

CYBERPUNK

R E D

JUMPSTART KIT



RULE BOOK

CYBERPUNK RED



JUMPSTART KIT RULE BOOK

1

THE VIEW FROM THE EDGE

An introduction to Cyberpunk.
page 2

2

SOUL AND THE NEW MACHINE

Meet your Edgerunner.
page 6

3

LIFEPATH

Bringing your Character to life.
page 14

4

PUTTING THE CYBER INTO THE PUNK

All about cyberware.
page 18

5

GETTING IT DONE

How to play the game.
page 23

6

NETRUNNING IN THE AGE OF THE RED

Plugging your brain into cyberspace.
page 29

7

THURSDAY NIGHT THROWDOWN

What to do when a fight breaks out.
page 37

JUMPSTART KIT CAST AND CREW

Writing and Design: Mike Pondsmith, David Ackerman, J Gray, James Hutt, and Cody Pondsmith

Business Management: Lisa Pondsmith

Project Management: Cody Pondsmith and Mike Pondsmith

Art Direction: Jaye Kovach

Covers: Anselm Zielonka

Illustration: R Bago, Neil Branquinho, Alexander Dudar, Hélio Frazão, Maksym Harahulin, Adrian Marc, Eddie Mendoza, Angelina Stroganova, Sebastian Szymd, and Anselm Zielonka

Cartography: Matt Francella

Map Elements: Michael K. Tumey of Gamer Printshop

Layout and Page Design: J Gray, Jaye Kovach, and Cody Pondsmith

Proofing and Editing: David Ackerman, J Gray, James Hutt, Cody Pondsmith, Lisa Pondsmith, Mike Pondsmith, and Jessica Ross

Product Consultation: Aron Tarbuck

Playtesting: The thousands of Players of *Cyberpunk* over the years. Thank you all!

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

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

THE CRASH OF 1994

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

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

THE FOURTH CORP WAR AND THE FALL OF NIGHT CITY

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

WHAT WE MISS

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

LIFE ON THE STREET

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

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

CYBERPUNK WAS CLOSER THAN THEY THOUGHT

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

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

TECHNOSHOCK

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

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

SO, WELCOME TO THE DARK FUTURE

Okay, so now you're ready.

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



STREETSLANG

Some Common Terms in The Time of the Red

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

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

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

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

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

Chilled: To be cool; to be together.

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

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

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

CHOOH² ("choo"): Streetslang for alcohol, as used in vehicle power plants. The vast majority of vehicles in the Time of the Red are fueled by an advanced form of alcohol with a higher burning temperature than normal methanol.

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

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

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

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

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

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

The Face: The Interface. Jacking into Cyberspace.

Flatline: To kill. A dead person or thing.

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

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

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

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

Input: Girlfriend.

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

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

Output: Boyfriend.

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

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

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

Ripperdoc: Surgeon specializing in implanting illegal cyberwear.

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

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

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

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

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



HÉLIO FRAZÃO

2 SOUL AND THE NEW MACHINE

The *Cyberpunk* world is a violent, dangerous place, filled with people who'd love to rip your arms off and eat them. The traditional concepts of good and evil have been replaced by the values of expedience—you do what you must to survive.

A NEW TIME. A BAD TIME. A RED TIME

This is especially true in the Time of The Red, when an atomic bombing and a massive war between Megacorporations have ravaged the few vestiges of civilization that would be familiar to people in society today.

IT'S ALWAYS PERSONAL

The rule is **it's always personal**. Survival is personal—and the hallmark of these dark times. But there's a wider aspect to that: you look to your friends, team, family, or clan first. If you can do some good along the way, great. But don't count on it.

Cyberpunk Characters are survivors in a tough, grim world, faced with life and death choices. How they make these choices will influence 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.

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

JOHNNY SILVERHAND

AS A CYBERPUNK PLAYER

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

1) Style Over Substance

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

2) Attitude Is Everything

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

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

3) Live on the Edge

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

ROLES

The Core of Cyberpunk Roleplaying

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

THE ROLES

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

THE RULES:

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

RIPPERJACK

MEET YOUR EDGERUNNER!

To play *Cyberpunk Red* you'll need a Character. Pick one from the sheets that came with the *Jumpstart Kit*. The information below will tell you how to read the sheet. Any part marked with a red diamond means you need to do a little extra work to customize the Character and make them your own!

1 Basic Info
Character name, Role, and portrait.

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

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

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

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

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


Remember, this Character is yours to play! You're always free to change the name, gender, or appearance to match your vision. Be the Edgerunner you want to be as you wander the Streets of Night City!

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

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

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

Forty, Rockerboy



ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	8	5	4	9	8	6	6	10	6
2	5	10	6	3	9	10	6	6	10	4
3	6	10	5	3	9	10	7	5	8	5
4	6	9	5	6	9	9	5	6	8	4
5	5	10	6	3	10	10	6	6	8	4
6	6	10	7	4	8	10	5	7	9	5

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE

SKILLS	ATHLETICS (DEX) +3	BRAWLING (DEX) +2	CONCENTRATION (WILL) +4
EDUCATION (INT) +2	EVASION (DEX) +5	HUMAN PERCEPTION (EMP) +5	
LOCAL EXPERT (INT) +5	MARKSMANSHIP (REF) +4	PERCEPTION (INT) +3	
PERSUASION (COOL) +6	PLAY INSTRUMENT (EMP) +6	MELEE WEAPON (DEX) +3	

ARMOR	KEVLAR	
HEAD ARMOR	7	
BODY ARMOR	7	

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

BACKGROUND	CYBERWARE	GEAR
MOTIVATION	Cyberaudio (Amped Hearing) Adds +1 to any sound-related task check.	Agent A pocket-sized machine which functions as a computer and a phone.
GOALS		
FRIENDS	Slice & Dice Mono-filament wire mounted in one finger. Cuts through any organic material or plastics. Can be used as a garrote, cutter, or slicewhip.	Guitar Forty's instrument of choice and most prized possession.
ENEMIES		
ROMANCE		
PERSONALITY		

SOUL AND THE NEW MACHINE



Body Skills

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

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

Social Skills

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

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

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

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

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

Technique Skills

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

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

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

Performance Skills

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

Education Skills

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

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

ROLE ABILITIES

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

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

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

SPIDER MURPHY

A SAMPLE LIFEPATH IN ACTION

Mover the Solo runs his Lifepath.

He rolls:



ALEXANDER DUDAR

BACKGROUND

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

MOTIVATION

6: Vengeance.

GOALS

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

FRIENDS

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

ENEMIES

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

ROMANCE

8: Your lover was killed in a fight.

PERSONALITY

9: Intellectual and detached.

WHAT THIS COULD MEAN FOR THE PLAYER

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

It's All Good Fun for the GM, Too

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

CYBERFASHION

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

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

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

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

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

CYBERPSYCHOSIS

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

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

THE PSYCHO SQUAD

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

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

Now you know. Walk carefully. Guard your mind.

NO PSYCHOSIS YET...

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

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

UNKNOWN CYBERPSYCHO

PUTTING THE CYBER INTO THE PUNK



NEIL BRANQUINHO

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

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

CYBERLIMBS

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

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

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

Cyberlimb Table

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

* How many d6 damage is determined by the weapon.

CYBERLIMB MYTHS AND ABILITIES

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

Pain

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

Damage

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

Crushing

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

PUTTING THE CYBER INTO THE PUNK

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

Jump Boosters

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

BLACK MARKET CYBERTECH

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

Black Market Cyberweapon Table

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

CYBERWEAPONS

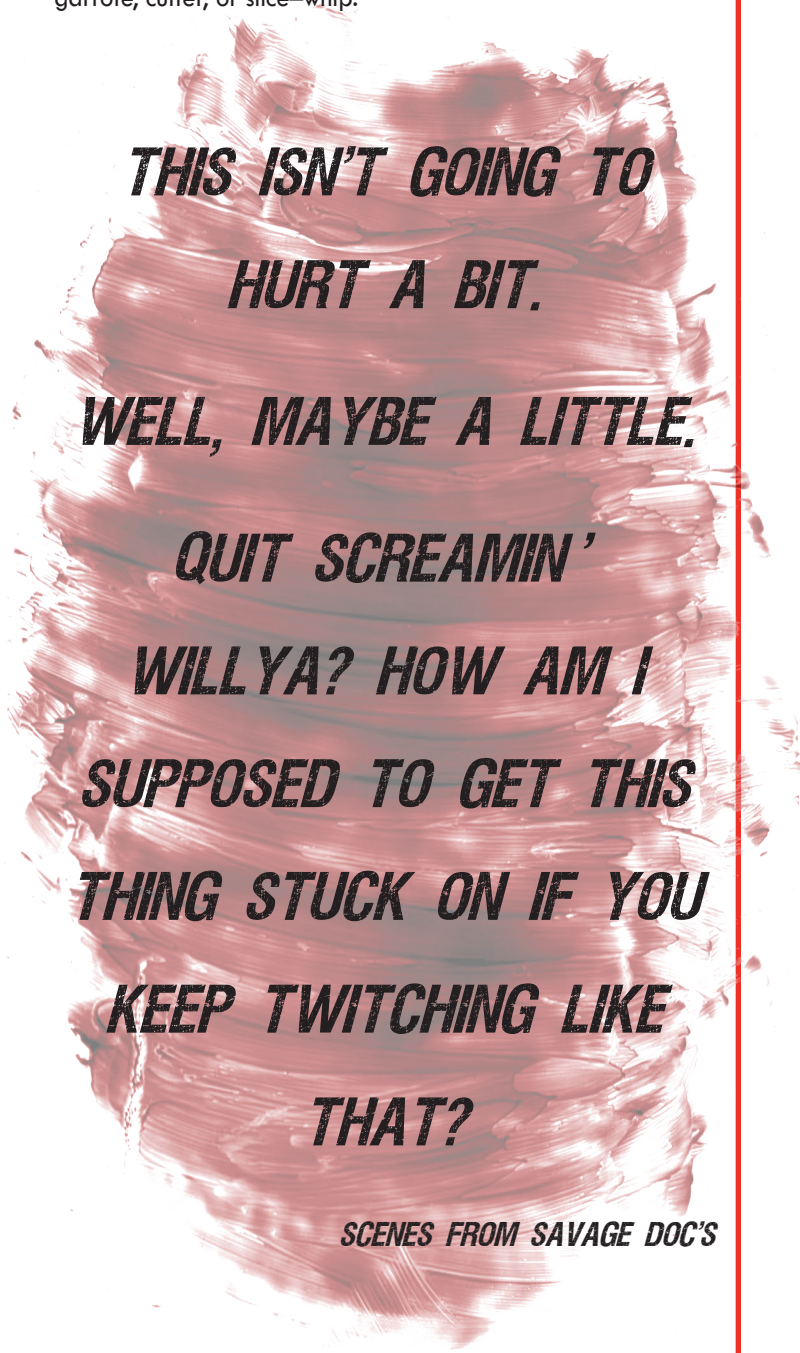
At the top of the Black Market Cyberware hit list are Cyberweapons: hidden killing tools that can be buried in your skin until the moment you want to take someone out. Cyberweapons are not normally available on the open market (the only exceptions are scratchers and vampires), and locating them usually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

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

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

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

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



SCENES FROM SAVAGE DOC'S



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

KERRY EURODYNE

• THROW

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

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

• GET UP

Use a Basic Action to stand up from Prone.

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

• RUN

Use a Basic Action to take an additional Move Action.

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

• USE A SKILL

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

• USE AN OBJECT

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

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

• USE NET ACTIONS

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

• HOLD ACTION

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

BASIC ACTIONS

Attack

Make a Melee or Ranged Attack

Grab

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

Choke

Choke an opponent you have grabbed.

Throw

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

Get Up

Stand when prone.

Run

Take an additional Move Action.

Use a Skill

Use one of your Skills to accomplish a quick task.

Use an Object

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

Use NET Actions

Perform an Action inside the NET.

Hold Action

Hold an Action until later in the Initiative Queue.

TRYING AGAIN, USING COMPLEMENTARY SKILLS OR EXTRA TIME

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

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

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

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

Well, what do you want to do?

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

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

Skill List

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



NEIL BRANQUINHO

6 NETRUNNING IN THE TIME OF THE RED

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

You’re in the NET.

CYBERDECKS

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

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

COMMON NETRUNNING TERMS

Ability

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

Black ICE

An autonomous attack program that can fry your real brain.

Bodyweight Suit

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

Control Node

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

Cyberdeck

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

Elevator and Floors

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

Interface Plug

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

Continued on [page 32](#)

YOU'LL NEED A FEW EXTRA TOOLS BESIDES A CYBERDECK

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

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

MEAT ACTIONS VS NET ACTIONS

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

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

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

NET Actions

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

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

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

NETRUNNER ACTIONS & ABILITIES

Jacking In/Out

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

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

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



NETRUNNING IN THE TIME OF THE RED

Netrunner Abilities

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

Interface LVL + 1d10 vs DV of Task

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

COMMON NETRUNNING TERMS (CONTINUED)

Meat Action

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

The NET

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

NET Action

An Action taken inside the virtual world of cyberspace.

Program

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

REZ

Hit Points of Programs and Black ICE.

Slot

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

Virtuality Goggles

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

Netrunner Abilities Table (Continued)

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

PROGRAMS

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

Program Slots

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



REDEYE'S CYBERDECK

MODEL

Kendachi
22342

RATING

Standard

SLOTS

6

ARMOR

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

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

When you are hit in an armored location:

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

Armor Stopping Power

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

HIT POINTS, WOUND STATES, DEATH, HEALING

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

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

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

DEATH SAVES

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

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

HEALING

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

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

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

Forty the Rockerboy

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

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
50	25	10

SKILLS

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

WEAPONS

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

ARMOR

Kevlar	
Head Armor	7
Body Armor	7

CYBERWARE

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

GEAR

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

Grease the Fixer

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

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
30	15	6

SKILLS

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

WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6
Medium SMG	2d6

ARMOR

Light Armorjack	
Head Armor	11
Body Armor	11

CYBERWARE

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

GEAR

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

Mover the Solo

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

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
50	25	10

SKILLS

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

WEAPONS

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

ARMOR

Heavy Armorjack	
Head Armor	15
Body Armor	15

CYBERWARE

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

GEAR

Agent: Pocket computer/phone.

