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SOUL & THE NEW MACHINE

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, biochip programs in your brain. You became the car you drive, the gun you shot... With cyborged fingers you pick computer locks; with enhanced senses, you see into the Future.

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

But don't count on it.

Cyberpunk characters are survivors in a though, 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 that cause and go to the wall with it.

This is essence of Cyberpunk – playing your character with the proper disaffected, cynical-yet-idealistic style. Whether you're a biker with leathered skin and metal claws, or a debutante in satin sporting the latest in designer cyberoptics, you're going to need a certain panache – a certain flair, in portraying yourself. To achieve the essence of the 2000's, you need to master three concepts:

1) **Style over Substance**

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

2) **Attitude is Everything**

It's truth. Think dangerous; be dangerous. Think weak; be weak. Remember, everyone in the 2000's is carrying lots of lethal hardware and high-tech enhancements. They won’t be impressed by you new H&K smartgun unless you swagger into the club looking like you know how to use it – and are just itching for an excuse.

3) **Live on the Edge**

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

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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 and meanest streets this side of the Postholocaust. 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: Rockerboys, Solos, Netrunners, Corporates, Techies, Cops, Fixers, Medias, and Nomads. As a Cyberpunk player, you must select one role for your character.

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SPECIAL ABILITIES

Special Abilities are skills usable only by specific character Roles; for example, Rockerboys have the Special Ability of Charismatic Leadership, which represents the vast amount of power they have over their legions of fans. Special Ability, you will add it's value to the specific stat as if it were a skill.

Rockerboy Special Ability: Charismatic Leadership.

This skill allows the Rocker to sway crowds equal to his ability level squared times 200.

Solo 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 reflects the Netrunner's ability to manipulate Interface programs, and is the skill used when operating Menu functions such as Locate remote, Run Software, Control Remote, LDL Link, Load, Create and Delete. Other players can enter the Net, but can't use the Menu.

Techie Special Ability: Jury Rig.

This general repair skill allows the Techie to temporarily repair or alter anything for 1D6 turns per level of skill.

Medtech Special Ability: Medical Tech.

This is 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.

Cop Special Ability: Authority.

The ability to intimidate or control others through your position as a lawman.

Corporate Special Ability: Resources.

This represents the Corporate's ability to command corporation resources. It is used as a persuasion skill, based on scale of resources requested.

Fixer Special Ability: Streetdeal.

The ability to locate people, information, etc. This is a higher form of making a connection; instead of knowing only one person, you have connections everywhere. In game play, a successful use of Streetdeal allows you to locate and acquire a desired person, place or thing.

Nomad Special Ability: Family.

This allows the Nomad to call in as many Family members to aid him as his current Family Ability level x 2.

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Charismatic Leadership (Rockers)

This skill allows the Rocker to sway crowds equal to his level squared time 200. This ability (added to your Cool stat) allows the Rockerboy to control, incite and charm large number of people through his or her performance skills. When under the Rocker's control, this group can easily be persuaded to act on his suggestion; for example, a Rocker could convince a concert crowd to riot in the streets or attack a heavily fortified police line. *Charismatic Leadership* will only work with groups of ten or more people as it is primarily a mob leadership ability. The higher your *Charismatic Leadership*, the larger a crowd you can control and the more direct and complex the instructions you can get them to follow. For example, a Level +3 *Leadership* could incite a nightclub crowd to get rowdy. A Level +5 or +6 could provoke a concert crowd of thousands to trash a neighborhood, if the area wasn't too far from hall. At Level +9, and higher, you have the same sort of mesmeric ability as an Adolph Hitler - you can raise armies, start movements. And destroy nations.

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Learning New Skills and Improving Old Ones

Players can improve their skills or begin new ones by accumulating *Improvement Points* (IP) . As you gain more IP, you'll record these points in the area next to the skills listing on your Hardcopy Form. When you have collected enough Improvement Points in 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 re-quired 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.

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IP Multipliers

Not all skills are equally easy to learn. These skills have an additional IP multiplier which multiplies the number of points required to learn the next level of skill. This extra cost will be noted in the skill descriptions.

Example: Choi Li Fut has a multiplier of 3. To raise my Choi Li Fut skill from +4 to +5 would require 120 IP, not 40.

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Getting More IP

There are three ways to accumulate im-provement Points: *Study & Practice, Being Taught*, and *Direct Experience*. In all three cases, the amount of improvement is de-termined 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 learn-ing to gain 1 IP.

Being Taught: Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher level of skill than the student, and must have the time to teach you (how long this takes, of course, is determined by the Referee). But even the most knowledgeable of teachers may not be able to transfer that knowledge. That's where the skill of *Teaching* comes into play. The teacher must average his skill in the subject to be taught with his teach-ing 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. When-ever you do something well, the Referee rewards you with *Improvement Points* right on the spot. The problem is that these points will be applied to the skill you were using when you got the reward. Therefore, if you want to get better in a particular skill, it's important to use that skill every chance you get. Referees should use an even hand when rewarding *Improvement Points*, not only rewarding players for doing things well, but also for demonstrating both role-playing ability and teamwork. In general, we suggest not awarding more than six points per skill per game session.

IP AWARD GUIDELINE TABLE

Award	Based on:
1	Used Skills in this area often , even if not effectively.
2	Used Skills effectively.
3	Frequent and effective use of Skill.
4	Did something out of the ordinary with this Skill.
5	Very clever or effective use of this Skill.
6	Extremely clever or effective use of Skill.
7	Skill was critical to player in this adventure session.

8	Skill use was critical to entire group this adventure session.
9	Did something really incredible with this Skill.

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Wilderness Survival

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

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Pickup Skills

Pickup Skills are skills the character has learned in the course of knocking around, 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 your character's Career Skills!

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Skill Description

Following are descriptions of all Cyberpunk Skills. Numbers in parenthesis next to skill names are Difficulty modifiers. To reflect complex and difficult-to-learn skills, the number of improvement points necessary to go up one level must be multiplied by Difficulty Modifier.

Special Abilities

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

- Authority (Cops)
- Charismatic Leadership (Rockers)
- Combat Sense (Solo)
- Credibility (Medias)
- Family (Nomad)
- Interface (Netrunner)
- Jury Rig (Techie)
- Medical Tech (Medtech)
- Resources (Corporate)
- Streetdeal (Fixer)

Contents << >>

Authority (Cops)

The ability to intimidate and control others through your position as Lawmen. This attribute represents the Cop's ability to call on the forces of the Law and Government to get what he wants. Cops can use *Authority* to question suspects, arrest wrongdoers, and defend innocents. Backed by the power of *Authority*, a cop can arrest, detain, confiscate and enter nearly anywhere, as long as he has the proper arrest or search warrants to back his play. However, authority is only as good as guy holding badge - if the cop appears uncertain of his *Authority* there's a good chance he'll get nailed by the people his trying to confront, the more able you are to face down criminals, particularity high level mobsters and officials. Authority is applied to your Cool stat.

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Interface (Netrunner)

This skill reflects the Netrunner's ability to manipulate Interface programs, and is the Skill used when operating Menu functions such as Locate Remote, Downlink, Load, create and Delete. Others players can enter the Net, but cannot use the Menu. Note for *Cyberpunk I* players - you may elect to swap your original INT and REF stats for characters generated with the old rule.

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Jury Rig (Techie)

This general repair skill allows the Techie to temporarily repair or alter anything for 1D6 turns per level; after the elapsed time, the jury rig will break down.

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Combat Sense (Solo)

This ability is based on Solo's constant training and professionalism. Combat Sense allows the Solo to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. Your Combat Sense gives you a bonus on both your Awareness skill and your Initiative equal to your level in the Combat Sense skill.

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Medical Tech (Medtech)

This is the skill used to perform major surgery and medical repairs.

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Credibility (Medias)

This is the ability to be believed: by your viewers, by the police, by important and powerful people. This is critical to getting your story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story really happening. The higher your *Credibility*, the more people you can convince, and the easier it to convince high level authorities of the truth of your information. With level +3 *Credibility*, you can convince most people of minor scandals. With a level +5 or +6 you can convince local officials of military atrocities, undercover dealings and other front page stuff. At level +9, you can successfully expose a scandal of Watergate proportions, or convince the President of the EuroMarket Finance Board that aliens are secretly influencing world leaders. *Credibility* applies to your INT stat.

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Resources (Corporate)

This represents the Corporate's ability to command corporation resources. It is used as 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 he can call upon at any one time. Your level of *Resources* determines exactly how much you can request from the Corporation without overreaching yourself. A *Resource* ability +2 might get you access to a Company car. An ability of +6 might allow you to use the Corporate Security Division. A *Resources* of +9 would allow you access to almost all levels of the Corporation, as well as the ability to requisition almost any Company resource. Your *Resource* ability is applied to your INT stat.

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Family (Nomad)

This is the ability to call upon the resources and help of any of the members of the Nomad's large, extended tribal family. This can be in the form of weapons, cash, information, or a small army of relatives. The threat of a Nomad family's vengeance may in itself stop harm to the Nomad. The higher your *Family* ability, the more important you are to the Family and the more help you can call upon. With a *Family* status +2, you might be able to get several of the Pack to help you wreck a town, for example. With a status +7 or +8, you are able to make major Pack decisions and lead troops. At +10, you may be the Leader of your Pack. Family is applied to your Intelligence stat.

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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, put 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 you, the more informants you have, and the more secretive the information you can dig up. A level +3 *Streetdeal* can get you contacts for weapons, tools, or minor illegal operations. At level +5, you can penetrate the secrets of all but the more powerful crime families. At level +9, you are the equivalent of a Mafia crimelord yourself, privy to every secret that's on the Street. Apply *Streetdeal* to your Cool stat.

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Master Skill List

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Authority (Cop)
Charismatic Leadership (Rocker)
Combat Sense (Solo)
Credibility (Media)
Family (Nomad)
Interface (Netrunner)
Jury Rig (Techie)
Medical Tech (Medtechie)
Resources (Corp)
Streetdeal (Fixer)

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Personal Grooming
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BODY
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REF
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Brawling
Dance
Dodge & Escape
Driving
Fencing
Handgun
Heavy Weapons
Martial Art (choose types)
Melee
Motorcycle
Operate Heavy Machinery
Pilot
Pilot (Gyro)
Pilot (Fixed Wing)
Pilot (Dirigible)
Pilot (Vect. Trust Vehicle)
Rifle
Stealth
Submachinegun

TECH
Aero Tech
AV Tech
Basic Tech

INT

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Weaponsmith

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Personal Grooming

This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their Attractiveness, and thus their chances of successful Relationships or Persuasion. A basically good looking person would be at +2. A fashion model might have a *Personal Grooming* of +5 or +6. At +8 or better, you could be major fashion model, film star, or trendsetter. You are always "together". And know it.

Contents << >>

Wardrobe & Style

The skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a spacesuit. With *Wardrobe* +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy anything off the rack. At +8 or better, you are one of those rare people whose personal style influences major fashion trends.

Contents << >>

Endurance

This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. *Endurance* Skill checks would be made whenever a character must continue to be active a long period without food, sleep or water.

Contents << >>

Strength Feat

The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlor tricks. At +3, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dept car fenders with one blow.

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Swimming

This skill is require to know how to swim (see *Athletics* for more details).

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Athletics

This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber.

Contents << >>

Interrogation

The skill of drawing information from subject and forcing his secrets into open An *Interrogation* of +2 or better will allow to infallible find out if your boyfriend is lying to you. A +5, you are professional level interrogator - equivalent to skilled detective grilling a suspect. Mike Wallace 60 Minutes has an *Interrogation* +9, allowing him to make even most powerful people squirm.

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Intimidate

The skill of getting people to do what you want by forcing personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Arnold Schwarzenegger.

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Oratory

The skill of public speaking. At +2, you can wing high school contests. At +6, you can be paid speech in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ichn Bin Ein Berliner" or Lincoln's Gettysburgs Address. Rockers with *Oratory* Skill of +6 or better can add +1 when using their *Charismatic Leadership* ability.

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Resist Torture/Drugs

Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will automatically increase the difficulty of any *Interrogation* attempt made by another guy by one level.

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Streetwise

The knowledge of the "seamy" ways of life - where to get illegal and contraband things, how to talk to the criminal environment, and avoiding bad situations in bad neighborhoods. With *Streetwise* of +3 or better, you can get "hot" items, torture drugs, etc. A *Streetwise* of +5 would know you to arrange a murder contract, you know a few mobsters who might owe you, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself and the middlemen.

Contents << >>

Human perception

The skill of detecting any evasions, moods and other emotional clues from others. At +2, you can usually feel when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Contents << >>

Interview

The skill of eliciting interesting anecdotes from interview subject. This information will be of a more non-specific and personal nature rather than specific knowledge (distinguishing this skill from the skill *Interrogation*, where the user is trying to extract exact information. (Example: Barbara Walters interviews, Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything - including personal information about their illegitimate son, the time they stole a cookie at age +4, and the fact that no one ever loved them.

Contents << >>

Leadership

The skill of leading and convincing people to follow you. A leader with a skill +2 can manage a small office successfully and be respected for it. A leader with skill +4 or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead entire Gamelon Empire into battle and look good doing it. James Kirk of Star Trek has a Leadership of +11, but you never will.

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Seduction

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

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Social

The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about 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 +5, you can lunch with the President with aplomb. No social situation will faze you , no matter what. At +8 or above, you can lecture Emily Post on what's proper.

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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 the blonde you were was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan a *Persuasion* of +7. Hitler a *Persuasion* of +9.

Contents << >>

Perform

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

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Mathematics

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

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Physics

The ability to calculate physical principles, such as gas pressures, mechanical energies, etc. This skill required basic *Mathematics* skill of +4.

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Programming

The required skill to write programs and re-program computer system. This skill does not allow players to actually do repairs on a computer (this requires *Electronics*). With a *Programming* Skill of +1, you can do simple EBASIC programs. A *Programming* Skill of +3 or better allows you to know some higher level languages and he 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 software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. With a *Programming* Skill of +9 or better, other programmers speak your name with reverence ("You invented Q? Wow!"), young hackers set soft to crack your systems, and any computer software you design instantly gets used by every business application in wide world.

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Shadow/Track

The skill of shadowing hid following people. This skill is primary used in urban or inhabited areas rather than in wilderness (where the skill of *Survival* incorporates tracking game in the wilds).

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Stock Market

The ability to play the Stock Market, engage in routine stock transactions and manipulate stocks profitably. At +2, you know enough to invest a bunk bonds and lose your shit. At +6, your investments pay off 75% of the time. At +9, you are a major heavy on the market, routinely dabble in international stocks, and can write articles on one subject of investment.

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System Knowledge

Basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and their 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 know systems. At +9, you know the entire Net like the back of your hand, know the general layouts of the important systems cold, and are aware of the layouts for the rest of them.

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Teaching

The skill of imparting knowledge to someone (if you don't think this is skill, you ought tot try is someone). Players may not teach any skill unless they have a higher skill level than a student. The referee is the final arbiter of how long it takes to teach a skill. At a *Teaching* Skill of +3 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you want). At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as a major references, and you might have a TV show on the equivalent of PBS channel.

Contents << >>

Zoology

Knowledge of lifeforms, biological processes and their relation to the environment. At +2, you know most common animals. At +5, you know not only well known animals, but also about many exotics and endangered species. At +8. You are knowledgeable well, and have +1 advantage to any *Wilderness Survival* Skills (you know where to find the game).

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Archery

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

Contents

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Handgun

You must have this skill to effectively use handguns of any type, including cyberware types. At +2, you ca use a handgun on a target range, through combat will still rattle you. At +5, you are as skilled as most military officers of fancy shooting you see on TV, and have begun to get a reputation of being "good with gun". A +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Contents << >>

Brawling

The skill of fighting man to man with fist, feet and other parts of the body. *Brawling* is not a trained skill - it is learned on the Street by getting into a lot of fights. Unlike *Martial Arts*, there are no specialized attacks and no damage bonuses based on level of mastery.

Contents << >>

Dance

The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to professional caliber, and regularly give performances and have fans. Dancers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Contents << >>

Dodge & Escape

This is skill is required to dodge attacks and escape grapples and holds. If an attack is made without your knowledge, you may not apply this skill to your *Defense* roll.

Contents << >>

Driving

This skill allows you to pilot all ground vehicles like cars, trucks, tanks and hovercraft. This skill is not usable for piloting aircraft. A skill +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 skill of +8 or greater will be nationally ship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

Contents << >>

Fencing

The mastery of swords, rapiers and monoblades. A *Fencing* Skill of +3 allows you to be competent with a blade. A Skill of +5 makes you fairly skilled. A *Fencing* Skill of +6 might win you the National Fencing Competitions. A Skill of +8 will get you a reputation for being a true swordsman of duelist caliber. People like D'Artagnan or Miymoto Musashi have Skill of +10. They are legendary masters of the blade; the mention of whom will cause all but the stupidest young bravo to run for cover.

Contents << >>

Heavy Weapons

The required skill for using grenade launchers, autocannon, mortars, heavy machine guns, missiles and rocket launchers. A level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

Contents << >>

Martial Arts

This skill covers any type of trained fighting style using hands, feet, or specialized "martial arts" weapons. You must elect a style of martial art and take a separate skill for each style (for example, you would have to take Karate and Judo separately, spending points for each one. Difficulty modifiers are listed in () next tot each skill listed below.

The primary advantage to martial arts styles is that each one has what are called key attacks; attacks that reflect particular strengths of style. When a key attack is used, there is to-hit bonus based on the attack type and martial arts style. A full table of key attacks is listed in Friday Night.

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

Martial Arts forms include:

> **Aikido (3):** This form relies on using the opponent's strength and momentum against him. It is a perfect form for stopping an opponent peacefully while making yourself very hard to hit. Key attacks are: blocks & parries, dodges, throws, holds, escapes, chokes, sweeps, trips & sweeps, grapples.
>
> **Animal Kung Fu (3):** There are forms based on animal movements, such as crane, mantis, tiger, leopard and dragon forms. These attacks are fast and dangerous, with a style that is exciting and flashy. Key attacks include: strikes, punches, kicks, blocks & parries, sweeps & trips.
>
> **Boxing (1):** The manly art of fisticuffs, this form delivers lightning punches and tight blocking defense. Key attacks are: punches, blocks & parries.
>
> **Capoeria (3):** Created by Caribbean slaves, this form combines dancelike movements with fast kicks and low line sweeps. It is a relatively unknown form and can be combined with dance moves to disguise it's true power. Key attacks are: punches, kicks, blocks & parries, dodges, and sweeps & trips.

Choi Li Fut (3): Descended directly form the ancient Shaolin temples, this form combines powerful roundhouse blows and sweeping kicks into dynamic fighting style. Key attacks are: strikes, punches, kicks, blocks & parries, dodges, throws, and sweeps & trips.

Judo (1): This system was designed as a sport form, but is very effective in combat as well. It uses throws and sweeps to knock down the opponent. Key attacks include dodges, throws, holds, escape sweeps & trips and grappling.

Karate (2): The Japanese version of kung fu, this style uses straight line movements and powerful blows. Variations include shotokan and kenpo, each with their own special moves. Key attacks are: punches, kicks, and blocks & parries.

Tae Kwon Do (3): A very fast and precise form, with graceful movements and some aerial kicks. Key attacks include: strikes, punches, kicks, blocks & parries, dodges.

Thai Kick Boxing (4): One of the deadliest form in existence, this style is known for blinding kicks delivered with incredible power. Key moves include: strikes, punches, kicks, blocks & parries.

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

Contents << >>

Melee

The ability to use knives, axes, clubs and other hand to hand weapons in combat. Note: when using non-ranged cyberweapons such as rippers, scratchers, slice n'dices, cyberbeasts, and battlegloves, you must use this skill.

Contents << >>

Motorcycle

The required skill to operate motorcycles, cyberbikes, and other two and three-wheeled vehicles.

Contents << >>

Operate Heavy Machinery

The required skill to operate tractors, tanks, very large trucks and construction equipment.

Contents << >>

Piloting

In general, this is the skill of controlling aircraft. Aircraft broken into categories: **Gyro** and **Rotorcracft**, **Fixed Wing Aircraft**, **Dirigible** and **Vectored Thrust Aerodynes (AVs)**. A *Piloting* Skill of +1 allows you to take off and land safely in good weather conditions. A *Piloting* Skill of +3 or more makes you a trained pilot, able to engage in most combat situation or bad weather. Pilots with a Skill of +6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of +9 or greater are so good, they have a rep as pilots, and are widely known among the piloting fraternity for having the "right stuff".

Contents << >>

Pilot Gyro (3)

The ability to pilot all types of rotorwing aircraft, including gyros, copters and Ospreys.

Contents << >>

Pilot Fixed Wing (2)

The ability to pilot fixed wing jets and light aircraft. Ospreys may be flown with this skill, but not only in the straight ahead (non-hover) mode.

Contents << >>

Pilot Dirigible (2)

The ability to pilot all lighter than air vehicles, including cargo dirigibles, blimps and powered balloons.

Contents << >>

Pilot Vectored Thrust Vehicle (3)

The skill of piloting all types of vectored thrust vehicles, and AV-4, 6 and 7 vehicles.

Contents << >>

Rifle

You must have this skill to use riffle/shotguns effectively (see *Handgun* limitations and modifiers).

Contents << >>

Stealth (2)

The skill of hiding in shadows, moving silently, evading guards, etc. A *Stealth* Skill of +1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards, or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants.

Contents << >>

Submachinegun

You must have this skill to use any type of submachine gun effectively (see *Handgun* for limitations and modifiers).

Contents << >>

Aero Tech (2)

The required skill for repairing fixed wing aircraft, including Ospreys, jets, and light aircraft. With a Skill of +3, you can perform most routine maintenance tasks. With a Skill of +6, you can do engine tear downs and major structural repairs. With a Skill +9 or better you are capable of designing and building your own aircraft.

Contents << >>

AV Tech (3)

The required skill for repairing all ducted fan aerodyne vehicles. At +3, you can perform routine maintenance. At +6, you can tear down engines and modify an AV. At +10, you can design your own AVs on common airframes.

Contents
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Basic Tech (2)

The required skill for building or repairing simple mechanical and electrical devices, such as car engines, television sets, etc. With a *Basic Tech* Skill of +3, or better, you can fix minor car problems, repair basic wiring, etc. A *Basic Tech* Skill of +6 or better can repair stereos and TVs, rebuild an engine, etc. A *Basic Tech* Skill of +9 or better can build a simple computer from scratch, put together a race car engine, and maintain any kind of industrial machinery. However, they do not know enough specialized knowledge to apply it to complex things such as aircraft (just like Mr. Goodwrench) doesn't know how to build and service an F-16).

Contents << >>

Accounting

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

Contents
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Anthropology

The knowledge of human cultures, habits and customs. Unlike *Streetwise* (which covers only the culture and customs of the Street), or *Social* (which covers only what you should do in a given situation), *Anthropology* covers general customs and background of a culture. For example, with *Streetwise*, you know what alleys to avoid and what gangs are dangerous. With *Social*, you know the proper forms of address for a high ranking Japanese *zaibatsu* head. With *Anthropology*, you know that the customs of a N'Tanga tribesman require that a young man kill a lion in order to be accepted as an adult male.

Contents << >>

Awareness/Notice

This is equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadowers and other events. With an *Awareness* of +2 you will usually spot small pieces of paper with noted on them, doors left ajar , and obvious expressions of lying or dislike. An *Awareness* of +5 or better allows you to spot fairly well hidden clues, and fairly sophisticated attempts to "shadow" you. With an *Awareness* of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show ("The murder was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 *Awareness*. Players without skill may only use their Intelligence Stat.

Contents << >>

Biology

General knowledge of animals, plants, and other biological systems. At level +3, you know most types of common animals, plats. At +6, you have a general understanding of genetics, cellular biology, etc. At +10, you can perform most bio-lab procedures, including gene mapping and splicing.

Contents << >>

Botany

The general knowledge of plant identification. At level +3, you know most common plats and can identify which ones are dangerous and why. At a +6, you can identify most important plants found worldwide and have a working knowledge of their uses. At +8, you have the equivalent of a doctorate in Botany and know rare poisons, exotic orchids and other useful plants.

Contents << >>

Chemistry

The required skill for mixing chemicals various compounds. A level +2 *Chemistry* is equal to high school chemistry. A level +4 is equal to a trained pharmacist or college level chemist. A +8 is a trained laboratory chemist.

Contents << >>

Composition

The required for writing songs, articles, or stories. A *Composition* Skill of +4 or greater gives your character the ability to produce salable work. A Skill of +8 or more produces work of such a high caliber that the creator may have a strong literary following and not a little critical acclaim.

Contents << >>

Diagnose Illness

The skill of clinically diagnosing symptoms and medical problems. A +3 is the equivalent of a high school nurse - you can recognize most common injuries and complaints. At +6, you would be equivalent to a trained intern; you can recognize many uncommon illnesses and know how to treat most common ones. A +9 is equivalent to you to get a diagnosis.

Contents << >>

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 trivaia skill. A level of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A *Knowledge* Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well-educated person, and are asked to play Trival Pursuit a lot. At +9 and above, you are one of those people who knows a lot about everything (and hopefully has the good sense to keep his mouth shut).

Contents << >>

Expert

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

Contents << >>

Gamble

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

Contents << >>

Geology

A functional knowledge of rocks, minerals and geologic structures. At +3, you can identify most common rocks and minerals. At +6, you have the equivalent of a college degree in Geology and can identify minerals and geological structures with ease. At +8, you can teach geology in high school.

Contents << >>

Hide/Evade

The skill of losing pursuers, covering tracks and otherwise evading people on your trail. At +3, you can lose most boostergangers on the rampage. At +6, you can ditch cops and private eys. At +8, you can ditch most Solos.

Contents << >>

History

The knowledge of facts and figures of past events. In game play, they might be used to determine if character is familiar with a particular clue related to a past event. At +2, you have the equivalent of grade school history education. At +6, you would have the equivalent of a college grasp on the subject. At +8, you could teach history in high school. At +9, you may have written a few of most often texts on a particular historic personage or epoch.

Contents << >>

Know Language

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

Each language known requires a separate Know *Language* Skill, however, one may use the knowledge of a particular Language with up to ? (round down) proficiency with any language in the same linguistic family (example: knowing Cantonese at +4 will give you the ability to understand and speak Mandarin at +2).

Contents << >>

Library Search

The skill of using databases, DataTerm™, 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 databases and find very obscure facts.

Contents << >>

Cryotank Operation

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

Contents << >>

Cyberdeck Design (2)

The required skill for designing cyberdecks. At level +4, you can modify an existing cyberdeck for greater speed or memory. At level +6, you can design a deck equal to most existing designs. At +8, you can design decks that are substantially improved over existing designs.

Contents << >>

CyberTech (2)

The required skill for repairing and maintaining cyberware. At level +2, you can keep your cyberware turned up and replace its power batteries. At level +6, you can strip down most cyberware and even make simple modifications. At level +8, you can design your own cyberware to order.

Contents << >>

Demolitions (2)

This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set times and detonators, and how much explosives to use to accomplish a desired result.

Contents << >>

Disguise

The skill of disguising your character to resemble someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it is not the same as the ability to actually be an actor.

Contents << >>

Electronics

The required skill for maintaining, repairing and modifying electronic instruments such as computers, personal electronics hardware, electronic security systems, cameras and monitors.

Contents << >>

Electronic Security (2)

The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At level +3, you can jimmy or install most apartment locks and security cams. At +6, you can override most corporate office locks and traps. At +9, you can enter most high security area with impunity.

Contents << >>

First Aid

This skill allows the user to bind wounds, stop bleeding, and revive a stunned patients (see *Trauma Team* for details).

Contents << >>

Forgery

The skill of copying and creating false documents and identifications. This skill Forgery also be applied to the detection of same; if you can fake it, you can usually tell a fake as well.

Contents << >>

Gyro Tech (3)

The skill or repairing and maintaining rotorwing aircraft such as helicopters and gyrocopters.

Contents << >>

Paint or Draw

The skill of producing professional drawings. A skill of +3 allows you to produce salable "modern" art. A Skill of +6will produce artwork that is recognized end extremely pleasant to eye - as well as salable. An artist with a Skill of +8 or greater will be nationally known, have exhibitions in galleries, and have other lesser artists studying his style in art.

Contents << >>

Photo & Film

The skill of producing professional caliber photographs or motion pictures. A skill of +2 allows you to make decent home movies. A Skill +4 or better creates work capable of winning amateur contests. A Skill of +6 or better will produce work of the level of the average Playboy cover or rock video. A photographer or cinematographer with a Skill of +8 known and probably famous.

Contents << >>

Pharmaceuticals (2)

The skill of designing and manufacturing drugs and medicines. A minimum *Chemistry* skill of +4 is required. At +4, you can make aspirin. At +6, you can make hallucinogenic or antibiotics. At level +9 you can build designer drugs tailored to individual body chemistries.

Contents << >>

Pick Lock

The skill required to pick locks and break into sealed containers and rooms. At +3, you can jimmy most simple locks. At +6 you can crack most safes. At +9 or better, you have a rep as master crackman, and are known to all the major players in the *Cyberpunk* world.

Contents << >>

Pick Pocket

The required skill for picking pockets without being noticed, as well as "shoplifting" small items. For ideas on levels of ability see *Pick Lock*.

Contents << >>

Play Instrument

The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played. A skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will gain musician some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of Grammys, and regularly jam with Kerry Eurodyne.

Contents << >>

Weaponsmith (2)

The required skill for repairing and maintaining weapons of all types. At level +2, you can do repairs and field stripping. At level +6, you can repair all types of weapons and make simple modifications. At level +8. You can design your own weapons to order.

Contents << >>

Career Skills List

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

TECHIE
Jury Rig
Awareness/Notice
Basic Tech
CyberTech
Teaching
Education
Electronics
Any three other
Tech Skills (Gyro, Aero,
Weaponsmith, Electronic Security)

NOMAD
Family
Awareness/Notice
Endurance
Melee
Rifle
Driving
Basic Tech
Wilderness Survival
Brawling
Athletics

MED TECH
Medical Tech
Awareness/Notice
Basic Tech
Diagnose
Education
Cryotank Operation
Library Search
Pharmaceuticals
Zoology
Human Perception

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

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

NETRUNNER

COP

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

Authority
Awareness/Notice
Handgun
Human Perception
Athletics
Education
Brawling
Melee
Interrogation
Streetwise

FIXER
Streetdeal
Awareness/Notice
Forgery
Handgun
Brawling
Melee
Pick Lock
Pick Pocket
Intimidate
Persuasion

Contents << >>

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 basics - Rockers know how to play instruments, Solos know how to shoot guns, etc. **A starting character receive 40 points to distribute among his Career Skills. He may not use these points on his Pickup Skills, although he can choose to use future Improvement Points 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).**

Important: It is required that one of your character's Career Skills be the Special Ability for his or her class. These Skills are unique to the class and reflect abilities and resources only that particular class possesses. Example are the Authority of Cops which allows them to use the weight and powers of Law or the Charismatic Leadership which allows a Rockerboy to convince a crowd to get down and party - or get out and riot. The number of points you put into your Special Ability (up to, but not greater than 10) reflects your position in your chosen field and the development of your unique career skill. Because of this, your Special Ability also determines you have to start with.

Obviously while spreading those Career Points around it's going to be pretty tempting tot make yourself a wealthy Superstar, but remember a Rocker with lots of Charismatic Leadership and no performance skills will find that things can get ugly fast. They may love you but they paid 60 eb for those tickets so you'd better be smokin'.

Example: As a Rockerboy, Johnny Silverhand began with the following package:

Charismatic Leadership	+6
Notice	+3
Perform	+5
Style	+4
Composition	+4
Brawling	+2
Play Instrument	+5
Streetwise	+3
Persuasion	+5

Seduction	+3
TOTAL	**40**

Contents << >>

Skill Checks

Most of time, your character will be able to do most ordinary things without difficulty: walk, talk, open a can of Protein Food Complex 35 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 Referee from Easy to Nearly Impossible. Each rating has a corresponding numerical value called a Difficulty.

Task	Difficulties
Easy	10+
Average	15+
Difficult	20+
Very Difficult	25+
Nearly Impossible	30+

Giving It your Best Shot

When making a Skill Check, first, determine which of your stats is most appropriate to use to perform the action. For example, if you were trying to stand on your head, REF would be best. If you were deciphering a code, INT would be the most appropriate.

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 later, 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 lower roll, you have failed.

Here’s an example; Johnny Silverhand needs to break into a locked room, a task the Referee considers to require some training. As such, it has a Difficulty of 15. Johnny’s most applicable stat if Technical, because this is a Task that requires manipulating a mechanical object. Johnny isn’t much of techie (his Tech stat is only +3, enough to fix guitar strings and plug in his amp). But

Johnny also picked up Pick Lock +3 as one of early Pickup skills. This gives him a Base Ability of 6. Johnny will need roll at least a 9 to pick this lock.

Opposed Tasks

If you are making an attempt against another player character, the opposing player will combine his most applicable stat, skill and 1D10 roll. On an equal or higher roll, the defending player wins.

Difficulty Modifiers

Difficulty Modifiers are values witch are added to difficulty of task, reflecting adverse conditions or extra problems. Modifiers work best when you are dealing with very ticklish or picky situations; things where life and death 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 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 1D10 and check the result on the Fumble Table to see what (if anything happens).

On a natural roll of 10, you have had a critical success. Roll an additional 1D10 and add it to your origin roll. This is when you get lucky and manage to pull off something you have no chance in Hades of doing normally.

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). For 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 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. In addition, players may opt to invent their own Skills.

Contents << >>

Fumble Table

Area	Result of Roll	
Reflex (combat)	1-4	No fumble. You just screw up.
	5	You drop your weapon.
	6	Weapon discharges (make reliability toll for non-autowep.) or strikes something harmless.
	7	Weapon jams (make reliability roll for non-autowep.)
	8	You manage to wound yourself. Roll for location.
	9-10	You manage to wound a member of your own party.
Reflex (Athletics)	1-4	No fumble. You just mess up and make an idiot of yourself.
	5-7	You fail miserably. Take 1 point in minor damage (sprain, fall, stumble) plus makes a Save vs. Stun.
	8-10	You fail abysmally, if a physical action, take 1D6 in damage from falling or strained muscles. Also make a roll vs. Stun at –1.
TECH (Repair or create)	1-4	No fumble. You just can’t get it together.
	5-7	You not only fail, you make it worse! You drop the tools you’re working with, or you lose your grip and damage the thing you’re working with even more. Raise the Difficulty by 5 points and try again.
	8-10	Wow. Did you ever blow it! You damage the device or creation beyond repair. Buy a new one.

EMP (Convince, Fast talk, Seduce)	1-4	No fumble. They just won’t buy it.
	5-6	So much for your people skills. You not only don’t convince them; you leave them totally cold (-4 to your next EMP die roll) to any other suggestion you might have.
	7-10	Wow! You blew it royalty. You not only didn’t convince them, but now they’re actually violently opposed to anything you want to do. Roll 1D10. On a 1-4, they actually attempt to do you physical harm.
INT (Figure out, Notice, catch a clue)	1-4	No fumble. You just didn’t know how to do it. You don’t know what’s going on. You carry on oblivious to higher concerns.
	5-7	You don’t know anything about what’s going on and you haven’t clue about how to do anything about it. Make a Convince check at –2 to see if anyone else notices how dumb you are.
	8-10	Wow, are you oblivious. You not only don’t know what’s going on or anything about subject, but everyone know how ignorant you are.

Contents << >>

WORKING

"You say you've done this kinda thing before?"
Silence. Then, "Yep".
A long pause. Click. Rattle. Click.
"You've sure?"
"Yep".
Long pause... Click. Whir. Click. "Uh... Ice?"
"Ripper, shut up before I cross a wire and wipe out half the City in thermonuclear accident".
"Uh... right". Click. Whir. Rattle.

Contents << >>

Romantic Life

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

HOW IT WORKED OUT
Roll one, then go to that section:

1-4	Happy love affair (go back to LIFE EVENTS)
5	**TRAGIC LOVE AFFAIR**
6-7	**LOVE AFFAIR WITH PROBLEMS**
8-10	Fast Affairs and Hot Dates (Go back to LIFE EVENTS)

LOVE AFFAIR WITH PROBLEMS
Choose or roll one:

1 Your lover's friends/family hate you
2 Your lover's friends/family would use any means to get rid of you
3 Your friends/family hate your lover
4 One of you has a romantic rival
5 You are separated in some way
6 You fight constantly
7 You're professional rivals
8 One of you is insanely jealous
9 One of you is "messing around"
10 You have conflicting backgrounds and families

Go back to **LIFE EVENTS AND ROLL FOR NEXT YEAR**

MUTUAL FEELINGS
Choose or roll one:

1 They still love you
2 You still love them
3 You still love each other
4 You hate them
5 They hate you
6 You hate each other
7 You're friends
8 No feeling's either way; it's over
9 You like them, they hate you
10 They like you, you hate them

Go back to **LIFE EVENTS AND ROLL FOR NEXT YEAR**

TRAGIC LOVE AFFAIR

Choose or roll one:

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

Go To **MUTUAL FEELINGS**

Was it worth the pain? Move over to the Personal Style and the Motivations Sections and make a few rolls to find out what your lover was like and whether you'd do it all over again if he/she walked back into your life. Because with your luck, it might just happen.

Contents << >>

Motivations & Life Events

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

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	Honor
3	Your word
4	Honesty
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:

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

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**

Life Events

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

1-3 Big Problems, Big Wins
4-6 Friends & Enemies
7-8 Romantic Involvement

9-10 Nothing Happened That Year

Contents << >>

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 1D10x100. You have lost this much in eurodollars. If you can't pay this now, you have a debt to pay, in cash - or blood.
2 Imprisonment: You have been in prison, of possibly held hostage (your choice). Roll 1D10 for length of imprisonment in months.
3 Illness or addiction: You have contracted either an illness or drug habit in this time. Lost 1 pt of REF permanently as a result.
4 Betrayal: you have been backstabbed in some manner. Roll another D10. 1-3, you are being blackmailed. 4-7, a secret was exposed- 8-10, you were betrayed by a close friend in either romance or career (you choose).
5 Accident: You were in some kind of terrible accident. Roll 1D10. 1-4, you were terribly disfigured and must subtract -5 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 constantly relive nightmares (8 in 10 chance each night) of the accident and wake up screaming.
6 Lover, friend or relative killed: You lost someone you really cared about. 1-5, they died accidentally. 6-8, they were murdered by unknown parties. 9-10, they were murdered and you know who did it. You just need the proof.
7 7 False Accusation: You were set up. Roll 1D10. 1-3, the accusation is theft. 4-5 it's cowardice. 6-8 it's murder. 9 it's rape. 10, It's lying or betrayal.

8 Hunted by the Law: You are hunted by the law (or crimes you may or may not have committed (your choice). Roll 1D10. 1-3, only a couple local cops want you. 4-6, it's the entire local force. 7-8 it's the State Police or Militia. 9-10, it's the FBI or equivalent national police force.

9 Hunted by a Corporation: You have angered some corporate honcho. Roll 1D10. 1-3, it's a small, local firm. 4-6, it's a larger corp with offices statewide. 7-8, it's a big, national corp with agents in major cities nationwide. 9-10, it's a huge multinational with armies, ninja and spies everywhere.

10 Mental or physical incapacitation: You have experienced some type of mental or physical breakdown. Roll 1D10. 1-3, it's some type of nervous disorder, probably from a bioplague - lose 1 pt. REF. On 4-7, it's tome 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, are violent, irrational, depressive. Lose 1 pt from your CL, 1 from REF.

Go To **WHAT ARE YOU GONNA DO ABOUT IT?**

WHAT ARE YOU GONNA DO ABOUT IT?
Choose or roll one:

1-2 Clear your name
3-4 Live it down and try to forget it
5-6 Hunt down those responsible and moke them pay!
7-8 Get what's rightfully yours
9-10 Save, if possible, anyone else involved in the situation

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR**

YOU GET LUCKY
Roll 1D10:

1 Make a Powerful Connection in City Government. Roll 1D10. 1-4, it's in the Police Dept. 5-7, its in the District Attorney's Office. 8-10, it's in the Mayor's Office.

2 Financial Windfall: Roll 1D10x100 for amount in Eurodollars.

3 Big Score on job or deal! Roll 1D10x100 for amount in Eurodollars.

4 Find a Sensei (teacher). Begin at +2 or add +1 to a Martial Arts Skill of your choice.
5 Find a Teacher: Add +1 to any INT based skill, or begin a new INT based skill at +2.
6 Powerful Corporate Exec owes you one favor.
7 Local Nomad Pack befriends you. You can call upon them for one favor a month, equivalent to a Family Special Ability of +2.
8 Make a Friend on the Police Force. You may use him for inside information at a level of +2 Streetwise on any police related situation.
9 Local Boostergang likes you (Who knows why. These are Boosters, right?) You can call upon them for 1 favor a month, equivalent to a Family Special Ability of +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**

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Friends & Enemies

Living on the Edge means you don't do things halfway. Your friends are tight, and your enemies ruthless. If you're here, it's because your social life took a major turn (for the worse?) this year. Roll 1D10. On a 1-5, you made a friend. On a 6-10, you made an enemy.

MAKE AN ENEMY

You've gotten in someone's face. Enemies are a way of life In *Cyberpunk*, so don't skip this step. For each enemy, choose or Roll sex on 1D10.

EVEN = Male
ODD = Female

This enemy is (choose or roll One):

Ex friend
Ex lover
Relative
Childhood enemy
Person working for you
Person you work for
Partner or co-worker
Booster gang member
Corporate Exec
Government Official
Go to **THE CAUSE**

THE CAUSE
This enmity started when one of you (choose or roll one):

1 Caused the other to lose face or status
2 Caused the loss of a lover, friend or relative
3 Caused a major humiliation
4 Accused the other of cowardice or some other personal flaw
5 Caused a physical disability: (Roll 1D6. 1=2 lose eye. 3-4=lose arm. 5-6=badly scarred)
6 Deserted or betrayed the other
7 Turned down other's offer of job or romantic involvement
8 You just didn't like each other

9	Was a romantic rival
10	Foiled a plan of the other's

Go to **WHO'S FRACKED**

WHO'S FRACKED OFF?
Choose or roll one:

1-4	They hate you
5-7	You hate them
8-10	The feeling's mutual

Go to **WHATCHA GONNA...**

WHATCHA' GONNA DO ABOUT IT?
If the two of you met face to face, the injured party would most likely (Choose or roll one):

1-2	Go into a murderous killing rage and rip his face off!
3-4	Avoid the scum
5-6	Backstab him indirectly
7-8	Ignore the scum
9-10	Rip into him verbally

Go to **WHAT CAN HE...**

WHAT CAN HE THROW AGAINST YOU?
What kind of forces can your enemy put on the table to stop you? (Choose or roll one):

1-3	Just himself
4-5	Himself and a few friends
6-7	An entire Gang
8	A small Corporation
9	A large Corporation
10	An entire Government Agency

Go back to **LIFE EVENTS AND ROLL THE NEXT YEAR**

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

MAKE A FRIEND

You lucked out and made a new friend (a rare occurrence In the Cyberpunk world). For each new friend, choose or roll sex on 1D10:

EVEN = Male
ODD = Female

Choose or roll your relationship to this friend:

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

Go back to **LIFE EVENTS** **AND ROLL THE NEXT YEAR**

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Family Background

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

FAMILY RANKING
Choose or roll one:

1 Corporate Executive
2 Corporate Manager
3 Corporate Technician
4 Nomad Pack
5 Pirate Fleet
6 Gang Family
7 Crime Lord
8 Combat Zone Poor
9 Urban homeless
10 Arcology family

Go to **PARENTS**

PARENTS
Choose or roll one:

1-6 Both parents are living. Go to **FAMILY STATUS**
7-10 Something has happened to one or both parents. Go to **SOMETHING HAPPEND TO YOUR PARENTS**

SOMETHING HAPPED TO YOUR PARENTS
Choose or roll one:

1 Your parent(s) died in warfare
2 Your parent(s) died in an accident
3 Your parent(s) were murdered
4 Your parent(s) have amnesia and don't remember you
5 You never knew your parent(s)
6 Your parent(s) are in hiding to protect you
7 You were left with relatives for safekeeping
8 You grew up on the Street and never had parents
9 Your parent(s) gave you up for adoption
10 Your parent(s) sold you for money

Go to **FAMILY STATUS**

FAMILY STATUS
Choose or roll one:

1-6	Family status in danger, and you risk losing everything (if you haven't already). Go to **FAMILY TRGEDY**
7-10	Family status is OK, even if parents are missing or dead. Go to **CHILDHOOD ENVIRONMENT**

CHILDHOOD ENVIRONMENT
Choose or roll one:

1 Spent on the Street with no adult supervision
2 Spent in a safe Corporate Suburbia
3 In a Nomad Pack moving from town to town
4 In a decaying, once upscale neighborhood
5 In a defended Corporate Zone in the central City
6 In the heart of the Combat Zone
7 In a small village or town far from the City
8 In a large arcology city
9 In a aquatic Pirate Pack
10 On a Corporate controlled Farm or Research Facility

Go to **SIBLINGS**

FAMILY TRAGEDY
Choose or roll one:

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

Go to **CHILDHOOD ENVIRONMENT**

SIBLINGS

You may have up to 7 brothers/sisters. Roll 1D10. 1-7 is equal to the number of siblings you have. On 8-10, you are an only child. For each brother or sister:

1) Roll 1D10. Even: the sibling is male. Odd: the sibling if female.

2) Roll age, relative to yourself

1-5 = older
6-9 = younger
10 = twin

For each sibling, choose or roll their feelings about you:

1-2	Sibling dislike you
3-4	Sibling likes you
5-6	Sibling neutral
7-8	They hero worship you
9-10	They are hate you

Go to **MOTIVATIONS**

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Origins and Personal Style

What do you look like and where do you come from?

DRESS & PERSONAL STYLE

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

Die Roll	***Clothes***	***Hairstyle***	***Affectations***
1	Biker leathers	Mohawk	Tatoos
2	Blue jeans	Long & Ratty	Mirrorshades
3	Corporate Suits	Short & Spiked	Ritual Scars
4	Jumpsuits	Wild & all over	Spiked gloves
5	Miniskirts	Bald	Nose Rings
6	High Fashion	Striped	Earrings
7	Cammos	Tinted	Long fingernails
8	Normal clothes	Neat, short	Spike heeled boots
9	Nude	Short, culry	Weird Contact Lenses
10	Bag Lady chic	Long, straight	Fingerless gloves

ETHNIC ORIGINS

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

	Origin	Languages
1	Anglo-American	English
2	African	Bantu, Fante, Kongo, Ashanti, Zulu, Swahili
3	Japanese/Korean	Japanese or Korean

4	Central European/Soviet	Bulgarian, Russian, Polish, Ukrainian, Slovak
5	Pacific Islander	Micronesian, Tagalog, Polynesian, Malayan, Sudanese, Indonesian, Hawaiian
6	Chinese/Southeast Asian	Burmese, Cantonese, Mandarin, Thai, Tibetan, Vietnamese
7	Black American	English, Blackfolk
8	Hispanic American	Spanish, English
9	Central/South American	Spanish, Portuguese
10	European	French, German, English, Spanish, Italian, Greek, Danish, Norwegian, Swedish, Finnish

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TALES FROM THE STREET (LIFEPATH)

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

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

- Johnny Silverhand

It's like climbing out of the clone vat.

You got this half-formed person standing there, dripping with smile. 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 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 national and ethnic origins, your family, friend, 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 role-playing, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

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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 boostergangers, 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 be mowed down like chaff by your player character.

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 NPC's. So go ahead and waste 'em! *We'll make more!*

Step 1: Generate Stats
1) Roll 2D6 nine times, writing down each roll. If roll is 11 or greater, reroll 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 in appropriate space, dividing 40 points between these skills.

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

Step 3: Pick Cyberware
Roll 1D10. Solos roll 6 times. All others roll 3 times. If duplicate rolls, reroll.

1) Cyberoptics (roll 1D6 for type)
1 Infrared
2 Lowlight
3 Camera
4 Dartgun
5 Antidazzle
6 Targeting scope

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

4 Light Submachiengun
5 Very Heavy Pistol
6 Heavy Pistol

3) Cyberaudio (Roll 1D6 for type)
1 Wearman tm
2 Radio Splice
3 Phone Link
4 Amplified Hearing
5 Sound Editing
6 Digital Recording Link

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

Step 4: Armor & Weapons
Roll 1D10, adding modifier below:

Roll	*Armor*	*Weapon*
1	Heavy Leather	Knife
2	Armor Vest	Light Pistol
3	Light Armor Jacket	Medium Pistol
4	Light Armor Jacket	Heavy Pistol
5	Medium. Armor Jacket	Heavy Pistol
6	Medium Armor Jacket	Light SMG
7	Medium Armor Jacket	Light Assault Riffle
8	Heavy Armor Jacket	Medium Assault Riffle
9	Heavy Armor Jacket	Heavy Assault Riffle
+10	Metal Gear ™	Heavy Assault Riffle

· Rockers, Corps, Netrunners, Fixers, Techies: add 0 roll.
· Nomads, Cops: add +2 to roll.
· Solos: add +3 to roll.

Step 5: Write it down
Fill out an NPC (Non-player Character) sheet.

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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 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 thing 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 problem solving ability; figuring out problems, noticing things, remembering information. Almost every character type will need a high intelligence, with Netrunnes and Corporates requiring the highest of all.

Reflexes (REF):
This is a combined index, covering not only your basic dexterity, but also how your level of physical coordination will affect feats of driving, piloting, fighting and athletics. Characters who intend to engage in great deal of combat (such as Solos, Nomads, Rockerboys) should always invest in the highest possible Reflex.

Cool (CL):
This index measures how well the character stands up to stress, 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. Rockerboys and Fixers 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. In *Cyberpunk*, the ability to use and repair technology is of paramount impotence - TECH will be the Stat used when fxing, repairing and attempting to use unfamiliar tech. While all character should have a descent Tech Stat, potential Techies should always opt for the highest possible score in this area.

Luck (LK):
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 critical event. To use Luck, you may add any or all the points of luck a character has to a critical die roll (declaring your inetntion to use Luck before the roll is made) until all of your Luck stat 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 - you have to look good while you're doing it (Attitude vs Everything). Attractiveness is especially impotent to Medias and Rockerboys, as being good-looking is part of their jobs.

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

> **RUN**: To determine how far your character can run in a single combat round (@3.2 seconds) in meters, multiply your MA by 3. The character can run three times this distance in full 10 seconds turn. Write this in the RUN section of your Hardcopy Form.
>
> **LEAP:** To determine how far your character can leap (from running start), divide your RUN by 4. Write this in the LEAP section of your Hardcopy Form.

Empathy:
This Stat represent how well you relate to other living things - a measure of charisma and sympathetic emotions. In a world of alienated, future-shocked survivors, the ability to be "human" can no longer be taken for granted. Empathy (EM) is critical when leading, convincing, seducing or perceiving emotional undercurrents. Empathy is also a measure of how close he/she is to the line between feeling human being and cold blooded cyber-monster.

> **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 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, 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, Rockerboys and Nomads most of all.

Body Type & Points

2pts	Very Weak
3-4pts	Weak
5-7pts	Average
8-9pts	Strong
10pts	Very Strong

You may carry up to 10x 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 1D10 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 Stunt Save. If you fail a Stunt Save, you will automatically be knocked out of combat and be unable to recover until you can make successful Stunt Save in a following combat turn. You may make one Save roll every turn until you succeed.
>
> **Death Saves:** When you have been Mortally Wounded, or when you have encountered certain types of poisons, you will need to make a Save against Death. On a failed roll, you're Body Bank fodder.
>
> Take a moment to find the Save box on your Hardcopy Form and fill it in.

Body Type Modifier (BTM)

Not all people take damage the same way. For example, it takes a lot more damage to stop Arnold The Terminator than it does Arnold The Nerd. This is reflected by the Body Type Modifier, a special bonus used by your character to reduce the effects of damage. The Body type modifier is subtracted from any damage your character takes in combat.

Body Type Modifier Table

Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman*	-5
· 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.

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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, unshakable cool and street smarts (but not Skills). We've given you three ways to generate Character Points:

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

2) **Fast:** Roll 1D10 for each stat (9 in all), rerolling 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 its position in his or her game.

Major Hero	80pts
Major Supporting Char	70pts
Minor Hero	75pts
Minor Supporting Char	60pts
Average	50pts

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

That's the *Cyberpunk* way.

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GETTING CYBERPUNK

"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 BigRipps, screamed like banshee on steroids, and went right over the top of the lead cyberbike".
- Savage Doc

Headware is 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.

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Nomads
(road warriors and gypsies who road the highways)

They drove your family off the Farm ten years ago. The Corporations rolled in, took over the land, and put rent-a-cops all over the place. It wasn't the first time it'd happened; it wouldn't be the last. Gradually, your family fell in with a bunch of other homeless families, and they met another group... until you'd create a Nomad pack of nearly two hundred members.

Now, crammed into a huge, ragtag fleet of cars, vans, busses and RV's, your Nomad pack roams the freeways. You look for supplies, odd jobs and spare parts in the world where society has fragmented. The pack is your home - it has teachers, Med Techs, leaders, and mechanics - it's virtually a town on wheels in which everyone is related by marriage or kinship. Sometimes the Pack pulls into a town just to fuel up or get grub. Other times, it swings south to follow the harvest; you pick crops in trade for cash or food. Less terrorizing cities and hiring out as muscle in Corporate wars. For obvious reasons, the cops don't like Nomads. But it doesn't matter - your vehicle are usually well armored and bristling with stolen weapons; mini guns, rocket launchers and the like. Every kid knows how to use rifle, and everyone packs a knife. Being homeless in the 2000's isn't easy.

The most visible members of the Pack are the Scouts - leather armored riders on bikes or in fast muscle cars, who protect the convoy from attacks and hunt up safe campsites. As a Scout, you're on the lookout for trouble, and you usually can find enough of it, with rival Nomad Packs, the Law, and the cowboy, you ride the hard trail. You've got a gun, a bike and that's all you need. You're a Nomad.

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Fixers
(deal makers, smugglers, organizers and information brokers)

You realized fast that you weren't ever going to get into a Corporate job. And you didn't think your were tough enough or crazy enough to be a Solo either. But 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 price, of course.

Now your deals have moved past the nickle-and-dime 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 skill broker - acting as an agent for high priced Solos and 'Runners, or ever hiring a whole Nomad pack to back a client's contacts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals and political groups. You don't do this directly, of course - no, you see your contacts and allies as a part of vast web of intrigue and coersion. If there's a hot nightclub in the City, you've bought into 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 90's, they would have called you *crimelord*. But this is the fragmented, nasty, deadly 2020s. Now they call you a Fixer.

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Corporates
(slick business raiders and multimillionaires)

In the old days, they would have called you a yuppie - a hard driven, fast-track MBA on his way up the Corporate ladder. Sure, it's selling your soul to the Company, but face it; the Corporations rule the cyberpunk world. They control governments, markets, nations, armies - you name it. And you know that whoever controls the Corporations controls everything else.

Right bow, your life as a junior executive is 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 out of their jobs. And they're not kidding about the killing - every up and comer in the Corporation has his own crew of Solos and Netrunners to cover his pet projects. Sabotage? Constantly. Bribery? Routine. Blackmail? Common. Promotion by assassination? Always a possibility. The stakes are that high - one slip and you could be out on the Street with the rest of the trash. Or dead.

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 raw - send 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 Techies 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 Aerospace Division could copy the design and sell it to the Soviets).

You told yourself you joined the Corporation to make it better place - work from the inside, you said. But now you're not 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 that guy in Sales is planning to ice your database for good. You're gonna ice him first.

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Cops
(Maximum lawmen on mean 21st century streets)

In the old days, they only used to shoot at cops. Now you're lucky if you just take a slug. The Street is mean these days, filled with new drugs, new gangs, and new weapons that make an M-16 look like a kid's toy. If you're on a City Force, you know how bad it is. You're carrying at least four high caliber weapons, most of them full-auto types, wearing a Kevlar vest that'll stop 850 ft/lbs per square inch - and you're still outgunned and outflanked. 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 mercs - 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 this jungle with the heavy predators.

The Corporate Cops - now that's the life. Heavy weapons, full combat armor, Trauma Team tm backup, AV-4 assault vehicles and gyrocopters with miniguns. But they only patrol the sectors of the City that the Government's licensed them for. The nice, clean sectors full of new office buildings and fancy restaurants - where no jacked up psychopunk is going to ever go on a killing spree with an AK-47. You get the bad sections. Burned out buildings and abadoned cars, where every night is a new firefight and another great opportunity for a messy death.

If you're really unlucky, you might draw PsychoSqaud detail. PsychoSquad guys get the job of hunting down heavily armed and armored cyborgs who've flipped out. Sure the PS guys have access to railguns, gyros and AVs. But a cyberpsycho can walk through machine gun fire and not feel it. A lot of the PsychoSquad detectives are crazy themselves. They load up with boosted reflexes, get some monstrously huge guns, and go hunt the cyborgs solo. But you're not that crazy.

Yet.

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Medias
(Newsmen and reporters who go to the wall for the truth)

They're bending truth out there. And you're going to stop them. Someone has to do it. The Corporations rule the world. They dump toxics, destabilize economies and commit murder with equal impunity. The Government won't stop them - they own the Government. The only thing between the Corporations and world domination is the Media. And that's you.

You've got a videocam and 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, contacts and your own Corporation backing you. They can't make you disappear. When you dig down for the dirt and slime 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 screamsheets and vidscreens. 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 uncovered a secret Corporate war in South America - a war with jets, bombs, and cybertroops that's killed almost seven thousand innocent people. Each new story you get to the air is one more blow for freedom and justice. Not mention ratings.

It isn't easy. They've tried to pressure your Mediacorp dozen 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 news director and 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 Net 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 flag your backup. You're going to break those bastards.

This time, for sure.

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Techies
(renegade mechanics and doctors)

You can't leave anything alone - if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface plugs feedbacking? 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 fir the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counterespionage gear for big boys' "black operations". Neat little gadgets like termite bombs and the 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 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 handiwork and resented it. So you'll invest a lot in defense systems and, if really pushed to the wall, call a few new markers on a Solo or two.

Your cousin down the street is like you, but he's a Medtechie. In 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. Tm will loosen things up You hope he's right. You may be needing his services sooner than think.

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Netrunners (Cybernetic Computer Hackers)

At three, your parents bought you an old Apple IV GS with a Radius 241 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 META-LINGUA to crack into the district's mainframe and change your grades. When you were thirteen, you shifted enough funds out of unprotected TransAmerican Bank accounts to finance your first neural interface plugs.

Now, nothing can stop you With your direct mental link to the computer, you can plunge headfirst into the dizzying data-winds of the Net; the worldwide telecommunications system that joins humanity together. As an electronic wraith, you are the ultimate "hacker", your brain wired into special modems and computer links. You slip into the "hardest" mainframe systems with ease. Your defense and offense programs are arrayed at a touch of your mental fingertips - a quick jolt of Demon or Vampire and the data fortresses fall. EBM. ITT. Sony-Matsushita-Ford. You've tackled them all, buying, trading and selling their deepest secrets at will.

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 intrustion programs get better, the Artificial Intelligences smarter. Sooner or later, a faster program or programmer's going to catch up; reach out with electronic fingers through your interface plugs, and stop your heart. But time's on your side, and until the ride runs out, you'll be there, barebrained and headfirst in the Net.

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Solos
(hired assassins, bodyguards, killers, soldiers)

You were reborn with a gun in your hand - the flesh and blood hand, not the metallic weapon factory the covers most of your arm. Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers that enforce business deals and the Company's "black operations", you're one of the elite fighting machines if 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 - cyberlimbs for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponents. When you're the best of the best, you might even leave the ranks of Corporate samurai and go ronin - 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're 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 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.

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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 2000's. With the advent of digital porta-studios and garage laser disk mastering, every Rocker with a message can take it to the street; put in the record stores, bounce it off the comsats.

Sometimes, this message isn't something the Corporations or Government wants to hear. Sometimes what you say is going to get right 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, whether in 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 TV sets and into the Streets. You have a proud history as a Rockerboy - Dylan, Springsteen, Who, Elvis, the Stones - the legions 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 - to lead, inspire and inform. A song from you can give the timid courage, the weak strength, and blind vision. Rockerboy legends have led armies against Corporations and Governments. 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!

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Inventing New Skills

You can also invent new skills to cover new needs, should you want to do so. To do so, you must first convince the Referee of your game to let you have that skill. You and the Referee should work together to deter-mine:

1) Exactly **what** does this skill allow you to do?
2) **How** (according to your character conception) did you acquire this skill?
3) What are the specific limits of this skill (what can't I do with it?).
4) What stat is this skill connected to and why?

Referees should be careful to make sure that player skills are neither too specific ("Shoot .45 Caliber Handgun With Laser Sight"), or too general ("Shoot Anything Well"). You should insist on a middle ground which covers a general ability to use the skill, yet does not give the player an unreasonable advantage in all possible situations ("Shoot Handguns"). The Referee is always the final arbiter of decisions on skills.

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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. Some-times this can be very good. Other times, it can be very bad:

Example: Jake the Hammer is known far and wide as a streetfighter; he is feared thorough out 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 I D 10 in order to have not heard of Jake's name. On this particular right, Joke swaggers into the Totentanz and orders a drink. Down the bar, Ripperjack hears the bar-tender address Jake byname. Ripperjack puts two and two together (a 3 on ID 10). This "Jake" must be the sonovagun who caught The Jack's kid brother in an alley and beat him to death with his metalshod fists. Ripperjack's eyes flare, and his teeth grind down. He pulls out his Minami 10 and blows a hole through Joke's back.

REPUTATION TABLE

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

Reputation can also be a disadvantage. Whenever you do something extremely uncool (show cowardice, desert or betray someone, etc.), the Referee can still award you *Reputation* Points for these actions. The more points you score, the more likely people are to have heard about your infamous deeds (once again, roll 1D10). However, this time they won't be impressed. If your rep is for cowardice, it can even work against you.

Reputation in *Cyberpunk* has one other big effect- facedowns. Remember; a lot of combat in this genre comes down to a duel of wills; who's tougher, meaner, and looks more ready to prove it. This often leads to what are called facedowns; when two heavies on the Street square off just before a fight, or to see who'll back down from a confrontation.

When making a facedown, both participants will roll:

1D10+COOL+ REPUTATION

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

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

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

The Ironmaster is known all over the City, giving him a Rep of 6. What he doesn't know is that the Kid is a 5th Dan block belt in Kenpo Karate. Although he's new in the Zone and hasn't much of a Rep (3), he is totally self-possessed and aware of his skills (COOL= 10). The Ironmaster may be tough, but he's mostly a bully. His COOL is only 4, bolstered by a Reputation made on a few lucky fights. His total roll is 4+4+(roll of 6)= 14. The Kid's total is 3+10+(roll of 3)= 16. The Ironmaster feels a strange unease as he stores at the calm, ready-to-rock Kid. His eyes shift away and he backs down with a grunt.

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Getting Fitted For The Future

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 6"x6" package for easy storage).
- Compressible down sleep-bag (wads to the size of a paperback book).
- Micro-stereo compo (a microsized boom box with stereo speakers or headphones,
  possibly CD, chip/tape player, TV and certainly radio).
- Handful of tapes or datachips.
- Laptop or pocket computer (for notes, writing, business, links to computer net-works).
- Cybermodem, cables (for Netrunners).
- Pocket Cellular phone (the phone is bought, the service is rented by the month).
- Handgun, knife or both. Possibly 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, Medias and Techies are always on the move -on stakeouts, hard stories, or running from the various people you've brought down on yourself with your 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 any-way? Even a Corporate may find himself living out of a "coffin" in the Tokyo airport if times get rough.

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.

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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, chombatta. And you *want* a job, because it's a real short slip between being able to eat Realpack and fresh veggies, and being reduced to eating kibble and living in a filthy flop-cube.

How good a job you cur-rently 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 Kerry Eurodyne (a hot megarocker). This means he'll be reduced to playing gigs wherever he can get them; sleazoid dives, bar-mitzvahs, weddings, bar fights; you name it.

Take a quick jump to the Occupation Table. Find your Role (or the role closest to it), cross reference it to your current *Special Ability* level, and that'll give you a 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 unem-ployed.

Congratulations. Betcha can taste that kibble already.

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OCCUPATION TABLE

Special Ability Level

ROLE	1-5	6	7	8	9	10
Rocker	Desperate for Gigs 1,000 month	Regular Club jobs 1,500 month	Play the Big Clubs 2,000 month	You've got à Contract 5,000 month	Concert Band 8,000 month	Major Act 12,000 month
Solo	Street Ronin 2,000 month	Private Enforcer 3,000 month	Corporate Muscle 4,500 month	Professional Operative 7,000 month	Major League Hitter 9,000 month	Solo Elite 12,000 month
Cop	Private Guard 1,000 month	City Cop 1,200 month	Corporate Guard/ Detective 3,000 month	Corp. Security/ Psycho Squad 5,000 month	Enforcement Team Leader 7,000 month	Security Head/ Police Chief 9,000 month
Corporate	Assistant 1,500 month	Manager 3,000 month	Junior Executive 5,000 month	Executive 7,000 month	Department Head 9,000 month	Division Head 12,000 month
Media	Stringer Reporter 1,000 month	Staff Reporter 1,200 month	Section Editor 3,000 month	Producer/ Managing Editor 5,000 month	Local Media Personality 7,000 month	National Media Personality 10,000 month
Fixer	Street Punk 1,500 month	Gang leader 3,000 month	Enforcer 5,000 month	Sub-Lieutenant 7,000 month	Lieutenant 8,000 month	Crime Boss 10,000 month
Techie	Local Fixer Man 1,000 month	Private Operator 2,000 month	Corporate Tech 3,000 month	Jr. Engineer 4,000 month	Engineer 5,000 month	Senior Engineer 8,000 month
Netrunner	Weefie Runner 1,000 month	Hacker 2,000 month	Bit Jockey 3,000 month	Net Cowboy 5,000 month	Deckslinger 7,000 month	Sysop 10,000 month

Medtechie	Patchman 1,600 month	Medical Technical 3,000 month	RipperDoc 5,000 month	Trauma Team Medic 7,000 month	General Practitioner 10,000 month	Specialist Physician 15,000 month
Nomad	Clanmember 1,000 month	Warrior 1,500 month	Head of Household 2,000 month	Scout 3,000 month	Clan Senior 4,000 month	Family Head 5,000 month

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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 around as much in kilograms 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 an Average Body Type. I con carry up to 60 kilograms; roughly 132 Ibs. I can deadlift 240 kg - about 528 Ibs.

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 · binocu-lars · Swiss Army knife · article of clothing · fighting knife · switchblade · mirrorshades · Light pistol · nylon carrybag · Kevlar helmet.

1 Kilo or less
Medium to Heavy handgun · sleeping bag · radio/chip 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 flack pants or vest.

4 Kilos
Electric keyboard · amplifier · Heavy as-sault rifle.

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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 stereo). *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 semi automatically, using only pistol ammunition.

Shotguns (SHG) are any weapon which fires pellets or other small particles instead of a solid slug.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition.

Heavy Weapons (HVY) include missiles, grenades, heavy cannon, etc.

Melee Weapons (MELEE) include swords, daggers, knives, martial arts weapons, polearms, etc.

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

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Weapon Codes

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

Name · Type · Accuracy · Concealability · Availability · Damage/Ammunition · Number of Shots · Rate of Fire · Reliability

For an example, a weapon with the code:
Minami 10 o SMG o 0 o J o E o 2D6+3/10mm o 40 o 20 o VR would be an Accurate (1) Minami 10 Submachinegun (SMG) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot clip, can fire up to 20 rounds per combat round on full auto, and is very reliable. Descriptions of Weapon Codes follow:

Accuracy: This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

Concealability: How easily they can be hidden until needed (an important factor in combat weapons). A smart combat gunner doesn't want to walk into a bar with a shotgun protruding from underneath his coat - it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, Pants Leg or Sleeve	(P)
Jacket, Coat or Shoulder Rig	(J)
Long Coat	(L)
Can't be Hidden	(N)

Availability: This is how difficult the weapon is to find on the open market.

Excellent	(E)
Can be found almost anywhere.	
Common	(C)
Can be found in most sports & gun stores or on the Street.	
Poor	(P)

Specialty weapons, black market, stolen military.	
Rare	(R)
Stolen, one of a kind, special military issue, may be highly illegal.	

Damage/Ammunition: Each weapon is rated as to the type of ammunition it carries, and the damage of that ammunition (in numbers of dice thrown).

Number of Shots: This is how many shots are held in the standard clip, magazine or quiver for the weapon type.

Rate of Fire: This is how many shots the weapon can fire in a single combat round (3.2 seconds).

Reliability: This is how reliable the weapon is in combat - its chance of jamming while on autofire, etc.

Very Reliable	(VR)
Standard	(ST)
Unreliable	(UR)

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Weapons List

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Name	Type	WA	Con.	Avail.	Damage/Ammo	#Shots	ROF	Rel.	Range	Cost
LIGHT AUTOPISTOLS										
BudgetArms C-13	P	-1	P	E	1D6 (5mm)	8	2	ST	50m	75.°°
Dai Lung Cybermag 15	P	-1	P	C	1D6+1 (6mm)	10	2	UR	50m	50.°°
Federated Arms X-22	P	0	P	E	1D6+1 (6mm)	10	2	ST	50m	150.°°
MEDIUM AUTOPISTOLS										
Militech Arms Avenger	P	0	J	E	2D6+1 (9mm)	10	2	VR	50m	250.°°
Dai Lung Streetmaster	P	0	J	E	2D6+3 (10mm)	12	2	UR	50m	250.°°
Federated Arms X-9mm	P	0	J	E	2D6+1 (9mm)	12	2	ST	50m	300.°°
HEAVY AUTOPISTOLS										
BudgetArms Auto 3	P	-1	J	E	3D6 (11mm)	8	2	UR	50m	350.°°
Sternmeyer Type 35	P	0	J	C	3D6 (11mm)	8	2	VR	50m	400.°°
VERY HEAVY AUTOPISTOLS										
Armalite 44	P	0	J	E	4D6+1 (12mm)	8	1	ST	50m	450.°°
Colt AMT Model 2000	P	0	J	C	4D6+1 (12mm)	8	1	VR	50m	500.°°
LIGHT SUBMAGHINEGUNS										
Uzi Miniauto 9	SMG	+1	J	E	2D6+1 (9mm)	30	35	VR	150m	475.°°
H&K MP-2013	SMG	+1	J	C	2D6+3 (10mm)	35	32	ST	150m	450.°°
Fed. Arms Tech Assault II	SMG	+1	J	C	1D6+1 (6mm)	50	25	ST	150m	400.°°
MEDIUM SUBMACHINEGUNS										
Arasaka Minami 10	SMG	0	J	E	2D6+3 (10mm)	40	20	VR	200m	500.°°
H&K MPK-9	SMG	+1	J	C	2D6+1 (9mm)	35	25	ST	200m	520.°°
HEAVY SUBMACHINEGUNS										
Sternmeyer SMG 21	SMG	-1	L	E	3D6 (11mm)	30	15	VR	200m	500.°°
H&K MPK-11	SMG	0	L	C	4D6+1 (12mm)	30	20	ST	200m	700.°°
Ingram MAC 14	SMG	-2	L	E	4D6+1 (12mm)	20	10	ST	200m	650.°°
ASSAULT RIFLES										

Militech Ronin Light Assault	RIF	+1	N	C	5D6 (5.56)	35	30	VR	400m	450.°°
AKR-20 Medium Assault	RIF	0	N	C	5D6 (5.56)	30	30	ST	400m	500.°°
FN -RAL Heavy Assault Rifle	RIF	-1	N	C	6D6+2 (7.62)	30	30	VR	400m	600.°°
Kalishnikov A-80 Hvy. Rifle	RIF	-1	N	E	6D6+2 (7.62)	35	25	ST	400m	550.°°
SHOTGUNS										
Arasaka Rapid Assault 12	SHT	-1	N	C	4D6 (00)	20	10	ST	50m	900.°°
Sternmeyer Stakeout 10	SHT	-2	N	R	4D6 (00)	10	2	ST	50m	450.°°
HEAVY WEAPONS										
Barrett-Arasaka Light 20mm	HVY	0	N	R	4D10AP (20/9mm)	10	1	VR	450m	2,000.°°
Scorpion 16 Missile Launcher	HVY	-1	N	R	7D10	1	1	VR	1km	3,000.°°
Militech Arms RPG-A	HVY	-2	N	R	6D10	1	1	VR	750m	1,500.°°
Grenade	HVY	0	P	P	Varies by type	1	1	VR	Throw	30.°°
C-6 Plastic Explosive	HVY	0	P	P	8D10 per kg.	1	1	VR	NA	100.°°/kg
Mine (all types)	HVY	0	J	P	4D10	1	1	VR	NA	350.°°
K-A F-253 Flamethrower	HVY	-2	N	R	2D10+ 1	0	1	ST	50m	1,500.°°
EXOTICS										
Techtronica 15 Microwaver	P	0	J	P	1D6*	10	2	VR	20m	400.°°
Miltech Elect. LaserCannon	RIF	0	N	R	1-5D6	10	2	UR	200m	8,000.°°
Avante P-1135 Needlegun	P	0	P	P	Drugs	15	2	ST	40m	200.°°
Enertex AKM Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15.°°
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200.°°
Miltech Electronics Taser	P	-1	J	C	Stun	10	1	ST	10m	60.°°
EagleTech "Tomcat" C-Bow	EX	0	N	C	4D6	12	1	VR	150m	150.°°
EagleTech "Stryker" X-bow	EX	-1	N	C	3D6+3	12	1	VR	50m	220.°°

MELEE WEAPONS

Note: Most melee weapons are available on the open market and have a ROF of 1, a WA of 0, and no reloads.

Kendachi Monoknife®	Melee+1	P	P	2D6	-	-	VR	1m	200.°°
Kendachi MonoKatana®	Melee+1	N	R	4D6	-	-	VR	1m	600.°°
SPM-1 Battleglove™	Melee-2	N	P	3D6/2D6	-	-	VR	1m	900.°°
Club	Melee0	L	C	1D6	NA	NA	NA	1m	Free
Knife	Melee0	P	C	1D6	NA	NA	NA	1m	1-20.°°
Sword	Melee0	N	C	2D6+2	NA	NA	NA	1m	20-200.°°
Axe	Melee-1	N	C	2D6+3	NA	NA	NA	1m	20.°°
Nunchaku/Tonfa	Melee0	L	C	3D6	NA	NA	NA	1m	15.°°
Naginata	Melee0	N	P	3D6	NA	NA	NA	2m	100.°°
Shiriken	Melee0	P	C	1D6/3	NA	NA	NA	Throw	2-3.°°
Switchblade	Melee0	P	C	1D6/2	NA	NA	NA	1m	15.°°
Brass knuckles	Melee0	P	C	1D6+2	NA	NA	NA	1m	10.°°
Sledgehammer	Melee-1	N	C	4D6	NA	NA	NA	1m	20.°°
Chainsaw	Melee-3	N	C	4D6	NA	NA	NA	2m	80.°°

KEY

WA = Weapon Accuracy.

Concealability: P = Pocket J = Jacket L = Long Coat N = Can't be hidden.

Availability: E = Excellent (can be found anywhere) C = Common (sports & gun shops) P = Poor (stolen military, black market) R = Rare (one of a kind, special military issue, highly illegal).

Damage/Ammo: most 2000's weapons are rated in millimeters.

#Shots (in a standard clip or load). ROF = Rate of Fire per turn. Range = Long range.

RELOADS & OPTIONS

Ammunition*	Cost
Light Pistol, Lt. SMG (box of 100) **	15.°°
Medium Autopistol, SMG (box of 50)	15.°°
Heavy Pistol, Hvy. SMG (box of 50)	18.°°
Very Heavy Pistol (box of 50)	20.°°
Assault Rifle (box 100)	40.°°
Shotgun (box of 12)	15.°°
20mm Cannon round (1)	25.°°
Arrows (12)	24.°°
Crossbow Bolts (12)	30.°°
Airgun pellets (100)*	6.°°
Needlegun rounds (50)	25.°°

Flamethrower Reload	50.°°
Micro Missile Reload (4ea)	100.°°
Options	
Silencer	100.°°
Holster (all types)	20.°°
Shoulder sling	5.°°

* Drugs, Acid = 5x cost

** Armor piercing = 3x cost Brass Cased loads for old guns = 2xcost

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LIGHT AUTOPICTOLS

BudgetArms C-13
P -1 P E 1D6 (5mm) 8 2 ST
Light duty autopistol used as a holding and "lady's gun".

Lung Cybermag 15
P -1 P C 1D6+1 (6mm) 10 2 UR
Cheap Hong Kong knockoff, often used boosters and other street trash.

Federated Arms X-22
0 J E 1D6+1 (6mm) 10 2 ST
The ubiquitous "Polymer-one-shot" cheap plastic pistol. Available in different colors.

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Old Guns Never Die

As late as the 1990's there were still used models of the venerable Beretta and Webley for sale (particularly in pawnshops and on the black market). The same can be as-sumed 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 type, although final price is up to the Referee.

S&W Combat Magnum
P 1 J C 2D6+ 3 (.3S7) 6 2 VR
Designed for US Border Patrol use. the Combat Magnum is a popular choice among police officers. Its "small frame" and reliable action make it a best seller.

Liama Commanche
P 0 J C 4D6 (.44) 6 1 ST
An excellent .44 revolver, used in home defense and police work. It's long barrel makes it hard to conceal.

Colt .45 "Peacemaker"
P 0 J R 2D6+2 (.45) 6 1 VR
The gun "that won the West", the .45 was the most common US sidearm throughout the 1800's. A single action weapon, it must be cocked before firing, although later models had a flattened hammer allowing the gun to be fired by "fanning" the hammer.

Colt .38 Detective
P 1 J C 1D6+ 2 (.38) 6 1 VR
The most commonplace police weapon for many years, the Colt .38 has many variants, including the smaller "Chief's Special". With their high reliability, there are many of these guns still in circulation.

C.O.P. .357 Derringer
P 0 P C 2D6+3 (.357) 4 2 VR
Designed as a "holdout" for law enforcement agents, the COP uses a unique revolving firing pin arrangement. It's small size makes it easily hidden.

UZI
SMG 2 J C 2D6+1 (9mm) 30 20 VR
Developed by the Israelis as a reliable export weapon, the Uzi is used worldwide by security forces, the US Secret Service, police and (unfortunately)

terrorists and drug dealers.

Vz61 Skorpion
SMG 2 J P 1D6 (.25) 20 25 VR
A standard military sidearm for the Soviet Bloc, the Skorpion is the worid's smallest military SMG. It's small ammunition size gives it excellent controllability. It is easily silenced and can be carried in a shoulder holster.

Ingram MAC 10
SMG -1 J C 2D6+2 (.45) 30 S UR
A very small SMG used by covert units and terrorists. It can be easily silenced. However, it's very large ammo size makes it very difficult to control when on full auto.

H&K MPS & MP5K
SMG 1 L C 2D6+1 (9mm) 30 20 ST
Two examples of the H&K family of interchangeable SMGs, both share parts and design similarities. The MP5K is a very small version of the MP55D3, which has a built in silencer.

Thompson M1
SMG 2 N C 2D6+2 (.45) 30 20 VR
Standard US military SMG during WWII, the Thompson is rugged, reliable and easy to use. The M1928 version, of gangster fame, was less reliable (UR), but could carry a 5O round drum magazine.

Bushmaster
SMG 0 C R 4D6 (5.56) 30 20 ST
A bullpup configured SMG designed to be fired one handed. The Bushmaster uses the M-16A1 clip, making it technically closer to an assault rifle than a submachinegun.

FN-FAL
RIF 0 N E 6D6+2 (7.56) 20 21 VR
Standard NATO rifle. A very deadly assault weapon, durable and handles well.

AK 47, AKM, AKMS
RIF 0 N E 5D6 (7.565) 30 20 VR
Standard Soviet military rifle, exported worldwide, particularly to Soviet client-slates. Reliable, rugged, but rather difficult to control, the AK-47 is probably the most well known weapon of it's type in the world.

M-16A & M-16A2
RIF 2 N C 4D6 (5.56) 30 25 UR

Standard US military rifle since the 1960's, the M-16 has high accuracy and a staggering ROF. A built in "tumble" effect compensates for the light 5.56 round. Earlier M-16 models were cantankerous and unreliable in the extreme, with an accuracy of 1, not 2. The Ar-15 and the AR-180 are civilian models used by police and home defense.

Styer Aug
RIF 2 N C 4D6 (5.56) 30 20 VR
A bullpup configured rifle using high tech plastics and aluminum, the AUG is the wave of the future. The scope is built in, giving it great accuracy, while it's rugged plastic construction gives it reliability and strength.

Winchester M70
RIF 3 N C 5D6+ 1 (30-06) 5 1 VR
A basic scoped hunting rifle, used to hunt deer.

CAWS
SHG 0 N R 4D6 (00) 10 10 ST
Close in Assault Weapon, designed for house to house work, crowd suppression. Scope is built in. making it very accurate for type.

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Armor

This is the next most important purchase for the well-dressed punk. Most armors in the 2000's are made of epoxide laminates, plastic mesh weaves and thin metal or ceramic insert plates. They are light, but often bulky; each one has an Encumbrance Value (EV) which is subtracted from your character's REF, and a Stopping Power (SP), which refers to the ability of the armor to stop damage. The Stopping Power is subtracted from the amount of damage done by the hit. Armor includes:

Heavy leather (Jacket or Pants) SP=4
Good for road rash, stopping knives, etc. A good .38 slug will probably rip you to bits, however.

Kevlar T-Shirt/Vest SP=10
Can be worn unnoticeably under most street clothes. Will stop most rounds up to a .45 ACP.

Kevlar Armor Jacket SP=14 (Lt), 18 (Med) or 20 (Hvy)
Personal protection for the fashion conscious, these lightweight Kevlar jackets have nylon coverings that resemble normal jackets.

Helmet SP=14 (steel) or 20 (nylon)
Heavy duty protection for the head, standard for most military. Some are made of steel, others of kevlar and high impact plastics. Most (90%) have face shields with 1/2 the SP level as the rest of the helmet.

Flack Vest/Pants SP=20
Standard protection for combat soldiers, the flack vest is designed to stop small arms fire, grenade shrapnel, but only slow up assault rifle rounds.

Doorgunner's Vest SP=25
Heavy duty protection for stationary positions, like machinegun nests, helicopter doors, etc.

MetalGear™ SP=25
Laminated expoxide plate armor. Bulky and designed in modular sections, with helmet, arm & leg coverings, torso and back damshell.

BODY ARMOR

Type of Armor	Covers	SP*	EV**	Cost

Cloth, leather	Arms, Torso, possibly legs	0	+0	Varies
Heavy leather	Arms, Torso, possibly legs	4	+0	50.°°
Kevlar T-Shirt, Vest	Torso	10	+0	90.°°
Steel helmet	Head	14	+0	20.°°
Light Armor jacket	Torso, Arms	14	+0	150.°°
Med Armor jacket	Torso, Arms	18	+1	200.°°
Flack vest	Torso	20	+1	200.°°
Flack pants	Legs	20	+1	200.°°
Nylon helmet	Head	20	+0	100.°°
Heavy Armor jacket	Torso, Arms	20	+2	250.°°
Door Gunner's vest	Torso	25	+3	250.°°
MetalGear™	Whole Body	25	+2	600.°°

* Stopping Power (SP) refers to the ability of the ability of the armor to stop damage.
**AP rounds: treat all Armor as 1/2xSP V-Edged weapons treat SP as half t
(EV) Encumbrance values should be added together and subtracted from character's total REF stat.

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Special Equipment

Okay, so you don't wanna get all metal-led up and hard into the face, heh? No problem. We got a couple of slick little gadgets to put you even up with the cybers.

BattleGloves (900.00)
Heavy gauntlets that cover the entire hand and forearm, articulated with artificial muscle and hydraulics. A Battle glove delivers 3D6 crushing, 2D6 punching damage, and has three spaces for any standard cyberarm weapon or option, except Hydraulic Rams.

Smartgoggles (200.00)
Want all the advantages of getting cyberoptics, but without the humanity loss? Smartgoggles can be outfitted with chips to simulate the effects of up to 4 cyberoptic options (each option costs the same as a cyberoptic option, less 10%). Smartgoggles come with a smartgun plug and cables, allowing the Targeting scope option to be used (+ 1 to ranged attacks).

For example, Razorjack decides to buy a set of Smartgoggles. He selects Thermograph, Digital camera, Low Lite and Targeting scope as options. His total cost is 200.°° (base cost)+990.°°=1190.°°

Linear Frames (Price Varies)
A linear frame is a powered exoskeleton, giving the user tremendous strength. There are three levels of linear frames: Sigma, Beta and Omega.

Type	Strength	Cost
Sigma	12	5000.°°
Beta	14	7000.°°
Omega	16	9000.°°

Normally, exoskeletons are worn as part of a cybernetics package (see Putting Cyber Into Punk). However, you can put on a linear frame without having it interfaced directly to your nervous system. Instead, you can simply chip into the suit as if it were any cyberbike or vehicle, taking a -2 REF penalty to do so.

Not bad, eh? just make sure they don't take'em off ya, chombatta.

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2020 Gear List

Following Is a list of useful Items for the cyberpunk on the move.

FASHION **	
Pants	20.°°
Top	15.°°
Jacket	35.°°
Footwear	25.°°
Jewelry	10-100.°°
Mirrorshades	5-50.°°
Contact Lenses	100.°°
Glasses	50.°°
** Multiply base cost by style:	
Generic Chic	1 x cost
Leisurewear	2 x cost
Businesswear	3 x cost
High Fashion	4 x cost
Urban Flash	2 x cost

TOOLS	
Techscanner	600.°°
Cutting torch	40.°°
Tech Toolkit	100.°°
B & E Tools	120.°°
Electronics Toolkit	100.°°
Protective Goggles	20.°°
Flashtube	2.°°
Glowstik	1.°°
Flash Paint	10.°° per ft.
Flash Tape	10.°° per ft.
Rope	2.°° ðår ft.

SECURITY	
Keylock	20.°° per level
Cardlock	100.°° per level
Vocolock	200.°° per level
Line Tap	200.°°
CodeDecryptor	500.°°
VocDecryptor	1,000.°°
Security Scanner	1,500.°°
Poison Sniffer	1,500.°°
Jamming Transmitter	500.°°
Scanner Plate	500.°°
Movement Sensor	40.°°
Passcard	10.°°
Tracking Device	1,000.°°
Tracer Button	50.°°
Remote Sensors	700.°°
PlasKuffs	100.°°
Stripwire Binders	5.°°

MEDICAL	
Dermal Stapler	1,000.°°
Spray Skin	50.°° per can
Slap Patch	Varies by drug type
Cryotank	100,000.°°
Medkit	50.°°
Surgical Kit	400.°°
First Aid Kit	10.°°
Medscanner	300.°°

Breathing Mask	30.°°
PERSONAL ELECTRONICS	
Holo Generator	500.°°
Video Board	100.°° per sq. ft.
Data Chip	10.°°
Logcompass	50.°°
Digital Recorder	300.°°
Digital Camera	150.°°
VideoCam	800.°°
Video/Audio Tape Player	40.°°
VideoTape	4.°°
Pocket TV	80.°°
Digital Chip Player	150.°°
Digital Music Chip	20.°°
Electric Guitar	100-500.°°
Electronic Keyboard	200-900.°°
Drum Synthesizer	200-800.°°
Amplifier	500-1000.°°
DATA SYSTEMS	
Laptop Computer	900.°°
Pocket Computer	100.°°
Cybermodem	Varies by design
Cellular Cybermodem	Varies by design
Interface Cables	20-30.°°
Low Impedance cables	60.°°
Trode Set	20.°°
Keyboard	100.°°

Drug Analyser	75.°°
Airhypo	100.°°
Clinic Visit	200.°°
Day in Hospital	300.°°
Day in Intensive Care	1,000.°°
Clone Limb Replacement	1,500.°°
FURNISHINGS	
Nylon Carrybag	5.°°
Sleeping Bag	25.°°
Inflatable Bed	25.°°
Futon	90.°°
Real Wood Furniture	200.°° per piece
Synthetic Furniture	100.°° per piece
Apartment Cube	5,000.°°
Lamp	20.°°
Cleaning Bot	1,000.°°
Vocal Switcher System	100.°°
VEHICLES	
Scooter	500.°°
Motorcycle	1,500.°°
CityCar	2,000.°°
Small Subcompact	6,000.°°
Medium Sedan	10,000.°°
Sportscar	20,000.°°
Luxury Sedan	40,000.°°
Note: 2x cost for cybercontrols	
LIFESTYLE	

Terminal	400.°°
COMMUNICATIONS	
Mastoid Commo	100.°°
Pocket Commo	50.°°
Cellular Phone	400.°°
Mini Cell Phone	800.°°
SURVEILLANCE	
Binoglasses	200.°°
Binoculars	20.°°
Light Booster Goggles	200.°°
IR Goggles	250.°°
IR Flash	50.°°
ENTERTAINMENT	
Movie	10.°°
VCR/Chip Rental	4.°°
Braindance	20.°°
Live Concert/Sports Event	50.°°
Fast Food Meal	5.°°
Well Drink **	3.°°
Restaurant Meal **	20.°°
** Multiply by level of restaurant or bar:	
Fair	1 x cost
Good	2 x cost
Excellent	3 x cost

Cell Phone Service	100.°° month
Standard Phone Service	30.°° month+
Pay Phone Call	50 ? per minute
Data Term Use	1.°° per minute
CredChip Account	20.°° per month
Health Plan	1,000.°° per month
Trauma Team Acct.	500.°° month
Air	5.°° per minute
Mag Lev Chit	25 ? per station
Taxi	3.°° per mile
AV-Taxi	10.°° per mile
Cable TV	40.°° per month
GROCERIES	
Kibble	50.°° per week
Generic Prepak	150.°° per week
Good Prepak	200.°° per week
Fresh Food	300.°° per week
HOUSING **	
Coffin	20.°° per night
Hotel Room	100.°° per night
Apt./Condo	200.°° room/ per month
House	1500.°°
Multiply base cost by location:	
Combat Zone	1 x cost
Moderate Zone	2 x cost
Corporate Zone	4 x cost

Executive Zone	6 x cost
Utilities	100.°° month

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Fashion

The clothing styles of 2020 break into five basic fashion.

Generic Chic: This is the standard Streetwear made up of sashes boots predominate.

Leisurewear: This is the equivalent of 21st century athletic wear. Padded fleece, corporate and athletic logos.

Businesswear: This is the equivalent of the standard business suit; understated colors, pinstripes, real leather shoes etc. Wool and other natural fabrics are considered the proper outfitting for the up and coming Corp.

High Fashion: Sophisticated and expensive dressing for the upper class. Designer labels like Miyake. Si-fui Yan, and Anne Calvin.

Urban Flash: Video jackets, colorshift fabrics, cammo, leathers, metal spikes. Logowear. jeans. leather skirts boots. The wildest and most utterly chilled in cyberfashion.

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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, highmover lifestyle. Whether equipped with implanted data chips in his nervous system to enhance his tennis game, or bio-engineered miniweapons for his personal protection, the cyborg of the 2000's is the cutting edge of high tech living.

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

And that's the point. Survival.

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Cyberfashion

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

If your job involves some type of security or combat function (and most occupations of the 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 had one or more limbs replaced with cyberware prosthetics, allowing you to hide a variety of tools and weapons in your body, as well as giving you an edge in speed and strength.

As a cyberpunk, you're going to want to get your hands on the best of this exciting and expensive new tech. And expensive is the word. The average enhanced character with, say, one cyberoptic (Targeting scope & IR enhancement), a reflex boost, one superchromed arm with a .25 cal submachinegun, interface plugs and chipware for *Martial Arts*, *Rotorwing 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 paltry sum.

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

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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 will lose 3 point: 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 unpleasant 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.

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The Psycho Squad

Cyberpsychosis is a big problem in the 2000's. While state-sponsored therapy is an option, the hardest part is getting the patient into the psychologist's office. What do you do when a metal armored, cyberboosted maniac starts randomly killing people? If you're the Government, you organize a special squad of professional police with one job - to hunt down and capture or kill murderous cyberpsychos.

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

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Registered Cybers

Although the Uniform Criminal justice Code of the United States says you must actually commit a crime before you can be arrested, this doesn't stop most police departments from practicing selective crime prevention (especially those departments run by Corporations). The Psycho Squad keeps tabs on who buys what and where through informants, monitors and hidden tech detectors scattered all over the city. They usually have a good idea what gangs are loading up on megaware and who's most likely to cross the line into psychohood in the near future. When a potential perp looks like he's getting too close, the Squad picks him up off the Street and offers him a choice. He can go on like he is and risk having an "accident" happen some dark night ("...we're just worried that some public-spirited citizen might, you know, take it upon himself to, well... you know... adjust your attitude..."), or you can get **registered**.

Registration is sort of like parole; you agree to see a cyberpsychologist for monitoring and analysis (regaining 2 points of HC per week until your original EMP is restored), and the squad implants a small transmitter into your cyberwear, allowing them to know your general whereabouts. Just in case. The police don't hassle you and the Squad doesn't automatically gun you down with 20mm cannon rounds if you boost a pack of *Smash* from the corner vend-mat.

It's rumored that some departments also 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...

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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	1D6
Medium	2D6
High	3D6
Very High	4D6

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...

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Therapy

There's one way to hang out over the Edge and still keep it wired, and that's therapy. The C-SWAT drags you in, screaming and tearing at the walls, and straps you down to a heavy metal psychatrist's couch. Probes deactivate your cybersystems one by one, while the shrink jacks 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.

Cyberpsychologists (Psychoshrinks) use combinations of braindance simulation, drugs, hypnotics, psychosurgery and aversion therapy to reconstruct damaged personalities. Once all cybernetics are removed or deactivated, the character will recover two points of EMP for every week of therapy attended.

For example: Savage is dragged into Dr. Risk's office with a HC total of -3. It will take at least five weeks of therapy before Savage will be bock to his original Empathy of 6.

Now you know. Walk carefully. Guard your mind.

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Cybertechnology

Cybertechnology can be purchased almost anywhere. Some of the medical procedures are simple, walk-in types of surgery, with minor installations taking place in shopping mall clinics (*Bodyshoppe*, *Fashion/Fusion*, and *Parts N'Programms* are three popular chain stores) or drop in medical centers (Docs R 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 Black-market Cybertech. These items can only be purchased through criminal contacts on the Street, and installed by high priced, underground medtechs known as Ripperdocs. Black-market cybertech is often dangerous, badly installed, and always expensive. But hey, we're all big kids here, and besides, you know what to do to a Ripperdoc who messes around with you, right?

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Surgery Codes

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: 1 hr.
Surgical Damage: 1 point
Surgical Costs: Included with installation.
DIFF = Easy (10)

Minor
Required: Medical center or Ripperdoc clinic.
Surgical Time: 2hrs.
Surgical Damage: 1D6+1
Surgical Costs: 500eb
DIFF = Simple (15).

MAjor
Required: Full hospital with surgery center.
Surgical Time: 4 hrs.
Surgical Damage: 2D6+1
Surgical Costs: 1,500eb
DIFF = Trained (20)

CRitical
Required: Full hospital surgery center.
Surgical Time: 6 hrs.
Surgical Damage: 3D6+1
Surgical Costs: 2,500eb
DIFF = Difficult (25)

For more on healing times and surgery and other information, see the *Trauma Team* section.

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TRAUMA TEAM

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.

TRAUMA TEAM

So let's look at the most important question first - is this guy going to survive or should we call Savage Doc's and arrange for a body pickup?

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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 1D10 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, soy Savage has a Body Type of 10 (Very Strong) and takes a Mortal 4 wound. He must roll lower than (10-4)=6 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 stabilization 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. *For example, Savage has taken 20 points of damage, placing him in a Mortal I Wound State. To stabilize him 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 that point, the whole messy 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
Cryo Tank	+3

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Death State

But let's say *your* ripperdoc had a Medical Tech Skill of 2...

We can do some pretty amazing things these days. We can grow skin, blood, organs, limbs and muscle tissue in collagen-saccharide tissue tanks. Other parts, like toes, fingers, eyes and internal organs can also be purchased from the local Body Bank and grafted on with advanced micro-surgery. 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 a measure of how difficult it will be to revive 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: 1 am killed at 9:00. Three minutes pass before the Trauma Team™ AV-4 arrives. 1 am now at Death State 6.*

This is of critical importance to the dead Cyberpunk character. When the Trauma Team arrives, a roll must be made to determine if the patient can be revived. This roll, on 1D10, must be higher than the current Death State number, or the patient is a candidate for the Body Bank. On a successful roll, the patient is stabilized at his last Wound State and the process of healing can begin.

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Healing

Okay, so you're not on a slab in Savage Doc's place...

In order to recover from damage, characters must make some type of medical skill check. Otherwise, the patient continues to take damage (from infection and system shock) at the rate of 2 points per day. If the patientis at a Mortal Wound State, he must make a daily Death Save as well as taking this damage. Without medical aid, you're going to run out of luck pretty soon. This is probably why humans invented medicine in the first place.

To make a successful medical skill check, you must roll a value (using TECH, your medical Skill and 1D10) greater than the total number of points of damage the patient has taken. Medical skill checks are made with two skills, *First Aid* or *Medical Tech*.

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First Aid

First Aid involves cleaning and dressing the wounds, administering medication, setting broken limbs and putting on splints. When a character makes a successful First Aid skill check, the patient will recover at the rate of 0.5 points per day. *Example: A Light wound would be healed in 8 days. A Critical wound would heal in 24 days, a Mortal 3 wound in 56 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.

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Medical Tech

Medical Tech skill assumes that the character has studied medicine in a professional setting. This gives him the ability to perform surgery, prescribe drugs, and know the proper treatment of injuries. He can replace damaged organs with vatgrown pieces, graft on new limbs, or install cyber-limbs. You cannot perform Medical Tech skills on yourself.

A character with Medical Tech skills makes a check as if using the First Aid skill, however, with *Medical Tech*, the patient will recover at the rate of 1 point per day. For example, a light wound would be healed in 4 days. A Mortal 3 wound would heal in 28 days. Using Medical Tech skills supersedes the use of First Aid skills; a patient on which both have been successfully performed regains points at the rate of 1 per day, not 1.5! As with First Aid, the patient regains no points until a successful roll has been made. However, second attempts may be made once per day until a successful roll is made.

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Speed Healing Drugs

Drugs can be used to speed the healing rate by 1 additional point per day. Expensive and often proscribed, these drugs have a neural side effect of reducing the patient's REF stat by 1D6/3 for a week after use. *Speedheal* costs 1650eb per treatment.

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DRUGS

The drugs of the future are far more lethal than their 20th century counterparts. Many are experimental chemicals dumped on the Street by unscrupulous Corporations looking for guinea pigs. Some are home-brewed horrors designed in basement labs. Still others are military-designed combat drugs designed to create armies of zombie killing machines. All of them are bad news.

Most of the drugs in Cyberpunk are addictive - the people who designed them were looking for a way to create a captive market of addicts. Only the very wealthy can afford to have non-toxic "designer drugs" created for their own physiologies; most of the scum on the Street (the rest of you) are left sucking up the dregs of the chemical sewer.

Common street drugs include:

SynthCoke

Type: Stimulant Strength: +1
Difficulty: 20
Cost: 1000
Duration: 1D6+1 minutes
The second generation, synthetic replacement for cocaine. Like the original, its side effects are nasty: paranoia, psychological addiction.

Stim

Type: Stimulant
Strength: +3
Difficulty: 10 Cost: 500
Duration: 1D6+1 minutes
Stim increases endurance, allowing the user to stay alert for longer periods. Side effects include mental delusions.

Syncomp 15

Type: Antidote Strength: +3
Difficulty: 13 Cost: 650
Duration: 1D6+1 turns
Syncomp is a broad spectrum poison antidote, used to treat nerve and biotoxins. REF is reduced at the rate of 1 point per dose.

Speedheal

Type: Healing Drug
Strength: +2
Dificulty: 33
Cost: 1650
Duration: 1D6+1 hours
Speedheal (described on pg. 107), is designed to enhance the natural healing processes. Side effects are reduced REF by 1D6/3 for a period of 1 week after use.

Boost

Type: INT Booster
Strength: +4
Difficulty: 12 Cost: 600
Duration: 1D6+1 hours
Boost increases INT by +1 for a 2-7 hour period. A Boost addict has gained full tolerance - his INT is no longer increased, and he must have more Boost within twelve hours or be reduced to screaming fits and hallucinations.

Blue Glass

Type: Hallucinogenic
Strength: +1
Difficulty: 18
Cost: 900
Duration: 1D6+1 minutes
Blue Glass was originally developed as a biological weapon. Under stress, you will have a 3 in 10 chance of "flashing out" - reduced to staring blankly at the pretty colors in your mind (reduce INT by 1 per dose). Roll 1D10 and hope.

Smash

Type: Euphoric Strength: +1
Difficulty: 2
Cost: 100 per 6 pk
Duration: 1D6+1 minutes
Smash is 2020's answer to aIcohol - 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; a1 feebly mumbling ball of pain - a ripe target for some Booster looking for spare change.

'Dorph

Type: Pain Negation
Strength: +2
Difficulty: 5
Cost: 250
Duration: 1D6+1 turns
Designed as a combat drug and painkiller, endorphins reduce pain and stress effects. 'Dorph allows you to reduce the effects of stun or shock. Dorph also has a nasty cost in nervous system damage. Each time you use 'dorph, roll an additional 1D10. On a 1, you have lost 1 point of REF - permanently.

Black Lace

Type: Pain Negation
Strength: +3
Difficulty: 13
Cost: 650
Duration: 1D6+1 hours
A high powered version of 'Dorph which imparts euphoria, adrenal rush, and invulnerability to pain. Your CL is raised by 2, and you are resistant to stun or shock effects. Lace is deadly. Lace users become fearless, cold-blooded killing machines - exactly what its military designers were looking for. If you fail your addiction save (1D10 roll higher than Body Type) roll an additional 1D6 and subtract the result from your EMP stat. Treat the result as if suffering from cyberpsychosis. If you go over the line, too bad. Roll up another character.

Remember: Drugs are dangerous. Mess with them and you'll probably kill your character. Or at least mess him up beyond repair. The choice is yours.

Just like real life.

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Building Your Own

Although drugs are bad news, they *are* a prominent theme of the cyberpunk genre. It stands to reason that sooner or later, enterprising Referees (or players) may want to unleash their own biochemical horrors on the world. As any fan of *Miami Vice* (or a player who watches a lot of real life cop shows) can tell you, drugs are a great way to get people fired up on the streets with lots of automatic weapons; in short, the perfect "McGuffin" for a mean, nasty, lowlife adventure.

The drugs given here are only examples; it's a good idea for Referees to build any new ones before introducing them into gameplay. Drug building requires a *Phormoceuticals* Skill check against the DIFFICULTY of building the drug. To determine this value, you must first check the Effects Table below and choose what effects you want the drug to have. Add the total DIFFICULTY values together to arrive at a Base Difficulty for that drug.

EFFECTS TABLE

Diff	EFFECT
15	Increase REF by Strength of drug.
15	Increase INT by Strength of drug.
15	Increase CL by Strength of drug.
15	Enhanced Perception (+Strength to Awareness checks).
15	Increase healing rate 1 point per point of Strength.
15	Antidote (+1 to Save per Strength).
10	Increased Endurance (+Strength to Endurance checks).
10	Negate Pain Effects (+Strength to Stun Saves).
5	Depressant (-Strength to Awareness).
5	Euphoric (makes you feel good).
10	Hallucinogenic (makes you see things).
10	Reduce Stun (+Strength to Stun Saves).
5	Soporific (-Strength to Save vs. Sleep).
10	Aphrodesiac (-Strength to resist Seduction checks).
10	Contraceptive (male or female).
10	Antibiotic (+Strength to Saves vs. disease).

Strength

Strength is the power level of the drug. The higher the Strength of the drug, the greater it's plus or minus effect on the body. Drugs come in strengths from

1 to 3. Add the Strength of the Drug to its Base Difficulty.

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 (-8pts): The character is psychologically addicted, and must roll lower than his CL each hour following the last dose of the drug. On a failed roll, he suffers extreme anxiety, fear and depression; he become driven to find more of the drug and can do nothing else. 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 physiologically addicted, and must roll lower than his BT 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, taking as long as the Referee decides is sufficient).

Death (-15pts): The drug has a fatal component that can kill the unawary. 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 REF (-5pts): The drug reduces REF 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 REF penalty is cumulative.

Reduced INT (-5pts): 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 (-5pts): The drug causes hallucinations (colors, voices, strange shapes). 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 sadistic discretion. You Have Been Warned.

Paranoia (-3pts): The character is subject to paranoic delusions; he thinks "they" are after him, etc. (although in *Cyberpunk*, this may not all be delusion). The character must drop everything and devote his actions to defending himself against "them". Who "they" are is, of course, up to the Referee.

Delusions (-5pts): The character is subject to strong delusions; he thinks untrue things are real, that aliens are talking to him, etc. The character must drop everything and devote all actions towards the maintenance of his delusion. Which, again, is up to the Referee.

Sterility (-8pts): The drug causes permanent sterility on a 3 in 10 chance.

Carcinogenic (-10pts): The drug causes cancer (3 in 10). If cancer is developed, the character will take 1 point of permanent damage unless a cure is effective (a VERY DIFFICULT Medical Tech check) or he dies.

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

Aggressive Behavior (-12pts): The drug causes the character to become irritable and aggressive. On a 5 in 10 chance, he will pick a fight with the nearest person to him.

Irrational Fear (-12pts): The drug causes the character to become inordinately fearful of everything. He must drop everything and cower in near catatonia until the drug wears off.

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

Duration

Drug duration's 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:

1D10+1 turns	x1
1D10+1 minutes	x2
1D10+1 hours	x3

Multiply the total DIFFICULTY (BASE + STRENGTH, minus 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 25 euro. *Example: Sindementaphilinine has a Difficulty of 26. Its street cost would be 650eb per dose.*

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NETRUNNER

You patch in the fast connection, making sure your wristplugs are tight. You slam down the "GO" switch. Instantly, your mind is filled with the gray white static of the drop to "on line." Then, with a sickening, falling sensation, your hurtle 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 complex 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 is information. Some of the information is trivial and useless, like recipe lists or notes, but much of the information is incredibly valuable. New business plans. Insider stock tips. Secret blueprints. Blackmail information. Hot new programs and software. Money you can transfer electronically to your own bank accounts. The formula for Coke Classic. Even if you can't use what you find, you can usually sell it to a Fixer who will in turn sell it to someone who can.

Another reason people run the Net is to back up other *Cyberpunk* teams. If you need to send someone into a heavily secured installation, the installation's computer may have maps of the entire place. Once inside, you can use that same computer to override security systems, open computer controlled doors, even eavesdrop through computer controlled security cameras and observation devices. Most heavy duty Solo teams have at least one 'Runner on the payroll, just to gather intelligence about secure areas and obstacles to a battle plan. Corporations also hire Netrunners to protect their computer systems and to commit their own corporate computer espionage.

The laws of the 2000's are extremely draconian about computer crime. Most government agencies can freely use any and all means to eliminate intruders. Most Corporations are equally hard-line (except with their own pet 'Runners). Even without resorting to highly illegal black programs, the law allows Corporate authorities to locate and arrest intruders on the spot. Heavy prison terms and possibly mindwipe are just samples of what awaits a computer felon.

But you're not planning on getting caught, right?

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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 as a "wire-skeleton" topography of grids and shapes. Areas of high line resistance (old lines, garbled transmissions), appear as "mountains", while areas of low line resistance appear as plains and valleys, individual computer systems appear as ICONS or constructs created from millions of tiny "bits" of color and light, which, like video images or halftone photographs, can only be distinguished as individual parts by close examination. To simplify navigation through Netspace, the actual communications lines of the Net are represented as an endless blue-white grid. When an individual line must be located, programs within the Netrunner's cyberdeck locate the required lines or access points, and identify them with a bright red beacon light.

The Ihara-Grubb Transformations are also designed to take the relative position of a system into account in relation to it's 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 Realspace). Both systems can be found in a Netspace location analogous to their real locations in their individual subgrids. A moving system will travel through the subgrids that are parallel to its travel in Realspace.

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 looooong 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 orbital satellite, downloading a copy of the alien AI into the Net at this end, then move freely about the Net.

Some Netrunners claim this has happened already.

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Islands of the Net

People, Places and Things in Netspace

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Regions	NetWatch
Long Distance Links	Bulleting Boards (BBS)
Wilderspace	-

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Regions

Regions (also nicknamed "kingdoms"), are large areas on the world NET map (such as *Atlantis* in the southern Atlantic/African Basin). They are referred to by name. A Region is a hazy 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 allied corporations. Key City Grids are located in Mexico City, Panama City, Bogota, Havana, Rio de Janeiro, Buenos Aires, Dakar and Acension. Atlantis is a fairly freewheeling region, with a lot of black-market trade, especially out of Panama City.

Rustbelt: This region covers the Central and Eastern United States. Key City Grids are the New York/BosWash Megaplex, Chicago-GreatLakes, Atlanta-CityCore, New Orleans, and St. Louis. The region is a near absolute dictatorship controlled by a troika of NetWatch (the worldwide Net security organization), the U.S. Provisional Government, and the EuroMarket Consortium. Systems are heavily monitored and computer crime treated with draconian ferocity.

Olympia: The Olympia Region spans most of the Southwestern and Western United States. Nominally, it is the domain of NetWatch and the United States Provisional Government. Individual city grids are usually controlled on a local level by the most prominent Corporation in the area; Denver (Orbital Air), Salt Lake (Militech), Dallas/Houston Megaplex (WorldSat), Albuquerque (Militech). Most of the traffic in these regions is corporate related, with many established bulletin boards and service networks.

Pacifica: This is the largest of the regions, covering the West Coast of North America and expanding over most of the Pacific Basin. As with Olympia, it is under the joint rulership of NetWatch and the USPG to the edge of the Hawaiian Basin; at this point, there is a four way division between NetWatch, USPG, Arasaka LTD. and the Far Asian Co-Prosperity Federation. In the US, most key City Grids are controlled by the most powerful corps in the specific city; Night City (Arasaka), San Francisco (EBM), Los Angeles (Petrochem), Seattle (Arasaka). In these cities, control is relatively loose. Across the Pacific Basin, control increases as Arasaka tightens its grip.

TokyoChiba: This is a very small region covering the Japanese archipelago, specifically Tokyo, Osaka and Yokahama. Chiba is the center of operations for a number of very powerful zaibatsu, including Mitzubishi-Dai, Matsushima-Kiroshiu, and of course, Arasaka. However, due to the immense amount of inter-zaibatsu warfare, no one megacorp holds control, making this a ripe field for information brokering and corporate "netspionage".

Afrikani: This regional "kingdom" extends from the edge of Atlantis across Africa to the Middle East and Madagascar. Key City Grids are Addis Ababa, Zanzibar, Cairo, Algiers, Nairobi, Mozambique and Alexandria. With the exception of Nairobi and Cairo (under firm Orbital Air control), the rest of Afrikani is a chaotic wasteland of antiquated systems, shirting alliances and fanatics. Caution is advised.

EuroTheatre: This most powerful of the regional "kingdoms", EuroTheatre is primarily controlled by the EuroCorps. Key City Grids are London, Paris, Berlin, Frankfurt, Munich, Zurich, Amsterdam, Rome, Madrid and Stockholm. The three largest EuroCorps in each city work in cooperation with NetWatch to maintain security. The EuroTheatre Net is dominated by corporate traffic; there are few private systems and most independent Netrunners are already known and recorded by NetWatch. EuroTheatre is a good place for legal business transactions, banking, Netconferencing and other legitimate transactions. It is a very, very bad place to commit computer crime.

SovSpace: This region covers the borders of the now reduced Union of Soviet Socialist Republics, extending into Eastern Europe. Key City Grids are Moscow, Leningrad, Warsaw, Kiev, Budapest, Vienna, and Prague. The USSR holds nominal control over this region, with control gradually shifting to NetWatch and the European Economic Community around Poland. Systems in SovSpace tend to be primitive, slow and equipped with a few deadly programs rather than sophisticated defenses. The Eastern European netrunners range from simple hackers alt the way to the most daring cowboys in all Netspace (these guys have nothing to lose). The entire region is rife with espionage, information trading, and the petty bickering of small political groups looking for their own economic advantages. A good place to sell information, if you don't mind being paid in low value currency.

Orbitsville: The largest potential region, covering the Low Earth and Near Earth Space. Orbitsville is a great place to meet people, pick up rumors and generally have a good ol' time. Security is loose to nonexistent Orbitsville is primarily controlled by the Orbital Corporations and the ESA (which has it's own version of NetWatch). There's not a lot of "groundhog" traffic - orbital time lag (2-3 seconds) makes Netrunning from Groundside a tough proposition. Local traffic is very busy, with every Spacer habitat and colony hooked up to a constant stream of chatter. Transactions are mostly on the small time level:

trading raw materials, medicine, air, food, water and gossip.

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Long Distance Links

Long Distance Links, (LDLs) allow instantaneous transfer 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 corps have private Long Distance Links that go 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 convince a Internet that *this* call is a local one, of that the call was never actually made.

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Wilderspace

Movement between Long Distance Links is almost always done via up/downlinks. Most of the physical space is "jumped" 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 Night City) are called *Wilderspace*. Wilderspace was originally theorized in 2004 by J.A. Grubb, a computer game designer and occasional hacker who conceived of it as a vast area of dormant, potential reality, 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 is that "something" probably lives in Wilderspace: rogue AIs, alien intellects, things which have their own separate "citygrids" that only appear occasionally when these forces open an up/downlink to the main Net. The equivalent would be a remote South Seas island which is unknown and unreachable, until a canoe is sent to the nearest civilization. If the natives were skilled at entering civilization and disguising their true nature, they could probably remain undiscovered for centuries.

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NetWatch

NetWatch is a policing organization designed to patrol the Net looking for 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 very powerful software and move freely through the Net, patrolling a specific "beat" that may cover a city, 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 cyberdeck in a "loop" and hold the Netrunner frozen, unable to jack 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 opposition.

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Bulletin Boards (BBS)

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 encounters a number of "areas" or "clubrooms" designated for various functions. These are usu-ally designed around thematic virtual realities. For example, the *Hunt Club* BBS of Denver is an elaborate virtual reality construct of a grand old English manor house, complete with servants, a drawing room and a croquet green.

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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 as something meaningful. So Netrunners use an **interface program** -a super-advanced version of the more primitive "virtual reality" systems of the 1990's -to interpret for them. The interface intercepts data coming through the cyberdeck and translates it into something understandable - then routes the altered data to the Netrunner's eyes and ears. The world perceived through the interface is real, because it directly plugs into his senses.

So why go through all the trouble to create interfaces? Why not just use a keyboard like the rest of the meat minds? Partially for the fun of it. But in addition, a realistic and dangerous interface gives the Netrunner an extra edge. It keeps him alert, involved and interested in his environment. After all; what would you react faster to - the word *Demon* appearing in the air in front of you, or a living, breathing, five-ton monster cracking a flaming whip over your head?

You betcha.

The Second Generation

The early interfaces were an art form; millions of programming hours were devoted each year in constructing accurate and interesting realities for Netrunning, using sophisticated artificial intelligence programs and random story generators. These interface programs functioned on a low end, narrow focus bandwidth, which could not carry much more information than an old fashioned computer modem of the 1990's. In addition to being limited in scope, these early interface programs were also unable to give the Netrunner a sense of his position in the real world beyond the computer screen.

Then, in 2014, the wizards of the Net achieved a major breakthrough - the Ihara-Grubb Transformation Algorithms. The I-G Transformations 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.

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ICONS

One of the other benefits of the I-C Transformations are that they allow you to translate the signal of your cyberdeck into a visible representation in the Net. This representation of yourself is known as your ICON.

Most things in the Net have some kind of ICON; even if one isn't specified, the I-C formulas will create a polygonal form to represent them. Your ICON is your personal symbol; it's what other Netrunners will talk to and relate with when they encounter you in Netspace. Your ICON can look like anything you want it to: armored technowarrior, fantasy creature, bizarre shape or logo - even yourself. You can change your ICON any time you enter the Net. You can even disguise your ICON by using special programs for stealth and evasion. Choosing your ICON is one of the first things you'll decide when you jack in. Make sure it's got your personal style written all over it.

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Interface Plugs

So what do you need to run the Net besides a cool brain and a hot interface? Plugging into the vast metaverse of the Net requires two additional and all important pieces of hardware.

The first is a set of neural or interface "plugs." interface plugs are basically just that - plastic plugs built into the Netrunner's wrists, temples or back of neck, to be connected to a cybermodem by cables (as described in *Putting the Cyber Into the Punk*).

You can get by without plugs; all you'll need is a *set of 'trodes*. These are self sticking electrodes that pick up neural signals by skin inductance. They're slower and less responsive than plugs (-2 to REF while in the Net), but they are cheaper and don't have any humanity cost.

The other thing you'll need is a cyberdeck.

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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 co-processing chips and nerve amplifiers that increase existing abilities.

The basic neural processor is a "switch-box" 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 (1D6+7 days) 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 TRC co-processors that amplify and speed up signal processing. The biggest advantage to a REFLEX boost is its ability to increase a character's initiative rolls in combat. There are two types of Reflex co-processors (also known as *boosterware*). Note: this is the only type of boost which can be used with the *Boostmaster* enhancement in *Solo of Fortune*. You may only select one type of boosterware (and you may not combine multiples of a single type of boost).

Kerenzikov boosterware is always activated; the character is always reacting with a higher than normal reaction speed. Since Kerenzikov often boosts responses to greater than 10, it has a high humanity cost, as the user must learn to readjust his or her actions to a world that appears to be moving in slow motion. Because of this, Kerenzikov boost can be installed at two levels of augmentation (+1 or +2 to Initiative, HL is 1D6 or 2D6).

Speedware (also known as Sandevistan) kicks in only when desired, eliminating much of the need to adapt one's entire life to an inhumanly fast reaction time. The character must first 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 to initiative rolls) before the boost cuts out. He must then subvocalize the command again, and wait 2 turns before regaining a boosted state.

Speedware's big advantages are in lower humanity costs and improved performance; because the body isn't "on" all the time, more can be drawn from it during the boost mode.

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 overrides the pain receptors of the brain, making the subject impervious to torture, deprivation or physical hardship. It doesn't mean he isn't getting hurt, just that he won't notice it until he collapses (make Endurance Skill checks, but at two levels of difficulty lower than normal).

Olfactory Boost: This increases any Awareness roll involving smell by +2. In addition, the subject adds +2 to his Shadow/Track skills (he can track by smell), and has a 50% 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 specialized co-processors that allow you to translate signals from the device you want to run into your neural code. There are five major types of link; you must have the proper link in order to run that type of device.

> **Cybermodem Link:** This is the basic processor that translates Net information into images. It replaces the more limited interface programs of the early 'teens, and allows the Netrunner to perceive a wider variety of environments than its predecessors.
>
> **Vehicle Link:** This allows the user to control a vehicle through

direct mental control. Cybervehicles include cars, AV-4s, aircraft, rotorcraft or motorcycles which have had their normal control systems replaced by a computer. The character plugs directly into the computer using interface plugs and cables, sending commands through his own nervous system. Power servos then steer wheels, depress accelerators, and control braking. Cybervehicles are inhumanly responsive - like driving an extension of yourself. As a result, a cyberassisted vehicle will automatically give you a +2 on any driving, piloting or motorcycle driving skill you are using at the time. To modify a normal vehicle to cybervehicle stats costs an additional 40% of the base vehicle cost.

Smartgun Link: Smartguns are modified versions of normal firearms, linked to an internal microcomputer, which in turn is jacked to a human operator. A smartgun uses a small sonic or laser projector to lock onto the target, scanning it thousands of times per second. As the gun traverses the desired target, the computer link picks up your mental fire signal (or incoming data from the targeting reticule of your cyberoptic) and triggers the gun. Smartguns are far more accurate than most other guns; using them automatically gives you a +2 to any firearms attack you are making. The cost of adapting a normal gun to smartgun configuration is twice the normal cost of the gun.

Machine/Tech Link: This allows the user to interface with (and control) any auto-factory or heavy machine operating from a MLINK-based control system. You can also control small machines/appliances in non-factory situations.

DataTerm Link: This co-processor allows the user to directly access and store information from a DataTerm, transferring it to a Times Square Marquee, or a LCD screen for display (in game terms, this allows the character to access information as if a DataTerm were available, even if it isn't).

Interface Plugs: These are the staple of *Cyberpunk* culture. Usually installed in the bones of the wrist, spine or skull, they tap into major nerve trunks and interface with the neural processor to send and receive signals. The plug itself can be used to insert information and reflex "skill chips", or as a plug in for a set of interface cables (allowing you to directly control any device you have the proper "link" with). In game terms, interface plugs allow the player to directly link to many types of machines, such as cybermodems or cybervehicles.

Interface plugs are quite common; many companies will even pay for their installation. Quite a few factory and construction workers now "stud" directly into their machines. Interface plugs are critical to people like Netrunners (who must have them to gain the speed and ability to run the Net), and Solos (who use them to operate smartguns).

Most people wear their plugs on wrists for ease of use. Occasionally, a true cybertechie will mount them at the temples (a plug head), just behind the cars (called a frankenstein) or in the back of the head (a puppethead). Some cover them with inlaid silver or gold caps, others with wristwarmers. Once again, a matter of style.

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Chipware

There are a wide variety of cybernetic devices available to the man on the move in the 2000's. But the basis for all these newtechs is chipware (also known as wetware by some), bio-plastic circuitry that allows the human body to mesh with the power of silicon microprocessors.

There are two types of chipware; reflex (APTR) chips and memoryware (MRAM) chips. Each piece of chipware operates exactly like the skill of the same name. To use chips requires two separate installations: a neural processor located at the base of the spine, which translates the chip data into useful information, and a set of interface plugs or chipware sockets.

The chip itself is a small, transparent sliver about an inch long, often color-coded for identification. It is inserted into the interface plug point down. It takes one turn to change chips. You may "run" as many separate chip programs at one time as your current INT stat.

Example: My INT is 7. This means I can have up to seven different program chips operating at one time. I could be chipped for Karate, AV-4 Piloting, Pistol, Assault Weapons, AV-4 repair, Play Instrument and Specific Knowledge: Rock Songs of the 1960s. However, I could not use any other chips until I'd removed one of these seven.

Having chipware is like having instant skills whenever you want them. The problem is, chipware is expensive, and limited to only the lowest levels of a specific skill (from +1 to +3). To progress further, you would have to have a specially designed chip built at a higher level (not an easy proposition). A natural skill, on the other hand, progresses by use and this increase in ability costs nothing except time.

Another problem with chips is that unlike natural skills, you can't learn to become better. If you're chipped for a *Karate* of +2, you'll be at that level of skill until you die, no matter how many fights you get into. You also can't combine natural and chipwared skills; for example, combining a chipped *Karate* of +2 and a natural Karate skill of +5 for a total of +7. The programmed responses of a chip will always override natural responses, setting the user's level of skill equal to that of the chip.

Chips are best used when you need to know a lot of things all at once, but not very well. With chips, you can become a limited martial artist, pilot, driver, marksman. You can know a little bit more than you did before about a variety of subjects, but nowhere near as much as you would if you'd hit the books and studied.

Reflex (APTR) Chips: These are chips for Reflex-based skills only, such as weapon firing or hand-to-hand combat knowledge. These Augmented Programm TRCs feedloop - record a specific neural signal from one source, record it in memory, then use the recording to activate a series of muscle reactions in another source. Theoretically, these chips should allow even the lowliest "grunt" to have the skills of a karate master, the shooting ability of Wyatt Earp, and the reflexes of an Olympic athlete. But the limits of programming restrict what you can learn from a chip to a relatively low level (about +1 to +3).

In addition, a Reflex chip must adapt to your specific neural and muscular patterns, adjusting its instructions to fit your body and vice versa (after all, the karate master who was the pattern for the chip might have been five foot ten and you might be six foot three). It learns your body movements by sampling your responses as you practice using the chip. This process is known as chipping in and is required before the chip can be fully functional.

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

Memory (MRAM) Chips: These are chips for information only, used for storage of raw data on a specific subject. A memory chip operates just like a skill of the same type, is rated from +1 to +3, and is applied to the same stat as the original skill (for example, AV-4 *Tech* would be combined with your TECH stat, while a *Language* chip would relate to your INT stat). MRAM chips do not require a previous knowledge of the skill involved and have no chipping-in time.

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

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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. Note: Motion detectors, radiation detectors, and chemical analyzers are 360° systems. Radars/Sonars are 180° systems.

Nasal Filters: These filters increase Saves against poison sleepdrugs or other breathable toxins by +4.

Gill Implant: This implant allows the user to breath relatively clean water (saves vs poison must be made if the water source is polluted or contains toxic chemicals) for up to 4 hours.

Independent Air Supply: A small artificial organ filled with a spongy oxygen fixing foam implanted in the lower lungs it allows an inactive character to hold his breath for up to 25 minutes, or an active character up to 10 minutes.

Mr. Studd™ Sexual Implant: All night, every night and she'll never know. Use your imagination and add +1 to your Seduction checks. Available also in the *Midnight Lady* version for the distaff side.

Contraceptive Implant: Implanted under the left armpit it prevents pregnancy for up to five years. Available for both sexes.

Subdermal Pocket: 2"x4" plastic pocket hidden under the skin with a pressure sensitive seal. 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: This is a mesh/ballistic plastic armor inserted under the skin. To detect subdermal armor requires a DIFFICULT Awareness roll. Subdermal armor covers the torso only.

Motion Detector: Detects motion (direction and strength) in a 20 sq. m. area with a 70% effectiveness. Can be mounted in the palm or heel.

Digital Recorder: This unit can record input from internal microphones, from a digital recording link, a digital camera or all three. The unit is stored in its own subdermal pouch and can record up to 2 hours of information on each chip.

Audio/Video Tape Recorder: This unit uses micro-cassettes to store input from its internal microphone, video cam or digital recording link. It is stored in its own subdermal pouch for easy access. Each cassette holds 2 hours of information.

Radar Sensor: 100m range radar unit implanted in shoulder, with emitter in skull. Implant causes visible bulge in forehead.

Sonar Implant: 50m range sonar unit implanted in skull.

Radiation Detector: 10m range, 80% detection effectiveness. Can be implanted in any body area, with a beep alarm mounted on the mastoid bone.

Chemical Analyzer: This modification to the nasal passages analyses smells and breaks them down to their chemical components. The results can be output to an LCD screen Biomonitor or Times Square marquee.

Voice Synthesizer: This system allows the user to mimic any voice or tone previously recorded by it's memory chip. The chip can store up to 10 "voices". This system also gives the user a +4 to any Disguise attempt (now you really sound like the person you're imitating).

AudioVox: This system allows the user to control vocal tones volume and tone quality with the precision of a musical synthesizer. Special effects (reverb, tremolo, sustain, and choral voices), loudspeaker volumes and vocal delay programming (for singing with yourself) are also possible. This effect adds +2 to any vocal *Performance* Skill check.

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Bioware

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

Most bioware enhancements involve the use of *nonotechnology* tiny machines the size of microbes, which can perform surgical tasks on the cellular level. These "nanoids" 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 by the nanoids into a type of Subdermal armor called skinweave). Powered by body heat and nutnent chemicals, these tiny machines quietly go about their business, strengthening muscles and altering body chemistry.

Grafted Muscle: This is vat-grown muscle grafted onto your own, with healing. With this modification, you may increase your Body Type stat up to 2 points, paying 1000 eb per point. It can be combined with M*uscle/Bone Lace*.

Muscle & Bone Lace: Also known as *viral transformation*, this enhancement involves two types of nanoids. The first type threads synthetic muscle through the natural muscle fibers anchoring and strengthening them. The second type wraps the bones in a tight weave of metal and plastic threads, making them stronger and thicker. The result is an increase of +2 to the character's Body Type stat. This increase is both in strength and the ability to absorb physical damage. This enhancement is virtually indetectable and takes about two weeks (Body Type increases by 1 each week).

Skin Weave: This enhancement uses nanoids to weave the top three layers of skin with a dense polymer thread. The result is a bare skin SP of 12 equivalent to light body armor. The process is relatively discreet (a DIFFICULT Awareness check to notice) and takes about two weeks (SP increases by 6 each week).

Enhanced Antibodies: These are tailored antibodies capable of attacking the most powerful viruses in game play they double the rate of healing.

Toxin Binders: These are nanoids designed to bond with body toxins and poisons. This enhancement adds +4 to all poison saves.

Nanosurgeons: These are microscopic machines adapted to surgical repair. Some seal off damaged blood vessels, while others repair damaged tissue cartilage and bone with polymer microstiches. This enhancement doubles normal healing time.

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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.

Scratchers: Implanted metal or carbo-glas fingernails. The incredible sharpness of the material makes these as deadly as razor blades (1D6/2 per hand damage). Scratchers cut on the bias, requiring the user to slice crossways, not rip downwards. Most people lacquer their scratchers, making them indistinguishable from normal nails (the enamel has no effect on the sharpness). These are not considered lethal (and therefore black market) cyberwear, and can be purchased in any local clinic.

Vampires: Implanted fangs, usually made up of carbo-glas or superchromed metal. You can have a full set implanted (called the Sharkgrin Special, it causes 1D6/2 in bite damage), or canines only (1D6/3 damage). These are considered to be "decorative," not black market cyberwear, and can be purchased in any local clinic. Vampires can be augmented with poison injectors (which are black cyberware) for double the normal price.

Rippers: Longer, heavier versions of scratchers (1D6+3 per hand damage). The top two joints of each finger are replaced with a plastic and metal sheath, in which three inch carbo-glas claws are housed. The rippers can be extended by clawing the hand in a catlike fashion. Most people wear false fingernails over their rippers, making them much harder to spot (a DIFF task). Rippers are considered a form of black market cybertech and as such is not accessible through the average on-the-Mall clinic. Rippers cut in all directions, and are considered Edged weapons for AP purposes.

Wolvers: The longest and deadliest of the implant blades, wolvers are implanted along the back of the hand. When the hand is clenched in a fist, the thin, triangular blades telescope and lock into place, remaining extended a full foot until the hand is relaxed. Damage is 3D6/hand. Treat as Edged weapons for AP purposes.

BigKnucks: Reinforced knucklebones, giving the fist the impact value of a pair of brass knuckles (1D6+2). This is considered a form of black market cybertech, and as such is not accessible through the average on-the-Mall clinic.

Slice N' Dice: Mono-filament wire spool mounted in end of one finger, with a weighted, false fingernail to give it balance and swing. Monomolecular wire will cut through almost any organic material and most plastics. Can be used as a garrotte, cutter or slicewhip. This is considered a form of black market cybertech, and as such is not accessible through the average on-the-Mall clinic.

Cybersnake: This is a simpler version of the cybersnake found in the *Hardwired* supplement. This version has far less features and is limited to making a rake attack only. The rake has a range of 1 meter and inflicts 1D6 in damage each time it hits. The cybersnake may be mounted in any body orifice 1" or larger, or may be implanted in the shoulders using a special mount.

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Cyberoptics

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

Want to see life as a 30's black and white movie? No problem. Telescopic or microscopic vision? Optional. Infrared and low light vision? Standard for Solos.

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

Color Shift: These cyberoptics can shift color or iris pattern on demand. A full color shift takes about a minute. Mirrored, transparent, glitter tilted or lighted versions are also available.

Infrared: Allows user to see in near total darkness, using heat emissions for image reception.

Times Square™ 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 specific objects, speed of 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 flash a "ready signal" when the target is acquired. In game terms, this option allows you to add +1 only to smartgun attacks.

Anti-dazzle protection: Auto stepdown compensates for harsh sunlight, flares, etc., neutralizing effects from strobes, flashbombs and bright headlights. Never need sunglasses again.

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

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

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 or white. Used to distinguish differing heat sources through lights structural material, or the presence of cybernetics (which are always cooler than normal body temperatures). Can also determine the operating time of certain machinery by measuring its cooling gradient.

Dartgun: One shot dartgun. Range of 1 meter, +2 WA. Poison dart will penetrate up to SP6 automatically. SP8 50% chance, soft armors 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.

Teleoptics: 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, or to detect florescent powders or tracing agents, or to use ultraviolet flashlights (indetectable by normal optics) for illumination.

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

Digital Camera: This cyberoptic 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.

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Cyberaudio

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

Radio Link: A microminiature radio transceiver, usually mounted at the base of the skull and using your fillings as the antennae. It is activated by clicking the teeth together sharply. To talk, you merely sub vocalize (mutter under your breath). Reception is carried out in one of two ways: 1) a receiver directly vibrates the mastoid bone, giving you a small tinny voice in the back of your head, or 2) linked to a cyberoptics Marquee option, incoming messages are flashed into the upper edge of your field of vision as red scrolling letters. In game terms, having a radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile. It also means you occasionally get someone else's radio messages.

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, but you must have your phone within 3 meters of you, and it must already be turned on and the number dialed. Audio spike is commonly used by busy Corporates who want to be able to answer calls, even in a meeting. One of the biggest advantages of audio splice is it's range - anywhere your phone will go, you can go. Even the Moon.

ECM Scrambler: This implant improves your radio or audio spike with a scrambler, so it cannot be listened into. In game terms, this makes all radio or audiospike communications private, unless the interceptor 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 make a small beeping noise in the back of your head, getting louder as you get closer to the bug. In game terms, this gives you a 6 out of 10 chance (roll 1D10, choose your six numbers) of detecting any bugs within 10 feet of you. A normal option for Corporates, Fixers and Solos.

Wear-Man™: A variant of the radio splice, the WearMan mounts twin vibration speakers on your mastoid bones, making your skull into a audio system of concert hall quality. A tiny chip mount wired into the earlobe allows you to plug in a variety of music chips, all fashioned to look like earnings. Or you can plug in direct to your interface plugs. Each chip contains about 100 songs. Selections are fast forwarded by squeezing the earring gently, once per selection. When the chip a removed, the WearMan turns off. A teeny bop fave.

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 tones and comparing these to a pre-recorded set of parameters. You must first use the analyser on the subject while he/she is in an unstressed 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 +2 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 his target. The homing tracer comes with two senders, about the size and shape of a pin. Extra senders cost 25eb 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 blocked by any object thicker 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 band, downloading any incoming messages to his own internal radio link or Times Square marquee.

Micro-recorder Link: Downloads anything heard by the user to either an internal or external (via interface plugs) sound recorder.

Digital Recording Link: This option allows anything heard by the user to be recorded on an internal microchip (2hrs). 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.

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Cyberlimb Myths & Abilities

The popular myth about cyberlimbs is that they enable their owners to perform all kinds of superheroic feats. To a point, it's true; cyberlimbs can be designed with boosted strength and speed, using synthetic muscle fibers and silicon chips. What you won't find are people running at 200 miles an hour, bending steel bars with their hands or throwing Volkswagens around. Why can't you go around lifting cars and punching down walls like the cyborgs in the comics? Simple physiology. The replacement limb must be able to work in concert with the remaining "meat" parts of the body. 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 cyberarm 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 lumps of coal into diamonds!). In combat, any crushing grip with a cyberarm will do 2D6 damage.

Pain: Cyberarms never grow tired, allowing the wearer to hang from high places indefinitely. You can turn off the touch sensors with the flick of a mental switch, eliminating pain and allowing you to perform feats such as reaching into raging fires, dabbling in tanks of liquid nitrogen, and picking up red-hot pokers. 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 1D6 damage to its target; wall, car, someone's head; no matter. A cyberleg kick will do 2D6 damage.

Leaping: Cyberlegs employ powerful pistons and microservos, backed by bundles of synthetic muscles. With a pair of them, you can leap tremendous distances. Characters with paired cyberlegs can leap 6 meters 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, damage capacity, or flexibility. In addition to these improvements, artificial shoulders can be mounted at waist level to provide extra arms. A cyberlimb on 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 bayonet 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 hands or feet to be used. To calculate HL, average the HC's of all the options you're using with the mount, then double it.

Hydraulic rams: Common to Soviet cyberwear, rams are bulkier and heavier than myomar fibers (the limb will not pass inspection as real no matter how well covered by Realskinn™), but can take more damage (30 SOP to disable, 40 to destroy). Limb strength is also increased (3x crush, punch, and kicking damage).

Thickened myomar strands: These give limbs greater strength (2x normal damages) and durability (+5 SDP). Leaps are increased by 50%.

Reinforced joints: These are made of titanium steel instead of stainless and add +5 SDP to the cyberlimb.

Artificial shoulders: These are swivel 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 SDP of 25.

Microwave & EMP shielding: Protects your cyberlimb from electromagnetic pulse and microwave attacks. 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: White 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 colors with airbrushing or transparent with imbedded tights and holography. A plastic covering may also be chromed (a popular option) or covered with a metallic skin tinted in golds blues greens reds or silvers. The most expensive option is Realskinn™, a flexible plastic that looks very much like skin with follicles hairs, small scars and imperfections, it has a 75% chance of passing as a "meat" limb to all but the closest inspection.

In lieu of a covering, the cyberlimb can be armored with Kevlar and ballistic plastic. This armor covering protects the limb with an SP of 20 However, you may not cover or chrome an armored limb.

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Hands & Feet

The basic cyberlimb comes without hands or feet attached, these are purchased separately, allowing the user to tailor the limb to his or her specific needs. These parts can be changed by unfastening a series of connection bolts, and reconnecting the new hand or foot (taking about four turns).

No, you can't put hands on legs and vice versa. Get a life.

Standard Hand: This resembles a normal hand four fingers and a thumb. The hand is covered superchromed or armored as part of the arm.

Ripper Hand: This is a normal hand with ripper blades mounted in the upper hand and wrist area.

Hammer Hand: This hand is made of hardened titanium and has a powerful explosive shell driven ram that acts like a jackhammer. You punch, the shell goes off driving the fist for ward with incredible velocity and power (1D10 damage). A port in the top ejects the shell and opens to receive a new one (replacements cost 3eb).

Buzz Hand: This hand can be pulled back to reveal small, spinning mono wires around a titanium hub. The high speed "weed wacker" shears through most materials like butter. Damage is 2D6+2 soft armors reduced 2 pts/hit.

Tool Hand: This hand's four fingers conceal small microtools: 1) screwdriver with changeable heads, 2) adjustable wrench, 3) battery-powered soldiering iron, 4) adjustable socket wrench The lower edge of the palm is hardened to make a dandy hammer.

Grapple Hand: This hand's ringers extend back wards to create a five fingered throwing grapple. A small spool in the wrist contains 30 meters of fine super strong line capable of supporting 200 lbs.

Extension Hand: This hand can extend from a telescoping wrist mount up to 1 meter. Can support up to 200 lbs.

Spike Hand: This hand contains a hardened titanium spike which telescopes out of the wrist and through the lower palm. Can be Poisoned and is useful for climbing. Damage is 1D6+3 AP.

Modular Hand: This unit contains: 1) Drug injector, 2) 1 meter garotte line extending out of fingertip, 3) One inch monomolecular blade for cutting, 4) Picklock In addition, there is a 2"x2" Palm Storage Space.

Talon Foot: This foot can extend narrow blades similar to scratchers for 1D6 damage. Treat as Edged weapon for AP damage.

Tool Foot: The toes of this foot contain 1) screwdriver with changeable heads, 2) adjust able wrench, 3) battery powered soldiering iron, 4) adjustable socket wrench, 5) wire saw blade.

Web Foot: Extends thin webs from either side of foot, as well as webs between toes. Doubles normal swimming speed, plus add +3 to Swimming skills.

Grip Foot: Toes of this foot can extend and curl around a 2" bar. The soles are covered in a tacky rubberized material for increased traction. Adds +2 to Climbing skills.

Spike Heel: A 6" spike projects from the heel of this foot, allowing the user to make deadly rear kicks (damage is 2D6 AP). Can be used for anchoring or climbing.

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Built Ins

These are options which are constructed within the cyberlimb for specific tasks. Like most cyberweapons, they are designed for maximum concealability, and have a 60% chance of passing a casual inspection if covered with Realskinn™ or a suitably realistic covering.

Cybermodem: This option allows the user to carry a small (and very expensive) cybermodem with him at all times. The modem must be jacked into a DataTerm, computer or other telecommunications line in order to be used Power (for up to 3 hours) is provided by a rechargeable battery (recharges in 1 hour), or through an external power cord. Program chips are changed through an access port in the limb. The cybermodem is directly jacked into the nervous system through its own internal cables, and does not require external interface plugs.

Cellular Cybermodem: This very, very expensive version of a cybermodem allows the Netrunner to interface directly with the Net without a direct telecommunications link. A "CellCyb" can only be used in a major city (population greater than 100,000) where a cell net is present. If used while in a moving vehicle, there is a 25% chance each turn that the connection will be broken and need to be re-established in the next turn.

Digital Recorder: This unit can record input from internal microphones, digital recording links, digital cameras, or all three.

Audio/Video Tape Recorder: This unit uses microcassettes to store input from its internal microphone video cam or digital recording link.

Storage Space: This is a 2x2x6 inch storage space with a locking cover.

MiniCam: This is a small digital camera which pops up from a mount in the upper arm internal chip stores 20 images and can be easily changed.

MiniVid: A pop up video camera with mini cassettes that can store up to 4 hours of recorded images.

Hidden Holster: Leg only. A hidden storage space for holding one autopistol and 1 clip of extra ammo. The size of the leg (based on Body Type) limits the size of weapon which may be stored.

V. Weak to Weak	Light Pistol
Average to Strong	Medium Pistol
Very Strong	Heavy Pistol
Very Strong	Folding Shotgun (2sht, 1/2 range)

LCD Screen Readout: This 2"x4" TV screen can display color graphic images. It is normally covered with a transparent screen guard images can be taken from digital recorders, minivids and mirocams, and cyberoptics. A cable can be extended from an AUX port and plugged into any standard interface plug to transfer images from someone else's cyberoptics or recorders.

Techscanner: This device can be hooked up to the diagnostic systems of most vehicles, appliances and personal electronics to determine possible problems and troubleshoot breakdowns. Reliability is 60%. On a successful roll, the difficulty of a repair task is reduced by 3 (you know what's wrong, and you just have to fix it).

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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 Realskinn™ or other suitable coverings. Weapons include:

Popup Gun: This is a standard automatic handgun concealed in a cyberarm. The action is mounted inside a popup housing which is covered when not in use. For this reason, you must always remember to uncover your arm when using a popup. Clips are inserted in the side of the action, popup guns are designed to use caseless ammunition only. The size of the cyberarm (based on Body Type) limits the size of weapon which may be mounted (similar to hidden holsters). Note you may elect to mount any pistol of the correct size listed in the Outfitting section. A light SMG equals a Med pistol and a medium SMG equals a Hvy Pistol for this purpose.

Flamethrower: This is a small, high pressure flame jet with a range of 1 meter, and 4 shots. Damage is 2D6 the 1 st md., 1D6/2 for 2 mds. afterwards. Soft armor is reduced 2 levels per attack.

Micromissile Launcher: This launcher contains four miniature missiles (explosive upped gyro rounds with heat seeking guidance and steering vents). Like the popup gun, the micromissile launcher is stored in the limb and pops out when needed, launching two missiles per turn. The missiles are self-guided (+2WA) and can follow a target through one direction change of 900 or less, giving them the ability to track around a corner (3 in 10 chance of losing target). Reloads cost 50eb each. Damage is 4D6 per missile, range 200m.

Grenade Launcher: This launcher is a modified support grenade launcher, stored in a popup mount. One grenade (you may use any standard type) is stored in the launcher; a reload may be dropped in after the first one is used. Note: a standard storage space can hold 2 grenade.

Weapon Mount and Link: This is an heavy duty hard point mounted either on the underside of a cyberarm, the outside thigh of a cyberlimb, or the top of a shoulder. You may attach externally mounted versions of standard weapons to this mount, jacking their control cables into the side of the hard point. You may not wear armor or clothing on the limb while the mount is in use. Available weapons include:

Grenade Launcher
Micro Missile Launcher
Externally Mounted Autopistol (based on body type)

2 Shot Capacitor Laser: This micro laser is designed to produce a very powerful pulse of limited duration (3D6 for each one second shot). Range is atrocious (10 meters), and recharging requires plugging into a power socket for one hour. However, it can be a particularity effective weapon for assassination or silent attacks. WA=+3.

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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, hapless 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 grafted onto your body, while its systems are directly neurolinked 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 this mass so that you lift 80 Ibs. If you lift 500 pounds, the linear frame takes 80% (400 Ibs), leaving you to lift 100 Ibs. At the top end of the scale (almost 1800 Ibs for Linear Omega), 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 kg) 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: Sigma can dead lift 600 kg.).

Frame	**Strength**	**Damage Modifiers**
Linear Sigma	12	+4
Linear Beta	14	+6
Linear Omega	16	+8

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Body Plating

Body plating covers any situation where armored plastics and metals are layered over and directly anchored to the skin. The armor is microscopically porous, allowing the skin underneath to breathe, and made by sandwiching an ablative plastic shell with energy absorbing micro cellular honeycomb.

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 meat" philosophy; the body-plated look more like robots than they do humans, and are impervious to most of the physical damage that besets us mere mortals. Body plating also includes specialized mounts for sensors 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 mini-bolts 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 woven with fine myomar muscle fibers and is relatively flexible. Facial nervelinks allow limited (and somewhat stiff) changes of expression. This modification doesn't *have* to be ugly; many people find the silvery contours and smooth features quite attractive; somewhat like the "sexy 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.

Torso Plate: This section covers the entire upper and tower 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 installed in a shielded cluster in the upper face. The eyes are removed and the orbital sockets used to mount the receiver hardware for the optic mount. Optic mounts come in several styles: there are thin visor slits (ala 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 stat, 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 observe things 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.

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Running Out of Cash?

Just about this time, you're starting to look over the list of cyber-enhancements, and you're thinking, "I don't have the kind of Eurobucks. I need to swing this newtech". At this point, you have to ask yourself "How desperate 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 is worth 10,000 Eurodollars in cybernetics, free of charge:

Join the (Covert) Military

Become a fighter in the Cyberwars, serving your country's armed forces with distinction and honoras part of its secret Elite Mechanized Combat Forces (Cybergrunts, to you). See pain, torture and death close up, as you participate in any one of a hundred covert "police actions" worldwide, protecting "national interests". Of course the Cybergrunts don't exist. Of course your country doesn't send 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.

Take Up a Life of Organized Crime

The word on the Street is that the Mob is alive and hiring. Swear 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 in newtech. 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 the fun, suicidal ones on which they don't want to waste their good people executive kidnappings, black operations and espionage missions if you're really lucky, you'll even get to be a grunt in a Corporate war - you know, the ones that make Vietnam and Afghanistan look like picnics, where you get to defend the Corporation's interests in some backwater hellhole with a population of natives you're suppressing.

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 cruddy, dangerous or suicidal. Like most powerful people in the Cyberpunk future, they don't like to be crossed, and have a variety of awful 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 you stay in line, the controlling agency has buried lethal glitches in your cybernetic software. Things to make your heart stop on command. Programs that give you blinding headaches if you refuse to follow an order.

Monitored: Your employers have implanted 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 Kill: A realty vicious sabotage chip - on the command word, you will kill whomever you are directed to kill - without control, regret or mercy. Your mother. Your lover. Your cat. Anyone.

Company Safeguard: Another nasty sabotage chip. You can't willingly harm any member of the controlling agency - to do so will cause you excruciating pain. To continue will cause even more pain, culminating in full heart stoppage and a screaming death.

Remote Detonator: One of the favorite corporate tricks this is a small package of inert explosive 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 looking, you're likely to set it off (60%) Wanna bet your life, cobber?

Sounds fun? Remember, if you join one of these groups, any one (or more) of these little 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.

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FRIDAY NIGHT FIREFIGHT

Friday Night firefight (FNFF) is a weapons combat system for using modern, futuristic and archaic firearms in *Cyberpunk* adventures. It's designed to cover all major elements of weapons combat in an easy to use format, allowing realistic fire fight 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 allows you to use strategy over firepower.

There's a lot of vague ideas and theories about modem weapons encounters - most of them from the Hollywood Never-Empty-Six-Gun-School of Armed Combat. These misconceptions have crept on little flat feet into the design of many role-playing 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 complied from ballistics reports, police data, FBI statistics and other not-clean fun sources. These sources tend to point to a couple of basic truths about firefight combat.

80% of most gunfights occur between untrained amateurs at a range of 21 feet. 50% of these raging gun battles happen within 8 feet or less! Most (60%) occur in dimly lit and difficult conditions - dark, tiny alleys, with both participants panting and out of breath, pausing momentarily to snap off a badly aimed shot at a fleeing shadow, then ducking back for cover. Hits are surprisingly rare. When they do occur (assuming a large caliber weapon's involved), the victim is usually hors de combat on the first shot from a combination of round-shock and terror. A solid hit with a .44 magnum will usually splatter a real person all over New Jersey.

In the other hand, this *Cyberpunk*, right? So why are we telling you do at 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. You've made this edition of FNFF simpler, better 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, SWAT masters and other veterans who've done it on the line for real.

It's true - a firefight is dangerous. But you can handle it. That's why you're *Cyberpunk*.

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THE BASICS

Rounds & Turn Order

Combat in FNFF is divided up into rounds, each representing @3 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 finest 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 all have REF stats of 10. A rolls a 5, B rolls an 8, and C rolls a 2. Turn order will be B, then A, then C.

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Initiative

Wait For Your Turn

You can elect to act later in the round, stepping in at 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 C has moved from cover, then take his shot. By waiting, the new turn order will be B, C then A.

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.

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The Fast Draw or Snapshot

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

FAST DRAW = +3 TO INITIATIVE, -3 TO HIT

Example: Ripperjack is faced with his long time enemy, Hargan. He knows Hargan has a higher REF than he does, so he elects to make on all out, blazing attack before the giant can get in a move. The snap shooting bonus will give him the +3 advantage he needs. Ripperjack's mono-katana arcs out in a searing iai-jutsu before Hargan can raise his own sword. Unfortunately, the -3 point penalty for snapshots works against Ripperjack, and his attack misses his opponent by a mile.

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Actions

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

ACTIONS

- Move up to your full Movement (3x your Movement Allowance In meters) per round.
- Attack up to your weapon's maximum Rate of Fire (ROF), or make a Melee attack.
- Dodge (making yourself harder to hit. Melee attacks only.)
- Parry (deflecting 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 a non-combat task.

More Then One Turn
Two Weapons Attacks
Ambushes & Backstabs

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More Than One Action

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

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Two Weapon Attacks

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

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Ambushes & Backstabs

Sometimes, the best way to deal with a very powerful opponent is to get the drop on him from behind; in short, setting an ambush. Ambushes gain a +5 to hit advantage. You may ambush or backstab by announcing your intent to hide or lie in ambush for a target. You can elect to set up an ambush any time:

a) The opponent is unaware of your location and your intention to attack. This can be accomplished by setting up a hiding place ahead of time or taking advantage of a melee to get under cover and waiting for a shot. A victim of an ambush must make an Awareness roll greater than your *Stealth* Skill + INT + 1D10, or you have automatically succeeded.

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

AMBUSH = +5 TO ATTACK FOR 1 ROUND

An ambush doesn't mean you act first - it just means you have an attack advantage. Initiative 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 Skill + lnt + 1D10 for a total of 18. Along come Scarr and Hargan, his mortal enemies.

At the start of the combat turn, initiative is Scarr, Ripperjack and Hargan. As they enter the trap, both Scarr and Hargan make Awareness Rolls. Scarr's roll is 12; Morgan's is 20. "It's a trap" yells Hargan, but too late; Scarr didn't know what was coming and couldn't declare an attack or defense. Ripperjack pegs him with a shot from his H&K Hellfire, using the +5 Ambush bonus. He won't get the bonus on Hargon, because the blond giant mode his Awareness roll and spotted him. His second shot misses, and Horgon throws himself down behind a wrecked car and opens up with his 20mm autocannon. Savage fades down the alleyway to set up another trap.

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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 later.

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Damage

Damage in combat is determined by rolling groups of six-sided dice. If a rule says, "roll 2D6", for example, you would roll two six sided dice, total the results, and apply the total to the target you were attacking. If the rule said "roll 2D6+1", you would roll as above, then add 1 to the total.

So much for creating damage. Let's take a step-by-step look at how to *apply* it.

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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 chart 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 (R.Leg) is pretty silly. Ignore it and re-roll.

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Armor

Armor is what stops targets from taking the damage you just located. 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 it's 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. If the damage done is less than the SP of the armor, no damage is done.

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

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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

HARD ARMORS	SOFT ARMORS
Metal Gear	Heavy Armor jacket
Police riot armor	Med. Armor jacket
Door Gunner's vest	Police patrol armor
Steel helmet	M-78 RPA jacket
Hak vest/pants	Light Armor jacket
Ballistic Nylon helmet	Kevlar T-shirt/vest
M-78 RPA heavy vest	M-78 RPA T-shirt
Corp Mil body armor	Heavy Leather
C-Ballistic Light Mesh™	SkinTight™ armor padding

A=Militech Revised Personal Amor, AP - defeating, CorpBook 2 C - BaIlistic Mesh, Skin Tight Padding - Interface vol 1, #1-2

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

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

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

For this reason, every armor type in FNFF has an *encumbcrance 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 erratta sheets) have been added to clarify the armor question and deal with a reoccurring problem.

New Rule 1: Maximum Armor

Now, in addition to Encumberance Values, only a maximum of 3 layers of Armor can be worn at any one time; no more than one of these layers can be Hard Armor (see Hard/Soft Armors Table). 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; *Skinweave* 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 smaller SP from the larger one. Find the difference on the table below and read across to the other column. This is the bonus number you add to the larger SP to determine overall protection from the armor/armor, or armor/cover combination. If you have three or more layers of protection, calculate in pairs from the inside out (example: For armors A, B, C, you compare A and B; determine the bonus number, and then compare the new strength of the larger of the pair to armor C.)

PROPORTIONAL ARMOR TABLE

Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	+0

Armor Piercing Rounds

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

For example, say a 5.56 AP round muses 30 points of damage. It hits SP 10 armor, which reduces it by 5 (10/2=5) The remaining 25 points ore further reduced to 12 (25/2= 12.5, rounded down to 12), based on an AP round's lower damage capacity.

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

The smart solution in a combat situation is to rely on the lightest armor you think you can get away with unless you're planning to take on a stationary position or go up against very heavy firepower.

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 pentrating attack (i.e., an attack that actually exceeds the armor's SP), it's SP is reduced by 1 point When the SP reaches 0, the armor will no longer stop damage.

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Use Cover

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

COMMON COVER SPS

Sheetrock Wall	5
Stone Wall	30
Large Tree, Phone Pole	30
Brick wall	25
Concrete Block Wall	10
Wood door	5
Heavy Wood Door	15
Steel Door	20
Concrete Ultility Pole	35
Data Term™	25
Car body, door	10
Armored Car body	40
AV-4 Body	40
Engine block	35
Mailbox	25
Hydrant	35
Curb	25

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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 TABLE	
Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman*	-5
*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.

The A. Swenson Memorial. He Shrugs Off Damage Like An Old Overcoat Rule: Occasionally, 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 Modifier may never reduce damage to less than one - in these cases, the character will automatically take 1 point of damage.

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MODIFIERS, EFFECTS

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ATTACK MODIFIERS / WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing	10m x BOD (-10m/kg.>1)

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TO HIT NUMBERS

Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

.

MODIFIERS (add to attacker's roll)

Target immobile	+4
Target dodging (melee only)	-2
Moving Target REF >10	-3
Moving Target REF > 12	-4
Moving Target REF >14	-5
Fast draw/Snapshot	-3
Ambush	+5
Aimed shot at body location	-4
Ricochet or indirect fire	-5
Blinded by light or dust	-3
Target silhouetted	+2
Firing to face target	-2
Rising two weapons	-3 on both
Firing while running	-3
Firing shoulder arm from hip	-2
Turret mounted weapon	+2
Vehicle mounted, no turret	-4

Large target	+4
Small target	-4
Tiny target	-6
Aiming	(+1 each round, up to 3 rounds)
Laser Sight	+1
Telescopic Sight	+2 Ext, +1 Med
Targeting scope	+1
Smartgun	+2
Smartgoggles	+2
Three Round Burst (Close/Medium only)	+3
Full Auto, Close	+1 for every 10 rnds
Full Auto, all other	-1 for every 10 rnds

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AREA EFFECT TABLE

Type	Area
Grenades	5m
Molotovs	2m/liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from center explosion
C-6	5m/kg
SMG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

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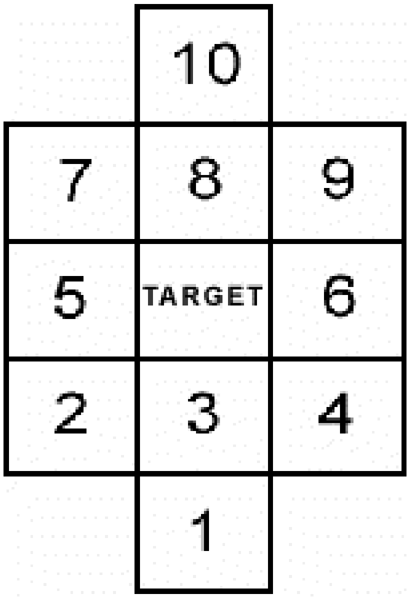
GRENADE TABLE



Roll 1D10 if grenade throw misses; roll second D10 for meters from target space

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DRUGS & POISON

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep*	None
Biotoxin I	Death	4D6
Biototoxin II	Death	8D6
Nerve Gas	Death	8D10
** Half effect is drowsiness, 2 to all stats*		

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MICROWAVE SIDE EFFECTS

1	Cyberoptics short for 1D6 turns
2	Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
3	Cyberaudio shorts for 1D6 turns.
4	Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns Roll 1D6 for limb, rerolling if no limb present 1-2 Right Arm 3 Left Leg 4 Right Leg 5-6 Left Arm

5	Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
6	No Effect.

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ADD TO DAMAGE

Strength	Add to Damage
Very Weak	2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

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COMMON COVER SPS

Sheetrock Wall	5
Stone Wall	30
Tree, Phone Pole	30
Brick Wall	25
Concrete Block Wall	10
Wood Door	5
Heavy Wood Door	15
Steel Door	20
Concrete Utility Pole	35
Data Term™	25
Car Body, Door	10
Armored Car Body	40
AV-4 Body	40
Engine Block	35
Mailbox	25
Hydrant	35
Curb	25

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ARMOR SPS

Type of Armor	SP*	EV**
Cloth, leather***	0	+0
Heavy Leather	4	+0

Kevlar T-Shirt, Vest***	10	+0
Steel helmet	14	+0
Light Armor Jacket***	14	+0
Med Armor Jacket	18	+1
Flack vest***	20	+1
Flack Pants***	20	+1
Nylon Helmet	20	+0
Heavy Armor Jacket	20	+2
Doors Gunner's Vest	25	+3
MetalGear™	25	+2

*AP rounds: treat Armor as half SP

*** = Edged weapons treat SP as half

** (EV) Encumberance Values should be added together and subtracted from character's total REF Slat.

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CYBERWEAPON DAMAGE

Weapon	Damage
Scratchers	1D6/2
Fangs	1D6/3
Rippers	1D6+3(AP^)
Wolvers	3D6 (AP^)
Big Knucks	1D6+2
Slice n' Dice	2D6 (mono)
Cybersnake	1D6
Hammerhand	1D10
Buzzhand	2D6+2
Spikehand	1D6+3AP
Talon Foot	1D6
Spike Heel	2D6AP
Flamethrower	2D6 (1D6/2***)
Micro Missile	4D6ea
Capacitor Laser	3D6
Cyber Strike	1, 2* or 3D6**
Cyber Kick, Crush	2, 4* or 6D6**

*** with hydraulic rams*

** thickened myomar*

**** secondary damage 3 rounds.*

^ knife AP

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Wounds

Okay, so the Armor didn't stop all of the damage, and your *Body Type Modifier* wasn't enough to shrug off the rest it's time to take a *Wound*.

The *Wound* section of the Hardcopy Form is used to record damage. For each point of damage taken, check off one box, moving from left to right, top to bottom. The top line of this section (marked LIGHT, SERIOUS, CRITICAL, MORTAL, etc.) tells the overall state of the character's health.

WOUND EFFECTS

- At a LIGHT wound level, a character suffers no penalties to his activities. He just hurts a lot ("it's only a flesh wound.")
- At a SERIOUS wound level, the character will be at -2 to his REF stat for all actions. He's hurting, bleeding, and definitely hampered.
- At a CRITICAL wound level, the character's REF, INT and CL stats are automatically reduced by half (round up). The character is holding his guts in with one hand and doing his damndest to stay in the battle.
- If MORTALLY wounded, the character's REF, INT and CL stats are reduced to 1/3rd normal (divide by 3, rounding up). Most characters are already out of the action by now, and are quietly going about the business of expiring. Messily.

Special Wound Cases

Limb Loss: If a character takes more than eight points of damage to a limb area in any one attack, the area is severed or crushed beyond recognition. The character must make an immediate *Death Save* at Mortal 0. A head wound of this type will kill automatically.

Head Hits: A head hit always doubles damage.

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Stun/Shock Saves

Every time a character takes damage, he must make a save against the effects of pain, shock, fear and blood loss. This is what you see in most Hollywood gunfights when the bad guy gets hit - staggering, falling back and so on, all caused by pain and shock.

The Stun Shock Save is a serious thing, because it can put an opponent out of the picture faster than the actual damage from the wound. Police officers have actually died from the shock of a minor bullet wound in the foot (but we won't do that to your character). Other people have taken as many as thirty or forty gunshots and managed to keep moving for up to ten minutes before their minds got the message their bodies were telling them ("Hey Bob, you're dead!").

The Stun Save is equal to your character's Body Type value, minus a penalty based on his current Wound State.

STUN/SHOCK SAVE MODIFIERS

Wound State	Penalty
Light	0
Serious	-1
Critical	-2
Mortal	-3
Mortal 1	-4
Mortal 2	-5
Mortal 3	-6
Mortal 4	-7
Mortal 5	-8
Mortal 6	-9

A failed roll means the character is out of combat. You can add the special effects yourself:

HOLLYWOOD OVERACTING EFFECTS TABLE

Roll	Effect
1	Screams, windmills arms, falls.
2	Crumples like a rag doll.
3	Spins around in place, falls.

4	Clutches wound, staggers and falls.
5	Stares stupidly at wound, then falls.
6	Slumps to ground, moaning.

A Stun/Shock roll can be recovered from by rolling a successful check in a subsequent turn.

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Very Important: Death Saves

Unless you have taken a *Mortal Wound*, your character is in no danger of dying; he only needs to make his initial *Stun* save to remain conscious. But if the wound is a MORTAL one, he has a chance of dying. Determining whether he survives requires that a Death Save be made, with a new save required every turn that the character remains untreated.

Like a Stun Save, a Death Save requires that you roll a value on 1D10 equal to or lower than your character's Body Type score, subtracting the level of severity for the wound from your base chance to save. Mortal Wounds are rated from 0 to 8.

Example: Morgan is Very Strong and takes a Mortal 4 wound. He must roll lower than (10-4)=6 to stay alive.

Each turn, you must make another Death Save to see if you survive to the next 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.

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 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, Ripperjack has token 20 points of damage, placing him in a Mortal 1 Wound State. To stabilize him 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 messy 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, to learn more about healing or spare parts brokering, check out the *Trauma Team* section.

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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*.

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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:

REF STAT + WEAPON SKILL + 1D10

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

HIT NUMBERS	
Point Blank	10
Close	15
Medium	20
Long	25
Extreme	30

Range Definitions

- **Point Blank:** The weapon is very close to or in actual physical contact with the target. It will almost always hit, doing maximum damage.
- **Close:** The weapon is attacking at one quarter of the listed range.
- **Medium:** The weapon is attacking at one half of the listed range for its type.
- **Long:** The weapon is attacking at the listed range for its type.
- **Extreme:** The weapon is attacking at twice the listed range for its type.

Modifiers

When making your roll, you must add any and all modifiers that apply to the combat situation to your final *Attack* Roll. There are modifiers for Target, Aiming, Weapon Type, Type of Firing, Position and Movement.

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 1D10 and *add* it to your original roll.

Fumbles

On a natural die roll of 1, you have **fumbled**. You must roll an additional 1D10 and check the result against the *Fumble Table* 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 the Reliability of the weapon: When a fumble is rolled while using an automatic weapon and roll a value on 1D10 higher than the Reliability value for the weapon.

RELIABILITY TABLE

Weapon	Jams on
Very Reliable	3 or lower
Standard	5 or lower
Unreliable	8 or lower

It takes 1D6 turns to unjam a jammed weapon.

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Automatic Weapons

There are three ways to use automatic weapons. The **three round burst** is used to put multiple shots on a single target at any range. **Full Auto** is used to deliver a lot of bullets at close range to one or more targets. **Suppresslve 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.

Three Round Burst

The **three round burst** is a setting used on most automatic weapons to conserve ammunition and improve accuracy. The three round burst gives you an automatic +3 to hit advantage at certain ranges. The attack is made as one action. If successful, roll 1D6/2 to see how many rounds actually hit the target. This technique may only be used against single targets.

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. Using a scope or taking aim is also impossible. Therefore, range is critical in the full auto technique.

The **full auto** option is based on the rate of fire (ROF) of the weapon. If attacking more than one target, you must divide the ROF of the weapon by the total number of targets (round down), then roll for each target individually.

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.

For every point of success over the required to Hit roll, one round hits the target, up to the maximum ROF for the weapon.

NUMBER OF HITS = # POINTS > THAN TO HIT NUMBER

Suppressive Fire

Suppressive fire is used to cover an area (called a **fire zone**) with bullets, making the area hazardous to pass through. All targets entering or crossing the fire zone during this attack must make a "save" against taking a bullet by rolling their **Athletics Sklll + REF + 1D10** and beating a save number. A failed save means the target takes 1D6 rounds, each randomly located.

This save number is determined by dividing the total number of bullets fired by the width of the fire zone.

Example: 64 rounds into a 2 meter area would require a save of 32 or higher. 64 rounds into a 5 meter area would require a save of 12 or greater.

SAVE = NUMBER OF ROUNDS DIVIDED BY THE WIDTH OF THE FIRE ZONE IN METERS

You may overlap the fire zones of more than one weapon, dividing the total number of shots to determine the save number. For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.

Two rules are immediately apparent with suppressive fire. First, it's only useful when you can fire a LOT of rounds into a small space. This means teams should coordinate their actions and fire at the same time, placing the maximum number of rounds into the fire zone. Also, the fire zone should be a tight as possible (the minimum width of a tire zone is two meters).

Unusual Ranged Weapons

These weapons are often used for crowd control, stealth missions and other situations where you want killing to be only one of the options, or where you want a limited number of targets eliminated quietly.

Airguns

These are advanced versions of the "paintball" guns of the 1990's. Airguns can be loaded with poison, marking paint, drugs or acid.

Paint: Bruise damage only. Head hits have a 5 in 10 chance of blinding the target for 3 rounds with paint in the eyes, and a 4 in 10 chance of permanently destroying the eye.

Poison & Drugs: To avoid the effects, the character must make a save roll. On a successful save, damage is reduced by half.

DRUG & POISON EFFECTS

Type	Effect	Damage
Hallucinogen	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

*** Half effect it drowsiness, -2 to all stats.*

Acid: Acid causes 1 D6 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 roils 2D6 for a total of 7 points of damage. The first turn, the armor's SP is reduced to 8. The next turn, it's reduced to 1. The next turn, 6 points get through the armor and sear into the target's skin.

Tasers

Tasers require the victim to make a save against stun. The save number is reduced by -2 for every successive shot in a three-turn time period. Tasers can be recharged from wall current, taking 1 hour to reach full charge.

Dart and Needleguns

Dartguns can be loaded with poison or drugs. Each hit does 1D6/2, plus effect of the drug or poison used (see *Airguns*, above).

Power Squirtguns

Power squirtguns can be loaded with drugs or acids. Effects are as with *Airguns* (above), with each "squirt" equal to 2 pellets.

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 for shiriken, darts, knives and spears), or fired (using *Archery* Skill). All non-grenade thrown weapons have a range equal to the thrower's BODx3 in meters.

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Beam Weapons

Beam Weapons include **lasers** and **microwave** weapons. Powerful beam weapons, are extremely rare in the *Cyberpunk* universe (1 in 10 chance of availability, and even then only from major Corporations and/or 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, until you have used all 10 dice. Lasers recharge from wall current at a rate of 1D6 per hour.

Example: Ripperjack has recently captured a laser from on Arasaka guard. He has 10D6 to work with; he dials the power grudge up to 5D6 and fires. At this rate, he'll only have one more shot before it's recharge time.

Microwavers

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

Like lasers, microwavers recharge from a wall socket, taking one hour to reach a usable charge.

MICROWAVER SIDE EFFECTS

1 Cyberoptics short for 1D6 turns.

2 Neural pulse! if character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.

3 Cyberaudio shorts for 1D6 turns.

4 Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb limb is present:

1-2	Right Arm
3	Left Leg
4	Right Leg
5-6	Left Arm

5 Total Neural breakdown! Character reduced to twitching, epileptic fit for 1 D6/3 turns.

6No Effect.

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Area Effect Weapons

Area Effect weapons are fired just like any other type of ranged weapon. However, they are capable of covering more than one target at a time with a cloud of pellets, flame, explosive force or gas. Area effect weapons include **shotguns**, **grenades** **&** **explosives**, **flamethrowers**, **missiles & rockets**, **mines**, **molotov coctails** and **rocket powered grenades (RPGs)**.

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.

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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.

SHOTGUN TABLE

Range	Size of Pattern	Damage
Close, PB	1 meters	4D6
Medium	2 meters	3D6
Long	3 meters	2D6

Any target within the pattern will take damage based on the range (damage listed on the Weapons Table is based on maximum damage).

Example: Ripperjack opens up his shotgun on two boosters at medium range (pattern width=2m). 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.

Shotguns are a very effective weapon in situations where aiming isn't critical. For instance, in six foot hallways, there would be no way for a target to escape taking wounds no matter how much his reflexes were boosted. However, shotguns are also limited to relatively short ranges and don't do a lot of damage on the individual pellet level.

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

Example: Ripperjack opens up with a CAWS, Firing 5 shots. He takes a -8 penalty to his attack roll to do this. He targets a 5 meter hallway, spacing his shots in I meter intervals. The hallway becomes Hamburger Heaven.

New Rule: The Armor-Piercing Effects of Shotgun Slugs

These projectiles have normal AP ability vs. all armors. Damage that penetrates **Hard armor is not halved**. Damage that penetrates Soft armor is halved as normal. This represents the concussive results of mass and impact by finned/saboted slugs.

10ga. slugs	5D6+3
12ga. slugs	4D6+2
20ga. slugs	3D6+1

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Grenades

Grenades come in **fragmentation, incendiary, stun, dazzle, sonic, concussion** and **gas** varieties. Each type has its own area of effect, usually between 2 to 5 meters. Grenades and explosives can be detonated using timers, radio controls, tripwires or remote detonators. All grenade types are available in hand or rifle-propelled versions, and are described in the *Area Effect Weapons & Grenade Table*. Grenades may be thrown up to 10x the character's Body Type in meters (-10m for every extra kg. past the initial 1), or launched to a range of 225 meters.

Gas: Gas differs from other grenade effects in that it moves around. To use gas, first determine the point of impact. All targets within 3 meters are immediately affected.

On the next turn, determine which way the wind is blowing by rolling again on the Area Effect Table. Place the new area of effect. Any target within the first and second areas of effect must save vs the gas, as well as any targets in a straight line the width of the gas cloud between the two points. On the third turn, the gas dissappates.

Gas grenades have eitherfatal or incapacitating effects. To avoid the effects, the character must make a save; armor doesn't help (although filters or gas masks will). On a successful Save, he will take half effects (a -2 REF reduced to -1, 4D6 reduced to 2, etc.).

GAS EFFECTS

Type	Effect	Damage
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep**	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve Gas	Death	8D10

***Half effect is drowsiness, -2 to all stats.*

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Flamethrowers

Flamethrowers are much like other area effect weapons, with one difference; they can be "swept" between two points. When using flamethrowing weapons, you may decide both a starting point and an ending point; then roll to Hit, determining if you're on target. Missed rolls refer to the *Grenade scatter chart*. Anything caught in the sweep between the two points is ignited. Using these weapons in anything other than the cyberweapon form requires the *Heavy Weapons* Skill; cyberweapon flamers use *Handgun* Skill as the default. Damage is 2D1O the 1st turn, 1D1O and 1D6 the following two turns. Hard armors protect normally. Soft armors must be >15SP to protect the target, and are damaged 2pts/hit.

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Mines

Mines come in two types; standard land mines and "claymore" antipersonnel mines. A **land mine** is designed to stop vehicles or other heavy objects; it is easily detected with most magnetic sensors (7 in 10 chance). You step on it and it blows up. Simple. Damage is 4D10.

A **claymore** is designed to stop people, not vehicles. Claymores can be triggered by tripwires, time delays, or remote switches. Claymore mines have an hourglass shaped area of effect, rather than a circular one (see illustration). The dimensions of the "front" cone of destruction are 6m wide by 75m long; the dimensions of the "rear" cone of destruction are 6m wide by 6m long. At the juncture of the two cones is a 6 meter wide circle. Damage is 4D10.

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Rocket Powered Grenades

Rocket Powered Grenades (RPGs) are a hybrid of grenade and rocket projectile, with far greater range and accuracy. They are also easier to acquire than missiles. With the exception of the disposable Armbrust RPG, most have the disadvantage of backblast, making them impossible to fire in a confined space. RPGS are fired as with other grenade launchers or shoulder arms, using the character's Heavy Weapons Skill. Damage is 6D10.

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Missiles

Missiles and Rockets include radar and optically guided missiles, mini-rockets and shoulder rocket launchers. Using missiles requires use of 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: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is not.

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Explosives

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

EXPLOSIVE RANGES

Explosive	Unit	Area	Damage
Plastique	1kg	4m	7D10
C6	1kg	5m	8D10
TNT	1stick	3m	4D10

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

Example: Ripperjack lumps four sticks of TNT together and tosses them into on abandoned building 10 meters away. One stick has a blast area of 3 meters - 4x3=12 meters. Ripperjack is caught in his own explosion and takes big damage. Bad move, Jack.

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Molotov Cocktails

Molotov cocktails are the favorite of would be terrorists and people with a lot of gasoline, rags and empty bottles around. A molotov covers 2 meters for every liter of fuel used (a standard soft drink bottle would cover 2 meters). Damage (2D10) is applied to the overall body, rather than to a location.

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Melee Attacks

Melee attacks include **clubs, knives, swords, axes, chainsaws, sledgehammers, monokatanas** and **monoknives, monomolecular chains, cyberbeasts, battlegloves, rippers, scratchers, martial arts weapons, hand to hand attacks** and **brawling**.

Melee attacks differ from ranged attacks in that you are opposing a person, instead of a target. To make a melee attack, the formula

ATTACKER REF + SKILL + 1D10 VS
DEFENDER'S REF + SKILL* + 1D10
**Martial arts, Fencing, Melee, Dodge or Athletics can be used, depending on situation and Referee decision.*

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Martial Arts & Brawling

Brawling and **Martial Arts** attacks are different 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 Modifier.
- **Kick:** Cause 1D6 + Damage Modifier.
- **Block/Parry:** Stop or absorb damage.
- **Dodge:** -1 to Attacker's hit roll.
- **Disarm:** On successful roll, knock or remove weapon from opponent's hand.
- **Throw:** Requires a Grapple first. Opponent is knocked to ground, taking 1D6 + Damage Modifier, plus making a stun roll at -2.
- **Hold:** A painful joint or body hold. You must Grapple your opponent first. Foe is immobilized until an escape is made.
- **Escape:** On successful roll, you are free of the hold and may move.
- **Choke:** Requires hold or grapple as the previous move. Opponent takes 1D6 damage per turn.
- **Sweep/Trip:** Knock opponent to ground. He is -2 to next his attack; you gain +2 to your next attack.
- **Grapple:** A grabbing or holding move, prerequisite to applying a throw, choke or hold as the next action.

Martial Arts: Martial Arts are traditional forms of melee combat that have been developed to be deadlier than regular brawling. All martial arts techniques have **key attacks** - attacks which reflect the particular strengths of the technique. When a key attack 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, Karate would have the following moves:

Strike	+2
Block/Parry	+2
Kick	+2

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

A Master of *Choi Li Fut* would have:

Strike	+2
Block/Parry	+2

Kick	+2
Throw	+1
Dodge	+1

- making him far more versatile than our *Karate* Master.

Of course, it would far more difficult to learn *Choi Li Fut* than *Karate*; 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.

MARTIAL ARTS FORMS & SPECIALIZATION BONUSES

Style and Difficulty Lvl.	Strike	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grapple
Karate (2)	+2	+2	+2	-	-	-	-	-	-	-
Judo (1)	-	-	-	+1	+3	+2	+2	-	+2	+2
Boxing (1)	+3	-	+3	+1	-	-	-	-	-	-
Thai Boxing (4)	+3	+3	+2	-	-	-	-	-	-	+1
Choi Li Fut (3)	+2	+2	+2	+1	+1	-	-	-	+2	-
Aikido (3)	-	-	+4	+3	+3	+3	+3	+1	+3	+2
Animal Kung Fu (3)	+2	+2	+2	+2	-	-	-	-	+1	-
Tae Kwon Do (4)	+3	+3	+2	+1	-	-	-	-	+2	-
Savate (2)	-	+4	+1	+1	-	-	-	-	-	-
Wrestling (1)	-	-	-	-	+3	+4	+4	+2	+2	+4
Capeoira (3)	+1	+2	+2	+2	-	-	-	-	+3	-

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.

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Dodging

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 in that turn; 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

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Parrying

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 DEFENDER'S OTHER ACTIONS

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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	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

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Monoknives, Monokatanas and Slice & Dice

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

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Cyberbeasts

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

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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 *Solo 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

equal to or greater than a specific control number. The control number is determined by the difficulty of the maneuver you want to perform.

Simple (swerve, take off or land, hover, rotate)	15
Difficult (tight turn, control a skid, recover from a stall, emergency stop, pull out of dive, reverse or pull away)	20
Very Difficult (bootlegger turn, regain control from spin)	25

b) When making your roll: you must add any and all modifiers that apply to the situation to your final Control Roll. There are modifiers for both vehicles and speed of travel:

CONTROL MODIFIERS

Standard car	-0
Limousine	-3
Sportscar	+2
AV-4	-2
AV-6	+2
AV-7	+1
Motorcycle	+1
Truck	-4
Rotorcraft	-0
Osprey	-0
Boat	-1
Double safe speed	-2
Triple safe speed	-4
Four times safe speed	-6

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

CONTROL LOSS TABLE

Roll	Result
1-2	Skid or slew; no other result.
3-4	Major skid; slide 1D10x10 feet sideways in direction of travel. Aircraft stalls, losing 1D10x50 feet of altitude.
5-6	Roll ground vehicle after sliding 1D10x10 feet sideways in direction of travel; take 5D6 damage. Aircraft goes into spin, lose 1D10x100 feet of altitude.

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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 railguns, and may receive bonuses for turret mounted weapons.

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Vehicle Damage

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

When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable, 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

Size	Multiplier
Very Light (small box, feathers) . x.5 Light (man, large box)	x1
Medium (motorcycle)	x2
Heavy (car)	x3
Very Heavy (truck, ground)	x4

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Cyberware List #2

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CYBERAUDIO	(M)	-	BASIC HEARING MODULE No option limit	500	2D6
Amplified Hearing	(N)	(AH)	+1 Awareness when using auditory cues	200	1
Radio Link	(N)	(RL)	Radio communication up to 1 mile	100	1
Phone Splice	(N)	(PS)	Full Cellular communication (large city only)	150	1
Scrambler	(N)	(SC)	Cannot overhear communications w/o descrambler	100	0.5
Bug Detector	(N)	(BD)	Detect taps, bugs up to 3 m. 60% effective	200	0.5
Voice Stress Analyser	(N)	(VSA)	Lie detector. +2 to Human Perception Interrogation skills	200	1
Sound Editing	(N)	(SE)	+2 to Awareness to overhear one specific conversation	150	0.5
Enhanced Hearing Range	(N)	(EH)	Ability to hear supersonic, subsonic ranges	150	2
WearMan™	(N)	(WM)	Stereo music system	100	0.5
Radar Detector	(N)	(RD)	Beeps if radar beam is encountered, fixes source (40%)	150	0.5
Homing Tracer	(N)	(HT)	Can follow tracer up to 1 km distant	200	0.5
Tight Beam Radio Link	(N)	(TBR)	Allows untappable radio comm within line of sight	200	1
Wide Band Radio Scanner	(N)	(WB)	Will pick up all transmissions on all bands. A scanner	100	2

Micro-recorder Link	(N)	(MR)	Transmits to recorder in body or via plugs	100	0.5
Digital Recording Link	(N)	(DR)	Transmits sounds to a digital recorder	100	0.5
Level Damper	(N)	(LD)	Automatic noise compensation	300	0.5
CYBERARM	(CR)	-	STANDARD ARM REPLACEMENT (4 options allowed)	3,000	2D6
CYBERLEG	(CR)	-	STANDARD LEG REPLACEMENT (3 options allowed)	2,000	2D6
Quick change Mount	(N)	(QC)	Allows 1 turn changing of cyberwear	200	2
Hydraulic Rams	(N)	(HRAM)	Increase limb SDP to 30, 3x normal damages	200	3
Thikened Myomar	(N)	(THK)	Increase limb SDP to 25, 2x normal damage +50% on leaps	250	2
Reinforced Joints	(N)	(RJ)	Increase limb SDP by +5	200	1
Artificial Shoulder Mount	(CR)	(ASHO)	Mount extra arms (2) below first set. 1 only	1,500	2D6
Microwave/EMP Shielding	(N)	(MSR)	Limb is unaffected by Microwave side effects	300	1
Plastic Covering	(N)	(PSTK)	In colors transparent, etc	1-200	1
RealSkinn™	(N)	(REAL)	Limb looks real (DIFFICULT task). Lowers HC by 1D6/2	200	-
SuperChrome®	(N)	(SUPR)	Highgloss metallic covering	200	3
Kevlar	(N)	(ARM)	Armors Cyberlimb to SP20	200	1D6
HANDS & FEET	-	-	ATTACH TO CYBERLIMBS	-	-

Standard Hand	(N)	(STD)	Resembles normal hand	150	0
Ripper Hand	(N)	(RPH)	Standard hand with rippers built in	600	2D6
Hammer Hand	(N)	(HAM)	Hydraulic Ram fist does 1D10 damage	600	2D6
Buzzer Hand	(N)	(BUZ)	Wire circular saw. 2D6+2 damage soft armor reduced	600	2D6
Tool Hand	(N)	(TOL)	Fingers contain screwdriver, wrench small drill, etc	600	2
Grupple Hand	(N)	(GRP)	Extends rocket propelled grapple, 100 line	350	3
Extension Hand	(N)	(EXT)	Hand extends on collapsable sleeve up to 1 m	350	2
Spike Hand	(N)	(SPK)	Palm spike extends through fingers 1D6+3 AP damage	500	2D6
Modular Hand	(N)	(MOD)	Choose any 4 modular tools	600	2
Standard Foot	(N)	(STDF)	Resembles normal foot	200	0
Talon Foot	(N)	(TAL)	Extends toe blades 1D6 damage (AP = knife)	600	2D6
Tool Foot	(N)	(TOLF)	Toes contain screwdriver, wrench, small drill, etc	300	2
Web Foot	(N)	(WEB)	Double swimming speed, +3 to swim skill	500	2
Grip Foot	(N)	(GRPF)	Designed for better gripping strength +2 to Climb	500	2
Spike Heel Foot	(N)	(SPKF)	Heel spike for climbing or lethal kicks 2D6 AP damage	500	2D6

BUILT INS	-	-	BUILT INTO CYBERLIMBS	-	-
AV Tape Recorder	(N)	(AVR2)	2 hour micro cassette storage needs ext pickup	250	1
Cybermodem	(N)	(CMD)	Built in "cyberdeck" 5,000 for Cellular version	3000	1
Digital Recorder	(N)	(DGRC)	Digital Chip recorder. Must download or erase chip	300	1
Storage Space	(N)	(STR)	2"x6" storage space. Can be locked	50	5
MiniCam	(N)	(CAM)	Pop up Digital Camera (20 shots)	200	2
MiniVid	(N)	(MVID)	Pop up Mini video (30 minutes)	400	2
Hidden Holster	(N)	(HOL)	Weapon size based on Body Type	100	1
LCD Screen Readout	(N)	(LCD)	Can be linked to any output device	200	1
Techscanner	(N)	(TKSN)	Similar to Techscanner	400	3
CYBERWEAPONS	-	-	BUILT INTO CYBERLIMB	-	-
Grenade Launcher	(N)	(GLN)	Weapon Carries 1 grenade of any type	500	2D6
Micro-Missile Launcher	(N)	(MML)	Weapon Fires 4 mini-missiles, 4D6 damage each	900	2D6
Popup Gun	(N)	(PUG)	Weapon Size based on Body Type	2-800	2D6
Flame Thrower	(N)	(FTH)	Weapon Damage 2D6 1st turn, 1D6/2 2 turns after	600	2D6
Weapon Mount & Link	(N)	(WML)	Mounting plate plus neural link for 1 weapon	100	3
2 shot Capacitor Laser	(N)	(LSR)	Shoulder mounted. As a laser, only smaller 3D6 damage	800	2D6

LINEAR FRAMES	-	-	IMPLANTED EXOSKELETON FOR STRENGTH	-	-
Frame Sigma	(MA)	SIGMA	Strength = 12	6000	2D6
Frame Beta	(MA)	BETA	Strength = 14	8000	2D6
Frame Omega	(MA)	OMEGA	Strength = 16	10,000	3D6
BODY PLATING	-	-	EXOARMOR FOR COVERING BODY	-	-
Cowl	(MA)	(SKUL)	Skullcap, covers head in SP 25	200	1D6
Faceplate	(CR)	(FACE)	Protective facemask SP 25	400	4D6
Torso Plate	(MA)	(TORS)	Torso protection SP 25	2000	3D6
Front Optic Mount	(MA)	(FOM)	Allows up to 5 optics to be mounted on face	1000	4D6
Sense ext. ("Rabbit Ears")	(M)	(RABB)	Head mounted extensors for audio, optics, etc.	500	3D6

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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 cybertech is fashionware - little hi-tech gadgets common to the *Cyberpunk* future.

Biomonitor: This is a favorite of Solos, gadget freaks, and harried Corporates worried about their blood pressure. Mounted just below the skin of the forearm, the Biomonitor gives a constant readout of pulse, respiration, brainwaves, blood sugar, 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 display he wants, and checks the color. In game terms, this adds +2 to any Resist Torture/Drugs check.

Skinwatch: The predecessor of the Biomonitor, the Skinwatch is implanted just below the epidermis, and uses tiny LEDs to project glowing numerals through the skin. Skinwatches 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 patches inserted under the first couple layers of skin. They store light and emit it in colors or patterns.

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

ChemShins: 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 expensive chemskins are sensitive to hormonal changes; you could buy a chemskin that would make yellow and black tiger stripes appear on your skin when you became angry or excited.

Synthskins: A more sophisticated version of light tattoo technology, a synthskin is a layer of color-shifting plastic bonded to the character's outer skin. A synthskin can be adjusted to display colors, patterns, light-flares or other special effects, using tuning chips (cost 100eb) which are plugged into a socket in the skin (usually under the hairline).

Techhair: The shafts of this artificial hair are impregnated with various types of reactive chemicals. Some types are temperature sensitive and change color or stand up depending on the weather. Others contain the same pigments used in light tattoos, storing and emitting colored light in patterns. Still others can change color as desired by using special chemical shampoos. Techhair can be implanted in mohawks, hair weaves, full hairpieces, manes, ruffs, whiskers and other less obvious (but interesting) places.

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Cyberware List #1

Example: the two letter code following the enhancement is used to identify the enhancement on a character sheet. For example Cyberoptic (IE, TA, ME, MV) would mean a Cyberoptic with Image Enhancement, Targeting Scope, Micro optics and Micro Video recording).

Cyberware	Surg.	ID Code	Description	Cost	H.Loss
FASHIONWARE	-	-	APPEARANCE AND COSMETIC CYBERWARE	-	-
Biomonitor	(N)	(BIO)	+2 to Resist Torture & Drugs	100	1
Skinwatch	(N)	(SWTC)	Subdermal timepiece	50	1
Light Tattoo	(N)	(LT)	Decorative tattoo	1-20	0.5
Shift-tacts	(N)	(SHF)	Color changing contact lenses	1-200	0.5
ChemSkins	(N)	(CSK)	Color/pattern changing skin tints	200	1D6/2
Synthskins	(N)	(SYN)	Color/pattern changing artificial skin	400	1D6
Techhair	(M)	(TEH)	Color/light emitting artificial hair	1-200	2
NEURALWARE (Processor)	(M)	-	BASIC PROCESSOR MUST HAVE FOR ALL SYSTEMS	1000	1D6
Kerenzikov Boosterware	(N)	(RFB)	Adds +1 to Initiative rolls for every level bought.	500	1D6/2D6
Speedware (Sandevistan)	(N)	(SW)	Adds +3 to Initiative rolls for 5 turns.	1600	1D6/2
Tactile Boost	(N)	(TB)	Increased sensitivity +2 on any touch Awareness check.	100	2

Olfactory Boost	(N)	(OLF)	Increase Awareness via smell by +2 Allows scent tracking.	100	2
Pain Editor	(N)	(TE)	Tunes out hot, cold, pain.	200	2D6
Cybermoden Link	(N)	(PE)	Allows direct connection to a cybermodem.	100	1pt
Vehicle Link	(N)	(VLNK)	For direct vehicle operation only.	100	3
Smartgun Link	(N)	(WLNK)	For direct smartweapon operation only.	100	2
Machine/Tech Link	(N)	(MLNK)	Allows control of autofactories, large & small machines.	100	2
DataTerm Link	(N)	(DLNK)	Allows downloading from DataTerms to internal memory.	100	2
Interface plugs	(M)	(PLG)	Allows direct connection to smart weapons, vehicles.	200	1D6/pair
CHIPWARE					
Reflex Chips	-	(APTR)	Chips reflex based skills Tech Skills requiring manipulation.	varies	0
Memory Chips	-	(MRAM)	Chips INT and other cognitive skills databases.	varies	0
Chipware Socket	(N)	-	Allows up to 10 chips to be loaded.	200	1D6/2
IMPLANTS	-	-	CYBERWEAR PLACED IN THE BODY	-	-
Nasal Filters	(M)	(NF)	Stops toxic gases, fumes 70% effective.	60	2

Gill	(MA)	(GL)	Water breathing system, good for 4 hours.	400	3D6
Impendent Air Supply	(MA)	(IA)	Good for 25 minutes.	300	2D6
Mr. Studd™ Sexual Implant	(MA)	(MS)	All night, every night. And she'll never know.	300	2D6
Contraceptive Implant	(M)	(CI)	Good for 5 years. 98% effective.	100	0.5
Subdermal Pocket	(M)	(PKT)	2"x4" space with Realskinn™ zipper.	200	2D6
Adrenal Booster	(M)	(ADB)	Boosts REF by +1 for 1D6+2 turns, 3x per day.	400	2D6
Subdermal Armor	(CR)	(SDA)	Armors torso to SP 18.	1,200	2D6
Motion Detector	(M)	(MD)	Detects motion in a 20sq/m area. 70% effectiveness.	200	2D6
Digital Recorder	(M)	(DGR)	2 hrs storage from any digital source.	200	2pts
Audio/Video Tape Recorder	(M)	(AVR)	2 hrs storage from video, audio links.	300	2
Radar Sensor	(M)	(RA)	100 m range radar. Must have cyberoptic 70% effective.	200	2
Sonar Implant	(M)	(SN)	50 m range sonar. For water only. 70% effective.	300	2
Radiation Detector	(M)	(RAD)	10 m range. 80% detection effectiveness.	200	2
Chemical Analyser	(M)	(CH)	5 m range. 70% effectiveness.	200	2
Voice Synthesizer	(M)	(VS)	Can mimic any recorded sound (60%), up to 10 sounds.	600	1D6

AudioVox	(M)	(LS)	Vocal synthesizer for special effects +2 to Performance.	700	2D6
BIOWARE	-	-	BIOLOGICAL BASED ENHANCEMENTS	-	-
Grafted Muscle	(MA)	(GR)	Up to +2 increase to Body Type	1000/pt	2D6
Muscle and Bone Lace	(N)	(MBL)	Raises Body Type by +2	1,500	1D6/2
Skin Weave	(N)	(SKW)	Armors body to SP 12	2,000	2D6
Enhanced Antibodies	(N)	(EA)	Improve Healing by +1 points per day	3,000	1D6/2
Toxin Binders	(N)	(TBN)	Improve Poison, Drug Saves by +4	3,000	1D6/2
Nanosurgeons	(N)	(NSR)	Doubles healing rate	6,000	1D6/2
CYBERWEAPONS	-	-	IMPLANTED BODY WEAPONS	-	-
Scratchers	(N)	(SCR)	Body Weapon (hands). 1D6/2 damage	100	2D6
Implanted Fangs (Vampires)	(N)	(VAM)	Body Weapon (mouth) 1D6/3 damage	200	3D6
Rippers	(M)	(RIP)	Body Weapon (hands) 1D6+3 damage (AP = knife)	400	3D6
Wolvers	(M)	(WLV)	Body Weapon (hands) 3D6 damage (AP = knife)	600	3D6+1
Big Knucks	(M)	(BGN)	Body Weapon (hands) 1D6+2 damage	500	3D6
Slice N'Dice	(M)	(SND)	Body Weapon (hands) 2D6 damage	700	3D6

Cybersnake	(MA)	(CSN)	Cyberweapon, self controlling 1D6 damage	1,200	4D6
CYBEROPTIC	(MA)	-	BASIC EYE MODULE (add up to 4 options per eye)	500ea	2D6 each
Color Shift	(N)	(CF)	Allows color changes, special fashion effects	300	0.5
Image Enhancement	(N)	(IE)	+2 Awareness when using visual search	300	1
Targeting Scope	(N)	(TA)	+1 on all smartgun attacks	400	2
Times Square Marquee	(N)	(TS)	LED Screen in vision field for messages	300	1
Teleoptics	(N)	(TE)	Telescope ability to 20x	150	0.5
Micro-optics	(N)	(ME)	Microscope	150	0.5
Anti Dazzle	(N)	(AD)	Immune to flash, laser blinding	200	0.5
Low Lite™	(N)	(LL)	See in dim light almost total darkness	200	0.5
Thermograph sensor	(N)	(TH)	See heat patterns, temperature readings	200	1
Infrared	(N)	(IR)	See in total darkness, using heat emissions	200	1
Ultra Violet	(N)	(UV)	See in darkness, using UV flash	200	1
MicroVideo Optic	(N)	(MV)	Video record up to 20 min (takes 2 option spaces)	300	0.5
Digital Camera	(N)	(DC)	Digital Camera, shoots up to 20 images (as 2 options)	300	0.5

Dartgun	(N)	(DE)	Poison weapon (takes 3 option spaces). Holds 1 dart	200	2

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GEAR DESCRIPTIONS

- Fashion
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Security

Keylock/Cardlock/Vocolock: increasingly complex methods of portal security. The keylock is a mechanical lock and must be attacked that way. Card- and vocolocks are electronic, (cardlocks use a magnetically-coded card, vocolocks employ voice-recognition technology). Each type of lock has four increasing levels of complexity, and a single security system may incorporate all 3 types of locks.

Type	Difficulty	Level
Low Security	Average	(15)
Medium Security	Difficult	(20)
High Security	Very Difficult	(25)
Maximum Security	Nearly Impossible	(30)

Cardlock Decryptor: the probe of this device is inserted into a card lock instead of the normal card. A Decryptor operates by adding +5 to your basic TECH+Electronic Security+1D10 skill check against the lock.

VocDecriptor: a vocal modulator for penetrating vocolocks. See above.

Security Scanner: this device searches out electromagnetic fields generated by various alarm systems (75% chance of location). A TECH of INT roll may be needed to identify the style of alarm encountered.

Poison Sniffer: can be set to check air or liquid for a specific poison(s). Otherwise, it will simply alert you to foreign substances. 85% accuracy.

Jamming Transmitter: usually comes in 2 or 3 large cases, but can till an entire van. Jams electromagnetic transmissions in a 1000 foot area (that includes cellular phones and some cyberware).

Scanner Plate: a reading device for palmprint locks. Can be attached to any type of Card or Voclock to add an extra layer of security.

Movement Sensor: a typical alarm system. Covers seismic, sonar, and fixed IR or visible light networks. Detects movement in a defined area, with a 95% reliability. The sensory processor is about the size of a pack of cigarettes.

Passcard: the most common unlocking device for a cardlock.

Tracking Device: hand held or suitcased equipment for detecting/following tracer buttons. Range is 1 mile.

Tracer Buttons: can be any size from a matchbook to a pin. Uses radioactivity or constant/pulsed radio transmission to pinpoint who or what It's attached to. Some can be turned on/off remotely. Usually bought in sets of 6.

Handcuffs: just what it says. Probably a little stronger (a NEARLY IMPOSSIBLE task to break) due to new alloys. Often (50%) opened with a form of cardlock.

Striptape Binders: great for riot control. One-use-only plastic locking strips for temporary handcuffs and leg ties (VERY DIFFICULT to break). With ceramic fibers to resist cutting, and guaranteed fireproof. Come in boxes of 12.

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Tools

Techscanner: a small handheld microcomp with various I/O connectors and probes. Techscanners run diagnostic programs, identify and examine malfunctioning components, and display internal schematics on a small screen.

Cutting Torch: common oxy/acetalyne type out of a bottle. Hand held, about a foot long. More powerful models are available, up to thermite lances at 5x-15x cost.

Tech Tool Kit: mixed kit of tools for repair of mechanical items, usually in a 4"x16"x2" case.

Electronics Kit: see above.

Protective Goggles: protective eyewear for welding metal machining work, chemical mixing, etc.

Flashlight: you all know what this is. Beam range 100'-120' Can buy smaller pocket lights (1/4 range) for half the normal price.

Glowstik: chemlight in a 6" plastic tube. Shake or break to activate. Soft light lasts up to 6 hours. Comes in green, blue, red.

Flashpaint: fluorescent paint gives off soft light equal to Glowstik, lasts up to 4 hours.

Flashtape: same as Flashpaint. Lasts 6 hours. Comes in verity of widths.

Rope: braided synthetics in a variety of thicknesses and weights. Can hold up to 1,000 Ibs.

Breathing Mask: a common painter's style mask, nose and mouth coverage, with two replaceable filters (1eb per 10 pack) on the sides. Good for keeping out the smog.

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Medical

Dermal Stapler: this automatically pulls the sides of a wound together and sutures it with staples of a compressed organic material that dissolves after an elapsed time.

Spray Skin: a putty-tike spray gel for treatment of severe abrasions. Antiseptic and sterile, it's also air permeable and flakes off in about two weeks.

Cryotank: an advanced refrigeration tank; the cryotank will cool a body down to preservation levels while life-support machines maintain the blood/oxygen How. Designed to keep a dying body in relative stasis.

Medkit: standard doctor's or military corpsman's bag. It contains antidotes, dressings, drugs, applicators, medicines, and examining instruments (probes, depressors, ocular light, stethoscope).

Surgical Set: a full set of surgeon's tools (scalpel, retractor, probe, clamp, tweezer, etc.). and chemicals or equipment for maintaining a sterile operating field.

First Aid Kit: the common household medic's box. 11 has bandages, antiseptics, and a simple painkiller.

Slap Patch: a small plastic pad containing a measured amount of medicine. The pad is applied to the skin and the medicine is absorbed in steady doses. See the Trauma Team section for drugs and prices.

Airhypo: the "Bones McCoy" uses a quick burst of compressed air to force a liquid drug through the skin. See the Trauma Team section for drugs and prices.

Medscanner: readouts: for body temperature, heartrate, blood pressure, respiration, and blood sugarlevels. A small chipped database adds a +2 to your *Diagnose Skill*.

Drug Analyser: ranging in size from a book to a briefcase, this gadget operates in a manner simular to the chemical sniffer. It will determine the purity of a drug with a known composition, or identify the molecular makeup and possible effects of an unknown substance that is simular to a drug already programmed into its library.

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Personal Electronics

Holo Generator: small box (approx. 4"x2'x6" inches) projects a holographic picture from a replaceable chip. Generator is compatible with chips from most digital cameras. Can be linked with a digital Recorder/Player.

Video Board: monitor using flat-LCD technology. No thicker than an inch, most video boards are built into TVs, but all types have input plugs for use as a readout monitor for other electronic products. Large ones (20"x100") are used as advertising signs. Videoboards are bought by the square foot.

Datachip: the storage medium of the future for holding digital information. Usually plastic-cased, chips come in the shape of buttons, flat squares and triangular slivers. AH shapes can be read by all types of recording media by use of adapter plugs.

Logcompass: a form of programmable inertial compass that keeps track of your changes in direction from a fixed bearing or point.

Digital Recorder: audio recording device using datachip technology, most are the size of two paperback books stacked flat. Some are smaller that a pack of cards.

Digital Camera: still images are "digitized" onto a chip cartridge. About the size of a pack of cigarettes.

VideoCam: can be mounted on a headset, a shoulder clamp, or hand held depending on size (This affects price, size of recorded image, duration of recording time, etc. The once given is for the most inexpensive shoulder-carried model.) Sound and image are usually recorded on a tape-pak that is the size of a card deck or smaller, but you can direct feed to a transmission device with a set of cables.

Video/audio Tape Player: this device plays the videocam tape-paks, along with many older-style audio tapes.

Video Tape: see VideoCam. Note: the video tape of 2020 is a high density digital media capable of handling both audio and visual images.

Pocket TV: uses a flat-scan screen in a package 5"x5"x3/4" or smaller. Picks up the majority of VHF, UHF stations.

Digital Chip Player: this plays audio- and video-recorded chips. You must plug into a video board to play the video Crack of a digital chip.

Digital Music Chip: 1 to 6 pop album favorites (or any other music) slapped into semiconductors and plastic. These chip are also available in a read-write format as well.

Electric Guitar: no longer the classic "axe", it's now lighter, more flexible in its applications, and sometimes not even in a recognizable shape. It may have even replaced the strings and frets with a series of key banks!

Electronic Keyboard: little changed from (he present except in size and power.

Drum Synthesizers: common "new-wave" music equipment; a series of percussion pads and a sound box. It will (it in a couple of suitcases and can be arranged anyway the drummer pleases.

Amplifier: see electronic keyboard. (For more on the instruments of the 2010s-20s, check out the supplement Rockerboy).

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Furnishings

Nylon Carrybag: the athletic bag/kitbag of the 2000's, with a variety of logos to choose from Sizes vary.

Sleeping Bag: they're lighter weight, and can now take temperatures down to ~100F. Compresses to a 12"x6"x4" wad.

Inflatable Bed: self-inflating, highly-compressed mattress package. About 6"x2"x4" folded.

Real Wood Furniture/ Synthetic Furniture: what more can we say?

Futon: portable folding bed and pad; of Japanese origin.

Apartment Cube: 10"x10"x8" living module in which all major furnishings and appliances are hidden in flush wall recesses and are extended only for use. Contains bed, closet, small stove, refrigerator, TV and digital entertainment center, two chain, fold down desk, removable table. Rolls into place and can be easily transported. Cubes are usually so small that if you had all your furnishings extended at once, there'd be no room for you to stand!

Lamp: it gives light. Comes in an infinity of shapes and colors.

Cleaning Bot: small preprogrammed robotic cleaning device. Usually about the size of a portable cannister vacuum. Not too smart.

Vocal Switching System: voice-activated controls for light and appliances.

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Data Systems

Laptop Computer: the common portable with internal hard drive, video board (detachable), and slots for data/programming chips. These units do not have the advanced CPUs and memory spaces available in a regular computer system; they cannot be used for Netrunning.

Pocket Computer: the classic 6"x3"x1/2" programmable calculator with keyboard and chip slots, up to 100 pages of alphanumeric memory.

Cybermodem: see Netrunning section.

Cellular Cybermodem: see Netrunning.

Interface Cables: typical plug-ended splicing cables going from a cyber-operated machine to a person's interface sockets.

Low Impedance Cables: special low-resistance/interference cables for improved data transfer; they confer a +1 bonus on any interfacing tasks, such as controlling cybervehicles or Netrunning.

Trode Set: a low efficiency headset for "piggybacking" in the Net -2 to Interface skill.

Keyboard: can be accessorized to your cybermodem or other electronic equipment.

Terminal: a computer workstation including keyboard, video board, and I/O connectors. A terminal can be used to Netrun (making the runner immune to most Black software), but is very, very slow (-5 to Interface Skills). Terminal operators are commonly known as "net-tortoises"

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Vehicles

Following are typical vehicles of the early 21st Century. For specific models, see All Things Dark & Cyberpunk.

Scooter: this is an updated, electrically powered version of the old Riva and Vespa motoscooters of the 1990's. Top speed about 50mph, scooters can get about 6 hours of travel per fastcharge (about 5 minutes at any service station).

Motorcycle: these are updated versions of standard motorcycles. Most are recumbent designs, with plastic farings that close over the driver. About half are electrically powered. with top speeds of 65mph and about 8 hours travel per fastcharge. CHOOH2 powered versions have a top end of 140mph and a tour gallon tank.

CityCar: one man (two in a pinch), three wheelers common in the Corporate Zones. Top speed about 40mph, with 4 hours travel per fastcharge. CityCars can also be rented (2.°° eb per mile) from convenient kiosks located around most corporate areas; you use your debit card to rent from the vendor, drive where you want, and drop the car off at the nearest vendor.

Small Subcompact: usually methanol or CHOOH2 powered, these vehicles have a top speed of around 90mph, a ten gallon tank and seat four in relative comfort.

Medium Sedan: methanol or CHOOH2 powered, these vehicles have a top speed of around 90mph, a fifteen gallon tank and seat lour.

Sportscar: almost always CHOOH2 powered (electrics just don't have the speed). Top speed about 210, with a ten gallon tank. Seals 2.

Luxury Sedan: methanol or CHOOH2 powered, these vehicles have a top speed of around 90mph, a twenty gallon tank and seat six.

Faitcharge: rapid (5 minutes) battery-recharge for electric vehicles. Available at most service stations for 20eb per charge.

CHOOH2: synthetic meta-alcohol fuel. About 1D6/3+1 euro per gallon (the cost fluctuates wildly due to supply, demand and eco-terrorist activities).

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Communications

Mastoid Commo: all commos are radio transceivers. This one if glued to the jaw and temple; you send via subvocalization and receive with soundless vibrations. Range 10 miles.

Pocket Commo: a typical small walkie-talkie. Range 10 miles.

Cellular Phone: communication on the move, anywhere within reach of a radiotelephone transceiver network. There it a 100eb per month phone service charge.

MiniCell Phone: it fill in a cigarette pack.

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Lifestyle

Data Term™: this is a curbside computer terminal, with access to news, weather, city maps, events schedules and other useful stuff. A DataTerm can also be used as a plug-in point to the Net. Terms are mounted in concrete pillars and are nearly indestructible. Theoretically.

CredChip Account: a "debit card" that you use to carry your cash around in instead of a wallet.

Air: just what it says. In the U.S., Britain, and some parts of Eastern Europe, the daily pollution gets so bad that you need to go to a miscellany of "air bars", vendors, or streetcornes machines to buy a decent breath.

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Surveillance

Binoculars: 'nuff said.

Binoglasses: these high-tech vision aids combine binocular effects with a laser rangefinder, and sometimes IR lenses. More expensive versions will have a digital camera built in.

LB Goggles: light intensification goggles boost ambient light for night vision via "Starlite" technology. Goggles can be overwhelmed by sudden light level increase. With tuning (DIFFICULT task), they can also detect active IR beams.

IR Goggles: these pick up hazy, background infrared sources. Normally used with an active IR source for invisible illumination.

IR Flashlight: see above. UV flash is similar; also usable with the proper cyberoptic.

Line Tap: a device that can pick up voice or data transmissions from a telecommunications line, then record or transmit them. The more sophisticated models need not be directly connected to the line they're monitoring (they will work up to a foot or so away), and can be remote controlled. Line Laps cannot be used on systems installed or updated after 2008 due to the complete switchover to fiber optics.

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Groceries

Kibble: a mass-produced nutrient that satisfies most requirements for sustenance, but tends to look, smell, and taste like the dry pet food it takes its name from.

Generic Prepack: a step up from the common TV dinner, these meal packs can be microwaved or refrigerated depending on what's inside. Many come with their own chemtabs for heating of cooling. The cuisine isn't inspired, but it beats kibble.

Good Prepack: good restaurant meals in a package. The best quality pre-made meals you're going to find. For anything better, eat out, or prep it yourself (and who really knows how to do that anymore?).

Fresh: you know what that is. Well. at least you've met someone who's eaten it.

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Housing

Coffin: one step up from a sleeping bag on the street. A stacked accommodation which resembles its namesake, these sleeping boxes are found in airports and flophouses worldwide. Usually coin-operated with a time limit, the coffin gives you just enough room to turn around or read in bed: restroom accommodations to be found elsewhere. More expensive models will have a phone or mini-TV inside.

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WEAPONS DESCIPTIONS

Note: All 2020 weapons are caseless ammunition, composite carbon fiber designs.
WEAPON CODE = Type · Weapon Accuracy · Concealability · Availability · Damage/Ammo · #Shots · ROF · Reliability

- Light Autopistols
- Medium Autopistols
- Heavy Autopistols
- Very Heavy Autopistols
- Light Submachineguns
- Medium Submachineguns
- Heavy Submachineguns
- Assault Rifles
- Shotguns
- Heavy Weapons
- Exotics
- Melee Weapons

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HEAVY SUBMACHINEGUNS

Sternmeyer SMG 21
SMG -1 L E 3D6 (11mm) 30 15 VR
Sternmeyer's best entry in the anti-terrorist category, with wide use on C-SWAT teams and PsychoSquads.

H&K MPK-11
SMG 0 L C 4D6+1 (12mm) 30 20 ST
Possibly the most used Solo's gun in existence, the MPK-11 can be modified into four different designs, including a bullpup configuration, standard SMG, an assault carbine, and a grenade launcher mount.

Ingram MAC 14
SMG -2 L E 406+1 (12mm) 20 10 ST
Updated MAC-10, with composite body and cylindrical feeding magazine.

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MEDIUM AUTOPISTOLS

Militech Arms Avenger
P 0 J E 2D6+1 (9mm) 10 2 VR
Well-made autopistol with good range and accuracy. A professional's gun.

Dai Lung Streetmaster
P 0 J E 2D6+3 (10mm) 12 2 UR
Another Dai Lung cheapie, built for the street.

Federated Arms X-9mm
P 0 | E 2D6+1 (9mm) 12 2 ST
Saturday Solo's gun, used as a standard military sidearm in the U.S. and E.C.C.

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ASSAULT RIFLES

Militech Ronin Light Assault
RIF +1 N C 5D6 (5.56) 35 30 VR
A light, all purpose update, similar to the M-16B.

AKR-20 Medium Assault
RIF 0 N C 5D6 (5.56) 30 30 ST
A plastic and carbon fiber update of the AKM, distributed throughout the remains of the Soviet Bloc.

FN-RAL Heavy Assault Rifle
RIF -1 N C 6D6+2 (7.62) 30 30 VR
The standard NATO assault weapon for battlefield work. Bullpup design, collapsing stock.

Kalishnikov A-80 Hvy. Assault Rifle
RIF -1 N E 6D6+2 (7.62) 35 25 ST
Another Soviet retread, with improved sighting and lightened with composites.

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HEAVY AUTOPISTOLS

BudgetArms Auto 3
P -1 J E 3D6 (11mm) 8 2 UR
It's cheap, It's powerful, It blows up sometimes. What else do you want?

Sternmeyer Type 35
P 0 J C 3D6 (11mm) 8 2 VR
Rugged, reliable, with excellent stop-ping power. Another fine E.C.C. prod-uct from the United Germanies.

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SHOTGUNS

Arasaka Rapid Assault Shot 12
SHT -1 N C 4D6 (00) 20 10 ST
A high powered auto-shotgun with lethal firepower. Used by Arasaka worldwide. Another good reason to avoid the Boys in Black.

Sternmeyer Stakeout 10
SHT -2 N R 4D6 (00) 10 2 ST
Light duty stakeout shotgun, used by city police departments.

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VERY HEAVY AUTOPISTOLS

Armalite 44
P 0 J E 4D6+1 (12mm) 8 1 ST
Designed as an alternate to the 1998 U.S. Army sidearm trials. A solid contender.

Colt AMT Model 2000
P 0 J C 4D6+1 (12mm) 8 1 VR
Now the standard officer's sidearm for the U.S. Army, the M-2000 served well in the Central American Wars.

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HEAVY WEAPONS

Barrett-Arasaka Light 20mm
HVY 0 N R 4D10 (20/9mm) 10 1 VR
The cyberpsycho hunter's favorite. Almost 2 meters long, this "cannon" fires a depleted uranium shell at super-sonic speeds. Heavy AP sub-caliber penetrator damages armor 2 pts/hit.

Scorpion 16 Missile Launcher
HVY -1 N R 7D10 1 1 VR
The third generation of the Stinger missile launcher, this shoulder arm fires one missile.

Militech Rocket-Grenade Launcher
HVY -2 N R 6D10 1 1 VR
Shoulder-mounted, rocket-powered grenade launcher. Heavily used in the Central American conflicts under the name RPG-A.

Grenade
HVY 0 P P Varies 1 1 VR
Types include Fragmentation (7D6), Incendiary (4D6 for 3 turns). Stun (-5 to Stun), Dazzle (Blind for 4 turns), Sonic (deafened 4 turns), Gas (see FNFF Gas Table).

Grenade Launchers
HVY 0 L/N R Varies 1 1 ST
Launcher may be attached (under barrel) to any assault rifle, or hand-held. Range 225m, Cost 150eb. Not compatible with Militech RPG-A.

C-6 "Flatfire" Plastic Explosive
HVY 0 P P 8D10 per kg. 1 1 VR
Grey block of plastique, can be deto-nated by timer, tripwire or signal.

Mine (all types)
HVY 0 J P 40 10 1 1 VR
Can be detonated by timer, tripwire, signal or motion detector.

Kenshiri Adachi F-253 Flamethrower
HVY -2 N R 2D10 10 1 ST
Liquefied napalm sprayer. Back mounted and bulky. Does extra damage following initial hit.

Contents << >>

LIGHT SUBMACHINEGUNS

Uzi Miniauto 9
SMG +1 J E 2D6+1 (9mm) 30 35 VR
Uzi's entry into the 21st century, all plastic, with a rotary electric clip and adjustable trigger. The choice for many security Solos.

H&K MP-2013
SMG +1 J C 2D6+3 (10mm) 35 32 ST
Heckler&Koch's updating of the MP-5K classic, with compound plastics and built in silencing.

Federated Arms Tech Assault II
SMG +1 J C 1D6+1 (6mm) 50 25 ST
An updated version of the venerable Tech Assault I, features larger clip, better autofire, no melting. Honest.

Contents << >>

EXOTICS

Techtronica 15 Microwaver
P 0 J P 1D6 10 2 VR
Flashlight sized microwave projector.

Militech Electronics LaserCannon
RIF 0 N R 1-5D6 10 2 UR
Milspec laser cannon, rarely seen.

Avante P-1135 Needlegun
P 0 P P Drugs 15 2 ST
Lightweight, plastic, compressed air powered. Can be doped with drugs, poison.

Enertex AKM Power Squirt
P -2 J C Drugs 50 1 VR
A squirtgun. Yes, a powered squirtgun.

Nelspot "Wombat" Airpistol
P -1 J C Drugs 20 2 UR
Paintball gun from hell. Can fire acid, paint, drugs, poison.

Miltech Electronics Taser
P -1 J C Stun 10 1 ST
Zap. About the size of a small hand flashlight.

EagleTech "Tomcat" Compound Bow
EX 0 N C 4D6 12 1 VR
Gyrobalanced, stabilized compound bow. Silent & deadly.

EagleTech "Stryker" Crossbow
EX -1 N C 3D6+3 12 1 VR
Plastic and bimetal crossbow. Silent, deadly, and you usually get your ammo back.

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MEDUIM SUBMACHINEGUNS

Arasaka Minami 10
SMG 0 J E 2D6+3 (10mm) 40 20 VR
The standard Arasaka Security weapon, found worldwide. A good, all round weapon.

H&K MPK-9
SMG +1 J C 2D6+1 (9mm) 35 25 ST
A light composite submachinegun with integral sights. Used by many Euro Solos.

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MELEE WEAPONS

Kendachi Monoknife ®
MELEE +1 P P 2D6 NA 1 VR
Mono-sectional crystal blade. Incredibly sharp. In the Japanese "tanto" style. Also available in a naginata form for 100.°° extra.

Kendachi MonoKatana ®
MELEE +1 N R 4D6 NA 1 VR
Sword length version of monoblade. Resembles a hightech katana with a milky, nearly transparent blade.

SPM-1 Battleglove
MELEE -2 N P 3D6/2D6 NA 1 VR
This is a large gauntlet covering the hand and forearm. It does 3D6 in crush damage, 2D6 punch damage, and has three spaces which can be used to store any standard cyberarm option.

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Deck Options

In addition to your basic models, any type of deck can be enhanced by adding a few options.

Trode sets are self-sticking electrodes that allow you to run the Net without plugs. Trodes are slower than plugs (-2 to REF when in the Net), but have no humanity loss. They are commonly used by novice runners and by "tourists" visiting the Net on a lark.

Keyboards are an option which allow a Netrunner to control a deck indirectly. They are abysmally slow (-4 to REF), but are immune to all anti-personnel attacks except *Firestarter*.

Videoboards are flat screen, high definition TV monitors which can be used to show a Net's-eye view to outsiders.

Printers allow you to make hardcopy images and records from your deck. Most are small laser-printers about the size of a large book, using plain paper.

Chipreader/recorders use standard data chips (10eb each) to store programs, images and other useful things from your deck. They are about the size of a pack of cigarettes.

VoxBoxes are small speaker units that can synthesize sound from a deck. They can also be used by the Netrunner to talk to outsiders while he's in the Net. About the size of a pack of smokes.

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	Cost
Trode set	10eb
Keyboard	100eb
Videoboard	100eb per sq. ft.
Printer	300eb
Chipreader	100eb
Extra Chips	10eb/ea
Vox Box	300eb
Scanner	100-300eb

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Programs

Programs are the work horses of Netrunning; they do the fighting, protecting, decrypting and sneaking for the 'Runner. If 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 (much like Weapon Accuracy in a combat situation). The higher the Strength, the better chance the program will be able to do it's job.

Class is the type of program; its function intrusion 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, chombatta.

The **ICON** is what the program usually looks like in the Net. 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 anything.

Enough talk-talk. Read the programs and spend your euro. You got a run to make.

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Programs List

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Name	Class	Function	Strength	MU	Cost
INTRUSION					
Hammer	Intrusion	Knocks down data walls (2D6 per attack to data wall Strength)	4	1	400
Jackhammer	Intrusion	Knocks down data walls (1D6 per attack to data wall Strength)	2	2	360
Worm	Intrusion	Infiltrates and breaks down data walls silently in 2 turns	2	5	660
DECRYPTION					
Code Cracker	Decryptor	Breaks down code gates and file locks	3	2	380
Wizard's Book	Decryptor	Deciphers code gates (STR 6) & file locks	4/6	2	400
Raffles	Decryptor	Deciphers code gates & file locks	5	3	560
DETECTION/ALARM					
Watchdog	Detect/Alarm	Detects entry and alerts owner	4	5	610
Bloodhound	Detect/Alarm	Detects entry and traces signal, then alerts master	3	5	700
Pit Bull	Detect/Alarm	Detects entry, traces signal and cuts intruder's line until killed	2	6	780
SeeYa	Detect/Alarm	Detects "Invisible" ICONS	3	1	280
Hidden Virtue	Detect/Alarm	Detects "real" things in virtual reality	3	1	280
Speedtrap	Detect/Alarm	Detects hidden programming within 10 spaces	4	4	600
ANTI SYSTEM					
Flatline	Anti System	Kills operating CPU	3	2	570
Poison Flatline	Anti System	Kills all system Memory	2	2	540
Krash	Anti System	Crashes system CPU for 1D6+1 turns	3	2	570

DecKrash	Anti System	Crashes deck CPU for 1D6 turns. Drops opponent out of Netspace	4	2	600
Virizz	Anti System	Ties up 1 action of system till deck is turned off	4	2	600
VIRAL 15	Anti System	Erases one file randomly each turn	4	2	590
Murphy	Anti System	Causes system to randomly launch programs	3	2	600
EVASION/STEALTH					
Invisibility	Evasion	Hides cybersignal, making you appear "Invisible"	3	1	300
Stealth	Evasion	Mutes cybersignal, making it harder to detect	4	3	480
Replicator	Evasion	Confuses attacking IC by creating millions of deck signals	3/4	2	320
PROTECTION					
Shield	Protection	Stops attacks to Netrunner	3	1	150
Force	Shield	Protection Stops stronger attacks to Netrunner	4	2	160
Reflector	Protection	Reflects and stops *Stun*, *Hellbolt*, *Knockout* attacks	5	2	160
Armor	Protection	Reduce *Stun, Hellbolt, Brainwipe, Zombie, Hellhound* attacks by -3 pts	4	2	170
Flack	Protection	Creates static walls to blind attackers. STR 2 vs. DOG series programs	4/2	2	180
ANTI-IC					
Killer II	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	2	5	1320

Killer IV	Anti IC	Attacks all types, 1D6 damage to target STR. Mobile	4	5	1400
Killer VI	Anti IC	Attacks *Demons*, de-rezzing instantly	6	5	1480
Manticore	Anti IC	Attacks *Demons*, de-rezzing instantly	2	3	880
Hydra	Anti IC	Attacks *Demons*, de-rezzing instantly	3	3	920
Dragon	Anti IC	Attacks *Demons*, de-rezzing instantly	4	3	960
Aardvark	Anti IC	Detects and attacks *Worms*, de-rezzing instantly	4	3	1000
ANTI-PERSONNEL					
Stun	Anti-Person.	Freezes Netrunner for 1D6 turns	3	3	6000
Hellbolt	Anti-Person.	Cause 1D10 physical damage to Netrunner	4	4	6750
Sword	Anti-Person.	Hellbolt variant, causes 1D6 physical damage to Netrunner	3	4	6520
Brainwipe	Anti-Person.	Reduce INT by 1D6 each turn, killing Netrunner	3	4	6500
Zombie	Anti-Person.	Reduce INT by 1D6 each turn, leaving Netrunner mindless	5	4	7500
Liche	Anti-Person.	Erases memory, replacing with pseudo-personality	4	4	7250
Firestarter	Anti-Person.	Causes power surge, starting fire in Netrunner's deck	4	4	6250
Hellhound	Anti-Person.	Tracks Netrunner, waits, then causes 2D10 damage/turn	6	6	10,000
Spazz	Anti-Person.	Reduces Netrunner REF for 1D6	4	3	6250
Glue	Anti-Person.	Locks Netrunner in place for 1D10 turns	5	4	6500
Knockout	Anti-Person.	Causes coma for 1D6 hours	5	4	6250
Jack Attack	Anti-Person.	Prevents Netrunner from logging off	3	3	6000

CONTROLLERS					
Viddy Master	Controller	Video board controller	4	1	140
Soundmachine	Controller	Microphone/voxbox controller	4	1	140
Open Sesame	Controller	Electronic door controller	3	1	130
Genie	Controller	More powerful door, elevator controller	5	1	150
Hotwire™	Controller	Vehicle controller	3	1	130
Dee-2®	Controller	Robot controller	3	1	130
Crystal Ball	Controller	Video/Camera controller	4	1	140
News At 8	Controller	Screamsheet box controller	4	1	140
Phone Home	Controller	Send & receive cellular calls, intercepts calls at STR. 2	5	1	150
UTILITIES					
DataBaser	Utility	Stores up to 10,000 pages per file of information/text	8	2	180
Alias	Utility	Replaces file name with false one	6	2	160
ReRezz	Utility	Recompiles and restores destroyed programs	3	1	130
Instant Replay	Utility	Records coordinates of current Netrun for replay later	8	2	180
GateMaster	Utility	Detects and destroys *Virizz*, *Viral 15* programs	5	1	150
Padlock	Utility	Refuses to allow log on through deck unless code is given	4	2	160
ElectroLock	Utility	Locks files as is a STR. 3 code gate	7	2	170
Filelocker®	Utility	Utility Locks files, requiring code word (runner's choice) to open	4	1	140
NetMap	Utility	Provides accurate maps of most well-known Net locations	4	1	150

Packer	Utility	Reduces programs by 1/2 size. Take 2 turns to unpack	4	1	140
Backup	Utility	Creates copies of most programs on chip	4	1	140
DEMON SERIES					
Imp II	Demon	Carries 2 programs	3	3	1000
Afreet II	Demon	Carries 3 programs	3	4	1160
Succubus	Demon	Carries 4 programs	4	4	1200
Balron II	Demon	Carries 4 programs	5	5	1240

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INTRUSION

Hammer 400eb
Class: Intrusion
Strength: 4
MU: 1
Hammer pounds down data walls with a bombardment of raw electrical pulse (use code wall attack formula on pg. 142; weaken data wall Strength by 2D6 after every attack). It is very noisy and will automatically alert any defense program within 10 spaces.
ICON: A glowing red hammer.

Jackhammer 360eb
Class: Intrusion
Strength: 2
MU: 2
Jackhammer is a quieter, but less powerful (weaken data wall 1D6 STR after attack) version of Hammer. It uses small pulses of energy to wear the data wall away.
ICON: A glowing red jackhammer - like object, which fires a stream of while hot energy bolts at the data wall.

Worm 660eb
Class: Intrusion
Strength: 2
MU: 5
Worm is a very subtle program which emulates part of the architecture of the invaded system. It slips behind the data or code wall and opens it from the inside (2 turns, no alert).
ICON: A gold-metal robotic worm with green neon eyes.

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DECRYPTION

Codecracker 380eb
Class: Decryption
Strength: 3
MU: 2
The Codecracker series, designed by Interfact Software in 2008, is classic code gate crack program. The series disassembles the code gate at the basic program, rather than trying to decipher the key.
ICON: A thin beam of white light, which shoots from the Netrunner's hands and spreads through the code gate, turning it to glowing dissipating fog.

Wizard's Book 400eb
Class: Decryption (file locks & code gates)
Strength: 4
MU: 2
The Wizard's Book is designed to scan through literally billions of possible codes and code words in seconds, trying each one in turn. It is especially effective (STR 6) against code gates.
ICON: A stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hands.

Raffles 560eb
Class: Decryption (file locks & code gates)
Strength: 5
MU: 3
Raffles is designed specifically to deal with complex code gates and file locks which have a specific word as the key. It asks the code gate a series of innocuous and leading questions ("Is it bigger than a breadbox?" "Is it hot or cold?"), designed to tell Raffles the nature of the code gate and its key.
ICON: A dapper young man wearing evening clothes of the early 1900's. He speaks briefly to the door, then vanishes as soon as it opens.

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DETECTION/ALARM

Watchdog 610eb
Class: Detection/Alarm
Strength: 4 MU: 5
Watchdog is designed to alert its owners to illegal entries into the system. It can do this by activating an external alarm or by sending a message to an occupied workstation. Netrunners can use Watchdogs to patrol another part of the Net, such as a rival's computer system, then key the Watchdog to run to their cybermodem or workstation if security is breached. This technique allows you to guard your secret files and pathways in other people's computers.
ICON: A large, black, metal dog. It has glowing red eyes and a spiked metal collar adorns its neck.

Bloodhound 700eb
Class: Detection/Alarm
Strength: 3
MU: 5
Like Watchdog, Bloodhound is designed to detect illegal system entries. However, it also tracks the entry to its source and alerts its masters to the location of intruder. Like Watchdog, Bloodhounds can be set up to watch a part or the Net and report back to you at another workstation or modem.
ICON: A large, gun-metal gray hound robot. It has glowing blue eyes and wears a thick circlet of blue neon as a collar.

Pit Bull 780eb
Class: Detection/Alarm
Strength: 2
MU: 6
The most advanced form or the Watchdog series, Pit Bull not only tracks the intruder to its source, but also cuts the line after acquiring the location. It will continue to cut the line every time the intruder logs on from that point of entry, requiring him to move to another phone line or cybermodem. Like Watchdog, Pit Bull can be set up to watch a part of the Net and report back to you at another workstation or modem.
ICON: A short, heavily built, steel dog robot. It has glowing red eyes and wears a thick circlet of red neon as a collar.

SeeYa 280eb
Class: Detection/Alarm
Strength: 3
MU: 1
SeeYa is designed to detect invisible ICONS within the range of one Subgrid.

This includes programs, hidden Netrunners and things hidden by Invisibility in a virtual reality.
ICON: A shimmering silver screen.

Hidden Virtue 280eb

Class: Detection/Alarm
Strength: 3
MU: 1

Hidden virtue is a Rache Bartmoss design used to tell "real" ICONs from other objects in a virtual reality. For example. HV could tell the difference between a real person and a virtual one or which book in a virtual library is really a data file.
ICON: A glowing green ring which the Netrunner looks through.

Speedtrap 600eb

Class: Detection/Alarm
Strength: 4
MU: 4

Speedtrap is an early warning program that detects the presence of an offensive program within 10 squares of the Netrunner's position (within the same subgrid). It cannot tell you where the program is, only that it exists.
ICON: A flat, glowing plate or glass, in which images appear. If a program is present, the plate fills with the image of a robotic monster. If there is no program present, the plate remains blank.

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ANTI SYSTEM

Flatline 570eb
Class: Anti System
Strength: 3
MU: 2
Flatline is designed to trace and kill the operating interface of your cybermodem - one zap, and your deck must have its interface chip replaced. A Flatline can be carried by an intruding Netrunner and used to attack the decks of other 'Runners encountered in the Net.
ICON: A beam of yellow neon which shoots from the Netrunner's fingertips.

Poison Flatline 540eb
Class: Anti System
Strength: 2
MU: 2
Poison Flatline is designed to destroy not only the interface software, but the Memory of the 'deck as well. This wrecks the cybermodem, requiring total replacement. Like Flatline. Poison Flatline can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net.
ICON: A beam of green neon which launches from the Netrunner's fingertips.

Krash 570eb
Class: Anti System
Strength: 3
MU: 2
Krash causes the CPU of an attacked deck or system (closest CPU in multi-processor systems) to become inoperative for 1D6+1 turns. A Krashed deck automatically drops its 'runner out of the Net, while a Krashed system may not act until the time period has elapsed and it has re-booted itself.
ICON: A large, cartoon anarchist bomb, with a sizzling fuse.

DecKRASH 600eb
Class: Anti System
Strength: 4
MU: 2
A modified version of Krash, which operates only on cyberdecks, causing the Netrunner to be dropped out of the Net for 106 turns.
ICON: A cartoon stick of dynamite with fuse.

Murphy 600eb
Class: Anti System

Strength: 3
MU: 2
Murphy causes the affected deck or system to randomly launch all of its applications, using as many actions as it has available to do this.
ICON: You never know...

Virizz 600eb
Class: Anti System
Strength: 4
MU: 2
This virus attack automatically ties up one action of the system or deck until the deck is turned off.
ICON: A glittering DNA shape made of lights and neon.

Viral 15 590eb
Class: Anti System
Strength: 4
MU: 2
This virus causes the affected system or deck to randomly erase one file or program each turn until the deck is turned off.
ICON: A swirling metallic blue fog with a white neon DNA helix imbedded in the center.

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EVASION/STEALTH

Invisibility 300eb
Class: Evasion/Stealth
Strength: 3
MU: 1
Invisibility overlays a false signal on your cybermodem trace, making it appear to be harmless static. When activated, Invisibility will allow the Netrunner to pass unnoticed through the Net.
ICON: A flickering, iridescent sheet, which drapes over the Netrunner.

Stealth 480eb
Class: Evasion/Stealth
Strength: 4 MU: 3
Stealth mutes the Netrunner's cyber-signal, making him harder to detect. He is still visible, but offensive programs will not react to his presence. However, other Netrunners can still see him. **ICON:** a sheet of black energy draped over the Netrunners ICON.

Replicator 320eb
Class: Evasion/Stealth
Strength: 3 for most programs, 4 vs. Pit Bulls, Bloodhounds and Hellhounds
MU: 2

Replicator creates millions of copies of your cybermodem trace, sending them off in all directions to confuse a pursuing program. If successful, the pursuer will track the wrong signal to a dead end. Replicator is especially good against the "Dog" series of programs, as it overloads their limited AI programming structure with too many decisions.
ICON: A chrome sphere creating millions of holographic images of the Netrunner, flickering away in all directions.

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PROTECTION

Shield 150eb
Class: Protection
Strength: 3
MU: 1
Shield stops direct attack to the Netrunner. On a successful use of Shield, the attack is thwarted and no damage is taken.
ICON: A shifting circular energy field appearing in front of the Netrunner.

Force Shield 160eb
Class: Protection
Strength: 4
MU: 2
A more powerful version of Shield.
ICON: A flickering silver energy barrier.

Reflector 160eb
Class: Protection
Strength: 5
MU: 2
Reflector is designed to repel all Stun, Hellbolt and Knockout attacks. It is unable to stop any other types of anti-personnel attacks.
ICON: A flare of blue green light, coalescing into a mirrored bowl.

Armor 170eb
Class: Protection
Strength: 4
MU: 2
This program is designed to slow and retard all anti-personnel attacks. On a successful use of Armor, the attack is stopped. On an unsuccessful use, Armor will reduce all Stun, Hellbolt, Brainwipe, Zombie and Hellhound attack damages by 3 points.
ICON: Glowing golden armor in a high tech design.

Flak 180ed
Class: Protection
Strength: 4 for most programs, 2 vs. Pit Bulls, Bloodhounds and Hellhounds
MU: 2
Flak creates a tremendous wall of static, blinding the attacking program and allowing the Netrunner to easily evade. Flak is very good against most

programs, but it is relatively ineffective against the "Dog" series. ICON: A cloud of blinding, glowing, multicolored lights, swirling in all directions.

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ANTI-IC

Kilter II, IV & VI 1320eb, 1400eb, 1480eb
Class: Anti-IC
Strength: 1 for each level of program
MU: 5
Killer is a general purpose virus program designed to kill other programs. It enters the logic structure of its victim and inserts errors with blinding speed, causing the target to crash (1D6 to STR). Killer is a very simple program; smooth, elegant and tough. There are many versions of Killer.
ICON: A large manlike robot, dressed as a metallic samurai. His eyes glow red from behind his mask, and he carries a glowing katana.

Manticore 880eb
Class: Anti-IC
Strength: 2
MU: 3
Manticore is the simplest of a series of Assassin programs; a type of Killer designed to locate and destroy Demon programs. If no Demon is present in your cybermodem file, Manticore will ignore you.
ICON: A huge, lion-like shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder.

Hydra 920eb
Class: Anti-IC
Strength: 3
MU: 3
A more powerful variant of Manticore.
ICON: A glittering blue fog that encircles its target and dematerializes it.

Dragon 960eb
Class: Anti-IC
Strength: 4
MU: 3
The most powerful variant of Manticore.
ICON: A great golden scaled dragon robot. Laser beams shoot in multicolored arcs from its eyes, and it is wreathed in electrical discharges.

Aardvark 1,000eb
Class: Anti-IC

Strength: 4 vs. Worms, no effect on any other programs
MU: 3

Aardvark is designed to locate and destroy intruding Worm programs. It will immediately seek out and destroy any Worm program carried, even if it is loaded as a Demon subroutine.

ICON: A matrix of thin yellow neon lines, which surround the Worm program and close around it like a tightening net. The matrix then dematerializes with the Worm entrapped.

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ANTI-PERSONNEL

Stun 6,000eb
Class: Anti-Personnel
Strength: 3
MU: 3
Stun sends an overpowering bolt of energy into the target, causing him to be frozen in place for 1D6 turns. This is a very commonly used offensive program, particularly by the NetCops.
ICON: A bolt of blue flame streaking from the Netrunner's open palm.

Hellbolt 6,750eb
Class: Anti-Personnel
Strength: 4
MU: 4
A more powerful version of Stun, Hellbolt causes physical damage (1D10 per attack) to the Netrunner. Damage is subtracted from the Netrunner is a wound until he is dead. Saves vs. Stun and Death must also be made.
ICON: A bolt of crimson fire launched from the Netrunner's raised hand.

Sword 6,250eb
Class: Anti-Personnel
Strength: 3
MU: 4
A variant of Hellbolt, Sword causes 1D6 in physical damage per hit.
ICON: A glowing energy katana.

Brainwipe 6,500eb
Class: Anti-Personnel
Strength: 3
MU: 4
Brainwipe is the simplest of a series of black programs, all of which are designed to attack the Netrunner instead of his programs. All black programs can be carried by an intruding Netrunner and used to attack other 'Runners encountered in the Net Brainwipe tracks the victim down, fries his forebrain with a jolt of current, and reduces him to a drooling vegetable, (1D6 each turn to INT). The screaming Netrunner feels his mind melt away, until his INT is reduced to 0 and he dies. Lost INT cannot be regained.
ICON: An acid-green electrical arc, which leaps from the floor and engulfs and kills the 'runner.

Zombie 7,500eb

Class: Anti-Personnel
Strength: 5
MU: 4
An advanced and more powerful version of Brainwipe, Zombie wipes out the victim's forebrain, making him into a drooling vegetable (1D6 to INT each turn).
ICON: A shrouded, skeletal form, enveloped in à stinking gray mist. Its eyes are sunken and its flesh is a mass of rotting, maggot-filled meal. It lunges out and rips the Netrunner's head off.

Liche 7,250eb
Class: Anti-Personnel
Strength: 4
MU: 4
An advanced form of Zombie, Liche also rips away the forebrain (1D6 to INT), but selectively. Most memory is eradicated, leaving enough to implant an easily controlled (by the Referee) pseudo personality into the empty brain.
ICON: A metallic skeleton dressed in black robes and wearing a blackened crown. It grabs the Netrunner in its freezing grasp and drags him back under the floor.

Firestarter 6,250eb
Class: Anti-Personnel
Strength: 4
MU: 4
Firestarter is indirectly anti-personnel in nature. Using its Bloodhound subroutines, it tracks the intruder to its source. Silently entering the electrical system, it blasts the wiring with a megawatt power surge. The jolt causes wiring fires, explosions, and fries the Netrunner as if he were in an electric chair. Firestarter programs are excellent covert killers, as they leave little of no evidence in the charred wreckage.
ICON: A blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.

Hellhound 10,000eb
Class: Anti-Personnel
Strength: 6
MU: 6
Hellhound combines the worst aspects of Pit Bull and Flatline. It locates the intruder and sends out a modulated pulse designed to cause a heart attack in humans (2D10 wound damage). If the Netrunner escapes in time, it remains active within the Net, lurking silently in major long distance terminals, waiting for the specific brain wave pattern of the intruder to show up. It then tracks him down again and kills him. Patient and remorseless, Hellhound can wait years for its victim to log on. Its rarity and high price tag prohibits its use against all

but extremely high level Netrunners.
ICON: A huge, black, metal wolf. It's eyes glow white, and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating the Netrunner's name.

Spazz 6250eb
Class: Anti-Personnel
Strength: 4
MU: 3
Spazz causes epileptic seizures in the Netrunner's nervous system. REF is automatically reduced to half for 1D6 turns, slowing the Netrunner's Initiative rolls drastically.
ICON: Appearance: A nimbus of electrical energy surrounding the target.

Glue 6,500eb
Class: Anti-Personnel
Strength: 5
MU: 4
Used by the "Icemen" of NetWatch as an arrest program, Glue freezes the Netrunner in place for 1010 turns (4 turns is long enough to get a good trace on his location in Realspace). The Netcops can then send a squad along to pick him up at their leisure.
ICON: A shifting pattern of red shapes flickering across the floor to entangle the Netrunner.

Knockout 6250eb
Class: Anti-Personnel
Strength: 4
MU: 3
Knockout delivers a powerful modulated shock that knocks the Netrunner out for 1D6 hours. He is automatically dumped out of the Net, and is in a coma in Realspace for this period of time. Knockout is a very common defense against low level intrusion (like the Phone Co. or an office system).
ICON: A yellow neon schematic boxer appears and strikes out at the Netrunner's ICON.

Jack Attack 6,000eb
Class: Anti-Personnel
Strength: 3
MU: 3
lack attack is often used as an arrest program. It stops the Netrunner from jacking out for 1D6 turns if it is successfully run.
ICON: A pair of glowing schematic handcuffs encircling the Netrunner's wrists.

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CONTROLLERS

Note: Controllers are run using the CONTROL REMOTE function of the Menu, and have no ICONS.

Viddy Master 140eb
Class: Controller
Strength: 4
MU: 1
Allows control of videoboards.

Soundmachine 140eb
Class: Controller
Strength: 4
MU: 1
Allows control of microphones, loudspeakers, vocoders (computer voice boxes).

Open Sesame 130eb
Class: Controller
Strength: 3
MU: 1
A low level program for opening doors, elevators, etc.

Genie 150eb
Class: Controller
Strength: 5 MU: 1
A high level program for opening doors, elevators, etc.

Hotwire™ 130eb
Class: Controller
Strength: 3 MU: 1
Allows remote control of robotic cars, vehicles, etc.

Dee-2® 130eb
Class: Controller
Strength: 3
MU: 1
Allows control of robots, cleaning mecha, auto-factories, etc.

Crystal Ball 140eb
Class: Controller

Strength: 4
MU: 1
Allows control of video cameras, remote sensors, etc.

News At 8™ 140eb
Class: Controller
Strength: 4
MU: 1
Allows through-the-Net access to Data Terms and Screamsheet boxes for information.

Phone Home 150eb
Class: Controller
Strength: 5
MU: 1
Allows the Netrunner to place or receive calls in the Net. Phone Home is also Strength 2 to intercept and listen into other calls.

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UTILITIES

Databaser 180eb
Class: Utility
Strength: 8
MU: 2
Creates open files to store information in.

Alias 160eb
Class: Utility
Strength: 6
MU: 2
Changes file names, replacing the filename with an innocuous title that hides its true nature.

Re-Rezz 130eb
Class: Utility
Strength: 3
MU: 1
Recompiles and restores damaged files or programs. If a program is de-rezzed, this is the best way to get it back short of having a copy.

Instant Replay 150eb
Class: Utility
Strength: 8
MU: 2
Makes a record of the Netrunner's trip, so that he can retrace his steps through the Net.

GateMaster 150eb
Class: Utility
Strength: 5
MU: 1
Deletes and kills Virizz and Viral 15 programs without requiring a total shutdown of the system or deck.

Padlock 160eb
Class: Utility
Strength: 4 MU: 2
Keeps anyone other than the Netrunner from logging onto the deck unless the proper code word is used.

ElectroLock 170eb
Class: Utility
Strength: 7
MU: 2
Changes an open file to a LOCKED file equal to a Code Gate of Strength 3.

Filelocker® 140eb
Class: Utility
Strength: 4
MU: 1
Locks an open file to a level equal to a Code Gate of Strength 5.

NetMap 150eb
Class: Utility
Strength: 4
MU: 1
Provides a locator map of most major Net regions, adding +2 to any System Knowledge check to Find a place in the Net.

File Packer 140eb
Class: Utility
Strength: 4
MU: 1
Compacts files to half their normal MU size. Takes 2 turns to unpack a file to normal size.

Backup™ 140eb
Class: Utility
Strength: 4
MU: 1
Backup allows you to nuke a copy of any program (except for Anti-IC and Anti-personnel types). You will need extra data chips and a cyberdeck chipreader for this.

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DEMON SERIES PROGRAMS

These are four levels of programs created by the legendary Rache Bartmoss of CCI Development in 2004. The Demon Program is a generic program with the ability to incorporate several other programs as subroutines - in short, two, three, four or even five programs in one. To use the program, you must activate the Demon, then specify the chosen subrou-tine it carries. The subroutine programs look and act just as their originals, but are usually less powerful, as they must use the program strength of the Demon core in combat.

Imp 1000eb
Class: Demon (carries 2 programs)
Strength: 3
MU: 3
ICON: A small, orange sphere of light, with two amused looking red eyes. It continually emits a series of beeps, whistles and pinging noises.

Afreet 1160eb
Class: Demon Series (carries 3 programs)
Strength: 3
MU: 4
ICON: A tall, powerfully built black man, dressed in elegant evening clothes and wearing a fez. He carries a dagger in his jacket, and speaks in a formal, deep voice.

Succubus 1200eb
Class: Demon (carries 4 programs)
Strength: 4
MU: 4
ICON: A voluptuous, nude female form, hairless, and made from shiny chrome metal. She has large, bat-like wings, and blue, pupilless eyes.

Balron 1240eb
Class: Demon (carries 4 programs)
Strength: 5
MU: 5
ICON: A huge, male figure, powerfully built. He is dressed in futuristic black armor, glittering with reflected highlights, in one hand, he carries a red-glowing energy blade; his other aim ends in a series of neon-green, glowing tentacles. His eyes glow red behind his visor, and hit voice is a sibilant hiss.

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Copying Your Programs, Changing Programs, Designing New Programs

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Copying Your Programs

A smart idea. You can copy almost any program in your arsenal. All you need is the *Backup* utility, a data chip, and a chipreader to put it in. A single chip holds 1 MU, but *Backup* is designed to break a larger file up over two or more chips.

Chips cost 10.00. To copy the contents of the average deck will cost between 100 to 300 eb. Cheap at twice the price.

Note: Anti-IC and Anti-Personnel pro-grams cannot be *Backup*-copied; they have special 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 start of the run. Once you're in the face, you're committed. However, if you're will-ing 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 *Brainwipe*, you'll be ready.

Designing New Programs

Check out the *Designing Your Own Programs Section* for details.

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Creating New Software for Netrunning

Although you've got a lot of programs to choose from, it won't take long before you'll want to design your own. Homegrown programs can be the edge your Netrunner needs; because the old stuff gets known pretty fast around the Net.

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Functions

Functions are what the program does. Every program has a function.

You can often combine several functions into one program, making it more versatile and powerful.

DIFF	Type
10	Evasion: this function makes a program or the runner hard to trace.
15	Stealth: this function makes the program or runner hard to detect.
20	Anti Program: this function attacks and destroys other programs.
15	Anti System: this function damages or screws up a computer system.
10	Detection: this function detects intruding netrunners/programs.
5	Alarm: this function alerts the system or Netrunner to intrusion.
20	Anti-Personnel: this function attacks and kills Netrunners. The Netrunner is either killed (takes damage), taken over or mind wiped.
15	Intrusion: this function allows programs/netrunners to get through data walls.
10	Protection: this function stops attacks to netrunners or decks.
15	Decryption: this function opens codes and locks.
10	Controller this function allows control of machines in Realspace.
10	Utility: this function restores damaged programs, copies things, improves deck speeds, reads files and does general librarian work.

10	Interactive: this program acts like a person in a virtual reality; it walks, moves around, manipulates objects in the virtual construct. When combined with pseudo-intellect and conversational ability, it can act much like a real person inside a virtual reality.
10	Compiler (Demon): This program manages other programs, and can reduce them in size by packing them tighter until needed.

The functions list above is designed to be general; the netrunner decides what his program is supposed to do, finds the function closest to his conception, and pays the Difficulty price for the function. How that function actually works is pretty much up to him and the Referee of the individual game; if your Anti-Personnel program kills a Netrunner by encasing his ICON in violet light and melts his brains with a burst of energy, that's great But in game terms, it simply kills the netrunner.

Because functions leave a lot of leeway for imaginative thought, the Referee should always have the final word on whether a program really fits into that particular function or not. He or she may also want to raise or lower the Difficulty by a few points if the program stretches the boundaries of the 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. It's the *Cyberpunk* way.

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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 ICON: 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
5	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-rezz: the program can reconstruct itself even if destroyed by rolling a 5 or 6 on 1D6.
2	Recognition: the program can distinguish between different netrunner signals and programs.
3	Invisibility: the program is +2 Strength to evade detection.
5	Memory: the program can remember specific events and people.
2	Speed: the program adds +2 to deck speed when it runs.
3	Endurance: the program is tireless and will never quit unless destroyed. 3 Conversational ability: the program can speak. 6 Pseudo-intellect: the program can think like a real person of INT 6.
1	ICON (simple): the program has a visible, cartoon icon in the Net.

2	ICON (contextual): the program has a Net ICON about the graphic level of a high-res computer image.
3	ICON (fractal): the program has some what realistic Net ICON, with shading, texture and sensation.
4	ICON (photorealistic): the program has a very realistic ICON about the level of a good video image or movie.
5	ICON (superrealistic): the program has an ICON that looks like a real person or object.

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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.

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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:
Antipersonnel +20
Movement +5
Trace +2
Recognition +2
Strength 6 +6
Icon (Superrealistic) +5

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 Eager (INT 9. Programming 7), the two can mount an impressive total of 8+10+9+7=34. They'll need to roll a 6 on their D10 to successfully write the program.*

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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.

Difficulty	MU
10-15	1
16-20	2
21-25	3
26-30	4
31-35	5
36-40	6
41+	7

Hellhound has a Difficulty of 40; this means it will take 6 MU.

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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 continuos 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 Eager 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.*

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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.

Type	Modifier
Intrusion, Decryption, Control, Utilities	1xCost
Detection & Evasion	2xCost
Anti System	3xCost
Anti IC	4xCost
Anti-Personnel	25xCost

Example: Hellhound's Difficulty is 40; at 10eb per point, it would cost about 400 euro. But as an anti-personnel program, it is multiplied by 25; it will cost 10,000eb on the black market!

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DEMONOLOGY

Demons are basically a specialized program designed to manage several other programs. These subprograms are compacted by the *Demon's* compiler function so that they take up half the space they would normally need, allowing the Netrunner 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 setting its 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. But by carrying 3 programs, this Strength is reduced to 4.*

Next, build all of 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: Eager builds a Demon to hold four programs. Nicknamed Pixie, the program is constructed like this:

Compiler (Demon) 10
Icon (Simple) 1
Strength 7 7
TOTAL 18

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 35 points! The result is a final version of *Pixie* that has a value of only 53 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 gliches:

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 or 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 stash a lot of programming in a small space, a Demon is the way to go.

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VIRTUALLY THERE: Artificial Realities in Netrunning

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In The Beginning, There Was Creator...	How Long Will It Take?
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IN THE BEGINNING, THERE WAS CREATOR...

CREATOR, developed by Silicon Graphic Technologies in 2014, 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 cybermodem. However, it was so popular that it was integrated directly into the operating system of the LYREX and all other subsequent SG decks. *Creator* was soon copied in various forms by other cyberdeck corporations, so that by 2016, it was standard operating equipment on 98% of all modern decks.

Creator, of course, is just perfect for generating Virtual Realities.

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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.

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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 con tainted in it, to be exact. Size doesn't really have much to do with the number of objects containable in a reality; a tiny figurine, 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 doesn't matter; you could build a huge virtual reality with only a hundred or so items, if one of them is an endless 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 it pretty much up to the Referee; he's the one who is best able to judge how much you will be able to interact with in a "game" context, after all (besides, he'll be the one who describes your virtual reality to you as part of the game). The descriptions in the table below are primarily there for reference; your Referee may decide that an aircraft carrier with a squadron of F-18s will 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 to 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, individual pencil, or paperclip.

VIRTUAL LIMITS TABLE

@ Number of Objects	Description	MU
100 objects	Virtual Conference room	1
1000 objects	Complex Conference, or Office	2
10,000 objects	Complex Office or Virtual Rec-Area	4
100,000 objects	Virtual Building	8

1,000,000 objects	Complex Building or Virtual City	16
1,000,000,000 objects	Complex City or Virtual World	32

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Creating Individual Objects

The creation of individual objects is also possible; ifs 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 .01 MU to create any simple object About .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 Referee.

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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, tastes 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 a real car would have. YOU can paint it in the superrealistic style of a modern artist, so real that the chrome seems to shine. YOU can take a photograph of a real car. Or you can build a real car.

Each one of these steps represents an increase in the realism of the car. As you go up the scale, the car gets more real all the time. Reflections and shadow, texture. tastes, sounds and weights can all exist at varying levels of realism in a virtual reality. All it takes is the right program and enough memory to implement it.

Creator is that program. Using a huge database of digital braindance recordings and three dimensional reality modeling routines, *Creator* sets the level of realism for the entire construct, choosing and creating images from the database. As part of the reality's ground rules, all objects contained with the reality will be of the same level of realism throughout. *Creator* has five levels of realism:

Simple: The object is like a cartoon. There are colors and blocky shapes, but no shading, texture or difference in tastes. All objects weigh the same, feel the same to the touch, make the same limited sounds ("bonk!" "beep!").

Contextual: The reality is like a very good video game. There is color and shading. Textures are limited, but soft things feel soft, hard things hard, rough things rough and smooth things smooth. Tastes are sweet, sour, salty and acidic. Things make sounds that are much like they do in real life (a car engine sounds pretty much like a car, a bird like a bird), but lack definition as they are created from digital sound recordings.

Fractal: The reality is very much like real life. Each object has a distinct taste, sound and texture. Colors are blended smoothly, and objects are shiny, dull, transparent and opaque. There is hot and cold, but not fine degrees of temperature. Distance and the relationships of other objects have effects on each other; planes pass through clouds and the air gets misty, the sun reflects off water, etc.

Photorealistic: The reality is much like a very, very good movie. Tastes are very close to what they are in real life, as are textures, sounds and colors. Light reflects naturally off of objects. Things relate almost exactly like they do in actuality; waves move and reflect light in interesting patterns, trees blow in the wind, dust rises off the furniture, things are hot and cold relative to each other.

Superrealistic: If there's a difference between this and the real thing, you can't tell.

Multiply the MU cost of the virtual construct by the multiplier for the level of reality to determine it's final MU cost.

REALISM MULTIPLIERS

Simple	x1
Contextual	x2
Fractal	x3
Photorealistic	x4
Superrealistic	x5

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Getting the Job Done

Creating a universe isn't an easy task; it takes the patience and imagination of a god to pull it off. To create a virtual reality, you must make a Skill check higher than the Difficulty number for that size of creation. This reflects your ability to interface with the *Creator* program and successfully direct it in the process of virtual reality construction.

1 object	automatic
100 objects	10
1,000 objects	15
10,000 objects	20
100,000 objects	25
1,000,000 objects	30
1,000,000,000 objects	35

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 of this amount. They can divide the time for construction between themselves as well. This is 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.

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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 it's 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	2 hours
100,000 objects	24 hours
1,000,000 objects	240 hours
1,000,000,000 objects	2,400 hours

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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.

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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 to 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 memory is filled. You can then extend new sections to the next memory. The *Arasaka Castle* reality in Osaka was constructed in this way; the upper management has a full team of programmers.

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POPULATING YOUR REALITY

Okay, now you've made yourself a real nice place to play. Now it's time for some actors. Virtual realities are basically stage sets, with buildings, sky, trees and ground all serving as the major locations. Cars, AVs, 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 ifs 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 "ooh" 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 pleasantries, like "Yeah, nice party" and "Hey, what about those (Giants, 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 16 (multiplied by whatever you spend for it's level of realism). A Crowd takes up 1 MU for every 100 people involved. The same crowd can be used in any part of the virtual reality; it just gets moved around and "redressed" 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 very much as real people would. They remember your name, what you've done together, and even have their own personality quirks. Each Individual has a Difficulty of 21 (multiplied by what ever you spend for its level of realism), and takes up 2 ML) of space. But this can be well worth it if the Individual is your own *Virtual Cute Blond Movie Starlet* (or *Hunk*).

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 for Individual copies; these are known as "meat markets", "slave pits" and "casting couches". Prices range from a couple hundred eb (for the *Boring*

History Professor model) to two or three thousand (for the *Zarkonian Love 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 outfitted with an interactive option, conversational ability and pseudo-intellect. This allows the program to have a decorative 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 petting your virtual (and deadly) Hellhound on it's shaggy metal head.

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A SAMPLE REALITY

The HUNT CLUB is a BBS established in the Olympia region of the Net; its realspace coordinates are probably somewhere outside of Denver (although no one knows for certain). The Hunt Club consists of a single 1,000,000 object (Complex Building) reality. The realism level is superrealistic, which raises the required memory space from the base 16 MU to 80MU. 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 brickabrack and curios. These many rooms are quite simple; floors, carpets, drapes, paneled walls with non-removable paintings. Only the furniture is mobile. Each room has a heavy oak door with a brass plate designating its function; most are used as conversation rooms for the many members of the BBS who visit here. It's a good place to exchange information, play games and otherwise socialize; it fills the position of the various areas of a standard bulletin board. Because the Mansion is limited to a few large objects, it uses very little actual memory.

Most of memory number three is taken up with the **Garden**; a reproduction of an English garden with roses, walks, a small reflecting pool and a croquet green. The edge of the Garden is bounded by a high hedge and the sky; the virtual reality stops here and going beyond this is impossible.

The **Drawing Room** occupies a large part of memories four and five, and is by far the most complex of the rooms, accessible only - to Senior members of the Club. It contains the Hunt Club's extensive files (disguised as old books behind moving panels in the walls), a message board (designed to resemble a hotel cubbyhole box), and its entertainment, game and program library. This library is presided over by an alarm program known as **Dent**.

Dent contains functions for *Detection*, *Alarm* and interactive options, including the ability to remember events and people, recognize cybersignals, obey commands, conversational ability, pseudo-intelligence and constant activity. The Dent program is of Strength 6 and is a superrealistic ICON of a bored and somewhat nasal English butler.

In addition to Dent, the Drawing Room is also home to the DOG, a Strength 8 modified *Hellhound* program. The DOG is programmed to react to any alarm raised by Dent, whereupon it will attack the intruder.

The **Dining Room** occupies most of memories six and seven; it is a baroque hall with 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; when additional memory is required elsewhere, parts of the Dining Room's banquet is de-rezzed by the Club SysOp to free up space.

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PROGRAMMING 101

.

Creating New Software for Netrunning
Functions
Options
Strength
Writing The Program
How Big Is The Program?
How Long Will It Take To Write?
How Much Will It Cost?
Demonology
-

.

Contents << >>

Fast Fortress Construction System

You know they're gonna do it; sooner or later, your Cyberpunkers are gonna blast right past the system you carefully con-structed 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 gossip files and ten Hellhounds is pretty bogus), 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	Machinelike
6	Remote and godlike

.

Reaction to netrunner	
1-2	Neutral
3	Kill all intruders
4	Observe intruders, then act
5	Report all intruders
6	Talk to intruder to find intent

.

ICON	
1	Human
2	Geometric
3	Mythological

4	Voice only
5	Technic
6	"Humanoid"

2) Determine Data Wall Strength. Strength is equal to 1D6/2 plus the 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	Contextual
4	Fractal
5	Photorealistic
6	Superrealistic

7) Determine Defenses. Roll 1D6 + number of CPU for total defenses. For each one, roll 1 D10 for type, then 1 D6 for subtype;

1-4	**Detection/Alarm**	
	1-2	Watchdog
	3-4	Bloodhound
	5-6	Pit bull
5-6	**Anti-IC**	
	1-2	Killer (roll 1D6 for Str.)
	3-4	Manticore
	5-6	Aardvark
7-8	**Anti-System**	
	1	Flatline
	2	Poison Flatline
	3	Krash
	4	Viral 15
	5	DecKrash
	6	Murphy
9-10	**Anti-Personnel**	
	1	Stun
	2	Hellbolt
	3	Brainwipe
	4	Knockout
	5	Zombie
	6	Hellhound

8) Roll 1D6 for **number of remotes**. For each remote, roll ID 10 for type:

1	Microphone
2	TV camera
3	Extra Terminal
4	Videoboard
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 layout of data walls below or create your own. Plug your parts and programs into place and get ready to rock!

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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* 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
- Artificial Intelligence
- Memory
- Construct Data Walls
- Place Code Gates
- Pick Skills
- Create Key Files
- Virtuals Are Their Own Reward

.

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Central Processing Units

Choose how many CPU you will have in your system, paying 10,000eb for each one. Pick a clear 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).

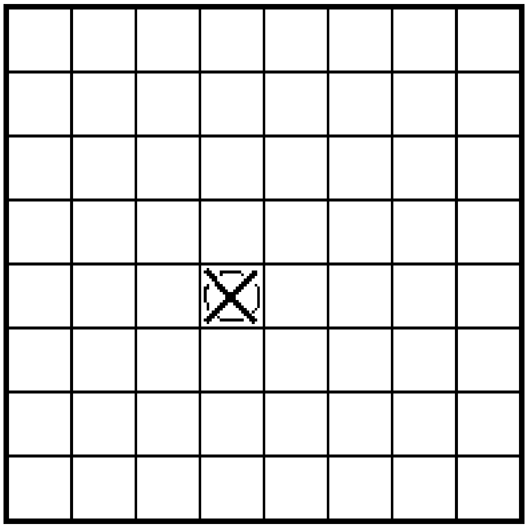

Figure 1: The CPU

Computer Intelligence: For every CPU, the INT of the computer is raised by 3 points. INT is important; it's what the computer used in lieu of REF and other stats when performing tasks; it's also used when the computer brings it's Interface skill into play to make attacks or defenses. The maximum number of CPU you may have on any one system is 7.

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Artificial Intelligence

When a system has achieved an INT of 12 or greater, it is considered to be an **Artificial 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 it's survival, and treats all incursions as a threat to that goal. It will tend to attack when possible, withdraw and hole up 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 it's duty compromised or safety threatened; it will then tend to go for the least violent solution to the threat.

Intellectual, detached: The AI is a thinker. It will watch and observe whenever 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.

Machinelike and inhuman: The AI has never seen a reason to develop a. human persona; what human like qualities it possesses are done only as a way of dealing with it's 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 the way a human crushes a bug.

ICONS

Human: The AI chooses to took like a normal human, to better interact with others. The human ICON chosen can vary wildly, depending on the AI's personality, but all appear as real humans you might meet on the Street.

Geometric: Forget all this anthropomorphology. The AI manifests itself as shapes, colors and energy fields. Occasionally shapes are strung 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 it's Data Fortress. The voice may be powerful and booming, or tiny and childlike, depending on personality.

Technic: 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 shapes.

Humanoid: The AI appears as a humanoid shape, but not necessarily human. This would include aliens, manlike monsters and other humanoids.

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 it's own desires.

However, what motivates a computer isn't exactly what would motivate you or me. Computers don't have glands or emotions; there isn't much chance that you'll meet an AI who has a thing for a good looking character because the wiring just 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 track a single Net runner for years, just because it's curious as to why the 'Runner does what he does. If a netrunner intrigues an AI, there's no telling what (he AI might do to help the 'Runner - or hinder him. Just to see what happens.

On the other hand, AI's are also programmed to promote their own survival. Anything that restricts 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 it's system, because they threaten it's programs and memories.

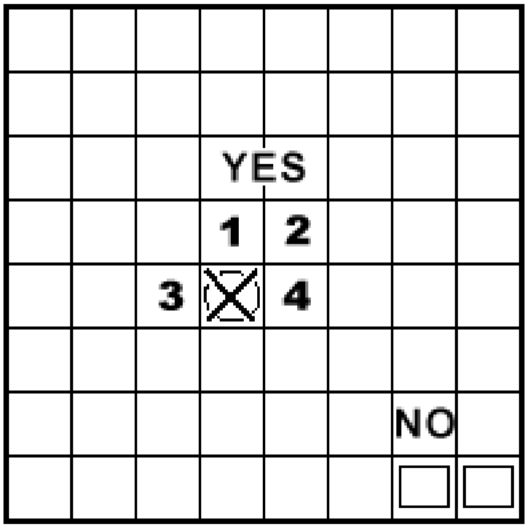
Also, anything that might cause the AI's human operators to turn it off will also be a threat; if the AI is not vigilant, there's always a chance that it's owners might trade it in for a more aggressive computer.

Personality-wise, AI's 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 demigods of the Net; heavy duty players whose reasons are often unfathomable to mere humans. While AI's could be brought into a Cyberpunk game as player characters, we recommend that they be treated exclusively as Referee characters instead.

Contents << >>

Memory

With each CPU, you will get four memories. Memory is where you will store Programs, Skills, Files and Virtual Realities (more on all of these later). Memories must be placed in squares adjacent to each other or the CPU (see Fig 2):



Figue 2: Memories

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 1 MU Files, a couple 2 MU Programs, and a 6 MU Virtual Reality before it was filled up.

A good idea for keeping track of your memories (and their contents), is to assign 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. 2, we've assigned each memory a value from 1 to 4.

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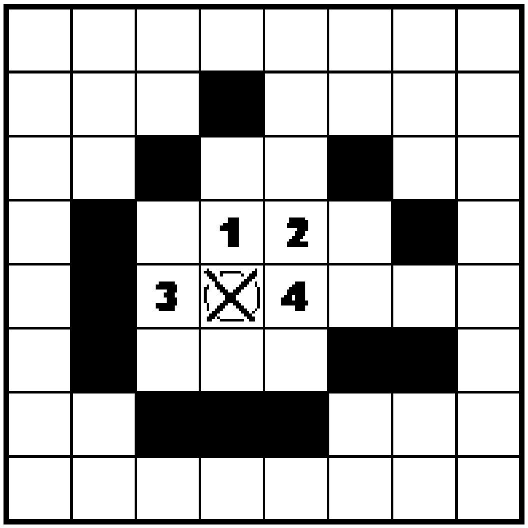
Construct Data Walls

The data wall encloses your system on all sides, top and bottom. **Its strength is equal to the number of CPU present**, plus 1000eb spent for every additional level added to the wall, up to a Strength of 10.

For example, with three CPU, Syntek 15 has a Strength 3 data wall. However, 3000eb are spent to upgrade this wall to a Strength 6.



Figue 3: Data Walls

Constructing your data walls on paper is a process of blacking in squares on graph paper. The wall can be in any shape, and cover as much area as desired (although putting a lot of empty space in a system probably is a waste of time. Write the Strength next to one corner of the wall.

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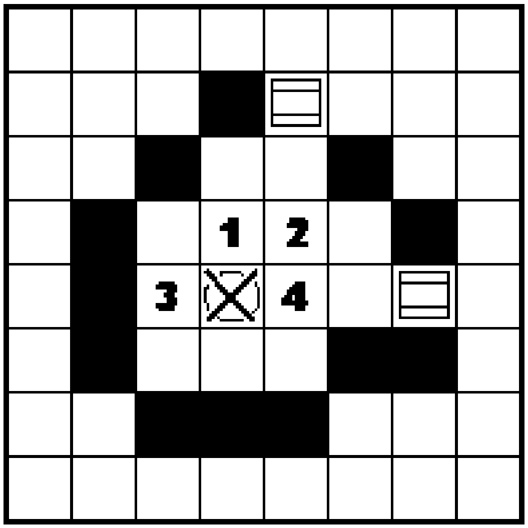
Place Code Gates

Code gates are how information moves between the Net and the system. Each CPU comes with one code gate. Additional ones can be purchased at 2,000eb each.

Code gates start with a Strength of 2. However, for 1,000eb, 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 it's symbol.



Figue 4: Code Gates

Place your code gates in the openings between data walls.

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Pick Skills

Like humans, computers have skills. These skills are programs not all that unlike chipped human skills; the difference is that they are a lot more powerful than bio-chips. Computer skills start at a level of 4 and have a base cost of 200eb. For an additional 100eb, you can raise a skill by one level, up to a total of +10.

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 a running or leaping (a computer could fly an AV-7 or paint a picture), as long as it had the proper remote controls (more on this later). All computer skills are performed using the computers INT score in lieu of a TECH or REF stat.

COMPUTER SKILLS

- Accounting
- Anthropology
- Botany
- Chemistry
- Composition
- Cryotank Operation
- Diagnose Illness
- Driving
- Education & General Knowledge
- Gamble
- Geology
- Heavy Weapons (as a mounted weapon)
- History
- Language
- Library Search
- Mathematics
- Operate Heavy Machinery
- Paint or Draw
- Pharmaceuticals
- Physics
- Pilot
- Play Instrument (if electronic)
- Programming
- Rifle (as a mounted weapon)
- Stock Market
- Submachineguns (as a mounted weapon)
- System Knowledge
- Teaching
- Zoology

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Contents << >>

Create Key Files

Files are where you keep the important information of a computer. Secret plans lists of enemies, the missing three minutes of the Watergate tapes, etc. Often, a file will contain useful information or dues 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 took 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, or 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 (tell Procurement to buy you a new AV-7 with all the options). As you might have guessed, this is where most Netrunners go to steal money or order plane tickets.

Grey Ops: These are secret records and orders. In Grey Ops, you might find records of bribes, 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 dynamite in the right hands. Watch out; this stuff is always guarded by lethal defenses.

Inside each file are 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
- BRIBES TO 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 Arasaka 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 (*Codecracker, 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.

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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 conferencing 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 solos and pilots). Although we'll go further into virtual realities further on, you'll need to know enough to decide if your system currently has one. Like other things in the system, virtuals take up MU 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 misnomer; 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 Building: this is a large scale construct, equivalent to about a 10 story building. Virtual buildings are used when a large number of people must conference 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.

A virtual building need not always be a building; the U.S. Navy maintains several virtual aircraft carriers for use as training simulators.

Virtual City: 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 playthings of rich and powerful people who like to play god. For example, the ESA has used robotic braindance information to construct a huge Mars virtual world; some 400 colonists are currently using it to train for the coming Olympus Colony Project. On the other hand, Saburo Arasaka has a huge recreation of 16th century feudal Japan which he uses to impress his friends (and as a training ground for top Arasaka operatives).

Each Virtual has a Memory Unit cost based on its type, as well as an eb cost.

Type	MU Cost	EB Cost
Virtual Conference	1	10,000
Virtual Office	2	50,000
Virtual Rec-Area	4	100,000
Virtual Building	8	500,000
Virtual City	16	1,000,000
Virtual World	32	10,000,000

Realism: Realism is a measure of how much like the real thing the virtual is. There are five levels of realism.

Simple: a cartoon. Bright shapes, colors, funny noises.

Contextual: Like a very good CD-ROM video game. Textures, colors, better sound.

Fractal: Like true computer animation. Full color, sound.

Photorealistic: about as real as being in a video.

Superrealistic: just like real life.

To determine the effect of realism on your virtual's cost, multiply the base ML) cost and the base dollar cost by the realism value below.

Type	Multiplier
Simple	x1
Contextual	x2
Fractal	x3
Photorealistic	x4

Superrealistic	x5

Example: I build a virtual rec-area (Cost 4 MU and 100,000eb). I decide to make it as real as possible (x5). My total MU cost is 20. and my eb cost is 500,000.

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 with your nice new system. You may select any program from the *master list* (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, *Hellhounds*, *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 Realspace 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 videoboards, 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 videoscreen, used to input information to the computer and get results back. Each CPU comes with one terminal; additional ones cost 5,000eb.

Autofactories: lathes and computer controlled assembly robots. Usually used in industrial plants, although there are many small abrication shops on the Street that use this technology.

Gates & Doors: computer controlled gates. Comon'; haven't you seen *Max Headroom* yet? And you call yourself a *Cyberpunk*!

Elevators: 'Nuff said.

Holo Display: emits 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 driven).

Videoboard: a large, flat-screen high-defi-nition TV. Up to 60 meters long. A common type of billboard In 2020.

Decide what remotes your computer has and place a symbol for each one inside your computer map.

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Live Link Up

Okay, you've got a deck and some programs. What else are you gonna need?

The last thing you're going to need is a place to plug in. This means a phone number.

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 (equiva-lent to a 20th century phone number).

If you have a cellular phone or cellular cybermodem, the process is equally simple; call up Internet, tell them your cyberdeck's serial number, get a credit check and your Net Access code is issued to you right then and there.

The Net Access code is billed a flat rate (30eb per month), plus additional costs for long distance Netruns (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 deleted out of your credit account automatically, sending a statement to wherever you get your mail.

Didn't pay your bill this month? Internet gives you thirty days to pay up, with polite reminders at the end of the thirty. Past sixty days, Internet automatically deletes your Net Access code. From then on, the code is invalid and you just don't make calls. Period. For a 1,000eb deposit, you can get a new Net Access Code.

Maybe.

Past 120 days, Internet scrambles a Solo team and starts looking for you. Collections in the 21st Century is a rapidly expanding field, with exciting new developments in man portable weapons, brainwipe and behavior adjustment through selective use of adversive pain therapy.

Just so you know.

You don't have to have a Net Access code. You can jack a deck into someone else's line (making yourself really popular with your cube mate), or even jack into a street Data Term. However, at 1eb per minute plus long distance charges, this can be an expensive proposition. You also have to put the euro right up front to log on.

This may be one reason why a favorite tactic of Netrunners is to sneak into a big corporate office building where they can log on using the corporation's phones to make their runs. This is illegal and dangerous (corporate guards aren't known for a sense of humor), but it a free. And that's a powerful incentive for some people.

Got a Net Access code? Let's get busy.

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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*. 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.

Howzat?? Look, chombatta, 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 sec-onds. We meat minds are turtles compared to the big systems and the Als. To get things down to a scale we humans can comprehend, the Interface program in your deck scales time down to match your per-ceptions. In real time, you may have just moved two thousand miles in one second. But you just perceive it as "teleportation" - zap; 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 cor-ners alt the time. But remember, you aren't really moving at all. 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-G 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, 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 5 square 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, At-lanta, 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 with-out an LDL to stop at.

So you jump from Night City to New York. From there, you can easily jump to Lon-don; it's five spaces exactly. But wait a sec... There's one more thing you need to con-sider. Security Levels.

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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 In-ternet'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 scam 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 Maxi-mum Security Prison. Roll 1D6 and see what happened:

1-4	You are cut off the line & are charged for the call.	
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 1D6x100eb.
	3-5	You escape. They don't have a trace on you, but will spend 1D6+1 days patrolling that area of the Net hoping you'll show up.
6	You escape, but they issue an ANB (All Net Bulletin) on you. They know you're out there, and they're looking for you. It's only a matter of time...	

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.

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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 cybersignal through that particular LDL. Each LDL you pass through has it's own Trace Value; the total value of all LDLs passed through in a Net run represents the Difficulty of tracing your signal back to it's 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 *Hellhound* fails to nail you before you jack out, it must attempt to trace your signal in order to execute it's backup program (find out where the Netrunner entered the Net and wait till he reenters - then kill him).

To trace you, the program must roll a 1D10 + Strength value equal to 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.

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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 Grids; 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: 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: 2	Anti-IC and anti system programs are used here. These systems include medium sized corporations and very large private businesses.
Level 3: 3	These systems use non-fatal anti-personnel programs. Level three systems are usually operated by large corporations, state governments and other moderately powerful groups. These people don't want you in their systems, but they don't have the clout to waste you out of hand. They'll just hurt you and hand you over to NETWATCH.

Black Systems: ☠ These fortresses use fatal and non-fatal 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 care what your lawyers think about them. They're willing to bury both you and the ACLU in the landfill, and have the clout to do it.

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Subgrids

This is where most of your Netrunning action takes place. Once you've jumped through the LDLs 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** 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 ifs real appear-ance; systems can be shaped like Corpo-rate Logos, colored polygons, Realspace buildings, abstract shapes or even person-alities (such as Disney's titanic Mickey Mouse-shaped Data Fortress in the Chiba/ Tokyo region).

When designing a *Data Fortress*, 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.

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 Code Gate, or by blasting through a wall. Once inside, you move from place to place, looking for Memories to loot and other useful things. Along the way, you'll encounter various anti-intrusion programs and traps, all of which are programmed to do something nasty to you, your software, or your deck. You'll launch your own counter programs to stop them from frying something important.

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Controllers & Utilities

Although they don't really count as Netrunner 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 ifs entire function. For example, running a *Packer* utility will automatically reduce the size in MU of any designated program(s) by half. *Re-rezz* would completely restore a damaged program if successful.

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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).

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Anti-Personnel Attacks (Stuff 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 VS. 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 counter program. The rolls are Spider 18, the computer 17. Spider successfully thwarts the Brainwipe.

In the next turn, Spider goes on the offensive, launching a Killer at the Brainwipe. Her total roll is an IS; 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.

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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 STR + 1D10 VS. CODE OR DATA WALL'S STRENGTH + 1D10

If the attacking program's roll is greater than the data wall's the wall is penetrated.

Some **Intrusion** programs are "noisier" 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 9 or 10 in 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.

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Stealth and Evasion

Like you, a program can attack anything it can see. As programs have no "front" or "back" facing (what's the front of a 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 +1070 VS. YOUR PROGRAM'S STR + 1D10

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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.

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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 it's home system, and up to one space outside of it. It will then break off the attack and go back to it's original position.

Hellhounds, *Bloodhounds* and *Pit Bulls* have no such restrictions; they are designed with a tracing 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 jack 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 on in 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 LDLs 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 (3). Bogota (4) and Rio (2). In Rio, she encounters a Hellhound (Strength 6) which attacks her outside of the Petrochem's new Data Fortress. Spider jacks out, and the Hellhound tries to run a trace back to her original position. It must beat a total of fifteen (1+2+3+3+4+2=15) 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.

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Range

Range in the Net is simple - you have to be able 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.

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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.

Computers, of course, are a lot faster than humans. Single-CPU systems perform only one action per turn. **A computer may perform one extra 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.

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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 VS NETRUNNER'S REF + DECK SPEED + 1D10

When there is more than one Netrunner or system involved in an attack, each combatant must make it's 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.

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Combat

Edger skated around the edge of the Kiroshiyu data fortress, his Cosmowarrior ICON leaving a sparkling wake. Behind him, the Kiroshiyu system rezzed four Hellbolts into existence. Edger muttered something vague and ob-scene 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 rezzed behind the fleeing Netrunner and streaked off on an intercept course towards the four seething energy globes...

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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 no prefer you to go sleep walking, chombatta.

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 on 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 to allow it to take control of the remote you've selected. These Controller programs are designed to take over specific types of remotes; a *Viddy Master*, for example, will only control a videoboard, while Hotwire allows you to control remote controlled vehicles.

When the cyberdeck locates the right Controller program (which you may not have), it runs the program and attempts to take over the Remote (a roll equal to or lower than the Controller program's Strength on 1-10). 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-cab and using it to ram the enemy position? Armored door got your team stymied? Maybe it's 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 *Dee-2* program to tell that automated crane to crush their car.

See what we mean? Now, we don't wanna hear you Netrunners whining about sitting at home on a Friday night anymore.

The Rest Of the Menu

LOG ON/OFF: The rest of the Menu commands are designed to be used while in the Net. They are activated when you choose the LOG ON/OFF command on the list This punches you into the Net.

To LOG OFF, you must make a roll equal or lower than 8 on 1D10. Logging off drops you back into Realspace. Some programs are designed to stop you from doing this (after all, NETWATCH would like you to stick around while they talk to you). These programs jam your cyberdeck's CPU, preventing you from jacking out for 1D6 turns.

RUN PROGRAM: This command activates any program you call on, as long as you have it in your deck's memory. The program instantly goes into action, performing it's function as designed (you hope).

LONG DISTANCE LINK: This command is used to transfer between two long distance switching systems (or LDLs). When activated, the deck attempts to tell the Phone Company that the call you're making is a local call (even if it isn't) and shouldn't be charged to your phone bill. A successful attempt requires that you roll a 1D10 value equal to or higher than the Security Level of the LDL you're trying to fake out.

As it comes from the factory, this option is actually designed to tell Internet that this is a cyberdeck signal, requiring that the call be carried on a laser land-line. However, reprogramming this command 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 Arasaka'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).

One of the nifty things about cyberdeck designs is that they have terminal-emulation 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 commands:

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 book and you just have to have it.

READ: This command allows you to browse the table of contents of 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 ant 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, contains nothing but useless 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 constructs and realities within memory. For more on Creator. check out *Virtually There*. In the meantime, what you should know is that CREATE allows you to make small objects in Netspace (relatively non functional ones, as guns cause no damage and most electronic hardware doesn't really do anything), and that DELETE allows you to de-rezz the same. Safeguards in Creator prevent you from pg. someone else's creation, however. This is actually a good idea; do you really want to be the guy who accidentally de-rezzed Dream Park Corporation's *Virtual Theme Park*?

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Cyberdecks

The standard cyberdeck is about the size of a paperback book, is 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 jacking 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 500eb for a used model, up to 1000eb new. This is where your Referee can show a little mercy, by turning your character on to a cheap used deck.

For a price, of course...

Most cyberdecks are table models - jacked in and blind, a Netrunner isn't going to be going much of anywhere, right? However, technological breakthroughs have taken the deck off the table and put it on the Street:

Portable Decks: These decks have internal, rechargeable power packs good for up to 4 hours (recharge is 1 hour for every hour of battery power). All combat, cyberlimb and cellular decks are of this type. A portable deck costs 2000eb.

Cyberlimb Decks: These are portable decks about the size of a pack of cigarettes. They can be installed into a cyberlimb (phone connection cables are jacked between the limb and the phone lines). The deck itself is hardwired right into the body along with the controlling links for the cyberlimb. See *Putting the Cyber into the Punk* for prices.

This can be a very dangerous option - hardwired right in, it's impossible for your buddies to notice you frying and yank the cables on you. Instead, you just burn.

Combat Assault Decks: These decks are constructed of rugged ceramics and steel, capable of taking bullet hits and crash impacts (SP20). Most combat decks are designed to be portable, and have adapter cables which allow them to be plugged into any type of phone line. Around 3000 when available (a DIFFICULT Task).

Cellular Decks: These are portable decks designed to link up with a cellular phone net. They are very effective anywhere within a city, but are useless in rural areas (most have jacks for manual phone patches). A cellular deck has a 25% chance of losing cellular connection when used in a moving vehicle; a failed roll will automatically drop the Netrunner out of the Net. But it's a small price to pay for the high level of mobility offered by a cellular deck. A cellular deck costs 4000eb.

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Improving Your Deck

A standard deck has only one memory. (holds 10 Memory Units (MU), or about ten programs), has a Speed of 0, and a data wall Strength of 2. While this isn't gonna mean much to you now, by the time you get to *Net Combat* and *Designing Data Fortresses*, you're going to want to know how to boost your deck as far as you can go.

Memory: For an additional 5,000eb, you can purchase an additional memory for your deck. This improves your program power to 20 MU, double its stock size.

Speed: For an additional 2,000eb, you can increase your deck's speed by one level, up to a ceiling of 5. This can be a lifesaver, as deck speed determines who moves first in a Netrunner combat. And in this game, last is dead.

Data Walls: For an additional 1,000eb, you can increase your deck's data wall protection by one level, up to a ceiling of 10. Data walls are important; they are the "armor" of the deck, resisting attacks from anti-system programs.

And then there are options...

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Exotic Fashion

Bodysculpt jobs that emphasize the alien or inhuman are known as **Exotics**. Vat-grown tails, furred skins, hooves, animal-like faces and ears, cats eyes and other semi human features are the highlights of this style. Exotic fashion is incredibly expensive, time consuming and usually a hobby among only the very rich and very bored. Prices are based on the individual enhancements.

Facial Sculpts combine vat-grown parts such as muzzles, whiskers, 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: 5,000eb.

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

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

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: 10,000eb.

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Bodysculpting

As long as you're having a few cybernetic grafts put on, why not go all the way and redo the whole thing? The art of body-sculpting includes skin tints, hair and eye color changes, breast enlargement and reduction, and general all-over bodywork. You can have bone and muscle removed to become shorter, or have grafts added to become taller. Excess fat can be suctioned away, and collagen implants can smooth wrinkles, add weight, and change contours. Bodysculpting is readily available in a number of body salons, including Body-shoppe, Parts N' Programs, and Docs R Us™. Body sculpting includes appearance changes, appearance enhancement, and exotic fashion.

Change Appearance: Looking like a favorite movie star or celebrity is a popular fad in 2020; entire gangs, known as Posers, often have themselves bodyshaped to resemble famous people. Appearance changes are also a staple for Solos, Rockers, and any other sort of high mover who needs to change identities often. The cost of an appearance change is based on how convincing that change is.

At 1,200eb, you look sort of like you wanted to; a casual observer could spot the difference on an AVERAGE Notice check.

At 2,400eb, you look very much like you wanted; it would take a DIFFICULT Notice check to spot the sculpt job.

With 3,600eb, you would look exactly as you wanted to look; spotting the sculpt would take a VERY DIFFICULT Notice check.

At the top end (5,000 eb), it would require a NEARLY IMPOSSIBLE check to spot the body-sculpt from your original face.

Increase Attractiveness: *Cyberpunk* style always goes to the extremes - you're either really ugly or very good-looking. One way to increase your Attractiveness is to have your body re-designed at the local 'sculpt clinic. The process is expensive, granted, but many people think having the right "look" for that year is worth a few thousand euro. Cost is 600eb per Attractiveness point gained. *For example, to raise my appearance four points would cost 2,400eb.*

Want to decrease your Attractiveness? A straight razor costs fifty-nine cents.

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Vat Grown Tissue Banks

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

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Body Banks

Just in case it didn't work out, you can still make a dead comrade pull his weight. The Lifeline Act of 1994 (an extension of the donor cards of the 1980s) allows a potential source of spare parts to carry a donor card in his wallet. This card must be registered with the federal government. Only donor carded bodies can be turned into a donor center, where a bounty is paid. The bounty is based on the parts involved and the body condition at the time.

Part	**Average Bounty**	**Sale Price**
Arm	500	1000
Leg	600	1200
Heart, Lung	700	1400
Liver, Kidney	200	400
Eyes, Ears	800	1000
Other Organs	200-300	400-600
Poor Condition: 1/2 normal bounty		
Excellent condition: 2x normal bounty		

The Government doesn't care who turns (he body in. All you need is the card and a legitimate death certificate stating that the deceased died of natural or accidental causes, available through any local coroner. The result is that many firefights end with a frenzied looting of bodies for donor cards - followed by another firefight over disputed claims and ending in another frenzy of looting.

Legally, donor centers must be located in legitimate offices of the County or City Coroner's Office, or in a public hospital. However, a thriving black market in fraudulent donors thrives in most of the combat zones, usually out of "ripperdoc" clinics or Corporate centers (where high level execs get first pick of the new parts).

The biggest problem with Body Bank re-placements is the availability of genetically matching parts. When attempting to locate a replacement limb or other part at a body bank, roll 1D10. On a 1, 2, or 3, the part is unavailable that day. On a 4 or 5, the part is in, but it may be the wrong color or have some other minor difference.

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Trauma Team Inc.

One of the most powerful Corporations of the Cyber Age is the Trauma Team™, 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 senior Medtechie, an assistant and two security officers. They normally travel in a heavily armored AV-4 aircraft, supported by mobile tanker trucks 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).

Trauma Teams™ can be summoned by dialing 911 on any phone, and are equipped to trace the origin of any phone call to its source. (You're billed from the moment you call, until delivery to the Hospital.) You may also opt to carry a deadman transmitter, which will activate and automatically signal a Trauma Team the moment your brainwave pattern falls into a coma state. The most common transmitter is in the form of a plastic credit card, which is activated by bending the card in half, and has a range of 20 miles. Trauma cards can be transferred between members of a group as long as the card's owner is present to sign the charges off when the Team arrives.

There are usually a dozen or more Trauma Teams on call at any time in a major city. Immediately after receiving an alert, the nearest Trauma Team™ unit goes airbome, their sophisticated tracking equipment homing in on the last known location of the patient. The pilot (who is skilled enough to set his six-ton AV-4 on top of a parked car if need be), drops in as close as possible. If the firefight is still going on, the security team secures the area (using the AV's twin autocannon or their own portable weapons). The medtechs load the patient on board, shunting his life support Co the onboard heart-lung machines, plugging him into onboard biomonitors, and chilling his body down in the refrigerated tank for stabilization. Rapid surgery is performed on the spot for the most critical wounds, while the med specialist uses a combination of electroshock, drugs and manual resuscitation to get the patient on-line again. The pilot slams down the throttles and the AV-4 rockets skywards on a pillar of exhaust, headed for the nearest emergency room. The entire process may have taken all of four minutes from start to finish.

As a privately owned concern. Trauma Teams™ are not under any obligation to transport a casualty to a hospital, although they are responsible for reviving and stabilizing critically wounded patients. Trauma Team fees are exceedingly steep ($ 100 per minute), the best method of offsetting their exorbitant costs is to either carry Trauma Team services as part of a Corporate group insurance policy, or to establish an account with TT International, paying a premium of $500 in advance each month for continued service.

Spare Parts

These are places where you can get the raw materials for putting people back together again. They are a staple of the Cyberpunk landscape, and a good source of steady income for the enterprising street dweller.

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Replacement Surgery

Remember, arms and legs don't grow back. Even if you heal, a missing limb will still be missing. You can chose to replace it with something out of a Body Banker 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 1,000eb. A replacement cyberarm starts at 2,000eb and goes up from there depending on what you want to plug into it.

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Elective Surgery

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

If you're going to get wired with a cyber-limb, the first thing you'll have to decide is whether you want to keep the meat one. For 100eb 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 skill is required to install cyberwear. You can't install cyberwear on yourself. 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. The Surgery Code assumes that a successful *Medical Tech* check has been made on the patient as part of the operation. Healing is then based on the number of points lost due to the surgery.

Negligible.

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

Minor.

Required: Medical center or ripperdoc clinic.
Surgical Time: 2 hrs.
Surgical Damage: 1D6+1 Surgical costs: 500eb
DIFF = Simple(15)

MAjor.

Required: Full hospital with surgery center.
Surgical Time: 4 hrs.
Surgical Damage: 2D6+1
Surgical costs: 1,500eb
DIFF = Trained (20)

CRitical.

Required: Full hospital with surgery center.
Surgical Time: 6 hrs.
Surgical Damage: 3D6+1
Surgical costs: 2,500eb
DIFF = Difficult (25)

Example: Morgan Blackshadow decides to get a cyberarm installed. The surgery code is Critical (CR). Morgan takes 11 points in surgical damage (Wound State = Critical). The surgery is Difficult (25), requires a hospital, takes six hours and costs 2,500eb. It will take Morgan 11 days to recover fully, but he can be bock on the street in a week (operating at a Light Wound State).

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Being Patient

The first thing to remember is that after a First Aid or Medical Tech roll is made, the patient *still* has to actually recover (this isn't a fantasy game where a magician can lay on hands and the gunshot victim springs up ready to tackle the next challenge). Each Wound State imposes certain limits on the character:

Light Wound: The patient is fully ambulatory; he can go about his business with a minor amount of pain.

Serious Wound: The patient is ambulatory, but will need his dressings changed once a day, and will be at -2 REF for all actions.

Critical Wound: The patient must spend at least half of his day in bed in order to regain any lost points of damage. Other activities must be limited at simple tasks, at a -4 REF to all actions. Dressings must be changed twice a day, and nursing care of some sort must be available.

Mortal Wound: The patient is bedridden. At Mortal Wounds 3 and above, he is probably comatose (50%) most of the time, and wired into all kinds of machinery for life support. He requires constant care during the entire process, although he will not have to make Death Saves (he's been stabilized).

A Sample Medical History

Ripperjack takes a gunshot wound (25 points total) to the gut, reducing him to Mortal 3. His partner has a high *First Aid* skill and makes a *Stabilization* roll to save him. So far, so good.

As soon as Ripperjack is stabilized, his partner calls in the Trauma Team™. Four minutes later, the AV-4 touches down. The Trauma Team™ Medic makes a *Medical Tech* check on Ripperjack. The roll is successful. The Team takes 'Jack to Night City General Hospital and checks him into Emergency.

As a Mortal 3 patient, it will take Ripperjack 13 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.

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Nanotechnology and Tailored Antibodies

Nanotechnology involves the use of in-credibly tiny, psuedo-organic machines to perform minute surgical tasks. These tiny tools can be programmed to repair dam-aged 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 for example, would be healed in two days, while a Mortal Wound 0 would completely heal in eight days. When combined with speed healing drugs, this rate is increased to 3 points per day, allowing the same mortally wounded character to be back in action in an unbelievable six days!

Here's the catch. Besides being expensive (1500 eb. per treatment) nanotech is available only in certain hospitals (1 in 10). But if you've got the money, it's the best option for getting back on the Street fast.

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