# CYBER SPRAWL CLASSICS

## ROLE PLAYING GAME

CORRUPTION & CREDS WON BY CONSOLE & CHROME

Issue 1:
Occupations
Classes &
Basic Equipment

FOR USE WITH

DCC

# Contents

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Art, suggestions and submissions are always welcome! Interior art is preferred to have the classic black & white outline style. Cover art aims for a "late-80's to mid-90's cyberpunk" vibe, though not exclusively. This is best viewed on an eReader or in Two-Page View on your preferred PDF software.

# Introduction

*"Remember the good old days, when contracts were underworld, security systems were there to be hacked, and the finale in every run was the showdown on the 20th sub-level? Those days are back, with the cyberware you know, the AI you fear, and the mission payload you know is there somewhere."*

**There is a certain aesthetic** that comes to mind when I think about cyberpunk. It is not a place of sleek design and Apple minimalism, but flickering LCDs and spraypaint. It has no glitz. No glamour. It is dystopian wreckage to it's core, riddled with addicts high on second-life wetware, hackers plugging data-cables in their body's cyberware, Runners disemboweling corporate security on rooftops and in between them all: a high-tech, low-life world colored in overcast grays and neon lights.

Cyber Sprawl Classics is a homebrewed hack for **Dungeon Crawl Classics** meant to run adventures in this world. It is not a stand alone work, and requires the DCC rulebook (or knowledge thereof) to run effectively. That being said, I'm going to skip introduction to the dice chain, character generation, XP and other aspects of the core rules and assume you, the reader, has availability to them.

It's suggested (but not required) that you also have reference to the **Umerican Survival Guide** for firearms and explosives fumble/crit tables. However, an adept Judge should be able to mold the effects of those situations with only the DCC rulebook. The **Mutant Crawl Classics** rulebook can prove a decent guide for Androids, Holograms and other potential threats.

Judges wishing to run the fantasy-cyberpunk mashup of **Shadowrun** can easily insert Wizards (as Mages) and Clerics (as Shamans) from the DCC rulebook. At best, demihumans should be simple PC fluff and have no racial perks.

Lastly, credit where credit is due: All of this art was found and reappropriated (stolen) from browsing the internet; Many from the old Shadowrun modules of the early 90's. I've done my best to include artist credit. Mechanically, the Street Samurai and Infiltrator are the DCC Warrior and Thief, nearly verbatim, while the Medic is a reworked version of the Healer from Mutant Crawl Classics. The Firearms tables were largely from **Crawl! Issue #8** and the Umerican Survival Guide.

Enjoy the run.

# What's New

**Weapon Training:** Unlike DCC, classes are not restricted to particular weapons. When creating a character 1st-Level or higher, roll three times on the following table to determine your beginning trained weapons. Re-roll any duplicates (including your Occupation's trained weapon type.)

Notes: Street Samurai are trained in all weaponry and may skip this table.
Untrained weapons attack with one less die on the dice-chain, typically a d16.

| Roll (1d12) | Type |
|---|---|
| 1 | **Explosives** |
| 2-3 | **Melee** |
| 4-5 | **Projectiles** (crossbows, throwing knives, bows, etc.) |
| 6-7 | **Pistols** |
| 8 | **Machine Guns** |
| 9 | **Rifles** |
| 10 | **Shotguns** |
| 11 | **Sniper Rifles** |
| 12 | **Energy Weapons** |
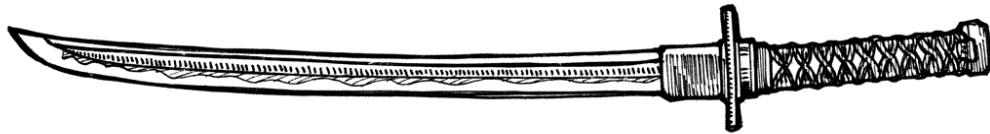


**Armor:** Armor comes in 3 standard varieties.  As per usual, the Agility modifier affects AC.

| Armor Type | AC | Fumble Die | Check Penalty* | Speed | Cost in Creds |
|---|---|---|---|---|---|
| **Unarmored** | 10 | d4 | - | - | - |
| **Light** | 12 | d8 | -1 | - | 20 |
| **Medium** | 14 | d12 | -3 | -5' | 100 |
| **Heavy** | 16 | d16 | -5 | -10' | 250 |
| **Shield** | +1 | - | -1 | - | 10 |

*The check penalty applies to checks to climb, jump, balance, swim, move silently, and other such physical activities. Infiltrators and Console Cowboys will also find their respective skills and hacking abilities hampered by these penalties as well.*

# 0-Level Occupations

| Roll (1d30) | Title | Trained Weapon | Type | Starting Good |
|---|---|---|---|---|
| 1 | Dissident | 1d4 Molotov Cocktails (d6) | Explosive | Bandana |
| 2 | Bouncer | Pool Cue (d4) | Melee | Fake ID |
| 3 | Janitor | Mop (d4) | Melee | Keyring |
| 4 | Cook | Cleaver (d4) | Melee | 1lb of Noodles |
| 5 | Dealer | Bat (d4) | Melee | Bag of Drugs |
| 6 | Squatter | Pocketknife (d4) | Melee | Spraypaint |
| 7 | Musician (Punk) | Guitar (d6) | Melee | 6-Pack of Beer |
| 8 | Musician (Electro) | Keytar (d6) | Melee | Permanent Marker |
| 9 | ex-Military | 1d3 Frag Grenades (d7) | Explosive | Helmet (+1 AC) |
| 10 | Mechanic | Wrench (d6) | Melee | 1 qt. Fuel |
| 11 | Hacker | Mall Sword (d6) | Melee | Energy Drink |
| 12 | Mall Cop | Taser (d2) | Melee | Flashlight |
| 13 | Beat Cop | Pistol, compact (d6) | Pistol | Handcuffs |
| 14 | Burglar | Crowbar (d4) | Melee | Lockpick Gun |
| 15 | Journalist | Pocketknife (d4) | Melee | Voice Recorder |
| 16 | Cabbie | Bat, spiked (d5) | Melee | Sandwich |
| 17 | Bartender | 1d6 Darts (d3) | Projectile | Empty Bottle |
| 18 | Sarariman | Taser (d2) | Melee | Briefcase, empty |
| 19 | Street Urchin | Pocketknife (d4) | Melee | Wallet, stolen (1d4 creds) |
| 20 | Thug | Chain (d3) | Melee | Pack of Smokes |
| 21 | Junkie | Hammer (d4) | Melee | Shopping Cart |
| 22 | Programmer | Taser (d2) | Melee | Data Cable, 15' |
| 23 | Hermit | 1d3 Pipebombs (d5) | Explosive | Pet Rat |
| 24 | Dockworker | Crowbar (d4) | Melee | 1lb Bag of Bananas |
| 25 | Nurse | Scalpel (d4) | Melee | Pain Pills |
| 26 | Club Dancer | Pistol, compact (d6) | Pistol | 1d5 creds |
| 27 | Scientist | Broken Test Tube (d4) | Melee | Small Vial of Acid |
| 28 | Occultist | Dagger (d4) | Melee | Strange Book |
| 29 | Martial Artist | 1d6 Throwing Stars (d4) | Projectile | Sash, 10' |
| 30 | Factory Worker | Monkey Wrench (d6) | Melee | Welder |

# Luck Augur

| Roll (1d30) | Effect |
|:---:|:---:|
| 1 | All attack rolls |
| 2 | Melee attack Rolls |
| 3 | Projectile attack Rolls |
| 4 | Firearm attack Rolls |
| 5 | Attack Rolls made from a moving vehicle |
| 6 | All damage rolls |
| 7 | Melee damage rolls |
| 8 | Ranged damage rolls |
| 9 | Explosives damage rolls |
| 10 | Stealth/Hiding rolls |
| 11 | Find/Disable Trap rolls |
| 12 | All repair rolls |
| 13 | Hacking/Program rolls |
| 14 | Drone damage rolls |
| 15 | Personality/Speech rolls |
| 16 | Healing Rolls* |
| 17 | All saving throws |
| 18 | Escape traps |
| 19 | Saving throws vs toxins |
| 20 | Reflex saving throws |
| 21 | Fortitude saving throws |
| 22 | Willpower saving throws |
| 23 | Armor Class |
| 24 | Initiative |
| 25 | Hit Points (applies each level) |
| 26 | Critical hit tables (double Luck modifier on critical hits)** |
| 27 | Fumbles (double Luck modifier on fumbles)** |
| 28 | All Recovering the Body checks |
| 29 | Total Starting Etiquettes. |
| 30 | Speed (each +1/-1 = +5'/-5' on speed) |

*If a Medic, applies to all healing the Medic performs. If not a Medic, applies to all medical healing received.*

** *Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.*

# ETIQUETTE

All PCs know and speak the universal language of Ka-Minh, but aside from Medics, begin with no known Etiquette (unless their 0-Level occupation would suggest otherwise).

Each positive INT modifier adds an Etiquette to the PCs repertoire. Personality/Speech checks made against someone with a known Etiquette are rolled with one die higher on the chain (typically a d24).

| Roll (1d7) | Type | Examples |
|---|---|---|
| 1 | **Academic** | Scientists, Doctors, Professors |
| 2 | **Corporate** | CEOs, Sararimen, Hired Aid |
| 3 | **Gang** | Gang Members |
| 4 | **Security** | Police, Security Corps, Military |
| 5 | **Runner** | Runners and Mercs |
| 6 | **Socialite** | Industrialists, Debutantes, The Elite |
| 7 | **Street** | Information Brokers, Homeless, Bartenders |

NPCs will often be listed as having an etiquette along with their normal stats, as shown:

**Dock Guard:** Init +1; Atk pistol +3 ranged (1d6); AC 16; HD 2d8; MV 20'; Act 1d20; SV Fort+2, Ref +1, Will +1; AL L; Etq **Security**.

**Gang Lord:** Init +5; Atk machete +6 melee (dmg 1d6+3) or SMG +7 ranged fire (1d8[A]); AC 17; HD 3d8; MV 20'; Act 1d20; SV Fort +4, Ref +4, Will +2; AL C; Etq **Gang**.

**Assassin:** Init +4; Atk poisoned dagger +9 melee (1d12 then 1d4, plus poison) or poisoned dart +12 missile fire (1d8 then 1d3, plus poison); AC 14; HD 3d6; MV 30'; Act 2d20; SP poison (Fort DC 18 or death, dmg 1d12+1d4 Str on successful save), Infiltrator skills 75% (disguise, move silently, climb, pick locks, hide in shadows); SV Fort +3, Ref +8, Will +4; AL C; Etq **Runner** and **Corporate**.

# Classes

# STREET SAMURAI

**HP:** A Street Samurai gains 1d12 hit points at each level.

**Armor:** Street Samurai are trained in the use of all weapons and wear whatever armor they can afford.

**Attack Modifier:** Unlike other classes, Street Samurai do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. At 1st level, this is a d3. The Street Samurai rolls this d3 on each attack roll and applies it to both his attack roll and his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3. The Street Samurai always makes a new roll with this die in each combat round. When he has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

**Mighty Deed of Arms:** See **WARRIOR** description in the DCC rulebook.

**Critical Hits:** In combat, a Street Samurai is most likely to score a critical hit and tends to get the most destructive effects when he does so. A Street Samurai rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a Street Samurai scores critical hits more often. At 1st through 3rd level, a Street Samurai scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 17-20 at 9th level. See the **DCC Combat Section** for more information on crits.

**Initiative:** A Street Samurai adds his class level to his initiative rolls.

**Luck:** At first level, a Street Samurai's Luck modifier applies to attack rolls with one specific kind of weapon. This kind of weapon must be chosen at first level and the modifier is fixed at its starting value – neither the weapon nor the modifier changes over the course of the Street Samurai's career. The weapon type must be specific: Pistols or Shotguns, not "firearms".

**Action Dice:** A Street Samurai always uses his action dice for attacks. At 5th level, a Street Samurai gains a second attack each round with his second action die.

# Street Samurai Table

| Level | Attack | Crit Die/Table | Threat Range | Action Dice | Ref | Fort | Will |
|-------|--------|----------------|--------------|-------------|-----|------|------|
| 1 | +d3 | 1d12/III | 19-20 | 1d20 | +1 | +1 | +0 |
| 2 | +d4 | 1d14/III | 19-20 | 1d20 | +1 | +1 | +0 |
| 3 | +d5 | 1d16/IV | 19-20 | 1d20 | +1 | +2 | +1 |
| 4 | +d6 | 1d20/IV | 19-20 | 1d20 | +2 | +2 | +1 |
| 5 | +d7 | 1d24/V | 18-20 | 1d20+1d14 | +2 | +3 | +1 |
| 6 | +d8 | 1d30/V | 18-20 | 1d20+1d16 | +2 | +4 | +2 |
| 7 | +d10+1 | 1d30/V | 18-20 | 1d20+1d20 | +3 | +4 | +2 |
| 8 | +d10+2 | 2d20/V | 18-20 | 1d20+1d20 | +3 | +5 | +3 |
| 9 | +d10+3 | 2d20/V | 17-20 | 1d20+1d20 | +3 | +5 | +3 |
| 10 | +d10+4 | 2d20/V | 17-20 | 1d20+1d20+1d14 | +4 | +6 | +3 |

# Street Samurai Titles

| Level | Lawful | Chaotic | Neutral |
|-------|--------|---------|---------|
| 1 | Ashigaru | Thug | Punk |
| 2 | Kenshi | Rebel | Nomad |
| 3 | Hatamoto | Vagabond | Solo |
| 4 | Samurai | Ronin | Bushi |
| 5 | Shogun | Ninja | Daimyo |

**Class Notes:**

**Prime Abilities:** STR and/or AGL.
The Street Samurai is trained in the use of all weaponry and armor.
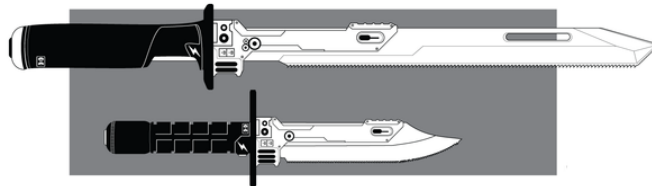
# THE MEDIC

**HP:** A Medic gains 1d6 hit points at each level.

**Armor:** The necessity for speed, precision and mobility on call tends to regulate the Medic to Medium Armor or less.

**Healing:** Like the Infiltrator and his respective tools, all medics require a **Medkit** to perform their healing or surgery. This skill is unchecked. The efficiency of healing and uses per day are limited by their level. Furthermore, a medic may choose to focus a healing roll on a specific malady (such as broken bones, blindness, poisoning, etc.) instead of HP restoration: a roll of 3 or higher is a success.

**Overclocking:** Standard issue CyberMedic™ augmentations in the Medic's brain allow for an uncanny degree of focus and precision, but not without an exhaustive price. This near-mechanical focus willingly 'burns' points of Strength, Stamina or Intelligence away to increase the efficiency of their work. Each point 'burned' adds one point of additional HP to the Medic's healing roll, up to the patient's maximum health. Ability scores lost in this way return as the Medic rests. Every day he does not attempt this exertion, he recovers 1 point of an ability score.

**Intellectual Affinity:** Any Personality check when consorting with an Academic uses the next die up in the chain (typically a d24). See: **Etiquette.**
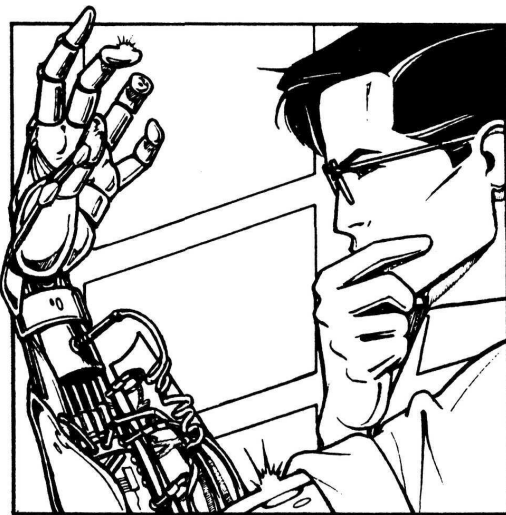
**Action Dice:** A Medic always uses his action dice for attacks. At 6th level, a Medic gains a second attack each round with his second action die.

# Medic Table

| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will | Healing Die |
|---|---|---|---|---|---|---|---|
| 1 | +0 | 1d8/III | 1d20 | +0 | +1 | +1 | 1d3 (x2) |
| 2 | +1 | 1d8/III | 1d20 | +0 | +1 | +1 | 1d4 (x4) |
| 3 | +2 | 1d10/III | 1d20 | +1 | +2 | +2 | 1d5 (x6) |
| 4 | +2 | 1d10/III | 1d20 | +1 | +2 | +2 | 1d6 (x8) |
| 5 | +3 | 1d12/III | 1d20 | +1 | +2 | +3 | 1d7 (x10) |
| 6 | +4 | 1d12/III | 1d20+1d14 | +2 | +2 | +4 | 1d8 (x12) |
| 7 | +5 | 1d14/III | 1d20+1d16 | +2 | +3 | +4 | 1d10 (x14) |
| 8 | +5 | 2d14/III | 1d20+1d20 | +2 | +3 | +5 | 1d12 (x16) |
| 9 | +6 | 2d16/III | 1d20+1d20 | +3 | +3 | +5 | 1d14 (x18) |
| 10 | +7 | 2d16/III | 1d20+1d20 | +3 | +4 | +6 | 1d16 (x20) |

# Medic Titles

| Level | Lawful | Chaotic | Neutral |
|---|---|---|---|
| 1 | Resident | Quack | Patcher |
| 2 | Intern | Coroner | Practitioner |
| 3 | Nurse | Bloodletter | Consultant |
| 4 | Doc | Sawbone | Physician |
| 5 | White-Surgeon | Black-Surgeon | Gray-Surgeon |

| Class Notes: | |
|---|---|

**Prime Ability:** INT.
The **CyberMedic™** cyberware and a **Medkit** are provided upon choosing this class. In combat, healing takes one action. Repair of maladies takes time as followed:

| | |
|---|---|
| **Broken Limbs** | 1 Turn |
| **Organ Damage / Disease** | 2 Turns |
| **Paralysis / Poison** | 3 Turns |
| **Blindness / Deafness** | 4 Turns |

# CONSOLE COWBOY

**HP:** A Console Cowboy gains 1d5 hit points at each level.

**Armor:** Bulky armor gets in the way of the Console Cowboy's mobility and exactitude when entering and working within the metaverse; most tend to remain Unarmored or in Light armor.

**Cyberdeck:** A Console Cowboy is nothing without her deck. When connected via the data-jack in her head, it is the gateway to the metaverse, away from meatspace and all its ills. Should her deck be lost or destroyed, she will be unable to enter the metaverse and use her hacking skills or programs until it is fixed or replaced. Better, more advanced decks may give bonuses to rolls in myriad ways. Entering or exiting the metaverse takes one full round and unless safely behind cover, the vulnerable Console Cowboy suffers a -4 to AC while engaged. Should a Console Cowboy be suddenly unplugged from the metaverse without safely exiting, the physical shock of the return deals 1d4 points of HP damage.

**Hacking:** While in the metaverse, the Console Cowboy can hack security systems to the advantage of the crew, by unlocking electronic doors, finding and silencing security alarms, creating falsified identification and decrypting passwords. Difficulty Checks in regards to these skills are referred to as "Defense Countermeasures."

**Executor:** The Console Cowboy can execute powerful, specialized programs inside the 'verse.

**1337sP33K:** Console Cowboys have a clandestine written and spoken language when working online and in the metaverse, typically known only among themselves.

**Action Dice:** A Console Cowboy always uses her action dice for attacks. At 6th level, she gains a second attack each round with her second action die.

# Console Cowboy Table

| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will |
|-------|--------|----------------|-------------|-----|------|------|
| 1 | +0 | 1d6/I | 1d20 | +1 | +0 | +1 |
| 2 | +1 | 1d6/I | 1d20 | +1 | +0 | +1 |
| 3 | +2 | 1d8/I | 1d20 | +1 | +1 | +2 |
| 4 | +2 | 1d8/I | 1d20 | +3 | +1 | +2 |
| 5 | +3 | 1d10/I | 1d20 | +3 | +1 | +3 |
| 6 | +4 | 1d10/I | 1d20+1d14 | +2 | +2 | +4 |
| 7 | +5 | 1d12/I | 1d20+1d16 | +3 | +2 | +4 |
| 8 | +5 | 2d12/I | 1d20+1d20 | +3 | +2 | +5 |
| 9 | +6 | 2d14/I | 1d20+1d20 | +3 | +3 | +5 |
| 10 | +7 | 2d14/I | 1d20+1d20 | +4 | +3 | +6 |

| Skill | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------|---|---|---|---|---|---|---|---|---|----|
| Unlock Electronic Doors (INT) | +3 | +5 | +7 | +8 | +9 | +11 | +12 | +13 | +14 | +15 |
| Detect Alarms (INT) | +1 | +3 | +5 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| Shut Down Alarms (INT) | +1 | +3 | +5 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| Decryption (INT) | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 |
| Falsify Identification (INT) | +0 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 |
| Execute Program* (INT) | d14 | d14 | d16 | d16 | d20 | d20 | d20 | d24 | d24 | d24 |

* Similar to the DCC Thief's *Read Scroll* ability. Roll the listed die + INT modifiers + any bonus to determine the equipped program's result. All Basic Decks come equipped with the **Reprogram AI** program chip (see below).

# Console Cowboy Titles

| Level | Lawful | Chaotic | Neutral |
|-------|--------|---------|---------|
| 1 | Code Jockey | Script Kiddie | Keylogger |
| 2 | Wunderkind | Hacktivist | Phreaker |
| 3 | Sneaker | Cracker | Hacker |
| 4 | Sysop | Wizard | Savant |
| 5 | Cowboy | Outlaw | Net Runner |

# Reprogram AI

| Range: 120' | Duration: Varies | Execution Time: 1 round | Save: Will vs. check |
| --- | --- | --- | --- |

| | |
| --- | --- |
| **Manifestation** | Roll 1d4: (1) flash of internal light; (2) LEDs turn green; (3) sparking overload; (4) neon blue aura. |
| **Misfire** | Roll 1d4: (1) user becomes obsessed with intended AI; (2) 1d3 randomly determined nearby AI begin attacking the closest ally; (3) forced exit from the metaverse dealing 1d4 damage; (4) target is not reprogrammed but instead mindlessly enraged by user. |
| **Corruption Damage** | Roll 1d6: (1-3) 1d3 shock; (4-5) 1d5 shock; (6) 1d7 shock |

| | |
| --- | --- |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4+) misfire. |
| 2-11 | Failure. Program crashes and is lost for the day. |
| 12-13 | A single AI must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions. |
| 14-17 | A single AI must make a Will save or fall under the user's complete control, as if it were his ally. However, the AI will not perform actions that are self-destructive or which a devoted ally would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for the user to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under the user's control. The target receives another save to break the programming according to its original Intelligence, as follows: Int 3-6 = one week; Int 7-9 = three days; Int 10-11 = one day; Int 12-15= three hours; Int 16-17 = one hour; Int 18+ = one minute. |
| 18-19 | A single AI must make a Will save or fall under the user's complete control, as if it were his ally. However, the AI will not perform actions that are self-destructive or which a devoted ally would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for the user to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under the user's control. The target receives another save to break the programming according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = one week; Int 12-15= three days; Int 16-17 = three hours; Int 18+ = one hour. |
| 20-23 | User can affect number of AI the same as his level. Save to break programming as 18-19. |
| 24-27 | User can affect 1d6+Level number of AI. Save to break programming as 18-19. |
| 28-29 | User can affect 2d6+Level number of AI. Save to break programming as 18-19. |
| 30-31 | User can affect 3d6+Level number of AI. Save to break programming as 18-19. |
| 32+ | User can affect up to 100 AI at once. There is no effective range limit, and the targets need not be grouped together. Targets of equal to or less HD than the user do not receive a save. Those with greater HD than the user receive a Will save. Failure indicates the targets fall under the user's control and consider him their close ally. Save to break programming as 18-19. |

| |
| --- |
| **Class Notes:** |
| **Prime Ability:** INT<br>A **data-jack** implant and **Basic Deck** are included when choosing this class. |
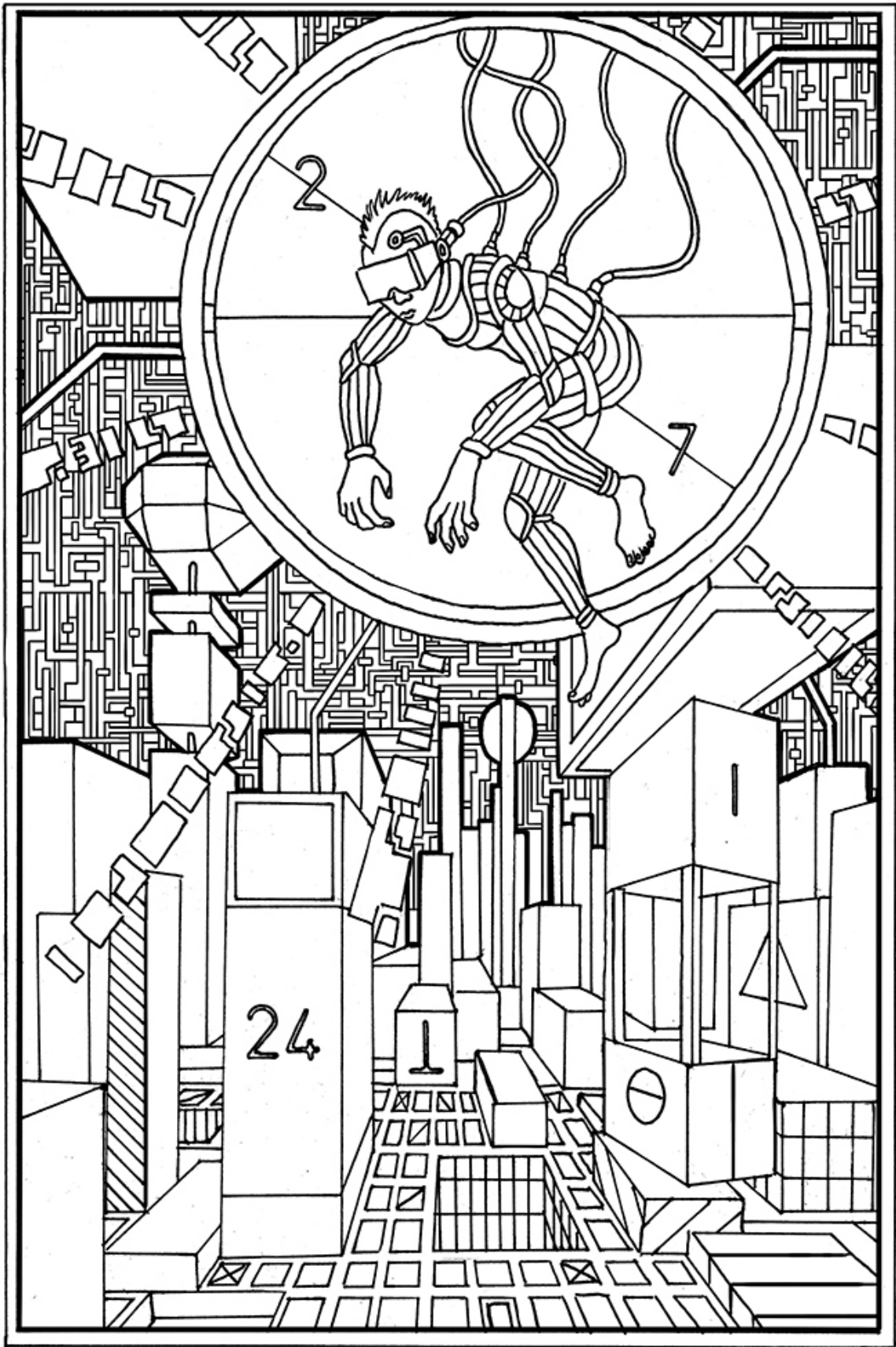
# Infiltrator

**HP:** Infiltrators gain 1d6 hit points at each level.

**Armor:** Medium and Heavy armor inhibit the Infiltrator's stealth and skills; most keep to Light armor.

**Professional Skills:** Infiltrators have unique sets of skills that benefit them on missions, such as Hiding in Shadows, Lock Picking, Sleight of Hand and devastating Backstabs.

**Luck and Wits:** Infiltrators survive on their luck and their wits, and the most successful of them live a life of fortune on guts and intuition. An Infiltrator gains additional bonuses when expending Luck, as follows: First, the Infiltrator rolls a luck die when he expends Luck. The luck die is indicated in the Infiltrator Table. For each point of Luck expended, he rolls one die and applies that modifier to his roll. For example, a 2nd-level Infiltrator who burns 2 points of Luck adds +2d4 to a d20 roll. Second, unlike other classes, the Infiltrator recovers lost Luck to a limited extent. The Infiltrator's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. For example, a 1st-level Infiltrator with starting Luck score of 11 attempts to disable a trap and fails by 2 on his check. He burns 2 points of Luck to add 2d3 to his result, allowing him to succeed. His Luck is now 9. Because the Infiltrator is 1st level, his Luck score will be restored by 1 point on the following morning, bringing it back up to 10. Then, 1 additional point will be restored on the following morning, bringing it back to 11. The Infiltrator's Luck score cannot increase past 11.

**Action Dice:** An Infiltrator always uses his action dice for attacks. At 6th level, he gains a second attack each round with his second action die.

# Infiltrator Table

| Level | Attack | Crit Die/Table | Action Dice | Luck Die | Ref | Fort | Will |
|---|---|---|---|---|---|---|---|
| 1 | +1 | 1d10/II | 1d20 | d3 | +1 | +1 | +0 |
| 2 | +2 | 1d12/II | 1d20 | d4 | +1 | +1 | +0 |
| 3 | +2 | 1d14/II | 1d20 | d5 | +2 | +1 | +1 |
| 4 | +3 | 1d16/II | 1d20 | d6 | +2 | +2 | +1 |
| 5 | +3 | 1d20/II | 1d20 | d7 | +3 | +2 | +1 |
| 6 | +4 | 1d24/II | 1d20+1d14 | d8 | +4 | +2 | +2 |
| 7 | +5 | 1d30/II | 1d20+1d16 | d10 | +4 | +3 | +2 |
| 8 | +6 | 1d30+2/II | 1d20+1d20 | d12 | +5 | +3 | +2 |
| 9 | +7 | 1d30+4/II | 1d20+1d20 | d14 | +5 | +3 | +3 |
| 10 | +8 | 1d30+6/II | 1d20+1d20 | d16 | +6 | +4 | +3 |

| Skill | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Backstab* | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 |
| Sneak Silently (AGL) | +3 | +5 | +7 | +8 | +9 | +11 | +12 | +13 | +14 | +15 |
| Hide in Shadows (AGL) | +1 | +3 | +5 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| Sleight of Hand (AGL) | +3 | +5 | +7 | +8 | +9 | +11 | +12 | +13 | +14 | +15 |
| Climb (AGL) | +3 | +5 | +7 | +8 | +9 | +11 | +12 | +13 | +14 | +15 |
| Pick Lock (AGL) | +1 | +3 | +5 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| Safecracking (INT) | +0 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 |
| Find Trap (INT) | +1 | +3 | +5 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| Disable Trap (AGL) | +1 | +3 | +5 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| Disguise Self (PER) | +0 | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 |

* The most successful Infiltrators kill without their victims ever being aware of the threat. When attacking a target from behind or when the target is otherwise unaware, the Infiltrator receives the indicated attack bonus to his attack roll. In addition, if he hits, the Infiltrator automatically achieves a critical hit, rolling on the crit table as per his level. Typically, backstabs are combined with checks to **Sneak Silently** or **Hide in Shadows,** such that an Infiltrator attacks with surprise and is able to backstab. Certain weapons are particularly effective with backstab attempts and do additional damage, as noted in the weapons list. Backstab attempts can only be made against enemies with clear anatomical vulnerabilities.

# Infiltrator Titles

| Level | Lawful | Chaotic | Neutral |
|---|---|---|---|
| 1 | Apprentice | Thief | Sneak |
| 2 | Shatei | Silencer | Roof Runner |
| 3 | Kyodai | Cutthroat | Agent |
| 4 | Wakagashira | Executioner | Shadow |
| 5 | Oyabun | Assassin | Spy |

**Class Notes:**

**Prime Ability:** AGL
A set of **Infiltrator's Tools** are provided upon choosing this class.
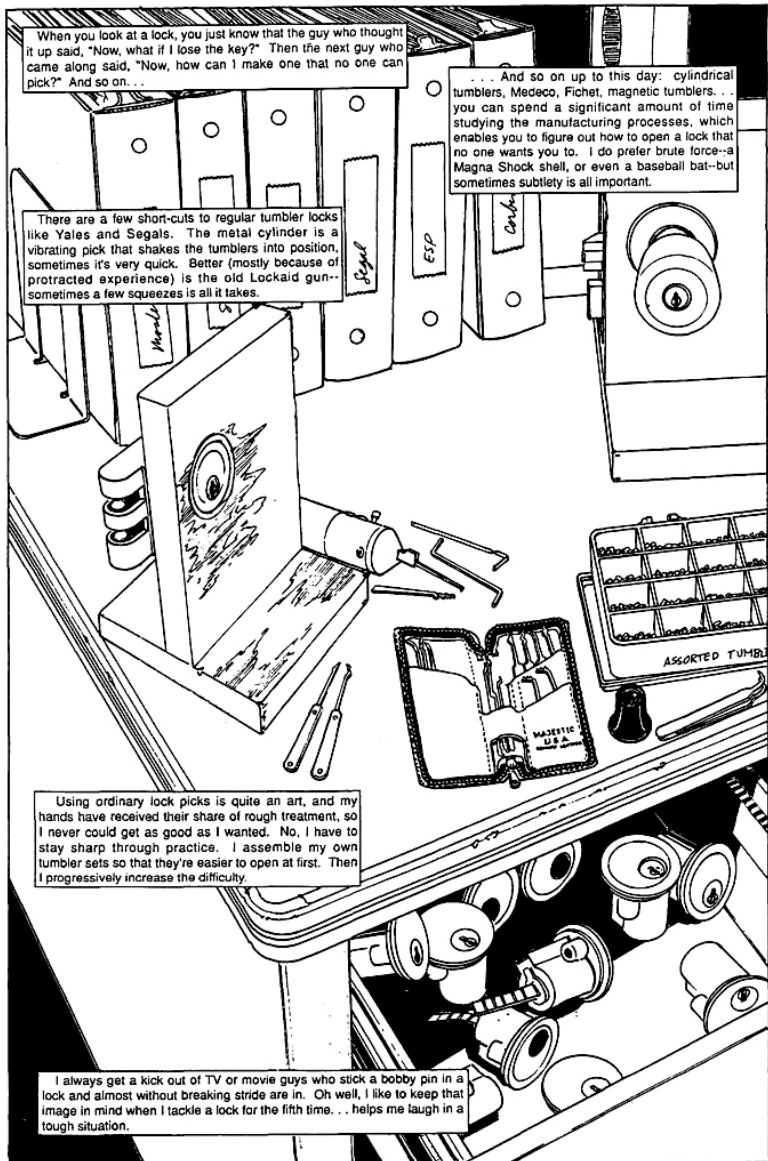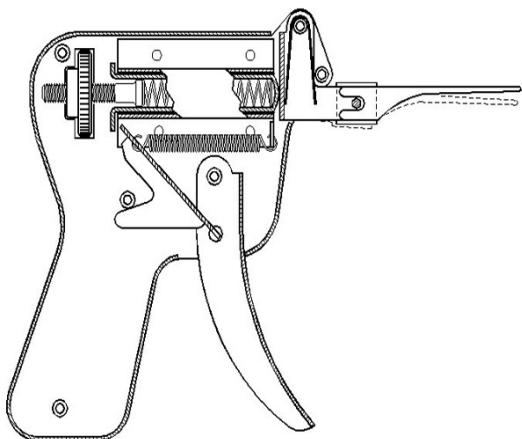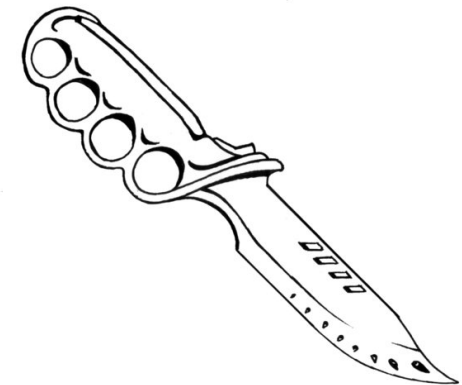
# RIGGER

**HP:** Riggers gain 1d8 hit points at each level.

**Armor:** Typically found in the midst of combat, Riggers tend to opt for Light or Medium armor for defense.

**Drone Zone:** Riggers excel at fighting alongside their drone companions and a **Basic Drone** is provided when choosing this class. When fighting with a drone, a Rigger always gains a secondary drone attack. This attack uses a d14 to hit (instead of a d20). The Rigger adds his INT modifier + Level to this number. The Basic Drone attack does 1d3 damage; advanced drones may up this damage dealt, or add additional effects. Riggers with multiple action dice (levels 5+) still receive only one drone attack each round. Should the Rigger be downed or killed in combat, the neuro link connecting the two fails, and the drone effectively shuts down. At 0 HP, the drone has been irreparably destroyed.

| **Basic Drone:** | Atk melee (1d3); AC 12; HD 2d4; MV 20'; Fort +0, Ref +1, Will +0. |
|---|---|

**Run n' Gun:** Ranged attacks with firearms while riding or mounted in a vehicle are upped by one die (typically 1d24).

**Gear Head:** With a Multitool, Riggers have a knack for mechanical repairs, disassembly and tinkering that increases with their level as shown on the table below. This skill can also repair HP damage to their Drone (1d20 + INT + Tinkering), up to it's maximum. On a fumble, this attempt backfires, causing 1d6 HP damage to the drone. Failure increases the Rigger's fumble range by 1, akin to the DCC Cleric. After 24 hours, this fumble range decreases by 1 point.

| Repair Check | Result |
|---|---|
| 1 | Fumble! |
| 2-11 | Failure |
| 12-13 | 1 HD |
| 14-19 | 2 HD |
| 20-21 | 3 HD |
| 22+ | 4 HD |



**Action Dice:** A Rigger always uses his action dice for attacks. At 5th level, he gains a second attack each round with his second action die.

# Rigger Table

| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will | Tinkering |
|-------|--------|----------------|-------------|-----|------|------|-----------|
| 1 | +1 | 1d10/III | 1d20 | +1 | +1 | +1 | +3 |
| 2 | +2 | 1d12/III | 1d20 | +1 | +1 | +1 | +5 |
| 3 | +2 | 1d14/III | 1d20 | +1 | +2 | +1 | +7 |
| 4 | +3 | 1d16/IV | 1d20 | +2 | +2 | +2 | +8 |
| 5 | +3 | 1d20/IV | 1d20+1d14 | +2 | +3 | +2 | +9 |
| 6 | +4 | 1d24/V | 1d20+1d16 | +2 | +4 | +2 | +11 |
| 7 | +4 | 1d30/V | 1d20+1d20 | +3 | +4 | +3 | +12 |
| 8 | +5 | 1d30/V | 1d20+1d20 | +3 | +5 | +3 | +13 |
| 9 | +5 | 2d20/V | 1d20+1d20 | +3 | +5 | +3 | +14 |
| 10 | +6 | 2d20/V | 1d20+1d20+1d14 | +4 | +6 | +4 | +15 |

# Rigger Titles

| Level | Lawful | Chaotic | Neutral |
|-------|--------|---------|---------|
| 1 | Craftsman | Grease Monkey | Enthusiast |
| 2 | Technician | Screwloose | Wrencher |
| 3 | Artificer | Fix-It | Gearhead |
| 4 | Operator | Machinist | Repairman |
| 5 | Engineer | Motorhead | Mechanic |

| Class Notes: |
|---|
| **Prime Ability:** INT<br>A **Basic Drone** and **NeuroTran** implant for its control are included when choosing this class. The NeuroTran has a maximum signal range of 180'. |

# The Face

**HP:** The Face gains 1d6 hit points at each level.

**Armor:** Typically dressed to impress, The Face rarely wears any armor above Medium. Bulky armor isn't fashionable, you know.

**Devilish Luck:** Faces are notoriously lucky. A Face gains additional bonuses when expending Luck, as follows: First, a Face doubles the bonus of a Luck check. For every 1 point of Luck expended, the Face gains a +2 to his roll. Second, unlike other classes, the Face recovers lost Luck to a limited extent. The Face's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. Third, the Face's luck can rub off on those around him. The Face can expend Luck to aid his allies. The ally in question must be nearby and visible to the Face. The Face can act out of initiative order to burn Luck and apply it to the ally's rolls. The Face loses the Luck, and the ally receives the benefit. The Face's Luck modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, checks, skills, and so on. Note that the devilish luck ability applies to only one Face in the party. There is luck to having a Face on the job, but there is not "more luck" to having more than one.

**Smooth Talker:** The Face receives a 'Speech Die' that is used when attempting to persuade, bribe or intimidate somebody. This is done by rolling 1d20 + PER Modifier + Speech Die over a Difficulty Check. If he has a known Etiquette with the listener, this 1d20 becomes 1d24.

**Keen Eye:** Faces have a sixth sense when it comes to finding hidden credsticks or valuables. They receive a +4 bonus when searching for secret compartments, doors or caches.

**Action Dice:** The Face always uses his action dice for attacks. At 6th level, he gains a second attack each round with his second action die.

# The Face Table

| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will | Speech Die |
|-------|--------|----------------|-------------|-----|------|------|------------|
| 1 | +1 | 1d8/III | 1d20 | +1 | +1 | +1 | +d3 |
| 2 | +1 | 1d8/III | 1d20 | +1 | +1 | +1 | +d4 |
| 3 | +2 | 1d10/III | 1d20 | +2 | +1 | +2 | +d5 |
| 4 | +2 | 1d10/III | 1d20 | +2 | +2 | +2 | +d6 |
| 5 | +3 | 1d12/III | 1d20 | +3 | +2 | +3 | +d7 |
| 6 | +3 | 1d12/III | 1d20+1d14 | +4 | +2 | +4 | +d8 |
| 7 | +4 | 1d14/III | 1d20+1d16 | +4 | +3 | +4 | +d10 |
| 8 | +4 | 1d14/III | 1d20+1d20 | +5 | +3 | +5 | +d10+1 |
| 9 | +5 | 2d16/III | 1d20+1d20 | +5 | +3 | +5 | +d10+2 |
| 10 | +5 | 2d16/III | 1d20+1d20 | +6 | +4 | +6 | +d10+3 |

# The Face Titles

| Level | Lawful | Chaotic | Neutral |
|-------|--------|---------|---------|
| 1 | Talker | Crook | Scout |
| 2 | Soother | Hustler | Agent |
| 3 | Charmer | Con-Man | Emissary |
| 4 | Delegate | Swindler | Operative |
| 5 | Boss | Shark | Fixer |

| Class Notes: |
|---|
| **Prime Ability:** PER<br>Searching for secret compartments, doors or caches takes 1 full turn (10 minutes). |

# Basic Equipment

# Equipment List

| Roll (1d24)* | Item | Cost in Creds |
|:---:|:---:|:---:|
| 1 | Backpack | 2 |
| 2 | Glowstick | 1 |
| 3 | Chain, 10' | 10 |
| 4 | Data Stick | 3 |
| 5 | Crate, empty | 2 |
| 6 | Crowbar | 2 |
| 7 | Flask, empty | 1 |
| 8 | Lighter | 2 |
| 9 | Grappling Hook | 1 |
| 10 | Multitool | 3 |
| 11 | Flashlight | 10 |
| 12 | Battery Cell** | 1 |
| 13 | Rations, 1 day | 2 |
| 14 | Nylon Rope, 50' | 2 |
| 15 | Duffel bag | 2 |
| 16 | Pouch, Small | 1 |
| 17 | Medkit ‡ | 50 |
| 18 | Infiltrator's Tools | 30 |
| 19 | Commlink | 20 |
| 20 | Respirator | 10 |
| 21 | Synthetic Oil, 1 flask | 1 |
| 22 | Assorted Hardware | 5 |
| 23 | Pack of Smokes | 3 |
| 24 | Water Canteen | 1 |

0-Level PCs begin with 1d8 creds. PCs starting above Level-0 begin with:

| Level 1 | Level 2 | Level 3 |
|:---:|:---:|:---:|
| 3d10 | 3d10+500 | 3d10+1500 |

* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

** One battery cell can continually run a flashlight for 24 hours.

‡ Non-Medic classes attempting to use a Medkit typically do so as an untrained skill for 1d3 HP restoration. A roll of 1 indicates a fumble, and inadvertently deals 1d4 HP damage.

# Melee Weapons

| Type | Damage | Creds |
|---|---|---|
| Bat | 1d4 | 3 |
| Nunchaku | 1d4 | 3 |
| Dagger † ** | 1d4/1d10 | 3 |
| Garrotte † | 1/3d4 | 2 |
| Handaxe** | 1d6 | 4 |
| Sai | 1d4 | 3 |
| Machete | 1d6 | 7 |
| Wakizashi | 1d5 | 6 |

| Type | Damage | Creds |
|---|---|---|
| Battleaxe* | 1d10 | 7 |
| Katana | 1d7 | 8 |
| Longsword | 1d8 | 10 |
| Mace | 1d6 | 5 |
| Yari* | 1d8 | 7 |
| Staff* | 1d4 | 2 |
| Two-Handed Sword* | 1d10 | 15 |
| Sledgehammer* | 1d10 | 10 |

# Projectile Weapons

| Type | Range | Damage | Creds |
|---|---|---|---|
| Bow* | 70/140/210 | 1d6 | 25 |
| Crossbow* | 80/160/240 | 1d6 | 30 |
| Throwing Knives/Stars | 10/20/30 | 1d3 | 2 |
| Blowgun † | 20/40/60 | 1d3/1d5 | 6 |

| Ammunition | Creds |
|---|---|
| Arrows (x20) | 5 |
| Bolts (x30) | 10 |
| Darts (x20) | 5 |
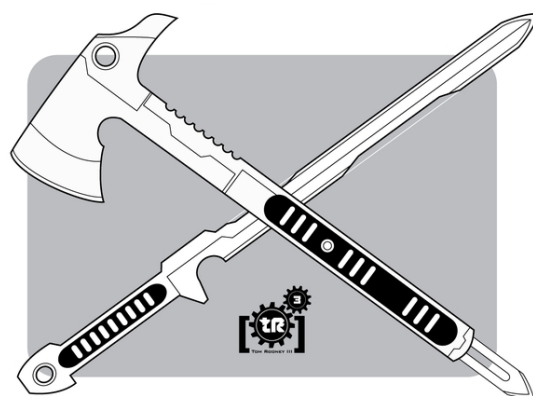
* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** These melee weapons can be thrown at a range of 10/20/30 (short, medium, long). STR modifiers only apply at short range.

† These weapons are particularly effective when used with the element of surprise. An Infiltrator who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other Infiltrator attacks use the first value.

# Explosives

| Type | Damage | Blast Radius | Range | Creds | Notes |
|---|---|---|---|---|---|
| Pipebomb | d5 | 5' | 10/20/30 | 3 | 1-2 Fumble Range |
| Frag Grenade | d7 | 15' | 10/20/30 | 5 | |
| Molotov Cocktail | d6 | 10' | 10/20/30 | 5 | 1-2 Fumble Range |
| Pulse Grenade | d7 | 15' | 10/20/30 | 10 | Only effective vs. robotics or some cyberware |
| Concussion Grenade | d7 | 15' | 10/20/30 | 5 | ½ Damage is Subdual |
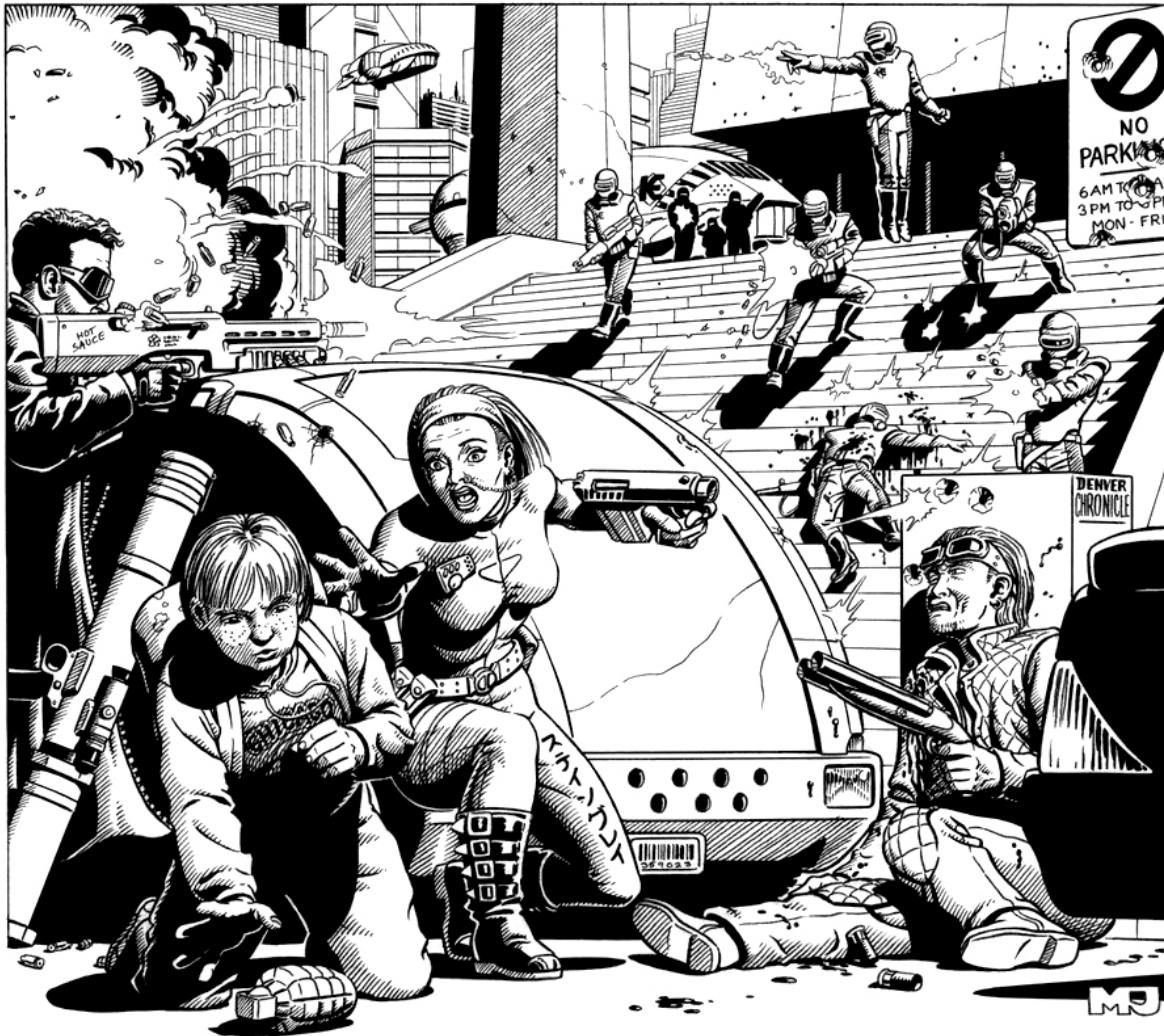
# Firearms

| Type | Damage | RoF* | Speed** | Range | Ammo | Weight | Creds |
|---|---|---|---|---|---|---|---|
| Pistol, Compact | d6 | 1 | 0 | 40/80/120 | 2 | 2 | 75 |
| Pistol, Revolver | d8 | 1 | -1 | 60/120/180 | 6 | 6 | 100 |
| Pistol, Semi-Auto | d8 | 2 | 0 | 60/120/180 | 10 | 10 | 150 |
| Submachine Gun | d8 | 3(A) | -1 | 60/120/180 | 30 | 10 | 300 |
| Machine Gun | d12 | 5(A) | -2 | 120/240/360 | 100 | 30 | 800 |
| Rifle, Assault | d10 | 3(A) | -1 | 100/200/300 | 30 | 12 | 400 |
| Rifle, Lever | d10 | 1 | -2 | 120/240/360 | 5 | 15 | 150 |
| Energy Pistol | d8 | 1 | -1 | 80/160/240 | 40 | 2 | 400 |
| Energy Rifle | d12 | 1 | -2 | 200/400/600 | 50 | 6 | 1000 |
| Shotgun | d10 | 1 | -1 | 50/100/- | 2 | 12 | 75 |
| Shotgun, Combat | d10 | 2 | -1 | 50/100/- | 10 | 15 | 150 |
| Sniper Rifle | d14 | 1 | -3 | 300/600/900 | 4 | 20 | 500 |

**\*** Rate of Fire. Additional shots may be taken, up to the RoF, but each subsequent shot is -1 die bump lower.

**\*\*** Applies to dueling only and affects initiative rolls.

**Aiming one full round:** Increases the Attack and Damage die by one.

**Automatic Weapons do 3 Dice of Damage.** Weapons with a RoF that indicates an (A), instead of separate attacks, automatic weapons can affect multiple targets in a 10-foot square area. **An automatic fire attack uses 10 rounds of ammunition.** The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.
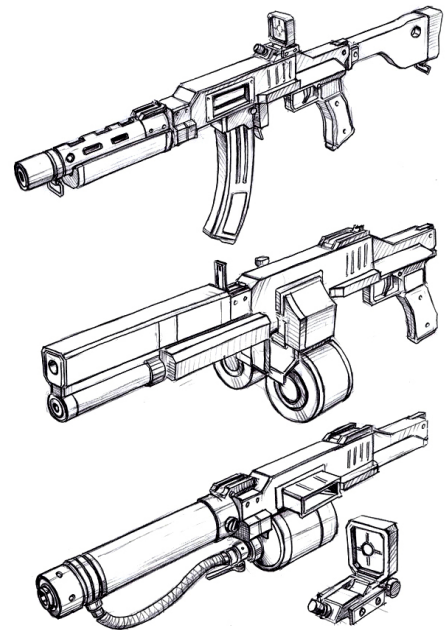
# Basic Ammunition

| Damage Die | Creds |
|---|---|
| d6-d8 | 1 (per 10) |
| d10-d12 | 5 (per 10) |

*Mpoekt Insomnia*

# Appendix C:\

**Books:**
· Neuromancer ‡
· Snow Crash ‡
· Mirrorshades: Anthology
· When Gravity Fails
· Ready Player One

**Comics:**
· Transmetropolitan ‡

**Films:**
· Blade Runner ‡
· Akira ‡
· Ghost in the Shell
· Johnny Mnemonic
· The Matrix
· Kung Fury

**Videogames:**
· Shadowrun: ‡
    Returns/Dragonfall/Hong Kong
· Snatcher ‡
· Deus Ex
· System Shock
· Technobabylon
· Dex
· Beneath A Steel Sky
· Black Ice

**RPGs:**
· Shadowrun ‡
· Cyberpunk 2020

‡ These works in particular I consider to be seminal to the cyberpunk genre.

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Next Issue:
Decks, Drones
Cyberware &
The Metaverse