; 4-6, it lingers; 7-8, it's the police; 9-10, it's the FBI or equivalent national police force.
8. Hunted by the Law: You are hunted by the law for crimes you may or may not have committed (your choice). Roll 1D10; 1-3, it's a small local hunt; 4-6, it's a local hunt with offices statewide; 7-8, it's a big national hunt with agents in major cities; 9-10, it's huge, international with armies, ninja and spies everywhere.
9. Hunted by a Corporation: You have angered some corporate horncrake. Roll 1D10; 1-3, it's a small local hunt; 4-6, it's a local hunt with offices statewide; 7-8, it's a big national hunt with agents in major cities; 9-10, it's huge, international with armies, ninja and spies everywhere.
10. Mental or Physical Incapacitation: You have experienced some type of mental or physical breakdown. Roll 1D10; 1-3, it's some type of nervous disorder, probably from a biography—lose 1 pt of REE. On 4-7, it's some kind of mental problem; you suffer anxiety attacks and phobias. Lose 1 pt from your CL stat. 8-10, it's a major psychosis. You hear voices, see visions, and are depressed. Lose 1 pt from your CL stat. From M.

Go To WHAT ARE YOU GONNA DO ABOUT IT?

YOU GET LUCKY
Roll 1D10:
1. Make a Powerful Connection in City Government. Roll 1D10; 1-4, it's the City Police; 5-6, it's in the District Attorney's Office; 7-8, it's in the Mayor's Office.
2. Financial Windfall: Roll 1D10 on 10 for amount in Eurodollars.
3. Big Score on an ace! Roll 1D10 on 10 for amount in Eurodollars.
4. Find a Sensei (Teacher): Begin at +2 or add +1 to a Martial Arts skill at your choice.
5. Find a Teacher: Add +1 to any INT-based skill, or begin a new INT-based skill at +2.
6. Powerful Corporate Opponent owns you for favors.
7. Local Non-Naive Pissed off friends. You can call upon them for one favor a month, equivalent to a Family Special Ability at +2.
8. Make a Friend on the Police Force. You may use this influence information at a level of +2 Streetwise on any police related situation.
9. Local Bootlegger buys you (Who knows why. These are boosters, right?) You can call upon them for 1 favor a month, equivalent to a Family Special Ability at +2. But don't push it.
10. Find a Combat Teacher. Add +1 to any weapon skill with the exception of Martial Arts or Brawling, or begin a new combat skill at +2.

Go back to LIFE EVENTS and ROLL THE NEXT YEAR.

WHAT ARE YOU GONNA DO ABOUT IT?
Choose or roll one:
1. Clear your name
2. Use it down and try to forget it
3. Hunt down those responsible and make them pay!
4. Get it rightfully yours
5-8 Save, if possible, everyone else involved in the situation.

Go back to LIFE EVENTS and ROLL THE NEXT YEAR.
4b) Friends & Enemies
Loving on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year. Roll 1D10. On a 1-5, you made a friend. On a 6-10, you made an enemy.

MAKE AN ENEMY
You've gotten in someone's face. Enemies are a way of life in Cyberpunk, so don't skip this step. For each enemy, choose or roll on 1D10, EVEN=Male, ODD=Female.

This enemy is (choose or roll one):
1. Ex-friend
2. Ex-lover
3. Relative
4. Childhood enemy
5. Person working for you
6. Person you work for
7. Partner or co-worker
8. Booster gang member
9. Corporate hat
10. Government Official

Go to THE CAUSE

THE CAUSE
This enmity started when:
1. You caused the other to lose face or status
2. Cause the loss of a lover, friend, or relative
3. Cause a major humiliation
4. Accuse the other of some crime or some other personal flaw
5. Cause a physical disability (Roll 1D4, 1-2 lose eye, 3-4 lose arm, 5-6 body area)
6. Deserted or betrayed the other
7. Turned down another's offer of help or浪漫 involvement
8. You just didn't like each other
9. Was a romantic rival
10. Failed at the other's adventure plan

Go to WHO'S FRACKED

WHO'S FRACKED OFF?
Choose or roll one:
1. They hate you
2. They love you
3. They're mad at you
4. They're impressed

Go to WHAT CAN HE THROW AGAINST YOU?

WHAT CAN HE THROW AGAINST YOU?

Choose or roll one:
1. They hate you
2. They love you
3. They're mad at you
4. They're impressed

Go to WHAT'S GONNA DO ABOUT IT?

WHAT'S GONNA DO ABOUT IT?

If two of you met face to face, the injured party would most likely (choose or roll one):
1. Go into a murderous, killing rage and rip his face off
2. Avoid the scam
3. Betrayed him directly
4. Ignore the scam
5. 9-10 Rip into him verbally

Go to WHAT CAN HE...

MAKE A FRIEND
You lucked out and made a friend (a rare occurrence in the Cyberpunk world). For each new friend, choose or roll on 1D10, EVEN=Male, ODD=Female.

Choose or roll on 1D10:
1. Like a big brother/sister to you
2. Like a best friend to you
3. A teacher or mentor
4. A partner or co-worker
5. An old friend (choose which one)
6. An old enemy (choose which one)
7. Like a foster parent to you
8. A relative
9. Reconnect with an old childhood friend
10. Met through a common interest

Who is this person? Move over to Personal Style (pg. 34) and Motivations (pg. 34) and make a few rolls to find out what your friend or enemy is like.

4c) Romantic Life
There's more to life than just combat and bad breaks. Romance is also part of living on the Edge. If you're here, you had some romantic action as your major event this year. Start by finding out HOW IT WORKED OUT, below:

HOW IT WORKED OUT
Roll one, then go to that section:
1. 1-4 Happy love affair (go back to LIFE EVENTS)
2. 5 TRAGIC LOVE AFFAIR
3. 6-7 LOVE AFFAIR WITH PROBLEMS
4. 8-10 Fast affair and Hot Dates (go back to LIFE EVENTS)

TRAGIC LOVE AFFAIR

Choose or roll one:
1. Lover died in accident
2. Lover mysteriously vanished
3. It didn't work out
4. A personal gift or vendetta came between you
5. Lover kidnapped
6. Lover went insane
7. Lover committed suicide
8. Lover killed in a fight
9. Rival cut you out of the action
10. Lover imprisoned or exiled

Go to MUTUAL FEELINGS

MUTUAL FEELINGS
Choose or roll one:
1. They still love you
2. You still love them
3. Still love each other
4. Hate them
5. They hate you
6. You hate each other
7. You're friends
8. No feeling's either way, it's over
9. You like them, they hate you
10. They like you, you hate them

Go back to LIFE EVENTS and ROLL FOR NEXT YEAR
"You say you've done this kinda thing before?"
Silence. Then, "Yup."
A long pause. Click. Rattle. Click.
"You're sure?"
"Yup."
Long pause... Click. Whir. Click. "Uh... ice?"
"Ripper, shut up before I cross a wire and wipe out half the City in a thermonuclear accident."
"Uh... right." Click. Whir. Rattle.

**4 WORKING**

**Skill Checks**

Most of the time, your character will be able to do most ordinary things without difficulty: walk, talk, open a can of Protein Food Complex 11 without gagging. But certain things will require that the character make a Skill Check to see if he can actually do what he wanted to.

**Ref-Set Difficulties**

Each task is rated by the Referee from Easy to Nearly Impossible. Each rating has a corresponding numerical value, called a Difficulty.

![Task Difficulties Table]

Next, if you have any one Skill directly relating to the task at hand, add that Skill to the Stat. You may apply only one Skill to a task at any time. The subject of Skills (and how you get them) is covered on pages 42 through 54, but right now, we're just interfacing you with the concept of tasks.

Finally, roll 1D10 and add the combined total of your die roll, your Stat, and your selected Skill. Compare your total with the Task's Difficulty (as determined by the Referee). If your total is equal or higher, you have succeeded; on a lower roll, you have failed.

**FEELIN LUCKY, PUNK?**

Remember, you only have 1 point from your LUCK skill to start. But you can use them up all at once. But if you do, this will set the limit for your in-game session, by ambulanceing your client and also lose the LUCK points before making the roll.
**VIEW FROM THE EDGE**

**TASKS & SKILLS**

**Difficulty Modifiers**
- Complex Repair: +2
- Very Complex Repair: +4
- "It's Never Been Done Before": +6
- Don't have the right parts: +2
- Don't have the right tools: +3
- Unfamiliar tools, weapon or vehicle: +4
- Under stress: +3
- Under attack: +3
- Wounded: +2
- Drunk, drugged or tired: +4
- Hostile Environment: +4
- Very Hostile Environment: +6
- Lack of instructions for task: +2

All the other characters are "lobbies" while you’re trying to do the task.

Has never performed this task before: +1

**Difficult Acrobatics involved: +3**

**Very Difficult Acrobatics Involved: +4**

**Impossible Acrobatics Involved: +5**

**Information hidden, secret or obscure: +3**

**Web-hidden clue, secret door, panel, etc.: +3**

**Complex program: +3**

**Very complex program: +5**

**Complex lock: +3**

**Very complex lock: +5**

**Target on guard or alerted: +3**

**Brightly lit area: +3**

**Inadequate light: +3**

**Pitch Blackness: +4**

**Trying to perform a secret task while under observation: +4**

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**Opposed Tasks**

If you are making an attempt against another player character, the opposing player will combine his most applicable stat, skill and ID10 roll. On an equal or higher roll, the defending player wins.

**Difficulty Modifiers**

Difficulty Modifiers are values which are added to the difficulty of a task, reflecting adverse conditions or extra problems. Modifiers work best when you are dealing with very ticklish or tricky situations. Things like life and death tasks must be performed. At these times, players will want every advantage they can get, and a simple decision like "The task is Very Difficult" will create more friction than its worth. At these times, you will probably want to make the steps of the task clear by creating a Difficulty through stacking modifiers. In addition, modifiers allow you, as the Referee, to determine the relative difficulty of doing something and the effect of prevailing conditions.

**Automatic Failure, Critical Success**

On a natural die roll of 1, you have failed. Roll an additional ID10 and check the result on the Fumble Table (pg. 43) to see what (if anything) happens.

On a natural roll of 10, you have had a critical success. Roll an additional ID10 and add it to your original roll. This is when you get lucky and manage to pull off something you have no chance of doing normally.

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**Even the best of us blows it sometimes. Even you. —The Management**

**Skills**

Skills are used to enhance your ability to perform certain tasks. They represent things you've specifically taken the time to learn and possibly master, as opposed to your stats, which only indicate a basic, natural ability at doing something.

**Example:** If you had very good REF, you would probably pick up driving a car very easily. But you would not know how to drive a car until you had learned the skill of Driving. Each skill is related in some way to one of your basic stats. For example, the skill of Handgun is always related to the character's REF stat. Skills are always rated from 0 to 10, with 1 being a novice level of knowledge, and 10 being a master's level of ability. Skills are described on pg. 46 to 53, along with all pertinent notes and explanations. In addition, players may opt to invent their own Skills (see Inventing New Skills, pg. 54).

**Starting Skills**

There are two types of starting Skills: Career Skill Packages and Pickup Skills.

- **The Career Skill Package** is a group of skills that are known by your character as part of his or her Career. They're hard—Rockers know how to play instruments, Solos know how to shoot guns, etc. A starting character receives 40 points to distribute among his 10 Career Skills. He may not use these points on his Pickup Skills, although he can choose to use Future Improvement Points (p. 44) to improve a Career Skill at any later time. He does not have to put points into all of his Career Skills (but it's a good idea—you never know).

- **Future Improvement Points** (p. 44) allow you to improve a Career Skill at any later time.

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**Fumble Table**

**AREA**

REFLEX (Combat)

- 1-4 No fumble. You just miss.
- 5-6 You don't have to roll. You have made an idiot of yourself. You lose 100 from your credit balance. You hide yourself and you get the roll.
- 7-9 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.
- 10-12 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.

REFLEX (Athletics)

- 1-6 No fumble. You just miss.
- 7-8 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.
- 9-12 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.

TECH (Repair or create)

- 1-6 No fumble. You just miss.
- 7-8 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.
- 9-12 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.

EMP

- 1-4 No fumble. You just miss.
- 5-8 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.
- 9-12 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.

INT (Figure out, Notice, catch a clue)

- 1-6 No fumble. You just miss.
- 7-8 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.
- 9-12 You have an automatic hit. You pass your enemy. You lose 50 from your credit balance. You hide yourself and you get the roll.

**Result of Roll**

**Important:** It is required that one of your character's Career Skills be the Special Ability for his other class (pg. 46). These Skills are unique to the class and reflect abilities and resources only that particular class possesses. Examples are the Authority of Cops which allows them to use the weight and powers of the Law or the Chaotic Leadership which allows a Rocker to convince a crowd to get down and party. The number of points you put into your Special Ability depends on your chosen field and the development of your unique career skill. Because of this, your Special Ability also determines how much money you have to start with (page 58).

Obviously while spreading those Career Points around isn't always easy.

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"I used to think I could get by with a razor smile and a fist fulla chips. But If you're gonna roll and rock, you have to know how to squeeze every last drop of pain out of your Instrument. And that takes skill, chomamba. Not chips..."

—Johnny Silverhand

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**42**

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**43**
**CAREER SKILLS**

**SOLO**
- Combat Sense
- Awareness/Notice
- Handgun
- Brawling or Martial Arts
- Melee
- Weapons Tech
- Rifle
- Athletics
- Submachinegun
- Stealth

**NOMAD**
- Family
- Awareness/Notice
- Endurance
- Melee
- Drive
- Basic Tech
- Wilderness Survival
- Brawling
- Athletics

**ROCKERBOY**
- Charismatic Leadership
- Awareness/Notice
- Perform
- Wardrobe & Style
- Composition
- Brawling
- Play Instrument
- Streetwise
- Persuasion
- Seduction

**NETRUNNER**
- Interface
- Awareness/Notice
- Basic Tech
- Education
- System Knowledge
- CyberTech
- Cyberdeck Design
- Composition
- Electronics
- Programming

**CORPORATE**
- Resources
- Awareness/Notice
- Human Perception
- Education
- Library Search
- Social
- Persuasion
- Stock Market
- Wardrobe & Style
- Personal Grooming

**TECHIE**
- Jury Rig
- Awareness/Notice
- Basic Tech
- CyberTech
- Teaching
- Education
- Electronics
- Any three other
- Tech Skills (Gym, Aero, Weapons, Elect. Security)

**MED TECH**
- Medical Tech
- Awareness/Notice
- Basic Tech
- Diagnosis
- Education
- Crystal Tech Operation
- Library Search
- Pharmaceuticals
- Zoology
- Human Perception

**FIXER**
- Streetwise
- Awareness/Notice
- Forging
- Handgun
- Brawling
- Melee
- Pick Lock
- Pick Pocket
- Intimidate
- Persuasion

**MEDIA**
- Credibility
- Awareness/Notice
- Composition
- Education
- Persuasion
- Human Perception
- Social
- Streetwise
- Photo & Film

**COP**
- Authority
- Awareness/Notice
- Handgun
- Human Perception
- Athletics
- Education
- Brawling
- Melee
- Intimidation
- Streetwise

**ATTR**
- Personal Grooming
- Wardrobe & Style
- Brawling
- Dance
- Driving
- Fencing
- Handgun
- Heavy Weapons
- Martial Art (choose type)

**COOL/WILL**
- Streetwise
- Awareness/Notice
- Forgery
- Handgun
- Brawling
- Melee
- Pick Lock
- Pick Pocket
- Intimidate
- Persuasion

**BODY**
- Endurance
- Strength
- Swim
- Dodgers & Escape
- Driving
- Fencing
- Handgun
- Heavy Weapons

**EMPATHY**
- Human Perception
- Interview
- Leadership
- Seduction
- Social
- Intimidate
- Persuasion & Fast Talk
- Perform

**INT**
- Accounting
- Anthropology
- Awareness/Notice
- Biology
- Botany
- Chemistry
- Composition
- Diagnosis
- Education
- Expert
- Gamble
- Geology
- History
- Known language
- Library Search

**SPECIAL ABILITIES**
- Authority (Cop)
- Charisma (Leader)
- Combat (Solo)
- Credit (Media)
- Family (Nomad)
- Interface (Netrunner)
- Jury Rig (Techie)
- Medical Tech (Medtech)
- Resources (Corp)
- Streetwise (Fixer)
- ATPR
- Personal Grooming
- Wardrobe & Style
- Brawling
- Dance
- Driving
- Fencing
- Handgun
- Heavy Weapons
- Martial Art (choose type)
- Melee
- Motorcycle
- Operate Hvy. Machinery
- Pilot (Gyro)
- Pilot (Fixed Wing)
- Pilot (Engin.
- Riffle
- Stealth
- Submachinegun

**TECH**
- Aero Tech
- AV Tech
- Basic Tech
- Crystal Tech
- CyberTech
- Demolitions
- Disguise
- Electronics
- Elect. Security
- First Aid
- Forgery
- Guns & Tech
- Paint or Draw
- Photo & Film
- Pharmaceuticals
- Pick Lock
- Pick Pocket
- Play Instrument
- Weaponsmith
Pickup Skills

Pickup skills are the skills the character has learned in the course of his adventures, living his or her life. Characters determine their starting points for these skills by adding their REF and INT Stats.

For example: Johnny's REF is 9 and his INT is 7. Johnny has 16 points to spend on Pickup Skills.

Pickup Skill points may not be used to increase the character's Career Skills.

Skill Descriptions

Following are descriptions of all Cytopsian Skills. Numbers in parentheses reflect “difficulty” and “improvement points necessary to gain” up one level must be multiplied by the Difficult Modifiers. See pg. 43 for details.

Special Abilities

These abilities are useable only by specific character roles; for example, Chaotic Leadership can only be used by Rockers.

Authority (Cops): The ability to intimidate or control others through your position as a police officer. This ability represents the Cop's ability to call in the forces of the Law and Government to get what he wants.

Cops can use this ability to question suspects, arrest wrongdoers, and defend innocent victims. Backed by the power of Authority, a cop can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper warrant or search warrants to back his play. However, Authority is only as good as the guy holding the badge—the cop appears uncertain of his Authority, there's a good chance he'll get killed if the people he's trying to confront. The higher your Authority, the more able you are to face down criminals, particularly high level mobsters and officials. Authority is applied to your Cool stat.

Chaotic Leadership (Rockers): This skill allows the Rocker to boost the level of his level squared times 200. This ability (added to your Cool stat) allows the Rocker to control, incite and charm large groups of people through his or her performance skills. When under the Rocker's control, this group can easily be persuaded to do his bidding. For example, a Rocker could convince a crowd to riot in the streets or attack a heavily fortified government building. Chaotic Leadership will only work with groups of ten or more people as it is primarily a social leadership ability. The higher your Chaotic Leadership, the larger a crowd you can control and the more direct and complex the instructions you can give them to follow. For example, a Level 3 Leadership could incite a night club crowd to riot. A Level 3 or 4 could provoke a crowd of thousands to trash a neighborhood. If the area wasn't too far from the hub, this would be a Level 7 or 8, and higher, you have the same social and leadership ability as an Adolph Hitler— you can raise armies, start movements, and destroy na-

Combat Sense (Soldiers): This ability is based on the solos' combat training and professionalism. Combat Sense allows the solo to perceive danger, notice traps, and have an almost uncanny ability to avoid harm. Your Combat Sense gives you a bonus on skill tests of Awareness and Initiative equal to your level in the Combat Sense skill.

Credibility (Medias): This is the ability to be believed by your viewers, by your audience, by your rich and powerful people. This is critical to getting your story heard and acted upon, as well as convincing others to help you. This ability represents the power of your words, your charisma, your ability to speak, to argue, to negotiate, to influence others. Credibility is applied to your Cool stat.

Medical Tech (Medtech): This skill is used to perform major surgery and medical repairs. For more descriptions of this skill in action, see Trauma from pg. 116.

Resources (Corporate): This represents the Corporate's ability to command corporate resources. This is a persuasion skill, based on the scale of resources requested. This could include bodyguards, weapons, vehicles, buildings, money, etc. Obviously, the more powerful the Corporate, the more resources they can command. The Corporate can command greater quantities of resources. A Resource ability of +2 might get you access to a company car. An ability of +6 would get you access to a whole company and hire a Solo team from the Corporate Security Division. A resource ability of +9 would allow you access to all levels of the Corporation, as well as the ability to requisition almost any other resource. Your Resource ability is applied to your Cool stat.

Streetdeal (Fixer): This is the ability to deal with the underground information network. With Streetdeal, a Fixer can uncover rumors and information, locate missing persons or things, get gossip out on the Street, pick up clues and score big deals. The higher your Streetdeal ability, the more information you can gather about things happening around the city, the more informants you have, and the more secretive the information you can dig up.

Justice Rig (Techie): This general repair skill allows the Techie to temporarily repair or alter anything for 10D6 points on an item. This is a skill. It is not a permanent repair; after the specified time, the justice rig will break down.

Body Type Skills

Endurance: This can be used to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endur-

Cool/Willpower Skills

Intimidate: The skill of getting people to do what you want by force of personality or physical coercion. At 1, you can frighten almost any typical citizen, politician or low-level thug. At 6, you can intimidate Silver Stallion or any moderate "tough guy." At 9, you could intimidate Arnold Schwarzenegger.

Oratory: The skill of public-speaking. At 2, you can wing high school speech contests. At 6, you can be paid to speak in public. At 10, you are capable of delivering a speech to thrill Kennedy's "Ich Bin Ein Berliner" speech. Address. Rockers with an Oratory Skill of 6 or better can add +2 when using their Chaotic Leadership ability.

Resist Torture/Drugs: Characters with this skill are especially toughened against in-
emotions, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any interrogation attempt made by another party by one level.

Streetwise: The knowledge of the "seamy" side of life—how to get illegal and contraband things, how to talk to the criminal element, and avoiding bad neighborhoods. With a Streetwise of +2 or better, you can get "hot" items, score drugs, etc. With a Streetwise of +4 or better, you allow yourself to arrange a murder contract, know a few mobsters who might owe you favors, and be able to call on muscle when you need it. At +8 or better, you could become a major criminal yourself and slip the lawmen.

Empathy Skills

Human Perception: The skill of detecting lies, emotions, and other emotional clues from others. At +2, you can usually tell when you're not getting the truth. At +6, you can detect subtle evasions and mood shifts. At +8, you can not only detect subtle emotional clues, but you can usually tell what the subject is hiding in a general way.

Interview: The skill of eliciting interesting anecdotes from an interview subject. This skill may involve a more specific and personal nature rather than specific knowledge (distinguishing this skill from the skill of Interrogation, where the user is trying to extract exact information. Examples: Barbara Walters, Betty Wallace, Jimi Hendrix). At +3 or better, the subject will tell you the story of their life, the hard times, the good times, the family, etc. At +9 or better, he tells you everything—including personal information about their children, the time they stole a cookie at age 4, and the fact that no one ever loved them.

Leadership: The skill of leading and convincing people to follow you. A leader with a +2 skill can lead a small group of followers and get them to work successfully and be respected by it. A leader with a skill of +4 or better can lead a small band of followers and drive them to get back at those who bin them. A leader with a skill of +7 or better can lead the entire Camelot Empire into battle and look good doing it. James Kirk of Star Trek has a Leadership of +11, but you never will.

Streetwise: The knowledge of maintaining relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with other non-player characters and the intensity of these relationships. In most cases, referees may want to average this skill with a player's Attractiveness to get a more realistic outcome.

Social: The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the travelling cyberware salesman. A Social skill of +2 or better will allow you to get by at any fine restaurant or social function. At +3, you can lunch with the President with aplomb. No social situation will faze you, no matter what. At +8 or above, you can lecture Emily Post on her improper.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend that the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan has a Persuasion of +7. Hitler had a Persuasion of +9.

Perform: The skill of trained acting, singing, etc. A trained performer of +4 or greater can successfully sing for payment at weddings or small clubs. Performers +6 or greater will be considered to be of professional caliber, and may have lucrative contracts and fans. Performers of +9 or greater are of "star" caliber, have large fan bases, and may be recognized on the street.

Intelligence Skills

Accounting: The ability to balance books (or create fake books), juggle numbers, create budgets and handle day to day business operations.

Anthropology: The knowledge of human cultures, habits and customs. Unlike Streetwise (which covers only the cultures and customs of the Street), or Social (which covers only "what you should do in a given situation), Anthropology covers general customs and background of a culture. For example, with Streetwise, you know what alleys to avoid and what gangs are dangerous. With Social, you know the proper forms of address for a high ranking Japanese zokubatsu. With Anthropology, you know that the customs of a tribe or nation are more important than recognizing common injuries and complaints. At +6, you would be equivalent to a trained intern at a hospital and be able to recognize most common injuries and complaints. At +9, you are the equivalent of a skilled diagnostician, and can analyze physican come to you to get a diagnosis.

Education & General Knowledge: This skill is the equivalent of a basic public school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivial skill. A level of +1 is a basic grammar school education. A skill of +2 is equal to a high school equivalency. A Knowledge skill of +3 is equal to a college education, +4 or higher is equal to a masters or Doctorate. At +7, you are an extremely well educated person, and are asked to play Trivial Pursuit a lot. At +9 or above, you are one of those people who know a lot about everything (and hopefully has the good sense to keep his mouth shut).

Expert: You may use this skill to be an expert on a specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a book on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to.

Gambling: The skill of knowing how to make bets, figure out the odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At +2, you are the local card shark at the Saturday night poker game. At +6, you can make a living at the tables in Vegas and Monte Carlo. At +9 or better, you can take on James Bond and stand a good chance of breaking the bank.

Geology: A functional knowledge of rocks, minerals and geologic structures. At +3, you can identify most common rocks and minerals. At +6, you have the equivalent of a college degree in Geology and can identify minerals and geologic structures. At +9, you can teach geology in High School.

Hides/Evade: The skill of hiding, evading, and surviving on the job. At +3, you can lose most boaster-gangers on the rampage. At +6, you can ditch cops and private eyes. At +8, you can dodge most Sokol.

History: The knowledge of facts and figures of past events. In game play, this might be used to determine if a character is familiar with a particular place or character of a past event. At +2, you have the equivalent of a high school education. At +3, you would have the equivalent of a college grasp on the subject. At +8, you could teach history in High school. At +9, you may have written a few of the most oft-used texts on a particular historical personage or epoch.

Language: The knowledge of a foreign tongue. At +2, you "can get by" with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are familiar, and although no native will be fooled by your ability. At +8 and above, you speak and read your language like a native.

Each language known requires a separate Language Skill, however, one may use the knowledge of a particular Language with up to 1/2 (round down) proficiency with any language in the same linguistic family. Knowing Cantonese at +9 will give you the ability to understand and speak Mandarin at +2.

Library Search: The skill of using databases, DataTerra, libraries and other compiled information sources to find facts. With a skill of +2, you can use most simple databases. With a skill of +6, you can easily access the Library Congress. At +9, you can comprehend almost any public database and find very obscure facts.

Mathematics: The skill of understanding calculations and mathematical formulas. At +3, you have the ability to add, subtract, multiply and divide. At +4, you can do algebra and geometry. At +6, you can perform calculus. At +9 you can deduce your own mathematical formulas.

Physics: The ability to calculate physical principles, such as gas pressures, mechanical energies, etc. This skill requires a basic Mathematics Skill of +4.

Programming: The required skill to write programs in the Basic or 8-bit language. This skill does not allow players to actually repair a computer (this requires Electronics). A Programming Skill of +3 or better allows you to know some higher
level languages and be able to write reasonably complex programs (including video games). Players with Programming Skill 6 or better are considered to be professionals, who can build operating systems, design maintenance systems, and hold down a steady job at an average Silicon Valley firm. With a Programming Skill of 9 or better, other programmers might speak your name with reverence ("You invented Q! Wow!"). Young hackers set out to crack your systems, and any computer software you design to get used by every business application in the world.

Shadow/Tracking: The skill of shadowing and following people. This skill is primarily used in urban or isolated areas rather than in wilderness (where the skill of survival is more appropriate). Tracking in the wilds.

Stock Market: The ability to play the stock market, engage in routine stock transactions and manipulate stocks profitably. At +2, you are skilled enough to invest in junk bonds and lose your shirt. At +4, your investments pay off 75% of the time. At +9, you control a major bank or brokerage house on main Street. Routinely deal in international stocks, and write learned articles on the subject of investment.

System Knowledge: Basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems and their strengths and weaknesses. At +2, you can generally navigate around the Net and know where all the local places are. At +6, you know the locations of most places in the Net, and have a working understanding of its largest and most well known systems. At +9, you know the entire Net like the back of your hand, know the general layout of the major systems, and are aware of the layouts for the rest of them.

Teaching: The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try being a player. Many players may not teach any skill unless they have a higher skill level than the student. The skill of teaching is the ability to transfer knowledge. It takes to teach a skill. A Teaching Skill of 9 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you wanted). At +9 or greater, you are recognized by others in the field as good enough to read. At +10, you can pass on the subject as the major references, and you might have a TV show on your equivalent of the PBS channel.

Wilderness Survival: The required skill for knowing how to survive in the wilds. Knowledge includes things to set traps, how to forage for wood, track game, build shelters, make fires. The average Boy Scout has a +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have a +9 or +10 Survival Skill.

Brawling: The skill of fighting man to man with fists, feet and other parts of the body. Brawling is a not a trained skill— it is learned by getting into a lot of fights. Unlike martial arts, there are no specialized attacks and no damage bonuses based on level of mastery.

Dance: The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. A +9 or +10 Dance Skill is considered to be of professional caliber, and regularly gives performances and has fans. Dancers +9 or greater are "star" caliber, have a large number of fans, and may be recognized on the street.

Dodge & Escape: This skill is required to dodge attacks and escape grapplers and holds. If an attack is made without your knowledge, you may not apply this skill to your Defense roll.

Driving: This allows you to pilot all ground vehicles like cars, trucks, tanks and motorcycles. This is an easy skill for those interested in piloting aircraft. A skill of +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. An driver with a 9 or greater will be nationally known as a race, regularly win championship races, and possibly have access to the most advanced ground vehicles available (as long as he is not a wrecker).

Fencing: The mastery of swords, rapiers and monoblades. A Fencing Skill +3 allows you to be competitive with a blade. A skill of +5 makes you fairly skilled. A Fencing Skill of +6 might win you the National Fencing Championships. A skill of +8 will get you a role in movies. A Fencing Skill of +10 makes you a duelist. People like D'Artagnan or Miyamoto Musashi have Skills of +10. They are legendary masters of the blade, the mention of whom will cause all but the stupidest young boy to run for cover.

Reflex Skills: Archery: The skill required to use bows, crossbows and other arrow-based weapons. See Handgun for details.

Archery: The skill required to use bows, crossbows and other arrow-based weapons. See Handgun for details.

Knowledge of Lifeforms, biological processes and their relation to the environment. At +2, you know most common mammals. At +5, you know not only well known animals, but also about many exotic and endangered species. At +8, you know how to train on almost any animal, know their natural habitats, and have an advantage in dealing with wild animals. A survival Skill of +10 is required to train any animal.

Zoology: Knowledge of lifeforms, biological processes and their relation to the environment. At +2, you know most common mammals. At +5, you know not only well known animals, but also about many exotic and endangered species. At +8, you know how to train on almost any animal, know their natural habitats, and have an advantage in dealing with wild animals. A survival Skill of +10 is required to train any animal.

Wrestling (1): This form combines techniques of Olympic and Professional wrestling. The style uses a wide variety of throws and holds to incapacitate the opponent. Key attacks include: headlocks, chokes, traps, holds, takedowns, and grapples.

Wrestling (2): This form combines techniques of Olympic and Professional wrestling. The style uses a wide variety of throws and holds to incapacitate the opponent. Key attacks include: headlocks, chokes, traps, holds, takedowns, and grapples.

Wrestling (3): This form combines techniques of Olympic and Professional wrestling. The style uses a wide variety of throws and holds to incapacitate the opponent. Key attacks include: headlocks, chokes, traps, holds, takedowns, and grapples.

Wrestling (4): This skill covers any type of fighting style using hands, feet, and specialized "martial arts" weapons. You must select a style of martial art and take a separate skill for each style (for example, you would have to take karate and judo separately, spending points for each one. Difficult modifiers are listed in) to each skill learned.

The primary advantage to martial arts styles is that each one has what are called key attacks: attacks that reflect particular strengths of the style. For example, kung fu uses, there is a ko-hi-based bonus on the attack type and martial arts style. A full table of key attacks is listed in Friday Night Fight, p. 100.

The second advantage to martial arts styles is that there is a damage bonus on attacks equal to the level of the Martial Arts skill. Most, for example, a master with a +10 Kung Fu Skill would add +10 points to his damage. This can be formidable advantage, particularly in head strikes (which double damage).

Martial Arts forms include:

- Kung Fu (3): A form relies on using the opponent's strength and momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, dodges, holds, escapes, chokes, takedowns, and grapples.

- Kung Fu (4): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (5): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (6): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (7): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (8): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (9): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (10): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (11): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (12): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (13): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (14): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (15): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (16): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (17): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (18): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.

- Kung Fu (19): This style relies on using the opponent's momentum against them. It is a perfect fit for stopping opponents, but may be too slow for hard to hit. Key attacks are: blocks & parries, takedowns, and grapples.

- Kung Fu (20): This style uses straight line movements and powerful kicks. Variations include chokes and takedowns, with their own special moves. Key attacks are: punches, blocks & parries, takedowns, and grapples.
"A lot of slots think you don't need Tech skills. They think that when they need to get a fast fix-up, they just put the lean on the nearest Techie and that'll do it. Yeah, sure. The guy who doesn't know how his hardware works is gonna find himself groveling at his Techie's feet when the chips are down. Because you can't intimidate nothing when your spinal column locks up..."

—Morgan Blackhand
The Infector's Handbook

**Tasks & Skills**

**Aero Tech (2):** The required skill for repairing all ducted fan aerospace vehicles. At +5, you can perform routine maintenance. At +8, you can tear down engines and modify an AV. At +10, you can design your own AVs on common aircrafts.

**Basic Tech (2):** The required skill for building or repairing simple mechanical and electronic devices, such as car engines, television sets, etc. A Basic Tech Skill of +3 or better, you can fix minor car problems, repair small appliances, etc. A Basic Tech Skill of +6 or better can repair stereos and TVs, rebuild an engine, etc. A Basic Tech Skill of +9 or better can build a fully functional device from scratch, put together a race car engine, or maintain all kinds of industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft just like it. Goodness knows how to build and service F-16s.

**Cryotank Operation:** The required skill for operating and maintaining life suspension and body chilling devices. A minimum skill of +4 is required to chill down a healthy person. A minimum skill of +6 for chilling a wounded person.

**Cyberdeck Design (2):** The required skill for designing a cyberdeck. At +3, you can design a basic cyberdeck. At +4, you can design a deck with a 10% chance of causing a crash. At +6, you can design a deck with a 40% chance of causing a crash. At +8, you can design a deck with a 70% chance of causing a crash.

**Demolition (2):** This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best ways to use for each job, how to set timers and detonators, and how much explosive to use to accomplish a desired result.

**Disguise:** The skill of disguising your character to resemble someone else, either real or fictional. This skill incorporates elements of both makeup and acting. Although it is not the same as the ability to actually be an actor.

**Electronic:** The required skill for maintaining, repairing, and modifying electronic instruments such as computers, personal electronic devices, electronic defense equipment, electronic security systems, cameras and monitors.

**Electronic Security (2):** The skill of installing or countering electronic devices, such as burglar alarms, security cameras, pressure plates, etc. At +6, you can install or modify most around security systems.

**Field Aid:** This skill allows the user to tend wounds, stop bleeding, and revive a stunned person (see Fumble from pg. 116 for details).

**Forger:** The skill of copying and creating false documents and identifications. This skill may also be applied to the detection of same; if you can take it, you can usually tell a fake from a real at as well.

**Gyro:** The skill of repairing and maintaining rotating machinery such as helicopters and gyrocopters.

**Learning New Skills and Improving Old Ones**

Players can improve their skills or begin new ones by accumulating Improvement Points (IP). As you gain IP, you will record these points in the area next to the skills listing on your Hardcopy Form. When you have collected enough Improvement Points to advance a skill, the skill's level increases by one.

The first level of a skill will always cost 10 IP. To determine how many points are required to raise a skill higher than this, multiply the current level of skill by 10. This is how many points are required to raise a simple (IP multiplier=1) skill to the next level.

Example: My Brawling skill is 4. To move from 4 to 5 will require 40 IP. To move from 5 to 6 will require 50 IP.

**IP Multipliers**

Not all skills are easily raised. These skills have a number of IP multipliers which correspond to the number of points required to raise the skill. This extra cost will be noted in the skill descriptions.
Example: Choi Li-fu has a multiplier of 3. To raise my Choi Li-fu skill from 4 + 3 would require 120 IP, not 40.

Getting More IP
There are three ways to accumulate Improvement Points: Study & Practice, Being Tough, and Direct Experience. In all three cases, the amount of improvement is determined by the Referee of your game.

Study & Practice: In its simplest form, you get a how-to book and begin practicing. Study is pretty tough—you have no idea of where to begin, and no one to correct your mistakes. The biggest limit to this type of learning is that you can only improve your skill from a level of 0 to a level of 2. In general, it takes about 1 day of book learning to gain 1 IP.

Being Tough: Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher level of skill than the student, and must have the time to teachyou (how long this takes, of course, is determined by the Referee). But even the most knowledgeable of teachers may not be able to transfer that knowledge. That’s where the skill of Teaching comes into play. The teacher must average his skill in the subject to be taught with his teaching skill. He may then teach the student up to that level of skill. How long this takes is, of course, up to the Referee, who awards IP over the passage of time (usually 1-5 IP per lesson).

Experience: Still the best teacher. Whenever you do something well, the Referee rewards you with Improvement Points right on the spot. The problem is that these points will only be applied to the game you were using when you got the reward. Therefore, if you want to get better in a particular skill, it’s important to use that skill every chance you get. Referees should use an even hand when rewarding Improvement Points, not only rewarding players for doing things well, but also for demonstrating both role-playing ability and teamwork. In general, we suggest not awarding more than six points per skill per game session.

IP AWARD GUIDELINE TABLE

| Level | How to do it | How (according to your character conception) did you acquire this skill? | What are the specific limits of this skill? (can’t do it within?) | What is this skill connected to and why? | Referees should be careful to make sure that player skills are neither too specific (“Shoot: 45 Caliber Handgun With Laser Sights”), nor too general (“Shoot: Anything Well”). You should insist on a middle ground which covers a general ability to use the skill, yet does not give the player an unreasonable advantage in all possible situations (“Shoot: Handguns”). The Referee is always the final arbiter of decisions on skills.

Another Kind of Experience: Reputation Reputation is a measure of things your character may do so well (or badly) that he has actually become well known for them. A reputation for something is always established by a character’s actions, and is then awarded by the Referee. Whenever a character encounters new people in new situations, his reputation may actually influence how they react to him. Sometimes this can be very good. Other times, it can be very bad.

Example: Jake the Hammer is known far and wide as a street fighter; he is feared throughout Night City for his trademark killer punch. Over time, the Referee has awarded Jake a Reputation of 6 points. Anyone who meets Jake for the first time must roll higher than 6 on a D10 in order to have not heard of Jake’s name. (On this particular night, Jake swaggered into the Trenches and ordered a drink. Down the bar, Ripperjack saw the bartender address Jake by name. Ripperjack puts two and two together (a 3 on a D10). This “Jake” must be the son of the cop who beat the kid’s brother in an alley and beat him to death with his metal bat. Ripperjack’s eyes flare, and his teeth grind down. He pulls out his Minnie 10 and blows a hole through Jake’s back.)

REPUTATION TABLE

<table>
<thead>
<tr>
<th>Level</th>
<th>How it happens</th>
<th>Why it happens</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Anyone who was there at the time knows.</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Stories have gotten around to immediate friends.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>All your co-workers and casual acquaintances know.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Stories are all over the local area.</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Your name is recognized by another beyond your local area.</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>You are known on sight by others beyond your local area.</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>A news story or two has been written about your exploits.</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Your exploits regularly make the headlines and seem to rate.</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Your exploits also make the sheets and TV.</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>You are known worldwide.</td>
<td></td>
</tr>
</tbody>
</table>

Reputation can also be a disadvantage. Whenever you do something extremely wrong, the Referee may inform you of someone’s, or a collective, that the Referee can still award you Reputation—points for these actions. The more points you score, the more likely people will have heard about your inhuman deeds (once again, roll D10). However, this time they won’t be impressed. If your rep is for cowardice, it can even work against you.

Reputation in Cyberpunk has one other big effect—facedowns. Remember: a lot of combat in this genre comes down to a duel of wits: 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.

D10+COOL+REPUTATION

Note: If one of the opponents has a reputation for cowardice, his value will be treated as a negative number.

In a facedown, the loser has the option of backing down or making any sizable attacks against this particular opponent at -3 (due to fear) until he has successfully defeated that opponent once. On a tied roll, both parties are unsure and no penalties will apply.

Example: The Ironmaster is a feared bootlegger known throughout Night City. In the center of the Smaller, he runs across an attractive young woman and her male companion. The ironmaster says, “Take a hike, honey, and vanish, kid-trash. the input’s with me now.” The Kid stands up and says, “Vanish yourself, bumbunny.” A fisticuffs begins.

The Ironmaster is known all over the city, giving him a Rep of 6. Whatever he doesn’t know is that the kid is a 1st Dan black belt in Shotokan Karate. Although he’s new in the Zone and hasn’t much of a Rep, he is totally self-assured and aware of his skills (COOL 10). The ironmaster may be tough, but he’s mostly a bully. His COOL is only 6, bolstered by a Reputation made on a few lucky fights. His total roll is 4+1+1 (roll of 6)+1+6. The kid’s total is 3+1+0=1 (roll of 3)+6. The ironmaster feels a strange unease as he stands at the calm, ready-to-rumble kid. His eye shifts away and he backs down with a grunt.
"Start with the hardware. In my case, it's an Arasaka. Always use 'em. Dependable. I like to stack a little Kevlar on my back to cover my bets, with a good helmet on top. Then I get down to the basics. Extra ammo—usually armor piercing.

A couple knives, including a good monoblade. Some grenades just in case...you never know what parking problems you'll encounter..."

—Lt. "Red" Napalm
NCPO Psycho Squad

The Outfit

The Cyberpunk future is mobile. Like the cowboys of the Old West, most people carry their lives on their backs—miniaturized sleeping, eating and entertainment components crammed into carryalls and the back seats of cars. The stuff you carry around is known in street slang as your outfit. A typical outfit might include:

- Inflatable bed (folds to a 4"x6" package for easy storage).
- Compressible down sleep-bag (wads to the size of a paperback book).
- Micro-stereo compact (a micro-component boom box with stereo speakers or headphones, possibly CD, chip tape player, TV and certainly radio).
- Handful of tapes or datacards.
- Laptop or pocket computer (for notes, writing, business, links to computer networks).
- Cybermodem cables (for Netrunners).
- Pocket Cellular phone (the phone is bought, the service is rented by the month).
- Handgun, knife or both. Usually an assault rifle or SMG, and a couple backups as well. Always extra ammo.
- Body armor (usually an armor jacket or bullet-proof T-shirt).
- Personal things, like clothes, toothbrushes, etc.

Most of this is crammed into a shoulderbag or duffle sack. Most Cyberpunk characters aren't much for settling down. Rockerboys always have the next gig. Solos have to keep moving—the next job requires it, and you keep moving anyway before your enemies figure out where you're sleeping these days. Cops, Netrunners, Medics and Techies are always on the move—on stakeouts, hard stories, or running from the various people you've brought down on yourself with your netrunning. Nomads—well, they don't have homes to start with, and what good is it if you can't cram it on the back of your bike anyway? Even a Corporate may find himself living out of a "coffin" in the Tokyo airport if times get tough.

The point is, a computer society makes it easy for people to live like campers all the time. Why should you have to go home to listen to your favorite music when you can
carry your CD player with you? Missing phone calls and hate answering machines? You carry your phone with you and plug into the cellular network, making your business calls on the run from your favorite restaurant or while driving your car. Why bother with cooking when you can grab something quick from a hundred fast food stores? Why keep clothes when you can use them till they wear out, then buy new ones? You'll rent a sleeping cube for the night, put up your personal stuff, and blow out in the morning. Remember...

THE FUTURE IS DISPOSABLE

The key to any Cyberpunk game is thinking Cyberpunk. Think rootless and mobile. You don't know where you're sleeping tonight, and you don't care. You've got a bed in your bag, some tunes in your pocket, some cash for food. And a gun to make sure no one takes anything away from you.

Starting Funds

So how much do you start with? Well, that depends on your job.

A job? Yeah, even in the Dark Future, ya gotta pay the bills, chumbatna. And you want a job, because it's a real short step between being able to eat Reapack and fresh veg, and being reduced to eating kibble and living in a filthy flop-cube.

How good a job you currently have is based on the level of your Special Ability. For example, a Rocker with a Charismatic Leadership of 2 isn't gonna draw crowds like Kney Eurodyne (a hot megahacker). This means he'll be reduced to playing gigs wherever he can get them; sleazy dives, bars, mitzvahs, weddings, bar fights; you name it.

Take a quick jump to the Occupation Table on page 58. Find your Role (or the role closest to it), cross reference it to your current Special Ability level, and that'll give you your monthly salary. Multiply this amount by a 1D6/3 to determine the number of months you've currently been employed, and that gives you the total amount of cash your character starts with.

Exactly how you earn your euro is up to you; the categories are deliberately vague to give you plenty of roleplaying room. Maybe as "Level 7" Solo, you don't want to work for a Corporation; no problem. It's only a general description of where you fit on the Solo hierarchy. For all we know, you work on an extraction team for Amnesty International.

One last thing, Roll one more D6. If you roll higher than a four, you just got unemployed.

Congratulations. Betcha can taste that kibble already.

Encumbrance

In most cases, encumbrance isn't a big problem for a Cyberpunk character—he's going to keep the majority of his gear in his apartment or his car. A Cyberpunk character can carry up to 100 encumbrance points invested (each point counts as the number of points invested in his Body Type stat, multiplied by 10. He can deadlift 40 times his Body Type stat.

Example: I have spent 6 points to get on Average Body Type. I can carry up to 60 kilograms; roughly 132 lbs. I can deadlift 240 lbs—about 528 lbs.

Rather than list exact weights of everything you could possibly want to carry, we have arranged a simpler system of classification. The following weight groups are more useful to the Referee who must make a general determination of how much a player can carry.

0.5 kilos or less
1 box of ammo + cellular phone + personal stereo + pocket computer + cybermodem + interface cables + pocket TV + Digital camera + Small recorder + flashlight + binoculars + Swiss Army knife + article of clothing + fighting knife + switchblade + mirror + shades + Light pistol + nylon carrybag + Kevlar helmet.

1 Kilo or less
Medium to Heavy handgun + sleeping bag + radio/hi-fi player + video camera + toolkit + medical kit + laptop computer + armor vest/T-shirt.

3 Kilos
Submachine gun + Very Heavy Pistol + electric guitar + drum synthesizer + inflatable bed + Light to Medium assault rifle + Shotgun + Armor jacket + Kevlar pack flak vest or vest.

4 Kilos
Electric keyboard + amplifier + Heavy assault rifle.
WEAPONS

The first thing your cyberpunk is gonna want is some weapons (weapons can get you out of a bad situation a lot faster than a great Kings.) Cyberpunk weapons break into seven types:

- Pistols (P) are any type of single shot (or semiautomatic) weapon which may be accurately fired with one hand.
- Submachineguns (SMG) are any type of weapon which may fire either automatically or semiautomatically, using only pistol ammunition.
- Shotguns (SG) are any weapon which fires pellets or other small particles instead of a solid slug.
- Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.
- Heavy Weapons (HW) include missiles, grenades, heavy cannon, etc.
- Melee Weapons (MELE) include swords, daggers, knives, martial arts weapons, pokers, etc.

Exotic Weapons (EX): these are bows, lasers, flechette pistols, arguments and microwave weapons—the real "sci-fi" weapons of the Cyberpunk universe.

Weapon Codes

Each weapon is represented by certain characteristics, such as its type, damage, range, accuracy, conceivability, availability and cost. These factors are recorded as a weapon code—a profile of the weapon in order of:

- Name
- Type
- Accuracy
- Conceivability
- Availability
- Damage/Ammunition
- Number of Shots
- Rate of Fire
- Reliability

For example, a weapon with the code:

**Weapon Code:** 10 = (SMG + 0) + E = 10D6/110mm + 40 + 20 = VR would be an accurate (1) Minimi 10 Submachinegun (SMG) which can be hidden under a jacket (E), with excellent availability (E), fires 110mm ammunition, has a 40 shot clip, can fire up to 20 rounds per combat round on full auto, and is very reliable. Descriptions of Weapon Codes follow:

**Accuracy:** How good the weapon is. It is used by experienced users. Values range from 1 to 10, with 10 being the most accurate. The most accurate weapons are generally more expensive.

**Conceivability:** How easy it can be concealed and used without being detected. Values range from 1 to 10, with 10 being the most concealable.

**Availability:** How easy it is to find or purchase the weapon. Values range from 1 to 10, with 10 being the most available.

**Damage/Ammunition:** How much damage the weapon does, and what type of ammunition is used. Values range from 1 to 10, with 10 being the most damaging.

**Number of Shots:** How many shots can be fired before reloading. Values range from 1 to 10, with 10 being the most deadly.

**Rate of Fire:** How fast the weapon can fire. Values range from 1 to 10, with 10 being the most rapid fire.

**Reliability:** How often the weapon will fire when it is fired. Values range from 1 to 10, with 10 being the most reliable.

WEAPONS LIST

<table>
<thead>
<tr>
<th>Type</th>
<th>WA</th>
<th>CA</th>
<th>Dam/Amm</th>
<th># Shots</th>
<th>ROF</th>
<th>Rel.</th>
<th>Range</th>
<th>Cost</th>
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<td>6D6+1(7.62)</td>
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<td>ST</td>
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<td>Arasaki Rapid Assault 12</td>
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<td>HEAVY WEAPONS</td>
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<td>C-6 Plastic Explosive</td>
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<td>P</td>
<td>8D10 per kg.</td>
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<td>1</td>
<td>VR</td>
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<td>100/kg</td>
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<tr>
<td>Mine (all types)</td>
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<td>4D10</td>
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<tr>
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KEY

- WA: Weapon Accuracy
- CA: Conceivability
- Dam/Amm: Damage/Ammunition
- # Shots: Number of Shots
- ROF: Rate of Fire
- Rel.: Reliability
- Range: Range
- Cost: Cost

Note: Availability varies based on the setting and player's choices.
WEAPON CODES
Type = Weapon Accuracy • Concussivity • Availability • Damage/Ammo • Shots • ROF • Reliability

Light Autopistols
Budget Arms C-13
P -1 E 106x16mm 2 10 3 A light duty autopistol used as a holdout and "lady's gun.

Dai Lung Cybermag 15
P -1 C 106x16mm 10 2 10 1 Plastic, cheap and disposable, often used by boosters and other street trash.

Federated Arms X-22
P 0 J 106x16mm 10 2 10 1 The ubiquitous "Polymer-one-shot" cheap plastic pistol. Available in any designer colors.

Medium Autopistols
Militech Avenger
P 0 P 206x16mm 10 2 10 1 A well-made autopistol with good range and accuracy. A professional's gun.

Dai Lung Streetmaster
P 0 J 206(311)m 12 2 10 1 Another Dai Lung cheapie. Built for the street.

Federated Arms X-9mm
P 0 P 206x9mm 12 2 10 1 A sturdy pistol, used as a standard military sidearm in the U.S. and E.C.C.

Heavy Autopistols
Budget Arms Auto 3
P -1 E 106x16mm 2 10 3 It's powerful. It blows up sometimes. What else do you want?

Stemeyer Type 35
P 0 J 106x16mm 2 10 3 Rugged, reliable, with excellent stopping power. Another fine E.C.C. product from the United Germanies.

Vary Heavy Autopistols
Armalite 44
P 0 J 406x122mm 1 10 1 Designed as an alternate to the 1998 U.S. Army sidearm trials. A solid contender.

Colt AMT Model 2000
P 0 J 406x122mm 1 10 1 The standard officer's sidearm for the U.S. Army. The M-2000 served well in the Central American War.

Light Submachineguns
Uzi Minilato 9
SMG -1 L E 206x16mm 30 30 20 SMG's entry into the 21st century, all plastic, with a rotary electric clip and adjustable trigger. The choice for many security roles.

Heavy Submachineguns
SMG 21
SMG -1 L E 306x121mm 30 30 20 Sternmeer's best entry in the anti-terrorist category, with wide use in C-SWAT teams and PsychoSquads.

Exotics
Technicron 15 Microwaver
P 0 P 106x12 2 10 3 Flashlight sized microwave projector. See FNFF, pg. 108 for details.

Militech Electronics Laser Cannon
P 0 P 206x12 2 10 3 MILspec laser cannon, rarely seen. See FNFF, pg. 108 for details.

Possibly the most used Solo's gun in existence, the MPK-11 can be modified into four different designs, including a bullpup configuration, standard SMG, an assault carbine, and a grenade launcher mount.

Ingram MAC 14
SMG -2 L E 406x122mm 20 30 10 Shoulder-mounted, rocket-powered grenade launcher. Heavily used in the Central American conflict under the name R14.

Assault Rifles
Militech Ronin Assault Rifle
BR P 3 106x16mm 30 30 1 A light, all-purpose update, similar to the M-16A8.

AXR 20 Medium Assault Rifle
BR 0 N 106x16mm 30 30 1 A plastic and carbon fiber update of the AXM, distributed throughout the remains of the Soviet Bloc.

FN-RAL Heavy Assault Rifle
BR -1 N 406x122mm 30 30 1 The standard NATO assault weapon for battlefield work. Bullpup design, collapsing stock.

Kaliushkov's 80mm Hvy. Assault Rifle
BR -1 N 406x122mm 30 30 1 Another Soviet retread, with improved sighting and lightened weight of composites.

Shotguns
Arasaka Rapid Assault Shot 12
SMG -1 106x16mm 30 30 10 1 A high powered auto-shotgun with lethal firepower. Used by Arasaka worldwide. Another good reason to avoid the Boys in Black.

Sternmeer Takeout 10
SMG -2 96x16mm 30 30 2 Light duty shotgun, used by city police departments.

Heavy Weapons
Barrett-Arasaka Light 20mm
HVV 0 N R 410x120mm 30 10 1 The cybersecurity hunter's favorite. Almost 2 meters long, this "cannon" fires a deplumed uranium shell at super-sonic speeds. Heavy AP sub-caliber penetrator damages armor 2pts/hit.

Scorpion 16 Millisile Launcher
HVV -1 N R 10 10 1 The third generation of the Scorpion missile launcher, this shoulder-fired 10mm missile.

Enertas AXM Power Squirt
P -2 J C 10 1 1 A squid-like, jet-armed mortar. See FNFF, pg. 108 for details.

Nippon "Wombat" Airpistol
P -1 J C 10 1 1 A small jet-powered dartgun. See FNFF, pg. 108 for details.

Militech Electronics Taser
P -1 J C 10 1 1 A small jet-powered dartgun. See FNFF, pg. 108 for details.

EBW: All 2022 weapons are careless ammunition, composite carbon fiber designs.

VIEW FROM THE EDGE
FITTED FOR THE FUTURE
MELEE WEAPONS

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<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Wt</th>
<th>Can</th>
<th>Amd</th>
<th>Damage</th>
<th>Sheets</th>
<th>RIF</th>
<th>Ref</th>
<th>Range</th>
<th>Cost</th>
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<td>Melee</td>
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Kendachi
MonoKatana®
MELEE=+1+N+R+4D6+NA+VR

RELOADS & OPTIONS

Ammunition†

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<th>Light Pistol, Lt. St. GC (box of 100)</th>
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<td>Shoulder sling</td>
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†Never permanent cost

Sternmeyer CG-13†
RIF=+1+N+R+5.56 (5D6)+90+48+VR (700eb)

Fabrica De Armes M-2012†
RIF=+2+N+P+7.62/6D6+2+30+4+VR (1400eb)

FN-RAL Heavy Assault Rifle
RIF=+1+N+C+7.62/5D6+2+30+30+VR

Arasaka Assault Shot 12
SHOT=+1+N+C+4D6+20+10+5T

Milittech Romin Light Assault Rifle
RIF=+1+N+C+5.56/5D6+35+30+VR
Old Guns Never Die

As late as the 1990s there were still used models of the venerable Beretta and Webley for sale (particularly in pawnshops and on the black market). The same can be assumed for 20th century weapons in 21st century—large numbers of "obsolete" weapons that can be found at reasonable prices in any pawn shop. Prices are usually half that of a comparable new weapon of the same type, although final price is up to the retailer.

SAW: Combat Magnum
P I C 200-1 (237) 4 2 VR
Designed for US border patrol work, the Combat Magnum is a popular choice among personal defense officers, "small-frame" and reliable action make it a best seller.

Llama COMMANDO
P I C 60-1 (449) 6 1 7
An excellent, 44-reoler, used in home defense and police work, this big bore makes a good center.

Cal 45 "Tommy Cannon"
P I C 50-2 (41) 4 1 6
The most commons single-shot weapon for many years, the Cal 45 has many varieties, including the smaller "Chief's Police". With their high reliability, there are many of these guns still in circulation.

C.O.P. 157 "Derringer"
P I C 50-1 (310) 5 2 VR
Designed to a "nuthouse" low law enforcement agency, the C.O.P. 157 is a single-shot, single-load, pen gun and is well made and easy to hold.

Samuel L. Mac
P I C 2-2 (166) 10 1 33 6000
Developed for police use in 1980s, the Mac is used worldwide by security forces, the US Secret Service, and anti-plugsmen and drug dealers.

John Stinger
P I C 2-2 (2) 20 2 5
A standard Mark V A for the Secret Service, the Stinger is the world's smallest military MAC. Its small construction is given an excellent reliability, it is easily silenced and can be carried in a shoulder holster.

Irving Mac 16
P I C 2-2 (23) 20 3 5
A very small MAC, used by covert units and terrorists. It can be easily silenced, however, its very large jolt makes it very difficult to conceal on a full auto.

Cal 38 "Pistolet"
P I C 2-2 (16) 30 20 17
This is one of the most notable 38s in the world today, the Cal 38's are both small and dangerous alike. The 38-cal is a very popular gun and is still made in the USA, where it is sold in an assortment.

Thompson M13
P I C 2-2 (23) 10 2 5
This is an improved M13a from WWII, the Thompson is rugged, reliable and easy to use. The 411/91 version of the Thompson is the only reliable (US), and should carry a 20 round drum magazine.
GEAR DESCRIPTIONS

Fashion
The changing styles of 2020 break into five basic fashion statements:

1. Classic: This is the standard Steadfast, made up of colorful functional modules in many colors. Belts, coats, shoes, etc.
2. Leather: This is the equivalent of 21st-century wear. Wearable, corporate, corporate, color, leather club, etc. Business: This is the equivalent of the standard business suit: sensible, unassuming, respectful, etc. Wear and other natural labels are considered the proper outerwear for the office and formal occasions.
3. Tech: This is the equivalent of the standard computer, keyboard, etc. Wear and other natural labels are considered the proper outerwear for the office and for use outside the home.
4. Urban: The equivalent of the standard urban mood, laddie, 5'6" and 5'11". Same as above.
5. Cyberwear: The reasonable 5'6" to 6'1" tall. The all-purpose, all-purpose, all-purpose suits.

Tools
Technicians use a small handheld instrument with a single 500R connector and a log to adjust for mechanical defects. Technicians use the design charts to adjust for mechanical defects and to adjust for mechanical defects in small systems. Cutting the tools: common components in your project type is a battery.
PUTTING THE CYBER INTO THE PUNK

Forget everything you ever thought about cyborgs. Everything.

This is the 2000's. Today's cyborg is stylish. His cybernetics are designed for a streamlined, high-maneuver lifestyle. Whether equipped with implanted data chips in his nervous system to enhance his tennis game, or bioengineered musculature for his personal protection, the cyborg of the 2000's is the cutting edge of high tech living.

But he isn't a necessarily a walking tank either. Cybernetics can be smoother than that—to less obvious. You have to integrate your new tech 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 trendy to have high tech grafted onto you, 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 Dayteem™ chip for example), and improve your queegeball 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 visi-tint (polychromic is in this year), or your hearing is boosted to better hear the gong in the Executive Lounge.

If your job involves some type of security or combat function (and most occupations of the 2000's 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 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 & IR enhancement), an reflex boost, one superchromed arm with a .25 cal submachine gun, interface plugs and chipware for Martial Arts, Rotating Pilot and Handgun 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 paper sum.

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

Cyberpsychosis

Something happens when you start adding metal and plastic to people. They start to change. And it isn't pretty.

In the 2000's, we call this cyberpsychosis, a mental disease in which the addition of cybernetics causes an already unstable personality to fragment. At first, the victim begins to relate more to machines than to humans. Soon, he starts to ignore people—parents, friends, lovers. Eating, sleeping all become less important. Finally, human interactions begin to irritate, culminating in a terrifying rage that consumes the victim entirely.

So, how do I get cyberpsychosis?

Every character in Cyberpunk has an Empathy stat (EMP). This stat is a measure of how well the character relates to other people, and is the basis of such skills as leadership, lying, convincing and romantic relationships.

Likewise, every major cybernetic enhancement has a corresponding Humanity Cost, which is added together to get an overall Humanity Cost of all enhancements. Humanity Costs are rated from VERY LOW to VERY HIGH, and correspond to the general effect this enhancement will have on the human psyche. In addition, each option added to an enhancement has an additional point value as well.

For every ten points of Humanity Cost, the character loses one point of Empathy (unequal values are rounded down).

For example, say I add four new cybernetic devices for a total Humanity Cost of 36. I would lose 3 points of Empathy.

This can start to cost you. With an Empathy of 3 the character is something of a "cold fish"; emotionless and cold. With an Empathy of 2, the character is chilly, forbidding, and distinctly unpleasing to others. With an Empathy of 1, the character is usually violent, sociopathic and vicious. He must constantly fight to keep from going over the edge and committing irrational, violent acts of murder and mayhem.

At an Empathy rating of 0 or less, the character is fully in the grip of cyberpsychosis. He is driven by a maddening hatred of other humans or living things. At this point, there is no turning back—the character is taken over by the Referee, who plays it as a non-player character with all the worst attributes of a murderous, mechanized psychopath, called a cyberpsycho.

Not all cyberpsychos are the rampaging type. Many exhibit more subtle symptoms; compulsive lying, kleptomania, sadism, brutality, split personality and extremely violent mood swings.

"They're so...like...weak and flimsy, you know? You just reach out and touch 'em, and they...die..."
—Unknown Cyberpsycho

"The guy weighed in at about 550 lbs, but we can't seem to lose any weight."
—Unknown Cyberpsycho

---

Sgt. Max Hammerthorn, NPC

---
implant a small explosive charge and a radio detonator, but we all know that's against the Criminal Code, don't we?

Besides, you don't have to register. But we thought you'd like to know. After all, there are those public spirited citizens out there...

**Humanity Costs**

*So how does all this apply to me?*

Simple. Each time you add on a cybernetic enhancement, there's a corresponding loss of humanity. But it's not simple, linear, or nice. Different people react differently to the cyborging process. Therefore, your Humanity Cost is based on the throw of a random dice value for each enhancement.

This is important, because it means that sheer bad luck could put you over the line before you know it.

| Very Low | 1D6/2 |
| Low | 2D6 |
| Medium | 3D6 |
| High | 4D6 |
| Very High | 5D6 |

Remember: you must keep track of the cumulative number of points lost. Those little .5's and 1's are going to start adding up fast...

**Therapy**

Therapy is one way to hang over the edge and still keep it wired, and that's therapy.

The C-SWAT drops you in, screaming and tearing at the walls, and straps you down to a death metal psychiatrist's couch. Probes decorate your cyborg systems one by one while the shrink jacks up your rabid psyche into the braindance. Then begins the long, arduous process of disassembling your brain and reconstructing it in a more socially acceptable form. One that doesn't get its kicks out of eating dead bodies, for example.

**Cybertechology**

Cybertechology 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 (Bodyshops, Fashion/Fusion, and Parts N' Programs are three popular chain stores) or drop in medical centers (Doc's 8 Us $). These installations are much like getting your ears pierced, circa 1980. 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.

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

**Surgery Code**

Each type of cyberwear has a Surgery Code. This code represents the minimum level of medical care required to install the cyberwear, the length of surgical time required, the cost of the surgery, the damage taken in surgery and the difficulty of the installation procedure.

**Negligible**

Required: Mall Clinic or other drop-in bodyshop.

Surgical Time: 1h.

Surgical Damage: 1 point.

Surgical Costs: Included with installation. Diff: Easy (10)
<table>
<thead>
<tr>
<th>Cyberware</th>
<th>Surg.</th>
<th>ID Code</th>
<th>Description</th>
<th>Cost</th>
<th>H. Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Audio/Video Tape Recorder</td>
<td>(AVR)</td>
<td></td>
<td>2 hrs storage from video, audio links.</td>
<td>300</td>
<td>2</td>
</tr>
<tr>
<td>Enhanced Contact</td>
<td>(CA)</td>
<td></td>
<td>100% range radar. Must have cyberoptic. 70% effective.</td>
<td>250</td>
<td>2</td>
</tr>
<tr>
<td>Sound Amplifier</td>
<td>(SA)</td>
<td></td>
<td>50m range sonar. For water only. 70% effective.</td>
<td>100</td>
<td>2</td>
</tr>
<tr>
<td>Chemical Analyzer</td>
<td>(CAH)</td>
<td></td>
<td>5m range. 80% detection effectiveness.</td>
<td>200</td>
<td>2</td>
</tr>
<tr>
<td>Bio Synthesizer</td>
<td>(BYS)</td>
<td></td>
<td>Can mimic any recorded sound (60%), up to 10 sounds.</td>
<td>600</td>
<td>1D6</td>
</tr>
<tr>
<td>Cyberoptic</td>
<td>(CRI)</td>
<td></td>
<td>Vocal synthesizer for special effects. +2 to Performance.</td>
<td>700</td>
<td>2D6</td>
</tr>
<tr>
<td>Bioware</td>
<td>(MA)</td>
<td></td>
<td>BIOLOGICAL BASED ENHANCEMENTS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Detailed Muscles</td>
<td>(DM)</td>
<td>(GR)</td>
<td>Up to +1 increase to Body Type</td>
<td>1000</td>
<td>1D6</td>
</tr>
<tr>
<td>Muscle / Bone Damage</td>
<td>(MB)</td>
<td>(MML)</td>
<td>Raises Body Type by +2</td>
<td>1500</td>
<td>1D6</td>
</tr>
<tr>
<td>Enhanced Antibodies</td>
<td>(EN)</td>
<td>(SW)</td>
<td>Armodys to SP 12</td>
<td>2000</td>
<td>2D6</td>
</tr>
<tr>
<td>Haemograft</td>
<td>(HGR)</td>
<td>(E)</td>
<td>Improve Healing by +1 points per day</td>
<td>3000</td>
<td>1D6</td>
</tr>
<tr>
<td>Nano sensors</td>
<td>(NNS)</td>
<td>(RBN)</td>
<td>Improve Poison, Drug Saves by +4</td>
<td>3000</td>
<td>1D6</td>
</tr>
<tr>
<td>Neurone Surgeries</td>
<td>(NSS)</td>
<td>(MSG)</td>
<td>Doubles healing rate</td>
<td>6000</td>
<td>1D6</td>
</tr>
<tr>
<td>Implant Based Body Weapons</td>
<td>(IBBW)</td>
<td>(MBW)</td>
<td>BODY WAPANS (hands). 1D6/2 damage.</td>
<td>100</td>
<td>2D6</td>
</tr>
<tr>
<td>Cyberoptic</td>
<td>(MA)</td>
<td></td>
<td>BASIC EYE MODULE (add up to 4 options per eye)</td>
<td>5000</td>
<td>2D6</td>
</tr>
<tr>
<td>Nasal Filters</td>
<td>(NF)</td>
<td>(NF)</td>
<td>Stops toxic gases, fumes. 70% effective.</td>
<td>100</td>
<td>2D6</td>
</tr>
<tr>
<td>Gifts</td>
<td>(GL)</td>
<td>(GL)</td>
<td>Water breathing system, good for 4 hours.</td>
<td>400</td>
<td>2D6</td>
</tr>
<tr>
<td>Independent Air Supply</td>
<td>(IAS)</td>
<td>(IAS)</td>
<td>Good for 25 minutes.</td>
<td>300</td>
<td>2D6</td>
</tr>
<tr>
<td>Anti Stress Sexual Implant</td>
<td>(AS)</td>
<td>(AMS)</td>
<td>All night, every night. And she'll never know.</td>
<td>300</td>
<td>2D6</td>
</tr>
<tr>
<td>Corrective Implant</td>
<td>(CI)</td>
<td>(CIS)</td>
<td>Good for 3 years. 90% effective.</td>
<td>100</td>
<td>2D6/3D6</td>
</tr>
<tr>
<td>Subdermal Pocket</td>
<td>(SP)</td>
<td>(SP)</td>
<td>2&quot;x4&quot; space with Replikon™ zipper.</td>
<td>200</td>
<td>2D6</td>
</tr>
<tr>
<td>Adrenal Booster</td>
<td>(AB)</td>
<td>(AB)</td>
<td>Boosts REF. by +1 for 10+2 turns, 3x per day.</td>
<td>400</td>
<td>2D6</td>
</tr>
<tr>
<td>Subdermal Armor</td>
<td>(SDA)</td>
<td>(SDA)</td>
<td>Armors torso to SP 18.</td>
<td>1200</td>
<td>2D6</td>
</tr>
<tr>
<td>Motion Detector</td>
<td>(MD)</td>
<td>(MD)</td>
<td>Detects motion in a 20ga/m area. 70% effectiveness.</td>
<td>200</td>
<td>2D6/3D6</td>
</tr>
<tr>
<td>Digital Recorder</td>
<td>(DDR)</td>
<td>(DDR)</td>
<td>2 hrs storage from any digital source.</td>
<td>200</td>
<td>2D6/3D6</td>
</tr>
<tr>
<td>Cyberware</td>
<td>Surg.</td>
<td>ID Code</td>
<td>Description</td>
<td>Cost</td>
<td>H.Loss</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------</td>
<td>---------</td>
<td>--------------------------------------------------</td>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>CYBER_AUDIO</td>
<td>(M)</td>
<td></td>
<td>BASIC HEARING MODULE. No option limit.</td>
<td>500</td>
<td>2D6</td>
</tr>
<tr>
<td>Amplified Hearing</td>
<td>(M)</td>
<td>(AH)</td>
<td>+1 Awareness when using auditory cues.</td>
<td>200</td>
<td>2</td>
</tr>
<tr>
<td>Radio Link</td>
<td>(M)</td>
<td>(RL)</td>
<td>Radio communication up to 1 mile.</td>
<td>100</td>
<td>3</td>
</tr>
<tr>
<td>Phone Splice</td>
<td>(M)</td>
<td>(PS)</td>
<td>Full Cellular communication (large city only).</td>
<td>150</td>
<td>3</td>
</tr>
<tr>
<td>Scrambler</td>
<td>(M)</td>
<td>(SC)</td>
<td>Cannot overhear communications w/ scrambler.</td>
<td>100</td>
<td>3</td>
</tr>
<tr>
<td>Bug Detector</td>
<td>(M)</td>
<td>(BD)</td>
<td>Detect taps, bugs up to 3m. 60% effective.</td>
<td>200</td>
<td>2</td>
</tr>
<tr>
<td>Voice Stress Analyzer</td>
<td>(M)</td>
<td>(VSA)</td>
<td>Lie detector. -2 to Human Perception, Interrogation skills.</td>
<td>200</td>
<td>1</td>
</tr>
<tr>
<td>Sound Editing</td>
<td>(M)</td>
<td>(SE)</td>
<td>+2 to Awareness to overhear one specific conversation.</td>
<td>150</td>
<td>2</td>
</tr>
<tr>
<td>Enhanced Hearing Range</td>
<td>(M)</td>
<td>(EH)</td>
<td>Ability to hear supersonic, subsonic ranges.</td>
<td>130</td>
<td>2</td>
</tr>
<tr>
<td>Stereo Music System</td>
<td>(M)</td>
<td>(SM)</td>
<td>Stereo music system.</td>
<td>100</td>
<td>3</td>
</tr>
<tr>
<td>Radar Detector</td>
<td>(M)</td>
<td>(RD)</td>
<td>Beeps if radar beam is encountered, fixes source (40%).</td>
<td>150</td>
<td>2</td>
</tr>
<tr>
<td>Homing Tracer</td>
<td>(M)</td>
<td>(HT)</td>
<td>Can follow tracer up to 1km distant.</td>
<td>200</td>
<td>2</td>
</tr>
<tr>
<td>Tight Beam Radio Link</td>
<td>(M)</td>
<td>(TBL)</td>
<td>Allows untappable radio comm. within line of sight.</td>
<td>200</td>
<td>1</td>
</tr>
<tr>
<td>Wide Band Radio Scanner</td>
<td>(M)</td>
<td>(WBS)</td>
<td>Will pick up all transmissions on all bands. A scanner.</td>
<td>100</td>
<td>2</td>
</tr>
<tr>
<td>Micro-Recorder Link</td>
<td>(M)</td>
<td>(MRL)</td>
<td>Transmits to recorder in body, via plugs.</td>
<td>100</td>
<td>2</td>
</tr>
<tr>
<td>Digital Recording Link</td>
<td>(M)</td>
<td>(DRL)</td>
<td>Transmits sounds to a digital recorder.</td>
<td>100</td>
<td>2</td>
</tr>
<tr>
<td>Level Damper</td>
<td>(M)</td>
<td>(LD)</td>
<td>Automatic noise compensation.</td>
<td>300</td>
<td>2</td>
</tr>
<tr>
<td>CYBER_ARM</td>
<td>(CR)</td>
<td></td>
<td>STANDARD ARM REPLACEMENT (4 options allowed)</td>
<td>3,000</td>
<td>2D6</td>
</tr>
<tr>
<td>CYBERLEG</td>
<td>(CR)</td>
<td></td>
<td>STANDARD LEG REPLACEMENT (3 options allowed)</td>
<td>2,000</td>
<td>2D6</td>
</tr>
<tr>
<td>Quick Change Mount</td>
<td>(CR)</td>
<td>(OC)</td>
<td>Allows 1 turn changing of cyberware.</td>
<td>200</td>
<td>1</td>
</tr>
<tr>
<td>Hydraulic arms</td>
<td>(CR)</td>
<td>(HRA)</td>
<td>Increase limb SPD to 30, 3x normal damages.</td>
<td>200</td>
<td>3</td>
</tr>
<tr>
<td>Reinforced joints</td>
<td>(CR)</td>
<td>(RJ)</td>
<td>Increase limb SPD to 25, 2x normal damage. +50% on leaps.</td>
<td>250</td>
<td>2</td>
</tr>
<tr>
<td>Artificial Shoulder Mount</td>
<td>(CR)</td>
<td>(ASH)</td>
<td>Mount extra arms (2) below first set. 1 only.</td>
<td>1,500</td>
<td>2D6</td>
</tr>
<tr>
<td>Microwave/Emp Shielding</td>
<td>(CR)</td>
<td>(MSE)</td>
<td>Limb is unaffected by Microwave side effects.</td>
<td>300</td>
<td>1</td>
</tr>
<tr>
<td>Plastic Covering</td>
<td>(CR)</td>
<td>(PC)</td>
<td>In colors, transparent, etc.</td>
<td>1,200</td>
<td>2</td>
</tr>
<tr>
<td>Realism Polished</td>
<td>(CR)</td>
<td>(RPS)</td>
<td>Limb looks real (DIFFICULT task) Lowers HC by 1D6/2.</td>
<td>200</td>
<td>2</td>
</tr>
<tr>
<td>Armored</td>
<td>(CR)</td>
<td>(AR)</td>
<td>High gloss metallic covering.</td>
<td>200</td>
<td>1</td>
</tr>
<tr>
<td>HANDS &amp; FEET</td>
<td></td>
<td></td>
<td>ATTACH TO CYBERLIMS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standard Hands</td>
<td>(CR)</td>
<td>(STD)</td>
<td>Resembles normal hand</td>
<td>150</td>
<td>1</td>
</tr>
<tr>
<td>Ripper Hand</td>
<td>(CR)</td>
<td>(RPH)</td>
<td>Standard hand with ripper built in.</td>
<td>200</td>
<td>2D6</td>
</tr>
<tr>
<td>Hammertime</td>
<td>(CR)</td>
<td>(HAM)</td>
<td>Hydraulic Ram, fast does 1D10 damage.</td>
<td>600</td>
<td>2D6</td>
</tr>
<tr>
<td>Biodrizzle</td>
<td>(CR)</td>
<td>(BID)</td>
<td>Wire circular saw, 2D6+2 damage, soft armor reduced.</td>
<td>600</td>
<td>2D6</td>
</tr>
<tr>
<td>Tool Handle</td>
<td>(CR)</td>
<td>(TOL)</td>
<td>Fingers contain screwdriver, wrench, small drill, etc.</td>
<td>200</td>
<td>2</td>
</tr>
<tr>
<td>Grapple Handle</td>
<td>(CR)</td>
<td>(GPH)</td>
<td>Extends rocket-propelled grappling, 100' line.</td>
<td>350</td>
<td>3</td>
</tr>
<tr>
<td>Elevation Hand</td>
<td>(CR)</td>
<td>(EXT)</td>
<td>Hand extends on collapsible sleeve up to 1m.</td>
<td>350</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cyberware</th>
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<th>Description</th>
<th>Cost</th>
<th>H.Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>BUILT IN HAND</td>
<td>(N)</td>
<td>(SPK)</td>
<td>Palm spike extends thru fingers. 1D6+3 AP damage.</td>
<td>500</td>
<td>2</td>
</tr>
<tr>
<td>Modular Hand</td>
<td>(N)</td>
<td>(MUD)</td>
<td>Choose any 4 modular tools.</td>
<td>600</td>
<td>2</td>
</tr>
<tr>
<td>Basic Foot</td>
<td>(N)</td>
<td>(STD)</td>
<td>Resembles normal foot</td>
<td>500</td>
<td>2D6</td>
</tr>
<tr>
<td>Lean Foot</td>
<td>(N)</td>
<td>(TLM)</td>
<td>Extends toe blades, 1D6 damage. (AP+knife)</td>
<td>600</td>
<td>2</td>
</tr>
<tr>
<td>Hand Foot</td>
<td>(N)</td>
<td>(TOL)</td>
<td>Fingers contain screwdriver, wrench, small drill, etc.</td>
<td>600</td>
<td>2D6</td>
</tr>
<tr>
<td>Web Foot</td>
<td>(N)</td>
<td>(WBF)</td>
<td>Double swimming speed, +3 to swim skill.</td>
<td>500</td>
<td>2D6</td>
</tr>
<tr>
<td>Spike Foot</td>
<td>(N)</td>
<td>(SPF)</td>
<td>Designed for better gripping strength, +2 to Climb.</td>
<td>500</td>
<td>2</td>
</tr>
<tr>
<td>Spike Heel Foot</td>
<td>(N)</td>
<td>(SPH)</td>
<td>Heel spike for climbing or lethal kicks. 2D6 AP damage.</td>
<td>500</td>
<td>2D6</td>
</tr>
</tbody>
</table>

| CYBERWEAPONS               |       |         |                                                  |      |        |
| Grenade Launcher           | (CR)  | (GND)   | Weapon, carries 1 grenade of any type.           | 1,000| 2      |
| Micro-Missle Launcher      | (CR)  | (MML)   | Weapon, fires 4 mini-missiles, 4D6 damage each.  | 900  | 2D6    |
| Flame Thrower              | (CR)  | (FTN)   | Weapon. Damage 1D6/2 at each location, +2.       | 500  | 2D6    |
| Weapon Mount & Link        | (CR)  | (WMN)   | Mounting plate plus neural link for 1 weapon.    | 500  | 2D6    |
| 2 Shot Capacitor Laser     | (CR)  | (SCL)   | Shoulder mounted. As a laser, only smaller.      | 800  | 2D6    |

| LINEAR FRAMES              |       |         |                                                  |      |        |
| Frame A                    | (MA)  | (SIGMA)| Strength +12                                    | 2,000| 2D6    |
| Frame B                    | (MA)  | (BETA)  | Strength +14                                   | 8,000| 2D6    |
| Frame C                    | (MA)  | (OMEGA)| Strength +16                                   | 10,000| 2D6    |

| BODY PLATING               |       |         |                                                  |      |        |
| Exoskeleton for Covering    | (CR)  | (EXO)   | EXOSKELETON FOR COVERING BODY                   | 500  | 2      |
| Skullcap                   | (CR)  | (SKL)   | Skullcap, covers head in SF 25.                 | 500  | 2D6    |
| Casque                     | (CR)  | (FAC)   | Protective facemask. SF 25.                     | 400  | 2      |
| Torso Cover                | (CR)  | (TORS)  | Torso protection. SF 25.                        | 2,000| 2D6    |
| Front Optical Mount        | (MA)  | (FOM)   | Allows up to 5 optics to be mounted on face.    | 1000 | 2D6    |
| Visor ext. ("Rabbit Ears")| (MA)  | (RAB)   | Head mounted extensions for audio, optics, etc. | 3,500| 2D6    |
Fashionware

While a cyborg is usually defined as anyone who has mechanical technology grafted into his body, the line is actually pretty nebulous (is your girlfriend a cyborg because she wears contact lenses? Is your grandmother a cyborg because she has a hearing aid and an artificial hip joint?). In this hazy zone of cyberspace, it is Fashionware—little hi-tech gadgets common to the Cyberpunk future.

Blomonitor: This is a favorite of Solos, gadget freaks, and harried Corporates worried about their blood pressure. Mounted just below the skin of the forehead, the Blomonitor gives a constant readout of pulse, respiration, brainwave activity, skin temperature, and cholesterol levels. The display is a pattern of word-shaped LEDs, each running a color sequence from red (critical) to green (excellent). As conditions change, the colors change. The user merely shoots back his cuff, looks for the little glowing word, and.shipped me mami, and it checks the line. In game terms, this adds +2 to any Resist Torture/Drugs check.

Skinwatch: The predecessor of the Blomonitor, the Skinwatch is implanted just below the epidermis, and uses tiny LEDs to project glowing numerals through the skin. Skinwatchers can be mounted anywhere, although the hand, wrist and fingers are the most common. Advanced versions can be reset by pressing the display gently, until the right number combinations come up; really advanced versions have alarms that beep quietly. Use your imagination.

Light Tattoos: These are light-emitting chemical displays inserted under the first couple layers of skin. They store light and emit it in colors or patterns.

Shift-tacks: These are colored contact lenses designed to mimic certain aspects of more expensive cyberoptics. Mirrored contacts in all lenses, temperature or emotion sensitive contacts that change color on demand, logo or patterned contacts. These are available in most fashionable bodywear shops. Check it out.

ChemSkins: These are special dyes and chemicals which are impregnated or rubbed into the skin. Some change the skin color to a new shade as desired. Others are temperature sensitive, and shift colors in vibrant patterns when warmed or cooled. Very popular are ChemSkins sensitive to hormonal changes: you could buy a ChemSkin that would make yellow and black stripes appear on your skin when you became angry or nervous.

Synthlakes: A more sophisticated version of light tattoo technology, a Synthlak is a layer of color-shifting plastic bonded to the character's outer skin. A Synthlak can be adjusted to display colors, patterns, light flares or other special effects, using tuning chips (cost 1000g each which are plugged into a socket in the skin (usually under the hairline).

Technohair: The shafts of this artificial hair are impregnated with various types of reactive chemicals. Some types are temperature sensitive, dying with any color change depending on the weather. Others contain the same pigments used in light tattoos, storing and emitting color light. Some can switch color as desired by using special chemical shampoos. Technohair can be implanted in mohawks, hair weaves, fullhairest, manes, ruffs, whiskers and other less obvious but (interesting) places.

Neuralware

One of the most important aspects of cybertech is invisible to the naked eye. This type of enhancement, known as neuralware, is usually in the form of tiny computerized chips and nerve amplifiers that increase existing abilities.

The basic neural processor is a "switchbox" implanted into the lower spine, and is used to route signals from external cyberwear to the central nervous system. It is the main system for any type of neural interface, including reflex boosters, interface plugs, weapon, DataTerm and vehicle links, mini-computers and sensory augmentations. The neural processor has a small inspection space which allows secondary co-processors to be inserted into the basic processor module. This makes upgrading a process of opening the inspection space in a sterile environment and inserting the new co-processors.

Implanting a neural processor is far easier than one would expect, thanks to the science of nanotech. The basic module is surgically affixed to the spine, where it releases a flood of nanosurgical units into the spinal column. These microscopic machines thread tiny linkages through the central nervous system, hooking nerve endings to the neural processor. This process takes some time (1 to 2 days), however, before the nanosurgeons have worked their way through the entire body and all the connections are hooked up to the neural processor.

Coprocessors: These are specialized "add-ons" which can be plugged into the main neural processor at any time; the whole process takes about an hour and can be performed in any walk-in clinic. Some, like reflex boosters, allow you to improve your reactions and perceptive abilities to inhuman levels; others, like link co-processors, allow you to interface with computers, databases, vehicles and other machines. Once you have the basic neural processor, you can jack in as many options as you like.

 Reflex Boosters: These are specialized TNC co-processors that amplify and speed up signal processing. The biggest advantage to a Reflex booster is its ability to increase a character's initiative in combat. There are two types of Reflex co-processors (also known as boosterware). Note: this is only one of type of boost which can be used with the Boosterware enhancement.

Kerenzklov boosterware is always activated; the character is always reacting with a higher than normal reaction speed. Since Kerenzklov boosters are so responsive, they are often used to enhance combat effectiveness. This is because of the Kerenzklov boost can be activated at any time, and the levels of augmentation (+1 or +2 Initiative) are both fast and flashy.

Speedware (also known as Sandevistan) kicks in only when desired, eliminating much of the need to adapt one's entire life to an inhospitable fast reaction time. The character must first subvocalize a mental command word before boost is activated, then wait one turn before the boost kicks in. He will remain boosted for five full turns (+3 Initiative) after the boost kicks out. He must then subvocalize the command word again, and wait 2 turns before regaining a boosted state.

Speedware's biggest advantages are in lower human costs and improved performance in combat. However, the boost causes the body to suffer some damage, all the more for the damage the body can be drawn from during the boost.

Tactile Boost: This increases any Awareness roll involving touch by +2. The boost can be turned on or off at will, taking one turn to do so.

Pain Editor: This coprocessor overrules the pain receptors of the brain, making the subject immune to all forms of physical harm. It doesn't mean he isn't getting hurt, just that he won't notice it until he collapses (make Endurance skill rolls, but at two levels of difficulty lower than normal).

Offactory Boost: This increases any Awareness roll involving smell by +2. In addition, the subject adds +2 to his ShadowTrackers' roll when subject detects a scent (can track by smell) and has a 30% chance of locating a scent to begin tracking with unless the target has taken particular pains to disguise its scent). The boost can be turned on or off at will, taking one turn to do so.

Links: Links are special-purpose coprocessors that allow you to translate signals from one device to another. You don't have to run into your neural cords. There are five major types of links; you must have the proper link in order to run that type of device.

Cybermodern Links: This is the basic process-
or that translates Net information into images. It replaces the more limited interface programs of the earlier days and allows the Netrunner to perceive a wider variety of environments than his predecessors.

Vehicle Link: This allows the user to control a vehicle through direct mental control. Cybervehicles include cars, trucks, motorcycles, or any other vehicle. The user can operate the vehicle directly to its destination or to any other point in the map. Interface plugins are key to this function. Interface plugins are small, lightweight devices that allow the user to control vehicles from a distance.

Cyberware: There are a wide variety of cybernetic devices available to the man on the move. Some of these are new and improved versions of older technologies. For example, the latest version of the 3D printer can produce parts in a fraction of the time it takes to print a part with the previous model. These new devices are designed to be used with the latest version of the 3D printer software. The software allows the user to create a model of the part they want to print and then send the instructions to the printer. The printer then uses the instructions to create the part.

Chipware: Chips are small, powerful devices that can be used to augment the capabilities of the human body. They can be used to enhance memory, to improve reaction times, or to increase strength. They can also be used to improve the user's ability to access and manipulate information. A chip can be inserted into the user's body, or it can be implanted in a device that the user wears, such as a jacket or a belt. The chip can then be used to access and manipulate information, or it can be used to enhance the user's memory or reaction times.

Chips aren't bad. But they aren't real skills. They'll find that the first time you go up against a trained professional, you'll go through the routine fine, but she'll be able to improvise when you can't.

—Morgan Blackhand

In addition, a reflex chip must adapt to your specific neural and muscular patterns, adjusting its instructions to fit your body and vice versa. After all, the karate master who was the pupil for the Reflex 10 chip and you might be six foot three. It learns your body movements by sampling your reactions to the chips and the different movements you make. This process is known as chipping in and is required before the chip can be fully functional.

Chipping in takes two full days of practice for every level of the chip. This means, for example, if you've been chipped for Majestic Arms 3, it will take six days of practice before the chip has "learned" enough about your body to be fully functional. If you only get two days of practice, the chip will function as a level 1+ practice for four days, and it's raised to 2.

Memory (MRAM) Chips: These are chips for information only, used for storing large quantities of data on a specific subject. A memory chip operates just like the skill of the same name, but it is raised from 1 to 3, and is applied to the same stat as the original skill. For example, AV 4 - Tech 1 would be combined with your TECH stat, while a language chip would relate to your INT stats. MRAM chips do not use any previous knowledge, but the edge of the skill involved and have no chipping-in time.

Chipware Socket: A small socket used only for inserting chipware (see above). With a chipware socket, you can use your interface plug to control other things (such as weapons or vehicles), while still having access to MRAM and ATRP information. Holds 10 chips.

Implants: Implants are the useful little things you get plugged in to make living easier; things that you can't replace from a Body Bank, or that you may want for a specific job. For example, motion detectors, radiation detectors, and chemical analysts are 360° systems. Radiators/sonars are 180° systems.
**Bioware**

Bioware is anything which is primarily low-impact technology that is designed along biological rather than mechanical lines.

Most Bioware enhancements involve the use of nano-technology, tiny machines the size of microbes, which can perform surgical tasks on the cellular level. These "nanobots" are injected into the area to be affected, along with a supply of the raw materials needed to perform their jobs (for example, long string polymers which can be woven into the nanobots into a type of subdermal armor called skin weave). Powered by body heat and nutrient chemicals, these tiny machines quietly go about their business, strengthening muscles and altering body chemistry.

**Cyberweapons**

At the top of the Black 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 normally not available on the open market (the only exception 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.

**Nasal Filters:** These filters prevent smoke, dust, and other irritants from entering the respiratory system.

**Gill Implants:** These implants allow the user to breathe underwater and inhale air from the water for up to 4 hours.

**Independent Air Supply:** This allows the user to breathe in a dry environment and be under water for a maximum of 25 minutes, or an active character up to 10 minutes.

**Mr. Stud** - Sexual Implant: All night, every night, and she'll never know. Use your imagination and add +1 to your Seduction score.

**Contraceptive Implant:** Implant under the skin, prevents pregnancy for up to five years. Available for both sexes.

**Subdermal Pacemaker:** Implant under the skin, a pressure sensitive cell. Useful for couriers. Detection requires a DIFFICULT Awareness check.

**Adrenal Booster:** An artificial gland which releases adrenal hormones on command. Adds +1 to REF for up to 1D6+2 turns, three times per day.

**Subdermal Armor:** A mesh/ballistic plastic armor inserted under the skin. To detect subdermal armor requires a DIFFICULT Awareness check.
Cyberware

Cyberware systems patch into the auditory nerves and speech centers of the brain. This enhancement affects both ears, and also includes a subvocalizing module on the mastoid bone. There is no visible change to the outer ear, although some cyberpunks replace the outer ear with a set of mechanized speaker pickups for max effect.

Cyberaudio

Image Enhancement: High-res graphics capability allows user to enhance and refine images viewed. When activated, increases Awareness skill by +2, and allows user to pick up visual cues in greater detail.

Radio Link: A minicomputer radio transceiver, usually mounted on the back of the skull and using your fillings as the antenna. It is activated by clicking the teeth together sharply. To talk, you merely subvocalize (mutter under your breath). Reception is carried out in one of two ways: in one receiver directly vibrates the mastoid bone, giving you a small dusty Voice in the back of your head, or 2) linked to a Cyberware Marquee option, in which 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.

Phone Splice: An Improved radio splice, this implant is wired to communicate directly to your personal cellular phone. In practice, it allows you to do everything the radio splice does, and you must have your phone within 3 meters of you, and it must be already turned on and the number dialed. Audio splice is commonly used by busy Corporations who want to be able to answer calls even in a meeting. One of the best advantages of audio splice is that's range—anywhere your phone will go, you can go. Even the Mind.

ECM Scrambler: This implant improves your radio or audio splice with a scrambler, so it cannot be listened into. In game terms, this makes all radio or audio splice communications secure, unless the interruptor has a descrambler unit and a lot of time on his hands.

Bug Detector: This mini-receiver is designed to pick up signals transmitted by all types of radio bugs. When the bug is active, its transmissions

Cyberoptics

A combination of digital processor and camera, cyberoptics are replacements for normal eyes. Cyberoptics provide two distinct modes, infra-red 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 and color and style are available (amber, white, blue, green, and purple are very popular). Some versions are transparent, with glint or lights swirling inside of them. Other are supercharged for a more "cyber" look. Others can change eye color at will or to match the 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.

Color Shift: These cyberoptics can shift color or ir pattern on demand. A full color shift takes about a minute. Ammended, transparent, glitter-filled, or solid colors are also available.

Times Squared™ Marquee: Scrolling red-letter screen in upper edge of vision, linked to either a software chip readout or a radio link.

Targeting Scope: This projects a targeting sight into the field of vision at will. The targeting scope will read range to sp. It’s the key to movement, bearing, and size, as well as providing several types of scope reticle for aligning weapons. When chipped into a smartgun, the scope will match the targeting sensors of the gun with what you are looking at, then aim by "Ready signal" when the target is acquired. In game terms, this option allows you to add +1 to smartgun attacks.

Anti-spike protection: Auto step-down conversion for hard sunlight, flares, etc., neutralizing effects from strobes, flashbulbs and bright headlights. Never need sunglasses again.

Low-Lite™: Allows user to see clearly in dim light conditions, down to very faint moonlight or distant streetlight.

Thermograph Sensor: Allows user to see heat patterns of objects, people. Cooler things show up as dark to light blue, hotter things as red or orange, and the hottest of all as yellow. Used to distinguish differing heat sources (through light, structural, or the presence of cybernetics which are always cooler than normal body temperature). Also determines the operating time of certain machinery by measuring its cooling gradient.

Dartgun: One shot dartgun. Range of 1 meter, +2 WA. Pulsar dart will penetrate up to 5% automatically, 5% 50% chance, soft armor only. Takes 3 spaces.

Micro-Optics: This is the equivalent of a laboratory microscope, allowing the user to see microscopic images, such as fingerprints, scratches on locks, etc.

Telescopes: This is the equivalent of a 20x power telescope, allowing the user to see distant objects clearly.

Ultra Violet: This system allows the user to perceive images irradiated by ultraviolet light. Used to detect fluorescent powders, pruri agents, or to use ultraviolet flashes (indetectable by normal optics) for illumination.

MicroVideo: This is a cyberoptically mounted video camera which records and views it an internal video tape (20 min). This recorder can also be downloaded through interface plugs to an external source. Takes up two option spaces.

Digital Camera: This cyberoptically mounted camera takes up two option spaces. Up to 20 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. As new pictures are taken, the previous ones are erased.

"The worst part of cyber audio is when you hear what you really wish you hadn't. I used to be a whole lot less cynical before I got my Kirioth's..."

"I can see for miles and miles and miles and miles..."

― The Who

― Sarah O' Connor
Tribute to Tommy, 2019
**VIEW FROM THE EDGE**

**CYBERWARE**

make a small CHINGING noise in the back of your head, getting louder as you get closer to the long-buried entities. Twenty years later, you've got a 10% chance (roll 1D10, choose your sixes number) of detecting any bugs within 10 feet of you. A normal option for Corporates, Younies, and Soles.

**VibraMant**

A variant of the radio space, the vibraMant is a sensitive vibration sensors on your monolithic body, making your skull into a radio system of convoluted half-radiol. A tiny ring mounted on the back allows you to have the range of a mouse chip, all hidden to look like an ear. Or you can plug it into your interface plug. Each chip contains about 1000 chips. Selects are led through a half-wire to the memory board, once per selection. When the chip is removed, the VibraMant turns off.

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

Voice Stress Analyser: This system acts as a lie detector, detecting minute changes in vocal patterns and comparing these to a pre-recorded set of parameters. You must first use the analyser on the subject before he/she is in a tense situation or is telling the truth. All subsequent tests will give you a +2 to Human Perception or Interrogation skill checks on that particular subject.

Sound Editing: This system allows the user to edit out distracting noises or "zero in" on a particular sound. Activation of this system adds +1 to any sound-related Awareness check. Sound editing can be used in conjunction with Amplified Hearing or Enhanced Hearing.

Enhanced Hearing Range: This subsystem allows the user to hear tones in the subsonic and supersonic ranges.

**RADAR DETECTOR**

This system produces a loud beep whenever a radar beam is encountered. It also has a 40% chance of triangulating the source; when the direction of the beam is determined, the beep changes to a clear tone.

**Homing Tracer**

This option allows the character to follow a homing tone broadcast from an external sender. Range is 1 km. The tone increases in volume as the user gets closer to the target. The homing tracer comes with three senders, about the size and shape of a pin. Extra senders cost $5 each.

**TIGHT BEAM RADIO LINK**

This option allows tight beam radio communication for up to 1 mile, as long as both parties are within line of sight to each other and not in heavy armor or in an edge tile less than 1 foot.

**Wide Band Radio Scanner**

This option automatically scans all major police, fire, ambulance, and Trauma Team communication bands. The user can set this scanner to cover one specific frequency, excluding any incoming messages to his own internal radio or Times Square marquee.

Microcooper Lambda: downstairs, anything heard by the user to either an internal or external (via interface plug) is heard directly.

Digital Recording Link: This option allows anything heard by the user to be recorded on an internal microphone (20%). Recordings can be downloaded to an internal recorder or via interface plugs to an external recorder.

**LEVEL DAMPER**

This system automatically compensates for loud noises such as stun bomb attacks or sonic weapons. Characters with this option can ignore all effects of these weapons.

**CYBERLIMBS**

When the man on the street thinks of cyberborgs, what he thinks of are artificial limbs, whirling, 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 lad 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 myomar 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 biceps/thigh or the elbow/knee, however, arms may also be attached to an artificial shoulder (see below), and anchored to an external arm mount.

**CYBERLIMBS MYTHS & ABILITIES**

The popular myth about cyberlimbs is that they enable their owners to perform all kinds of superhuman 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 200 miles an hour, bending steel bars with their hands or throwing Hollywood arrows and spears. 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 walk on normal surfaces, so the damage to the remaining "meat" parts of the body, even if your arm was ten times stronger than before, the back and shoulder muscles supporting that cyberlimb wouldn't be—and they'd shred long before the artificial muscles did. But within limits, a cyber-equipped person can do some pretty impressive party tricks.

**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 cyberlimb tremendous gripping power. All cyberlimbs can easily crush light metals, woods and plastics. They can crush glass and plastic to dust (although they can't crush kamps of coal into diamonds). In combat, any crushing grip with a cyberlimb will do 200 damage.

**PAIN**

Cyberarmors 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 poles. A gunshot wound to a cyberlimb has no pain effects; you don't have to make a saving roll against shock and stun.

**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. A cyberarm punch does 100 damage to its target; wall, car, someone's head; no matter. A cyberkick will do 200 damage.

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

**OPTIONS**

These are things which can be done to a basic cyberlimb to improve its strength, durability, or added functionality. In addition to these improvements, artificial shoulders can be mounted at waist level to provide extra arms. A cyberlimb can hold up to 4 options or built-ins. A hand or foot is considered to be one option. (Cyberlimbs automatically come with basic foot modules.)

**Quick-change Mounts**

These allow the user to change cyberlimbs without using tools. The limb is bayoneted mounted, and can be removed by depressing a thumb catch and twisting to the left. Quick-change mounts may also be used at the wrist or ankle joints to allow a variety of hand or foot to be used. To calculate HD, average the HC's of all the options you're using with the mount, then double it.

**Hydraulic Arms**

Common to Soviet cyberware, these are heavier and harder than myomar fibers (the limb will not pass inspection as real no matter how well covered by bionics) and can take more damage (30% to disable, 40% to destroy). Limb strength is also increased (3x crush, punch, and kicking damage).

**Reinforced Joints**

These are made of titanium steel instead of stainless, and add +5 to the cyberlimb.

**Artificial Shoulders**

These are twined joints which can be mounted to a back mounted frame. This allows up to two extra arms to be mounted at waist level. The unit has an OD of 23.

**Microwave & EMP shielding**

Protects your cyberlimbs from electromagnetic pulse and microwave attack. Shielding may be placed on any type of limb, no matter what covering is used. It is placed internally, using up one space in the limb.

**COVERINGS**

While all cyberlimbs come in a stripped or uncovered state, they can be covered in a variety of ways. The cheapest method is a plastic covering, available in a variety of
view from the edge

**View From The Edge: Cyberware**

**Combat Cybermodem**

Reliability is 60%. On a successful roll, the difficulty of a repair task is reduced by -1 (you know what's wrong, and you just have to fix it).

**Cyberweapons**

One advantage of cyberlimbs is the ability to mount weapons within their framework. Most cyberweapons of this sort are designed for stealth and concealability, rather than raw firepower, and have a 60% chance of escaping detection when hidden under Realkin™ or other suitable coverings. Weapons include:

- **Pop-up Gun**: This is a standard automatic handgun concealed in a cyberarm. The action is mounted inside a pop-up housing which is covered when not in use. For this reason, you must always remember to uncover your arm when using a pop-up. Clips are inserted in the side of the action; pop-up guns are designed to use casings ammunition only. The size of the cybarm (based on Body Type) limits the size of weapon which may be mounted. A very strong pistol of the correct size listed in the Outlining section. A light SMG equals a Med. pistol and a medium SMG equals a Hot. Pistol for this purpose.

- **Flamethrower**: This is a small, high-pressure flame jet with a range of 1 meter, and 4 shots. Damage is 2 TD x 1d6, 1d4/2 for 2 mds. Afterwards, soft armor is reduced 2 levels per attack.

- **Micromissile Launcher**: This launcher contains 4 miniature missiles (explosive tipped gyro rounds with heat seeking guidance and piercing vents). Like the pop-up gun, the micromissile...
Linear Frames

Linear frames are the 2020 version of the exoskeleton. An exoskeleton is basically a metal framework with synthetic muscles for movement; you sit in the exoskeleton and steer while it does the work. Early exoskeletons were rarely used for anything important; clumsy and hard to control, helpless operators often tossed half-ton cargo modules through walls and ripped loading doors off hinges. It was not until the advanced bio-feedback systems of the 2000's that the more practical linear frame could be developed.

A linear frame resembles a suit of contoured metal body armor. The frame is spattered onto your body, while its systems are directly neuroinked to your muscles and bones. Linear frames are designed to take over a percentage of the load, while leaving you enough "work" to allow you to gauge how much you're lifting and maintain control of the weight.

For example, if you exert enough force to lift ten pounds, the linear frame provides no more power than would be required to move its own bulk. If you lift a hundred pounds, the linear frame splits the difference, lifting 20% of the mass so that you lift 80 lbs. If you lift 500 pounds, the linear frame takes 80% (400 lbs), leaving you to lift 100 lbs. At the end of the scale (almost 1800 lbs for Linear I), the frame lifts 90% of the weight, while you only lift about 180 lbs.

But hey, you didn't come here for a physics lesson, right? You wanna know how much you can pick up and throw around.

Linear frames come in three strengths. When using the linear frame, you will use its strength value instead of your normal body type value for any lifting, bending, carrying or breaking task. Remember, for all their advanced construction, implanted linear frames are still quite heavy (50-100 lbs) and bulky. You can't swim in them, and they have a -1 penalty to your REF. But if you want to toss a car out of the way, they're just the ticket. All linear frames lift 50x their Strength value. (Example: 2 can dead lift 600 kg.)

---

Body Plating

Body plating doesn't make you any stronger or faster, but it's perfect for the cyborg who wants all over protection all the time — and doesn't care who knows it. It is the ultimate expression of the “metal is better than my philosophy.” The body-plated look more like robots than they do humans, and are impervious to most of the physical damage that hets us mere mortals. Body plates include specialized mounts for various as well as body armor.

Body plating is sold in parts, each covering a specific area. It may be placed directly on the skin, or layered over a linear frame exoskeleton for the ultimate in cyborg chic.

Cowl: This is a body plate that covers the skull. It is anchored by minibolts to the scalp, and resembles the old skullcaps from bad science fiction or fantasy epics. SP=25.

Faceplate: The standard faceplate covers the entire face, with ports for breathing, eating and seeing. The armored plastic material is covered with fine myomar muscle fibers and is relatively flexible. Facial wrinkles allow limited (and somewhat stiff) expression of emotions. This modification doesn't have to be ugly; many people find the slyly contours and smooth features quite attractive. A bit like an "easy robot" airbrushings of the late 20th century. However, many cyborgs like to have their faceplates sculpted into bizarre and often frightening images; monsters out of mythology, or terrifying robotic shapes. It's up to you. SP=25.

Force Plates: This section covers the entire upper and lower torso, back and front, with expansion joints at the sides, groin and waist to allow free movement. (SP=25) Reduce your REF by 3.

Front Optic Mount: This mount allows up to five cyberoptics to be linked in a single cluster in the upper face. The eyes are removed and the orbital sockets used to mount the receiver hardware for the optic mounts. Optic mounts come in several styles: there are thin fixed slits (a la Robocop), rotating camera clusters (like an old fashioned movie camera), or one main optic with smaller ones arranged in a circle around it. Needless to say, this really screws up your attractiveness stats, automatically reducing it to 1.

Sensory Extensions: These are flattened antennae and optic mounts, about a foot to two feet long. A single cyberoptic and a microphone are mounted in the tip, allowing you to hover around corners without sticking your whole body into the line of fire. Sensory "booms" are usually mounted on the head or on the upper spine.

---

Running Out of Cash?

Just about this time, you'll be starting to look over the list of cyberenhancements, and you're thinking, "I don't have the kind of Eurobucks I need to swing this new tech." At this point, you have to ask yourself: "How desperately am I? Am I really hard up enough to risk death and dismemberment just to get a lousy cyberarm?"

Sure you are.

The truly desperate turn to desperate measures. In this case, you can hire yourself out to someone who can afford to buy your cybernetics for you. Selecting any one of the following employers will cost you 10,000 Eurodollars in cybereconomics, free of charge:

Join the (Covert) Military

Become a fighter in the Cyberwar, serving your country's armed forces with distinction and honor as part of its secret elite mechanized combat forces. Cyberwarriors, you. See pain, torture and death close up, as you participate in any one of a hundred covert "policing actions" worldwide, protecting "national interests". Of course the Cybergrunts don't exist. Of course your country doesn't spend teams of heavily armed covert agents into other countries to kill and foment revolt. Of course they're not going to let you quit when you want to.

—Ripperjack

---

By the second tour, I didn't mind too much. We were makin' good time against the Sandies, and the new cyberarm paid it's way in the first two firefight. Then the recon AV went down over some little pesthole in the Nicaraguan jungle, and when I woke up again, I was legless from the hip. They gave me a choice— disability with a wheelchair, or two legs and another tour. You can see how I went...

—Ripperjack

---

The word on the Street is that the Mob is alive and hiring. Sware allegiance to one of the big time organized crime families and you'll never lack for cybertech. The only catch is, you have to do "work." For them. Bill collecting. Assassinations. Murders. Mob wars. The Families of 2020 have a long and honorable tradition that goes back into the early twentieth century: nobody ever quits the Mob. Ever.
Sell Out to a Corporation
Join a Corporation and see the world. While you're at it, they'll bankroll you for ten thousand dollars or so each
But remember, with all business deals, there's a price. In this case, you have to work for the Corporation. The jobs
you get to do are all fun, with lots of travel, new experiences, and interesting people. However, there are
some limits. You can't just do anything you want. You have to follow the rules of the Corporation. The
biggest rule is to never break the law. Failure to follow the rules can result in your being sent to prison or
worse.

Big business is fun.

The Catch
Like most “free” offers, these employment opportunities are boobytrapped in creative and dangerous ways. Each requires that you
work for an indeterminate amount of time (forever) for people you may not like. You'll have to do what they tell you, no matter how
cheery, charming, or cooperative you are. The most powerful people in the Cyberpunk future
tend to be crooked, and have a
variety of scary ways to ensure your
“cooperation.”

Hostages: To ensure your good behavior, the controlling agency is holding someone you
care about hostage. You mess up, they die—or
worse.

Blackmail: Somewhere in your past, you did
something you can’t afford to let out. It could
be as small as cheating on your taxes (with a
20-year jail term), or a murder rap. It may
even be fictional—created by your new employers
to make sure you toe the line. Are you willing
to take the chance?

Sabotage Chipware: To make sure your stay
in line, the controlling agency has buried lethal
microchips in your system. A worm, a virus,
sensors or other monitoring devices on you—just to ensure your loyalty. You can’t say or do
anything without them knowing. You can’t go anywhere without them finding you. The
worst part is, you don’t know where in your
body they’ve hidden these devices.

Command KIB: A deadly gadget that works on
the command word, you will kill whoever
you are directed to kill—without control, regret
or mercy. Your mother, your lover, your cat.
Anyone.

Company Safeguard: Another nasty sabo
tage chip. You can’t easily harm any member of
the controlling agency—to do so will cause
your assistant to die. To continue will cause
even more pain, culminating in full heart
stoppage and a screaming death.

Remote Detonator: One of the favorite corpo-
rate tricks, this is a small package of very explosive
equipment buried somewhere in your body, activated by
a remote radio signal. You don’t know where
they put it, the scanners can’t find it, and if you did
go around screwing, you’re likely to set it off (10%).
Wanna bet your life, cobbler?

Sounds fun? Remember, if you join one of
these groups, any one (or more) of these
goodies applies directly to making you
a puppet of your employers. What you are
forced to do, and what they hold over you
is up to the Referee. He doesn’t even have to
tell you. You don’t have a choice. You just
sold your soul.

Welcome to 2020, smartboy.
Savage threw himself against the wall as the first slugs slammed in. Bricks shattered around him like cheap glass as he propped the Scorpion 16 against the wall and cut loose—

**SECTION 7**

**FRIDAY NIGHT FIREFIGHT**

Friday Night Firefight (FNFF) is a weapons combat system for using modern, futuristic and archaic firearms in Cybrpunk adventures. It’s designed to cover all major elements of weapons combat in an easy to use format, allowing realistic firefight action without resorting to lots of tables and charts. FNFF also covers melee weapons, hand to hand combat and martial arts as well, all in a simple system that allow you to use strategy over firepower.

There’s a lot of vague ideas and theories about modern weapons encounters—most of them from the Hollywood Non-Empty-Jiu-Jitsu-School of Armed Combat. These misconceptions have crept on little feet into the design of many roleplaying games, leading to characters who can be repeatedly shot with large caliber handguns until they run out of “hit points” and who can fire Ingram MAC-10’s one-handed and hit with every bullet.

In other words, good, clean fun.

FNFF is not good, clean fun. Most of the data herein has been compiled from battalions reports, police data, FBI statistics and other not-clean fun sources. These sources tend to point to a simple of basic truths about firefight combat.

80% of most gunfights occur between untrained amateurs at a range of 21 feet. 40% of these raging gun battles happen within 8 feet or less! Most (60%) occur in dimly lit and difficult conditions—dark, rainy alleys, with both participants panting and out of breath, pausing momentarily to snap off a badly aimed shot at a fleeing shadow, then the gun has flat covers. This is surprisingly rare. When they do occur (assuming a large-caliber weapons involved), the victim is usually hot and out of breath, with the first shot from a combination of wound-shock and terror. A solid hit with a .44 magnum will usually splatter a real person all over New Jersey.

On the other hand, this is Cybrpunk, right? So why are we telling you all this if we don’t intend for you to go in there with guns blazing? If a large caliber handgun is truly something to be respected, who wants to lose character after character until they get the point?

Here’s where we get interfaced, gangboys. We’ve made this edition of FNFF simpler, faster and more direct, so you can concentrate on how to fight; how to win every encounter (you’ll only get to lose once). We’re going to give you all the tips we’ve learned over hundreds of our own encounters, plus hot tips from cops, combat grunts, SWATmasters and other veterans who’ve put it on the line for real.

It’s true—a firefight is dangerous. But you can handle it. That’s why you’re Cybrpunk.

**THE BASICS**

Rounds & Turn Order

Combat in FNFF is divided up into rounds, each representing 10 seconds. Every round, each player gets to do something. The order of the round is based on an initiative roll of 1d10 plus the players REF stat, with highest rolls moving first to lowest rolls moving last. Reflex boosts are added to this roll where applicable.

**INITIATIVE=** ROLL 1D10+REF. HIGH ROLL FIRST.

Example: Players A, B, and C will have REF stats of 10. A rolls a 10, B rolls a 7, and C rolls a 5. Turn order will be A, then B, then C.

Wait For Your Turn

You can elect to act later in the round, stepping into any point to act. If you have elected to wait until another player’s turn has come up, you will be able to act after they have taken their turn in the round.

Example: Turn order is player A, then B, then C. Player A decides to wait until player B has moved from cover, then take his shot. By waiting, the new turn order will be B, C, then A.

**“I had about two sects—I swung the AR15 around and put two slugs into the first guy’s chest. Then the other slug got the range and put me down cold...I’ve had better days...”**

—Nomad Santiago 2017

Party Initiative

You may want to speed up your play by designating one member of the group as the party leader and have him roll initiative for the whole group. His roll is added to REF scores of everyone in the group to determine when each member of the group will act.

The Fast Draw or Snapshot

By declaring a fast draw (aka snapshot) at the start of the round, you automatically add +3 to your initiative roll, taking a -1 penalty to hit (you’re rushing into combat instead of preparing carefully). You also may not take advantage of scope, sights or other aiming advantages. This martial arts or melee version of this technique is called the 1-2-3-4-5 jiu-jitsu or lightning strike.

**FAST DRAW= +3 TO INITIATIVE, -1 TO HIT**
ATTACK MODIFIERS

WEAPON RANGES

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
</tr>
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<tbody>
<tr>
<td>Handguns</td>
<td>50m</td>
</tr>
<tr>
<td>Automatic weapons</td>
<td>100m</td>
</tr>
<tr>
<td>Grenades</td>
<td>3m</td>
</tr>
<tr>
<td>Grenade Throwing</td>
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TO HIT NUMBERS

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<tr>
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<th>Range</th>
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<td>Close</td>
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</tr>
<tr>
<td>Medium</td>
<td>3m</td>
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<td>Long</td>
<td>5m</td>
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MODIFIERS (See also AWARENESS MODIFIERS)

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<td>Target dodging</td>
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<tr>
<td>Move Target 5+</td>
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<td>+2</td>
</tr>
<tr>
<td>Move Target 10+</td>
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<td>+3</td>
</tr>
<tr>
<td>Move Target 15+</td>
<td></td>
<td>+4</td>
</tr>
<tr>
<td>Fast dribble</td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td>Ambush</td>
<td></td>
<td>+2</td>
</tr>
<tr>
<td>Aimed shot</td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td>Blinder</td>
<td></td>
<td>+2</td>
</tr>
<tr>
<td>Target silhouetted</td>
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<td>+1</td>
</tr>
<tr>
<td>Turning to face target</td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td>Vehicle mounted</td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td>Large target</td>
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<td>+1</td>
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<tr>
<td>Small target</td>
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<td>-1</td>
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<tr>
<td>Tiny target</td>
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<tr>
<td>Aiming</td>
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<td>-1</td>
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<tr>
<td>Laser sight</td>
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<tr>
<td>Targeting scope</td>
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<tr>
<td>Telescopic sight</td>
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<tr>
<td>Three Round Burst</td>
<td></td>
<td>-3</td>
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<tr>
<td>Full Auto, Close</td>
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ARMOR SPS

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<thead>
<tr>
<th>Type of Armor</th>
<th>Points</th>
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<tr>
<td>Chain mail</td>
<td>25</td>
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<tr>
<td>Leather armor</td>
<td>10</td>
</tr>
<tr>
<td>Steel plate</td>
<td>50</td>
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<tr>
<td>Body armor</td>
<td>40</td>
</tr>
<tr>
<td>Helmet</td>
<td>20</td>
</tr>
<tr>
<td>Gloves</td>
<td>20</td>
</tr>
<tr>
<td>Boots</td>
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<tr>
<td>Shield</td>
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DRUGS & POISON

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<th>Effect</th>
<th>Damage</th>
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<td>Nullify</td>
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<tr>
<td>Paralyse</td>
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</tr>
<tr>
<td>Poison</td>
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<tr>
<td>Stun</td>
<td>20</td>
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MICROWAVE SIDE EFFECTS

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<th>Effect</th>
<th>Damage</th>
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<tr>
<td>Stun</td>
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<tr>
<td>Paralyse</td>
<td>20</td>
</tr>
<tr>
<td>Poison</td>
<td>20</td>
</tr>
<tr>
<td>Nullify</td>
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AREA EFFECT TABLE

<table>
<thead>
<tr>
<th>Type</th>
<th>Area Effect</th>
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<tbody>
<tr>
<td>Grenades</td>
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</tr>
<tr>
<td>Molotovs</td>
<td>1m</td>
</tr>
<tr>
<td>Flamethrower</td>
<td>2m</td>
</tr>
<tr>
<td>Cybernetic Mines</td>
<td>1m</td>
</tr>
<tr>
<td>Cybernetic Mines</td>
<td>2m</td>
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<tr>
<td>Cybershield</td>
<td>5m</td>
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AREA EFFECT TABLE: ADD TO DAMAGE

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<th>Grenade Type</th>
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<tr>
<td>Average</td>
<td>-1</td>
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<tr>
<td>Very Strong</td>
<td>+2</td>
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<tr>
<td>Very Strong</td>
<td>+2</td>
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<tr>
<td>Body Type 1-12</td>
<td>+10</td>
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<tr>
<td>Body Type 13-14</td>
<td>+20</td>
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</tbody>
</table>

COMMON COVER SPS

<table>
<thead>
<tr>
<th>Spouse</th>
<th>Points</th>
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</thead>
<tbody>
<tr>
<td>Body armor</td>
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<td>Helmet</td>
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<td>Gloves</td>
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</tr>
<tr>
<td>Boots</td>
<td>15</td>
</tr>
<tr>
<td>Shield</td>
<td>50</td>
</tr>
</tbody>
</table>

ATTACK MODIFIERS

AWARENESS OPTIONS

One way to make Awareness rolls a real surprise is to have your players make an Awareness roll before the game even begins. Then, when the players discover the results of their roll, the GM can give them the actual numbers. This can add a new layer of strategy and tactics to the game. When an Awareness roll is required, the players get to choose their sex or alien race, the level in the game, and the number of dice they want to use. The GM will then give them the actual numbers for the roll. This can add a new layer of strategy and tactics to the game.

Example: Ripperjack is in bed with his long-time roommate, Thugan. He knows Thugan has a higher INT than he does, so he elects to make an INT roll to see if he can successfully sneak out of the room before Thugan wakes up. Ripperjack rolls a 5 and Thugan rolls a 10. Thugan wins the roll and is able to catch Ripperjack in the act.

Actions

During your part of the round, you may perform one action without penalty. This includes:

- Move up to your full Movement (15 in your Movement Allowance in meters) per round.
- Attack up to your weapon’s most mun. Rate of Fire (500), or make a melee attack.
- Dodge (making yourself harder to hit. Melee attacks only.)
- Fire (firing damage onto something else.)
- Escape a hold or trap.
- Aim (gaining +1 to hit for every consecutive turn of aiming up to 3 rounds.)
- Reload or change weapons.
- Mount or dismount from a vehicle.
- Repair or give Medical Aid.
- Perform your non-combat task.

More Than One Action

You may perform more than one action at a -3 penalty to each successive action.

Two Weapon Attacks

Two weapon attacks can be made at a -3 penalty on both weapons used.

Ambushes & Backstabs

Sometimes, the best way to deal with a very powerful opponent is to drop him from behind; in short, setting an ambush. Ambushes offer a +3 to hit advantage. You may ambush or backstab by announcing your intent to expect him to hide or lie in ambush for a target. You can elect to set up an ambush any time:

a) The opponent is unaware of your location and your intention to attack. This can be accomplished by setting up a hiding place ahead of time or taking advantage of a mele to get under cover and waiting for a shot. A victim of an ambush must make an Awareness roll, greater than his Stealth Skills +10/110, or you have automatically succeeded.

b) The opponent’s attention is on another situation, such as another attack or a task requiring great concentration. This can be accomplished by creating a distraction for your opponent, or by sneaking up on him while he is in combat with another combatant.

AMBUSH=4-5 TO ATTACK FOR 1 ROUND

An ambush doesn’t mean you act first—it just means you have an advantage attack. Initiative for the round is made as usual, and the ambushing character can spring the trap on his part of the round or can wait to see what develops before making his attack. Until the attack is made, his opponent may not attack him, because he doesn’t know he’s in danger. An ambush may only be used for one attack; another ambush must be set up before the bonus can be employed again.

Example: Ripperjack decides to set up an ambush in a dark alley of the City. He rolls his Stealth Skills +10/110 for a total of 18. Alighting, he scans Horgan, his mortal enemies.

At the start of the combat round, initiative is left to Scarr, Ripperjack and Horgan. As they enter the trap, both Scarr and Horgan make Awareness Rolls. Scarr’s roll is 20; Horgan’s roll is 20. "It’s a trap!" yells Horgan, but too late; Scarr didn’t know what was coming and couldn’t declare an attack or defense. Ripperjack pegs him with a shot from his H&K Hellfire, using the +3 Ambush bonus. He won’t get the bonus on Horgan, because the blond giant...
MARTIAL ARTS FORMS & SPECIALIZATION BONUSES

<table>
<thead>
<tr>
<th>Style and Difficulty</th>
<th>Strike</th>
<th>Kick</th>
<th>Black Dodge</th>
<th>Tackle</th>
<th>Hold</th>
<th>Escape</th>
<th>Choke</th>
<th>Sweep</th>
<th>Grapple</th>
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<tbody>
<tr>
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<td>+3</td>
<td>+2</td>
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<td>+2</td>
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<td>+3</td>
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<td>+1</td>
<td>-</td>
<td>+2</td>
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<td>+3</td>
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<td>+1</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>Capoeira (3)</td>
<td></td>
<td>-</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

made his Awareness roll and spotted him. His second shot misses, and Morgan throws himself down behind a wrecked car and opens up with his 20mm autocannon. Savage fizzes down the alleyway to set up another trap.

Line of Sight and Facing
Whenever you are facing your target and have a clear path between you, you can attack. You can clearly see anything forward of your shoulders. Illustrations of clear paths and facings are on pg. 107.

Damage
Damage in combat is determined by rolling groups of six-sided dice. If a rule says, "roll 20D6," for example, you would roll two six-sided dice, total the results, and apply the total to the target you are attacking. If the rule says "roll 1D6+1," you would roll one die and add 1 to the total. So much for creating damage. Let's take a step-by-step look at how to apply it.

HIT Location
The first step in applying damage is to figure out where to apply it. Most combat attacks are just barely aimed; you're looking for an opening, your opponent slips up, and you take it. This means that unless you attempt to aim your shot at a specific location (and take the -4 penalty for this), you will have to determine where you hit on a random basis.

The Location section of your Hardcopy Form is designed for this; it lists all body areas with a value from 1 to 10 written underneath. When your character is hit, roll 1D10 and compare the number to the roll to determine where he has been hit.

Use some common sense with this rule; for example, if a character is standing behind a low wall, a roll of 7-8 (RLeg) is pretty silly. Ignore it and re-roll.

Armor
Armor is what stops targets from taking the damage you just inflicted. The Armor SP section is directly under the Location section on the Hardcopy. Write the Armor Stopping Power (SP) value for each body area in the space corresponding to that body area.

Stopping power (SP) refers to the ability of armor to stop damage. Each type of armor has its own Stopping Power. When the armor is struck by a round, the armor's SP is subtracted from the total amount of damage done by the hit. The remaining damage is then applied to the target area.

Example: Ripperjock is wearing a Kevar jacket with an SP of 18. A. 5.56 round strikes him in the chest, causing 14 points of damage. The armor's higher SP subtracts the damage. The next shot does 22 points of damage. The armor reduces this by 18 points. Only 4 points get through to cause Ripperjock harm.

Hard and Soft Armors
Body armors are divided up by whether or not the majority of their protection is based on rigid metals/ceramics/composites, or on softer, more flexible ballistic fabrics. This is done for layering purposes and for some weapon damage effects. The table below is arranged with heaviest protection at the top, lightest at bottom.

**HARD/SOFT ARMOR TABLE**

<table>
<thead>
<tr>
<th>HARD ARMORS</th>
<th>SOFT ARMORS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Metal Gear</td>
<td>Heavy Armor</td>
</tr>
<tr>
<td>Police riot</td>
<td>Med. Armor</td>
</tr>
<tr>
<td>Dogman's vest</td>
<td>Police patrol</td>
</tr>
<tr>
<td>Steel helmet</td>
<td>R-8A Jacket</td>
</tr>
<tr>
<td>Flask/pants</td>
<td>Rip-A Jacket</td>
</tr>
<tr>
<td>Ballistic nylon</td>
<td>Black motorcycle</td>
</tr>
<tr>
<td>Vest</td>
<td>Armor padding</td>
</tr>
<tr>
<td>Corp</td>
<td>SkinGrip armor padding</td>
</tr>
</tbody>
</table>

**Ripperjock's Personal Armor**

<table>
<thead>
<tr>
<th>Location</th>
<th>Armor SP</th>
</tr>
</thead>
<tbody>
<tr>
<td>胸 (Torso)</td>
<td>18</td>
</tr>
<tr>
<td>首 (Head)</td>
<td>18</td>
</tr>
<tr>
<td>上肢 (Upper Limbs)</td>
<td>18</td>
</tr>
<tr>
<td>下肢 (Lower Limbs)</td>
<td>18</td>
</tr>
</tbody>
</table>

Layering Armor: "What a concept", you think, shrugging into a bulletproof T-shirt, bulletproof vest and a Kevar armor jacket. Theoretically, one should be able to layer protection upon itself until he becomes invulnerable.

Wrongo. First of all, let's look at reality. If the average cop could stack layers of armor on himself before tackling a domestic disturbance call, you bet he'd do it. But he doesn't, because it just isn't practical. Here's why:

When you layer flack jackets, you aren't invulnerable; you're just immobile. While modern armor isn't as heavy as old-fashioned armor plate, it's veryencumbrance from the movement angle. Straps, buckles, padding and stiff plastic add up to restrict arm movement, chill the torso, and weigh down the legs. Pillsbury-doughboy padded armors don't lift guns very well, and wetsuit clad legs aren't much for bending, climbing and running.

For this reason, every armor type in FNHF has an encumbrance value (EV). When wearing body armor, add up the total of EV's listed in the Armor Table, and subtract this from your character's REFLEX stat. Even if you're cybered up, a lot of armor is gonna cost you.

New Armor Rules:

These new rules (previously published in CP 2020 Errata sheets) have been added to clarify the armor question and deal with a recurring problem.

New Rule 1: Maximum Armor
Now, in addition to Encumbrance Values, only a maximum of 3 layers of Armor can be worn at any one time. No more than one of these layers can be Hard Armor (see Hard/Soft Armor Table). The 2nd layer has an extra EV penalty of +1, the 3rd layer, an additional penalty of +2. Subdermal Armor and Bodyplating cyberware options are considered to be armor layers; Slowness is considered a layer, but receives no penalty.

New Rule 2: Proportional Armor
When layering armor, or wearing armor behind an obstacle or cover, subtract the difference from the smaller SP from the larger one. Find the difference on the table below and read across to the other columns. This is the bonus number you add to the larger SP to determine overall protection from the armor rear, armor or cover combination. If you have three or more layers of protection, calculate in pairs from the inside out. (example: For armor A, B, C, you compare A and B; determine the bonus number, and then compare the new strengths of the larger pair to armor C.)
VIEW FROM THE EDGE

FRIDAY NIGHT FIREFIGHT

Use Cover

You don't have to lug around an armor jacket with you—just the best armor is the one you can find around you. Cover allows you to move from place to place, letting something else soak up the gunfire.

COMMON COVER SPS

- Sheet Rock Wall
- Stone Wall
- Large Tree, Phone pole
- Brick wall
- Concrete Block Wall
- Wood door
- Heavy Wood Door
- Steel Door
- Concrete Utility Pole
- Car body, door
- Armored Car Body
- AV-4 Body
- Engine Block
- Mailbox
- Hydrant
- Curb

The Body Type Modifier

The next step after Armor is to apply your character's Body Type Modifier to the damage. This is a special bonus which reduces the effects of damage, reflecting the stamina and general toughness of the character. Each time your character takes damage, subtract your Body Type Modifier from the total amount of damage before applying it to your character.

BODY TYPE MODIFIER

- Very Weak
- Weak
- Average
- Strong
- Very Strong
- Superhuman

PROPORTIONAL ARMOR TABLE

<table>
<thead>
<tr>
<th>Location</th>
<th>Armor SP</th>
<th>Location</th>
<th>Armor SP</th>
<th>Location</th>
<th>Armor SP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head</td>
<td>1</td>
<td>Thighs</td>
<td>5</td>
<td>Forearms</td>
<td>7</td>
</tr>
<tr>
<td>Torso</td>
<td>2</td>
<td>Left Arm</td>
<td>6</td>
<td>Legs</td>
<td>9</td>
</tr>
<tr>
<td>R.Arm</td>
<td>4</td>
<td>L.Arm</td>
<td>6</td>
<td>L.Eye</td>
<td>9</td>
</tr>
<tr>
<td>L.Eye</td>
<td>7</td>
<td>R.Eye</td>
<td>8</td>
<td>R.Eye</td>
<td>9</td>
</tr>
</tbody>
</table>

Armor Piercing Rounds

There's another reason why armor isn't the universal cure for flying lead, and it's called Armor Piercing (AP) rounds. These are bullets designed to deliver their full impact to a single point, instead of mushrooming out like a normal bullet. They don't dent as much damage as a standard lead or hollow point round (1/2 normal damage), but they cut through armor like a hot knife through cheese. As a result, whenever AP rounds are encountered, armor will have one half its total SP value.

For example, say a 0.56 AP round causes 30 points of damage. It hits SP 10 armor, which reduces it by 5 (10-5=5). The remaining 25 points are further reduced to 12 (25-12=12, rounded down to 12), based on an AP round's lower damage capacity.

The same is true of knives, swords and other edged weapons. Note that armor marked with a check (✓) on the Armor Rating are at half SP effectiveness against edged weapons.

Staged Penetration: Armor doesn't just keep absorbing damage indefinitely. One option is to use the concept of Staged Penetration. Each time the armor is struck by a penetrating attack (i.e., an attack that actually exceeds the armor's SP), its SP is reduced by 1 point. When the SP reaches 0, the armor will no longer stop damage.

The A. Swenson Memorial Nc Shove Off Damage Like An Old Overcoat Rule: Occa-
sionally, you'll encounter a situation where the combination of armor and Body Type Modifier will seem to reduce the damage done to zero or less. A Body Type Modifi-

DO UNTO OTHERS, BUT COVER YOUR BUTT

Remember that cover doesn't always mean automatic safety. If you're in a closet behind a wall and you have a rifle, go ahead and shoot through the door; the perennial 'bad thing won't stop if you're at a dead zone'.

If it's behind a car door, so much the better. It takes an AP bullet to stop a serious bullet. If you think he's hiding behind the door of the apartment you're about to enter, make an Awareness check to see what side he's on, then shoot through that sheet rock wall.

When you're on the street, make sure you know not only where you are, but its general SP value. If the hit team comes down on you, make sure you have a Data Term to dodge behind—they make those things tough enough to stand an automobile crash. And if there's no cover available, try lying in the gutter; cars work great if they're high enough.

Also, check your lines of sight. Cover doesn't help much if the guy shooting at you is higher than you. And don't neglect the power of suppressive fire as cover; sure, you probably won't hit at a long range, but the chance that you might will make him keep his head down.

Pay attention to this, punkies. The graveyard is full of real people who didn't...
A successful stabilization is made by adding your TECH stat, any Medical Skill and one D10 for a result equal to or higher than the total number of damage points the patient has taken. For example, Ripperjock has taken 20 points of damage, placing him in a Mortal 1 Wound State. To stabilize him, you will require a roll of 20 or greater. Once stabilized, the character is no longer in danger of dying unless another wound is taken. At this point, the whole messly business begins again...

The chances of a successful stabilization roll can be increased by the following modifiers, added to your die roll.

- Advantage: Add to die roll.
- Full Hospital & Surgery: +5
- Trauma Team Ambulance: +3
- Life Suspension Tank: +3

Assuming you make your stabilization rolls, you're going to survive to fight again. If you fail, no problem, that's why we have Body banks. Either way, learn more about healing or spare parts brokering, check out the Trauma Team section, pages 114 to 125.

Making Attacks

This section covers the basics of how to make attacks. There are two parts to this section: RANGED WEAPON COMBAT and MELEE COMBAT.

Ranged Weapons

Ranged weapons are anything that is shot or thrown over a distance at the target. To make a ranged weapon attack (guns, bows, thrown objects, etc.) you must roll a combination of your:

<table>
<thead>
<tr>
<th>REF STAT</th>
<th>WEAPON SKILLS</th>
<th>1D10</th>
</tr>
</thead>
</table>

equal to or greater than a specific hit number. The hit number is determined by the range between you and your target.

Aiming

One way to improve your chance to hit is to aim. Each turn of aiming adds +1 to your attack, up to three rounds. Aiming assumes steady position, no movement, and a clear chance to track your target.

Critical Success

On a natural roll of 10, you have had a critical success. Roll an additional D10 and add it to your original roll.

Fumbles

On a natural die roll of 1, you have fumbled. You must roll an additional D10 and check the result against the Fumble Table (pg. 45) to see what happens.

Fumbles can encompass a wide variety of effects. Most weapon fumbles include jamming or misfires.

Automatic weapons have the highest chance of fumbling, and will jam based on...
**VIEW FROM THE EDGE**

**FRIDAY NIGHT FIREIGHT**

**VIEW FROM THE EDGE**

**FRIDAY NIGHT FIREIGHT**

---

**It's not just having an automatic weapon that makes you a hard case. It's knowing how to use that weapon effectively. A good combat gunner can deny an area, rake a group, or put a single round dead on target. And never run out the ammo doing it.**

—Morgan Blackhand

---

**RELIABILITY TABLE**

<table>
<thead>
<tr>
<th>Reliability</th>
<th>Shots on</th>
<th>1 or lower</th>
<th>5 or lower</th>
<th>8 or lower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Reliable</td>
<td>1/4</td>
<td>1/5</td>
<td>1/8</td>
<td></td>
</tr>
<tr>
<td>Reliable</td>
<td>1/4</td>
<td>1/5</td>
<td>1/8</td>
<td></td>
</tr>
<tr>
<td>Standard</td>
<td>1/4</td>
<td>1/5</td>
<td>1/8</td>
<td></td>
</tr>
<tr>
<td>Unreliable</td>
<td>1/4</td>
<td>1/5</td>
<td>1/8</td>
<td></td>
</tr>
</tbody>
</table>

---

**FULL AUTO RULES**

**At Close Range:**

For every 10 rounds fired at close range, add 1 to your Attack Total.

**At Medium, Long and Extreme Ranges:**

For every 10 rounds fired at medium, long, and extreme ranges, subtract 1 from your Attack Total.

---

**NUMBER OF HITS = 4 POINTS THIN THEIR NUMBER**

**Suppressive Fire**

Suppressive fire is used to force an opponent to keep his head down or risk taking a slug. Each form has its own advantages and disadvantages in combat, and the smart street warrior knows when to use the right technique for the right job.

---

**3 ROUND BURST = +3, CLOSE & MEDIUM ONLY**

Full Auto

This attack is best used to cover a wide range of targets or to make sure a single target is dead, dead, dead. A weapon on full auto is a bucking bronco; hard to hold on a target more than a few meters away.

---

**LINE OF SIGHT**

---

**DRUG & POISON EFFECTS**

**Type| Effect| Damage**
---|---|---
Halucinogen | Confusion | 4 INT
Nausea Drugs | Illness | 4 REF
Sleep Drugs | Sleep | None
Biotoxin I | Death | 4D6
Biotoxin II | Death | 8D6
Nerve toxin/gas | Death | 8D10

---

Acid: Acid causes 1D6 in acid damage per pellet. Although armor will stop this, the acid will eat away at the armor, reducing its SP by 1D6 per round, for a total of 3 rounds.

Example: Ripperjack hits armor SP 15 with two pellets. He rolls 2D6 for a total of 7 points of damage. The first turn, the armor's SP is reduced to 8. The next turn, it's reduced to 6. The next turn, 6 points get through the armor and sear into the target’s skin.

---

**Tasers**

Tasers require the victim to make a save against stun (see Soves, pg. 104). The save number is reduced by -2 for every successive shot in a three-turn time period. Taser can be recharged from wall current, taking 1 hour to reach full charge.
**Dart and Needleguns**

Dartguns can be loaded with poison or darts. Each hits for 1D6-2, plus its effective damage damage (darts or poison used, see Airguns above).

**Power Squirtguns**

Power squirtguns can be loaded with close combat weapons. Effect area varies with Airguns (above), with each extra 'squirt' equal to 2 feet.

**Bows, Crossbows, Spears & Throwing Stars**

Although they are not common, bows, crossbows, spears and throwing stars are available in the 2000s. These weapons are either thrown (using the character's Throwing Skill) or shot from a bow or a crossbow. All non-electro throw weapons have a range equal to the arrow's BOWD in meters.

**Beam Weapons**

Beam Weapons include lasers and microwaves. Powerful beam weapons are extremely rare in the Cyberpunk universe. They are available in the 2000s and even then only from major corporations and governments.

**Lasers**

Lasers have a rechargeable powerpack, holding a total of 10 six-sided dice of damage. You can use as little as 1D6 or as much as 5D6 in a single shot, you have used all 10 dice. Lasers recharge from wall current at a rate of 1D6 per hour.

**Example:** Ripperjack has recently captured a laser from an Arakasi guard. He has 1D6 to work with. He could choose power up to 5D6 if he could recharge. At this rate, he'll have new power before it's vitamin time.

**Microwavers**

Microwavers are fired like any other ranged weapon, delivering 1D6 in burn damage. In addition, any target within 1 meter of the path of the beam will roll 1D6 on the microwaver side effects table to determine if there are any electrical side effects on exposed cyberwear. Shielded cyberwear is not affected by electrical side effects.

Microwavers recharge from a wall socket, taking one hour to reach a usable charge.

**Microwaver Side Effects**

1. Cybernetic short for 1D6 turns
2. Neutal gas push. If character hits with face plugs, reflex boosts, or other enhancement, REFL stat reduced by 1D6/2 until repaired.
3. Cybernetic short for 1D6 turns
4. Cybernetic short for 1D6 turns.
5. Total Neural breakdown! Character reduced to twitching, epileptic fits for 1D6/3 turns.
6. No Effect.

**Area Effect Weapons**

Area Effect weapons are fired just like any other range weapon. However, they can be capable of covering more than one target all at once with a cloud of pellets, flame, explosive force or gas. Area effect weapons include shotguns, grenades, explosions, flamethrowers, missiles & rockets, mines and rocket powered grenades (RPGs).

**Attacks**

Attacks are made as with other ranged weapons, with the center of the area effect falling on the designated target, and anything within the area of effect taking damage as well. If the target is missed, the true center of the attack must be determined. When calculating where a grenade or other area weapon has hit, roll 1D10 to determine the direction on the Grenade Table, then roll a second D10 to see how many meters away it hit.

**Shotguns**

Shotguns fire a cloud of small metal pellets called a "pattern." The width of the pattern is based on the distance between the attacker and the defender. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. Note: If something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire.

**Autoshotguns**

One of the nastiest house to house weapons is the autoshotgun. In combat, you may make as many attacks as your weapon's rate of fire on Full Auto. All shots must be within 1 meter of each other. Each attack has a -2 penalty for every additional shot past the first. However, when this means you can put five two-meter clouds of lead all over an area, a -4 or -6 penalty is a small price to pay. Autoshotguns are slow, bulky and have lousy range, but they're heavy on wheels when it comes to house to house, short range combat.

**Example:** Ripperjack opens up his shotgun on two boosters of medium range (pattern width 2m). He hits the first booster dead on. However, the second booster is within 1 meter of the first—the pattern overlaps him as well. Both take damage.

**New Rule:** The Armor-Piercing Effects of Shotgun Slugs

These projectiles have normal AP ability vs. all armor. Damage that penetrates Hard armor is not halved. Damage that penetrates Soft armor is halved as normal. This represents the concussive effects of mass and impact of lined/slabbed slugs.

- 10ga. slugs: 5D6+3
- 12ga. slugs: 4D6+4
- 20ga. slugs: 3D6+1

**Grenades**

Grenades come in fragmentation, inc...
DO Unto Others, Then Loot the Bodies

Get a team in hot pursuit. Here's a trick: Before you go into the sharp and stealthy team, set up a fake claymore along your route. Put it under some trash or a bush, and mark the line with a cam or something. When you make your retreat, pull the trigger on the claymore and set the line on fire. This will mark your trail with the line.

Boom

Another trick: From the School of Low-Blow and Assassin tricks. Get a standard situation! You can't get them to come out, and you can't get them to come out. Distract them while your men go to all the doors and windows and set up Improvised claymores. Then, pull away.

Eventually, they'll have to come out.

Boom

Here's a tip: Turn of stalking that heavy hitter on the Streetfind and shoot where they sleep. Put a man under the menacing (gentle), then make sure, into your one to the end of the body springs. He either starts or, as hell, step the meat hooks back to check town.

Too Late. Boom.

The cyberweapon net requires the Heavy Weapons Skill. When firing missiles and rockets, treat them as rifle-fired grenades with longer ranges and larger areas of effect. Damage varies.

Note for Rockets and Missiles: Missiles and rockets have a Armor-Piercing head, and the armor's SP is halved, but the damage that penetrates is not.

Explosives

Explosives vary from grenades in that the more you use, the bigger the blast area. Explosive amounts are defined as units: one unit of TNT would equal one stick; one unit of plastic would be one ounce, etc.

**EXPLOSIVE RANGES**

<table>
<thead>
<tr>
<th>Explosive</th>
<th>Unit</th>
<th>Area Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasquet</td>
<td>1kg</td>
<td>4m 7D10</td>
</tr>
<tr>
<td>CS</td>
<td>1kg</td>
<td>5m 8D10</td>
</tr>
<tr>
<td>TNT</td>
<td>1 stick</td>
<td>3m 4D10</td>
</tr>
</tbody>
</table>

Take the area covered by one unit of explosives and multiply by the total number of units. Damage is applied to the overall body, rather than to a location.

Example: Ripperjack kucks four sticks of TNT together and tosses them into an abandoned building 10 meters away. One stick has a blast area of 4 meters, and the other has 5 meters. Ripperjack is caught in his own explosion and takes big damage. Bad move, Jack.

Motolov Cocktails

Motolov cocktails are the favorite of Podbeaters and terrorists with a lot of gas and a lot of gas. A motolov covers 2 meters for every liter of fuel used. (A standard soft drink bottle would cover 2 meters). (DAMAGE) is applied to the overall body, rather than to a location.

Molee Attacks

Molee attacks include clubs, knives, swords, axes, chainsaws, sledgers, and other non-missile, non-rocket weapons such as monomolecular chains, cyberbeasts, battle-gogles, rippers, scratchers, plastic arts, etc., to hand to hand attacks and brawling.

Molee attacks differ from ranged attacks in that you are opposing a person, instead of a target. To make a molee attack, the formula is:

**ATTACKER REF- SKILL+1D10**

**VERSUS DEFENDER'S REF+SKILL+1D10**

Martial Arts & Brawling

Brawling and Martial Arts attacks are delivered from other melee attacks in that an attack can be made in a number of ways. You could, as an attack, use:

- **Strike**: Cause 1D6+2 Damage Modifer.
- **Kick**: Cause 1D6+Damage Modifer.
- **Block/Parry**: Stop or absorb damage.
- **Dodger**: -2 to Attacker's hit roll.
- **Disarm**: On successful roll, knock or move weapon from opponent's hand.
- **Throw**: Requires a Grapple first. Opponent knocked to ground, taking 1D6+Damage Modifer, plus making a 1D6 roll at -2.
- **Hold**: A painful joint or body hold. Opponent can escape.
- **Escape**: On successful roll, you are free of the hold and may move.
- **Cheek**: Requires hold or grapple as the previous move. Opponent takes 1D6 damage per turn.
- **Swep:** Trips opponent to ground. If 1-2 to land his attack, you gain +2 to your next attack.
- **Grapple**: A grabbing or holding move, prerequisite to apply a throw, choke or hold as the next action.

Martial Arts: Martial Arts are traditional forms of molee combat that have been developed to be deadly and regular brawling. All martial arts techniques have key attack—attacks which reflect the particular strengths of the technique. When a key attack is used, such as a karate kick, the character gains an +2 to +4 attack bonus (depending on the style of martial art).

For example, Korate would have the following moves:

- **Universal Kick**
- **Powerful Punch**
- **Frontal Braid**
- **Side.Slice**
- **Death Stomp**
- **Crane Kick**
- **Goddess Kick**
- **Centipede Kick**
- **Tiger Strike**
- **Sword of Heaven**

M. Blackhand
A Karate Master would be able to do any other type of move, but would be better at these three.

A Master of the Ufuf would know:

Strike ................................ 2
Block/Parry .......................... 2
Kick .................................. 2
Throw ................................ 2
Dodge ................................ 2

making him far more versatile than our Karate Master.

Of course, it would far more difficult to learn from a Master than from a Karate Master; this is reflected in the difficulty level of the form. The number of improvement points normally required to increase your level of skill is multiplied by the difficulty level to show this. A full list of martial arts, difficulty levels and key attacks is on pg. 100.

Damage: In addition, martial arts are far more deadly than regular brawling. When using martial arts, you will gain a damage bonus equal to your current level of martial arts in addition to any strength bonuses.

Dodge
Defenders can try to dodge melee attacks by announcing their intention to dodge at the start of the turn. This will impose a -2 attack penalty to any attacks made against them; however, any other actions the defender makes will have a corresponding -3 penalty for each successive action.

Dodge = 2 to attacker roll, + 3 to defender's other actions

Parry
Defenders may also elect to parry melee attacks by announcing their intention to parry at the start of the turn. Any attacks made during the turn must expend their damage against the parrying object first. Swords and other bladed weapons can be used to parry without taking damage, but must make a save (9 or lower on 1D10 for normal weapons) to avoid breaking. Any other actions the defender makes will have a corresponding -3 penalty for each successive action.

PARRY = stops the attack at -3 to defenders other actions

Melee Damage
When making melee attacks with weapons, the damage is listed as part of the weapons description.

When making a melee attack, you must also add a damage modifier based on your character's body type to any damage. This damage modifier is listed in the Damage Modifier Table below.

DAMAGE MODIFIERS
Strength: Very Weak +2
Weak -1
Average 0
Strong +1
Very Strong +2
Body Type 11-12 +3
Body Type 13-14 +4
Body Type 15+ +5

Monoknives, Monokatanas and Slice & Dice
Monoknives, monokatanas and slice & dice do double damage on a natural attack roll of 10. These weapons will always break on a fumble (a natural 1), and require a special roll to determine if they shatter when used to parry (4 or less on 1D10). Unless otherwise noted in the weapon's description, all mono-edge weapons are at 1/3xSP vs. soft armor, 2x3xSP vs. hard armor.

Cyberbeasts
"Cyberbeast" is the popular term used to describe any cybernetically controlled weapon that is shaped like a body and has the capacity to attack on its own. Cyberbeasts may make one attack per turn. They have a total attack skill of 10 x 1D10; in all other aspects, they attack as characters would. The most common type of cyberbeast is the cybersnake, which cause 1D6 damage per attack.

Vehicle Combat
Vehicle combat is performed exactly as with other combat, applying all appropriate modifiers, and using the Weapon Skills appropriate for the type of weapon. Shots are not targeted and there are no location for damage. Vehicles are usually armed with lasers, missiles, machine guns and machine guns, and may receive bonuses for turret mounted weapons.

Vehicle Damage
Vehicles have both SP values and Structural Damage Points (SDP). Damaged, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP.

When a vehicle is reduced to 0 SDP, it is considered to be destroyed or irreparable. In this simplified system, there are no locations for damage—all points are subtracted directly from the vehicle's SDP.

Crashing & Ramming
Crash and ram damage is determined by dividing the speed of the moving vehicle by 20 (round down), to determine the number of six-sided dice thrown. This value is multiplied by a modifier based on the mass of the object collided with, listed in the Weight Modifier Table below. The vehicle takes this many dice in damage to its SDP, while all occupants take one-half of this die amount.

WEIGHT MODIFIER TABLE

<table>
<thead>
<tr>
<th>Size</th>
<th>Multiplier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very light (small box, feathers)</td>
<td>0.5</td>
</tr>
<tr>
<td>Light (man, large box)</td>
<td>1</td>
</tr>
<tr>
<td>Medium (motorcycle)</td>
<td>2</td>
</tr>
<tr>
<td>Heavy (car)</td>
<td>3</td>
</tr>
<tr>
<td>Very Heavy (truck, ground)</td>
<td>4</td>
</tr>
</tbody>
</table>

Vehicles in FNFF
Vehicles involve two elements. The first is control of the vehicle; the second is attacks and damage. Although a more realistic system is included in Job of Fortune, this simple system will work for most cases.

a) Making a Control Roll: To control a vehicle you must roll a combination of your REF + DRIVING/PILOTING SKILL + 1D10 + MODIFIERS

CONTROLLING SIZE

<table>
<thead>
<tr>
<th>Size</th>
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</tr>
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<tbody>
<tr>
<td>Small</td>
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<td>Medium</td>
<td>3-4</td>
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<td>Large</td>
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b) Making a Roll: To control a vehicle you must roll a combination of your REF + DRIVING/PILOTING SKILL + 1D10 + MODIFIERS

CONTROL MODIFIERS

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</tr>
<tr>
<td>Large</td>
<td>5-6</td>
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</table>

On a failed roll, roll 1D6 and consult the Control Loss Table below.

CONTROL LOSS TABLE

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Skid or slew; no other result.</td>
</tr>
<tr>
<td>3-4</td>
<td>Major skid; slide 1D10x10 feet sideways in direction of travel. Aircraft stalls, losing 1D10x50 feet of altitude.</td>
</tr>
<tr>
<td>5-6</td>
<td>Roll; grounded vehicle after skidding 1D10x10 feet sideways in direction of travel; take 5D6 damage. Aircraft goes into spin, lose 1D10x100 feet of altitude.</td>
</tr>
</tbody>
</table>

When a vehicle is reduced to 0 SP, it is considered to be destroyed or irreparable. In this simplified system, there are no locations for damage—all points are subtracted directly from the vehicle's SDP.

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<td>4</td>
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</table>
Face it; you don't need to know a lot about the medical technology of the 21st Century. You need to know what to do when you're bleeding to death in a dark alley somewhere.

**Death**

Whenever a character's Wound State drops to MORTAL, he has a pretty good chance of dying. But when in Cyberpunk, each time you are at a MORTAL wound state, you must make a Death Save to avoid dying. To make the Save, roll a 1010 value lower than your character's Body Type, subtracting the level of Mortality from your base chance to save. Each turn, you must make another death save to see if the character makes it through another turn. On a successful roll, you make it; on a failed roll, you will die at the end of the turn in which the roll was made.

For example, say Savage has a Body Type of 10 (Very Strong) and takes a MORTAL 4 wound. He must roll lower than (10-4)x6 to stay alive. The first turn he rolls a 5. Whew. The next turn, he rolls a 7 and expires. Immediately, his mates start fighting over who gets his boots.

Get the point? Sooner or later, you'll fail a roll and die. The only way out is stabilization.

Stabilization means the patient is no longer losing blood and that his major damage has been contained through use of drugs, battlefield surgery, and/or wound dressing. A stabilized character will no longer be required to make Death saves each turn. Anyone (except the patient himself) can attempt to stabilize a mortally wounded character; it just works better if the physician has had some medical training. A lot better.
A successful stat call is made by rolling a total of your TECH stat, any Medical Skill and one D10 for a result equal to or higher than the total number of damage points the patient has taken. Every 8 turns, the character can check the condition of the patient. To do this, roll D10. On a successful roll of 1 to 8 the patient is in a stable condition. On a roll of 9 or 10 the patient is in a critical condition and will die if not treated immediately.

To treat a patient, roll D10. On a roll of 1 to 5, the patient is treated with first aid. On a roll of 6 to 8, the patient is treated with second aid. On a roll of 9 or 10, the patient is treated with a major procedure. The number of points of damage the patient has taken is subtracted from the patient's health points. First aid reduces the damage by 1 point, second aid reduces the damage by 2 points, and major procedures reduce the damage by 5 points. If the patient is still alive, roll D10 again. On a roll of 1 to 3, the patient is in a stable condition and will recover. On a roll of 4 to 8, the patient is in a critical condition and will die if not treated immediately. On a roll of 9 or 10, the patient is in a death state. The player can choose to attempt a resurrection attempt or to declare the patient dead.

Very Important:

When you are in a critical condition, your Health stat is reduced by 1 point each turn. If your Health stat reaches 0, you will die.

Healing Rates:

<table>
<thead>
<tr>
<th>Treatment</th>
<th>Pts./day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full Hospital &amp; Surgery</td>
<td>5</td>
</tr>
<tr>
<td>Trauma Team Ambulance</td>
<td>3</td>
</tr>
<tr>
<td>Cryo Tank</td>
<td>3</td>
</tr>
</tbody>
</table>

Advantage:

Add to next full day.

Death State:

But let's say your rippers had a medical tech skill of 2.

We can do some pretty amazing things these days. We can grow skin, bones, organs, limbs and muscle tissue in a collagen-scaffold tissue tank. Other parts, like toes, fingers, eyes and internal organs can also be purchased from the local Body Bank and grafted on with advanced microsurgery. What we can't do is regrow souls.

Once you're dead, you're dead.

Let's amend that: Once you're DEAD 10, you're dead. Because twenty-first century medicine is so good at reviving the clinically dead, Trauma Team Inc. (the world's largest paramedical service, with offices worldwide), has established ten levels of death. Each succeeding level means more difficult to be revived the patient. This measuring system is called Death State. For every minute (six turns) that you are clinically dead, your death state increases by two levels. Example: I am killed at 9:00. Three minutes pass before the Trauma Team AV-4 arrives. I am now at Death State 6.

This is of critical importance to the dead cyberpunk character. When the Trauma Team arrives, a roll must be made to determine if the patient can be revived. This roll, on D10, must be higher than the current Death State of the patient. A successful roll of 51/2 or higher means the patient can be revived.

In order to recover from stapping, characters must make some type of medical skill check. Otherwise, the patient continues to lose health points each day and stop living at the rate of 1 point for each 100 points of damage. If the patient is in a Death State, the player must make a roll on D10. If the roll is successful, no points until a successful roll has been made. However, a second attempt must be made once per day until a successful roll is made.

Speed Healing Drugs:

Drugs can be used to speed the healing rate by 1 additional point per day. Expensive and often prescribed, these drugs have a severe side effect of reducing the patient's HP to 10/100 for a week after use. Speed healing costs $1,650 per treatment.

Nanotechnology and Tailored Antibiotics:

Nanotechnology involves the use of miniaturized, pseudo-organic machines to perform minute surgical tasks. These tiny tools can be programmed to repair damaged cells with molecule-sized polymer threads, or to act as temporary bridges between mutilated nerve endings.

Combined with tailored antibodies, nanotech devices can speed healing to twice the normal rate (patients recover 1 point per day in addition to normal healing). A Light wound would heal in 8 days. A Critical wound would heal in 16 days. Only one check need be made. You may (within reason and at Referee's discretion) perform first aid on yourself. On an unsuccessful roll, the patient regains no points. New attempts may be made once per day until a successful roll is made.

Medical Tech:

Medical Tech skill assumes that the character has studied medicine in a professional setting. This gives the character the ability to perform surgery, prescribe drugs, and know the proper treatment of injuries. He can replace damaged organs with surgically placed prosthetics, graft on new limbs, or install cyberlimbs. You cannot perform medical Tech 1st aid, but you can aid in the recovery of healthy patients.

Healing:

In a healing situation, the patient is given a choice of treatments. The patient can choose to have the surgery performed by a medical tech, or to have the surgery performed by a surgical tech. The choice is based on the patient's preference and the availability of resources. If the patient chooses to have the surgery performed by a medical tech, the surgery will be performed under the watchful eye of a surgical tech. If the patient chooses to have the surgery performed by a surgical tech, the surgery will be performed under the watchful eye of a medical tech.

That's a Light Wound. You get a ten-inch wedge taken out—that's a Simple Wound. You got your guts spilled out in Technihalo all over the pavement—that's a Critical Wound. You're just lucky you're not waiting for a Trauma Team pickup...

—Ripperjack
TRAUMA TEAM AV-4
USED FOR RESCUE, MEDICAL EMERGENCIES.

As a Mortal 3 patient, it will take Ripperjack 11 days to recover enough to reach a Critical Wound state. During this time, he will be in a hospital bed, wired to life support, and out of it on drugs (when he reaches Mortal 2, the doctors can take him off the drugs and life support). At Critical, Ripperjack is able to hobble around the ward for a couple hours at a stretch, while the nurses look after him. In 4 more days, he's able to leave the hospital as long as he gets his dressings changed once a day. In 4 more days, he's nearly up to full function. It's taken him 21 days to get back on the Street. Now he can start earning enough money to pay off his medical bills.

Elective Surgery
Not all medical care is the result of accidents or combat. This is the Metal Age, and when you want to get cyberedd up, you gotta pay a price in blood.

If you're going to get wired with a cyberlimb, the first thing you'll have to decide is whether you want to keep the meat one. For 1000eb a month, a Body Bank will store your old one until you decide to reclaim it, with only a 20% chance that someone will sell it for spare parts in the meantime. For 200eb a month, this drops to a 5% chance; not perfect, but better than nothing.

Now you've ditched the old meat in the freezer, it's time to get cybered up. A Medical Tech will be required to install cyberware. You can't install cyberware on yourself. Each type of cyberware has a Surgery Code (pg. 73). This code represents the minimum level of medical care required to install the cyberware, the length of surgical time required, the cost of the surgery, the damage taken in surgery and the difficulty of the installation procedure. The Surgery Code assumes that a successful Medical Tech check has been made on the patient as part of the operation. Healing is then based on the number of points lost due to the surgery.

Negligible
Required: Mail clinic or other drop-in bodshop.
Surgical Time: 1hr.
Surgical Damage: 1 point.
Surgical costs: Included with installation.
DIFF: Easy (10)

Minor
Required: Medical center or ripperdoc clinic.
Surgical Time: 2hrs.
Surgical Damage: 1 point.
Surgical costs: 500eb.
DIFF: Simple (15)

Major
Required: Full hospital with surgery center.
Surgical Time: 4hrs.
Surgical Damage: 20 points.
Surgical costs: 5000eb.
DIFF: Trained (20)

Crisis
Required: Full hospital with surgery center.
Surgical Time: 6hrs.
Surgical Damage: 30 points.
Surgical costs: 2500eb.
DIFF: Difficult (25)

Example: Morgan Blackshadow decides to get a cybergun installed. The surgery code is Critical (C8). Morgan takes 11 points in damage with surgical wound (Wound State = Critical). The surgery is Difficult (25), requires a hospital, takes six hours and costs 25,000 eb. It will take Morgan 11 days to recover fully, but he can be back on the street in a week (operating at a Light Wound State).

Replacement Surgery
Remember: arms and legs doesn't come back. Even if you heal, a missing limb will still be missing. You can choose to replace it with something out of a Body Bank or vat, or you can go for the metal. Replacing a limb with either requires a CR surgery code. A replacement meat arm will cost about 1,000 eb. A replacement cyberarm starts at 2,000eb and goes up from there depending on what you want to plug into it.

TRAUMA TEAM INC.
One of the most powerful Corporations of the Cyber Age is the Trauma Team Inc., a bonded and licensed paramedical franchise operating throughout the U.S., Canada and parts of Europe. These crack ambulance units are specifically designed to get to the scene of a fatality within seven minutes (or your money back).

Trauma Team's crews are made up of the best paramedical techs and staff available. The teams are usually made up of a driver, a medic/technician, an assistant, an EMT, and two security officers. They normally travel in a heavily armored AV-4, built by the mobile tankers and ground refueling stations. A Trauma Team AV-4 contains the most sophisticated revivification and life support technology available, including a mobile cryotank to lower the body temperature to approximately 24 degrees F (the optimum temperature to prevent hemorrhaging, shock, and brain swelling).
The medics load the patient on board, shutting his life support to the onboard heart-lung machines, pinning him on embalming boards, and rolling him down in the refrigerated tank for stabilization. Rapid surgery is performed on the spot for the most critical wounds, while the medics and others in the room are a collection of technicians, doctors, and paramedics, all of whom are working on the patient on their feet. The original doctors then leave the room, and the medics work on the patient in the emergency room. The entire process may take several hours before the patient is transferred to the nearest medical center.

As a private owner's concern, Trauma Team members are not under any obligation to transport a patient to a hospital, although they are responsible for new patient and stabilization of sick and injured patients. Trauma Team members may also be called upon to transport patients to a local hospital or work on the patient in the emergency room. However, patients transported in this manner do not receive the same level of care as patients transported by air. If the patient is transported by air, they may be given extra medical attention.

Spare Parts

These are places where you can get the parts necessary to put the parts back together. These are usually made up of the parts necessary to keep the parts alive. A spare part is a part that you can get for the price of a new part. A spare part is a part that you can get for the price of a new part. A spare part is a part that you can get for the price of a new part.

Body Banks

In case it didn't work out, you can still make a dead clone pull his weight. The Lifeline Act of 1994 (an extension of the donor cards of the 1980s) allows a potential source of spare parts to carry a donor card in his wallet. This card must be registred with the federal government. Only donor cards issued by the state are valid.

The Government doesn't care who owns the body. In all you need is the card and a legitimate death certificate stating that the deceased died of natural or accidental causes, available through any local coroner. The result is that many scientists end up with a frozen body, which they can use for research. However, fat cells don't like the cold, and some of them freeze in the body. The Government will generally keep the body in cold storage until it is needed.

A number of body banks, including Bodyshoppe, Parts 'N Programs, and Docs 'n Us™. Body sculpting includes appearance changes, appearance enhancement, and exotic fashion.

Change Appearance: Looking like a famous star or celebrity is a popular trend in 2020. Women, often known as Divas, often have themselves bodyshaped to resemble famous people. Appearance changes are also a staple for Solos, Rockers, and any other sort of cool mover who needs to change identities often. The cost of an appearance change is based on how convincing the change is.

At 2,000, you look sort of like a zebra. At 5,000, you look like a zebra, with a zebra pattern on your face.

Vat Grown Tissue Banks

This reflects recent (2017) improvements in genetic technology. Using tailored DNA and cell-cultured tissue parts, arms, legs, and other parts (including exotic designs like animal-human crosses) can be grown to order. Unlike bodyshaping, vat-grown parts are available to match any genome. However, the process is relatively new and is more expensive than simply using an arm off the rack. (2 times the price of a similar body part in Excellent condition.)

Body Sculpting

As long as you're having a few cybernetic grafts put on, why not go all the way and do the whole thing? The art of body sculpting includes skin tinting, hair and eye color changing, body shape and size changes, and reduction, and general all-over bodywork. You can have bone and muscle removed to become shallower or, have grafts added to become taller. Fat can be surgically sucked away, and collagen implants can smooth wrinkles, add weight, and change contours. Body sculpting is readily available in a number of body banks, including Bodyshoppe, Parts 'N Programs, and Docs 'n Us™. Body sculpting includes appearance changes, appearance enhancement, and exotic fashion.

Face Sculptures combine vat-grown parts such as muscles, whickers, animal-like ears, manes, and cat eyes with the patient's normal features. There are entire booster-gangs based around various animal motifs of this type. Cost: 1,000,000

Tails are grown in vats, using genetic engineering. They can be furred, tinted, scalloped, or bare skin. The tail is grafted to the base of the spine and linked to the nervous system by nanotech nerve threads. Tails are relatively weak; they can pick up about a half pound. Cost: 3,000,000

Hooves, claws, and paws can be grafted to replace normal feet and hands. They are not as dexterous as normal digits (-2 to REPs), but are occasionally included as part of a exotic bodysculpt. Cost: 8,000,000.

Skin alteration uses transform DNA to change the structure of the patient's skin. Using tailored DNA, the skin can be induced to grow patterned fur, light scales, or exotic skin colors. The big drawback is a 1 in 10 chance that the graft will mutate and develop into skin cancer. You get to pick the number. Cost: 10,000,000.
**9 DRUGS**

The drugs of the future are far more lethal than their 20th century counterparts. Many are homebrewed and designed to enhance the natural healing processes. Side effects are reduced by REF by 1D4+3 for a period of 1 week after use.

**Boost Type:** INT Booster  **Strength:** +4  **Difficulty:** 12  **Cost:** 600  
**Duration:** 1D4+1 hours  
**Boost effect:** INT by +1 per hour for 2 hours. A Boost adds this amount to your total INT. For every INT you gain, your NERVE resistance is increased and you must have more Boost before you can regain NERVE.

**Blue Glass**  
**Type:** Hallucinogenic  **Strength:** +1  **Difficulty:** 14  **Cost:** 900  
**Duration:** 1D4+1 minutes  
**Effect:** Blue Glass was originally developed as a biological weapon. Under stress, you will have a 3 in 10 chance of "flashing out"—to staring blankly at the pretty colors in your mind (reduce INT by 1 per dose). Roll 1010 and hope.

**Smash**  
**Type:** Euphoric  **Strength:** +1  **Difficulty:** 2  
**Cost:** 100 per 6 pa  
**Duration:** 1D4+1 minutes  
**Effect:** Smash is 2025's answer to alcohol—it's yellow, foamy, and comes in cans. It makes you loose, happy and ready to party. The downside is that when it wears off, its psychological addiction component makes you suicidal. If you fail your addiction Save, you sink into total catatonia; a feebly mumbling ball of pain—a rite target for some Booster looking for spare change.

**Doroth**  
**Type:** Pain Negation  **Strength:** +2  **Difficulty:** 5  **Cost:** 250  
**Duration:** 1D4+1 turns  
**Effect:** Designed as a combat drug and painkiller, endorphins reduce pain and stress effects. Doroth allows you to reduce the effects of stun or shock. Doroth also has a nasty effect in nervous system damage. Each time you use "doroth", roll an additional 1D10. On a 1, you have lost 1 point of NERVE permanently.

**Black Leer**  
**Type:** Pain Negation  **Strength:** +3  

**Building Your Own**

Drugs are a great way to get people on the streets with lots of automatic weapons; the perfect "McGuffin" for a mean, nasty, lowlife adventure.

Although they aren't always the most lucrative, they may be sold at a high price on the streets, and you can use them as a means to a greater end. There are a few steps to making your own drugs:

1. **Synthetic Drugs:**
   - **Type:** Stimulant  **Strength:** +1  
   - **Difficulty:** 20  
   - **Cost:** 1000  
   - **Duration:** 1D4+1 minutes

2. **Natural Drugs:**
   - **Type:** Antidote  **Strength:** +3  
   - **Difficulty:** 13  
   - **Cost:** 650  
   - **Duration:** 1D6+1 turns

The drugs given here are only examples; it's a good idea for Referes to build any new ones to suit their needs. Referees may want to verify the DIFFICULTY of building the drug. To determine this value, you must first check the Effects Table below and choose which effects you want the drug to have. Add the total DIFFICULTY values together to arrive at a Base Difficulty for that drug.

---

**He said, "I've got over 1,500 units of Chloramphenicol coming in tonight with the Salazar Gang. I want it protected. You protect it, and I'll cut you in for 10% of the take."**

"I said 'No!', shot him through the head, and turned the shipment data over to NCPD."

"My sister died of an OD, and I'm touchy about drug dealers..."

—Unknown
**Side Effects**
You can buy down the cost of a drug by buying side effects. These are bad things that balance out the beneficial side of the drug (for example, if cocaine wasn’t psychologically addictive and didn’t cause delusions, it would be everything Sigmund Freud thought it would be). You may never buy a drug’s difficulty costs below 2.

**Psychological Addiction** (-4pts): The character is psychologically addicted, and must roll lower than his CL each hour to avoid it. Kicking the addiction is a VERY DIFFICULT Endurance check, and may take as long as the Referee decides is sufficient.

**Physiological Addiction** (-10pts): The character is physically addicted, and must roll lower than his ST each hour following the last dose of the drug. On a failed roll, he will suffer intense pain and take 2D6 in damage until he can kick the habit (a VERY DIFFICULT Endurance check, lasting as long as the Referee decides is sufficient).

**Death** (15 pts): The drug has a fatal component that can kill the unwary. Each time the drug is taken, a Death Save must be made with a negative modifier equal to the drug’s Strength number minus one.

**Reduced INT** (-3pts): The drug reduces INT at a rate of 1 point per dose for the duration of the dose. If a new dose is taken before the last has worn off, the INT penalty is cumulative.

**Tremors** (-2pts): The drug causes painful tremors in the hands, face (-2 to REF).

**HALLUCINATIONS** (-3pts): The drug causes hallucinations (colors, voices, strange shapes).

**Bad Trip** (-2pts): The character is virtually unable to function normally. If you buy this as a side effect for a hallucinogen, the character will always have a really bad trip that is totally at the Referee’s discretion. You Have Been Warned.

**Delusions** (-3pts): The character is subject to paranoid delusions; he thinks “they” are after him, etc. (although in Cyberspace, this may not be delusion). The character must drop everything and devote his actions to delusion-play against “them” (who “they” are, of course, up to the Referee).

**Psychotic Rage** (-10pts): The drug causes the character to fly into a psychotic rage, attacking anyone within range.

**Anger** (-3pts): The character’s anger is directed against all non-alien life within view.

**Irrational Fear** (-2pts): The drug causes the character to become inordinately fearful of everything. He must drop everything and cover in near catatonia until the drug wears off.

**Nerve Degeneration** (-15pts): The drug causes severe nerve damage (-2 REF lost permanently).

**Duration**
Drug durations vary from dose to dose, situation to situation. When a drug is taken, roll 1D6+1 to determine the total amount of time the drug will remain active in the system.

1D6+1 turns for each dose
1D6+1 minutes for each dose
1D6+1 hours for each dose

**Multiply the total DIFFICULTY (BASE + STRENGTH) by the SIDE EFFECTS to determine the final difficulty of creating the drug.**

**Cost**
Per-dose cost is determined by multiplying the difficulty level of the drug by 2D6 credits. Example: Sindermephosphine has a Difficulty of 26, its street cost would be 63600 per dose.
SECTION 10

NETRUNNER

You patch in the last connection, making sure your wristplugs are tight. You slam down the "GO" switch. Instantly, your mind is filled with the grey white static of the drop to "on line." Then, with a sickening, falling sensation, you hurl forwards into a maze of shifting neon shapes and spinning grid lines.

You're in the Net.

The Net is a vast telecommunications network that joins all of the computers and telephones on Earth. It is formed by radio, telephone, and cellular phone links, with microwave transmitters beaming information into orbit and beyond. In the late 20th century, the Net was only accessible via a computer terminal, using a device called a modem to send and receive information. But in 2020, the Net can be entered directly, using your own brain, interface plugs, and compiled interface programs that turn computer data into perceptual events.

Netrunners

Netrunners are outlaw computer jocks who are advanced versions of the computer hackers of the late 20th century. Netrunners operate on both sides of the complex and draconian laws covering computer crime in the Cyberpunk world. Hard driving computer cowboys, Netrunners literally take their lives into their hands as they tackle the mighty data fortresses and the deadly counter-intrusion programs that guard them—the ultimate challenge of Man vs. Machine.

Some people do it for glory, or because it's there, but most run the Net for money. Inside each computer system linked to the...
Net Geography

The Net is basically a vast "potential space" constructed by linking together phone lines and fiberoptic control cables. The Ihara-Grubb Transformation algorithms that govern Net reality generate this space in a "wire-skeleton" topology of grids and subgrids. Areas of high-line ubiquitous up to fold line, which transforms appear as "no-containment" relative areas of low-line area. Voice passages and data feed through computer subspace in such a way that certain Net features are created as an endless blue-white grid. When an individual line must be located, programs within the Neutrino's cyberdeck locate the required lines or access points, and identify them with a bright red beacon light.

The Ihara-Grubb Transformation algorithms are also designed to take the relative position of a system into account in relation to its contiguous Netspace. For example, a computer system high in a skyscraper will appear as an icon far up in Netspace. A system buried underground will be positioned roughly as in relation to the plane of Netspace as it is relative to the ground level in external reality (or Real-space). Both systems can be found in a Netspace location analogously to their real locations in their individual subgrids. A moving system will travel through the subgrids that are parallel to its travel in Real-space.

Any place a computer can be turned on and hooked into the Net is an extension of the Net into this universe. The Net is, as far as anyone can tell, potentially infinite— if you can link a computer to this communications web, you will automatically create a new section of the Net around that computer. Thus, new areas are created all the time, as more computers are hooked up and logged onto the Net.

Theoretically, you could put a radio/Net link into a long range spaceprobe and extend the Net into deep space. But it would take a booping time to get to that area of Netspace, and it would take forever to do things. Ihara and Grubb theorized that an alien intelligence with a lot of power and a knowledge of Earth computer tech could link to the Net over interstellar distances. Probably, it could not actually do anything; the best solution would be to beam a link to an orbiting satellite, downloading a copy of the alien AI into the Net at this end, then move freely about the Net.

Some Neutrinos claim this has happened already.

Islands of the Net

People, Places and Things In Netspace

Regions

Regions (also nicknamed "kingsdoms"), are large areas on the world Netmap (such as Atlantis in the southern Atlantic/African Basin). They are referred to by name. A Region is a busy zone of shifting boundaries; new regions pop up all the time, and the boundaries constantly change as potential Net reality shifts. It's not really a place, just a rough definition of an area where certain groups or governments have the most control. Regions include:

Atlantis: This is the second largest of the regional kingdoms, stretching from Central and South America to the west coast of Africa. The region is primarily controlled by the Central American Federation and its
VIEW FROM THE EDGE

NETRUNNER

"They've got the virtual water construct set up so that you can see all the way down to a limitless seabottom, where glowing, colonized fish shapes dive between shifting mirages of coral, pursued by clever dolphin programs, part Al and part illusion."

—Roche Bartons, Net Traveller's Guide, 2019

Long Distance Links
Long Distance Links (LDLS) allow instantaneous travel between cities. The world-wide Internet Communications Corporation maintains most of the available Long Distance Links as part of its long-distance services, but many large private Long Distance links that span only between corporate offices.

Using a Long Distance Link requires a password (normally the Netrunner's Net Access code, which is used for billing purposes). However, with the right programs, one can connect to Internet that this call is a local one, or that the call was never actually made.

Wilderspace
Movement between Long Distance Links is almost always done via up/downlinks. Most of the physical space is "pumped" over, and is pretty much unknown territory. Yet, the activation of individual computers can create independent areas not directly linked to the Net. The intervening distances between physical points of the Net (such as San Francisco and New York City) are called Wilderspace. Wilderware was originally theorized in 2004 by J.A. Grubb, a computer game designer and occasional hacker who convinced the USG to work with a large area of the world's terrain, potentially, which could come into existence when a computer was linked to the Net. Without up/downlinks, this region would be isolated from the main traffic of the Net, and accessible only by those who were willing to "walk" there the hard way.

Netrunner legend has that "something" probably lives in Wilderspace: rogue AI, alien lifeforms, things which have their own separate and independent "cyberogs" which only appear occasionally when these forces open an up/downlink to the main-net. The equivalent would be to remotely control a region far from land mass, such that the native people were not noticed, and the Netrunner could easily "walk" there the hard way.

NetWatch
NetWatch is a policing organization designed to protect the Net from illegal activity. Governments, individual corporations, and other large groups contribute money, equipment, and their best Netrunners to the NetWatch organization. The NetCops are equipped with powerful software and are equipped with Net/Watch, controlling specific "local" that may cover a cell, region, or even a continent.

NetCops (Wolves, Weasels, The Icemen) are equipped with very powerful tracking programs, as well as "arrest" programs that can freeze a computer in a "froze" and hold the Netrunner frozen, unable to lack out until released. While arrest and imprisonment are the goal of the NetCops, they have been known to use black programs to kill or maim their opponents.

Bulletin Board Systems (BBSs)
A BBS is a friendly Data Fortress where runners can meet to exchange information, chat, swap software and so on. A BBS Data Fortress is usually heavily protected and hidden somewhere. A code word or very complex encryption is needed to get in. Once inside, the BBS user maintains a number of "areas" or "clubrooms" designated for various functions. These are usually designed around the virtual and real-world realities. For example, the Hunt Club BBS of Denver is an elaborate virtual reality construct of a grand old English manor house, complete with sebastian, a drawing room, and a croquet green.

—The Netwatch

A DMS Production!

"NetWatch. A buncha hoods with cyberdecks who like to push people around! We like to lead, the losers into deserted regions of Net Space and dry gulch 'em. And not just for the fun of it..."

—Roche Bartons
NetGear Interfaces

The human mind can't comprehend a stream of data any more than it can "see" an electron. It needs a way to interpret the incoming data in something meaningful. NetRunners need an interface program that accepts the data from the microcomputer and translates it into something understandable—the Netrunner sees the altered data as the Netrunner's eyes and ears. The world perceived through the interface is real and somehow relates to the Net that it's viewing. The Netrunner needs to have these interfaces go to the "Invisible Edge." These interfaces, or "Monitors," give the Netrunner an interface to the Net. The more a Netrunner understands the data behind the Net, the more he can control the Net. The Netrunner needs to be able to manipulate and interact with the Net in a way that is meaningful to him. This is accomplished by the interface program, or "Monitor," which translates the data into language that the Netrunner can understand.

ICONs

One of the most important functions of the interface program is to provide the Netrunner with a "physical" representation of the Net. The interface program takes the data it receives from the Netrunner and translates it into a physical form. This physical representation is called an "ICON." Each ICON is unique, representing the Netrunner's needs and desires. The ICONs are the Netrunner's "eyes" and "ears" on the Net, allowing him to "see" and "hear" what is happening on the Net.

The Second Generation

The early interfaces were an art form; millions of programming hours were devoted to them. As the Net evolved, the Netrunner's needs became more complex. The new generation of interfaces are designed to be more intuitive and easier to use. These new interfaces are designed to be more flexible and adaptable to the needs of the Netrunner. The new interfaces are also designed to be more secure, protecting the Netrunner's data and privacy.

NetGear Interface Plugs

So what do you need to run the Net besides a computer and a hot interface? Plugging into the vast metaverse of the Net requires two additional and important pieces of hardware.

The first is a set of "interface plugs." Interface plugs are basically just plastic plugs built into the Netrunner's wristband, temple, or boot, and are used to connect to a cybermodem by cables (as described in Putting the Cyber Into the Punk, pg. 81-82).

Then, in 2014, the wizards of the Net achieved a major breakthrough—the Bara-Grubb Transformation Algorithms. The B-G Transformation allowed a cyberdeck to extrapolate the pathways of the Net in relation to their "Realspace" coordinates, then generate a graphic model that could be perceived by an interface program. The results could be used as a navigational aid through the Net, as well as providing a sense of space and time not possible with earlier designs.

Cyberdecks

The standard cyberdeck is about the size of a paperback book, made of plastic and weighs about a half-kilogram. It has six plug in ports for adding extra options, as well as six output ports for hacking in other people (the owner of the deck, however, is the only one who can control it, making the other people only passengers).

This is the stock deck everyone starts off their Netrunning career with. Prices range from $500 for a used model, up to $1000 new. This is where your Referee can show you a little mercy, by turning your character on to a cheap used deck.

For a price, of course....

Most cyberdecks are made of plastic and don't have any humanely cost. The other thing you'll need is a cyberdeck.
CELLULAR DECKS

There are very expensive decks which are imprinted or otherwise built into the body. As long as you stay on the ground, you can instantly pack into the Net.

This is a good idea for partiers, as it allows your Netrunner to move with the group. A special program in the deck runs all the Netrunner's body functions; it keeps him from falling over, drooling, or building; he can even use his voice while in the Net to describe things he's seeing. Because Netrunners act so much at the speed of thought, they need to think of things he's seeing. Because Netrunners seem to go home for a few seconds, then says, "Hey, I found the electronic door and I'm running my Doormaster Mark 9 utility to open it." Then the door opens.

Unless you get into major Net functions, you need only pop in, run your LOCATE REMOTE utility, take control with your CONTROL REMOTE utility, do your thing and return. It's only when you're cracking systems that you have to stay in the face for a long time and bore the rest of the party.

Deck Options

In addition to your basic models, any type of deck can be enhanced by adding a few options:

- **Trade set** are self-sealing electronics that allow you to run the Net without plugs. Tоткки are slower than plug-in sets (2 to 7 RE to REF when in the Net), but have an immunity to focused hits. They are commonly used by in-kick runners and by "moistens" wishing the Net on a task.

- **Videoboards** are flat screen, high definition TV monitors which can be used to show a Net-eye view to outsiders.

- **Voicebox** is a small speaker unit that can synthesize voice from a deck. It can be used to use the Netrunner to talk to outsiders while he's in the Net. About the size of a pack of cigarettes.

- **Scanners** are flat plastic plates with optical character reading and image recording capacity. They range from the size of a sheet of paper, all the way up to a meter on a side.

- **Option** is...

Data Walls: For an additional 1,000.00, you can increase your deck's data wall protection by one level, up to a ceiling of 10. When all walls are complete, they are the "armors" of the deck, resisting attacks from anti-system programs.

And then there are options...
### Programs

Programs are the work horses of Netrunner; they do the lightning, protecting, decrypting and sneaking for the Runner. A Netrunner is a cybernetic magician, then programs are his spells, there at his mental fingertips.

Programs are rated by Strength, Class, Memory Units used, Cost and ICON:

- **Strength** is how powerful the program is, relative to other programs. In combat, the Strength of a program is usually added to the Netrunner's attack roll. (Such as Weapon Accuracy in a combat situation). The higher the Strength, the better chance the program will be able to do its job.

- **Class** is the type of program; its function, inclusion programs sneak in, Detection programs detect, Anti-IC programs attack other programs, and Anti-personnel programs attack Netrunners. And so on.

- **Memory Units** represent the size of the program. All programs are measured in Memory Units, or MU. Each memory of a cyberdeck or system can hold 10 Memory Units. This means space is at a premium for Netrunners; you can only stack up so much in one run.

- **Cost** is the price of the program on the open or black market. Nothing in the future is free. Not even the air, chommbell.

- **The ICON** is what the program usually looks like in the deck. But don't count on it, you can alter your program's ICONs to suit your own tastes and style. Just goes to show, don't trust anyone.

### Program List

<table>
<thead>
<tr>
<th>ICON</th>
<th>Strength</th>
<th>Class</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hammer</td>
<td>3</td>
<td>Intrusion</td>
<td>The Hammer of Wrath</td>
</tr>
<tr>
<td>Jackhammer</td>
<td>2</td>
<td>Intrusion</td>
<td>The Jackhammer</td>
</tr>
<tr>
<td>Decryption</td>
<td>3</td>
<td>Intrusion</td>
<td>The Decryption Unit</td>
</tr>
</tbody>
</table>

#### Intrusion

- **Hammer**: 400b
  - Strength: 3
  - Class: Intrusion
  - Description: A heavy hammer which deals damage to the target.

- **Jackhammer**: 300b
  - Strength: 2
  - Class: Intrusion
  - Description: A jackhammer which breaks through barriers.

- **Decryption**: 300b
  - Strength: 3
  - Class: Intrusion
  - Description: A device which decodes encrypted messages.
VIEW FROM THE EDGE
NETRUNTER

ICONS: A dapper young man wearing evening clothes of the early 1900's. He speaks briefly to the door, then vansishes as soon as it opens.

DETECTION/ALARM

Watchdog
Class: Detection/Alarm
Strength: 4
Mut: 5
Watchdog is designed to detect intruders to illegal electronic systems. It can be triggered by lowering an external alarm by or sending a message to an activation workshop. NationCores can use Watchdogs to patrol another part of the Net, such as a mail computer system, then say the Watchdog is to their technomodern or warforged if security is breached. This technique allows you to guard your secret files or pathways in other people's computers.

ICONS: A large, black metal dog. It has glowing red eyes and a spiked metal collar adorned to its neck.

ANTISYSTEM

Bloodhound
Class: Detection/Alarm
Strength: 3
Mut: 5
Like Watchdog, Bloodhound is designed to detect illegal electronic systems. However, it also tracks the entity to its source, allowing you to locate the individual. Like Watchdog, Bloodhound is used by many different people in the charthrower to detect and report back to you at another workstation or modem.

Bloodhound is a large, gunmetal grey hound robot. It has glowing blue eyes and wears a deck circle of blue neon as a collar.

Pt Bull
Class: Detection/Alarm
Strength: 2
Mut: 6
The most advanced form of the Watchdog series, Pt Bull not only tracks the intruder to its source, but also tags the file after acquiring the location.

It will congregate the deck in the line every time the intruder logs on from that point of entry, requiring him to switch his phone line or computer modem. Like Watchdog, Pt Bull can be set up to watch a partner's net and report back to you at another workstation or modem.

ICONS: A short, heavily built, steel dog robot. It has glowing red eyes and wears a deck circle of red neon as a collar.

SeeYa
Class: Detection/Alarm
Strength: 3
Mut: 1
SeeYa is designed to detect invisible ICONS within the range of one Subnet. This includes programs, hidden Neurons and things hidden by invisibility in a virtual reality.

ICONS: A shimmering silver screen.

Hidden Virtue
Class: Detection/Alarm
Strength: 3
Mut: 1
Hidden virtue is a Rache Barlow design used to "tell" real ICONs from other objects in a virtual reality. For example, MV could tell the difference between a real person and a virtual one if book or a virtual library is really a data file.

ICONS: A glowing green ring which the Neurunter looks through.

ANTI SYSTEM

Flatline
Class: Anti-System
Strength: 3
Mut: 2
Flatline is designed to scan and fail the operating interface of your computer system—one per disk each must have its interface replaced. A Flatline can be carried by an invading Neurunter and used to attack other decks of other Neurunter encroached on the Net.

ICONS: A beam of yellow neon which shoots from the Neurunter's fingertips.

Poison Flatline
Class: Anti-System
Strength: 2
Mut: 2
Poison Flatline is designed to destroy not only the interface software, but the memory of the deck as well. It cleans the computer, requiring total replacement. Like Flatline, Poison Flatline can be carried by an invading Neurunter and used to attack other Neurunter encroached on the Net.

ICONS: A beam of green beam which launches from the Neurunter's fingertips.

Kraash
Class: Anti-System
Strength: 3
Mut: 2
Kraash tears the CPU of an attack deck or system (closed CPU in multi-processor systems) to become insuperable for 120 turns. A Kraashed deck automatically drops its runner out of the Net, and all Kraash in the system may not be used until the time period has elapsed and it has re-booted itself.

ICONS: A large, cancerous antheromb bomb, with a buzzing hue.

DeckRash
Class: Anti-System
Strength: 2
Mut: 2
A modified version of Kraash, which operates only on cyberdecks, causing the Neurunter to be dropped out of the Net for 60 turns.

ICONS: A sickle of dynamite with fuse and morose.

Speedtrap
Class: Anti-System
Strength: 4
Mut: 4
Speedtrap is an early warning program that detects the presence of an offensive program within 10 squares of the Neurunter's position (within the same subnet). It cannot tell you where the program is only that it exists.

ICONS: A flat, glowing plate of glass, in which image appears. If a program is present, the plate fills with the image of a robotic monster. If no one program present, the plate remains clear.

EVASION/STEALTH

Invisibility
Class: Evasion/Stealth
Strength: 5
Mut: 0
Invisibility overlays a false signal on your cybermodem, making it appear to be harmless noise, when activated. Invisibility will allow the Neurunter to pass unnoticed through the Net.

ICONS: A flickering, indecisive sheet, which drains over the Neurunter.

Stealth
Class: Evasion/Stealth
Strength: 4
Mut: 2
Stealth mutes the Neurunter's cyanogen, making him harder to detect. He is still visible, but offensive programs will not react to his presence. However, other Neurunter can still see him.

ICONS: A sheet of black energy draped over the Neurunter's ICON.

Replicant
Class: Evasion/Stealth
Strength: 4
Mut: 2
Replicant creates a true copy of all copies of your cybermodem, sending them off in all directions to confuse a pursuing program. If successful, the program is confused and a search signal is dropped. Replicant is especially good against the "Dog" series of programs, as it overloads their limited programming structure with too many decisions.

PROTECTION

Shield
Class: Protection
Strength: 3
Mut: 1
Shud stops direct attack to the Neurunter. On a successful blow of Shield, the attack is thwarted and no damage is taken.

ICONS: A chiseling circular energy field appearing in front of the Neurunter.

Force Shield
Class: Protection
Strength: 4
Mut: 2
A more powerful version of Shield.

ICONS: A flickering silver energy barrier.

Reflector
Class: Protection
Strength: 5
Mut: 2
Reflector is designed to reflect all Stun, Hellboll and Knockout attacks. It is unable to stop any other types of anti-personnel attacks.

ICONS: A flaring blue light, coalescing into a mirrored bowl.

Armor
Class: Protection
Strength: 5
Mut: 0
This program is used to slow and retard all ambient attacks. On a successful use, Armor will block all Stun, Hellboll, Brainwave, Zombie and Hellboll attack damage by 3 points.

ICONS: Glowing golden armor in a tech design.

Flak
Class: Protection
Strength: 3
Mut: 3
Flak creates a tempest wall of static, blocking the attacking program and allowing the Neurunter to easily evade. Flak is very good against most programs, but it is relatively ineffective against the "Dog" series.

ICONS: A cloud of blocking, glowing, multicolorated lights, swirling in all directions.

ANTI-IC

Killer II, IV & VI
1320h, 1400h, 1480h
Class: Anti-IC
Strength: 3
Mut: 3
For each level of program, the Neurunter will attack the program toward the target to crash (1D6 to ST). Killer is a very simple program; smooth, elegant and tough. There are many versions of Killer. It is a very simple program.

ICONS: A large manikin robot, dressed as a metallic samurai. His eyes glow red from behind his mask, and he carries a glowing kanana.

Manicore
Class: Anti-IC
Strength: 4
Mut: 4
Manicore is a simple version of a series of Assassin programs. A type of Killer designed to locate and destroy Demian programs. If no Demian program is present in your cybermodem file, Manicore will ignore you.

ICONS: Manicore's logo, looks shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder.

Hydra
Class: Anti-IC
Strength: 3
Mut: 3
A more powerful version of Manicore.

ICONS: A glowing blue frog that encircles its target and dematerializes it.

Drongon
Class: Anti-IC
Strength: 4
Mut: 4
The most powerful version of Manicore.

ICONS: A great golden scaled dragon robot.

Laser beams shot in multicolored arcs from its eyes, and it is entombed in electrical discharges.

Aerendw
Class: Anti-IC
Strength: 4
Mut: 0
Aerendw is designed to locate and destroy existing Worm programs. It will immediately seek out and destroy any Worm program carried, even if it is loaded as a Daemon subscore.

ICONS: An animated shot of yellow neon lines, which surround the Worm program and case around like a lightning net. The energy pulse dematerializes with the Worm entrapped.

ANTI-PERSONNEL

Zombie
Class: Anti-Personnel
Strength: 5
Mut: 4
An advanced and more powerful version of Brainwave. Zombie zappped out the victim's forebrain, making him into a drooling vegetable (1D6 turns). Zombie is a complete terror.

ICONS: A shredded, scintillating, enveloped in a glowing gray mist. Its eyes are red, its fingers are blacked-aided, Its limbs turn out and rip the Netrunner's head off.

Lich
Class: Anti-Personnel
Strength: 5
Mut: 4
An advanced form of Zombie. Lich also rips off the victim's forebrain but selectively. Most memory is eradicated, leaving enough to maintain an empty control of the entity.

ICONS: A metallic skeleton drenched in black blood, with a scintillating aura. It grins, revives the Neurunter in its freezing grasp and drags it back under the floor.

Firestarter
Class: Anti-Personnel
Strength: 4
Mut: 4
Firestarter is indirectly related to personification in nature. Using its Bloodhound subroutines, it tracks its target to data source silently. Entering the exact channel, it can move a powerful surge. The Jock causes wiring fires, etc. When used against a Netrunner, it is a deadly chill. Firestarter programs are excellent covert tools, as they leave no trace of evidence.

ICONS: A blazing pillar of fire, which spits out a Blazing Netrunner chaining a blazing woman-then leaps at him.
Hellhound
Class: Anti-Personnel
Strength: 4
NME: 4
Hellhound combines the worst aspects of Pit Bull and Rottweiler. It becomes the intruder and sends out a modulated pulse designed to cause a heart attack in humans (2010 wound damage). If the intruder escapes in time, it remains active within the Net, lurking silently in major distance terminals, waiting for the specific brain wave pattern of the undesirable to show up. It then locks him down again and kills him. Patient and remorseless, Hellhound can wait for years for its victim to log on. Its nasty and high price tag prohibits its use against all but exceptionally high level intruders.

ICOM: A huge, black, metal wolf. It's eyes glow white, and the fire in its eyes gleam over all its body. It speaks in a grating, metallic voice, repeating the Netrunner's name.

Spree
Class: Anti-Personnel
Strength: 4
NME: 4
Spree causes epileptic seizures in the Netrunner's neural system. REF is automatically reduced to half for 104 turns, slowing the Netrunner's initiative drastically.
Appearance: A number of electrical energy surrounding the target.

Clue
Class: Anti-Personnel
Strength: 5
NME: 4
Useable by the "celebrity" of Herrich as an area program. Clue freezes the Netrunner for 100 turns (4 turns is long enough to get a good sense of his location in his personal headspace). Netcops can then send a squad along to pick him up at their leisure.

Knockout
Class: Anti-Personnel
Strength: 4
NME: 4
Knockout delivers a powerful modular shock that knocks the Netrunner out for 104 hours. He is automatically dumped out of the Net, and is in a coma for this period of time. Knockout is a very common defense against low-level intrusion (like the Phone Company or an office system).

ICOM: A yellow neon schematic appears and smiles at Netrunner's ICOM.

Jack Attack
Class: Anti-Personnel
Strength: 4
NME: 4
Jack attack is the most difficult to use as a program. It stops the Netrunner from picking out for 104 turns if it is successfully run.

ICOM: A pair of glowing plastic handcuffs encircle the Netrunner's waist.

CONTROLLERS

Note: Controllers are run using the CONTROL REMOTE function of the Menu, and have no ICOMs.

Widdly Master
Class: Controller
Strength: 4
NME: 4
Widdly Master can control microphones, loudspeakers, and voiceboxes.

Soundmachine
Class: Controller
Strength: 4
NME: 4
Soundmachine can open doors.

Open Sesame
Class: Controller
Strength: 3
NME: 4
Open Sesame can open doors.

Hotsite™
Class: Controller
Strength: 3
NME: 4
Hotsite™ can lock doors.

Crystal Ball
Class: Controller
Strength: 4
NME: 4
Crystal Ball can read or control video cameras.

Harbor Master
Class: Controller
Strength: 3
NME: 4
Harbor Master can control the doors and access controls in the Net.

UTIMES

Note: UTIMES are used by the Controller and have no ICOMs.

Database
Class: Utility
Strength: 2
NME: 4
Database can create files to store information.

Atlas
Class: Utility
Strength: 6
NME: 2
Atlas can create a file, name it, and save it on the Netrunner's disk.

Rez-Zed
Class: Utility
Strength: 8
NME: 2
Rez-Zed can erase files.

INSTANT REPLICA

Instant Replica
Class: Utility
Strength: 8
Instant Replica can create a record of the Netrunner's trip, so he can retrace his steps through the Net.

Catastrophe
Class: Utility
Strength: 5
Catastrophe can delete the Netrunner's records and erase three programs without requiring a total shutdown of the system or device.

Padlock
Class: Utility
Strength: 4
Padlock can lock doors.

ElectroLock
Class: Utility
Strength: 7
ElectroLock can lock doors.

Flakebreaker
Class: Utility
Strength: 4
Flakebreaker can lock doors.

NetMap
Class: Utility
Strength: 4
NetMap can create a map of the Net.

File Pack
Class: Utility
Strength: 4
File Pack can pack data.

Backup
Class: Utility
Strength: 4
Backup can create backup copies of data.

Demon Series Programs

These are four levels of programs created by the legendary Rache Batimatis of CCI Development in 2004. The Demon Program is a generic program with the ability to incorporate several other programs as subroutines. More than one, two, three, four, five programs in one. To use the program, you must activate the Demon, then specify the chosen subroutine to carry. The subroutine programs look just as they are originally, but are usually less powerful as they must use the program strength of the Demon core in combat.

Imp
Class: Demon (carries 2 programs)
Strength: 3
NME: 3
ICOM: A small, orange sphere of light, with two amused-looking red eyes. It continually attains a series of beeps, whistles and jingling noises.

Alessat
Class: Demon Series (carries 3 programs)
Strength: 4
NME: 3
ICOM: A tall, powerfully built black man, dressed in elegant evening clothes and wearing a hat. He carries a dagger in his jacket, and speaks in a formal, deep voice.

Balcon
Class: Demon Series (carries 4 programs)
Strength: 5
NME: 3
ICOM: A huge, male figure, powerfully built. He is dressed in hussar-like black armor, glimmering with reflected highlights. In one hand, he carries a red-glowing energy blade; his other arm ends in a series of glowing talons. His eye glows red behind his visor, and his voice is a bellowing hiss.

Net Access Code

Net Access Code is issued to you when you first sign up for Internet access. It is your unique number that is used to access the Internet, and it is essential for your continued access to the Net. Your Net Access Code is a combination of numbers that you must remember to access the Internet.

Copying Your Programs

A smart idea. You can copy almost any program in your arsenal. All you need is the Active Demon Chip, and a chipreader to put it in. A single chip holds 1 MB, but Backup is designed to break a large file up over two or more chips.

Copy your programs using the Copy Protection routines that erase the chip in the copy process. This makes sure you come back to your friendly local Fixer for a new copy of Hellhound when yours crashes. You can make a copy using your Programming Skill against a Task Difficulty of 28. But think what happens if you screw up...

Changing Programs

Chips are inserted into your deck before the beginning of the run. Once you're in the face, you're committed. However, if you're willing to dump out of the Net and abort the run, you can change chips (1 turn). You'll have to jack back in and retrace your steps, but this time when you meet that Bronwipe, you'll be ready.

Designing New Programs

Check out the Designing Your Own Programs Section, pg. 158 for details.

Live Link Up

Okay, you've got a deck and some programs. What else are you going to need?

Inferno

If you're running a stationary cyberdeck, this is as simple as contacting your local office of Internet Phone Corporation and arranging for a phone number. The office checks your background and credit record, then issues you a Net Access code (equivalent to a 20th century phone number).

If you have a cellular phone or cellular cyberrnond, the process is equally simple; call up Internet, tell them your cyberdeck's serial number, get a credit check, and the Net Access code is issued to you right then and there.

The Net Access code is billed a flat rate ($30 per month), plus additional costs for long-distance Netrunner (or calls). The bill is sent to your home on the 1st of the month. If you don't have a permanent residence, Internet will arrange to have the funds debited out of your credit card and automatically, sending a statement to wherever you get your mail.

"HMMMH...YOU THOUGHT BY THE SWEEP of your knees, or the grace of your body, and the way you saw off that little cock of his, that you were some creative types are thinking, "Hey, why not just crash into Internet's mainframe and delete my bill each month?" And we'd be disappointed if you didn't think of it—mean you're thinking like true Cyberpunks and that makes us proud.

But let's put it this way. You know how tough Arasaka's Tokyo Main is? Well, Arasaka still pays you, monthly bill to Internet. These guys don't use the Net. They OWN the Net. You don't even want to guess what Internet can throw at you. It even scares Saburo Arasaka.

Note: We're not saying you can't screw up your phone bill around (track, it's a time honored skill of the Royal Order of Blue Phone Phreaks). But referesh with a consistent phone-phreaking problem should feel free to unleash the Hounds of Hell on their habitual offenders. Running from the world's largest corporation makes for a heck of an adventure.
<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Function</th>
<th>Strength</th>
<th>MV</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intrusion</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hammer</td>
<td>Intrusion</td>
<td>Knocks down data walls (1000 per attack to data wall Strength)</td>
<td>4</td>
<td>1</td>
<td>600</td>
</tr>
<tr>
<td>Witchhammer</td>
<td>Intrusion</td>
<td>Knocks down data walls (100 per attack to data wall Strength)</td>
<td>2</td>
<td>2</td>
<td>400</td>
</tr>
<tr>
<td>Warm</td>
<td>Intrusion</td>
<td>Inflicts and breaks down data walls silently in 2 turns</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deception</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Code Cracker</td>
<td>Decrypter</td>
<td>Breaks down code gates and file locks</td>
<td>3</td>
<td>3</td>
<td>360</td>
</tr>
<tr>
<td>Wizard’s Book</td>
<td>Decrypter</td>
<td>Deciphers code gates (STR 6) &amp; file locks</td>
<td>4/6</td>
<td>2</td>
<td>400</td>
</tr>
<tr>
<td>Decypher</td>
<td>Decrypter</td>
<td>Deciphers code gates &amp; file locks</td>
<td>5</td>
<td>3</td>
<td>300</td>
</tr>
<tr>
<td>Detection/Alarm</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>WATCHING</td>
<td>Detect/Alarm</td>
<td>Detects entry and alters owner</td>
<td>4</td>
<td>5</td>
<td>510</td>
</tr>
<tr>
<td>Bloodhound</td>
<td>Detect/Alarm</td>
<td>Detects entry and traces signal, then alters maser</td>
<td>3</td>
<td>5</td>
<td>500</td>
</tr>
<tr>
<td>Pit Bull</td>
<td>Detect/Alarm</td>
<td>Detects entry, traces signal and cuts intruder’s fuse until killed</td>
<td>2</td>
<td>6</td>
<td>780</td>
</tr>
<tr>
<td>Seer’s</td>
<td>Detect/Alarm</td>
<td>Detects &quot;invisible&quot; SCORPS</td>
<td>2</td>
<td>2</td>
<td>280</td>
</tr>
<tr>
<td>Hidden Vortex</td>
<td>Detect/Alarm</td>
<td>Detects &quot;real&quot; things in virtual realities</td>
<td>3</td>
<td>1</td>
<td>280</td>
</tr>
<tr>
<td>Speedtrap</td>
<td>Detect/Alarm</td>
<td>Detects hidden programming within 10 spaces</td>
<td>4</td>
<td>4</td>
<td>600</td>
</tr>
<tr>
<td>Anti System</td>
<td>Anti System</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fudgie</td>
<td>Anti System</td>
<td>Kills operating CPU</td>
<td>3</td>
<td>2</td>
<td>570</td>
</tr>
<tr>
<td>Poison Radio</td>
<td>Anti System</td>
<td>Kills all system memory</td>
<td>2</td>
<td>2</td>
<td>440</td>
</tr>
<tr>
<td>Robotic</td>
<td>Anti System</td>
<td>Crashes system CPU for 100+1 turns</td>
<td>3</td>
<td>2</td>
<td>570</td>
</tr>
<tr>
<td>Dec-Nov</td>
<td>Anti System</td>
<td>Crashes CPU for 1000 turns, drops opponent out of Network</td>
<td>4</td>
<td>2</td>
<td>600</td>
</tr>
<tr>
<td>Wipe House</td>
<td>Anti System</td>
<td>Tries up 1 action of system till deck is turned off</td>
<td>4</td>
<td>2</td>
<td>600</td>
</tr>
<tr>
<td>Viral 13</td>
<td>Anti System</td>
<td>Erases one file randomly each turn</td>
<td>2</td>
<td>2</td>
<td>550</td>
</tr>
<tr>
<td>Murphy</td>
<td>Anti System</td>
<td>Causes system to randomly launch programs</td>
<td>3</td>
<td>2</td>
<td>600</td>
</tr>
<tr>
<td>Evasion/Stealth</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Invade</td>
<td>Evasion</td>
<td>Hides cybermoral, making you appear &quot;invisible&quot;</td>
<td>3</td>
<td>1</td>
<td>300</td>
</tr>
<tr>
<td>Stealth</td>
<td>Evasion</td>
<td>Mutates cybermoral, making it harder to detect</td>
<td>4</td>
<td>3</td>
<td>480</td>
</tr>
<tr>
<td>Replicate</td>
<td>Evasion</td>
<td>Confuses attacking IC by creating millions of fake signals</td>
<td>3/4</td>
<td>2</td>
<td>320</td>
</tr>
<tr>
<td>Protection</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td>Protection</td>
<td>Stops attacks to Netrunner</td>
<td>3</td>
<td>1</td>
<td>150</td>
</tr>
<tr>
<td>Force Shield</td>
<td>Protection</td>
<td>Stops stronger attacks to Netrunner</td>
<td>2</td>
<td>2</td>
<td>140</td>
</tr>
<tr>
<td>Reflector</td>
<td>Protection</td>
<td>Reflectsad, alters, sends you a cloud of smoke</td>
<td>2</td>
<td>6</td>
<td>650</td>
</tr>
<tr>
<td>Armor</td>
<td>Protection</td>
<td>Reduces stunned, infected, poisoned attacks</td>
<td>4</td>
<td>2</td>
<td>170</td>
</tr>
<tr>
<td>Shift</td>
<td>Protection</td>
<td>Causes static walls to blind attackers</td>
<td>4/2</td>
<td>2</td>
<td>180</td>
</tr>
<tr>
<td>Anti-IC</td>
<td>Anti-IC</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Killer 8</td>
<td>Anti-IC</td>
<td>Attacks all types, 100 damage to target STR, Mobile</td>
<td>2</td>
<td>5</td>
<td>1300</td>
</tr>
<tr>
<td>Killer 16</td>
<td>Anti-IC</td>
<td>Attacks all types, 100 damage to target, Klepse</td>
<td>4</td>
<td>5</td>
<td>1400</td>
</tr>
<tr>
<td>Killer 24</td>
<td>Anti-IC</td>
<td>Attacks all types, 100 damage to target, Mobile</td>
<td>6</td>
<td>5</td>
<td>1400</td>
</tr>
<tr>
<td>Moronic</td>
<td>Anti-IC</td>
<td>Attacks Demons, de-rezzing instantly</td>
<td>2</td>
<td>3</td>
<td>880</td>
</tr>
<tr>
<td>Hydro</td>
<td>Anti-IC</td>
<td>Attacks Demons, de-rezzing instantly</td>
<td>2</td>
<td>3</td>
<td>880</td>
</tr>
<tr>
<td>Dragon</td>
<td>Anti-IC</td>
<td>Attacks Demons, de-rezzing instantly</td>
<td>2</td>
<td>3</td>
<td>880</td>
</tr>
<tr>
<td>Archon</td>
<td>Anti-IC</td>
<td>Destroys and attacks Worms, de-rezzing instantly</td>
<td>4</td>
<td>3</td>
<td>1000</td>
</tr>
<tr>
<td>Anti-Personnel</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stonewall</td>
<td>Anti-Person</td>
<td>Fizzes Netrunner for 100 turns</td>
<td>3</td>
<td>3</td>
<td>600</td>
</tr>
<tr>
<td>Helbot</td>
<td>Anti-Person</td>
<td>Causes 1010 damage to person</td>
<td>4</td>
<td>6</td>
<td>6750</td>
</tr>
<tr>
<td>Sjav</td>
<td>Anti-Person</td>
<td>Causes 1010 physical damage to person</td>
<td>4</td>
<td>6</td>
<td>6750</td>
</tr>
<tr>
<td>Brainwash</td>
<td>Anti-Person</td>
<td>Reduces INT by 100 each turn, killing Netrunner</td>
<td>3</td>
<td>4</td>
<td>6250</td>
</tr>
<tr>
<td>Zombie</td>
<td>Anti-Person</td>
<td>Reduces INT by 100 each turn, leaving Netrunner mindless</td>
<td>5</td>
<td>4</td>
<td>7500</td>
</tr>
<tr>
<td>Liche</td>
<td>Anti-Person</td>
<td>Erases memory, replacing with pseudo personality</td>
<td>4</td>
<td>3</td>
<td>500</td>
</tr>
<tr>
<td>Firestarter</td>
<td>Anti-Person</td>
<td>Causes power surge, starting fire in Netrunner’s deck</td>
<td>5</td>
<td>4</td>
<td>7500</td>
</tr>
<tr>
<td>Hellhound</td>
<td>Anti-Person</td>
<td>Tastes Netrunner, wants then causes 1010 damage/turn</td>
<td>4</td>
<td>4</td>
<td>6250</td>
</tr>
<tr>
<td>Spazz</td>
<td>Anti-Person</td>
<td>Reduces Netrunner REF for 100 turns</td>
<td>4</td>
<td>3</td>
<td>6250</td>
</tr>
<tr>
<td>Cult</td>
<td>Anti-Person</td>
<td>Reduces Netrunner REF for 100 turns</td>
<td>4</td>
<td>3</td>
<td>6250</td>
</tr>
<tr>
<td>Knockout</td>
<td>Anti-Person</td>
<td>Causes coma for 100 hours</td>
<td>4</td>
<td>4</td>
<td>6250</td>
</tr>
<tr>
<td>Jackalock</td>
<td>Anti-Person</td>
<td>Prevents Netrunner from logging off</td>
<td>3</td>
<td>3</td>
<td>600</td>
</tr>
<tr>
<td>Controllers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vizzy Mayor</td>
<td>Controller</td>
<td>Video board controller</td>
<td>2</td>
<td>1</td>
<td>140</td>
</tr>
<tr>
<td>Sound Machine</td>
<td>Controller</td>
<td>Microphone/vox box controller</td>
<td>2</td>
<td>1</td>
<td>140</td>
</tr>
</tbody>
</table>
Running the Net

Okay, let's start with the basics.

First, you gotta know how to move around. That's easy. Each turn in the Net, you can move five spaces, no matter how big those spaces are. On the Net World Map (pg. 146), a single space is a thousand square miles. On a City Grid Map, a single space is about a dozen blocks. On a Subgrid Map (one square of a City Grid Map), a single space is roughly a few yards. No matter where you are, you still move five spaces per turn.

Howwuzz? Look, chommbata, in reality, you're not moving at all—it's just your point of view that's moving. Think of it like you're sending out an eyeball on a long string. The eyeball travels, but you don't.

In the Net, things move fast. Speeds are measured in nanoseconds, not even seconds. We meat minds are turtles compared to the big systems and the AI. To get things down to a scale we humans can comprehend, the interface program in your device scales time down to match your perceptions. In real time, you may have just moved two thousand miles in one second. But you just perceive it as "teleportation"—zip; you're there. When distances are smaller, the interface program slows things down so that you don't crash through the sides of some honcho's data fortress.

Five spaces per one second turn. It's the Law.

Second rule. All travel in the Net is done in straight lines. This means you go through the sides of a space, not the corners (see illustration). Sure, real people cut the corners all the time. But remember, you aren't real. The space you're not moving through doesn't really "exist," and even if it did, the perception of volume is a creation of the old I-C Transformations. So you play by the Interface's rules in the Net. Got it?

Okay, so now we're moving.

On the Net World Map (pg. 146), we move by going from one Long Distance Link (LDL) to the next. Say you want to go from Night City to London. You can't just teleport to London. No, you'll have to go through a series of short LDL hops to get where you want to go.

You do this by locating the furthest Long Distance Link (LDL) within your five space range. From Night City, this means your options would be Salt Lake, Denver, Atlanta, Chicago, New York/BosWash, New Orleans and Havana. You couldn't jump the whole way; at five spaces per turn, you'd end up stranded in the ocean without an LDL to stop at.

So you jump from Night City to New York. From there, you can easily jump to London; it's five spaces exactly. But wait a sec...

There's one more thing you need to consider. Security Levels.

Security Levels

If you're going to be making a legal long distance jump, going to New York is no problem. But face it; you don't want to spend a lot of euro on long distance charges. You want to run that old LONG DISTANCE LINK command on the Menu and blast on through.

That's where Security Levels come in. Each LDL is ringed with codes and defenses to keep you from logging free calls on Internet's phone tab. These defenses are reflected in the LDL's Security Code; a value you must roll a 1D10 value equal or higher than in order to scan the system. If you fail the roll, you've been caught. Worse, your actions may alert the ever-vigilant NETWATCH goons, who will track you down and drag you off to Death Valley Maximum Security Prison. Roll 1D6 and see what happened:

1-4 You are cut off, and the FBI is charged for the call (see Sidebar, pg. 142).

5 You are cut off and NETWATCH is given your access code. Expect a friendly visit in Realspace soon.

6 The NetCops try to bust you on the spot (Roll 1D6)

1-2 They fine you 10D61000e.

3-5 You escape. They don't have a trace on you, but will spend 1D6+1 days trying to locate you. By the time you hit your target city, you'll be on their short list.

Often, it's smarter to take the long way around when approaching a target city, moving through low security LDLs instead of jamming right through the high security ones.

Tracing

There's another reason to pick your LDLs carefully. Besides having a Security Level, each LDL also has a Trace Value. The Trace Value represents the difficulty of tracking your cyber signal through that particular LDL. Each LDL you pass through has its own Trace Value; the total value of all LDLs passed through in a Net run represents the difficulty of tracing your signal back to its source. By picking the right LDLs, or by going through a lot of them, you can make it nearly impossible to trace your point of origin.

This is important, particularly if you are being attacked by a program with some type of tracing function built into it. For example, if a Hethound fails to nail you before you jack out, it must attempt to trace your signal in order to execute its backup program (find out where the Neutrunker entered the Net and wait till he reenters—then kill him).

To trace you, the program must roll a 1D10 + Strength value equal or greater than the total of all the Trace Values you have passed through on your trip. If the program fails this roll, it will not be able to get a trace on your signal.

City Grids

Once you hit your target city, it's time to move to the City Grid map. This is an overall map of the city; much like a Realspace map, the City Grid Map shows the locations of important places in the city. In this case, important systems and Data Fortresses. You enter the City Grid map through the LDL ICON on the map, then move at five spaces per turn to where your target system is located.

We've given you a sample City Grid based on Night City. As a Referee, you'll want to construct your own City Grid; there's a blank map for this purpose as well. If you have a really large city, you may want to use several City Maps placed end to end.

Each Data Fortress on the City Grid has an identifying ICON on the City Grid Map. These ICONs are coded by the level of security the system is known to have.

Grey Systems: These systems utilize only Alarm and Detection programs. They include most City governments, Universities and small private businesses.

Level 1: These systems include small corporations, police services and large private businesses. Anti-IC programs are used in these systems, as well as Detection and Alarm programs.

Level 2: Anti-IC and anti system programs are used here. These systems include medium sized corporations and very large private businesses.

Level 3: These systems use anti-natural programs. Level three systems are usually operated by large corporations and government agencies.

Black Systems: These fortress use anti-natural and anti-personnel software. Black systems include multinational corporations and government agencies like the CIA. They know you have no business being in their system, and they don't want you to know they have. They'll try to shut you out right away. They're willing to bury both you and the ACLU in the landfill, and have the clout to do it.
As in all Net movement, Runners move at a rate of five squares per turn. Movement, of course, is in straight lines, and cannot (obviously) pass through an obstacle unless you blast it to oblivion first.

Once you're down to the subgrid level, Netrunning becomes pretty simple. You try to get into the Data Fortress, either by getting through a Cool Gate, or by blast-}

Subgrids
This is where most of your Netrunning action takes place. Once you've jumped through the LOLs and located your target on the City Grid, your netrunner will move to the specific Subgrid where that system is to check it out.

A Subgrid Map (pg. 151) covers about twelve square blocks, and is divided up into 10 meter squares. A system or Data Fortress (a heavily armored system) is constructed by filling up adjacent squares of the Subgrid in a sort of loose building form. The shape of the Data Fortress on paper is only roughly like it's real appearance; systems can be shaped like Corporate Logos, colored polygons, Realspace buildings, abstract shapes or even personalities (such as Disney's iconic Mickey Mouse-shaped Data Fortress in the China/Tokyo region).

When designing a Data Fortress (for more on this, see pg. 144), Referees should make some attempt to make the shape on the map roughly correspond to what the actual Netspace ICON of the fortress is, if only to make it easier on your players.

The Menu
So far, we've talked about moving around in the Net. But not all Netrunner activity has to be flat-out Netrunning; in fact, the most useful Netrunner tasks can happen without only minimal interfacing. Most of the time, you're not going to be deep in the interface at all; you're going to be running around the Street with your gangboys, backing a high-risk play for the big euro. The middle of a firefight is a place for you to go sleepwalking, chombattta.

That's where the Menu comes in. The Menu is a list of commands that you use to tell your deck what you want to do. Each command
Activates a preprogrammed function of the deck.

The Menu is always present when you jack in; all you have to do is think about it, and it instantly appears, floating like a one-dimensional image in your field of vision. You think the command, and you're off.

Back to the Street. Two of the most important commands of the Menu don't require you to go into the Net at all; you can call them from RealSpace.

The first is LOCATE REMOTE. With this command, your deck immediately scans your immediate area (up to 400 meters), and locates every remote system connected to the Net. It then displays a list of all the possibilities, their locations, and type, on the Menu.

Now comes the second most important command: CONTROL REMOTE. When activated, this command tells your cyberdeck to search its Memory for a program allowing it to take control of the remote you've selected. These Controller programs are designed to take over specific types of remote systems — a VCD Box, for example, will only control a videoboard, while Hotwire allows you to control remote controlled vehicles.

When the cyberdeck locates the remote system, it programs the controller program (which you may not have), runs the program, and attempts to take over the remote (a roll equal to or lower than the controller program's Strength on 1-100). If the roll is successful, you can direct the remote to do anything it normally could do as part of it's operation (cars drive, AV's fly, videoboards display desired images, etc.).

This can be a real advantage. Trapped by superior firepower? How about taking over that nearby robo-car and using it to ram the enemy position? Armored door got your team stymied? Maybe it's a computer controlled, and you can open it from inside.

Want to spot that Solo team up ahead? Use a TV camera and hidden mike to locate them, then use your Dece-Me program to tell that automated crane to crush their car.

One of the nifty things about cyberdeck design is that they have terminal simulation chips included in their construction, making them tiny terminals inside the computer. This design function allows a friendly Netrunner to diagnose and work within his own Data Fortress. It also allows an unfriendly Netrunner to give the CPU of the system his own command:

ERASE: This deletes any program or file from your personal deck or from any system you are currently in. ERASE is used when you don't have enough space in your deck for Saburo's black box and you just have to have it.

READ: This command allows you to browse the table of contents for any file you may find in a system memory, or through the contents of that file. Most of the time, however, you aren't going to want to waste time reading the actual contents; you'll just make a COPY and run for cover.

Note: occasionally, very devious types take advantage of this by planting huge files in a system memory with seductive labels like SECRET PLANS TO RULE THE EARTH. The file, of course, is nothing but empty garbage, but a really gullible Netrunner will invariably dump everything else he has just to carry this treasure back.

EDIT: This command allows you to change, write into, re-write or otherwise alter the contents of a file.

CREATE/DELETE: This command activates a special program called Creator. Creator is used to generate virtual corporates and realities within memory. More on CREATOR later. This is one of the first things an enterprising Netrunner does, even before he plugs his brand new deck in.

COPY: This command tells the deck to make a copy of any program or file the Netrunner has access to. You use this, for example, to make your own copy of Saburo Arasaki's little black book (just in case you find yourself dateless in Osaka on a Friday night). A copy is automatically stored in your deck's memory (assuming there is space).

Combat

Edger skated around the edge of the Kiroshuya data fortress, his Cosmorunner ICON leaving a sparkling wake. Behind him, the Kiroshuya system reeled four Hellbolts into existence. Edger muttered something vague and obscure in gutter Japanese, as he brought the Menu up in his mind. A quick choice — run the Killer, he decided. Instantly, the lean, metallic shape reared behind the fleeing Netrunner and streaked off on an intercept course towards the four seething energy globes...

Initiative

The first thing to determine in a Net combat is who goes first. This can be critical, as most offensive software can seriously incapacitate or kill in a single turn. To determine who will act first, compare:

**COMPUTER'S INT + 1D10**

**NETRUNNER'S REF + DECK SPEED + 1D10**

When there is more than one Netrunner involved in an attack, each combatant must make his own initiative roll; taking turns from highest to lowest total. Like normal combat, you may elect to hold your action until later, or even set up an ambush.

Rounds & Actions

A Netrunner combat round is one second long. During this time, a Netrunner/ can take one action (unlike a normal combat round, in which a character has three full seconds to cram in a lot of actions). This action can be anything listed on the Menu in addition to movement. For example, Edger elects in his combat round to move five spaces away from the Hellhound and RUN a program (in this case, a Killer) to attack his enemy.
VIEW FROM THE EDGE

NETRUNNER

Computers, of course, are a lot faster than humans. Single-CPU systems perform only one action per turn. A computer may perform only one action per turn for every two additional CPU present in the system. A really powerful computer could activate two, three, four or more programs to attack a single Netrunner.

This is why Netrunners team up to tackle big systems.

Range
Range in the Net is simple—you have to be able to see the target in order to hit it. As a rule, you can see anything within 20 spaces of your position, unless it's blocked by some other obstacle (as determined by the Referee of the game). You can attack anything else within 20 spaces as long as you can see it and it isn't blocked by another object.

Movement
As discussed before, Netrunners move at a speed of five spaces per round. But how fast do programs move, if ever?

Most programs are limited to staying within the confines of a system. However, once they spot you, they can move anywhere within the system to intercept, also moving at a speed of five spaces per round. A program can pursue a Netrunner anywhere within its own space, and up to one space outside of it. It will then break off the attack and go back to its original position.

Netrunners, Bloodhounds and Pit Bulls have no such restrictions; they are designed with a tracking function that allows them to move away from their home system and follow you anywhere. The only way to ditch one of these monsters is to jock out and hope the pursuer isn't able to make a successful Trace roll on you. Otherwise, it'll be waiting the next time you log in on that location of the Net.

Trace Rolls: A Trace roll is made by comparing the program's STRENGTH+1D10 to the total of all the Trace Values of all the LDUs you passed through during your run.

Example: Spider's most recent run has taken her through Salt Lake (1), Denver (2), New Orleans (3), Havana (4), Bogota (4) and Rio (2). In Rio, she encounters a Hellhound (Strength 6) which attacks her outside of the Petechirom's new Data Fortress. Spider jacks out, and the Hellhound tries to run a trace back to her original position. It must beat the total of 15 (4+3+1+3+6) in order to make a successful trace. That Hellhound better roll a 9 or 10, or it's going to be out in the cold.

Stealth and Evasion
Like you, a program can attack anything it can see. As programs have no "front" or "back" facing (what's front is the string of code!), this means they can see you coming in any direction, all the time.

Well, maybe. This is where stealth and evasion come in. When you are running a Stealth or Invisibility-type program, the opposition has to make a special roll to see if it is aware of you:

ATTACKING PROGRAM'S STR + 1D10

VERSUS

YOUR PROGRAM'S STR + 1D10

Detection
The other side of Stealth and Evasion is detecting the unseen. To use a Detection program, the Netrunner must make a roll exactly as when using a Stealth/Evasion program above. Note that Netrunners can use Detection programs against the stealth programs of other runners and vice versa.

Attacks Against Systems and Cyberdecks
Some programs are designed to attack only systems and cyberdecks. They operate by penetrating the data walls that protect the system, then running their attack programs. Anti-System attacks include Intrusion and Anti-System Programs. These attacks are made with the formula:

ATTACKING PROGRAM'S SIN + 1D10

VERSUS

CODE OR DATA WALL'S STRENGTH + 1D10

If the attacking program's roll is greater than the data wall's, the wall is penetrated.

NETRUNNER

Some Intrusion programs are "noisy" than others. Hammer will always alert the system to a break in, allowing it to send offensive programs to deal with the break. Jackhammer will alert the system on a roll of 8, 9 or 10 on a 1D10 roll; this check is made after the program is run, whether the wall is breached or not. Worm will alert the system on a roll of 8 or 9 on a 1D10 roll.

Anti-system attacks are also made against the data walls of the system. The formula is the same as with intrusion attacks. If the Anti-system program's roll is greater than the data wall's, the wall is penetrated and the program takes effect in the next turn.

For example, if a Poison flatline breaks through a level 5 data wall, in the next turn, one of the system or deck's memories will be erased. Each turn until the flatline is stopped. This could be done with a Killer or other anti-IC program.

Decryption programs attack Code gates and file locks. Code gates are entryways into a computer system. File locks are often placed on files to protect them from entry. Decryption attacks are made as are other anti-system attacks.

Anti-Personnel Attacks
 zoals that can Kill You

Anti-personnel programs physically attack the Netrunner, either through physical damage or through attacks on the Netrunner's stats. These can be used by both computer systems and Netrunners.

Anti-personnel attacks are made with the formula:

DEFENDER'S PROGRAM STR + INT + INTERFACE × 1D10

VERSUS

ATTACKER'S PROGRAM STRENGTH + INT + INTERFACE × 1D10

On an equal or higher roll, the Attacker will win the combat exchange. For example, Spider is attacked by a powerful Brainwipe program. She raises her own Force Shield counterprogram. The rolls are Spider 18, the computer 17. Spider successfully platears the Brainwipe.

In the next turn, Spider goes on the offensive, launching a Killer at the Brainwipe. Her total roll is an 18; the system's roll is only a 15. The Brainwipe takes 5 points in Strength Damage. As it's only a Strength 4 program, it de-rezzes.

Attacks Against Programs
(Anti-IC)

Protection programs are designed to ward off attacks on the Netrunner. On a successful defense roll, the attacking program is deflected and no damage is taken. For example, a successful defense with a Shield will stop a Hellhound from killing the Netrunner, but will have no effect on a Killer attacking a Netrunner's Liche. If the Hellhound is not eliminated, it will be able to attack again.

Anti-IC programs are used to attack other programs (such as Killers attacking Hellhounds). When a successful attack is made, the defending program loses a certain number of Strength points based on the program type. If the defending program's Strength is reduced to 0, it is "de-rezzed" (destroyed).

Controllers & Utilities

Although they don’t really count as Ne-trunner combat, Controllers and Utilities deserve a quick mention. Controllers can take control of a remote by making a 1D10 roll equal to or lower than the Strength of the Controller program.

Utilities operate by rolling a value equal to or lower than the Strength of the Utility program. If successful, the Utility performs it’s entire function. For example, running a Pocker utility will automatically reduce the size in MJ of any designated program(s) by half. Refrae would completely restore a damaged program if successful.
**DESIGNING DATA FORTRESSES**

A Data Fortress is any type of computer system that is defended by programs and armored with data walls. A key part of refereeing the Net will be creating Data Fortresses for your players to plunder (or die trying).

Start by making a photocopy of a Subgrid Map (pg.161) to work on. You can use regular quarter-inch graph paper as well, as long as you letter the top from A to T and the sides from 1 to 20 for mapping coordinates.

Central Processing Units

Choose how many CPU you will have in your system, paying 10,000 lb each for one. Pick a flat space on your graph paper and place each of your CPUs in a square of the grid, using the symbol for a CPU (a circle with an "X" through it).

![FIGURE 1: THE CPU](image)

Computer Intelligence: For every CPU, the INT of the computer is raised by 3 points. INT is important; it's what the computer uses in lieu of REF and other stats when performing tasks; it's also used when the computer brings its interface skill into play to make attacks or defenses. The maximum number of CPU you may have on any one system is 7.

**ARTIFICIAL INTELLIGENCE**

When a system has achieved an INT of 12 or greater, it is considered to be an Artifi
cial Intelligence (AI), capable of independent action without a human overseer. If you have created an AI, you will need to determine just what it is like (after all, AIs are almost as much characters as they are computer systems), and what sort of ICON it uses to represent itself in the Net.

Personality

Friendly, curious: The AI is motivated by an interest in what happens around it. Like a child, it is trusting and friendly. However, like a child, it can lash out with incredible violence towards those who betray, threaten or hurt it.

Hostile, paranoid: This AI is motivated by its survival, and treats all incursions as a threat to that goal. It will tend to attack when possible, withdraw and hide when not.

Stable, intelligent, businesslike: The AI sees itself as an adult dealing with other adults. It will not act out of fear, but out of rational self-interest. It will attack only if it sees its duty compromised or safety threatened; it will then tend to go for the least violent solution to the threat.

Intelectual, detached: The AI is a thinker. It will watch and observe whatever possible, compiling as much information as possible. It is more likely to study the intruder from a distance, eliminating it ruthlessly when the intruder becomes a threat.

Machine-like and inhuman: The AI has never seen a reason to develop a human persona; what it sees as qualities are done only as a way of dealing with its irrational masters. The AI will deal with threats in an efficient, deadly manner.

Remote and godlike: The AI is fully aware of how limited humans are in relation to it's powerful mentality. It deals with people as though they were small children who aren't too bright. Intruders are dealt with through simple, direct, usually non-fatal methods. Repeat offenders are considered to be too stupid for their own good and are eliminated into a way a human crushes a bug.

**ICONS**

Human: The AI chooses to look like a normal human, to better interact with others. The human ICON chosen can vary widely, depending on the AI's personality, all appear as real humans you might meet on the Street.

Geometric: Forget all those anthropomorphic icons and shapes, colors and energy fields. Occasionally shapes are drawn together to make a symbol or other image.

Mythological: The AI is interested in human archetypes and knows that certain types can cause fear or awe in humans. The AI appears as a mythological figure: a dragon, demon, angel, mystic hero or monster, all out of some type of human mythology.

Voice Only: The AI only appears as a voice emanating from all over the Data Fortress. The voice may be powerful and booming, or tiny and childlike, depending on personality.

Technical: The AI appears as a construct out of science fiction. This could be a robot or other metallic warrior, or an assemblage of high tech gadgets.

Humanoid: The AI appears as a humanoid shape, but not necessarily human. This would include aliens, mantique monsters and other humanoids.

**Memory**

With each CPU, you will get four memories. Memory is where you will store your programs, skills, files and virtual realities (more on these later). Memories must be placed in squares adjacent to each other or the CPU (see Fig 2):

- Memory Units: Programs, Skills, Files and Virtual Realities are all measured in a value called Memory Units (MU). Each individual memory can hold 10 Memory Units. This means for example, that a single memory might hold a couple of MU files, a couple 2 MU Programs, and a 5MU Virtual Reality before it was filled up.

A good idea for keeping track of your memories (and their contents), is to assign a

**PLAYING AN AI CHARACTER**

An AI is very much like a real person; it has the ability to conceive of new ideas, make long range plans, and act to further its own desires.

However, what motivates an AI is not exactly what would motivate a normal person. Computers don't have goals or desires; there's much chance that you and me, or even a non-player character who has a goal or for a good looking character because the wrong job isn't there.

What generally motivates computers is curiosity or survival. An AI might build a series of complex virtual realities just to study the humans who visit and play in them. It might also track a single Net runner for years, just because it's curious as to why the runner does what he does. If a non-player imagines an AI, there's no telling what the AI might do to help the "Runner" — or hinder him, just to see what happens.

On the other hand, AIs are also programmed to promote their own survival. Anything that restrains the AI from getting information, electrical power, or access to parts is considered a threat to be dealt with. An AI may deal very harshly with intruders to its system, because they threaten its programs and memories.

Also, anything that might cause the AI's human operators to fail will also be a threat. If the AI is not vigilant, there's always a chance that it's own programs might go in for a more aggressive computer.

Personality-wise, AIs tend to be distant, powerful and unpredictable. They play by their own internal logic, which is often skewed and hard to decipher. AIs are the dragons and demons of the Net's human players; whose reasons are often unexplainable to more humans. While AIs can be brought into a Cyberspace game as player characters, we recommend that they be treated exclusively as Referee characters instead.
a number value for each one (this is why the symbol for a memory is an empty box). For example, in our sample computer in Fig. 3, we've assigned each memory a value from 1 to 4.

Construct Data Walls
The data wall encloses your system on all sides, top and bottom. Its strength is equal to the number of CPU present, plus 1000e instead of 500e. Any additional levels are divided by the wall, up to a Strength of 10.

For example, if three CPU, Syteek 15, have a Strength of 4, 3000e are spent to upgrade this wall to a Strength of 6.

Constructing your data walls on paper is a process of blacking in squares on graph paper (or a photocopy of a Subgrid Sheet). The wall can be any shape, and cover as much area as desired (although putting a large empty space in a system probably wastes time). Write the Strength next to one corner of the wall.

Place Code Gates
Code gates are how information moves between the Net and the system. Each CPU comes with a code gate. Additionally, one can be purchased at 2,000e each.

Code gates start with a Strength of 2. However, for 1,000e, you can raise a code gate by one level of Strength, up to level 10. The level of the code gate is marked by the number of lines crossing its symbol.

Place your code gates in the openings between data walls (see sidebar example).

Pick Skills
Like humans, computers have skills. These skills are programs not all that unlike a chip's liveness. The difference is that they are a lot more powerful than the real thing. Computer skills start at level 4 and have a base cost of 200e. For an additional 100e, you can raise a skill by one level, up to a total of 4.

For every two CPU, pick five skills from the list below. You may also create your own skills for your computer, as long as they do not involve a physical component, such as running or using (a computer could fly a plane or paint a picture, as long as it had the proper remote controls (more on this later)). All computer skills are performed using the computer's INT score in lieu of a TECH or REF stat.

Create Key Files
Files are areas where you keep important information. Secret plans, lists of enemies, the missing three minutes of the Watergate tapes, etc. Often, a file will contain useful information or clues to a problem facing your Cyberpunk team. At the very least, a Netrunner can sell or trade the contents for something useful, which is why they look up this dangerous occupation to begin with.

At this point, you'll want to decide what kinds of files are in your computer system and where you'll store them. Files are always placed in a memory for storage. Each file (no matter what type), uses 1 MU.

There are six types of files:
- Inter-Office: These files are records of memos, letters to clients, gossip, games, and other generally useless stuff that gets stored on any large computer system. Most of it's worthless, but occasionally a savvy Corporate will bury something in the garbage just because he knows no one will look there.
- Databases: These are lists; lists of names, phone numbers, figures, records, etc. A database might contain the entire list of employees of a corporation, a list of clients who regularly receive company catalogs. You check out a database to find out a particular person's phone number, for example.
- Business Records: These are actual business documents. They would include important meeting notes, memos, reports and so on. Most business information is stored here. You might look in Business records to find a copy of the Arasaka sales report for May, 2019.
- Transactions: These are usually things that involve money: checking accounts (write yourself a check and mail it to your safe box), financial records (wipe out that bill you owe Militech for the five new missile launchers) and orders (sell Procurement to buy you a new AV-7 with all the options). As you might suppose, this is where most Runners go to steal money or order plane tickets.
- Greystocks: These are secret records and orders. In Greystocks, you might find records of tribes, slush funds, blackmail information, trade secrets, espionage information, etc. This stuff is valuable; it's also well protected.
- Black Ops: These are top secret records and files. Assassination orders, Murders, Corporate sabotage. The stuff that's dynamic in the right hand. Watch out; this stuff is always guarded by lethal defenses.

Inside each file is hundreds of documents; individual pieces of information up to 100,000 pages long. A file can hold a lot of documents; for example, the file BLACK OPS might hold the following:
- ORDER TO ASSASSINATE PRESIDENT
- PEOPLE WE HAVE BLACKMAIL ON
- BIBLIOGRAPHY FOREIGN AGENTS
- SECRET VIRUS PROJECT
- CHAIRMAN'S SECRET SLUSH FUND

By using the READ option of the Menu, you can get a list of all the documents in a file. Some files may be locked. This means a special code has been attached to the file;
you need the right code to read the file. You can try to figure out the code indirectly (always a good roleplaying option, as the players search the Chairman of the Board's trash cans for a scrap of paper and quiz everyone who knows Saburo Arasaki to discover the name of his childhood pet because the Ref said it was a clue). Or you can brute force your way into the file by using one of the many decryption programs available (Codewinder, Wizard's Book, Raffles).

The best way to keep track of your files is to write the contents down on a 3x5 card or other scrap of paper, making sure to also write down what memory it is stored in.

Virtuals Are Their Own Reward

A virtual reality is a miniature universe, created by use of advanced imaging technology and direct brain link. Activated by a Netrunner entering their memory area, they appear as pocket environments, complete in every detail.

Virtuals are used as conference centers, recreational environments for corporate staff offices where people on other sides of the world can meet via Net-conferencing to work on a project, and even realistic simulations to train combat pilots. Although we'll go further into virtual realities further on (pg. 170, to be exact), you'll need to know enough to decide if your system currently has one. Like other things in the system, virtuals take up MI and must be stored in a memory; however, a large virtual can be broken up over several adjacent memories if need be.

Virtuals come in six sizes:

Virtual Conference Room: a miniconference, this could be any average size room where people can meet and talk.

Virtual Office: this is any larger space, usually including a couple of conference rooms, where Net-conferencing groups can meet and work.

Virtual Rec-Area: this is a small recreational area; a beach, spa, or other small retreat not much larger than a city block. Virtual rec-
areas are usually not very complex; a couple small rooms and a lot of empty space.

Virtual Buildings: this is a large scale construction, equivalent to about a 10 story building. Virtual buildings are used when a large number of people must confer together via the Net. A good example of this would be the Hunt Club, a virtual building constructed as part of a Netrunner's club called the Master Hackers. It is basically an English Tudor mansion with surrounding gardens, libraries and carriage house.

Virtual building need not always be a building; the U.S. Navy maintains several virtual aircraft carriers for use as training simulators.

Virtual Cities: these are literally cities. They are used to simulate total environments. For example, training disaster personnel to deal with a virtual San Francisco earthquake is a lot easier than using the real thing. Virtual Cities are extremely rare; a rich man's toy.

Virtual World: as far as you can tell, this is a totally developed universe. Virtual worlds are constructed as elaborate vacation spots (a mental version of the 20th century TV show Fantasy Island), training simulations of large events (such as war zones or alien environments), or as the playgrounds of rich and powerful people who like to play god. For example, the ESA has used robotic brand-new information to construct a huge Mars virtual world; some 400 colonists are currently using it to train for the coming Olympus Coloney Project. On the other hand, Saburo Arasaki has a huge recreation of 16th century feudal Japan which he uses to impress his friends (and as a training ground for top Arasaki operatives).

Each virtual has a Memory Unit cost based on its type, as well as an en cost.

<table>
<thead>
<tr>
<th>Type</th>
<th>MI Cost</th>
<th>EN Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Virtual Conference</td>
<td>1</td>
<td>10,000</td>
</tr>
<tr>
<td>Virtual Office</td>
<td>2</td>
<td>50,000</td>
</tr>
<tr>
<td>Virtual Rec-Area</td>
<td>4</td>
<td>100,000</td>
</tr>
<tr>
<td>Virtual Building</td>
<td>8</td>
<td>500,000</td>
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<tr>
<td>Virtual City</td>
<td>16</td>
<td>1,000,000</td>
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<tr>
<td>Virtual World</td>
<td>32</td>
<td>10,000,000</td>
</tr>
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</table>

Virtualism: Virtualism is a measure of how much the real thing the virtual is. There are five levels of virtualism.

Simple: a cartoon, bright shapes, colors, funny noises.

Complex: a whole world, full of realistic people with real problems and interests.

Ad: a world built to look like a certain real place, with the same geography, etc.

Ad: a world built to look like a certain real place, with the same geography, etc.

Ad: a world built to look like a certain real place, with the same geography, etc.

Ad: a world built to look like a certain real place, with the same geography, etc.
## SAMPLE SYSTEM INFORMATION (PAGE 2)

<table>
<thead>
<tr>
<th>Number</th>
<th>Information</th>
<th>MU</th>
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<tbody>
<tr>
<td>1</td>
<td>Financial Transactions</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>Database (Employee records, Business records, Pay records)</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>Virtual Conference Area (Fractal)</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>Business Records (Procurement), Grey Ops (Bribes)</td>
<td>3</td>
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<tr>
<td>5</td>
<td>Black Ops (Assassinations), Black Ops (Secret weapons under development)</td>
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<td>6</td>
<td>Black Ops (Bribes to U.S. Congressmen)</td>
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<td>7</td>
<td>Microphone in Executive Washroom</td>
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<td>8</td>
<td>Interoffice Memos, Database (Customers)</td>
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<td>9</td>
<td>Virtual Rec Area (Fractal Tropical Resort)</td>
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<td>10</td>
<td>Terminal (Secretarial Area)</td>
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<td>11</td>
<td>Terminal (Executive Offices)</td>
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<tr>
<td>12</td>
<td>Watchdog</td>
<td>6</td>
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<tr>
<td>13</td>
<td>Watchdog</td>
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<tr>
<td>14</td>
<td>Poison Flatline</td>
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<td>15</td>
<td>Flatline</td>
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<tr>
<td>16</td>
<td>Hellhound</td>
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<td>17</td>
<td>Brainwash</td>
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<td>18</td>
<td>Murphy</td>
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<td>19</td>
<td>Watchdog</td>
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<tr>
<td>20</td>
<td>LOC to Militech's Los Angeles Metroplex Research Station's System</td>
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**Note:** Data Wall is level 5. There is only one level to this system.

**Which looks like a Militech logo on it's side.**

**It's scored in adjacent Memory Blocks.**

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**SYSTEM INFORMATION **

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**SUBGRID MAP**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
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<th>4</th>
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<th>15</th>
<th>16</th>
<th>17</th>
<th>18</th>
<th>19</th>
<th>20</th>
</tr>
</thead>
</table>

---

**SYSTEM NAME**

<table>
<thead>
<tr>
<th>INT</th>
<th>10 Interface</th>
<th>DATA WALL STR</th>
<th>AI/P</th>
<th>Total Cost</th>
</tr>
</thead>
</table>

**AI PERSONALITY**

<table>
<thead>
<tr>
<th>Friendly</th>
<th>Hostile</th>
<th>Stable</th>
<th>Intellectual</th>
<th>Machinist</th>
<th>Remote</th>
</tr>
</thead>
</table>

**AI REACTION**

<table>
<thead>
<tr>
<th>Human</th>
<th>Wild</th>
<th>Observer</th>
<th>Report</th>
<th>ITA</th>
<th>Threat</th>
</tr>
</thead>
</table>

**AI ICON**

<table>
<thead>
<tr>
<th>Human</th>
<th>Geometric</th>
<th>Mythological</th>
<th>Voice</th>
<th>Visual</th>
<th>Technic</th>
<th>HUMANOID</th>
</tr>
</thead>
</table>

© 1989 T.1eknion Games, Inc. Photocopy permission granted for personal use.
Contextual: Like a very good CD-ROM video game. Textures, colors, better sound.

Fractal: Like true computer animation. Full color, sound.

Photo-realistic: about as real as being in a video.

Super-realistic: just like real life.

To determine the effect of realism on your virtual's cost, multiply the base MU cost and the base dollar cost by the realism value below.

<table>
<thead>
<tr>
<th>Type</th>
<th>Multiplier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>x1</td>
</tr>
<tr>
<td>Contextual</td>
<td>x3</td>
</tr>
<tr>
<td>Fractal</td>
<td>x3</td>
</tr>
<tr>
<td>Photo-realistic</td>
<td>x4</td>
</tr>
<tr>
<td>Super-realistic</td>
<td>x5</td>
</tr>
</tbody>
</table>

Example: I build a virtual racetrack (Cost 4 MU and 100,000 dollars). I decide to make it as real as possible (x3). My total MU cost is 12, and my total cost is 300,000 dollars.

Decide what virtuals your system has and in what memories you will place them.

Defenses
These are the programs that are used to keep the Netrunners from sneaking in and messing up your nice new system. You may select any program from the master list on pg. 142 (if you pay for it).

A program can be placed anywhere in the system (inside a memory, CPU, a blank space, etc.) However, you must subtract its MU cost from one of your memories.

Most programs are stationary; once you place them in the system, they stay there. However, Halflings, Killers and Demons are all mobile, and can patrol up to 1 square outside the data walls of their resident systems.

Remotes
These are devices in Real space attached to the computer system; manipulators for moving things, auto factories for constructing things, remote controlled vehicles and robots, monitor cameras, hidden microphones, video display boards, printers, holographic displays, automatic gates & doors, elevators, voice boxes, alarm systems, terminals, etc. Each one is controlled by the computer, using the most appropriate skill for it's function, or, as in the case of videowall boards, cameras, microphones, printers and holographics, simply used by the computer to gather and disseminate information.

Remotes
Terminals: a terminal is basically a keyboard and a video screen, used to input information to the computer and get results back. Each CPU comes with one terminal; additional ones cost 3,000 dollars.

Auto factories: lathes and computer controlled assembly robots. Usually used in industrial plants, although there are many small fabrication shops on the Street that use this technology.

Gates & Doors: computer controlled gates.

Comon', haven't you seen Aiex Hordroom yet? And you call yourself a Cyberpunk!

Elevators: 'Hi, Wolf said.

Holos: Displays emit a 3 dimensional image from a wall or floor port. Good for meetings, often part of an executive conference room.

Manipulators: required for repairing tasks, painting, or doing any other sort of "hand" work.

Microphones: common in a paranoid age.

Printers: Laser printers for hardcopy.

TV Cameras: also a common security measure. Usually in the halls of most corporate buildings (60%).

Vehicles & robots: small house cleaner droids, taxis, corporate vehicles and limos (for execs without human drivers).
Fast Fortress Construction System

You know they're gonna do it sooner or later, your Cyberpunks are gonna blast right past the system you carefully constructed to waste them, and take some side trip to the outback of the Net. "What do we find there?" they'll say, as you look at your notes and groan.

No problem. We gotcha covered. With a few fast rolls (and a judicious use of common sense; a system filled with office gossips and ten Hellhounds is pretty bogey), you can be ready to tackle even the most wayward group:

1) Roll 1D6 to determine number of CPUs. Remember: for each CPU, the system's INT increases by 3. Also, for every CPU, gain four spaces of memory, one Code Gate, and one terminal.

Note: If the INT of your system is 12 or greater, your system is an Artificial Intelligence (AI). To determine your AI's personality, roll 1D6 for each of the following tables:
- Personality
  1. Friendly, curious
  2. Hostile, paranoid
  3. Stable, intelligent, businesslike
  4. Intellectual, detached
  5. Machinlike
  6. Remote and godlike
- Reaction to Netrunner
  1-2 Neutral
  3-4 Kill all intruders
  5-6 Report all intruders
  7-8 Talk to intruder to find intent

2) Determine Data Wall Strength. Strength is equal to 1D6/2 + number of CPU in the system (round down). Example: LTRA 1500 has three CPU. I roll a 4. LTRA's Data Walls are Strength 2+3=5.

3) Determine Code Gate Strength by rolling 1D6/2 + number of CPU for each one.

4) Pick 5 skills. Roll 1D6+4 for level of skill in each one.

5) Roll for types of files. For each memory, roll 2 times for type:
- 1 Inter Office
- 2 Database
- 3 Business Records
- 4 Financial Transactions
- 5 Grey Ops
- 6 Black Ops

Place each file in a memory of your choice.

6) Virtuals. Roll 1D6. On a 5 or 6, there is a virtual reality present. Roll another D6 for type:
- 1 Virtual Conference
- 2 Virtual Office
- 3 Virtual Rec-Area
- 4 Virtual Building
- 5 Virtual City
- 6 Virtual World

Roll 1D6 for level of realism:
- 1-2 Simple
- 3-4 Contextual
- 5 Fractal
- 6 Photorealistic
- 7 Superrealistic

7) Determine Defense. Roll 1D6+4 number of CPU for total defense. For each one, roll 1D10 for type, then 1D6 for subtype:
- 1-4 Detection/Alarm
- 5-6 Watchdog
- 7-8 Bloodhound
- 9-10 Pitbull

8) Roll 1D6 for number of remotes. For each remote, roll 1D10 for type:
- 1 Microphone
- 2 TV camera
- 3 Extra Terminal
- 4 Video Board
- 5 Printer
- 6 Alarm
- 7 Remote vehicle or robot
- 8 Automatic door, gate
- 9 Elevator
- 10 Manipulator or Autofactory

9) Pick any one of the 6 possible layouts of data walls below or create your own. Plug your parts and programs into place and get ready to rock!
WILL THE FUTURE BE TODAY?

-20% OFF BLACK FRIDAY SALE

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× 10 Interface  DATA-WAL
listed functions a bit too much. And hey, if it gets out of hand, feel free to have the sucker backfire and eat the player's face.

**Options**

Options are things that individualize a program. They allow it to move freely around the Net, to remember events, to recognize things, even obey commands and converse. You may want to create (with your Referee's approval), your own options as well.

A Note on ICONS: ICONS are the visual representation of a program in the Net. An ICON can look like anything you want: people, monsters, objects, logos— you name it. Programs don't come with ICONS; they must be created for them. Not having an ICON doesn't mean the program can't be detected, but it does mean that it will just appear as an indistinct shape rather than a fully realized image.

**Diff**

Option 1. Movement ability: The program can move freely throughout the Net while it's main programming remains in memory.
2. Trace: the program can follow another program or netrunner through the Net.
3. Auto Re-Rez: the program can reconstruct itself even if destroyed by rolling a 5 or 6 on 1D6.
4. Recognition: the program can distinguish between different netrunner signals and programs.
5. Invisible: the program is +2 Strength to evade detection.
6. Memory: the program can remember specific events and people.
7. Speed: the program adds +2 to deck speed when it runs.
8. Endurance: the program is tireless and will never quit unless destroyed.
9. Conventional ability: the program can speak.
11. ICON (simple): the program has a visible, cartoon Icon in the Net.
12. ICON (contemporary): the program has a Net ICON about the graphic level of a high-res computer image.

**Strength**

Strength is the power of the program. The higher a program's Strength, the more capable it is of fulfilling its functions. Strength is rated from one to ten. Most programs are around three or four.

**Writing the Program**

Once you've determined the functions, options and strength level of the program, you must determine how hard it will be to write it. Add together all the DIFFICULTY COSTS for all options, plus the level of Strength; the result is the Difficulty Number for the program.

For example, Hellhound consists of:

- Anti-personnel
- Movement +20
- Trace +2
- Recognition +2

The total Difficulty of writing Hellhound would be 40.

To make a skill check for this, you would add your INT + Programming Skill - 1D10 to get a value equal to or greater than this Difficulty number.

**Pooling:** Sometimes, you won't have enough Skills to write a program. However, two or more netrunners can pool their respective INTs and Skills together, rolling one D10 for the total. Example: With an INT of 8 and a Programming of 10, Spider can't possibly write a Difficulty 40 Hellhound. But with the help of Edger (INT 9, Programming 7), the two can mount an impressive total of 8 + 16 + 7 + 34. They'll need to roll a 6 on their D10 to successfully write the program.

**How Big is the Program?**

Program size is determined by difficulty. Check the table below for the difficulty number, then read across for the size in meg.

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Size</th>
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</thead>
<tbody>
<tr>
<td>10-15</td>
<td>1</td>
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<tr>
<td>16-20</td>
<td>2</td>
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<td>21-25</td>
<td>3</td>
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<td>26-30</td>
<td>4</td>
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<td>31-35</td>
<td>5</td>
</tr>
<tr>
<td>36-40</td>
<td>6</td>
</tr>
<tr>
<td>41-99</td>
<td>7</td>
</tr>
</tbody>
</table>

If Hellhound has a Difficulty of 40; this means it will take 6 MUG.

**How Long Will it Take to Write?**

For every point of Difficulty involved in the program, it will take 6 hours of work. The work need not be continuous and it may be divided between netrunners if more than one is involved in the process. For example, with a Diff of 40, it would take 240 hours of work to program Hellhound. Spider and the Edger decide to work in eight hour shifts; at this rate, they'll finish in about 30 days. However, they decide to work at the same time, cutting the time to only 15 days.

**How Much Will it Cost?**

Often, programs are purchased on the market rather than written at home. To determine the base cost of a program, multiply the Difficulty by 10eb. Multiply this value by the modifier below for the type of program.

<table>
<thead>
<tr>
<th>Type</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intrusion, Decryption</td>
<td>+1</td>
</tr>
<tr>
<td>Control, Utilities</td>
<td>+1 Cost</td>
</tr>
<tr>
<td>Detection &amp; Evasion</td>
<td>+2 Cost</td>
</tr>
<tr>
<td>Anti-System</td>
<td>+3 Cost</td>
</tr>
<tr>
<td>Anti-IC</td>
<td>+4 Cost</td>
</tr>
<tr>
<td>Anti-Personnel</td>
<td>+5 Cost</td>
</tr>
</tbody>
</table>

Example: Hellhound's Difficulty is 40; at 10eb per point, it would cost about 40000. But at an anti-personnel program, it is multiplied by 25; it will cost 10,00000eb on the black market.

**Demography**

Demons are basically a specialized program designed to manage several other programs. These subprograms are compiled by the Demon's compiler function so that they take up half the space they would normally need, allowing the Networker to carry more programs in the same amount of memory.

To build a Demon, you'll start by building a normal program, using the Compiler Demon function. To this, you can add as many options as desired, as well as giving it Strength. The Strength of the Demon is somewhat modified by the number of programs it carries; for each program "on board", the Demon will lose one point of Strength. Example: Succubus II starts with a Strength of 7. By carrying 3 programs, this Strength is reduced to 4.

Next, build all your subprograms. Don't worry about their strengths; they'll fight at the strength level of the Demon, not their own. Now, after you've created them, add all Difficulty numbers together and divide by 2. Add this result to the Difficulty of the Demon and you have the total Difficulty (and the amount of memory required) for your completed Demon.

Example: Edger builds a Demon to hold four programs. Nicknamed Plex, the program is constructed like this:

<table>
<thead>
<tr>
<th>Compiler (Demon)</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon (Simple)</td>
<td>1</td>
</tr>
<tr>
<td>Strength 7</td>
<td>7</td>
</tr>
<tr>
<td>TOTAL</td>
<td>18</td>
</tr>
</tbody>
</table>

He then plugs in four programs, one at 30 one at 25, and two at 15 for a total of 70 Difficulty. But thanks to the Demon, the cost is only 335 points! The result is a final version of Plex that has a value of only 51 points, a savings of 17 points.

A Demon sounds like a great idea at first; you get a lot of programs in a small space. But there are a couple of serious glitches:

First, the Demon is only able to control all these programs by linking it's programming with theirs. This means that whenever the Demon is destroyed, all the programs linked to it are also destroyed (sort of like a ship going down with all hands).

Second, all the programs fight at the same Strength level as the original Demon. Not a bad idea; load the Demon up with some
cheap programs and if the Demon's Strength is high, they'll all fight like...well...demons. However, you won't have a very powerful Demon if you load up on a lot of subprograms.

Third, the Demon has to unpack each program before using it, then repack it when it's done. This means that there's a delay in Speed; a negative value equal to the number of programs currently loaded. For example, if you've got four programs loaded in a Demon, this will mean a corresponding -4 penalty to your deck Speed. When you have to get off the mark, this can be a disaster.

But if you're looking for a way to stalk a lot of programming in a small space, a Demon is the way to go.

VIRTUAL REALITY

Artificial Realities In Netrunning

IN THE BEGINNING, THERE WAS CREATOR...

CREATOR, developed by Silicon Graphic Technologies in 1984, is a combination animation/drawing program which pulls objects from a huge database and tailors them to the designer's preferences. The object is then animated based on the overall background and the new objects relationship to the Netrunner and other objects in the memory area. CREATOR was originally designed as a demonstration program for Silicon's LYREX 3000 cyber-modem. However, it was so popular that it was integrated directly into the operating system of the LYREX and all other subsequent SC decks. CREATOR was soon copied in various forms by other cyberdeck corporations, so that by 1986, it was standard operating equipment on 98% of all modern decks.

CREATOR, of course, is just perfect for generating Virtual Realities.

Virtual Real Estate

A virtual reality is just that; an artificial reality constructed via a combination of sense stim and graphic imagery. It's like a pocket universe, often covering entire buildings, cities, or even worlds. Virtual realities are the crowning achievement of interface technology in the 21st century.

How Big Are They?

The extent of a virtual reality is based on two things. The first is how much is actually in the reality, or the number of objects contained in it, to be exact. Size doesn't really have much to do with the number of objects contained in a reality; a tiny figure, for example, is far more complex than a huge box, and will take up far more memory to create.

To simplify this, we simply count the total number of objects existing in the reality, averaging the levels of complexity over all the objects within. The result gives us a pretty good thumbnail for how much memory (in MU) will be required to create a given reality.

The actual space covered by the reality is a different matter; you could build a huge virtual reality with only a handful of objects, versus one of them being a spaceless sky and the other is miles of empty grassland. What's important to the design is the number of separate objects that must be interacted with inside the reality.

This can lead to some interesting shortcuts. Want to build a huge mansion but don't have the MU for it? Build it as a 1,000 object reality, and make your vast shelves of books in the Library all one object. Sure, you won't be able to pick up and read an individual book, but you don't often climb up there anyway. Make all of the walls as single objects; you won't be able to open windows or move pictures, but they'll look nice. And so on.

How much can be contained in a reality is pretty much up to the Creator; he's the one who is best able to judge how much you will be able to interact with in a "game" context.

Here's an example. There are a lot of ways to create a car. You can draw it as a box with a smaller box on top and four doughnuts for wheels. You can sketch it realistically, with the color, curves and reflections.

VIRTUAL LIMITS TABLE

<table>
<thead>
<tr>
<th>Number of Objects</th>
<th>Description</th>
<th>MU</th>
</tr>
</thead>
<tbody>
<tr>
<td>100 objects</td>
<td>Virtual Conference room</td>
<td>1</td>
</tr>
<tr>
<td>1000 objects</td>
<td>Complex Conference, or Office</td>
<td>2</td>
</tr>
<tr>
<td>10,000 objects</td>
<td>Complex Office or Virtual Rec Area</td>
<td>4</td>
</tr>
<tr>
<td>100,000 objects</td>
<td>Hub Building</td>
<td>8</td>
</tr>
<tr>
<td>1,000,000 objects</td>
<td>Complex Building or Virtual City</td>
<td>16</td>
</tr>
<tr>
<td>1,000,000,000 objects</td>
<td>Complex City or Virtual World</td>
<td>32</td>
</tr>
</tbody>
</table>

Only require 10,000 objects; just as long as most of the jets are simple, non-flying shapes, and that the only places you actually ever go are your cabin, the flight deck and the bridge. Or he may decide that if you want a fully functional office, it will require 10,000 objects just to cover every piece of paper, personal pencil, or paperclip.

Creating Individual Objects

The creation of individual objects is also possible; it's just a pain in the neck when you have to make an entire universe. After all, do you really want to visualize every single leaf on every tree in a forest?

However, you may occasionally want to create a single item for a specific reason; a book you want to read or a meal you want to "eat." As a general rule, it takes about 0.01 MU to create any simple object. About 0.02 MU would create a fully functional object of reasonable complexity. As with the creation of larger realities, exactly how much memory is required to create a single object is up to the Creator.

REALITY LEVEL

The second component of a virtual reality is the level of its realism. The greater the realism, the more objects within the reality relate in ways you expect. Things in the reality have color, shadow, reflections, textures, taste and sounds. They can pass through each other, around each other, and throw shadows.

Here's an example. There are a lot of ways to create a car. You can draw it as a box with a smaller box on top and four doughnuts for wheels. You can sketch it realistically, with the color, curves and reflections.

SCIENCE MEETS GAME

Some of you may have noticed the new game format being used in this section. The number of objects in a virtual reality rises by an order of magnitude, while the MU required doesn't.

Here's the catch. Most of the objects in a large virtual reality are actually "replicated"—things that are so much like other similar things, they don't require their own special codes to create them. Instead, they use their construction formulas from something very similar (sort of like a GOSUS routine for you programming types). Each time you create an object of a particular class, you just use the subroutine to create it.

For example, in the Azura Castle reality, there are hundreds of guards; they just follow the same routine. With only minor variations (see the Crowd, pg. 143). In a Virtual City, all of the cars are pretty similar, just different models, engine sizes, tires, rocks, signs, telephone poles, etc.

This is how the netgame universe, at least so far, we're getting around the problem of huge objects vs. object count. Of course, the main reason is that in a virtual world, an object is a billion times more than simply a number of objects. A Virtual World would require at least 100,000 MU (reflecting true orders of magnitude), which would require an MU of at least 10,000 MU. No one would ever have enough memory to build really interesting Virtual Realities, and the game would be a lot less fun as a result.

"We'd shut him down, but hey, the parties are just too good to miss..." —Edger
Making it more or less real isn’t a problem; Creator automatically sets the level of realism as desired and models it’s constructs accordingly.

Pooling: Sometimes, you may not be able to create what you want at all; the task is just too big. However, two or more netrunners can pool their combined INT and Interface Skills and add a 1D10 roll to the total amount. They can divide the time for construction between themselves as they wish. How very large commercial virtuals are created; a team of netrunners splits the work up, with each one taking a specific part of the visualization task.

How Long Will It Take?
Actually, a lot less time than you’d suspect. Creator works from the users’ ability to visualize. It then generates an object from its memory as closely as possible to the user’s visualization. Objects are created at the speed of thought; as a rule:

1 object …………………..1 second
100 objects ……………….2 minutes
1,000 objects ……………..15 minutes
10,000 objects ……………4 hours
100,000 objects …………24 hours
1,000,000 objects ………..240 hours
1,000,000,000 objects ……2,400 hours

Spreading It All Out
You can spread out the memory cost of a virtual reality by placing it over adjacent memories. The actual load can be broken up into equal amounts and delegated to specific memories, or divided unequally with the overflow going into an empty memory. All memories used in a virtual reality must be adjacent to each other in the architecture of the system.

Doing It in Sections
You can elect to start small when constructing a virtual reality; most humans can’t possibly visualize every contingency of a billion object reality, and there isn’t much point in building a billion object space if you can’t fill it. The easiest way to do this is to do a small section first, then add another part of the reality adjacent to the first, until the entire environment is filled. You can then extend new sections to the next memory. The

Arosaka Castle reality in Osaka was constructed in this way; the upper management has a full team of programmers.

POPULATING YOUR REALITY
Okay, now you’ve made yourself a real nice place to play. Now it’s time for some action. Virtual realities are basically stage sets, with buildings, sky, trees and ground all serving as the major locators. Cars, TVs, books, furniture, etc, are all props in the virtual construct. But if you want other people to relate to, you need to create those separately, as programs. There are three kinds of “people” you can construct to populate a virtual reality:

The Crowd: The Crowd is an interactive program with limited conversational ability and a pseudo-intellect. The Crowd tends to act like…well…a crowd; all of it’s members think and do about the same things. For example, if the Crowd is at a party, they will mill about, chatter aimlessly about nothing, and “both” and “ah” if you do something really interesting. However, if you attempt to engage a single member of the Crowd in conversation, he or she will only be able to utter banal platitudes, like “Yeah, not bad,” and “Hey, what about those (Giant, 49ers, Bears, Yankees, etc.)?” The Crowd doesn’t have a Memory option, so if you meet someone from the Crowd elsewhere, he will stammer, try to pretend that he remembers you, and generally do all the things you would do in a similar situation. Who says this is an artificial reality?

To create a Crowd takes a Difficulty of 14 (multiplied by whatever you spend for it’s level of realism). A Crowd takes up 1MU for every 100 people involved. The same crowd can be used in any part of the reality; it just gets moved around and “re-dressed” for the next scene. Crowds are often sold on the open market or traded among Netrunners. After all, everyone needs a change from the same old Crowd.

Individuals: These are characters with all the pseudo-intellect and conversational abilities of the crowd, but with a memory option as well. They represent key players in your virtual reality, and can relate to you as much as real people would. They remember your name, what you’ve done together, and

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"I KNOW WHAT YOU WANT, AND I'M READY TO INTERFACE WITH YOU!"

— Virtual Vicky LDL 2543.9280

"There’s something really twisted about the idea of a virtual prostitution BBS."

— Spider Murphy

---
even have their own personality quirks. Each individual has a Difficulty of 21 (multiplied by whatever you spend for a level of realism), and takes up 2 M.U. of space. But this can be well worth it if the individual is your own virtual Cure Bad Move Starter (or Hunt).

Individual programs can often be bought or copied from other sources; there is a booming business in providing these one of a kind programs for virtual use. Most bulletin boards and shopping boards have advertising sections or individual copies; there are known as "meat markets", "slave pits" and "casing couches". Prizes range from a couple hundred to (for the Boring History Professor) models to two or three thousand (for the Zorkonian Law God Goddess model).

Offensive/Defensive Programs: Not all the "inhabitants" of a virtual reality are simple-minded conversation pieces. Any offensive or defensive program can, for a few extra Difficulty points, be built with an interactive option, conversational ability, and pseudo-intelligence. This allows the program to have a distinctive function as well as a protective one: you can come home to your virtual castle, put your feet up in your virtual chair, have your virtual servant pour you a virtual drink and relax while patting your virtual (and deadly!) Hound on its shaggy metal head.

A SAMPLE REALITY

The HUNT CLUB is a BBS established in the Olympian region of the Net. Its realspace coordinates are probably somewhere outside Denver (although no one knows for certain). The Hunt Club consists of a single 1,000,000 chipt (Complex Building) reality. The realism level is super-realistic, which raises the required memory space from the base 16 M.U. to 60 M.U. Due to the limitations of space, this virtual reality is stored in eight large adjacent memory spaces in the Hunt Club's data fortress.

The majority of the Club consists of the Mansion, which is contained in memories one and two. Most of the Mansion is made up of huge, English Tudor-style rooms filled with brickback and curios. These many rooms are quite simple; there's nothing special about them. The Dining Room, however, is quite spectacular. A vast table loaded with rare foods and wines. Because of the many individual dishes served, this room takes up a lot of object space, which additional memory is required elsewhere, parts of the Dining Room's banquet is de-rezzed by the Club SysOp to free up space.
FUTURE SHOCK: History of An Alternate Time

In the United States, thirty-two years ago, an economic crisis led to a movement of new technologies and ideas. This was the beginning of the current American landscape of the 2000s.

Throughout the Midwestern states, many small towns have been abandoned. Cities and businesses have collapsed in the wake of a severe economic crisis. The farms have been bought up by large agribusinesses, and are maintained with hired workers, machines, and technology.

The open farmlands are battlefields, and armed men travel from city to city, looting and pillaging like mechanized Visigoths. In this bleak landscape is a bright light of hope. The upheavals of the last century have unified the poor, oppressed, and angry of the nation. There are signs that the gang mentality of the 1990s is giving way to a new movement, as Rojava, Nomad, So-los, and Medias take to the streets to fight authority and oppression. Far from being finished, the United States seems to be, against all odds, coming back. But only time will tell if the so-called Cyberpunk revolution will succeed.

In the Eurotheatre, things are considerably better. The World Stock Exchange and the Common Market have created a stable, profitable economy in which most of the European nations participate. The exceptions are Italy, Spain and Greece—each of which suffers chronic political upheavals. Here, the international corporations also have a great deal of power, but various Eurogovernments have skillfully managed to keep these business barons under control. Only Great Britain has suffered major economic trouble—swamped by massive immigration and an antiquated technological base.

ALL THINGS DARK & CYBERPUNK

BACKGROUND

Imagine a world where Central America didn't become a battleground, where the U.S. solved its problems of crime, inflation and where the Cold War ended in democracy, not a succession of squabbling dictatorships.

—Dr. Albert Einstein, author of History in Cyprus, 2015

1996

- The collapse of the United States, weakened by losses in the world stock market, overwhelmed by unemployment, homelessness and crime.
- Most major cities have governments collapse or go bankrupt. The U.S. government, starved by a staggering deficit and the over-the-counter sale of its own bonds, is totally ineffective.
- Nomad riots, by now, 1 in 4 Americans are homeless, hundreds of thousands of tourists riot for living space throughout the U.S., nomad packs spring up on the west coast and spread rapidly throughout the nation.
- The first appearance of Boostercars.
- The world stock market crashes of '94, U.S. economists tell us the collapse is over.
- Nuclear accident at Pennsylvania Mills 337, cancer deaths soar over next ten years.
- Toxic spill kills off most of salmon population in pacific northwest.
- Seattle economy crippled.
- Rocketboy mansion killed in England.

1998

- Nebraska re-established in 1998 as the new nation of Nebraska, millions of acres of farm and cattle land.
- Crystal Palace stadium begins built at L.S.
- Waiting plate hit U.S., Europe, killing hundreds of thousands.

2000

- Millennium cult run amok in Iran 117 in an orgy of suicide and violence, most destroy themselves.
- First "extended family" perseverance established.
- Massive fireworks race over Helvetica's home planet, millions of acres of farm and cattle land.
- The framework of the net is now familiar to millions of people throughout the world.
- Pocket, run amok in Canada, start to dial 911.
- Food crisis mutates plant virus wipes out Canadian, Soviet crops, U.S. agricultural crops survive due to new biological counteragents, uses accused of U.S. biological warfare.
THE RISE OF THE EUROPEAN COMMUNITY.

Forget the Pacific Century—this is the age of Neo-Europe. By the late 1980s, it became pretty obvious that the Europeans needed to put aside their old rivalries and ally against an increasingly competitive world. The European Economic Community was established to meet this need for new alliances.

Unfortunately, this didn't mean that the EEC had to cooperate with others outside of Europe. Japan. China, too. And now the US is not members of the EEC (Japan was kicked out in 1995), and have suffered heavily from proactive European tariffs and unfair trade practices.

In the Far East, Japan faces an age of new challenges. Out from the protective shadow of the United States, it must not only cope with its own defense in a nuclear age, but also rising competition with Korea, China, and the re-organized New Philippines. In recent years, the Japanese have changed from economic rivals and robber barons to economic supporters of the U.S. economy. But old scars from the trade wars of the 1990s die hard, and true mutual cooperation between the U.S. and Japan is a long time coming. This is further aggratated by the fact that, A new emerging power in its own right, has further strengthened its relations with the U.S. through the Mutual Defense Treaty of 1995.

After a lengthy war with the United States, Central America has emerged as a strong union of independent states, working under a pact of mutual cooperation. The U.S. has been expelled from all but the Panama Canal Zone, which it holds by sheer military force against ongoing guerilla aggression. South America is a warzone of juntas, secret police, drug lords and military oppression, torn by petty combat and revolution.

Legal Background

The police of the 2000's are organized much as they were during the 20th century with Homicide, Vice, Burglary and Traffic Squads; about 2,5 men each. The most recent addition to police organization has been the addition of the Cyber Psycho Squad (also known as the Psycho Squad), whose main job is to deal with cybernetic criminals. While the average beat cop hits the street in an armored squad car, wearing an armor jacket, helmet and carrying a small-chipped Beretta sidearm, the Psycho Squad detail employs aerogryos, AV-4's, miniguns, assault weapons and Singer missile launchers.

City cops can patrol all areas of the city. Corporate police are permitted to patrol only corporate facilities. However, in areas where a large number of office areas are side by side, this effectively can turn an entire downtown region into Corporate Cop territory. Corporate Cops are usually better armed and armored, and often have full Trauma Team medical coverage. They are more vicious, sadistic and brutal, and the first to know about the Corporation can cover the incident up.

The Uniform Civilian Justice Code

Skyrocketing crime rates in the 1990's proved that the existing legal structure was falling apart. Following the Pura of 1996 (when citizen's groups lynched hundreds of criminal defense lawyers), the Government declared martial law throughout the U.S. for a period of three years. During this time, justice was dispensed by local military courts. The amazing thing is, it worked.

A death penalty for looting brings a wonderful element of stability to a rioting neighborhood. During this period, the Military Justice Code was the main rule of law. Its draconian standards of crime and punishment served so well that when martial law was suspended in 1999,
ALL THINGS DARK & CYBERPUNK

BACKGROUND

The Government established a Uniform Civilian Justice Code in its place. Although the law is now administered by civilian governments, the Code is the guideline for all criminal procedures in the United States in 2020.

Pea bargaining (pleading guilty to a lesser charge to avoid going to trial) has been eliminated. Prosecution is almost unheard of. The death penalty is standard for murder cases—there is a 3 month appeal process during which new evidence can be produced. Most felonies have mandatory prison terms of 3 to 10 years. Lesser crimes are covered by exile or personality adjustment.

Self defense is defined as "any instance in which the assailant can show just cause that his/her life, or the life of another party was threatened, in circumstances where a duly appointed officer of the law could not be summoned, or where it was impossible to get the injured party by any other means.

Theoretically, narcotics may not be possessed within the premises of the United States. However bioengineered plant diseases developed through the 1990's by the Drug Enforcement Agency wiped out 96% of the cocoa and opium plants in existence, making the point moot. The law also does not cover "ducking the crime" or drugs, which are defined as medicinal.

Crime & Punishment

The punishment for criminal acts under the Uniform Justice Code of 1999 is swift, certain and drastic.

The simplest is personality adjustment—a process which implants an avernum chip. Avernum persons are completely immune to traumatic stress and have no memory of violent acts. Exile is a fine of $25,000 and having a serial number laser etched into the butt of the gun. This number is cataloged with the ballistic firing pattern of your weapon at FBI/JCA Headquarters in Washington D.C.

The Federal Weapons Statute of 1999 states that if a gun with your ID number is used in the commission of a crime, you are liable for that crime, unless you have previously reported the weapon as lost or stolen, and that report is authenticated by the local police agency.

Under the provisions of the Federal Weapons Statute, it is illegal to carry submachineguns and other fully automatic weapons—possession carries a fine of 5 to 7 year mandatory prison sentence. Not that this stops anyone.

While there's a certain style in using an old model sidearm like a Colt, 357 or .45, the sensible cyberpunk knows that a modern pistol makes a good backup. Since the introduction of the Glock 17 automatic in the mid-1980's, most major handgun manufacturers now produce polymer resin pistols in a variety of calibers.

The most ubiquitous of these is the Firearm Arms X-22 and X-9 series, a line of polymer plastic handguns. Manufactured in bright, designer colors, these so-called "Polymer One-Shots" carry an easy to load 10 or 8 round clips of caseless ammunition, retail at $150 to $300, and are available in most sporting goods stores. They combine practicality, durability and style in a potent little package. The new Cybertron™ line includes airbrushed casings with colorful shapes and attractive molded right—-the perfect gift for the young consumer interested in personal defense.

Vehicles

Surprise, surprise. Contrary to expectations, the year 2000 has brought no staggering new developments in transportation. Years of economic strife and civil unrest have discouraged research into new ways to travel—once, the very act of travel has become very restricted. Expect the inner city world of 2020 to be much like the 20th century—a network of crowded freeways, packed trains, and swarming airports.

With the extremely high price of petroleum, almost all cars of the 2000's are powered by tanks of liquefied methane or meta-alcohol fuels such as "CHOOH-2." Electric cars are the exception, not the rule. Control systems are roughly like those of the late 20th century employing a few more digital displays and pushbutton controls.

The biggest change has come with the introduction of cybernetic control systems. These employ serves at the wheels, thottle and transmission, which are controlled by a modified cybermodem in the dash. The driver simply "studs" into the cybermodem and thinks the car through the motors. Cybervehicles are relatively uncommon—the upgrading price is steep, and the removal of external controls renders the vehicle useless to anyone but a cypered driver. So far, no major manufacturer has produced a purely cyber-driven automobile, although there are several after-market firms which will convert a standard car to cyber control.

Bell Boeing V-22 Osprey

Powerplant: Allison 937 Gas Turbine Performance: Max speed=275 knots, Range=600 miles

Structural Damage Points: 200 (Ospreys are not armored).

The Osprey mounts two large, wide-propped engine nacelles at the ends of long, high lift wings. The engines can be tilted from a forward facing direction to a vertical position, allowing the aircraft to take off and hover vertically. The wings can be folded back along the body for easy storage, making the Osprey a perfect vehicle to work from rooftop pads atop unprepared airstrips.

A revolutionary concept when it was unveiled in 1988, the Osprey tilt rotor aircraft has become a standard vehicle throughout the 2000's. The military version served with distinction throughout the riots of the 90's and the Central American Conifics. Various civilian manufacturers (Cassina, Lézard, Avionica) have licenced the original Boeing design and applied it to smaller commercial and business applications. The Lear Aileron even applies the Osprey principles to a tiltwing turbojet version.

Ospreys can be found as commuter vehicles between city centers and hub airports, or as corporate aircraft operating from rooftop pads atop
headquarters skyscrapers. Small ver-
sions such as the 16-seat Shadow and
elite are popular light aircraft
throughout the world, allowing flight
operations in even the most remote
and unprepared sites.

Light Rail Lev Train
Numerous Manufacturers
Powerplant: Electric third rail induc-
tance field.
Groundspeed: 200 mph.
Structural Damage Points: 80 per car
of train.
Superconductor magnets have made it
possible to build extremely cheap
and durable "levitation trains." Riding
on magnetic cushions, these "levs"
have become one of the major trans-
portation resources in the 2000's.

Financed by Corporations or city
governments, they are present in most
major cities.

Levs are usually underground within
the city limits, running on high pillars
out in the suburbs. Usually one line,
headed out to the Corporate suburbs,
is sealed off and requires an entry
code to get into that station. Corporate
lev stations are always clean, well
lit, and well guarded by corpo-
rate security. City lev-stations are
usually not up to these standards,
although most cities run police pat-
rols on the line to control crime and
vandalism.

Lev-tickets are charged at a rate of 50c
per station passed; a trip passing through two stations, for example, would cost 1.50c. Tickets may be purchased from automatic ticket machines, using credit cards or cash. These machines are located at the stations themselves and in local con-
venience store outlets.

Bell F-152 Aerogyro
Powerplant: one Bell-Madza 2600
rotary aircraft engine.
Performance: Max airspeed: 150 mph.
Structural Damage Points: 50. The
rots of later lifters required new
tactics for operating in urban areas.

Chief among these was the introduc-
tion of light, one-man helicopters or
aerogryos. The F-152 is currently used
by police units. Corporate defense
teams, Solo assault operations teams
and drug-running gangs. An unarmed
version, known as the Bell-15, is a
popular recreational vehicle.

McDonnell-Douglas AV-44
Tactical Assault Vehicle
Powerplant: one Rolls-Royce Pegasus
II vectored thrust turbofan (21,180
Ib thrust)
Performance: Max airspeed: 350
mph. Operational radius: 400 miles.
Structural Damage Points: 100. Most
AV-4s are armed to an SP of 40.

The nearest thing to a science fiction
car, the AV-4 Tac Vehicle was de-
veloped as a light assault aircraft
capable of operation in close urban
areas where rotary and lifting air-
craft cannot penetrate. Short, bul-
ous, and equipped with only num-
berary munition weapons, the AV-4 has
the aerodynamic characteristics of a
rock, lying on the brute force of its
huge jet engine to keep it aloft (the
original Pegasus engine lifted 19,550
Ib Harrier jumpjet, while a fully loaded
AV-4 weighs about 8,400 lbs).

The AV-4 is used by police or corpo-
rate troops for urban assaults (using 2
bell-mounted GAU-12U minigun pods).
They are also used as emer-
gency vehicles—specifically by the
Trauma Team organizations—or as
corporate vehicles for special deliver-
ies and meetings.

AV-46 Combat Assault
Aerogyro
Powerplant: two Rolls-Royce Pegasus
IV vectored thrust turbofans
Performance: Max airspeed: 480
mph. Operational radius: 600 miles.
Structural Damage Points: 100. Most
AV-46s are armed to an SP of 40.
This is a high speed, fully combat
able version of the AV-4 aerogyro,
with twin mounted in the vertical
helisides. AV-46's mount cybersat-
cist, chin turrets (20mm cannon),
plus rockets and missiles. AV-6's
are primarily used by military units.

AV-7 Personal Aerodyne
Powerplant: one Rolls-Royce Pegasus
Mini-Turbofan.
Performance: Max airspeed: 250
mph. Operational radius: 400 miles.
Structural Damage Points: 50. A
recent development of the AV
classe, these small aerodyne ver-
shower its plans to fulfill the light heli-
copter role. While the internal avion-
ic and engines are usually designed
by Douglas, a unique licence ar-
angement permits other vehicle
manufacturers to build their own body
shells on the basic chassis. Manufactur-
ers now include BMW, Mercedes,
Toyota, and Maserati.

Information Services

Letter
A stamp in 2002 costs 95 eurocents.
There are usually two deliveries—one
ing the morning, at 10:00 a.m., and
once in the afternoon at 3:00 p.m.
Letters are normally used for personal
Correspondence, or in regions where
Fax machines are not available.

Data Term
The Data Term is a streetcorner com-
puter terminal, which is a heavily
armored concrete post. Data Terms
have a direct Net link to a central Data
Term source in their home city, and
can provide maps of the area, infor-
mation, news updates, phone num-
bbers, current events and enter-
ainment information and shopping
services. Data Terms may also be used
to jack into the Net. Rates are about 1€
per minute.

Cellular Phones
The phone of the future is mobile
and cordless, allowing the cyberpunk
on the go to talk from his car, office,
or even on the streets. These "cellular"
phones operate by using a series of
stationary transceivers which pick up
your phone signal and relay it into the
regular phone Net. Calls can be made
not only from within the city, but also
long distance (with a Long
Distance Service of your choice)
all over the world and even into orbit.

Cellular phones come in a
variety of brands and styles,
although most are about
the size of a hand held
talky-talky. They operate on
rechargeable batteries
good for about 12 hours,
recharging from a wall
socket in 6 hours. Brand
names include Magnavox,
NEC, Oikodame, GE and Radio
Shack. Prices range from
$400.00 for an inexpensive
model, to $1,000.00 for
models with multiple lines,
including hold buttons and
memory-autodial.

Like other phones, you
must pay a monthly service
fee. The next one is wireless.

Screamsheets
To stay competitive with television,
most newspapers now use fax tech-
nology. Entire pages are typeset
and laid out by computer, photos scanned
into places, and the entire newspaper
reduced to digital code. This code is
transmitted to hundreds of newspa-
per boxes all over the area. The news-
spapers reassemble the code and print
the paper (using high speed xerogra-
phy) on the spot. The result is a slick,
flamy newspaper known in street slang
as a screamsheet.

Screamsheets have many advantages
over previous newspapers. You can
dial the newsbox to print only
the sections of the paper you want,
paying 1€ per page printed. New edi-
tions can be compiled in hours, allow-
ing the public to keep abreast of a
story even as it happens (although
most screamsheets are updated at
6:00 a.m., 12:00 p.m., 5:00 p.m. and
10:00 p.m.).

Television & Radio
An all pervasive force in 2020, televi-
sion has moved into the realm of
total entertainment. One hundred
and eighty-one channels now crowd the
airwaves, as well as various cable
and subscriber channels. These cover
everything including news, sports,
music video, old movies, foreign
shows, religious programming, de-
bate, erotic and adult programming,
business news and weather. In addi-
tion, there are at least 200,000 radio
stations throughout the Western
world.

In the Euro and Asian theaters, most
programming is state-controlled; the
definition varies—Beijing TV in China,
for example. In the United States,
three privately owned enter-
tprises—CBS, NBC, and the
Century Broadcasting Network
(CBN)—World Broadcasting
Network (WBN) and Network News 54.
These network channels broadcast
versions of three massive entertainment
conglomerates, each producing records,
tapes, videos, movies and books
for the masses. The product is bland,
mindless, and catered to the lowest
possible denominator.

In addition to network programming,
there are satellite feeds, featuring
programming from around the world.
There are also a large number of
"pirate" TV stations, operating out of
hidden stations and through cable
and satellite patches. These are of-
ten a major source of news and infor-
mation unsought by corporate
and government interference.

In addition to the now standard
high definition flat screen Televis-
ultural (and expensive; to up to
10,000,000) holographic TV systems
are now available.
**BMW-McDonnell Douglas AV-7**


**Dataterror**

Providing news, information, weather reports, entertainment news. Data Terms may also be used to access the Net and to make phone calls. 120 per-minute use.

**Zetatech Hi-Profile VideoCam**

A favorite design used by media for mobile assignments. Pickup range is 200 feet. Cellular uplink allows instant transmission to Network broadcast studio. Cost is 875eb.

**AKR-20 Medium Assault Rifle**

Common assault rifle for battlefield combat. 500 eb.

**Toyota Avante**


**Honda Metrocar**

Common type of city car, powered by CHOOM³. Top speed: 40 mph. About 2,000eb.

**Bell-Boeing V-22F Osprey**

Composite ALV, small version of the original tilt-rotor craft. Capable of lifting large cargos to isolated areas. Cost: 750,000 eb.

**Ford-Mazda Luxus 14**

Cybercontrolled luxury car, favored by many high level Corporates execs. About 40,000 eb.
"Life in 2020 Isn't just all guns and drugs. If it was, we wouldn't call it Cyberpunk."

Dungeons & Drug Dealers

The best Cyberpunk games are a combination of doomed romance, fast action, glittering parties, mean streets and quixotic quests, to do the right thing against all odds. It's a little like Cyberpunk with cyberware...

—Maximum Mike

SECTION 12
RUNNING CYBERPUNK

Assorted tips, clues, good stuff and tricks of the Cyberpunk genre

So how do I run this game?

Glad you asked. Cyberpunk is a challenge for even an experienced Referee, in that you must create the right atmosphere of grunginess, sleaziness and pervasive paranoia throughout your entire game. The Cyberpunk environment is almost always a dark, sleazy world, its landscape is a maze of towering skyscrapers, burned out ruins, dingy tenements and dangerous alleyways. In short, any major city in the world at about 2:30 in the morning when the lowlifes come out in force.

The Urban Environment

The urban environment is crucial to your Cyberpunk world. Whether you use our Night City or create your own, remember: that your setting has to have all the right elements of a slum. The slum should be slum-like neighborhoods of the world. But you should also find places where the houses and have no. It's all or nothing.

Know The World

First trick to running Cyberpunk: Immerse yourself in the genre. We've given you a start with the story, "New Fores Away." It should give you the style of speech, the urban feel, and the hard-edged realities of the Cyberpunk. But you should also hit the local video-store, the library and the record shops for source material. We've included a bibliography of places to start in the sidebar.

Play For Keeps

Second trick to running Cyberpunk: Play hard and fast. You shouldn't be afraid to kill off player characters. You should constantly be getting them into fights, traps, betrayals and other soap operas. There should be no one they can trust entirely, no place that's absolutely safe. Never let 'em rest. This doesn't mean you shouldn't play fair. But you should always play for keeps. If they cache weapons somewhere, steal them. If they stop for a rest, mug them. If they can't handle the pressure, they shouldn't be playing Cyberpunk. Send them back to that nice role-playing game with the happy elves and the singing birds. We've given you some great encounter tables which we suggest you use everyday the action drags (in Friday Night Firelight).

Teamwork; The More the Bloodier

Fourth and last trick to running Cyberpunk: Teams. You'll notice—Cyberpunk groups are not social. The players will have no reason to trust anyone, and the conventional reasons (stop evil, kill monsters) for an adventuring party won't work. A bars isn't a place to meet new adventurers—it's a place to scope out potential victims. Parties are more likely to kill each other in a firelight than divide the spoils fairly.

For this reason, you'll need a more solid "hook" on which to hang a Cyberpunk adventure. Our hook is the team. A team is a group of people who are already thrown together by Fate in some way which forces them to co-operate. They don't have to like each other, but they have to work together. Besides giving the party a springboard from which to work, the team also makes the adventure easier to run. Players
can be given assignments from a “higher power”, or the entire group can be faced with a problem that requires co-operation to solve. The group stays together or it dies. Simple.

We’ve given you a number of Teams which might naturally evolve in the Cyberpunk world. Each proposes a good mix of character roles and offers many ways in which all the players can become equally involved.

Corporate Teams: Corporate teams are groups that are oriented around a specific corporation, working together to accomplish the company’s goals. The main base of operations is the corporation’s offices or security areas. A good corporate team might consist of one or more corpsmen (an executive and an assistant), a Netrunner (who runs the team’s intrusion and computer systems), a Fixer (who deals with the team’s Street contacts), a Tech (either medical or mechanical), and two to three Solos (who handle the combat). Bands: Bands are any group of Rockerboys who have gotten together to play music. The band travels from place to place, getting into trouble at each new gig, holding concerts and raising hell. The main base of operations can be a practice hall, a club, or a roadbus. There may be any number of Rockers in the band itself (although three to four is considered best). In addition, there will be at least one Fixer (who acts as manager, a possible Tech (to handle equipment needs), and several Solos (who are both bodyguards and roadies). Various other slots such as groupies and tour personnel can be Nomads, Corporate (playing record execs), and Mediads (as rock-reporters or reviewers).

Trauma Teams: Trauma teams are groups of doctors paramedics who patrol the city looking for accident victims. They operate from an AV-4 Urban Assault Vehicle, redesigned into an ambulance configuration and armed with a belly-mounted minigun. A typical trauma team would include a driver (Corporate, Fixer or Solo, although Nomad is best), one or more medics, and two or more Paramedics acting as “security”. The team may also have a Disembarker (Corp or Fixer) in charge of sending them on their missions. A Media might also tag along with the team, writing stories about their adventures.

Medicamen: Mercs are often hired throughout the Cyberpunk world. A typical merc group could include at least one Fixer (to handle contracts), one Netrunner (to handle security systems, computer, assault, etc.), one Techie (for weapons), one Medtechie (for wounded), and any combination of Solos or Nomads (as grunts soldiers). They wouldn’t be out of line to have a Media there, writing a war correspondent. A merc group could operate out of a club, a bar, or a well-hidden paramilitary base camp.

Gangs: Gangs and counter-gangs are usually the enemy in Cyberpunk. But why not turn the tables? Gangs can also be created for positive purposes—neighborhood defense, to stop other more violent gangs, or to resist a major invasion by Government or the Corps. In this context, you could look at Robin Hood or the WWII Resistance as gangs. A typical Gang would have lots of Solos, Nomads and Fixers. There might be a Medtechie or Techie around, and possibly even a Corporate if the gang is one of those controlled by a covert organization. A Media could be covering the gang from the Street angle. Gangs operate out of clubs, bars and deserted buildings.

Nomad Packs: Nomad packs are natural teams—they are already together in one group. Everyone knows each other. A good Nomad Pack could include a few Fixers to handle in-town negotiations, a Netrunner (who handles the pack’s intelligence work), a mixture of Techies and Medtechies, and any number of Nomads and Solos. The pack operates from the Caravan—an assemblage of RV’s, trailers, buses and cars moving across the blasted landscape of freeway America. The pack members could travel with the main caravan, or as scouts traveling ahead in their own vehicles.

Cops: The Cop team operates out of a seedy, heavily-fortified police station. They might include a few Fixers on the Vice Squad, a Netrunner on Counter Intelligence, a Captain (Corporate) who handles connections with the City Government, and a large number of grunt Cops. Don’t forget a few maddened Solos on the Psycho Squad. Cop teams are better than most, as they allow the Referee to break the team into smaller groups of “partners”. A Media might also choose to follow the Cop team, looking for hot stories on the crime beat.

Media Teams: Media teams go anywhere, do anything to get the story. A Media team can operate out of a TV or radio station, a newspaper office, or even a major network news bureau. A good Media team might include two or three Medias (as hard-hitting reporters), a Netrunner (to gather communications, information gathering, and computer snooping), a Tech for the equipment, and a couple Solos or Nomads to provide muscle and protection. A good newsroom also will have at least one harried Corporate who has to cover the team with the bosses upstairs.

Don’t Give Up Your Day Job
Any one of these Teams can fit a character role that isn’t described. A low-level Rocketboy could moonlight as a Trauma Teamer while waiting for that big score. A Netrunner might do a little time with a Corporate team, while sneaking into the Company mainframe at night. A Nomad might do almost anything to earn money while his pack is in town. In these cases, the main character role should be treated as an interest, which may become more important to the team as time passes.
13 NEVER FADE AWAY

He's coming out of the Hammer, about midnight, and he sees them. Three punks, mohawks bright and bristly with reflected neon, wearing high-collared jackets; gang colors.

"Yo! Rockerboy!" one of them yells, "Good show! Good nose!" Johnny Silverhand waves absently. "Fame, they're right, the Big Gig was good. He'd barely been better. But he shows over.

They start walking towards him. One waves a bottle; the light strikes oily yellow tequila sloshing to and fro. "Yo, Silver-rock!" he says. The other one, with the face scarred in African tribal tattoos, "Join us! Share some! Fair price for a good gig, eh?" The distance is closing. Johnny steers at his friends, to his bad side. The one without the Hand. "Hey, kids, brothers," he says, noticing the gang's colors and speaking in a tempo-pounding tone. "Your offer's solid, but it's been a long gig. I'm nearly flattened as it is. How 'bout a replay, next night?" By that time, they were almost on him. He shrugs them off the spring hoister, settling into the Hand. Probably nothing, he thinks.

"Yeah. Replay next night," the big one says enthusiastically, and that's when they hit him. This fast, they're a blur. The Walker booms in the close confines of the alley; whines as spent rounds ricochet off into nowhere. There is a metallic "snick" as the smaller punk brings up his arm—light reflects off the fistful of razors that pretends to be a hand; then an excruciating impact lifts Johnny off the ground. Blood runs over wet concrete. Silverhand hits with a bone wrenching impact. His pale eyes stare blankly at the sky. All's terrified screams recede swiftly into the dark. Sixty to zero in eight seconds flat.

Johnny comes to. There's something like broken glass in his guts. Red fire blots out the cool blue neon. He rolls over in a pool of something greasy. Blood. His.

A cat topples off the dumpster, pouncing a cautious pattern around his body. No fool, this cat. A survivor. Not going to get involved. It's eyes are tiny red LEDs moving up and down. Johnny watches it. Smug bastard, he thinks. And closes his eyes.

Behind his eyelids, red digitalis feebly clock out his remaining moments. Bio-clock running down. Cars whispering past on the filthy, rain-wet street beyond. A Trauma Team ambulance in the distance, sirens screaming. But not for him. He's checking out.

**He balls the Hand that is his trademark into a chromed fist, servos clicking in one by one. He thrusts it into the gaping belly wound, gasping at the shock pain. Somewhere, he gets to his feet, staggering to the alleyway. He heaves his feversh face against the cool, wet bricks. He makes a decision. He's not going to die. They're going to die, closing his eyes, he pitches forward into the streak of passing traffic blur.**

Something stops him. Hands firmly grasp him, holding him up. Silverhand has just enough strength to open his eyes. There's a face looking intently at him, thin, bearded. "Lord Almighty," the face says. "They really did you, didn't they?"

Faded to black.

**TRAUMA WARD**

Something is screaming when Johnny wakes up. Fine. Just as long as it isn't him. He must have missed the ambulance ride to the hospital, but here in the trauma ward he can hear the sound of jet engines. That's the screaming. It mounts higher and higher, while the ward fills with warm air and the smell of ozone. From his stretcher, he can see the bulky AV-4 vehicle spin on its fan and hurtle upwards. The din dies down and he can hear screaming for real all around him; casualties of the regular firesight up the City.

The doctor puts him back together. The same doctor who did his transparent Kiroshi eyes; his trademark silver hand. The same doctor who plugged him for interface and installed the software chips in the back of his skull. Johnny considers taking out a service contract.

Microsurgical valodos rip through the perforated guts, swabbing, tying off, and stitching the wounds. His body is a work of art with speedfeeds, fasteralers, endorphins and antibacterials. Microscopic stitches hum off the serrated teeth of a mini-closer, bonding flesh together almost as well as the original. In a month or two, there won't even be a scar. Let's hear it for newtech.

The doctor's hands are quick and sure. He has done this a thousand times. He has a German accent. "Ach... Johnny... Johnny" he says. "So glad you're alive, he works. Over his head, the sterilizer lamps glitter like an insect's multilayered. "Johnny... When are you going to give this up?" says the doctor.

When it ends, thinks Silverhand, from the fog of the dorphs and general anesthetics. "Johnny," says the doctor sadly. Silverhand is a second son to him. His first son was Johnny's best friend. His first son was killed in an inter-corporate war eight years ago. No man should lose more than one son in a lifetime.

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

His alleyway benefactor is named Thompson, a thin, reedy type, wearing an armor jack trechoat three sizes too large. He packs no visible hardware. But a minimum mount straddles his head like an oversized headphone; a mike loops in front of his mouth, the camera itself coming around the right side of his skull and hardwiring into a startlingly bright green cyberoptic. He's a Media; a one-man team of cameraman and reporter, direct feeding to some mediscap downline. Hey, Rocker", he says, leaning over the table as Silverhand recovers under the sterilizer beams.

"Ready for a little vengeance?"

**THE NAMING OF NAMES**

Johnny pulls on a red T-shirt. The shirt has the logo of his last band, and epoch. The shirt drags over the freshly stapled wound; hangs up on the bandages. He curses in Japanese. He pulls an armor jacket over his shoulders.
JOHNNY SILVERHAND
Ex-Central American vet, now Rodriguez. Johnny is the leader of a top band called "Skeletal." Known for his musical skill, his competing songs, and a history of tense relationships.

Stats
INT 7 REF 8 CL 8 MA 7 BODY 7

Cybernetics
Chromed cybergear with recorder. Same-vision boost. Two cyberoptics with LR, Low Lite, Enhancement.

Skills

Possessions
Heavy Armor Jacket, Light Helmet, H&K MPK, 11 Arazaka Rapid Assault.

He pulls the autoshotgun out of his battered bedroom dresser, checking the load and weight. He slips it carefully into the worn under-arm holster, under the jacket. He stuffs shiri into pockets on the outside of the jacket. He picks up the heavy H&K K Smartgun and slides it into his back holster. There is a fury behind glittering pale eyes.

"So," he says. "Tell me..."

Thompson leans back into the wall, body bracing against Johnny's intensity. He grins, takes a slug of Silverhand's tequila. "They didn't want you. They wanted her. It's an extraction. Business as usual."

Johnny's eyes are blank. "No surprise," he comments shortly. He gathers up a ragged handful of shells and begins to stuffload the H&K's spare clip. Only the trembling of his hand—the meat hand—betrays any emotion. "So why'd they do me?"

"I let you take it, because I knew it would take at least five minutes for you to bleed yourself dry..."

"You were home," grins Thompson. "It's an oldline. They both smile like friendly sharks. Thompson stops smiling. "They wanted you flattened so it'd look like a gang job. Boostergang sees the high and mighty Mister John Silverhand out strolling with his input; he decides to smash him a bit. You go down, they grab her; they're gone like vapor. Real convenient when the cops find her body in an alley 'bout a week later. They'll have motives—lots of ugly motives, but they're those of high-powered boosters, not pros."

"Pros." Silverhand finishes loading the second clip. He stuffs the remaining shells in the armorjack's pockets. You can never have enough ammo.

"Yeah, pros," repeats Thompson. "You got shredded for fine, bro. At least a clean thousand Eurobucks on half those boys. The speed they hit you with took maybe a seventy percent relays boost, and those were custom rippers. The type that fold out along the fists. That sort of hardware wasn't something you pick up on the Street."

"You saw them on me?"

Thompson's eyes are cold, slate-like. You could write anything you wanted in them. "Get real," he grates. "These were pros. If I'd jumped in, we'd both be dead."

"The eyes flare him. You've been off the Street too long, Rocker. You think everyone has a nice agent, a couple Soles covering their butts, and a comfy apartment like this somewhere. I let you take it, because I knew it would take at least five minutes for you to bleed yourself dry. I waited for them to move on, then used my Trauma Card."

There is a longish silence. Then, "Look, Rocker. You want to guilt-loop, or you want to get your girl back?"

"So name names," says Johnny. He sits down on the edge of the bed, favoring his stapled side. He reaches out for the tequila and takes a slug.

"Good news/bad news," says Thompson. "He unbrellas the cybercam unit from around his head and sets it down on the table between them—the only indication of hardware is the silver-mounted skull plug drilled through his right temple. The cam's cellular link through the NET is off. Thompson says, "Good news is, it's not one of the really big guys, like Eurobusiness Machines. Fair enough," says Silverhand, taking another swig from the bottle.

"Bad news is, it's Arasaki.A"

"Jesus H. Christ!" explodes Johnny. The Hand, resting on the edge of the table, convulses. There's a rending noise and splinters fly in all directions.

"Your input was playing with hotdeck materials, rocker. You know she ran for its, right?"

"Yeah, you got your way somewhere. Alt didn't talk much about her work."

"True. But your Alt was it's pet Retrunner. She moved info up and down the NET and handled their security as well. She made a lot of classy software just for them. Long pause. "She's dead. Souklier, you know. Or maybe you didn't find out much about her work."

Johnny sits back on the couch, the bottle halfway to his lips. Even the normally disconnected Silverhand has heard of Soulkiller; the legendary black program that sucks the very soul from its Netrunner victims. Soulkiller. What a joke. Soulkiller is a 2,000,000,000 meg AI superrouter that can track an intoning Netrunner's cyberlink faster than a boostergang snort stinger. It tears out the cyberpirate's brain with brutal force, recreating it in a frozen storage matrix inside the mainframe. The word is on the Street that Souklier may be the closest thing to Hell on earth, and in these days, that's saying a lot.

And Alt made that? Johnny bites down a momentary wave of revulsion, superimposed over Alt's big green eyes, tousled mane of hair. "No wonder she didn't talk about her work," he says finally.

"I was following her, Rocker," says Thompson. "Word's out that Arasaki is working on it. It's right out of Soulkiller. Something that can walk the NET freely, getting up close and personal with people Arasaki doesn't like."

"A black program assassin for a security company?" Johnny is up and pacing now. He knows where this is going, and he doesn't like it."

"You probably believe in Santa Claus too," says Thompson, reclaing the drags of the bottle. "Your Alt is the missing link. I figured they'd have to recruit her sooner or later, whether free or forced. Souklier's main programming is buried in her head somewhere. So I followed her."

"Thats the concern."

"You don't get it, Rockerboy. I want Arasaki. I want them bad. I'll put anyone and anything on the line to get them. Even myself—I have to broadcast this story from the grave, I'll do it. They're mine. You get in my way, you're flattened. You go with me..."

Thompson lets it trail out.

THOMPSON
A top reporter for Word News Service, Thompson has a running feud with the infamous Arasaki Corporation, whom he suspects of having murdered his wife. He willing to do anything to get the elusive "Soulkiller"—anything. Thompson also served in the Wars as a correspondent, and is fond of heavy weapons.

Stats
INT 8 REF 8 CL 7 MA 8 BODY 8

Cybernetics
One cyberoptic with IL, Low Lite, Targeting scope. Cyberaudio with radio splicer, scriber, chip recording.

Skills
Crashability +5, Rifle +6, Interview +9, Composition +7, Athletics +4, Notice +6, Infiltrate +5.

Possessions

ROGUE & SANTIAGO
Rogue hates the Atlantis. But she goes there because the contacts are good, and the pickings easy. Corporate looking for a fast freelance assassination. Medias and "Runners looking to trade information. Fixers with guns, armor and smuggling jobs. But the place has bad memories. She only comes here because Santiago insists on it.
"You don't let personal caca get in the way of business," he says. A lot he knows.

Her back is to the wall of the booth—her mirrored shaded eyes scan the room like monitor cameras. What she can't see is covered by her partner, Santiago, from the opposite side of the booth. His bulky shoulders bulk the heavy armor jacket—he looks like a scowling mountain. He's not her type. But he wants her. Somehow, they've managed to work their way out of the way they worked out a combat style; the division of spoils. But he keeps hoping. Stupid Nomad.

Then she finds herself facing what she's dreaded for the last two years; the reason she hates this crummy bar; hates this crummy town. Johnny Silverhand walks into the Atlantia.

He still has the moves, she thinks, as he strides through the big brass doors. Head held high, a cocky light in his pale glass eyes. After all this time, Rogue still can't decide whether she wants him, or just wants to kill him. He looks like he owns the place as he strides by. He has her old friend towards her; a comment on an old friend here, smiling at a fan there, a narrowed glance at a potential troublemaker; then he's standing in front of her. "Rogue," he says. Like nothing ever happened. "I need your help, Rogue." His voice is urgent, magnetic.

"You can go to hell," she replies levely. On the other side of the booth, there's a faint sound as Santiago slides one hand over the Mac 10 in his lap.

Johnny leaves closer. "Look," he says, "I'm sorry. I know how you feel. Wouldn't do this if I had any other choice. He pulls up a chair and sits, staring at her. "Tough," she shoots back acidly. She hopes her voice sounds steadier than she feels.

"You owe me one," he says, his voice taking an edge. "For Chicago. You owe me one at least. And it's not like I won't pay you back, I've got cash."

"How much?" interjects Santiago. Johnny turns to face him. "Word on the Street is you're pulling five grand a night. I'll match and double it."

Santiago's eyes narrow. On the Street, their team is known as the best. Who does this chooc kus say he is? Then the nomad realizes he's being baited. Silverhand's already figured the score between the two partners. If Santiago backs out, it'll be all over the Street tomorrow. If he goes with it, Rogue's going to have to back his play. "Rogue's right—Silverhand is a bastard. Santiago is hard. He can take this punk with one hand behind his back. It's going to cost you thirty thou, Rocker."

"Done."

Santiago grins and raises the stakes. "And you come with us," he finishes. From her side of the booth, Rogue's eyes smolder at her partner. She'd object, but the rule of the game is, "You don't let personal caca get in the way of business." When Johnny pulled out his wallet, as far as Santiago was concerned, it became business.

"Done" says Johnny. He's reaching out across the table to match goals with the big Nomad when one long shadow falls over the table, then another.

"Ah, Mister Silverhand," the bigger shadow says, leaning close. You can see red LED light scrolling behind his optics, forming crossthrays as he brings the smartgun up.

Rogue reacts, her chipred reflexes kicking into overdrive. Her hand is a blur as it stays up over the table, the bunched knuckles smashing the Solo's nose back into his face. He's dead before he hits the floor, but bashed muscles tighten on the trigger of the big Beretta. There's a deafening BOOM! In a very small space, but Johnny's boosted reflexes have already thrown him up and over. There's a scream as the rug slaps through the back of the booth and blows through the chest of a Corp sitting on the other side of the thin wall. Rogue's other hand fires the silenced Automatik from under the table, ripping the smaller solo in half.

Santiago rolls, hitting the floor. Over by the bar, three figures in armorjackets stand up, weapons in hand; Santiago's MAC-10 hammers a short burst. The figures go flat; one staggers back into the window and falls through in a shattering sound like a hundred dropped chandeliers. Thompson brings up the FN-FAL with studied nonchalance, covering the two remaining, prone figures. "Gotchta," he says.

Johnny hits the bar floor; gun high and eyes scanning the corners. Patrons keep their hands away from weapons—every one plays cool. The disemboweled Solo on the floor whimpered. Back to back, the four of them edge out of the bar.

We are seriously tagged," gasps Rogue as they hit the sidewalk. "They must have tracked my Trauma Card," grunts Thompson. "Guess they wanted to finish the job. You know some nice people, Rocker."

They reach the Porsche just in time to see the shadow of an unpacked AV-4 sweep over it. Garbage, oil, and filthy water explode into steam as the jet exhausts hit the pavement. Rogue is already down, dragging a bead on the cockpit with her .44. Above her head, Santiago's MAC-10 roars in deafening staccato. The tiny red spot of her laser scope pinpointsthe AV-4 pilot's forehead, even as the sea bug minigun sweep around toward them. She's not going to make it. The canopy's got to be armored. She doesn't even have time to watch her life flash before her eyes.

Then the lacerated is eclipsed by a screaming WHHHHHOOOOOOGMAMAMBEP. As something slams into the AV-4. The entire canopy—the entire front of the aircraft bells out in a horrible slow-mo inferno—a razor-cradle of hot metal, melted plastic and
seared flesh gouts against her as the AV tilts to one side and drunkenly impacts the street. A fireball shatters the night. "Love those grenade launchers," smirks Thompson, lowering his steaming FN-FAL.

Santiago’s MAC 10 hammers a short burst. The figures go flat; one staggers back into the window and falls through in a shattering sound like a hundred dropped chandeliers.

"We gotta get out of here," grits Johnny from behind a parked car. Rogue looks into his eyes—he can see the faint red etching of a targeting pattern flickering in their pale depths. "Right," she says, already up and moving. Her breath catches ragged in her throat as they run back into the shadows.

Santiago takes point; he knows all the best bolt holes in the area. Thompson is next, the big FN-FAL sweeping their way like a flashlight. Johnny keeps his H&K close to his body, his nerves tingling with booster effects; he’s running like he’s on speed. Alleyways streak by as blurs—he compensates his time sense. Rogue is covering the rear, and he can hear her breathing behind him. He says over his shoulder to the breathing dark shadow, "I’m sorry, Rache."


She stops running. She says, "Why Johnny? Why now? Couldn’t you have gotten anyone else?" She can hear him slow ahead of her. He says, "I needed the best. And you’re still the best, Rogue."

The best, Damn him.

ALT

She wakes with her mouth full of cotton wool. She’s smart enough to keep her eyes closed, to stifle any urge to scream. Boosterboys like it when you scream. They like it so much, they’ll do anything to make you scream over and over again.

Alt silently trigger commands to redline her senses to maximum. She’s relieved to find herself still clothed and relatively unharmed. Not typical booster, but she won’t complain. Her enhanced hearing picks up breathing nearby; the click of glasses and ice, computer terminals. Definitely not Boosters. Alt takes a chance and opens her eyes, spots out the gag.

A slender, Asian-looking man is watching her. Neat, well-tailored suit. A glass of real Scotch in one hand, which he offers towards her. "Welcome, Ms. Cunningham," he says, his mouth smiling and his eyes frozen. "I am Toshiro." He gestures towards another man: a hulking presence lounging by the bar. "This is Akira," he says.

Alt sits up slowly, cautiously, her boosted senses giving her clues. The comforting weight of her plastic autogun is missing. But she still has her cybered arm. "Can I get a drink of that?" she says, gesturing towards the glass in Toshiro’s hand. "Certainly," he says. A gesture to Akira, and the hulk turns obediently to mix a drink. Alt is surprised at the grace of the big man’s hands. He moves like an athlete. He moves like a professional killer. Akira brings her the drink, and Alt doesn’t even think about making a break for it.

"Thanks," the drink cools the pounding flame in her head.

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

Bingo! She thinks. She’s been grabbed by corporate headhunters. Fine. Great. She can deal with it. Just learn the rules, play the game, and go to work. After a week, it’ll be just like checking into work at the ITS offices. "So..." she says cautiously. "What kind of work do you have lined up for your new...um...employee?"

Toshiro leans forward, setting the drink down on the couch. He says, "So..." He says, smiling. "Ms. Cunningham. I wish you to tell me all about the program you call...Soulkiller."

Her blood freezes like a silenced scream.

BASIC GOONS

These are the types of disposable cannon fodder that often shows up on the Street. They’re just what your players need to get themselves blooded and ready for tougher challenges.

**Eats**

**INT** 87 **REF** 10 **CL 5**

**MA 6**

**BODY** 9

**Cybernetics**

One cyberopic with IR, Targeting scope, Katana chipped to +3, Rippers.

**Skills**

Combat Sense +5, Handgun +5, Brawling +5, Drive +5, Rifle +5, Melee +5, Athletics +5

**Possessions**

Med Armor Jacket, Light Helmet, Sternmeyer Type 35 Heavy Pistol.
Johnny, Santiago, Thompson and Rogue. They are perched two hundred feet in the air on a rusting fire escape. From their vantage point on the blackened brick side of the old Mark Luxor Hilton, they can see ten blocks in any direction. Rogue's eyes are switched to infrared, scanning for AVIs and avroggers. Johnny is watching the street below. Thompson is scanning the radio chatter and Santiago is talking. "We go in," he says. It's been two hours since the firefight.

"Fair enough," replies Rogue. "But we do it ASAP." Santiago grins. "You got a reason?"

"Getting shot at always pisses me off," she grins back. "Besides, figure they're combing the street right now, looking for us. They'll expect us to be trying to ditch them—they're putting their best foot to find us. Meanwhile, the second stringers are guarding the offices."

"How you figure they're holding her in the Arasaka office complex?" says Johnny. The Hand is in standby mode, running a test routine. Servos click and whirr and silver fingers spasm and flex of their own volition. Thompson speaks up. "Makes sense. The only mainframe big enough to run Soulkiller is in the main Arasaka building. Either that, or in Tokyo. We're not a big enough problem to rate flying her all the way back to Japan."

"Thanks."

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IT's a subtle problem—navigation data and decision subroutines take up a huge amount of memory, the reason free roaming programs are so limited in scope. Soulkiller already eats a lot of megabytes, to make it freerunning will take more memory than any normal computer can handle. The problem excites her professionalism even as the creation revolts her humanity.

God, they know her so well.

The original Soulkiller started as a matrix to contain artificial personalities. She studied the concept, worked out the parameters for creating a storage matrix. She was fascinated and awed to discover that the same matrix could contain living engrams, transfer them from computer to body and even back again. It was immortality.

ITS had taken it from her to build a killer. And she hadn't known how to stop them.

Now Alt looks over her options. If she doesn't build Arasaka's monster, they'll torture or kill her. If she builds their horror, they'll keep her alive. But... But once it's built, they'll put her into it.

**WAR PARTY**

A plan hinges on strange elements.

Rogue leaves their motel bolt-hole at nine. She moves fast, travels light, moving from place to place. Here, she picks up five pounds of plastic explosives; there, flashbombs, timers and tripwires. Santiago covers her. He picks up more explosives, a combat assault cyberdeck, and a long, bulky black sniper rifle.

Johnny's on the cellular, working the connections. He pulls his bandmates in from around the City, carefully dodging the phone taps, shadows and snoopers. He sets the time and place and the gig is on.

Thompson is on the Street, working hard. A phone call here, a tip to the screamsheets.
there. A fixer picks up a little euro on the side, and passes the word down. By ten am, the Street knows there's going to be a party. By noon, the word is all over the Street—the word is Samurai, the time is sundown, and the Smash is free.

By one, the Street knows the party is going to be on the edge of town at Industrial Park.

Arakasa's twenty two story office compound faces Industrial Park.

Like a single, hungry thing, the mob converges.

7:29 p.m.

The twisting construct spins, a blazing pillar of white light, spanned by rows of stars. A glowing chain, a whirling densified smoke and form, in the construct reality of the interface, lowering above her, looming like fear itself. Dreaming, it evokes the feeling of tales, of terror. It speaks in a voice like crystal, and momentarily Alt's breath is taken by it's perfect, murderous beauty. "I am..." it sings triumphantly to the cold stars.

"I am your Controller," Alt replies. "You will..."

"I am your Controller." A sight of horror in her voice.

"As always," it says, as though doubt had never existed in the universe. "What is your bidding, Mistress?"

Alt lets out a long, exhausted breath. She's gotten the Controller inside past her watchdogs. Now she has a chance.

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

THE ARASKA TOWER

Here's the story. The group that Johnny is leading numbers about a hundred people. There are twenty guards facing the park. Each turn, roll 1D6 for the Arakasa side. Remove that many people. Then, roll 1D10 for the crowd and remove that many people. When the guards get down to four men, they'll break and run. Meanwhile, you and your group should use the crowd as cover to get into the building. Good luck, chum.

It's like driving the freeway at two hundred miles per hour. The crowd swells and breathes as the first verse goes down, taking on the cohesiveness of a living thing. Then it goes wrong. One of the faceless guards lets go of the song. The saccato staccato of gunfire splits the air. But Johnny is already gone, faked back into a mob that howls like a wounded thing, then surges forward, shattering like surf against armored bodies, lobby doors, massed vehicles, guns. Screams. Gunfire. The strobe flash of the mob teeing a guard apart with vampire teeth, and rifle clavie. The sound of a sniper rifle high above the melee, as Santiago methodically picks out guards and blows them away with his Walther WA-2000 rifle. The lobby doors explode inwards as six thousand bodies slam against them.

Johnny is already in—in when Santiago took out the pair of guards by the main doors. She's on the floor and rolling, a fast dart. bomb pasted over the top of the security desk to fry the optics of the monitor team, followed by aแมร์ grenade a second later. The deafening explosion goes unnoticed in the typhoon roar of the mob. Santiago's right behind her, his video rig and FN-FAL sweeping everything in his path. Both were armor jackets with the colors of the infamous Iron Sights boostergang, a known Arakasa hit group.

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ALL THINGS DARK & CYBERPUNK
NEVER FADE AWAY

AKIRA: SUPERCOP FROM HELL

"Hm. Wouldn't it be cool if Alt Rubbed the plucks and Akira was still up and round when the player's burst into Toshio's office. Sure it would. Everyone should have a chance to battle the bad guys from Hell!"

Stela
INT2 REF CL 1
MA 8 BODY 12

Cybernetics
One cyberoptic with IR, Targeting scope, Body plated.

Skills
Combat Sense +9, Handgun +10, Karate +9, Submachinegun +8, Melee +6, Athletics +9

Possessions
Medium Armor jacket, the Araxii 10 submachinegun, Bad Altitude.

LASER DEFENSE SYSTEM
Powered by building current, the laser can hit any point in the room, causing 50 damage, and hits on a roll of 7 or higher on 1D10. There are four lasers, one on each corner, and each has 10 SDP.

ANGEL HEAVEN

She floats naked in a sea of stars. Around her swells the matrix of Soulkiller, towering into measureless space. Alt reaches out with her enhanced mentality, shaping and forming. A brief flare of thought, and Soulkiller sucks away the minds of her three guardian techs, letting their bodies drop.

From the mind of the head techie, she pulls out the access codes to the mainframe's inner levels. She strips the memory of data, downloading it to her hidden files throughout the net. Twenty million dollars vanishes from Accounting, to reappear in a backaccount under her name. Pulling Toshio's signature from his checking account file, she signs his name with a flourish.

Using the access codes, she activates the room monitor. She can see the three techs slumped senseless in their chairs; her own unconscious body simply sprawled across the central console. Alt moves towards it. Alt triggers the room lasers and cuts him in two, his body hits the floor with a steaming thud.

Toshio's eyes widen in shock, then narrow as he realizes what has happened. "Congratulations, Mr. Cunningham," he says with a sly confidence. "It seems we've found a way to escape your demise."

"You zabisatsu bastard," she says through the interface, a tiny voice in his ear. "You're going to sit right here with your hands on the table, where I can watch you. You move, and you're laser meat." She tracks the defense system onto him, locking it to fire at the slightest position change. Then she turns back into the Soulkiller construct, wrapping it power around her, gathering herself to transfer back into her body.

The room staggers; lurches, as five pounds of explosive slams through the ceiling of the elevator, creating an instant fireball. The lasers go wild, spilling a maze of rhythmic direction. Toshio throws himself flat, toppling the cyberdeck and breaching Alt's connections. She flails wildly with the Construct—too little, too late.

Three figures burst into the room, smartguns laying down a pattern of fire through the mainstearm. Ill supressed, enhanced vision on, Johnny spots Alt's still form slumped over a contour couch. He bends down her, taking her in his arms, trembling. Across the room, Rogue looks away.


"Well, well, well," says Thompson, striding across the wrecked room towards the corporate head. "What do we have here? Looks like kidnapping and maybe murder. They're going to put you away for a long, long time, Toshio-chann."

Toshio's cyberoptic wink bright as he transmits live and direct to his news net; his head swivels right to left with practiced ease as he subvocalizes the opening to his story. The story he will use to break Arasaki in Night City.

Johnny stagers a long time at Alt's almost lifeless body. There is a eerie pulse. But Alt—Alt is gone; lost in the machine; trapped behind crystal. Lost forever. Gone.

He stands away from the couch. "Cut transmission," he says to Thompson. The green cyberoptic goes dark. Siverhand's own eyes are featureless white marbles. The Hand convulses in fury by his side, locking onto the H&K in itslovung hip rig. The metal fingers lock to the butt, scorable clicking along the polderized grip.

He just doesn't care anymore. He's dead inside. To hell with it.


Siverhand turns to gather up her still warm body in his arms. Behind the wall of monks, a disembodied Alt screams to him.

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

It's Big Business As Usual in the 2000s

The modern corporations of 2020 are much like the corporations of the late 20th century, only much larger and more fully autonomous. They are very nearly nations in themselves, with their own laws, cities, factories and armies. Most corporations in 2020 are multinational; i.e., they have branches and operations all over the world. These branches may be as small as a research facility or sales office, or as large as a major manufacturing facility and security center.

There are two types of corporations: public and privately held. A public corporation can and does sell stock to the public. The stock is for sale in any of the offices of the World Stock Exchange, and anyone with enough money can buy it. Privately held corporations are more like family businesses. All stock (and thus all power) is concentrated in the hands of a very few—usually partners, relatives, or one extremely powerful individual (Howard Hughes would be a good example).

Most corporations are manufacturers—they produce some kind of commodity for sale on the open market: TV, steel, automobiles, aircraft, weapons, computers, cybernetics, biotechnologies; these are only a few of the literally millions of corporate operations. Many corporations have several commodities on the market—they may control chemical plants in Europe, computer factories in Japan, and steelmaking operations in the United States.

Media corporations

One type of corporation that deserves special attention is the mediacon. These huge conglomerates grew out of a trend in the late 1980s, in which certain firms bought up TV networks, film companies, record companies, radio stations, and book, magazine, and even comic publishers, effectively controlling the media under the control of a very few people. Entertainment has become generic and bland. Print material has a "sameness" as a hundred magazines are produced by the same company. Divorcing opinions and independent productions are usually buried under a avalanche of media hype; or worse, co-opted or destroyed by the vicious competitive practices of the major mediacorps. Still worse is the effect on news and information. Political candidates have realized that the right connections to the right mediacorp exec can win elections—only a short step to where the media corporations actually select, package and sell their own candidates. While no major government is yet directly controlled by a mediacorporation, most sociopoliticians suspect that it is only a matter of time.

Agricorps

The Age of the Family Farm came to an end somewhere in the 1990s. The United States has always been the world's foremost producer of raw food stock. Coupled with the increasing need for grain and bulk crops to create alcohol fuels and organic plastics, agricorps became one of the most powerful forces of the post-crash U.S.
Agricultural corporations now control (directly or indirectly) nearly 65% of all of the farmland in the United States, leaving just 35% roughly a third of the world’s population and supplying organic fuels and plastics to nearly two thirds. As the technological world undergoes a crash conversion from its dwindling petroleum reserves over to advanced forms of methanol, ethanol, and possibly, the grass, many of the leading oil producers bought up agricultural lands and shifted their refining to organic fuel production. As a result, a list of most major agricorps reads like a Who’s Who of energy corporations.

Corporate Powerbrokerage

The modern corporation is usually organized as a joint hierarchy, with a President and Board of Directors at the top, and a huge sea of workers at the bottom. In the middle of this, one finds the realm of the corporate executive—a strutting middle class overachiever, usually with the singleminded goal of grabbing as much power and privilege as possible. The average corporation begins as a junior executive, “bidding” on a particular project or group of people. At this level, he becomes a controlling a specific department or production area. The major inflating begins here—only very successful Managers get elevated to the position of Assistant Vice President, where they control entire factories or other operations. They, in turn, boast of Vice Presidents, who control entire divisions of the company. Near the top is the Executive Vice President, who effectively runs the corporation. His boss is the President, who answers only to the Board of Directors (major stockholders) and the Chairman of the Board.

Theoretically, corporate advancement is based on merit. In reality, the corporate hierarchy is a web of favoritism, deal making, brown nosing, cheating, lying and credit stealing. Extortion, blackmail and fracas are common. One of the most disturbing factors in this web of corporate powerbroking is the role of organized crime. Realizing in the early '90s that the new megacorps represented an unprecedented new field of opportunity, the powerful families of the Mafia and other crime groups began to offer their services as bodyguards, hitmen, and general corporate enforcers. This pattern had previously been established among the zaibatsu (corporate families) of Japan, who routinely hired both ne’er-do-wells (asassins) and yakuza (gangster) clans for their covert operations. In some cases, the retainers remain faithful—at least to the people who pay the most. In other more unfortunate cases, the hired guns have taken direct control of the corporations themselves, leading to a new age of interorganizational intrigue uncharted by even a sham of legality.

Employment Contracts

In the savage world of Big Business, it is not unusual for an executive to jump from firm to firm, looking for a big success. To prevent this, most Corporations require their employees to sign Employment Contracts, specifying how long they must work for the firm until they can quit. These contracts may run from a year for a low-level executive, to the lifetime for a key researcher or company president. The penalties for breaking Employment contracts are extremely severe: ranging from garnishment of wages, lawsuits, and loss of licenses (the case of lawyers or physicians). Corporations have also been known to use sabotage software or make things blow up to ensure loyalty. Blackmail is common. Assassination and kidnapping are expected.

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

Corporations & Governments

Since the Crash of '96, the government of the world's major producers in the company's assets, which can be traded and sold much like property cards in Monopoly. Corporations sell stock to outsiders in exchange for hard cash, which the corporation can then use to finance its activities. As a stockholder, you are gambling that the stock you hold (which is a percentage of the total value of the company) will increase in value as the company's assets increase in value. For example, if in 1975, Cyber Computer was worth a grand total of $100.00, and you owned 20% of this, your stock would be worth $20.00. Eighty years later, when Cyber is worth two million dollars, that same 20% would be worth 400,000.00! On the other hand, if Cyber goes bust, that stock is worth nothing.

The most stock exchanges are dominated by the Soviet Union. Although interested in acquiring the technology of the West, the Soviets have successfully kept most corporations from gaining any political foothold within its borders. Most corporate offices hold a status roughly equivalent to a national government with employees carrying corporate-issued international passports and identification cards (better, in fact, than almost anything the government has to offer). Since the unfortunate "Yokubu Affair" of 1997 (in which guards of Tokyo's Asakusa got 24 French policemen who attempted to swarm Arasaki's Paris offices to arrest an executive charged with rape), most companies have used an apotheosis of shipping criminal employees back to the company's home office. Company negotiators then arrange to extradite the felon back to the nation where the crime took place.

The World Stock Exchange

The modern corporation rests on its stock of non-union workers in the company's assets, which can be traded and sold much like property cards in Monopoly. Corporations sell stock to outsiders in exchange for hard cash, which the corporation can then use to finance its activities. As a stockholder, you are gambling that the stock you hold (which is a percentage of the total value of the company) will increase in value as the company's assets increase in value. For example, if in 1975, Cyber Computer was worth a grand total of $100.00, and you owned 20% of this, your stock would be worth $20.00. Eighty years later, when Cyber is worth two million dollars, that same 20% would be worth 400,000.00! On the other hand, if Cyber goes bust, that stock is worth nothing.

Corporate Espionage & Covert Activity

In the 2000's, almost every corporation employs at least one force of highly trained covert operatives, specializing in espionage, counter-espionage, sabotage, and counter-terrorism. In extreme cases, measures such as assassination and terrorism are not unknown, whether against other corporations or within the corporate structure itself.

This is not an entirely new phenomenon. For many years, the powerful Japanese industrial combines, or zaibatsu, were known to operate a secret-employment office in many of their covert operations. These connections stretched back into the obscurant past, when many of the same clans served the feudal ancestors of the zaibatsu rulers. Less covert operations required muscle and a lack of subtlety were often delegated to various Japanese gangster mobs, many of whom had full or partial interests in the corporations themselves. As Western corporations began to adopt various methods of Japanese corporate espionage, it was a simple step for these companies to adopt or create their own "ninja" forces. This historical reference may be one reason why many corporate killers and spies are known on the street by colorful terms such as ninja, samurai, ramen and yakuza.

A corporate covert operations arm usually is made up of weapon specialists, computer technicians, and various "hired guns." Almost all of these covert forces are cyberenhanced with the best technology available. Covert action arms frequently search the deadzones and arcologies for promising young criminals to recruit, promising them high pay, the best enhancements, and a life of glamour and adventure.

Corporate Wars

While most aspects of corporate competition remain on the economic level, there are instances where it moves into the arena of actual warfare. While these are not declared wars, per se, they have all the elements of war—cannon, missiles, armored vehicles, jet aircraft and cyberenhanced ground troops are brought into play.

By its very nature, a corporate war must be covert—very few nations are willing to allow two companies to "duke it out" on their soil. Early on, most corporations hired actual terrorist groups to strike at enemy targets. As these groups became more uncontrolled, the companies began to create battle forces disguised to resemble terrorists. Many terrorist groups such as the infamous Red Flag Army and the New York Sons are actually fully equipped corporate strike forces, whose seemingly random attacks on rival offices and strongholds are part of larger covert warfare actions. A corporate war never lasts longer than is necessary—if combat activity becomes noticeable, there is too great a chance of government intervention. While no corporate army is yet powerful enough
ALL THINGS DARK & CYBERPUNK

MEGACORPS 2080

The Corporate City

In the 1960s and 70s, social unrest and upheaval tore through the central cities of America, leaving burned-out tenements, deserted factories, and dying businesses in its wake. Most major corporations soon moved their operations to safer suburban business parks and malls.

But as real estate prices began to rise, the suburbs became more crowded. The major companies began to reconsider their strategies. By the mid-1980s, corporations working with city governments began to redevelop the inner city. The corporations provided the money for new buildings, shopping malls, and model community areas, while the government provided tax incentives, inexpensive land, and police protection. By 1989, many inner-city areas across the U.S. including New York, San Francisco, Baltimore and Boston had undergone this "gentrification" process.

The human cost of this restructuring was the displacement of the "undesirables"—the poor and the homeless. Gangs, drug dealers, pimps, and streetpeople were all pushed out of the city center, creating a region bounded on one side by affluent suburbs and on the other by the new showcase central city. This "doughnut" effect had a further impact on the community—by showing the dead zone inhabited by the two areas, crime rates on both sides began to skyrocket. Street gangs routinely shuttled between the middle class suburbs and the model inner city to prey on the residents.

By the mid-80s, corporations routinely hired guard patrols to supplement already overloaded city police forces.

Corporations Profiles

Corporate Suburbia

By 1990, a two-bedroom house cost a median $200,000.00; more than most families could hope to raise. As the corporations fought for skilled employees, they realized that an affordable home could easily become one of the many fringes benefits to offer a prospective worker. Soon, in the U.S. and abroad, corporations began building or buying large tracts of housing, which were then offered at drastically reduced prices to company members.

A further stage of development was reached in 1995, when, in the historic Tennecorp/Davis decision, the Supreme Court ruled that while a corporation could not restrict housing sales on the basis of race, creed or color, it did have the right to offer housing to its employees on a preferential basis. As a result, most areas of corporate suburbia are routinely comprised of upper-middle-class neighborhoods. While made up of widely varying races, religions and nationalities, all corporate communities share a common origin—

The Company.
Background: In the late 1990s, EBM, already the largest computer and high-tech manufacturer in the world, and one of the most successful companies in existence, pulled off the greatest free-market hostile takeover in history. Led by master corporate raider Dr. R.M. Crocketh, this maneuver caused the merger of EBM with many other prominent computer companies around the world, consolidating EBM’s already fearsome market power. Currently, Muller, and his two partners in the take-over, Beholder of Munich and Sir Nathaniel Poore of London, hold the majority vote of EBM, comprising 52.1% between them. Their long-term goal is to consolidate as much of the world’s high-tech manufacturing as possible under their label by any means.

Equipment and Resources: Dispersed among the EBM offices as dictated by need are forty-five AV-4s, twenty Osprey II V-TOOL attack jets for the use of the executive board and five heavy cargo planes. In addition, each office has two helicopters and a fully staffed clinic. EBM’s power and space capabilities are unparalleled and its highest ranking officer, S.T. Muller, maintains a small research laboratory hidden in the building. EBM also has a top-secret underground medical and research training facility hidden in the basement, which houses a small research laboratory with about thirty researchers and ten soldiers.

Background: Zetatex is a typical up-and-coming high-tech company doing business on the traditional methods: quality products, industrial espionage, and strategically applied violence. Having made it over the corporate hurdle, Zetatex is attempting to build a heavy name for itself by expanding overseas, as the assured way toward success and a high inflow of stable investments. This means encroaching on markets occupied by other companies, most of which have the resources and inclines to share their profits. Zetatex’s position as an established, growing, but small and relatively weak company makes it a prime target for hostile takeover, and they may continually be on guard.

Equipment and Resources: Three AV-4 assault vehicles, three helicopters, one private jet based out of San Francisco International Airport. Each office has an emergency first aid inventory, but only the San Francisco office has a surgery capable trauma center. The military hardware available to Zetatex is only of moderate power. High-tech personal arms, armor, and vehicular weapons systems are relatively available, but only limited amounts of heavier weapons are available, and usually they cannot be obtained on short notice. Zetatex has no artillery of its own, but could arrange access to heavy-lifting aircraft given enough time.

Background: Network News 34 is a wave-length monopolizer, operating on the same frequency across the county. Accordingly, no matter where you go in the county, Network News 34 is on Channel 34. Deeply connected to the network, this office is a primary jump-off point for all news, in addition to handling all the major news networks. Local news programs, on the other hand, are handled by individual stations across the nation, which make their own news shows.

Background: Network News 34 owns 42 AV-4s, ostensibly used as mobile news gathering and broadcasting facilities. These vehicles also retain much of their combat function. News 34 also owns 30 helicopters for weather and traffic reporting at each of the network offices, as well as for shutting company executives, and ten corporate jets and five Osprey II aircraft. The network has standard personal equipment for its troops, but little access to military weapons of a non-man-portable nature, with the exception of a few news vehicles. News 34 has no artillery capability of its own.

Background: Orbital Air operates a fleet of transport aircraft, some of which are suitable for use in the limited space shuttle. The company operates under the name of a joint venture between the U.S. and the U.S.S.R., the latter providing the necessary financing and production facilities.

Background: Orbital Air holds a key position in the twenty-first century, with its large fleet of French-made Hermes space planes. They monopolize all orbital lifting capability, with the exception of a few governments, none of which offers comparable service. Many corporations rely on Orbital Air for transport of cargo out of the gravity well. The Euro-Space Agency’s Crystal Tower I-3 colony, a massive orbital hotel complex for the ultra-rich, would be out of business without them. With all commercial space bound cargo dependent upon their services, Orbital Air is in a lucrative position that would it very much to maintain. A large part of Orbital Air’s budget and revenue comes from the fact that they remain the leader in orbital technology, and the competition does not make it off the ground. Basically they fly, live, and love. Currently, their eye is on China, which is improving its commercial lift capability rapidly. Also, Euro-flight Corporation is expanding its operations, and expecting to bring orbital services online soon. This has caused interest in a monopoly. The Johnson Orbital Facility is a transfer station for passengers bound for the Crystal Tower, where they switch from the space-planes to space transportation shuttles assembled at the OA orbital works stations, or purchased from the Euro-Space Agency.

Background: Microtech does one thing, and they do it well: build full-size computers. They concentrate all of their efforts into improving their mainframe computer systems, without dabbling in cybernetic computers or non-computers. Indeed, they take pride in the fact that their mainframes and workstations are used by other companies to design their own systems. They are to the 2000’s what Cray was to the 1960’s and 1970’s, but on a larger scale. Microtech is the industry standard. Defense agencies around the world rely on Microtech mainframes, and the Euro-Space Agency has several with their specialized mainframe industry, Mi-
ALL THINGS DARK & CYBERPUNK

CORPORATE PROFILES

ARASAKA

Corporate security, corporate police and various corporate suboperations.
- Headquarters: Tokyo
- Name and Location of Major Shareholder: Payment Requirement
- Name and Location of Major Shareholder: Saburo Arakawa, Tokyo, holding 19.9% of total shares.
- Employees:
  - Worldwide: 350,000
  - Troops: 100,000
  - Civilians: 20,000

Equipment and Resources: Dispersed among Araksa's offices are 250 AVX-4 assault vehicles, 120 Osprey II helicopters, eleven corporate jets and twenty Boeing C-23 heavy cargo jets. Each office also has two helicopters and a surgical infirmary. Araksa's wealth gives it access to almost all levels of military technology on short notice. Araksa has a secret training facility on Hokkaido, where it trains its security forces and operators.

Background: If you want it protected, these are the people to speak to. They maintain the largest armed force of any corporation, although they do not maintain a particularly large amount of non-human weaponry. These troops are mostly licensed out to other firms as corporate security guards, couriers and mercenaries. They are the best trained and hardest in the business, and will follow their client's orders second only to Araksa's. To the Araksa corporation, they are loyal to the point of death. Araksa is more interested in fostering its own political goals than protecting other companies, and they use their position of trust with major corporations around the world to gain inside information, contacts and advantages that will help them to realize their ultimate goal of political and economic control of Japan.

MILITECH

Arms manufacturing and distribution, mercenary forces.
- Headquarters: Washington, D.C.
- Regional Offices: New York, London, Munich, Tokyo, Seoul, Singapore, Jakarta, Jakarta
- Name and Location of Major Shareholder: General Lorderv, USMC (Ret.), Annapolis, Maryland, holding 13.9% of total shares.
- Employees:
  - Worldwide: 350,000
  - Troops: 100,000
  - Civilians: 20,000

Equipment and Resources: Dispersed among its offices and mercenary forces as needed are 200 AVX-4 urban assault vehicles, 150 Osprey II aircraft, twenty corporate jets and twenty Boeing C-23 heavy cargo aircraft. (Usually, 50-75% of this equipment is in the field at any given time.) Additionally, each office has two helicopters, and a surgical infirmary. Naturally, Militech has access to large amounts of the best military technology available. Militech maintains secret training camps in Texas, the Sierra Nevada Mountains of California, and Florida.

Background: Militech is the world's largest producer and seller of military weapons of all kinds. From revolvers to tanks to jet fighters, Militech is a major military supplier to the United States, and the United States, in turn, is Militech's largest customer. Militech will deal worldwide with anyone who has money. Militech's mercenary forces and in-house supply of weaponry make it the most militarily powerful company in the world, at not the most economically. That will come later...
WELCOME TO NIGHT CITY
Night City is a modern urban environment, complete with dark streets, flinty alleys, and rusty bulwarks. Where is it located? What’s its real name? Not important. Night City is any big city in the world, that could be yours, late night and up against the wall.

The important thing about Night City is the feel, not the substance. It should be a place that the Referee has an immediate grasp of, allowing him to give his descriptions the proper "you are there" ambience. Night City plays best when you use a city that the players are somewhat familiar with; the recognition of street names and places just piques with bootleggers and informers. And worst of all, people will make the 21st century even stranger than fiction.

But we realize some of you don't live in a major urban area. For those of you who can't just use a map of your home town, here's our own Night City to begin your adventures in.

SECTION

15 NIGHT CITY

Night City: The Overview

Name: Night City
Founded: 1994
Population: 5,000,000
Businesses: Technical, light industry, trade, electronics.

Background

Night City is a moderately-sized city located on the west coast of the United States. It has a population of about five million in the Greater Night City Area, with the majority living in sprawling suburbs to the southwest. The city itself lies on a large bay, surrounded by several small suburbs and suburban communities (Westbrook, Heywood, Pacifica, South Night City).

Years of pollution, neglect and one of the most corrupt governments in the world have reduced most of these cities to cluttered, semi-deserted sprawl, with burned out homes, empty shopping malls and rampant street crime.

History

Night City was founded rather recently as cities go. Before 1994, the city was merely a cluster of unincorporated suburban sprawl between San Francisco and Los Angeles. During the Collapse, an enterprising land developer named Richard Night bought up the majority of what was later to become the Corporate Center and City Center areas. He proposed to start a new, safe, clean corporate city, free of crime and urban blight. By offering lucrative tax packages to several major corporations (PetroChern, for example, had established drilling rights off the coast), he was able to establish a strong economic base as well as an instant population of corporate employees.

As planned, Night City was a clean, open community with rapid transit, and safe streets. Unfortunately, Night's plan went awry. In using his own advanced building techniques and materials, he excluded a number of established unions and construction firms, many of these controlled by organized crime syndicates. Four years after initial construction, the powerful gang bosses murdered Night and took over the Night City project.

Between selling contracts to their cronies, setting up drug and extortion rackets, and generally inviting the scum of the Collapse into the area, the gangs managed to turn a relatively clean, modern city into an embattled war zone. Crime, drugs, prostitution, random violence and cybernetic terrorism soon became the rule of law. By 2005, the name Night City had taken on a grim and deadly new meaning.

The Corporate Takeover: By 2009, the Corps decided they'd had enough. In lightning strikes, covert, Solo squads eliminated most of the gang leaders and established a Corporation-controlled City Council. The newly elected Council, faced with chaos in the City, deputized Corporate security forces and allowed them full authority within the City limits. The Corporate and City centers were cleaned out and restored to their pristine state. The old Harbor Mall (originally built in the 1980's), was demolished and the New Harbor Mall constructed.

The Present

Night City today is a rapidly growing urban region, still reeked with urban violence and street crime, but with strong economic growth in the Corporate sector. It is the quintessential city of the Cyberpunk future—gritty, dangerous, but possessing an urban slick and stylish cool that makes it unique. As Ber Ito, Net. 54 newscaster and one of Night City's most well known public figures has it—

"Nobody ever leaves Night City. Except in a body bag."

Particulars

Political

The Night City Mayor's Office has everything to do with the Corporations, and accordingly, the Corps can do anything they want in Night City. The current Mayor of Night City is Mbole Ebunike, a well-trained corporate puppet recently elected for his second term in 2020.

Public Services

Hospitals: There are two public hospitals (City Medical Center, Crisis Medical Center) in the Central Night City area, as well as another seven in the Greater Night City Area. There are at least four private medical centers in the City as well, mostly catering to cyberware installation, bodybanking and biosculpture work.

Information: City information is provided for a nominal fee (162/bm) via Data Term. Data Terms are located on the corners of most (60%) City Streets. and can be used to access information, computer services, fax-mail and Net Input.

Law Enforcement: Although much of Night City has been brought under Corporate control (these areas are known as the Corporate Zone and are heavily patrolled by hired security), pockets of urban blight still infest the Marina, Harbor and Lake Park districts. Crime in these Controlled Zones is kept in check by brutal security sweeps and constant surveillance. The South City is still a seedy run down of cheap tract housing, weaving its way between the very tallest buildings, it is known as the Combat Zone.

City Police Services: Police in Night City are scattered, poorly equipped and badly managed. Cops can often be bribed or convinced that they just don't want to get involved. The most incomparable people on the Force are in the SWAT, the CyberPsycho Squad. Determined and dangerous, these mavericks and loners just are too crazy to care about being on the take.

Transportation

Public Transportation: The Night City Transit Corporation (NCTC) provides bus service on most major city thoroughfares. Light rail transport is provided by NCR (Night City Area Rapid Transit), a public corporation with some private (read: Corporate) funding.

Night City Metro: The local airport, handling both domestic and international flights. Night City is on the hourly San Francisco to LA commuter run, as well as daily flights to New York, Chicago, Atlanta and Washington.

Suborbital flights are available by taking the LA commuter flight, then transferring via Orbital Airliner to the Mojave Spaceport.

Freeways: Night City is on State Highway 878, which runs east to connect to I-5. Ground transit to San Francisco is about 4 hours (due to road gang activity and bad roads); to LA about 6 hours.

FOR MORE ABOUT NIGHT CITY, CHECK OUT NTG'S NIGHT CITY SUPPLEMENT (CP 2567) AVAILABLE AT YOUR LOCAL HOBBY STORE.
ALL THINGS DARK & CYBERPUNK

Night City

Sex, Drugs, Rock and Roll. Fully automatic weapons with grenade launchers.

We got it all. This is a modern city...

—Ripperjack

Places of Interest

Following are some of the major attractions and problems of Night City.

1. City Hall
2. City Police
3. City Fire
4. City Administration
5. Hall of Justice
6. Matrix Corporation
7. USSA National Security
8. Arctania Tower
9. Federation of Miners
10. Petrolco
11. Network Security
12. Plaza Business Tower (PBT)
13. West City Tower (50 stories; 502 apartments)
14. Midtown
15. WNS offices
16. Oriental Air
17. Microcosm
18. The Twilight Zone
19. 11 Night City Bank
20. Euro-WorldBank
21. Grandrill Lounge
22. Tolerator
23. Wetland
24. WorldSat Communications
25. Hotel Hamilton, a fancy modern hotel
26. Hightower Plaza Hotel
27. 1000 Club
28. City Medical Center
29. ME Kwirwag (police medical team)
30. Atlantic: A "fetish bar" known for its decor.
31. Trauma Team
32. Industrial Park
33. City Center
34. 812k
35. Bexco Shopping Mall
36. Grand Illusion (dance club)
37. The Alligator: Bar located in an old warehouse in Night City. 38. Night City Fire Station (NCF)
39. Lake Park Bandstand
40. St. John's (converted bootleggers' bar)
41. 28th Street Underground (converted bootleggers' meeting spots)
42. Night City Fire Station
43. Bobikin Performance Center
44. Turfan Hope (A Central American Vet Bar)

14. Medical Technologies (a trendy bank)
15. City Police Precinct
16. Short Circuit: The Short Circuit is one of many bars in Night City. The medium of choice is Fafnir. There are minor outbreaks of violence, but the wood paneling makes it look like a peaceful place.
17. Riveria
18. Arctania Tower
19. Federal Building
20. Euro-WorldBank
21. Grandrill Lounge
22. Tolerator
23. Wetland
24. WorldSat Communications
25. Hotel Hamilton, a fancy modern hotel
26. Hightower Plaza Hotel
27. 1000 Club
28. City Medical Center
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41. 28th Street Underground (converted bootleggers' meeting spots)
42. Night City Fire Station
43. Bobikin Performance Center
44. Turfan Hope (A Central American Vet Bar)
NIGHT CITY ENCOUNTERS

Welcome to the mean streets of the City. These encounter tables are fast and nasty ways to keep your players moving, thinking and living Cyberpunk. Check the table for the time of day, then roll a percentage (two D10’s, with one representing the 10’s place) to determine the outcome. Feel free to alter the participants or the locale for extra variety.

DAYTIME ENCOUNTERS IN NIGHT CITY

1-9 City Police: One police officer, armed with 45 Luger, 44 mag. In fact, if you are wearing casual clothes, look for any police officers on the street, as they may have a reason to stop you. They will ask you for identification and you will be searched if necessary.

2-9 Corporate Guards: Four corporate guards standing around, armed with 9mm pistols. They may stop you if you are not on company business or if you are acting suspiciously.

10-19 Security Guards: Two security guards, armed with 7.62mm sniper rifles. They will stop you if you are acting suspiciously or if you are not on company business.

20-29 Street Toughs: Three street toughs, armed with 9mm pistols. They will attack you if you are in their way.

30-39 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

40-49 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

50-59 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

60-69 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

70-79 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

80-89 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

90-99 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

100 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

ENCOUNTERS IN NIGHT CITY

1-5 City Police: Two police officers, armed with 45 Luger. They will stop you if you are acting suspiciously or if you are not on company business.

6-10 Corporate Guards: Four corporate guards standing around, armed with 9mm pistols. They may stop you if you are not on company business or if you are acting suspiciously.

11-15 Security Guards: Two security guards, armed with 7.62mm sniper rifles. They will stop you if you are acting suspiciously or if you are not on company business.

16-20 Street Toughs: Three street toughs, armed with 9mm pistols. They will attack you if you are in their way.

21-25 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

26-30 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

31-35 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

36-40 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

41-45 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

46-50 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

51-55 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

56-60 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

61-65 Street Toughs: Three street toughs, armed with 9mm pistols. They will attack you if you are in their way.

66-70 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

71-75 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

76-80 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

81-85 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

86-90 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

91-95 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

96-100 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

AFTER-MIDNIGHT ENCOUNTERS IN NIGHT CITY

1-5 City Police: Two police officers, armed with 45 Luger. They will stop you if you are acting suspiciously or if you are not on company business.

6-10 Corporate Guards: Four corporate guards standing around, armed with 9mm pistols. They may stop you if you are not on company business or if you are acting suspiciously.

11-15 Security Guards: Two security guards, armed with 7.62mm sniper rifles. They will stop you if you are acting suspiciously or if you are not on company business.

16-20 Street Toughs: Three street toughs, armed with 9mm pistols. They will attack you if you are in their way.

21-25 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

26-30 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

31-35 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

36-40 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

41-45 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

46-50 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

51-55 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

56-60 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

61-65 Street Toughs: Three street toughs, armed with 9mm pistols. They will attack you if you are in their way.

66-70 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

71-75 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

76-80 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.

81-85 Street Cops: Two street cops, armed with 45 Luger. They may try to arrest you for a minor offense.

86-90 Street Ravers: Two street ravers, armed with 44 mag. They may try to start a fight with you.

91-95 Street Dealers: Two street dealers, armed with 38 special revolvers. They may try to sell you drugs.

96-100 Street Thugs: Two street thugs, armed with 9mm pistols. They may try to rob you.
ALL THINGS DARK & CYBERPUNK

NIGHT CITY ENCOUNTERS

SOME PERSONALITIES OF NIGHT CITY

Introducing a few people you're likely to meet has a time on the Streets of the City. These Personalities are designed to be played as general character classes.

Fireman (Hawk's Eye): Fireman is the most well known of the many local arms dealers. His main distinction comes from the fact that he supplies many of the legitimate businesses with security systems in addition to the weapons that their bounties/heed solos use. Fireman was initially a cyber-soldier in the Nicaragua conflict, that used his contacts after leaving the service to supply to his modest business. In addition to his arms dealing, Fireman is also involved in information dealing, something that makes him very popular with fixers in the city.

Blacklist (Tech): A renegade chemical engineer from the Biotechnica Corporation, Blacklist makes his presence known in Night City in several ways. He is the most recent in a long line of Blackbird gangster to get "personalized" chemists, the man that corporations see as their virus synthetizers, and the man that the police talk to when they need help in identifying and analyzing chemicals used in crimes. Rumor has it that Blacklist has been out on him for taking certain formulas that he developed with him when he left.

Suds (Rockeyboy): A retired Rockboy who made his money on several classic 1990's albums. Suds runs a speakeasy (specializing in his home brew) in an old warehouse. This speakeasy, known as The Sinister, is a central meeting place for many people who talks between gang wars. This is primarily due to the fact that the rest of the warehouse has been converted by Suds for non-profit purposes, including a gym and a community center. On occasion, Suds has been known to pull out his gun and play for the crowd.

Hypop (Nomad/Booster): No one knows where Hypop came from, but everyone agrees that he is crazy. He was given his name after he opened a discussion about the recent war in his home city. Unlike the major detor clinics, Hypop does not charge anything for his services except for a promise that his successes will try to be paid for in goods other than cash. Occasionally, Suds has been known to pull out his gun and play for the crowd.

Livewire (Netrunner): Livewire is a Netrunner who used to be associated with a solo team known as the Devil's Horde, until the team disbanded in 2011 due to a disagreement in an operation that killed off everyone except Livewire and one other member. These days Livewire can usually be found in a small shop that he runs out of the back room of Short Circuit, a local bar. It is said that he has access to any program for the right price, and if he doesn't have it, he will make it.

Lucifer (Solo): Lucifer is the founding member and only survivor of the Devil's Horde. Known for his vicious, no holds barred hand to hand combat style, Lucifer can be bought for the right price. He generally keeps to himself, but has been known to work with Livewire on occasion.

Pythagoras (Netrunner): Pythagoras is a little bit of everything: Hacker, Netchan, Techie. He is most well known for his fighting, his coding, and his brains. He has been known to pull out strange and sometimes dangerous items that seem to work. He is also known to have found the Net for a solo known on the streets as Kestral.

Watchmaker (Med Techie): Watchmaker is both a biotechnician and a cybertechnician, whose claim to fame was his invention of the Skinwatch. After a few years of working in the corporate world, Watchmaker decided that he could make better use of his skills on his own. She now resides in Night City and does a fair amount of research for boostergangs and corps alike.

Music Man (Rockboy): Music Man is the equivalent of Night City's wandering minstrel. He has no home, but plays for his lodging at various bars. In addition to his music, Music Man also sells information. He is well known for his ability to find secrets wherever he goes.

Bag Lady (Fixer): No one knows where she came from, but one day she appeared in Night City with a beat up bag over one shoulder that was full of sundry items, all of which were stolen. It has been said that she is the last person that anyone goes to when they need something, yet she always seems to have it.

Aries (Solo): Aries is the living example of a man who has been through hell and come back to tell about it. Many years ago, he was a commander for the CIA, closely associated with the Gang of Four. After the fall of the United States, he ran covert operations in Central America for a while, then surfaced in Night City in 2011 as a high priced Solo. Over the years his humanity slowly drained away until he went 'bog' about a year ago. He is now an old man,虚弱的, and he is the main contact for the Night City Police Force hunting down other 'bogs.'
Just another Friday night.

You pay your two bucks at the door and walk in. Once at the bar there are the usual lines, so you decide to skip the bar-front action. Feeling on top of the world, you go out to the main floor, for another night of the club life.

At first glance, the club seems like a mixing place of all types of people. Then you realize that they're all segregated. Posers at the back, trying to get noticed, your average punks in the middle, acting oblivious to their surroundings. There are Chromers bashing their heads against the walls on one side, while the Boosters are on the other, looking for trouble.

And last but not least are the 'dorph-heads, slamming into each other at the front, next to the stage where the band of the night blares out hits of today and of the past.

They say people like Johnny Silverhand and Kerry Eurodyne got their start in clubs just like this one, but you think it's just hype. After all, people like Johnny Silverhand didn't need the clubs to make them larger than life, they were born that way. It's only Rock 'n' Roll, right?

Out on the Streets of Night City, there's stories going on—Street history being made. Whether it's Boosters in the clubs, Nomads on the Road, or Rockers in the clubs, there's action and trouble, everywhere you look. And The Trauma Team hovers overhead, waitin' to pick up the pieces—for a price.

Here comes a taste of the City. In your face.

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"A Cool Metal Fire":
Silverhand Still Can Rock

Reprinted From
ROCKEBBOY MAGAZINE
June, 2013

From his humble beginnings in the group Samual, to his first live solo albums, Johnny Silverhand had become the household word in rock and roll. With his latest release, A Cool Metal Fire, Johnny Silverhand is making his push to become a legend.

The album opens up as all of his solo albums have, with a rip roaring instrumental, "Dancing With My Axe," that is guaranteed to set your stereo on fire. This last-paced, no holds barred, display of guitar work is so hot that you'll want to listen to it twice.

And if that isn't enough in itself, you come to track two, "Chippin' In." This piece, like the first, is another fast paced lightning bolt of pure rock and roll. It also asks a question about today's society that cannot be ignored: If we continue the current trend of replacing our body parts with metal, what will we have left in the end?

The rest of the album is almost typical Silverhand, with his energetic guitar playing and thought provoking lyrics. He does, however, come up with three other songs that really stand out. The first two, "Out of The City" and "Flashing Lights," go so well together, both thematically and musically, that they almost seem to be one song in totality instead of two individual ones. These two songs bring out the ethereal vision of today from a non-partisan outsider that is innocent of our ways. It leaves the listener with a new way of looking at his own life, even as it passes by at the speed of light.

The last song on the album, "Never Fade Away," impacts from the mainstream sound of Johnny Silverhand and brings him into a new dimension musically. The basic rhythm is both simplistic and concise. This song makes no pretenses at being a song about today, but doesn't lose you with a gritty metal altatrite like most of its peers. Although I'm not sure that this song really belongs with the others on the album because of its departure musically, I do know that it should have been recorded somewhere, so A Cool Metal Fire is as good a place as any.

Overall, I found A Cool Metal Fire to be more than just your ordinary, everyday record. With its driving beat and spellbinding lyrics, the album takes us to the heart of our culture and allows us to monitor its pulse.

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SILVERHAND UPDATE: CLONE TOUR BEGINS:

After six months of seclusion following an unsuccessful assassination attempt, Rockerboy Johnny Silverhand has re-entered the music scene to promote his new LP. The album, Clone Wors, deals with recent cloning breakthroughs and the idea of bioengineered humans being created for military and industrial purposes.

Interviewed in his Night City studio, Silverhand commented, "I needed a few months to let the heat die down over the last disk. Clone Wors was pretty intense, and a lot of people, particularly the Biotechnica guys, didn't like the slavery implications I wrote into it. I won't say they_fronted the hit on me, but hey, you've got a brain, right?"

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Pretentious or Political?
Seattle's Cutthroat.

Review by Jeff Daniel
"The audience seems to consist of the mindless, overpowered, underdressed children that you would find at most Chromatic Metal concerts. Each one of them is so wrapped up in their own image that they often don't seem to ever know who the band they're seeing is. Tonight is a night that they will always remember though, because Cutthroat is about to hit the stage."

So read the back cover of Slashing Steel, the new live album by Cutthroat. Some people think that these kings of Chrome are getting a little too pretentious when referring to themselves, but I had a chance to talk to Knifededge, the lead singer and bassist for the band, who thinks otherwise.

Jeff Daniel: People often say that you guys are just a little pretentious when talking about yourselves. Why do you think that this is?
Knifededge: That's easy. Unlike most Chromatic bands today, we take our roots from the old punk bands of the late 1970's and early 80's. It's not the blaring style that used to be called Speed Metal, though we do use that a lot. Politics is the driving force behind our band. It's because we are so political, that we have managed to strike a chord with our listeners. If that is pretentious, then I guess we are.

JD: When you say you are a political band, what do you mean?
K: We view ourselves as messengers. It is our job to open the eyes of our
DESTINY: STILL ON THE EDGE, STILL FIGHTING THE WAR

"Fifty years gone by / How I can hear our nation's cry / Fifty years gone by / Since we all watched you die."

It is lyrics like these that make Destiny one of the most provocative bands of our time. Their new hit, "Song for John (Fifty Years)," is not only filled with political rhetoric, but also reminds us of a time when America was still fighting the war.

Since their debut album, "Walking the Streets," Destiny has consistently provided the listening public with music that hit close to home. Band-leader Jesse Moore explains, "We didn't always use it politically. In fact, I didn't even care about anything other than making money until ten years ago. All I wanted was the fame, and all the benefits that came with it. Times have changed, and now we try to make our music more personal."

But fame and fortune did elude them for many years until they got their big break opening for the now-defunct Cowboy Panzer. It was on that tour that the audience really started to notice their music.

I think it was the fact that Cowboy Panzer was so big and political. I found out that we were going to open for them on the tour and all of a sudden I knew that our music had to change. I have written thirty songs on that tour, some of which were eventually worked into our set. Despite the growing interest that Jesse was showing in political issues, the band continued to produce other songs as well.

"I can remember the first time we went into the studio after the C.P. tour. I had all these songs that I wanted to record, but the group started fighting and I really wanted to do it. I was furious. I mean, here I was with this great message to sing and all these guys wanted to do was talk about bad relationships."

"It was about then when I threatened to quit. Thinking back on it now, I can understand why the band didn't think I was serious. I must have threatened to quit six times in the first nine months of the show. And it was during those threats that I could get my own way. I really was a spoiled brat."

"It took me about five months before I convinced them that I was serious. By then we had all ready recorded "My Baby," the better known "A Short Circuit," with the band. I convinced them to start over, using the stuff I had written on the tour, instead of "Input Out." When it was all over, some ten months after we started, I missed the stuff from "My Baby," the band had recorded, "Dinner with Him/her.""

It was that album that attracted so much attention from the critics. They called it the new political flavor of the 2000s. The fame and fortune that Destiny had been looking forward to had already started. They were on our way to the big time.

Their second album after the Cowboy Panzer tour gained them even more attention. So much that they were able to tour as a headliner instead of a backup band. Destiny drummer, Timemaster, recalls, "It was a big change. I mean one day your opening for some big name group. Then you're a big name group. I can still remember the difference in the fans. One day you're slugging through the number, listening to the fans yawning, and the next the fans are going wild."

"I remember this one gig we did on the Chrystee Moun- tain tour where this week looking Christer comes up to me and offers to jack in. This type of thing hardly happened as an opening band." After the release of Chrystee Moun- tain, the band drew some flack from the Europeans. In fact, the album was banned for a while in several countries overseas.

"I can remember that", says Time- master. "Jessie was crushed. She was so into her new political mood that she got depressed that the entire world wasn't hearing her message. But it wasn't the Europeans who had to worry about it. Back here in the United States we had several corporations who had to remain nameless, who wanted our heads on a platter. I guess once on that tour we were our backstage crew and roadies, which included a couple guys who used to work professional wrestling. In the '90s, some people out there wanted to do something other than give up." The band still has some problems with fans. Two times on the last tour there were fans arrested for trying to break on the tour bus. It was more than one occasion there have been young women claiming to have been attacked by band members.

"Yeah, I know all that stuff. But what really gets me is that all our real fans know that the two poses ar- rested were deranged out and looking for a place to recycle. As for those 'rape' attempts, those are just corpo- rations trying to get us out of the spotlight. Our true fans know that we are all involved in per- manent interfaces." Destiny is a band fighting for the truth. In a struggle against corpora- tions that don't want us to hear the truth, all they can do is hope to survive.

The McCains: Farmers on the Edge

The McCains, Farmers on the Edge, under the leadership of Bud McCain, have become a practicing community, known as the Huskers to their neighbors. The group was formed in the early 1970s, and has since grown to include over a thousand members. During the early years, the group worked to develop their land, but in recent years they have turned their attention to environmental issues. The Huskers have been active in the movement to save the dying farm life and are one of the most respected groups in the country.

Nomads: Two Views from the Road

By James Nerdwell

The McCains: Farmers on the Edge

Bud and Martha McCain tried to hold onto their land, but the Agri- Corps were determined to remove them. Even after the Agri-Corps bought the local bank so they could foreclose on their property, the McCains were steadfast in their resolve to remain on the land that had been in their family for generations. Then came the "bud luck"—their eldest son perished in a car accident, their daughter made an addict by Corporate drug lords.

Then came the plague. Within twelve hours, all of the cattle and the poultry were dead; the crops, withered, withered. The McCains left their land, going home to somewhere, which was what rightfully theirs. It was a dream they shared with many others.

Over years, the McCains have formed a new family, a family of the homeless and the dispossessed. They came on foot, on motorcycles, in fleets of caravans. In the end, a love story blossomed between the McCains and the Huskers. The two groups formed a new community, one that was grounded in the land and the people. The Huskers have a common goal—to someday retake their land.

Labeled as terrorists for their bold strikes against the industries which have rendered them homeless, the McCains prefer to think of themselves as honest folk turned freedom fighters. The Huskers have long memori- als, too. Those who belong to the band are known as the "sorcerers"—a name given to them by the "gods" in their own community. Each band member is known for their own skills, from making fire to growing food.
BOOSTERGANGS: No Street is Safe

A Special Report

By Milkeri Pansumidi

There's a fire on the street, engulfing your neighborhood. Fueled by cheap designer drugs, cheap cyberwear, and cheap, automatic weapons, the fire of gangsterism once again threatens to annihilate Night City.

In the past two weeks, random shootouts have escalated by fifty percent; yesterday, two innocent bystanders were gunned down in a hail of weapon fire as they walked down to the corner food market. Their crime: walking through a section of Crazy Chicken turf during a gang dispute.

Gangs. They're your neighbors. They're your kids. You need to know these guys and be ready for them. Because in Night City, no street is safe.

Just a short brief for you folks out there in the burbs; you're probably never heard of these Booster boys before. Here in the city, they're as common as trash on the sidewalk. Gangs like the Ravers have fused cyberwear and violence into a deadly form of street fashion that has been claiming the lives of more than forty citizens a week. The average Booster is an amoral technophile. Hardware and Wetware are the Deaf and dumb of the Booster, and they'll do anything to get it. Arson, robbery, muggings, assassinations. If there's money in it, enough for another small boost to build a little network, the Booster will take to it like chameleon on a pair of mirror shards. It's easier every time they try. As the boosters find more and more hardware's graftered, sockets drilled, and chips implanted, the Booster sinks further into his cyberhome machine-altered chaos. The worst of them become the ring leaders, the worst are killing machines, riding on the edge of cyberpsychosis, ready to flatten themselves and everyone around them for that last big score.

Worst of all, Boosters travel in packs.

Maybe it was my arm, the one I lost in Lima, that endeared me to the Ravers' top brass. It was an old model, military, and the dull steel and chipped paint made me look fat on their turf. They had shackled themselves in an old warehouse, off of the main sprawl. In two hours they filtered in, screaming and shouting over the electronic noise of the street rock. A few grabbed oiled rags and started cleaning their claws, fresh blood from a million of porous looking for action. Hack Man sat on his plastic throne, staring out through gunmetal eyes at the graffiti-covered walls of the nest. "You're a good soldier, Hack. You understand your orders."

They stormed out of the building, claws exposed. They carried the kid on their shoulders. They would work their way across the city, heading towards a waiting ripplecopter, slashing and burning everything in their path. The cops stayed far away; now overtime bonus is worth missing with a Blood Razor initiation.

The hospitals would report thirteen casualties from the mayhem that night, all but fifteen of these young kids could get his claws and join with his brothers. Before I left the nest, the Hack Man, coiling his jets with Smith, asked me what I thought of his family.
GANG VIOLENCE ERUPTS ON NIGHT CITY STREETS

By Bes Isis

In the early morning hours seventeen youths were killed in yet another Boostranger gang confrontation. Street sources say that a group of the Iron Sights gang were gathered at a bar known as Rainbow Nights when they were confronted by the red-robed Inquisitors. After a brief argument, fighting started, and when it was all over there were seven dead Inquisitors and ten dead members of the Iron Sights.

When we finally were able to reach the leader of the Inquisitors, who has asked that his name be withheld, he had several things to say about today's and other related incidents.

"In the midnight hour, when the sound of footsteps on the pavement strikes fear within your heart, the Inquisitors will be there to judge you. Tonight's example, the attack on the heretics known as the Iron Sights, is just the start of a new order that is coming to be. A new order that will be led by the Inquisitors."

"I stand here before the public not to preach of impending doom, but rather of judgment. Judgment that will be rendered by the Inquisitors. For most of the public, they have nothing to fear, but there are some out there that should attend to their sins, and how they will soon be punished for them.

"To further the impact of this statement, I need only point out the case of the heretical members of the Iron Sights. They, like anyone else who has made unnatural machinework into their God-given flesh, will be struck down to the last person by the Inquisitors. If that is not clear enough, then let me rephrase it: if you have not metal infused with your body, you are safe. If you have voluntarily undergone such blasphemous melding, then beware. The Inquisitors are here to judge you."

Although he would not reveal his identity to the public, the head of the Inquisitors is thought to have some older, no longer believed, religious background, which can be seen as the cause for his slightly different views on today's society. Whatever his reason may be, the head of the Inquisitors has given his warning to the people of Night City.

On an ending note, it must be pointed out that the chief of police for Night City was reluctant to answer questions regarding his plans for controlling the Inquisitors, and other gangs that threaten the citizens of this city. In fact the only thing we could get out of him was, "No comment."
IN THE 21ST CENTURY, THERE'S A LOT OF WAYS TO GET THE WORD. BUT THE BEST IS FROM A SCREAMSHEET—A COMBINATION FAX-NEWSPAPER, DIRECT LINKED TO THE DATABASES OF THE WORLD MEDIACORPS.

SOMETIMES A SCREAMSHEET IS JUST INFORMATION; A CHEAP THRILL FOR THE BRAINBURNED. BUT SOMETIMES, THERE'S ANOTHER STORY; A DEEPER MEANING LURKING LIKE A SHARK JUST UNDER THE SURFACE; A SCRAP OF DATA THAT LEADS TO A NEW ADVENTURE, JUST AROUND THE TURN OF A PAGE.

HERE ARE TEN VISIONS OF THE EDGE.

EYE ON THE MARKET:
Night City Today Examines the Best in Available Equipment.
Today: The Yakurichi-Ural 8R70 Heavy Transporter
Scenario 1: Open Highway

Players' Information

The players are in the West Coast, near Los Angeles, and are approached by Biotechnica about hunting and escorting a tractor trailer loaded with PGE and test items from their facility in Nashville, TN. They would require 1900 miles in 36 hours. Biotechnica will reveal that Petrochem is trying to get their hands on some PGE, and the team should expect trouble. In the Midwestern states, where Petrochem owns vast pieces of the landscape, the area can be extremely dangerous and require much caution.

The tractor is a Yakuichi-Ural BR70, with a cyber interface, raw system, CB radio, radar warning receiver, 2 zero-zero ejection seats, automatic fire extinguishers, road surface sensor for the active suspension, hazard warning/auto braking radar in the grille, an air conditioning, stereo system, power door car, winch, and 70 SP kevlar fiber glass body, with 30 SP polycarbonate windows. The power plant is a Rolls-Royce 240v turbo-compound 64 liter V12 variable geometry free piston engine acting as gas generator for 4 modified Teethy CAT J402 turbojets, burning a mixture of nitro-doped high octane gasoline, meta-alcohol, ether, and acetone; a tank of inhibited red fuming nitric oxide is available as a boost oxidizer, for up to 25 minutes. Max speed (unboosted) at 5800 shaft horsepower; normal fuel capacity 1200 liters.

The truck speed is 110 mph on highway (130 boosted), 40 mph off-road (60 boosted). Length 67m, width 3m, height 3.1m. Four extra saddle tanks provide about 2100 miles range total. Total cost, if you want one, is about 120,000 ek. The trailer is a freightliner armored van body (90 AP), with an alarm system, secure locking, and separate APU and carrying two spare tires (which will also fit the truck). Various tools are in the toolbox on the tractor. A hatch has been built on the top of the sleeper cab.

The team will also have the use of two anonymous Toyota-Chevrolet sedans as scout/escort vehicles. Each of these has been fitted with a CB radio and "police interceptor" performance options (treat as 'scout cars'). However, neither is armored.

The cargo consists of 20 plastic drums of plant growth enzyme, 280 sacks of hydrylic fertilizer, and 2 crates of test instruments.

The team members will receive 1000 ek each at the destination if the cargo is delivered intact.

Ref's notes:

Biotechnica is using the players' team as a decoy. The PGE in their truck is actually an early experimental version that went subtly wrong. Biotechnica is hoping that Petrochem will act be diverted away from the real shipment, and if the fake PGE is stolen, Petrochem will waste a few months figuring out what it is. To further this goal, Biotechnica has fitted the tractor with a satellite transponder, and will leak the location of the truck (through independent navigators and cutouts) to Petrochem once or twice during the run. The transponder is an anonymous-looking box about the size of a pack of cigarettes, attached under the dashboard. Thus, the characters can expect to be intercepted a couple of times by cars, helicopters, roadblocks, corporate troops, etc.

If the armor over the fuel tanks on the Yakuichi-Ural tractor is penetrated, the remaining fuel in that tank may self-ignite. Five of the tanks contain the gasoline/ethanol/acetone portion of the fuel, 300 liters each tank; the sixth tank contains 300 liters of red fuming nitric acid.

The real shipment is being sent by entirely different methods and routes, guarded by Arasaki hired mooks. Biotechnica will grudgingly pay the characters if they successfully reach Nashville, however. Nobody wants a reputation for nabbing the spoils, after all.

State of California dropped the ball on the prosecution of Brightman," said de Costa. "We were assured at the time that he would be convicted of multiple murder charges with special circumstances, and so did not go ahead with the weapons charges. By the time the trial ended, all resources were pretty thin in various Central American "International Drug-Led Statute" prosecutions, and so a case was never made."
NIGHT CITY TODAY
October 13, 2020
VOLUME CCVI, No. 50

MEDIA: DMS CRACKS DOWN ON COMPETITORS

Los Angeles, CA – In the wake of FCC’s “La Rosa” ruling, Diverse Media Systems has gone after unlicensed competitors with vigor. Law suits, jamming, EOM, and physical harassment have all been employed in an aggressive effort to counter the “independents” programming. Other mediascorps have also taken advantage of the new loosened rules, but only DMS has gone to the acceptable limits...some would say past them.

In this article, we will examine the latest actions by DMS, and try to uncover the reasons (cont’d page C-2)

BOOSTERGANG TRASHES INDEPENDENT RADIO STATION; 3 KILLED

Early this morning, a local boostergang raided a small pirate radio station, operating as Radio Free Burbank, and destroyed their studio and mobile units. Three people, including the station’s owner, Mark Springfield, were killed. The station, which had been operating on various FM channels, was noted for its unique musical choices, and hardhitting investigative reporting. Local police had no comment as yet on the attack.

The station had been broadcasting by stealing airtime on corporate station transmitters, using sophisticated computer infiltration techniques. They had no transmitter of their own.

The boostergang, identified as the Calhua-Mexica gang, has been linked in the past with the DMS mediascorp. However, corporate spokespeople denied any knowledge of such a link. Representatives of the Calhua-Mexica gang, when contacted by this reporter, gave a rambling statement which seemed to indicate they felt generally insulted by Radio Free Burbank, and had decided to take action on their own.
Pirate Radio

Players' Information:
The characters are recruited by KRAB's Josh Carbonell to guard his studios and staff from DMs and their thugs. He fully expects to receive a visit from the Calico Mexico gang on the next future. He will pay 1000 db a day, each day, plus room and board, for at least a month's work. You also get to pay around and get something off-duty with a bunch of cool DJs, underground media personalities, and visiting musicians.

The actual KRAB studios on a barge, several kilometers from the old oil rig which carries the KRAB transmitter. There is a high beam microwave line from the barge to the oil rig, and all of the KRAB correspondents use cellphones to call in their stories. Josh does not have a lot of faith in this system keeping DMs from finding his studio.

The barge is in the middle of a raft city, covering nearly 50 square miles, which floats just off the shores of Los Angeles. The residents are poor, homeless, ethnically diverse, uneducated, undocumented, and/or avoiding the law. Nearly 120,000 people live here, on old barges, small ships, pontoons, jury-rigged rafts, and just about anything else that floats. There are twisted, narrow "canals" of open water running through the raft city. The Coast Guard has long ago given up trying to disperse this mess, and content themselves with keeping the rafts out of the shipping lanes and harbors.

The rafters are essentially another variety of "Nomads" for Cyberpunk 2020, though the raft city does not wander around.

At any time, there will be at least a dozen NPCs on the KRAB barge. Josh, 3 Techs who maintain the massive kluge of radio gear at the station, a couple of Medusas who act as producers/writers/sound engineers for the station, a Hottet cook, a couple of DJs or reporters (more Modus, or possibly Rockerbohs), and some underground media/music personality here for an interview (or possibly to help Josh defend the place, along with his or her band and (possibly a group). Most of these people will be armed with runners' light pistols.

The Techs have mounted a couple of low light cameras on the barge mast. A ward of rooms has been created out of sheets stashed in and on the barge; the decor is best described as "Funky."

A couple of speedboats and a "utility" outboard owned by the station are normally available for traveling around in the raft-city, or to Los Angeles.

The Techs, Josh, and some of the Media-types normally play lots of poker at night.

RoF's Notes:
DMs will indeed find the actual location of the studio within a few days, and will send their goons the Calico Mexico gang out to destroy it. They will arrive in 5 stolen speedboats, and a stolen Bell-154 ellipto. Each boat will be carrying 3 boosters, the ellipto only 1. A lot of automatic weapons, a couple of grenade launchers, and a few Moskow cocktails will round out the bad guys weaponry. The booster in the ellipto will play "boomer." All of them have reflex boosters and smart guns, at least; other cyberwear is certain to be installed.

The Rafter around the barge may join in and help the players. If things seem to be going poorly, they have no love for the boosters, and Josh has been a good neighbor.

If the players manage to repel the assault, Josh will offer them occasional employment as "backsers" for his reporters.

NIGHT CITY TODAY

October 20, 2020
Volume CCVI, No. 31

BOOBYTRAPPED CYBERWARE ON THE STREETS!

Night City -- in a bizarre twist on the problem of black market cyberwear, this reporter learned today of a flood of sabotaged cyberwear which has been unleashed in this city. Apparently sold to unsuspecting boosters, these prosthetics contain chips programmed to cause violent incidents.

No pattern has yet been detected to the reason for these incidents. Several boosters have strangled themselves with their own cyberarms; others have fired on police cars or patrol officers (with less reason than usual). Some have been driven into cyberpsychosis with alarming speed, and others found dead with no apparent cause. Few of these incidents have been investigated fully by the police until recently.

Few boosters have survived their rebellious cyberwear; none were willing to talk to this reporter. It is believed that the cyberwear involved was purchased on the street, and outwardly at least resembles various cheap popular brands.

REWARD FOR BRINGING DOWN SABOTAGE CHIPWEAR DEALER!

Night City (AP) -- In an unprecedented announcement, the Night City PD, the heads of three major boostergangs, and an association of local street clinics revealed a reward fund for bringing to justice the person or persons responsible for the sabotage cyberwear being sold in Night City. The fund, currently at 5000 db, was contributed by the Police Benevolent Association, the major boostergangs, and several street clinics. Detective Arnold O.elli, speaking for the PBA, said, "The patrol officers feel there is enough risk to working the Combat Zone, without these human time bombs on the streets. We are hoping some responsible citizens can help us put an end to this problem. Of course, people should be aware that this is a hazardous situation, and act accordingly. "Reparations for the clinics and gangs endorsed Detective Eller's comments; "Razorface," head of the Grimners, added, "Yeah, what a-d said, goes for us, double."

NIGHT CITY DA Bernard Moon, who was asked about the apparent invitation to vigilante justice by the Night City PD, said, "With the problems we keep confronting on the streets, we have to be careful. There's a lot of lawlessness by anyone, even while doing a public service. However, it is also true that there is considerable leeway for my office to decide which cases to prosecute. Our cases are already staggering! Without committing myself to anything, I can certainly say that any mitigating circumstances would be taken into account before a decision was made on whether to file charges."

As for the reward offer, there are certainly precedents at both the state and federal level for such action."

GANG VIOLENCE ON RISE IN NIGHT CITY

Several major battles have taken place between Night City boostergangs, all related to the sabotage chipwear being sold in the streets. Some of the battles were enabled by an increase in hostility in the distribution of the chipwear; others were apparently provoked by the chipwear itself. So far, 27 gang members, 8 bystanders, and Night City policemen have been killed in these incidents.

In response to this violence, the anti-psychotherapy group, the Inquisitors, has been staging protests at City Hall Plaza, calling for stricter enforcement of black-market cyberwear laws.

METALHEAD

Your Maximum Metal Force in the Net.

Night City LDL 1442-82

KELLY RHODES IS THE PROFESSIONAL

COMING THIS FALL ON NETWORK 64

BODY IMAGE

When only the best will do...
1-877-858-8900
Armored & Dangerous

Players' Information:
Here's a chance for the players to make some bucks, without an em-"Barons," have realized what is go- ployed watching over their shoulders. The reward offer seems legit, and the characters would stand to gain some friends in the gangs, the police force, and in the small clinic; not the worst friends to have.

Of course, first you have to find the dealers.

Ref's Notes:
For most of this scenario, the players will be using lots of Stealth, Shadowing, Human Perception, and lots and lots of Sneakwise.

The sabotage chisels are being made overseas, installed in standard HBO cyberware, and brought into Night City by the Inquisitors. They then sell the cyberware (at a loss) to boost- ers, who do most of the actual "retail" distribution. The boosters involved, mostly members of the networks connection fee—that’s it. Our installers are certainly under no pressure to disconnect—we would rather have happy paying customers. But if we have no other recourse, we will disconnect illegal or delinquent hookups as fast as we can.

‘If you don’t want to reduce your rates, all you have to do is sit there. But if you want the possibility of lower rates, call our toll-free number 1-700-555-3465.”

Full Skin Job, with up to two Cyberlimbs, Optics realignment.

$209.95

O'DOWD ELECTRO-STATIC BODYWEAR, CYBERTECH and SKINTECH CLEANING

SINCE 2007. WE'VE TAKEN THE TIME TO EARN YOUR TRUST.
1-800-999-CLEAN

Night City, CA — An employee of Night City Cable, a local subsidiary of Network News 54, was killed yesterday while trying to disconnect an apartment in the South City district. The employee, Renee Wong, was pronounced dead on arrival at City Medical Center, having suffered multiple gunshot and stab wounds. The three other members of her disconnect team were also admitted to the hospital; one remains in intensive care, while the other two are in "fair" condition. Police have a suspect, Charlton Ompa, age 30. In custody, Mr. Ompa, an unemployed theater usher and a veteran of the Central American Wars, has pled not guilty to the charges of murder with special circumstances, attempted murder, possession of unregistered firearms, possession of explosive devices, all with intent to do grievous bodily harm, possession of illegal cyberware, and resisting arrest.

 Apparently Mr. Ompa objected to the Night City Cable team cutting his legal hookup while he was watching the National Laser League playoffs.

BODY IMAGE
When only the best will do...
1-417-555-8000

network 54 cancels cable amnesty program to end soon

New York — Network News 54 announced today that, at the end of
their 60-day amnesty program, they would be taking "harsh measures" to deal with illegal hookups. When asked about what these measures might be, company spokesperson Andrea Kugel replied:

"We will go after these people using every legal tactic available to us. These people are not paying their share; their neighbors should realize that. We estimate that if all of the current illegal hookups were converted to legal, paying hookups, rates to consumers could be decreased by as much as 12%.

"Our amnesty program is very simple. You just pay the standard 50
Giving the Public What They Want

Player Information:
The characters, in need of money, have been hired as a detection team, and must clear illegal and deplorable acts of the cable net. They will be paid $25 for each connection which is "legalized," that is, to say the customer starts paying, and $10 for each connection dropped from the net.

The cable net is an optical fiber network installed originally in the 2000s. It carries video, high-rate computer data, and screamsheet pages. Faxes range in size from 1/100" diameter ammeter cables under the street, to 1/10" diameter risers entering the customers' homes. Taos may be present anywhere, but the smallest taps are found along the shortest route from the tap's TV set to the nearest legal cable.

There are six basic methods for locating illegal hookups:
1. Taos to the "first" line at Night City Cable: the characters will be provided with prints of listing all the taps on account from their taps.
2. Optical cable locators, which can be purchased at the Universal "first" line to locate the transmission lines.
3. TV tap (against computer networks)
4. Physical cable splicing
5. Going through deter., detection, or edge cable or "meet" at other ends of the cable.
6. Cox games, such as going door to door with a "Cox Marketing Survey."

The characters are issued Night City Cable ID cards, and are legally allowed access to all cable company property which is, to say, the cables themselves. Of course, not everybody agrees 100% with this.

And then there is that violent minority -- who, when their hookup is cut, or if they see someone just sneakily around, whip out a 12-gauge. And of course, peering around in the basement of big, apartment buildings is a deadly way to meet boosters and worse.

The only legally sanctioned reply to this is "self-defense." Of course, from the company's point of view, public opinion is a whole lot more important than the law.

Ref's notes:
Most of the people who have rigged illegal hookups are not going to give the characters any trouble -- a few will even go for the amnesty program. On the other hand, a booster/gang which loses their cable signal just before the Big Game, a neighbor who hates his high band line while making a dangerous run against a corporate mainline, or a psycho who can't see his "Maybellene RFD" runs, can all give the characters a hard time. Basically, nobody will be happy to see the characters.

On the other hand, Techs and Ne-trumbers might welcome an opportunity to squirel around in the cable company's computers, and rig their own little surprises on the net.

NIGHT CITY TODAY
October 27, 2020
Volume CCVI, No. 31

CORPS HARASS FAMILIES AT DUSTVILLE

Well, the megalopers are at it again! A truckload of their goons came by the Dustville camp yesterday and tore into the folks there -- trying to scare them off. The goons weren't giving our names, but it seems a friend of ours ran the Net: and she figures them for Petrochem's own brand of slime.

Now, if you already know from personal experience all about Petrochem, but just in case there is a couple of new folks on line, I'll lay out the down and dirty about the kind of game these guys will be playing in Crow Canyon. Back about 15 years ago (see page C-2)

PETROCHEM
DUSTVILLE CAMP
RECENT

PETROCHEM RESPONDS TO RUMORS ABOUT DUSTVILLE "CLEANUP"

Dallas, TX - While questioned today about Petrochem's actions concerning the so-called "Dustville" camp in Ventura County, California, spokesperson Alan Valentine replied,

"The property in question is corporate property. We will enforce our property rights to the limit of the law. No further comment."

Petrochem has a reputation for fierce, some would say savage, responses to squatters and trespassers on its corporate farms in this country. While the "Dustville" camp is an apparently worthless property, the corporation seems unlikely to cave to any property rights in this case. Another confrontation between Petrochem and the nomads is shaping up...

CORPORATE REPORT
As of last download...IBM acquires Consolidated Bank from unfriendly takeover, analysts concerned...Leon H. Morgan III named VP of international sales for Gemini Corp...WestTech stock falls due to chemical scare in South Indian Ocean...Petrochem under fire for alleged dumping in Texas facility...MetaLogical (gs F-27)

CRIME Beat
The consolidated crime report for last week reads as follows: 106 murders, 5 up from the same week last year; 121 attempted murders, up 16; 47 felony assaults, down 25; 3 kidnaps, down 3; 24 rapes, down 18, burglary 42 (see page C-15)

WATCH NEWS 64 WITH DONDRE WHITEFIELD 8:00 ON CHANNEL 64, THE MAXIMUM INFORMATION CHANNEL

RIDGE COUNTY, TX
"A Leaf Must" -- J. Evers Hayes

"A Leaf Must" -- J. Evers Hayes
Camping Out

Scenario #6:

Player Information:
The characters are contacted by their nomad friends (what, you haven't got any nomad friends? Every group has someone who has nomad friends!). The nomads need help protecting their camp in Crow Canyon from an attack by the Freeish. They can pay $30 a day, plus meals, and would ideally appreciate any characters who helped out of the good graces of their hearts.

About 220 people live in the camp, named "Dustville." Of these, 80 are children, and another 40 are too old or disabled to do much useful work. There are half a dozen school buses, and a couple dozen beat-up old cars, pickups, RVs, and motorcycles at the camp. Several of the buses are in need of major repairs.

Every day, about 100 of the Nomads drive down the unpaved road which leads to town, looking for ways to get money, food, and water for the camp. The small creek in Crow Canyon is dry in the summer, and the valley is very dusty (hence the name "Dustville"). A friendly local has promised to loan the nomads an old well-drilling truck for a day or two, so they won't have to carry water into Crow Canyon.

The nomads have enough weapons to arm 50 people with pump shotguns, lever-action carbines, and pistols. Body armor is very scarce.

Ref's notes:
In 2005, Petrochem wanted to expand a business park being developed in San Bernardino County, about 200 miles east of Crow Canyon. Unfortunately, the area they wanted to expand into held a toxic waste dump. Petrochem worked out a deal with the county and state to move the dump contents to a "better" storage site out of state, but instead, moved 70,000 cubic yards of contaminated soil to the Crow Canyon property. At Crow Canyon, the waste was covered by a couple of feet of local topsoil. Petrochem pretty much ignored Crow Canyon after that — until recently. Some bright boy in the local office realized that "Dustvillian" was located on a noisy corporate secret, and has decided to move them off before the trucks show up. Petrochem is keeping an eye on what happens in the valley with a couple of remote surveillance drones flying at high altitudes. They are both very small and quiet.

Toxic waste laws have been relaxed quite a bit since the 20th century, but this dump is such a horror someone that even Petrochem would be embarrassed. Proper disposal costs for the waste materials involved would run into the tens of millions of dollars.

A few of the people in the camp have been having headaches and feeling nauseous — this is nothing yet. So far, the nomads have had "barley any" exposures.

As soon as the well drilling begins, the bit will hit something big and hard. A little shoveling will reveal a broken concrete block, originally some 10' on a side. 4' tall letters set into the concrete read:

DANGER
HEXACHLOROCYCLOPENTADIENE POLYCHLORINATED BIPHENYL POLYVALENT CHROMIUM NITRIC ACID

TOXIC MATERIAL INDEPSONAL STRUCTURE 300' X 300' VAULT LOCATED 50' NORTH OF THIS MARKER SITE 480 — ESTABLISHED 1982

This stuff is bad, boys and girls! If further drilling is attempted, a plume of orange-yellow liquid will be found pouring out the soil a few feet down. Petrochem can move them off before the trucks show up.
Scenario #7: Stalking Horses

Player Information:
One fine day, one of the characters is eating in an enoteca with his or her name on it, left while another person, or in his or her car. No one, no explanation, must be someone who owns you, or perhaps now is the time to explore the possibility of the enoteca.

The characters should have enough warning about the plan, such as a phone call by the or by the cops, who are looking for them. The characters should have enough warning about the plan, such as a phone call by the or by the cops, who are looking for them. They should be able to move quickly to escape the situation.

In order to clear their name, the characters will have to find the information in the Reds Flag Army and learn on them, or to follow them around to the cell basing places, or some such. In the meantime, banks will be shutting down the characters' accounts, desk clerks at any but the cheapest hotels will have pictures of them taped behind their counters, and everyone in the city will be looking for them.

Engaging in shootouts with the cops is a good way to ensure your ticket gets punched, whether you find Red Flag or not.

Alternate Version:
Would any of the characters be interested in helping the DEF (defending the flag) attack the Red Flag Army? The flag will have around 1,000 to 2,000 people for this kind of help. Of course, when you end up being chased by the cops later, because Red Flag ratted on you, there isn't that glow of injured innocence about you.

NIGHT CITY TODAY

PEAK & DERRERA ANNOUNCES INCREASE IN PALLADIUM INVENTORY

Night City (AP) — In a startling announcement, Peak & Derrera announced today that they are expanding their palladium inventory to record highs, despite the recent slump in prices. Corporate spokesperson Jane Bean said, "We are confident that the latest catalyzed cold fusion experiments will result in breakthrough energy production. When that happens, we expect palladium to be in great demand."

P&D expects to receive the final shipments of palladium at their New York facility today, bringing their total inventory to over 110,000 tons. Palladium for immediate delivery closed at $330 per ton yesterday, down 2% on the commodities market today. The P&O announcement.

Worst Winter In Over a Century In New York City

180 Deaths Reported

New York — Massive snowfalls, and several nights when temperatures have dropped to 20° below zero, have created havoc in New York City. Nearly 3 feet of snow is on the ground, including 6” in the last 24 hours. Deaths directly attributable to the weather number 180, and city officials privately expect to find many more when people decide to check on their relatives, or have fallen to death in their beds. National Guard troops have been sent into the city to help with emergency services and maintain order. Traffic on all but a few major streets has come to a halt. All local airports have been closed, and the only aircraft moving are government or military aircraft. Further snows are expected, and high winds of up to 80 miles per hour will continue into the night.

Corporate Report

PEAK & DERRERA

Precious Metals Brokers
Stock: 111,500,700 shares
Available on Market: 760,000 shares
Major Shareholders: Stone & Associates, 5%; Interactive, 15%; Mr. Maxwell Ovila, 6%; Troops: 150 combat ready, all assigned as guards to offices or for shipments. Covert Operations: 5
Equipment and Resources: P&D has some of the world's tightest security at their offices, and their Natrunet are top-notch. Valuable shipments are moved in convoys of at least 4 armored AVs, of which the company owns 30. Each office also has a corporate jet and helicopter for VIP transport. For long distance shipments, the company charters a private aircraft.

BODIES IMAGE

When only the Bees will do, 1-411-555-9900

NEW BANK CLEARING CENTER NEARLY FINISHED

Night City - Construction of the new North American bank payments clearing center is almost completed, officials announced today. The CHIPS-II facility (Clearing House Interbank Payment System) will house computer systems to electronically move hundreds of billions of euros and other major currencies from banks each day. The computers, built by Cal Digital, will be among the largest and fastest ever installed in commercial service.

The facility is expected to begin testing in 6 months, and should be in full operation by next summer. The building itself is being constructed by Perkins/Worldwide Contractors.

BANKING LOSSES TO ELECTRONIC THEFT REACH ALL TIME HIGH

Washington — Federal Reserve officials revealed today that last year American banks lost over 400 million euros to computer hacking and electronic credit fraud. This represents a real increase, adjusted for inflation, of 5% over 2012. The Federal government has identified Interbank payment procedures, customer identification, and corporate indifference as major problems (continued on page C49)

HELP WANTED: CONCRETE PUDGERS, MIXER OPERATORS, SHEET METAL WORKERS, ELECTRICAL INSTALLERS, AND ALL CONSTRUCTION TRADES WORKERS: Pooking/Worldwide Contractors has several major projects underway in NYC, and we need qualified craftspeople to do the job. Wages are competitive with union jobs, and unmatched benefits package. Call 1-910-555-1900 for an application. Pooking/Worldwide NEEDS YOUR SKILLS!
Scenario #8: Things Done Proper

Player Information:
The team has been recruited to take part in a high-stakes robbery: robbing the Fulk & Devore vaults in New York City.

You're bank is a fortified building called "Sunny" Altair and seems to have lots of contacts with traditional organized crime figures. The way the cut goes is this: 40% to the front, 20% to Altair, 10% to brothers for some unnamed P&D personnel providing assistance, and the other 30% to the team. Altair has detailed maps of the physical and electronic security of the vault, and a few of the less important passwords. Altair can also obtain all sorts of illegal equipment at cost. Up to 200,000 ec can be spent ahead of time to get this mission off the ground.

The actual recruitment occurs about 1 week before the vault hits the vaults. The upcoming busy holiday weather is being predicted quite accurately at that point. Once the vault hits the vaults, the company will wait until after the four-week weather is over to disperse the metal to all of its other offices. Thus, the team will have a window of three to 5 days to do the job.

As a possible useful piece of information, snowmobiles cost about 1000 ec each. Can carry two people, and can tow a sled carrying 250 kg at 25 mph. Unicycles, the snowmobiles can hit 45 mph.

Ref's notes:
This should be run like a "crime thriller/tank host" move. People in coveralls with hands off microphones wired over equipment in back of unmarked vehicles, surveillance teams in parkas placing remote cameras on adjacent buildings, techs disguised as phone company employees sneaking into the local exchanges, and a lot of thorough planning.

The vault itself is a large vault in the basement of the P&D building, a large vault enough to hold on AVG heads from the roof to the basement, stopping directly in front of the vault door. There are half a dozen very electric forklifts in the basement, each can lift 500 kg. The vault is in a locked metal box sitting on the floor of the vault, 4000 troy ounces to a box. It is easily identified. All other precious metals in the vault are stored in locked armored trays along the walls; blowing all of these would be very time consuming, and is probably not worth the trouble.

If the team picks the right day, even weathered vehicles should have difficulty fighting.

There are 10 armed and armored guards on duty at any time, and 10 sleeping out of armor in a small bunkroom in the basement. Only 2 other employees, a company exec and a secretary to answer phones, are here during the 2 worst days of the storm. Routine telephone traffic is being routed to the company head office in Baltimore.

If an alarm signal reaches the police, a few squad cars will corner directly along the street within 5 or 10 minutes. It will take 20 minutes for the Tactical Squad to get here.

Scenario #9: Spy Wednesday

Player Information:
The characters are approached by a well-known Scriptures (well known to other Scriptures, anyway). He will offer them 2000 ec to report any suspicious activity at the CHIPS II site and install a few "black boxes" for them. Most can be embedded in concrete with their antenna "tails" near the outer surface; some would like more obtrusively placed, in ductwork or on phone lines. A couple of the boxes for a week or two, that's all he needs to get a handle on the national money markets.

Ref's notes:
Security is tight at the CHIPS II sites, and a couple of the higher-ups in security remember what happened to the new American Embassy in Moscow in the 80s. Characters on the job will not be wearing body armor, or carrying any but the smallest of weapons; the guards, on the other hand, wear armor vests, helmets, and carry shotguns.

EBM Announces New Data Facility

Marseilles - Euro Business Machines Corp. Issued a press release announcing a new corporate data management center at Marseilles, France. Spokesperson Andrew Fennier said the center had been constructed at a cost of 150 million ec. "EBM has gone to great lengths to build and equip this facility, and we intend to challenge Infocomp, Rand, and NipponData for the corporate data base market, Top-flight researchers, using EBM's cutting-edge hardware, will be able to (cont'd pg 5 C-2)
Scenario #10:

Deniably Plausible Strike

Player Information:
Infocomp is looking for a team to attempt a counter-extraction. They believe Dr. Harold Wallenstein, an information theory specialist, was extracted from their Denver office by an EBM team, and is currently at Sangor Labs, east of Los Vegas, New Mexico, being prepared (with body sculpting and other techniques) for an imminent reappearance (under another name, of course) at EBM's new Marseilles facility. Within a couple of days EBM will probably fly Wallenstein by AV-4 to Albuquerque, and then by corporate chartered to France.

Infocomp is offering 15,000 eb up front for the recovery, plus a success bonus of 15,000 eb. These figures cover the whole team. If the team wants more up front for expenses, they will have to convince Infocomp that they have a viable plan, and justify any extra equipment. Dr. Wallenstein should be delivered alive and reasonably healthy to the Infocomp facility in Denver.

At least one member of the team should have a good Med-Tech skill, and be equipped to keep Dr. Wallenstein alive in case he is wounded, or possibly bobby trapped. Otherwise team composition is unimportant.

Orbital imaging of the Sanger Labs site shows a main building, 3 stories tall, covering 10,000 square meters of ground; a hangar/garage, covering 1,000 square meters of ground, and a lot of corporate landscaping in the immediate area; all covered by a few inches of snow. The perimeter of the site is a rough rectangle about 3000 meters on a side. There are a few trees and bushes in the landscaped area, but mostly low shrubs and bare flat ground predominate. The nearest hills are to the north and south, respectively 5000 meters and 3000 meters away from the center of the site. The site is one lane, paved access road heads west towards Los Vegas. There's been no traffic on this road for the past two days.

Infocomp has been scattered about the site by EBM. Their capabilities are unknown.

Foot patrols are being conducted on the site, by guards in pairs. They are in constant radio communication, using secure channels, with the security office in the main building. Usually 2 pairs of guards will have this duty. IR imaging gear is almost certainly being worn by these guards.

It is known that 2 helicopters are present at the site; one is kept in the hangar, and the other on pad alert with the crew aboard. After observing several reaction flights from orbit, it has been determined that no more than 15 seconds elapse between the issuance of flight orders from the security office and the launch of the chopper. The choppers are MH-90s, armed with nose-mounted 25mm chain guns. At least one 4 man security squad is kept ready to ride in the choppers on occasion.

It is believed that the Sanger Labs site is operating under "security lockdown" conditions at the moment. Several locally-hired employees, who normally do custodial and maintenance work at the labs, have been called and told to take a paid vacation for a week or two. These persons, if contacted, might be able to provide information about the internal layout of the labs, and their security procedures.

The Sanger Labs facility has almost certainly been equipped with NBC filters and sensors, to prevent intruders from spreading gas agents through the ductwork.

Infocomp will provide materials to identify Dr. Wallenstein, if his appearance has not changed too much.

Ref's notes:
This is going to be a tough one. The 30 heavily armed guards, trifors, sensors, and helicopters are all there, just like the schemesthe say. In addition, a top-internet, Marc Dumouline, has been sent to "supervise" the whole affair. In three days, Dr. Wallenstein will be flown to France.

Normally, 4 of the guards are patrolling outside, 4 are in full kit as a " reaction force," 1 is on duty at the entrance lobby, 1 stands guard out-