

BY SEBASTIAN SZMYD



# HARDENED MOOKS

## BREAK GLASS IN CASE OF POWERGAMING

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# HARDENED MOOKS

Welcome, Gamemaster. Is your party full of bullet-dodging, explosive-chucking, head-shooting death merchants? If you've found that the Mooks from **Cyberpunk RED Core Book** are failing to challenge your powergamers, and you don't want to increase the size of your encounters to compensate, you've come to the right place. Let's take these Mooks to the gym. It's time for them to get Hardened.

Hardened Mooks are balanced when used as replacements for the Mooks in the **Cyberpunk RED Core Book**... but only if your party is full of combat-optimized Characters, and at a rate of one per Edgerunner. They are also economically balanced to have similar loot. Against a crew including any non-combat optimized characters, they should be used sparingly, sprinkled in with regular Mooks from the **Cyberpunk RED Core Book**. These NPCs are not designed to wipe the floor with PCs, but instead to challenge them while allowing them to still feel like the combat badasses they wanted to roleplay.

Try them out in your game and see how your Players respond. If they still need it spicier, roll on the table below to add additional challenge to your Mook encounter.

1d10	Mook Encounter Complication
1	1 Mook is firing incendiary ammunition ( <b>CP:R PAGE 346</b> ), but only has 10 rounds.
2	Add 2 additional Mooks to the encounter at the start of the 2nd Round.
3	2 Mooks are currently experiencing the primary effect of Black Lace ( <b>CP:R PAGE 227</b> ).
4	One Mook has an Armor Piercing Grenade ( <b>CP:R PAGE 345</b> ) and a Athletics Skill Base of 12.
5	One Mook is wearing Heavy Armorjack (SP13) Body Armor. Increase their REF, DEX, and MOVE by 2 (before calculating the Armor Penalty).
6	The Mooks are unusually organized. One Mook has a Tactics Skill Base of 13, and a Smoke Grenade ( <b>CP:R PAGE 347</b> ).
7	Add an additional Mook of a different type to the encounter.
8	Add 2 Mooks to the encounter. Give each a Critical Injury to the head.
9	Add 1 additional Mook to the encounter at the start of Rounds 2, 3, and 4.
10	1 Mook has an SMG, no sense of self preservation, an Autofire Skill Base of 16, and no head armor.

HARDENED BODYGUARD

INT	<b>4</b>	REF	<b>6</b>	DEX	<b>6</b>	TECH	<b>2</b>	COOL	<b>4</b>
WILL	<b>4</b>	LUCK	—	MOVE	<b>5</b>	BODY	<b>7</b>	EMP	<b>3</b>

Hit Points **40**

SERIOUSLY WOUNDED **20**

DEATH SAVE **7**

Weapons	
Poor Quality Shotgun	5d6
Brawling	3d6

Armor: L Armorjack	
Head	11 SP
Body	11 SP

**SKILL BASES** Athletics 9, Brawling 13, Concentration 6, Conversation 5, Drive Land Vehicle 10, Education 6, Endurance 9, Evasion 8, First Aid 4, Human Perception 5, Interrogation 6, Language (Native) 8, Language (Streetlangu) 6, Local Expert (Your Home) 6, Perception 10, Persuasion 6, Resist Torture/Drug 8, Shoulder Arms 10, Stealth 8

**CYBERWARE & SPECIAL EQUIPMENT** Slug Ammo x25, Radio Communicator

HARDENED BOOSTERGANGER

INT	<b>4</b>	REF	<b>6</b>	DEX	<b>5</b>	TECH	<b>2</b>	COOL	<b>4</b>
WILL	<b>4</b>	LUCK	—	MOVE	<b>6</b>	BODY	<b>4</b>	EMP	<b>3</b>

▶ HIT POINTS	<b>30</b>	▶ SERIOUSLY WOUNDED	<b>15</b>	▶ DEATH SAVE	<b>4</b>
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Weapons				Armor: Leather	
Poor Quality VH Pistol	4d6	<b>Head</b>	4 SP		
Wolvers	3d6	<b>Body</b>	4 SP		

▶ **SKILL BASES** Athletics 9, Brawling 9, Conceal/Reveal Object 6, Concentration 8, Conversation 5, Drive Land Vehicle 10, Education 6, Endurance 6, Evasion 7, First Aid 4, Handgun 12, Human Perception 5, Interrogation 6, Language (Native) 8, Language (Streetslang) 6, Local Expert (Your Home) 6, Melee Weapon 12, Perception 8, Persuasion 6, Resist Torture/Drugs 8, Stealth 7

▶ **CYBERWARE & SPECIAL EQUIPMENT** VH Pistol Ammo x30, Disposable Cellphone, Black Lace x1, Wolver, Techhair

Another sneaky trick you can use for customizing your Mooks is to write each of them a single line of canned dialogue for combat in advance. Even if they don't end up saying the line, and it would be kinda cheesy if they all did, it will help take roleplaying weight off your shoulders while you do the hard work of presenting an interesting combat scene. A Mook with the line "I'll hold them off!" is going to feel different to your players than "This one looks full of parts..." or "Melvin, get your ass in here!".

Never let them forget that they are killing people, even Mooks. Especially when they deserve it.

HARDENED ROAD GANGER

INT	<b>6</b>	REF	<b>6</b>	DEX	<b>6</b>	TECH	<b>4</b>	COOL	<b>3</b>
WILL	<b>3</b>	LUCK	—	MOVE	<b>5</b>	BODY	<b>3</b>	EMP	<b>3</b>

▶ HIT POINTS	<b>25</b>	▶ SERIOUSLY WOUNDED	<b>13</b>	▶ DEATH SAVE	<b>3</b>
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Weapons				Armor: Kevlar®	
Poor Quality Very Heavy Pistol	4d6	Poor Quality Very Heavy Melee Weapon	4d6	<b>Head</b>	7 SP
				<b>Body</b>	7 SP

▶ **SKILL BASES** Athletics 8, Brawling 8, Concentration 5, Conversation 6, Drive Land Vehicle 12, Education 8, Endurance 5, Evasion 11, First Aid 6, Handgun 10, Human Perception 5, Land Vehicle Tech 10, Language (Native) 10, Language (Streetslang) 8, Local Expert (Your Home) 8, Melee Weapon 12, Perception 10, Persuasion 5, Stealth 8, Tracking 10, Wilderness Survival 8

▶ **CYBERWARE & SPECIAL EQUIPMENT** VH Pistol Ammo x20, Rope, Flashlight, Neural Link (Interface Plugs)



# HARDENED MOOKS

HARDENED SECURITY OPERATIVE

INT	5	REF	7	DEX	4	TECH	2	COOL	2
WILL	3	LUCK	—	MOVE	4	BODY	5	EMP	3

HIT POINTS	30	SERIOUSLY WOUNDED	15	DEATH SAVE	5
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Weapons		Armor: L Armorjack	
Poor Quality Assault Rifle	5d6	Head	11 SP
Poor Quality VH Pistol	4d6	Body	11 SP

**SKILL BASES** Athletics 8, Autofire 14, Brawling 8, Concentration 7, Conversation 5, Education 7, Evasion 6, First Aid 4, Handgun 12, Human Perception 5, Interrogation 6, Language (Native) 9, Language (Streetslang) 7, Local Expert (Your Home) 7, Melee Weapon 6, Perception 8, Persuasion 4, Resist Torture/Drugs 8, Shoulder Arms 12, Stealth 6

**CYBERWARE & SPECIAL EQUIPMENT** Rifle Ammo x40, VH Pistol Ammo x20, Radio Communicator



BY NEIL BRAQUINHO

# HARDENED MOOKS

INT	REF	DEX	TECH	COOL
WILL	LUCK	MOVE	BODY	EMP
▶ HIT POINTS		▶ SERIOUSLY WOUNDED		▶ DEATH SAVE
<b>Weapons</b>				<b>Armor:</b>
				<b>Head</b>
				<b>Body</b>
▶ SKILL BASES				
▶ CYBERWARE & SPECIAL EQUIPMENT				

## MAKE YOUR OWN MOOKS!

INT	REF	DEX	TECH	COOL
WILL	LUCK	MOVE	BODY	EMP
▶ HIT POINTS		▶ SERIOUSLY WOUNDED		▶ DEATH SAVE
<b>Weapons</b>				<b>Armor:</b>
				<b>Head</b>
				<b>Body</b>
▶ SKILL BASES				
▶ CYBERWARE & SPECIAL EQUIPMENT				