



CYBERPUNK RED ERRATA

LAST UPDATED 11.17.2020

The following errata applies to the First Printing of the Cyberpunk RED core rulebook.

The changes have been applied to the digital version which is marked as v1.23.

Copyright © 2020 by R. Talsorian Games, Inc., Cyberpunk is a registered trademark of CD Projekt Red S.A. All rights reserved under the Universal Copyrights Convention. All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

Minor typos have been fixed throughout the book.

Page 63: On the What Kind of Corp Do You Work For table you roll 1d10, not 1d6.

Page 95: The Air Pistol listing on the Exotic Weapons table incorrectly notes it as a Very Heavy Pistol. It is a Medium Pistol.

Page 114: The Description & Data for Grafted Muscle and Bone Lace has changed to clarify multiple instances stack. It now reads:

Increases BODY by 2. The increase changes HP, Wound Threshold, and Death Save. Multiple installments stack. Cannot raise BODY above 10.

Page 117: The EMP loss for the Cyberware packages are incorrect. They should read as follows:

Rockerboy: -1 EMP • **Solo:** -2 EMP • **Netrunner:** -2 EMP • **Tech:** -2 EMP • **Medtech:** -2 EMP • **Media:** -1 EMP • **Lawman:** -1 EMP • **Exec:** -2 EMP • **Fixer:** -2 EMP • **Nomad:** -2 EMP

Page 148: A Data Pop was inadvertently left out on page 148. It reads: *Fabricating a Cheap item costs 5eb.*

Page 148: Text was added to the 2nd column, 1st paragraph under Upgrade Expertise. The paragraph now reads:

To upgrade an item, you roll TECH + the TECH Skill that the item is typically repaired with + your Rank in this specialty + 1d10. The Tech must purchase materials of the same price category of the item being upgraded, which installing the upgrade consumes. The DV you roll against and the time it takes to install the upgrade is based on the price category of the item you are upgrading. The one exception is vehicle upgrades, which are treated as being 1,000eb (Very Expensive) for this purpose.

Page 173: The Autofire DVs Based on Range table is incorrect. The correct table is below.

▶ AUTOFIRE DVs BASED ON RANGE

| Weapon Type | 0 to 6 m/yds | 7 to 12 m/yds | 13 to 25 m/yds | 26 to 50 m/yds | 51 to 100 m/yds |
|----------------------|--------------|---------------|----------------|----------------|-----------------|
| SMGs | 20 | 17 | 20 | 25 | 30 |
| Assault Rifle | 22 | 20 | 17 | 20 | 25 |

Page 173: The Autofire Example sidebar uses incorrect DVs. The text for the math portion of the example should read:

According to the Autofire specific Range Table, he needs to beat a DV17 to hit a target 14 m/yds away. Royal rolls 1d10, gets a 7, and adds his 8 REF + 6 Autofire Skill, for a total of 21. Since he beat the Autofire DV17 by 4, he rolls 2d6 for damage, getting 10, and multiplies the result by 4, the amount he beat the Autofire DV by, for a total of 40 damage.

Page 175: The Melee Combat Example sidebar is incorrect. It should read:

After his set, Rico Rico, a Rockerboy, is accosted by two clowns (not Bozos, thankfully) who didn't like his sound. The Combat Zone is a tough place to play as a solo act. The assailants set upon Rico Rico with machetes (medium melee weapons). They attack Rico Rico with their DEX + Melee Weapon Skill + 1d10, vs. Rico Rico's DEX + Evasion Skill + 1d10. Medium Melee Weapons have a ROF 2, meaning 2 potential hits per Attack Action, so with two assailants, Rico Rico has to dodge the clowns' machetes four times before he gets a Turn. He dodges three attacks, but the fourth hits him and rolls a 7 for damage. Damage dealt by Melee Weapons ignores half of the defender's armor (round up), so Rico Rico's SP11 Light Armorjack is treated as SP6, meaning 1 damage slips through. Rico Rico's Light Armorjack is also Ablated, which decreases it's SP by one to 10.

Page 181: The Effect of Deadly Poisons on the Poisons table is incorrectly listed as 2d6. It should be 3d6.

Page 201: The following text was added to the end of the first paragraph under Defeating a Program.

Attack Programs are an exception. They are activated when making an Attack and, once used, automatically deactivate themselves.

The following text was added to the end of the first paragraph under Programs: *Attack programs Deactivate themselves once used.*

Page 227: A Data Pop was inadvertently left out on page 227. It reads: *Biosculpting can be used for cosmetic purposes but also for therapeutic ones, including helping remove scar tissue, repairing damage caused by cancer and treatments for cancer, and gender affirmation.*

Page 277: The date of Andrew Rocklin's disappearance is incorrect. It should be 2023, not 223.

Page 345: A Data Pop has been added to page 345. It reads: *Armor-Piercing ammunition is the standard, basic level for Grenades and Rockets.*

Page 354: The descriptive text for the Linear Frame β (Beta) and the Linear Frame Σ (Sigma) have been flipped.

The Linear Frame β (Beta) should read:

Powered exoskeleton, giving the user even more tremendous strength.

The Linear Frame Σ (Sigma) should read:

Powered exoskeleton, giving the user tremendous strength.

In addition, the phrase *using two installations of Interface Plugs* has been removed from the Linear Frame Σ (Sigma) description. All other notes are correct.

Page 363: The Description & Data for Grafted Muscle and Bone Lace has changed to clarify multiple instances stack. The last line now reads:

Multiple installments stack. Cannot raise BODY above 10.

Page 378: The Cost to Buy a Luxury Penthouse is 150,000eb and not 50,000eb.

Page 395: The description for the Tech Tool is incorrect. It should read:

An all-in-one tool. The various parts, including a small utility blade, pliers, various screwdrivers, files, and clippers all fold up into a compact and easy to carry package.

Page 415: The Security Officer should have Stealth 8 (6) and Tactics 6.

Page 452: All Control Skills should utilize REF as their paired STAT and not TECH. In addition, there are several errors on the Cyberware page of the Character Sheet. For a correct sheet, please see the following pages or visit the **GAME AIDS DOWNLOAD SECTION** of our website.

| | | | |
|--|--|--------|--|
| <p>HANDLE</p> <p>ROLE</p> <p>ROLE ABILITY</p> <p>NOTES</p> | | RANK | |
| | | | |
| | | | |
| | | | |
| <p>HUMANITY</p> | | OUT OF | |

| |
|-------------|
| INT |
| REF |
| DEX |
| TECH |
| COOL |
| WILL |
| LUCK |
| OUT OF |
| MOVE |
| BODY |
| OUT OF |
| EMP |
| OUT OF |

| Awareness Skills | LVL | STAT | BASE |
|------------------------------|-----|------|------|
| Concentration (WILL) | | | |
| Conceal/Reveal Object (INT) | | | |
| Lip Reading (INT) | | | |
| Perception (INT) | | | |
| Tracking (INT) | | | |
| Body Skills | LVL | STAT | BASE |
| Athletics (DEX) | | | |
| Contortionist (DEX) | | | |
| Dance (DEX) | | | |
| Endurance (WILL) | | | |
| Resist Torture/Drugs (WILL) | | | |
| Stealth (DEX) | | | |
| Control Skills | LVL | STAT | BASE |
| Drive Land Vehicle (REF) | | | |
| Pilot Air Vehicle (x2) (REF) | | | |
| Pilot Sea Vehicle (REF) | | | |
| Riding (REF) | | | |
| Education Skills | LVL | STAT | BASE |
| Accounting (INT) | | | |
| Animal Handling (INT) | | | |
| Bureaucracy (INT) | | | |
| Business (INT) | | | |
| Composition (INT) | | | |
| Criminology (INT) | | | |
| Cryptography (INT) | | | |
| Deduction (INT) | | | |
| Education (INT) | | | |
| Gamble (INT) | | | |

| Education Skills | LVL | STAT | BASE |
|---------------------------|-----|------|------|
| Language (INT) | | | |
| ↳ Streetslang | | | |
| ↳ | | | |
| ↳ | | | |
| Library Search (INT) | | | |
| Local Expert (INT) | | | |
| ↳ Your Home | | | |
| ↳ | | | |
| ↳ | | | |
| Science (INT) | | | |
| ↳ | | | |
| ↳ | | | |
| Tactics (INT) | | | |
| Wilderness Survival (INT) | | | |
| Fighting Skill | LVL | STAT | BASE |
| Brawling (DEX) | | | |
| Evasion (DEX) | | | |
| Martial Arts (x2) (DEX) | | | |
| Melee Weapon (DEX) | | | |
| Performance Skills | LVL | STAT | BASE |
| Acting (COOL) | | | |
| Play Instrument (TECH) | | | |
| ↳ | | | |
| ↳ | | | |
| Ranged Weapon Skills | LVL | STAT | BASE |
| Archery (REF) | | | |
| Autofire (x2) (REF) | | | |
| Handgun (REF) | | | |

| Ranged Weapon Skills | LVL | STAT | BASE |
|---------------------------------------|-----|------|------|
| Heavy Weapons (x2) (REF) | | | |
| Shoulder Arms (REF) | | | |
| Social Skills | LVL | STAT | BASE |
| Bribery (COOL) | | | |
| Conversation (EMP) | | | |
| Human Perception (EMP) | | | |
| Interrogation (COOL) | | | |
| Persuasion (COOL) | | | |
| Personal Grooming (COOL) | | | |
| Streetwise (COOL) | | | |
| Trading (COOL) | | | |
| Wardrobe & Style (COOL) | | | |
| Technique Skills | LVL | STAT | BASE |
| Air Vehicle Tech (TECH) | | | |
| Basic Tech (TECH) | | | |
| Cybertech (TECH) | | | |
| Demolitions (x2) (TECH) | | | |
| Electronics/Security Tech (x2) (TECH) | | | |
| First Aid (TECH) | | | |
| Forgery (TECH) | | | |
| Land Vehicle Tech (TECH) | | | |
| Paint/Draw/Sculpt (TECH) | | | |
| Paramedic (x2) (TECH) | | | |
| Photography/Film (TECH) | | | |
| Pick Lock (TECH) | | | |
| Pick Pocket (TECH) | | | |
| Sea Vehicle Tech (TECH) | | | |
| Weaponstech (TECH) | | | |

| | | |
|---|-------------------|--------------------------|
| OUT OF | HIT POINTS | CRITICAL INJURIES |
| SERIOUSLY WOUNDED | | |
| -2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED | | |
| DEATH SAVE | | ADDICTIONS |

WEAPONS AND ARMOR

| ARMOR | SP | PENALTY |
|--------|----|---------|
| Head | | |
| Body | | |
| Shield | | |

PENALTY APPLIES TO REF, DEX & MOVE

| WEAPON | DMG | AMMO | ROF | NOTES |
|--------|-----|------|-----|-------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |



CYBERWARE

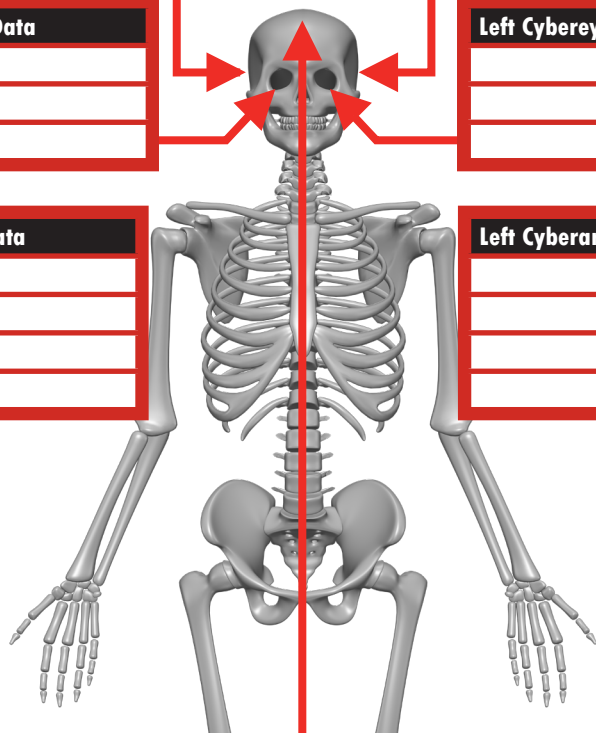
| Cyberaudio Suite | | Data |
|------------------|--|------|
| | | |
| | | |
| | | |

| Right Cybereye | | Data |
|----------------|--|------|
| | | |
| | | |
| | | |

| Left Cybereye | | Data |
|---------------|--|------|
| | | |
| | | |
| | | |

| Right Cyberarm | | Data |
|----------------|--|------|
| | | |
| | | |
| | | |
| | | |

| Left Cyberarm | | Data |
|---------------|--|------|
| | | |
| | | |
| | | |
| | | |



For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it. Options go in the slots below.

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.

| Neural Link | | Data |
|-------------|--|------|
| | | |
| | | |
| | | |
| | | |

| Right Cyberleg | | Data |
|----------------|--|------|
| | | |
| | | |
| | | |

| Left Cyberleg | | Data |
|---------------|--|------|
| | | |
| | | |
| | | |

| Internal Cyberware | Data |
|--------------------|------|
| | |
| | |
| | |
| | |
| | |

| External Cyberware | Data |
|--------------------|------|
| | |
| | |
| | |
| | |
| | |
| | |

| Fashionware | Data |
|-------------|------|
| | |
| | |
| | |
| | |
| | |
| | |

| Borgware | Data |
|----------|------|
| | |
| | |
| | |
| | |
| | |
| | |

