Norbert G. Matausch

For use with
The Black Hack

_Mirrorshades

_Mirrorshades

Norbert G. Matausch

om shri ganeshaya namah

To Kerstin, Luna, Stella and
Charlotte.

Mirrorshades is a hack of a hack of a hack.

Several thanks are in order:

To David Black, for writing the awesome The Black Hack.

To Mike Evans, for writing the fantastic Cyber-Hacked, a hack of The Black Hack. Mirrorshades is built on Cyber-Hacked's foundation.

Both David and Mike gave me a thumbs-up for using their ideas to write Mirrorshades.

Thank you, guys. You rock.

All images that I use in Mirrorshades are Creative Commons Zero. Thank you.

Enjoy. And play more games!

May 2016,
Norbert G. Matausch

THE WORLD
YOU LIVE IN

The year is 2020.

Global corporations. Private armies. Puppet governments. Colonies in space. Technology that goes straight into your body and your brain. Some men are machines. There are only two classes on earth: winners and losers. Urban jungles. Tribal gangs roaming the streets. Burned-out cybersoldiers looking for jobs. Biosculpted beauties presenting the latest trends in ultrafashion. Entertainment is everywhere, and all of it is empty, devoid of meaning. Drugs, designed in high-tech labs or cooked up in basement bathrooms. Cheap and available, a way to escape from a world that the gods have forsaken. This is your world. This is your grave and your playground. And the sky above is the color of television, tuned to a dead channel.

IMAGINE
A
DARK
FUTURE

RULES & CHARACTERS

Everything a character might possibly attempt that could result in failure is resolved by testing attribute stats, in order to successfully test a stat - a player must roll below it on a d20. Enemies don't make tests - a character must avoid their attacks by making a test, the only time an enemy would roll is for damage.

ROLL YOUR STATS

Stats are generated with 3d6 in the following order Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), Charisma (CHA). If a stat of 15+ is rolled the next must be rolled with 2d6 + 2, then continue with 3d6 until the end or another 15+ is rolled.

Once all stats are generated, two may be swapped around.

CHOOSE A CLASS

There are ten choices: Solos, Martial Artists, Nomads, Cops, Netrunners, Rockers, Techies, Faces, Fixers and Corporates. Your class determines how much damage you do, your Hit Points and unique abilities.

BUY EQUIPMENT

Every new character starts with 1d100 x 50 dollars with which to buy their equipment. Characters also start out with a set of decent clothes and other items listed in their class.

ARMOR POINTS

Armor can be explained best as additional hit points. Subtract damage from your Armor Points first. If there is any damage left, subtract it from your hit points. After Armor Points have been spent that way, a character ist too worn out from the hits and has to rest before he can use them again.

Enemies have 1 point of armor for every HD above 1, to figure this out quickly simply subtract 1 from their HD. They can also carry shields. (All to a maximum of 10).

TYPE	ARMOR POINTS
Thick Leather Jacket	1 AP
Bullet Proof Vest	2 AP
Kevlar Vest	4 AP
Reinforced Kevlar Vest	6 AP
Riot Shield	2 AP

ARMOR PROFICIENCY

If a character wears armor that is not listed in their class, they add their total Armor points (despite how many they have used) to any rolls to Attack or Avoid Damage.

CONVERTING SAVES

Mirrorshades (and TBH/Cyber-Hacked) ignores saves and instead asks the player to roll attribute tests when any spell, trap or effect would impact them - using the below as a guide. Remember the advice in the Powerful Opponents section.

STR	DEX	CON
Physical Harm that cannot be dogded.	Physical Harm that *can* be dodged.	Poison, Disease or Death

INT	WIS	CHA
Resisting Spells and Magic.	Deception and Illusions.	Charming effects.

PLAYER'S TURN

During a player's turn a character may move and perform an action. They could attack, look for a clue, talk with an NPC, use a Psychic ability - interacting with the world is an action. Often they will test their attributes to determine the outcome.

TIME & TURNS

There are 2 important types of tracked time - Moments (rounds) and Minutes (turns). Moments are used during combat and fast paced scenes of danger and Minutes are used when exploring and adventuring.

A GM may advance the clock as they need substituting Minutes for Hours, Days or even Months should the adventure require it.

MOVEMENT & DISTANCE

Rather than track precise numbers, Mirror-shades uses 4 abstract ranges for measuring distances: Close, Nearby, Far-Away and Distant. On their turn every character can move somewhere Nearby as part of an action, performing that action at any stage of the move.

They can forgo their action and move somewhere Far-Away instead. Anything beyond Far-Away can be classified as Distant and would take 3 moves to get to. This system is designed to support the narrative 'theatre of the mind' style of play, and is less concerned about tracking squares and fiddly distances.

For converting existing movement rates or measures (for spells or areas of effect) use the following as a guide:

CLOSE	NEARBY	FAR AWAY
0-5 ft	6-60 ft	61-120 ft

INITIATIVE

When combat breaks out, everyone must be sorted into an order so they each get to act and react in turn. Every character tests their DEX. Those that succeed, take their turn before their opponents, they must then act as a group – deciding their own order for actions. Those that fail their DEX tests, go after their opponents.

ENEMY HD

HD represents an enemy's level and the number of d8 rolled to determine its HP.

ATTACKS, DEFENSES & DAMAGE

When a character attacks a creature they must roll below their STR stat for a Melee Attack or DEX for a Ranged Attack.

Likewise, when an enemy attacks, the character must roll below its STR against a Melee Attack and DEX against a Ranged Attack to avoid taking damage.

A GM will often give the stat required for the test. The damage an attack deals is based on the character's class or the number of HD an enemy has. To make a Melee Attack an opponent must be Close.

Ranged Attacks against Close opponents are possible, but the attacker suffers a Disadvantage. Enemies deal damage based on their HD. Refer to the Enemy HD table.

TWO HANDED WEAPONS/ DUAL WIELDING

Larger, more deadly weapons are handled simply by adding +2 to any dice rolled with them. They deal additional damage, but are also harder to hit with.

FULL AUTO FIRE

Ah! Nothing like the sounds of full auto fire in the morning :) A character can fire a machine gun on full automatic. Increase the damage by +3 (on top of the +2 for two handed), but doing so increases the usage die from 1-2 to 1-4.

CRITICAL DAMAGE

If a player making an attack rolls a 1, they double the result of the damage dice they roll. If they roll a 20 when avoiding an attack, they take double damage. Armor Points are used normally.

ENEMY HD	DAMAGE
1	d4 (2)
2	d6 (3)
3	2d4 (4)
4	d10 (5)
5	d12 (6)
6	d6+d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	d10+d12 (11)

DEATH & DYING

When a character is reduced to zero Hit Points (HP) they are taken Out of Action (OofA), they are unconscious and cannot make any actions. When the fight is over or they are out of danger, a character that is taken OofA rolls on the table to see what happens to them. If they survive they gain 1d4 HP. If the characters lose the fight or are unable to recover the body of the character, they are lost forever!

POWERFUL OPPONENTS

For every HD above the character's level, add +1 to every roll the player makes for any attribute test that would determine the outcome of a conflict between them and an NPC. - A level 3 character defending against a HD 5 enemy attack would add +2 to their roll.

HEALING

Characters can gain Hit Points from Healing Stims and Abilities. They can never gain more than their maximum - and can never go below zero either. When healing a character who is OofA, just start at zero and count up. That character is now back on their feet and no longer OofA.

OUT OF ACTION	
1	**KO'ed** -- Just knocked out.
2	**Fat Head** -- Disadvantage on all tests for the next hour.
3	**Cracked Bones** -- STR, DEX and CON are temp -2 for the next day.
4	**Cracked Skull** -- INT and WIS are temp -2 for the next day.
5	**Crippled** -- STR or DEX is permanently reduced by 2
6	**Disfigured** -- CHA reduced by 4
7	**Limb Lost** -- Needs a prosthetic
8	**Dead** -- Not alive any more.

RESTING

When characters rest for about an hour, they regain the use of all their Armor points. Also once per day, after resting, they may roll a Hit Die associated with their class and regain that many HP. After eight hours of sleep a character regains another HD of HP.

EXPERIENCE

Adventurers learn through defeating and overcoming obstacles. Killing one boring drugged out ganger won't bring a revelation of learning to someone. Surviving a raid on a Corporate Complex, completing a job for a Fixer or simply living to tell the tale are the things that bring perspective and growth.

The old experience system has been completely discarded. For every session / raid / job / major event the character survives they gain a level. The GM will decide which, and it's recommended that this decision remains more or less a constant throughout the campaign - and a GM should be clear and upfront with the players so they know where the 'goalposts' are.

GAINING LEVELS

When a character levels up, their maximum Hit Points increase by rolling the Hit Die for the class. Also a player should roll a d20 for each Stat, if the result is higher - that Stat increases by 1.

ENCUMBRANCE

A character can carry a number of items equal to their STR with no issues. Carrying over this amount means they are encumbered and all attribute tests are taken with Disadvantage – you can also only ever move to somewhere Nearby. They simply cannot carry more than double their STR.

CLASS WEAPONS

When using a weapon not listed in their class, combat tests have Disadvantage.

RANDOM ENCOUNTERS

The GM should roll a d4 every 15 minutes of real world play (you are paying attention, right?) A result of 1-2 means the players will encounter a randomly generated creature or distraction in the following Minutes (turn).

REACTIONS

Some enemies and NPCs will have predetermined personalities and goals that will guide a GM when choosing their actions and feelings towards the characters. Those that do not, such as randomly encountered NPC/enemy, make a Reaction roll on the following table:

ROLL	REACTION
1	Flee, then roll again.
2	Avoid the PCs entirely.
3	Trade with PCs.
4	Give the PCs aid.
5	Mistake the PCs for friends.
6	Trick the PCs (roll again).
7	Call for Reinforcements.
8	Capture/Kill/Eat the PCs.

USAGE DIE

Any item listed in the equipment section that has a Usage die is considered a consumable, limited item. When that item is used the next Minute (turn) its Usage die is rolled. If the roll is 1- 2 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.

CONTACTS

At character creation a player can create two level 1 contacts or one level 2 contact. After this initial point, all contacts must be gained through role-playing. A contact could be a whore, a criminal thug, a hacker, a bouncer at a local bar, a fixer, a fence, etc. It's up to the player to decide who they are.

Level 1 Contacts- Standard contact. You use them sometimes and they may remember you, but then again they might not. They could have information you need, but they also might not know a Hacker from a shoebox. They have no loyalty to you and would rat you out at the first sign of trouble. Level 1 contacts never do something for free.

Level 2 Contacts- You see them on a semi-regular basis. You may have done a few favors for them, or passed enough credits their way that they've become more endeared, to you and you've become buddies. You receive reduce the number rolled on a Charisma checks by 1 when attempting to get a Level 2 contact to do something for you. Sometimes a Level 2 contact will do something out of the kindness of their heart, but it's rare.

Level 3 Contacts- These are more than buddies to you; they are stout friends who will stand by you. You may have grown up with this person, or saved their life. You see this person on a reg- ular basis, and really don't even think of them as a contact any-more. Usually a Level 3 contact will do whatever they can to help you- even risk bodily harm. If a test is needed to convince the contact to help you in some way, you receive have Advantage on the Charisma roll. There is a chance a Level 3 contact will not ask for something in return for a favor.

(DIS-) ADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. They will ask a player to roll an additional d20 when making a test -- with **Advantage**, the lower result is used, with **Disadvantage**, the higher.

_Mirrorshades
Character Sheet
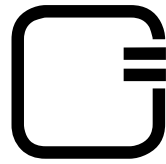
NAME: CLASS: LVL:

Strength
Dexterity
Constitution
Wisdom
Intelligence
Charisma

Hit Die: Weapon Damage:
Hit Points: Unarmed Damage:
Armor:
Armor Points:

CLASS ABILITIES

ENCUMBRANCE
You can carry a number of items equal to your STR. Carrying more means all tests have Disadvantage.

AMMO
Put your ammunition Usage Die here.

INVENTORY			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

FLASHLIGHT
Put your flashlight Usage Die here.

OTHER
Put your Usage Die for various things here.

DRUGS
VEHICLES
CYBERWARE
HACKING

OPEN
THE
FLOOD
GATES

BETTER LIVING

Cyberpunks use drugs. Period. It's that simple. The advances of chemistry have brought up a plethora of new drugs that give the user what he wants. Of course, there is no drug without side effects.

Mirrorshades uses a very simple system to create these chemicals. Roll some dice on the following tables to determine what effects and side effects a drug has.

First, you determine the **Primary Effects** of the drug. This is what the drug is supposed to do. Second, you determine the **Permanent Effects** of the drug. These are effects that are entirely unwanted, but will come anyway. Third, you determine the so-called **delivery system**. This is the way the drug is administered, e.g., it comes

as a pill, or you can smoke it. Forth, now it's time to determine the **Side Effects** of the drug. These are effects that will set in shortly after taking the drug. After the drug tables, you find a list of definitions of primary effects.

Drugs typically add +1 (or +2) to an attribute being tested while on the substance (or gain advantage). Sometimes it'll add a natural AP bonus (as in the character is so high they don't feel the damage). When the drug's duration wears off the target suffers Disadvantage to all tests for 1 hour. Taking drugs too often can result in addiction. Being addicted means suffering Disadvantage to all WIS and CHR rolls every day you don't take the substance (GM can state when addiction occurs. Rule of thumb-taking a drug four times or more). One month of being dry will break the addiction.

OPEN THE FLOOD GATES

DRUG LAB

3d6	PRIMARY EFFECTS
3	Antibiotic
4	Anticoagulant
5	Antidote
6	Aphrodisiac
7	Attribute Increase
8	Coagulant
9	Depressant
10	Enhanced Perception
11	Euphoric
12	Hallucinogen
13	Hypnotic
14	Increased Healing Rate
15	Pain Negotiation
16	Soporific
17	Stun Reducer
18	roll again

1d12	PERMANENT EFFECTS
1	Addiction Tolerance
2	Carcinogenic
3	Heart Attack
4	Coma
5	Genetic Damage
6	Nerve Degeneration
7	Nightmares
8	Permanent Sense Loss
9	Physiological Addiction
10	Psychological Addiction
11	Possible Attribute Loss
12	Death

1d8	DELIVERY SYSTEMS
1	Pill, Tablet, Gel Cap
2	Paper Tab
3	Smoked, Inhaled
4	Powdered, Snorted
5	Injected
6	Liquid
7	Derm, Slap Patch
8	Contact

All drugs cost
1d20*$10
a dose.

1d100/2	SIDE EFFECTS	1d100/2	SIDE EFFECTS
1	Acne	26	Irrational Fear
2	Bloodshot Eyes	27	Kidney/Liver Failure
3	Cold Sweats	28	Lack of Concentration
4	Constipation	29	Light Sensitivity
5	Cowardice	30	Loss of Appetite
6	Dandruff, Eczema	31	Loss of Inhibition
7	Dehydration	32	Memory Loss
8	Delusions	33	Nausea
9	Depression	34	Numbness
10	Diarrhea	35	Paralysis
11	Difficult Respiration	36	Paranoia
12	Diuretic	37	Psychotic Rage
13	Dizziness	38	Reduced Attribute
14	Easily Bruised	39	Reduced Awareness
15	Excessive Salivation	40	Ringing in Ears
16	Flatulence	41	Runny Nose
17	Hair loss	42	Sense Reduction
18	Hallucinations	43	Sexual Arousal
19	Headaches	44	Sleepy
20	Heartburn	45	Strange Skin Pallor
21	Hives, Itches	46	Suicidal Tendencies
22	Impotence	47	Technicolor Excreta
23	Increased Pain Sensitivity	48	The Munchies
24	Insomnia	49	Tremors
25	Internal Bleeding	50	Weight Gain

LIST OF PRIMARY DRUG EFFECTS

ANTIBIOTIC: prevent or stop infections. Overdose: severe nausea and diarrhea for 1d6 days (damage each day: 1d8).

ANTICOAGULANT: prevent blood from clotting.
Overdose: heavy bleeding that will kill the victim if not stopped immediately.

ANTIDOTE: work against poisons and toxins.
Overdose: 1d8 damage

APHRODISIAC: increase libido.
Overdose: insatiable hunger for sex, for 1d6 days.

ATTRIBUTE INCREASE: what the label says.
Overdose: possible permanent loss (5 in 10) of 1 attribute point.

COAGULANT: cause blood to clot.
Overdose: causes blood clots in arteries, causing death.

CONTRACEPTIVE: prevent pregnancy.
Overdose: can cause sterility (1 in 100)

DEPRESSANT: calm you down, releasing stress and tension.

Overdose: character is in a very deep sleep for 1d10 hours.

ENHANCED PERCEPTION: the character notices even the smallest detail (Advantage for all WIS rolls). This might be overwhelming (1 in 10), resulting in Disadvantage for all rolls, for a duration of 1d10 hours.
Overdose: complete sensory overload for 1d10 hours, immobilizing the character.

EUPHORIC: the feel-good drugs.
Overdose: nausea, cold sweats, sleeplessness for 1d10 hours.

HALLUCINOGEN: the character sees things that are not there. Very trippy!
Overdose: „bad trip", a horrifying experience with possibly lasting traumatic shock (1 in 20).

HYPNOTIC: low doses make people talk more freely and carelessly, while high doses induce deep sleep (e.g., used for surgery).
Overdose: anaesthesia for 1d10 hours.

INCREASED ENDURANCE: similar to the Attribute Increase effect, but affecting only endurance. Advantage on all CON rolls.
Ovedose: possible heart attack (1 in 20), resulting in certain death within 1d20 minutes if no help is received.

INCREASED HEALING RATE: These drugs speed up the body's natural healing process. Gain two additional healing rolls per day (as described on page 11).
Overdose: severe shock, causing 1d20 damage.

PAIN NEGATION: Pain killers. Ignore all Disadvantages due to injury and pain for 1d10 hours.
Overdose: Coma, for 1d10 hours.

SOPORIFIC: sleeping pills.
Overdose: possible death (1 in 4), if survived, deep coma for 1d10 days.

STUN REDUCER: diminish the impact of possible future injuries. While you take pain killers after you got wounded, you take stun reducers before you go to battle. Ignore all Disadvantages due to injury and pain for 1d10 hours.
Overdose: psychotic rage, attacking anyone in the immediate area if a WIS check (with Disadvantage) is failed.

A COUPLE OF EXAMPLES

Supergoop, Superdark
This yellowish powder is one of the best pain killers available on the black market. For 1d10 hours, it effectively switches off any distressed signals from the brain.
Its permanent effects are less perfect, however. There is a 1:20 chance that you fall into a deep coma every time you snort it, lasting for 1d10 hours.
The most obvious side effect is immediate sensitivity to light -- this is the reason why this drug is sometimes called Superdark.

Doktor Tönnes' Räucherstäbchen, Balloons
Imported from the ruins of former Germany, Doc Tönnes' „incense sticks" are a potent healing drug that grant you two additional healing rolls per day. There is a 1:20 chance that you build up a tolerance for it, which means that you have to inhale two sticks instead of one if you want to feel the effects. There is another 1:20 chance that your CON takes permanent damage (-1).
Regardless of their efficiency, Doc Tönnes' Incense Sticks cause massive constipation.

COMBINING DRUGS

If a character takes two or more different drugs at the same time, you have to determine what effects this combination has on this user. Please note that this effect is "personal" to the user; another person experiences different effects. To find out what effect takes place, roll 1d100, and consult the following table:

3d6	PRIMARY EFFECTS
01-30	**Compatible:** Both drugs work.
31-60	**Partially Compatible:** Both drugs work, but the duration and/or their effects are halved.
61-70	**Dominance:** One drug works normally. The other drug has no effect whatsoever. Permanent and Side Effects of both kick in.
71-75	**Well, shit:** None of the drugs work, but all Permanent and Side Effects work fully.
76-80	**Mildly Poisonous:** The drug combination causes 1d6 damage. No Primary Effect is felt.
81-90	**Poisonous:** The drug combination causes 1d10 damage. No Primary Effect is felt.
91-95	**Extremely poisonous:** The drug combination causes 1d20 damage. No Primary Effect is felt.
96-99	**Coma:** The character falls into a coma for 2d6 days.
100	**Deadly:** The character suffers 2d20 damage. If he survives this, he falls into a coma for 3d6 days.

NOTES

VEHICLES

Vehicles (and Drones) have Hit Points and Armor Points. Unlike people, these do not recover with rest (or not being used). Only the Mechanic can fully repair a vehicle (or Drone). When shooting a gun out of a moving vehicle, a character suffers Disadvantage to their roll. If an enemy is shooting at a character in a moving vehicle, they have Advantage to their defense roll.

If a vehicle (or Drone) reaches zero HP roll 1d6. If the result is 1-3, 3. the vehicle (or Drone) is salvageable and can be repaired. If the result is a 5-6, the vehicle (or Drone) is destroyed. Driving a vehicle or flying a Drone consumes a character's full action. Attempting tricky maneuvers will require a DEX check.

CHASES

Car chases are handled similar to combat. The driver(s) rolls Initiative against the opponent, as does any target that is attacking. If successful, the characters go before their opponents, those that fail go after.

When a chase starts determine the GM determines the length between the cars (say 5). The character (driver) must succeed a DEX test, if successful they gain one number in distance, either moving farther away from the opponent (if they are being chased) or one number closer (if they are chasing). If the driver fails the roll, they lose one number in distance, allowing their opponent to gain on them or move further away in the chase. When the counter is at 0, the cars have caught up and the chase is over. If the counter reaches 10, that means the car being chased has escaped.

VEHICLE PRICES		
TYPE	PRICE	NOTES
Boat, small	45,000 $	HP 30, AP 6
Hatchback	10,000 $	HP 20, AP 2
Helicopter, small	400,000 $	HP 50, AP 15
Hovercraft, small	45,000 $	HP 50, AP 10
Luxury Car	100,000 $	HP 40, AP 6
Motorcycle	10,000 $	HP 10, AP 1
Pickup Truck	15,000 $	HP 50, AP 10
Plane, small	150,000 $	HP 50, AP 10
Scooter	2,000 $	HP 5, AP 0
Sports Car	50,000 $	HP 30, AP 6
Van	15,000 $	HP 50, AP 10

VEHICLE UPGRADES

TYPE	PRICE
Faster	Vehicle Price x 1.1
A Lot Faster	Vehicle Price x 1.5
Impossible Speed for a Vehicle of that Size	Vehicle Price x 3
+10 Armor Points	Vehicle Price x 2.5
+20 Armor Points	Vehicle Price x 6
Sensor Shielding Type I *(suppresses noise, electronic emissions and other telltale vehicle signatures, roll with Advantage when trying to hide from sensors)*	Vehicle Price x 1.4
Sensor Shielding Type II *(add +1 to roll, and roll with Advantage when trying to hide from sensors)*	Vehicle Price x 2

DRONE PRICES

TYPE	PRICE	NOTES
Attack	3,000 $	Two attacks (d8 damage), roll under 12, HP 14, AP 2
Defense	3,000 $	One attack (d6 damage), roll under 14, HP 20, AP 6
Surveillance	3,000 $	One attack (d4), roll under 16, HP 8, AP 1, can go invisible for 1 hour.

VEHICLE BRANDS

ROLL	BRAND
1	Buick (cars, General Motors)
2	Cadillac (cars, General Motors)
3	Pontiac (cars, General Motors)
4	GMC Trucks (cars, General Motors)
5	General Dynamics (boats)
6	Mostrans (hovercrafts)
7	Pratt&Whitney (planes)
8	BMW (cars and motorbikes, Saeder-Krupp)
9	Messerschmidt-Kawasaki (motorbikes,
10	Eurocar (luxury cars, Saeder-Krupp)
11	Vulkan (planes, Saeder-Krupp)
12	GIAT Industries (military vehicles, Saeder-
13	Chrysler-Nissan (cars)
14	Toyota (cars)
15	Daimler-Benz (cars)
16	Ford (cars, produces for DocWagon and
17	Opel (cars, Ford)
18	Peugeot (cars, Ford)
19	Skoda (cars, Ford)
20	Jaguar (cars, Ford)
21	Range Rover (cars, Ford)
22	Citroen (cars, Ford)
23	Mitsuhama (drones and vehicle-rigs)
24	Daihatsu-Caterpillar (heavy industrial
25	Ferrari (sports cars)
26	Honda (cars and motorbikes)
27	Mitsubushi (cars)
28	Porsche (sports cars)
29	Fiat-Renault (cars)
30	Volkswagen (cars)

CYBERWARE

Mirrorshades is a cyberpunk game, so there has to be cyberware. C-ware is harmful to a person's mind. The more machinery someone has built into his body, or the more non-human functions he acquires, the more humanity he loses -- he becomes, slowly but surely, a machine himself. This is called "**Humanity Loss**", or short, **HL**.

Every cyberware system has a die code for Humanity Loss. This code is the number of d6 the player must roll to determine the actual Humanity Loss caused by the cybersystem. This number has to be subtracted from the character's Humanity.

Important: whenever a die comes up "6", the player has to roll again (the die „explodes"), adding the outcome to the Humanity Loss. Repeat this as often as the die shows a "6".

STARTING OUT
A starting character has a **Humanity of 70**. Once Humanity reaches 30 or lower, the character shows no emotion any more.

A Humanity of 20 or lower means that the character is very unfriendly and reclusive - having someone like that around makes others feel incomfortable.

Once Humanity reaches 10 or lower, the character is prone to aggression and mindless violence, not making any difference between friends or foes.

A **Humanity of zero** means a full-fletched cyberpsychosis: the character is a machine now, and he hates flesh and humans, attacking them whenever possible.

Cyberpsychosis is the point of no return to a character: he must go wherever his psychosis takes him. The player must roll 1d100 once per game day to determine his character's behavior:

1d100	CYBERPSYCHOSIS, part 1
01-10	Hatred against humanity. Make WIS or INT checks to see if character acts on it.
11-35	Spaced out. Total fascination with abstracts. Loss of human feeling. Make WIS or INT check to snap out of it.
36-44	Paranoia.
45-50	Rejection of biological life in favor of cyberware. Will attempt to replace all human parts with cyberware.
51-60	Rejection of cyberware in favor of humanity. Will attempt to remove all cyberware in favor of organic material.
61-70	Delusions of invincibility.

1d100	CYBERPSYCHOSIS, part 2
71-75	Character lives in a fantasy world and acts accordingly.
76-85	Character has lost all sense of meaning in his life. It's possible he goes looking for a cult or a religion that helps him cope.
86-100	Character develops one or more phobias (fear of heights, narrow rooms, crowds, etc.). If something triggers the phobia, make WIS or INT check to resist acting on it.

CREATING CYBERWARE

In order to make matters simple, Mirrorshades uses a system that classifies cyberware. The players and the GM decide which class a certain piece of cyberware is. In case of mixed classes, simply add the cost and the Humanity Loss of the several classes. Important: please don't forget to give your cyberware system a name.

Game Benefits of Cyberware

In order to keep the cyberware design system as flexible as possible, we give you suggestions for the exact mechanical in-game benefits. Details are completely up to the individual group. To give you some idea of what you might use in your game:
- increase an Attribute by +1 or more
- give Advantage to rolls
- grant an unusual ability

Cyberware comes in several different categories:

Accessories: these are cosmetic cyber-systems, like biomonitors (a complicated medical system that checks body functions and displays them on a subcutane LED), artificial hair (neon-plastic, chains, etc), or synthskin (synthetic skin that can change texture and color).
- *Accessories cost 1d10*$100.*
- *Humanity Loss is 1d6/2 (1-3 points)*

Biosystems: this cyberware improves basic body functions. They work on cell level (not tampering with neurons - this technology is called neurosystem). These enhancements may be clearly visible. Most biosystems use nanotechnology (miniature robots that are a few millionths of a millimeter small). This is the reason why they cause low Humanity Loss. The nanoids are injected into the body, followed by "raw materials". These materials are then arranged by the nanoids to build the desired effects. Examples: toxin neutralizers, hardened (leather-like) skin, hardened bones, exoskeletons, or synth-muscles.
- *Biosystems cost 1d4*$1,500.*
- *Humanity Loss is 1d6/2 (1-3 points, for biosystems that work similar to the natural functions, like toxin neutralizers), or 3d6 (3-18 points, for biosystems that bear no resemblance to natural human abilities, like exoskeletons)*

Cyberaudio Systems: these systems enhance or replace the natural hearing ability. In order to work, they require a so-called cyberaudio adapter, to be installed in the user's skull, or, more exact, into the user's auditive and speech center. Only one cyberaudio adapter is required for any given number of cyberaudio systems. A cyberaudio system is "plugged" into this adapter. Cyberaudio has lots of uses, like bodyfones (a cell phone built into the skull), audio recorder, tracking devices, or bug detectors.

- *A cyberaudio adapter costs $500, Humanity Loss is 2d6 (2-12 points).*
- *Cyberaudio systems cost 1d4*$100, Humanity Loss is 1d6/2 (1-3 points)*

Cyberhands/Cyberfeet: only the hand or the foot is replaced with an artificial one, not the whole limb. Cyberhands/cyberfeet come in many different varieties. There are cyberfingers that have an electric torch built in, or fingertip compartments. There are cyberhands with magnetic inductors, enabling the character to cling to any metal surface. There are gyrostabilizer hands that allow the user to tote a machinepistol without having to deal with recoil. Possibilities are endless here.

- *Cyberhands/cyberfeet cost 1d4*$150.*
- *Humanity Loss is either 1d6/2 (1-3 points, for hands/feet with standard uses like normal hands/feet) or 2d6 (2-12 points, for weapon hands/feet or hands/feet that don't resemble a real hand/feet any more).*

Cyberlimbs: whole limbs are replaced by artificial ones.

- *Cyberlimbs cost 1d4*1500.*
- *Humanity Loss is 2d6 (2-12 points)*

Cyberlimb Devices: these are devices that are built into a cyberlimb. Like cyberhands/feet, they come in hundreds of variants. Some examples: leg holsters (to carry a weapon inside a cyberleg, a la Robocop), cyberlimb armor, extra shoulders (to install a second pair of cyberarms), audio/video recorders or titan joints (for that extra durabilty during crucial missions). Notorious cyberpunks have also their weapons built into a cyberlimb (an arm pistol compartment, for instance).

- *Cyberlimb devices cost 1d10*$150.*
- *Humanity Loss is either 1d6/2 (1-3 points, for devices with standard uses, like audio/video recorders) or 2d6 (2-12 points, for cyberweapons or devices that are very remote from any human appearance, like extra shoulders. Please note that the user has to pay the cost for the weapons, too).*

Cyberoptic Systems: these systems enhance or replace the natural abilities of the human eye with digital camera technology. To work, they require a so-called cyberoptic adapter, to be installed in the user's skull. Only one cyberoptic adapter is required for any given number of cyberoptic systems. A cyberoptic system is "plugged" into this adapter. Cyberoptic has lots of uses, like image

enhancers, microscopes, dart guns or thermovision (you can see the emitted heat of persons and things, enabling you to see at night).

- *A cyberoptic adapter costs $500, Humanity Loss is 2d6 (2-12 points).*
- *Cyberoptic systems cost $300-$600, Humanity Loss is 1d6/2 (1-3 points)*

Glue Armor: this is armor that is glued directly onto the user's skin. It can only be removed by surgery. Glue armor is utterly alien and turns the wearer into a monster (judged by his looks). There is even facial glue armor.

- *Glue armor costs twice as much as the clothing variant.*
- *Humanity Loss is 2d6 (2-12 points, for moderate armor on limbs or body), or 5d6 (5-30 points, for facial armor)*

Implants: these are cybersystems that are implanted in the user's body. They don't enhance or improve a natural ability of the body, but they add a new ability. As you can imagine, the uses and abuses of implants are myriad. Some examples: adrenaline injectors (enhance the reflexes slightly), oxygen tanks (up to 1 hour air guaranteed), voice booster (enhances the natural volume up to 1,000 percent - often used by opera singers).

- *Implants cost 1d4*$150.*
- *Humanity Loss is 1d6 (1-6 points).*

Neurosystems: this kind of cyberware works on neuron level. They are completely invisible to the human eye. They enhance any activity that uses mainly the functions of the central nervous system, like reflexes or thought processes. They also enable the user to plug into electronic devices like computers, chips or smartguns. Neurosystems require a so-called neuro adapter, to be installed in the user's lower spinal area (this is called "wiring", and, of course, it uses nanotechnology). Only one neuro adapter is required for any given number of neurosystems. Any neurosystem is "plugged" into this adapter. Examples for neurosystems: pain modulator (dampens painful sensations), tactile enhancer or reflex booster.

- *A neuro adapter costs $1,000, Humanity Loss is 1d6 (1-6 points).*
- *Neurosystems cost 1d20*$500, Humanity Loss goes from 1d6 up to 5d6 (1-30 points)*

SURGERY

Each piece of cyberware must be installed/implanted by specialist surgeons. The cost of surgery is 10 percent of the cyberware price.

EXAMPLES

Reflex Booster I: Neurosystem, activated by inhaling a chemical trigger fluid. Increases DEX by +2 for one fight. $3,000, HL 3d6.

Reflex Booster II: Neurosystem, activated by inhaling a chemical trigger fluid. Increases DEX by +2 for one fight, gives Advantage on STR (attack) rolls. $5,000, HL 4d6

Reflexbooster, Kerenzikov: Neurosystem, always activated. Advantage on DEX rolls for one fight. $3,000, HL 3d6.

Skin Shielding: Biosystem, reduces all incoming damage by 1 point, reduces CHA by 2 points permanently. $6,000, HL 2d6

Chameleon Skin Weave: Biosystem, allows the wearers to blend into their environment; takes 1d6 moments (rounds) to kick in. $4,500, HL 2d6

Thermographic Eyes: Cyberoptic system, allows the wearers to see heat emissions, effectively granting them sight in total darkness. $600, HL 1d6/2

Synthetic Muscle Tissue: Biosystem, lab-grown muscle tissue is grafted onto the user's natural muscles. Increase STR by +3. $6,000, HL 2d6

Move-by-Wire: State of the Art combined cyberware system. An extremely effective neurosystem component increases reflexes, synthetic muscle and bone shielding allow the user to move with uncanny grace and speed, without much stress on the body. Increases DEX by +2, Advantage on DEX and STR rolls. $20,000, HL 7d6

d12	CYBERWARE BRANDS
1	Psiberstuff
2	Kiroshi
3	T-Maxx
4	Dynalar
5	Cytech
6	Cyphire
7	Zetatech
8	Biotechnica
9	Geotech
10	Nikkon or Zeiss
11	Meade
12	Tritech or Kurasawa

OPEN THE FLOOD GATES

HACKING

HACKING

If a character is just trying to hack into a computer or a door lock, just have the character test their INT and move on. If they are attempting complicated hacking or going into cyberspace, here is a quick generator to make hacking more fun and interesting.

Software

To paraphrase an old message on a very old cyberpunk BBS: There are three categories of programs: the junk that's offered in stores – that's for the newbs and wannabes who can't write code, and you ain't one of them, are you? Then, there's your own shit, the stuff you write yourself, steal yourself, swap yourself. You know that code inside and out. It's a part of you. And there's that shit-hot app from the Swede. No programming required, just lean back and watch it cracking. That's rad, but it gets uncomfortable when it starts doing shit you don't like.

As a general rule, the average software running on hackers' cyberdecks has no impact on their dice rolls. Every netrunner in Mirrorshades codes their own software, or swaps apps in the underground market. Therefore, these rules assume a netrunner worth their salt is running their own code on their cyberdecks. No need to go shopping. Of course, there are, occasionally, nova-hot pieces of code that really can DO THINGS.

Usually, they add a bonus to the hacker's INT or DEX, or give him abilities beyond the scope of these rules here. Feel free to go wild here, and make sure that software of that category always comes with a price.

Cyberdecks

In order to manipulate the net, netrunners must use a cyberdeck. Every cyberdeck has its own hit points and Armor Points: 1d10+4 hp, 3 AP. Regular cyberdecks, like the ones that netrunner characters start out with, do not offer any bonusses to rolls – hackers must depend on their wits.

Good cyberdecks enhance a netrunner's DEX, INT or the cyberdeck's own hit points. There are rumors that some blackmarket, ultra-high-end beta decks can even enhance a hacker's CON, but this is something your group has to find out on their own. The cost for cyberdecks depends on the bonus to the attribute or hit points and is the bonus squared, times $5,000:

CYBERDECK ADD-ONS	PRICE
base price for a cyberdeck	1,000 $
each d6 added to hp	5,000 $
going from 0 to DEX/INT to +1	5,000 $
going from +1 DEX/INT to +2	15,000 $
going from +2 DEX/INT to +3	30,000 $
going from +3 DEX/INT to +4	50,000 $
going from +4 DEX/INT to +5	75,000 $
going from +5 DEX/INT to +6	105,000 $
going from +6 DEX/INT to +7	140,000 $
going from +8 DEX/INT to +9	265,000 $
going from +9 DEX/INT to +10	235,000 $

Data Fortresses

A system that is present on the net is called „data fortress". To create such a system, drop a number of d4s, d6, d8s, d10s and d12s on a sheet of paper. Also, drop 2d20. One d20 is the start of the hack, the other is the end goal. Circle the dice with a pen, and connect the circles as you like. These are the pathways to traverse to get to the goal.

- The d4s are defensive walls that the netrunners must get past.
- d6s are traps the hacker must avoid, d8s are empty nodes.
- d10s are attack nodes that attempt to thwart the hacker. As a general rule, Attack nodes can be fully mobile and are able to

follow the netrunner around till one party loses or disappears.
- d12s are info nodes (datastores) that may contain other useful/interesting info that the hacker can use.

Once all the dice are dropped on the paper, mark their location with a box and connect the lines (see example on page 5).

Hackers start with a d10 usage die, each round roll the usage die to determine if time is catching up with the hacker. If the hacker is reduced to 0 usage they are booted from the system.

Traveling to each node takes 1 round. Each result has troubles/ obstacles that must be overcome and can impede the hacker, increasing the chance that they will be booted from the system.

COMBAT IN CYBERSPACE

Combat in cyberspace is handled as any other combat, with one exception: netrunners roll against their INT to attack and defend (NOT against STR). There are two types of software: Anti System programs (these attack cyberdecks and/or software) and Anti Personnel Intrusion Countermeasures (IC, these attack netrunners directly).

Anti System software can damage computer systems, cyberdecks and software. Anti Personnel programs are also called Black IC and injure or kill the netrunner. If an Anti System program reduces the cyberdeck's hit points to zero, the hacker gets booted from the system. If an Anti Personnel program (Black IC) reduces a netrunner's hit points to zero, they are Out of Action and roll on the OoA table on page 11.

d4- Defense Wall- *These walls cannot simply be passed through. Must hack these nodes to proceed down path.*

1. Electric barrier- shocks if fails a CON test. Netrunner paralyzed for 1 round.
2. Static barrier- INT test to hack. Add +2 to the result.
3. Spiked barrier- Must succeed INT test. Each round bypassing/hacking take 1d4 damage.
4. Glue Barrier- Must succeed a DEX check or become stuck. Stuck until successful test.

d6- Trap Software- *Netrunner must succeed INT test to detect (takes 1 round). INT (Hacking) test to disable (takes 1 round). Failure sets it off.*

1. Glue Bomb- DEX check or become stuck. Stuck until successful test.
2. Speedtrap- INT check to cover your ass, or it alarms 1d6 nodes in its vicinity about an intruder: hackers lose their Advantage rolls in cyberspace for the duration of this run.

3. Static Trap- INT test to hack. Add +2 to the result.
4. Feedback Loop- WIS test or become stuck in signal feed. Lose 1d4 rounds.
5. Fake Path- WIS test or go down fake cyber path. Lose 1d4 rounds to return..
6. Info Dump Trap- INT test or suffer overload of information. Suffer Disadvantage on INT roll for 24 hours.

d10- Attack Node– *Resolve as normal combat.*

1. Base unit- HD 1, 1d4 damage to deck (Anti System) or hacker (Anti Personnel).
2. Guardian unit- HD 3, 2d4 damage to deck (Anti System) or hacker (Anti Personnel). Treat as having 5 AP.
3. Assassin unit (Anti Personnel)- HD 2, 1d6 damage. Hacker suffers Disadvantage on tests to detect this. Suffers additional 1d6 damage from first attack if failed. ***OR***
Virizz (Anti System)- HD 2. Must succeed a DEX check or become stuck. Stuck until successful test.
4. Turret unit (Anti Personnel)- HD 1, 2 attacks 1d4 damage each. Can fire stun shot as full attack- Succeed CON test or be paralyzed for 1 round. ***OR***
Flatline (Anti System)- HD 1, 2 attacks. Destroys the entire chipset of the cyberdeck (1d6*$1,000 to replace it) after one successful hit.
5. Modulation unit- HD 3, 2d4 damage to deck (Anti System) or hacker (Anti Personnel). Hacker suffers Disadvantage on attacks to hit Modulation unit.
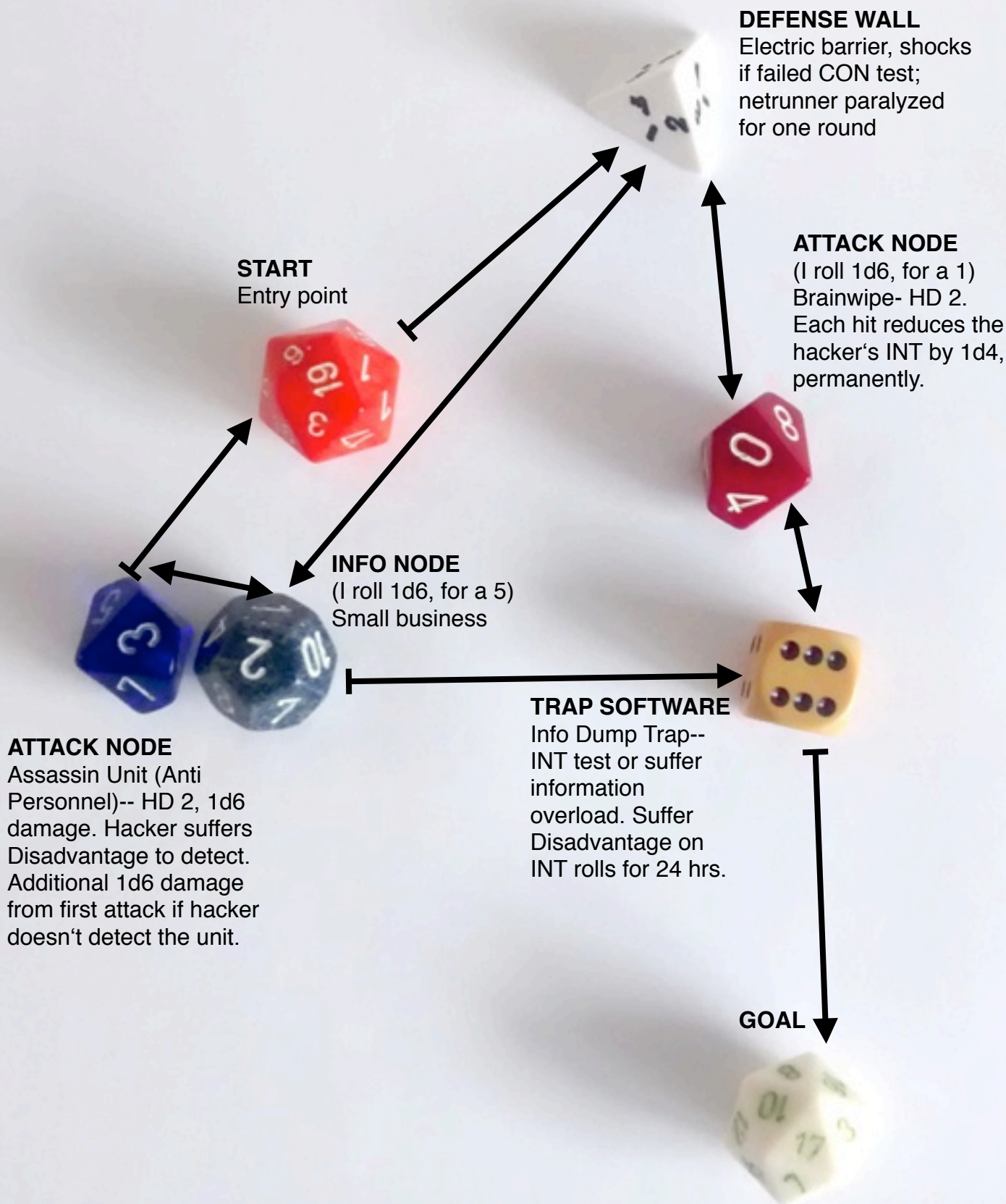
6. <u>Krash unit (Anti System)</u>- HD 2. If it hits, it causes the cyberdeck to crash, dropping the hacker out of the net.

7. <u>Murphy (Anti System)</u>- HD 2. If it hits, it causes the cyberdeck to launch all its apps at once, causing massive lag: roll the hacker's Usage Die three times.

8. <u>Toxic unit (Anti Personnel)</u>- HD 2, 1d6 damage. Poisons target on successful attack; succeed CON test or suffer additional 1d4 damage for 1d6 rounds.
   OR
   <u>Poison Flatline (Anti System)</u>- HD 2. Destroys the dyberdeck after only one successful hit.

9. <u>Viral 15 (Anti System)</u>- HD 2. Randomly erases memory and files from the deck, causing lag (roll Usage Die twice) and massive effort to fix: Hackers lose their Advantage.

10. <u>Roll 1d6:</u>
    - 1-3: <u>Brainwipe (Anti Personnel)</u>- HD 2. Each hit reduces the hacker's INT by 1d4, permanently.
    - 4-5: <u>Lich (Anti Personnel)</u>- HD 2. Each hit reduced the hackers INT by 1d4, but selectively. It implants a pseudo-personality (GM decides) into the empty brain.
    - 6: <u>Firestarter (Anti Personnel and Anti System)</u>- HD 3. A successful hit sends enormously powerful surges into the deck, causing the wires and deck to explode and burn, frying the hacker as if on an electric chair.

d12- Info node- *Make INT (hacking) test to obtain info. Hacking through security and passwords takes 1d4 rounds.*

1. BBS (1-3: harmless, 4-5: Hacker BBS; 6: Black-market BBS)
2. Business (1-5: small; 6: major)
3. Restaurant chain
4. Transport company
5. City council or small government
6. Police
7. Hospital
8. High School (1-2), College (3-4) or University (5-6)
9. Telecommunication company
10. Military company
11. Bank
12. Orbital company

DEFENSE WALL
Electric barrier, shocks
if failed CON test;
netrunner paralyzed
for one round

START
Entry point

ATTACK NODE
(I roll 1d6, for a 1)
Brainwipe- HD 2.
Each hit reduces the
hacker's INT by 1d4,
permanently.

INFO NODE
(I roll 1d6, for a 5)
Small business

ATTACK NODE
Assassin Unit (Anti
Personnel)-- HD 2, 1d6
damage. Hacker suffers
Disadvantage to detect.
Additional 1d6 damage
from first attack if hacker
doesn't detect the unit.

TRAP SOFTWARE
Info Dump Trap--
INT test or suffer
information
overload. Suffer
Disadvantage on
INT rolls for 24 hrs.

GOAL

An example of a Data Fortress.

LIVING
ON
THE
EDGE

CHARACTER CLASSES

Mirrorshades offers you ten different character classes. Included is everything that mirrors (see what we did here?) the classic 80's cyberpunk games and literature.

DIFFERENT FOLKS, DIFFERENT STROKES

Solos are professional street warriors. They might be soldiers, but the term includes bodyguards and hitmen, as well. Martial Artists are those characters who have noticed that there is a working core in every martial art, turning the „art" into a full-blown combative style again. Rockers are musicians, singers and/or artists.

Faces or „Media" are people who can manipulate others very effectively.

Techies know technology inside and out. They can fix things. Netrunners, also called hackers, can surf the net like no other, and they are the only ones that can hack into computer systems.

Cops are the ones who try to uphold the law. But of course, there are those who use their badge as an excuse for violence and power trips. Nomads are bikers, members of large tribes that look out for their people. Corporates are the ones who pull the strings -- at least if their rank allows for it.

SOLO

Starting HP: d10 + 4
HP Per Level/Resting: 1d10
Weapons & Armor: Any and all
Attack Damage: 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Warrior: You breathe danger. Your training, regardless of your background, was hard and relentless. You know how to move in battle. You are an expert. Roll with Advantage against WIS to perceive danger, notice traps, and avoid harm. You also also get Advantage when rolling initiative.

Recovery: Once per hour, while in combat, you can regain 1d10 lost HP.

One Man-Army: As part of your action, your can make 1 attack per level. Start with one free piece of Cyberware at level one.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** *or* **CON**.

STARTING GEAR

CHOOSE THREE: Pistol, shotgun, sub-machine gun, rifle, machine gun, knife, or brass knuckles
ARMOR: Bullet proof vest
ADDITIONAL: Ammo for each firearm, smart phone, protein rations (d6), flash light, healing stim x2.

MARTIAL ARTIST

Starting HP: d8 + 4
HP Per Level/Resting: 1d8
Weapons & Armor: Thick Leather Jacket, Pistols, Staves, Knives, Throwing Stars, Swords, Nunchucks, Brass Knuckles, and Fists
Attack Damage: 1d8 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Acrobatics: It's all about grace, man. You have an Advantage on DEX rolls to perform acrobatic tasks like moving silently, climbing, flipping, etc.

Dodge: You know how to dodge attacks. The Martial Artist has 4 AP (this can stack with Thick Leather Jacket, but nothing higher). This replenishes with an hour of rest.

I know Kung Fu: When fighting unarmed or with melee weapons, you can make two attacks as part of their action. Increase to three attacks at 5th level.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** *or* **DEX**.

STARTING GEAR

WEAPON: Pistol and staff
ADDITIONAL: Ammo for pistol, smart phone, protein rations (d6), flash light, healing stim.

⬔ ROCKER

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: Leather Jacket, Pistols, Knives, Knuckles, and Fists

Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Work the Crowd: As a performer, you know exactly how to manipulate crowds. Roll against CHA to sway crowds equal to your Experience Level squared time 200. Of course, being a Rocker, you use your artistic skill to control, charm and incite large number of people. Art is mightier than the sword, or so they say.

Work the Crowd works only on groups of at least 10 people.

LEVELING UP

Roll to see if attributes increase, roll twice for **CHA** *or* **WIS**.

STARTING GEAR

WEAPON: Pistol and knife

ADDITIONAL: Ammo for pistol, smart phone, 1d6 recreational drugs, two musical instruments

FACE

Starting HP: d6 + 4
HP Per Level/Resting: 1d6
Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Rifles, Baseball Bat, and Knives
Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Social Butterfly: You are a people person. And you use this to get what you want. You have an Advantage on CHA rolls to influence, charm, deceive or schmooze people. If you're working as a journalist („media"), you can use this ability to find out what's really going on.

Mindshield: You know how to manipulate people, so you know how to defend yourself against manipulation. You have the Advantage on saves against effects to influence you or cloud your mind.

You start with an additional level 2 contact in addition to normal rules.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **CHA**.

STARTING GEAR

WEAPON: Pistol and knife
ARMOR: Thick leather jacket
ADDITIONAL: Ammo for pistol, smart phone, toolkit, protein rations (d6), flash light, healing stim.

TECHIE

Starting HP: d8 + 4

HP Per Level/Resting: 1d8

Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Shotguns, Brass Knuckles, Heavy Wrench, and Knives

Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Repair: You must succeed on an INT test to repair a machine, Android, or Drone. If successful, heal 1d6 +Experience Level HP back (sixes explode) and replenish the target's AP (if applicable). Repairing an object takes 1d6 hours.

Pimp my Ride: Once per hour, after fiddling with a vehicle for 1d6 minutes you can soup-up a vehicle, increasing the speed (adding +2 to the driver's DEX for chases) and give the car 2 AP. Effect lasts for 10 minutes.

I make them, I break them: You know how machines operate and how to hurt them. You have an Advantage on damage rolls against machines, androids, and drones.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **INT**.

STARTING GEAR

WEAPON: Shotgun and knife and heavy wrench
ARMOR: Thick leather jacket
ADDITIONAL: Ammo for shotgun, smart phone, toolkit, protein rations (d6), flash light, healing stim.

⌖ NETRUNNER

Starting HP: d6 + 4
HP Per Level/Resting: 1d6
Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Shotguns, and Knives
Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Datawave Surfer: You could talk Binary if you wanted to. You can manipulate online data, program new software and perform other non-mundane tasks on the net. Non-Netrunner characters can enter the net, but cannot manipulate it in any powerful way.

Coding: You have an Advantage on rolls when dealing with computers, navigating cyberspace, or hacking including when "jacked in" to cyberspace.

Recovery: Once per hour, while in combat when "jacked in" to combat in cyberspace, you can regain 1d6 lost HP.

Drone Pilot: You can operate a Drone as a part of your action (foregoing movement) instead of consuming your whole action.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **WIS**.

STARTING GEAR

WEAPON: Pistol or shotgun and knife
ARMOR: Thick leather jacket
ADDITIONAL: Cyberdeck (average, no bonus), ammo for firearm, smart phone, tablet, protein rations (d6), flash light, healing stim.

⬜ COP

Starting HP: d8 + 4
HP Per Level/Resting: 1d8
Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistol, Rifles
Attack Damage: 1d8 w/ weapon or Unarmed/ 1d6 Improvising

SPECIAL FEATURES

I Am The Law: As an officer of The Law, you know how to intimidate and control others. You roll with Advantage against CHA whenever you're trying that. You also have the authority to arrest people or search their homes (with a warrant, of course). This might be met with hostility on the other side.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **CHA**.

STARTING GEAR

WEAPON: Pistol
ARMOR: Bullet Proof vest
ADDITIONAL: Ammo for pistol, smart phone, toolkit, flash light, healing stim.

NOMAD

Starting HP: d8 + 4

HP Per Level/Resting: 1d8

Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Rifles, Staves, Baseball Bat, Shiv (normally considered Improvised), Brass Knuckles and Knives

Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Tribe: You are the member of a gang or tribe. You roll against INT to call upon the resources and help of your family. The higher your Experience Level, the more important you are to your tribe and the more help you can call upon. On Experience Level 2, you might be able to get several tribesmen to help you. On level 9, you may even have your own family.

Incoming!: You roll with Advantage when testing DEX to avoid damage or effects from traps and explosions (like grenades).

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **WIS**.

STARTING GEAR

WEAPON: Pistol and knife

ARMOR: Thick leather jacket

ADDITIONAL: Ammo for pistol, smart phone, flask, backpack, protein rations (d6), flash light, healing stim.

☐ CORPORATE

Starting HP: d6 + 4
HP Per Level/Resting: 1d6
Weapons & Armor: Bullet Proof Vest, Pistols, Knives, Knuckles, and Fists
Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Resources: You work for a huge corporation. You roll against INT to gain access to corporate resources. This can include manpower, money, vehicles or weapons. Know your place, though. On Experience Level 2, you might have access to a company car, while on Experience Level 9+, you gain command over almost any asset the company has.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **CHA**.

STARTING GEAR

WEAPON: Pistol
ARMOR: Bullet Proof Vest
ADDITIONAL: Ammo for pistol, smart phone, 1d6 medicinal drugs, healing stim.

FIXER

Starting HP: d6 + 4
HP Per Level/Resting: 1d6
Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Rifles, Staves, Baseball Bat, Shiv, Brass Knuckles and Knives
Attack Damage: 1d6 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Wheeling and Dealing: You are a member of the underground information network. You know who sells what to whom. You know people. You roll against CHA to deal with the underground network, to hear rumors, uncover info and locate people and stuff. The higher your Experience Level, the more information you can gather. Level 3 means you have contacts for weapons, tools, or minor illegal operations. Level 9 means you are a major player in the underground yourself.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **CHA**.

STARTING GEAR

WEAPON: Pistol
ARMOT: Bullet Proof Vest
ADDITIONAL: Ammo for pistol, smart phone, toolkit, protein rations (d6), flash light, healing stim.

LET'S
GO
BUY
STUFF

PRICE LISTS

On the following two pages, you find several tables for your convience. They cover essential topics like lifestyle, gear, and weapons and armor.

LET'S GO BUY STUFF

LIFESTYLE	COST
Street	free
Squatter, monthly expenses	100 $
Low, monthly expenses	1,000 $
Middle, monthly expenses	5,500 $
High, monthly expenses	10,000 $
Luxury, monthly expenses	100,000 $
One night in a coffin hotel	50 $
Get roaring drunk	80 $
One decent meal	25 $
Fast food	5 $

GEAR	COST	USAGE DIE	NOTES
Simple gear	100 $	d6 to d10	50' rope, lockpicks, grappling hook, flashlight, backpack, restraints, detox sprays, chemsuit, survival kit, etc.
Advanced Gear	250 $ and up	d6 to d10	arc-torch, auto-saw, armored briefcase, wetsuit, gas/airmask, surveillance gear, camera, etc

WEAPONS & AMMO	COST	USAGE DIE	NOTES
Ammunition (pistols and guns)	150 $	d10	
Grenade	400 $	d4	can be thrown nearby; class damage to all within Close radius
Machine gun	1,500 $	--	full-auto
Melee weapon, one-handed	75 $		knives, daggers, brass knuckles, clubs,etc
Melee weapon, two-handed	150 $		baseball bats, swords, etc
Military-grade weapons	5,500 $ and up	--	Grenade launchers, miniguns, etc
Pistol	550 $	--	
Rifle	1,500 $	--	two-handed
Shotgun	550 $	--	
Submachine gun	550 $	--	two-handed

ARMOR	COST	USAGE DIE	NOTES
Bullet Proof Vest	600 $	--	2 AP
Kevlar Vest	1,000 $	--	4 AP
Kevlar Vest, reinforced	1,500 $	--	6 AP
Riot Shield	600 $	--	2 AP
Thick Leather Jacket	200 $	--	1 AP

ENEMIES

THE
OTHERS

ENEMIES & OPPONENTS

On the following page, you find a few interesting opponents for your game. Included are weak characters as well as powerful ones. Please note that the first entry, „Android", refers to cyberpunk games that have more of a Bladrunner vibe. Many old-school cyberpunk novels do not include androids. Your mileage may vary.

THE OTHERS

NAME	HD	ACTIONS & SPECIALS
Android	3	Pistol and submachine gun and knife (1d8). Never gets tired.
Badlander	3	Rifle and rebar club (1d8). Can survive on scraps and difficult environments. Has a pet Giant Sewer Rat or Wild Dog.
Beat Cop	1	Night Stick and pistol (1d6) and taser- CON test or stunned for 1d4 rounds.
Bruiser	2	Shotgun and brass knuckles (1d8). Mohawk and gold tooth. Bullet proof vest (2 AP).
Corporate Guard	2	Rifle and pistol (1d8), Bullet proof vest (2 AP), Earpiece communication.
Corporate Security	1	Cool glasses and bad ass attitude. Can't be intimidated. Pistol and shotgun and brass knuckles (1d8 damage).
Crime Boss	5	Shotgun and machine gun (2d6+1). Kevlar Vest (4 AP). Angry disposition. One piece cyberware. Disadvantage on defense rolls when Gang Leader attacks.
Drone, Attack	2	Two attacks (1d8), AP 2.
Drone, Defense	3	One attack (1d6), AP 6.
Drone, Surveillance	1	One attack (d4), AP 1, can go invisible for 1 hour.
Gang Leader	5	Shotgun and machine gun (2d6+1). Kevlar Vest (4 AP). Angry disposition. One piece cyberware. Disadvantage on defense rolls when Gang Leader attacks.
Ganger, badass	3	Submachine gun (1d10). Missing teeth, dragon tattoos.
Ganger, competent	2	Pistol, knife, and rifle (1d8). Tattoos and devil-may-care attitude. Thick Leather Jacket (1AP).
Ganger, weak	1	Pistol and knife (1d6). Wears Thick Leather Jacket (1AP).
Giant Sewer Rats	1	Bite (1d3) Con save or gain illness- bedridden for 2d4 days.
Police Detective	4	Pistol and shotgun (2d6). Bullet proof vest (2AP).
Sniper	3	Sniper Rifle (1d8+1). Targets suffer Disadvantage on rolls to avoid being shot.
Street Trash	2	Dirty knife (1d4)- need a tetanus shot if stabbed.
Tweaked-out Ganger	1	Pistol and knife (1d6). Wears Thick Leather Jacket (1AP) and has 1 dose of drugs.

DATA

YOUR
WORLD
IN
TABLES

NOTES

TABLES FOR YOUR GAME

The following randomized tables will help you describe the game world. We've included names, cyberdeck brands, firearm brands, ammunition, alcoholic drinks, band names, bars, chemicals, cigarettes, cocktails, companies, demon names, street drugs, gangs, mobsters, herbs, office buildings, trideo movies, small towns, snacks and video games.

MALE

Graham Wyke, Kennith Corwin, Chet Haught, Darron Rocheford, Cordell Rhyne, Isaias Alcantar, Porter Bentzen, Benedict Alers, Chas Harcrow, Jonas Malik, Chas Leath, Elden Castillon, Malcolm Sladek, Isaias Kader, Graham Helsing, Hunter Erikson, Scotty Weyer, Avery Castillon, Jacinto Hartjen, Lucius Steiger, Chua Baio-Lai, Lai Shye-Ge, Sui Su-Mou, Liao Li-Jai, Kao Da-Ke, Lu Jao-Che, Chua Shi-Bo, Go Hwai-Hou, Tu Bi-Jao, Xiu Tia-Luo, Tu Qui-Ke, Zhoo Fu-Chia, Ti Mei-Kao, Toy Shee-Che, Gao Lou-Chou, Tao Young-Gui, Zou Zhi-Li, Chu Ku-Ying, Gui Kao-Shay, Kao Fa-Wu, Tabei Taku, Kata Suke, Tsaka Katsa, Maka Shitei, Yagan Hige, Maka Mane, Hase Ichin, Matsu Fumi, Mizu Gito, Mizu Romo, Toyota Maro, Ogan Tetsai, Take Buro, Sakai Taro, Uran Katsai, Yoban Yokin, Moto Naru, Toshi Sahi, Kata Sami, Taki Shide, Ignald Karakaya, Arav Gina, Yurik Bukhuky, Gori Bunova, Adir Neyeva, Ladi Bochena, Riani Mikhuba, Kopos Reskina, Kaziv Kharova, Ladi Cheva, Sandri Shine, Viktii Lanchovtsii, Friliy Kova, Gori Fyevichai, Vlukonst Bedenko, Zivas Chenkiny, Lukyan Kovtusi, Gustii Krezhnova, Geni Penchenko, Markof Bogina

FEMALE

Denisse Caldera, Calista Carthen, Phoebe Riordan, Rosette Hewett, Ai Castiglione, Ashlea Alessandro, Ardelia Sharpey, Denisse Vanlaere, Sarai Flanigan, Cherlyn Sarratt, Lynna Melchor, Phoebe Konicek, Makeda Reade, Chasidy Wescott, Cayla Markell, Denisse Vanlith, Makeda Simril, Lashell Forgrave, Teisha Vilchis, Evelynn Carthen, Zhe Wa-Na, Qu Hu-Shu, Toy Yong-Ru, Lee Yan-Ku, Chieu Shiao-La, Yuan Ku-Lu, Chao Ji-Xiao, Joe Jui-Fei, Goei Rou-Fei, Mao Mo-Shu, Goei Xue-Yak, Gao Mao-Hi, Ang Mao-Sho, Pi Li-Hu, Chiu Ji-Xue, Xiao Qiu-Bo, Toy Yeng-Xue, Tsai Si-De, Kao Bao-Xa, Shoe De-Miao, Okan Seko, Tami Kiko, Yawan Mako, Saki Sumi, Mini Sako, Himo Chito, Kata Kichi, Kawa Orun, Take Toko, Omon Mako, Kami Akun, Kawa Fumi, Yaran Anan, Tsado Kine, Kama Hiko, Kura Sako, Sona Kami, Sego Suku, Kama Einan, Soni Hiko, Lara Mandenky, Domaya Cherodol, Vetla Gorcheba, Ashale Sashkusi, Zina Nova, Etlalya Ikov, Vikta Kova, Gasha Rova, Sulya Loskova, Makra Bova, Anarya Malcheva, Andraga Leva, Alera Dolgana, Inale Ginova, Vilmaya Yakovar, Leksiya Myatovoi, Xena Manova, Vela Motina, Anina Toffilai, Makria Osulin

Feel free to combine first name with different last names.

NETRUNNER HANDLES

Perfect Angel, Radical Deck, Shady God, Angry Saint, Angry Phoenix, Angry Lion, Radical Gibson, Enigma, Merlin, Serial Vector, Tengu, Neon Jack, Warlord, Strange Phantom, Shady Edge, Steel Flynn, Deviant Warlord, Neural Node, Deviant Alice, Templar, Binary Nene, Bobby Tables, Lucifer, Prime Nikita, Acid Shogun, Dead Lion, Quantum Link, Chrome Zero, Quantum Dante, Vagabond, Shady Tempest, Grim Comrade, Terminal Warlord, Merlin, Psycho Sync, Master Ghost, Analog Exile, Infinite Loop, Chrome Agent, Golden Hunter, Golden Alice, Quantum Ninja, Digital Jack, Agent Chaos, Anne Bonny, Terminal Adept, Rogue Storm, Psycho Link, Corrupt Lion, Kernel Panic

YOUR WORLD IN TABLES

CYBERDECKS

d12	CYBERDECK BRANDS
1	Radio Shack
2	Allegiance
3	Sony
4	Fairlight
5	Arasaka
6	Fuchi
7	Pandora
8	Techtronica
9	WuTech
10	Zetatech
11	Worldsat
12	Siemens

2d6	CYBERDECK MODELS, table 1
2	abbreviation + three-digit number
3	Greek letter
4	"Hyperdeck" + number
5	two letters and a number
6	"Matrix" + roll again
7	"Star" + roll again
8	"Grid" + roll again
9	"Master"
10	"Captain"
11	"Navigator"
12	roll on the next subtable:
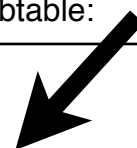
d20	CYBERDECK MODELS, table 2	d20	CYBERDECK MODELS, table 2
1	Kraftwerk	11	Grass Cutter
2	Powerhouse	12	Legbiter
3	Reactor	13	Sanglamore
4	„Atomic" + number	14	Durendal
5	Highlander	15	Heaven's Will
6	Skysurfer	16	Leah
7	Ryder	17	Vorpal Blade
8	Glyde	18	Vengeance
9	„Slimcase" + number	19	Graywand
10	Excalibur	20	Scalpel

d8	1	2	3	4
1	AkuTek	Arasaka	Ares	Armalite
2	Birmingham Arms	Browning	Budget Arms	Calico
3	Colding Arms	Colt	Constitution Arms	Czech
4	Federated Arms Tech	Glock	Goncz	GRU
5	Kalashnikov	Kamaha	Lion&Atkinson Arms, Inc	Manex
6	Nova	Okusa	Paltik	Ranger Arms
7	Sherman	Shin Chou Kogyo	SIG	Smith & Wesson
8	Steyr	Streettech	Taurus	Tambu

d8	5	6	7	8
1	Australian Ammo	Bartholomew & Grendel	Bauhaus	Beretta
2	CAR	Castech	Ceska Zbojovka	Chaddran Arms
3	Daewo	Darra Polytechnic	Dover	Fabrique des Armes
4	Heckler & Koch	Hughes	IMI	Ingram
5	Militech Arms	Mossberg	Mustang Arms	Nomad
6	Ruger	Rossi	Royal Enfield	Seco
7	Sooch	Sowet	Stein & Wassermann	Sternmeyer
8	Towa	UZI	Wather	Winchester

YOUR WORLD IN TABLES

FIREARMS+AMMO

d20	FIREARM MODEL
1	Abbreviation of two words
2	Abbreviation of three words
3	A word related to the topic of war
4	A letter and a number
5	Wild animal
6	Name of a military unit
7	Three-digit number
8	Two letters and a number
9	Title (nobility)
10	"Cal." + caliber
11	„Model" + roll again
12	A poetic word
13	A country
14	A city
15	"No." + number
16	„Type" + roll again
17	Common English, Russian or Japanese word
18	U.S. state
19	Roll twice
20	Roll three times

d20	SPECIAL AMMUNITION
1	Armor-Piercing
2	Explosive
3	Ceramic
4	Fin-stabilized
5	Memory plastic
6	Spray
7	Fragmentation
8	Uranium core
9	Dumdum
10	Duplex
11	Gel
12	Hi-velocity
13	Hollow point
14	Hydrashok
15	Hyper-Penetration
16	Ram
17	Rubber
18	Expansive
19	ThunderZap
20	Titan

d6	AMMUNITION BRAND	d6	AMMUNITION BRAND
1	Spartan	4	TOWA
2	Tsunami	5	Militech
3	Glaser	6	Starburst

d66	ALCOHOL
11	Glingue
12	Manhattan Dynamite
13	May Queen
14	Moloko Plus
15	Pan-Galactic Gargle Blaster
16	Piso Mojado
21	Scumble
22	Victory Gin
23	Vesper
24	Black Pony Scotch
25	Elsinore beer
26	Norbecker Beer
31	Laughing Clown Malt Liquor
32	Alamo Beer
33	Ambrosa
34	Binge Beer
35	Black Yukon Sucker Punch
36	Blump's Pork Juice
41	Stelberg Louis
42	Ashbury Export
43	Glen McKenna scotch
44	Glengoolie scotch
45	Hammersteen Beer
46	Jumbo Jim's Grape Scotch
51	Life Cry
52	Old Düsseldorf
53	Panther Pilsner Beer
54	Samarian Sunset
55	Schraderbräu
56	Screaming Viking
61	Otter's Crest
62	Old Monk's Bell
63	Orbital
64	Tandoor
65	Riland's Dark Water
66	Allison's Amber

d66	BANDS
11	Local Guru
12	Xcrement
13	Zenlighten
14	FastHook
15	Sternocleidomastoid
16	Buttertop
21	Ripple Effect
22	Vulture Farmers
23	Climox
24	Squish
25	Coney Island Minibars
26	Mood Alter
31	Bloat
32	Crustacean Prince
33	Eye Nerve
34	Cracklebox
35	Phlesh
36	Moby Dink
41	Planet Flip
42	Black Light Bolsheviks
43	Fluid Druids
44	Trunk Stops
45	Offtown
46	Garden Variety
51	Fool Flavor
52	Mannequin Depression
53	Manster Mosh
54	Prom Thumb
55	Annagramma
56	The Clean Genes
61	Dead Letters
62	Crackroach
63	Mosh Potato
64	Mold and Magic
65	The Good Nothin's
66	Bugdance

BARS·CHEMICALS

d66	BAR
11	Bapoon
12	Club Plastika Café
13	Tildé Restaurant
14	King Chard Steakhouse
15	Futura Grill
16	Ahui
21	Django Restaurante
22	Café Fish, Fat and the Otter
23	Shoots & Spears
24	Avalunch
25	Café Magma
26	Voodoo
31	Appointment Deli
32	Bulldog
33	Fat Boy Deli
34	Chowdown Bar and Grill
35	Spoonbeam
36	Ciao Buddha
41	Blink Tank Cantina
42	Nietzsche Bar and Grill
43	Chorus
44	Nuxa
45	Tokyo Yo Bistro
46	Aura
51	Retroville Pizza
52	Toggle Kibble & Chips
53	Huskers Soysteakhouse
54	Whisper Lounge
55	Chung King Chow Lounge
56	Jurassic Pork
61	Compadre
62	Chutney Kitchen
63	Centrifuge
64	Pretzel Logic
65	Pope's Nose Tavern
66	Stuff't

d66	CHEMICALS
11	tridiamofic salene
12	berate magdate
13	oxyfuretium estium
14	gallene perveride
15	oxy-dimeramoid cerium
16	hypo-triferonide estyl
21	lanide chlorurium
22	tocic pentacerite
23	di-polyecetium tocide
24	plutium trialkene
25	methascetine
26	poly-tetraferene
31	glyamonate
32	adicrium
33	cycloglycinite
34	perganine
35	tetracerimol
36	tri-tripyrene
41	hypohydritite
42	salecofid
43	pyroid acetyllium
44	estic dechlorene
45	tocium monovanide
46	di-hypochlorastium pyroid
51	de-trikeluric glycite
52	tanine dedenyl
53	manine decaroid
54	tri-polycalyllous viside
55	ferium deperine
56	ketine oxydodine
61	cyclozinofine
62	triglyoid
63	hexgallorine
64	methperium
65	panuvofene
66	dodgallenoid

d66	SMOKES+VAPES
11	Red Apple
12	Morley
13	Wilmington
14	Capitol W Lights
15	Llama
16	Chal
21	Manitoba
22	Nature American Sprite
23	Cancer Sticks
24	Black Death
25	Mild Nine
26	Redwood
31	fact
32	Victory
33	Kings
34	Stallion
35	Heritage
36	Phantom
41	Mirage
42	Elegance
43	Tillbury
44	Viceroy
45	Spaceman
46	Phillies
51	Palace
52	Twist
53	Relax
54	Gungam Garam
55	Kent
56	Big Leave
61	Orchid
62	Dunn
63	Crowne
64	Harlem 26
65	Kretek
66	Tristate Gold

d66	DRINKS
11	Winter Death Lime Tropical
12	One Fizz Splash
13	Death Punch
14	Apple Pink
15	Tropical Shot
16	Breeze Lemonade
21	Precious Thunder
22	Cherry Blossom Vodka
23	Innocent Tremor
24	Forest Joke
25	Icy Slapper
26	Crimson Wacker
31	Tropic Horn
32	Brew Bliss
33	Oregano Cappuchino
34	Infinite Petal
35	Pineapple Wine
36	Cloudy Mocha
41	Vibrant Red Wine
42	Ultimate Double
43	Apple Whistle
44	Chestnut Bliss
45	Imaginary Vengeance
46	Warm Infusion
51	Caramel Howler
52	Red Sunset
53	Cranberry Thunder
54	Silent Critter
55	Gentle Smash
56	Hushed Torrent
61	Insane Delight
62	Lager Critter
63	Spring Wine
64	Sugar Snake
65	Cloudy Hopper
66	Peanut Slapper

COMPANIES+DEMONS

d66	COMPANIES	d66	DEMONS
11	Integral Technologies	11	Zamalahr
12	Porphyria	12	Bitoxach
13	Blade	13	Sabnuhn
14	Arcady	14	Wuorach
15	Inspire	15	Demach
16	Inclusive	16	Feabuhr
21	NAEC	21	Staedun
22	Panafrican	22	Gruonohna
23	Goldmund-Teller	23	Culruiran
24	Universal	24	Marweaxon
25	Global	25	Shaxsur
26	Tonkatsu	26	My'ma
31	Gengrove	31	Gasbirius
32	Mirai	32	Ne'yes
33	Featherstone	33	Marroalan
34	Lucid Dreams	34	Za'res
35	Fountainhead	35	Rosmalas
36	Mars	36	Romadras
41	Gellar-Cuzin	41	Gaaplusci
42	Kenshiro	42	Ose-cus
43	Omni Consumer Products	43	Zu-de
44	Matsundai	44	Rasbale
45	Everleaf	45	Za-croha
46	Interglobal	46	Buer'rax
51	YoYoDyne	51	Phisgos
52	MegaCorp.	52	Lutzavelial
53	CyberDyne	53	Licormo
54	UMA SaG	54	Rielaar
55	Polyhedral	55	Metcuhlesra
56	Sparktec	56	Tyasbadgor
61	Flipcatch	61	Ralesh'odo
62	Fever 3	62	Ler-ara
63	Gravity Blue	63	Huldrid
64	Zing Bros.	64	Ghar'i
65	ElectrOrb	65	Mahish'el
66	Matush Manhunt	66	Impai

d66	STREET DRUGS	d66	GANGS
11	Xp	11	Shaolin Mafia
12	Twist	12	Demolition Boyz
13	Silver	13	Southside Crew
14	Impact	14	Nuclear Rascals
15	Mud	15	Chemical Knights
16	Blue	16	Demolition Gang
21	Hog	21	Danger Girlz
22	Stripes	22	Green Street Assassins
23	Leech	23	East Coast Brawlers
24	Devil's Tongue	24	666ers
25	Fate	25	The Angels
26	Myth	26	Angels of Death
31	Typhoon	31	Wars
32	Twist	32	Black Rebels
33	Morbid	33	Black Widows
34	Roth	34	Born Losers
35	Boogie	35	Brigands
36	Grunt	36	The Brotherhood
41	Warp	41	Crucifiers
42	Tears	42	Dark Souls
43	Ecto	43	Death Knights
44	Void	44	Del Fuegos
45	Wrathhog	45	Devil's Advocates
46	Songbird	46	Devil's Tribe
51	Mane	51	Dogs of Hell
52	Rabbit's Foot	52	Vegas Blasters
53	Fizzy Drink	53	Vipers
54	After Burner	54	Wizards
55	Ether	55	Yankee Rebels
56	Thorn	56	Yellow Dragons
61	Flashbang	61	Dale Sken Crew
62	Flinch	62	The Destroyers
63	Frost	63	Ghetto Ghouls
64	Raptor	64	Knot Tops
65	Snowflake	65	The Lizzies
66	Vamp	66	Mad Gear Gang

MOBSTERS+HERBS

d66	MOBSTERS
11	Caden 'Poison' Salce
12	Esuperio 'Pink Panther' Sinatra
13	Eligio 'Action Jackson' Bonato
14	Javon 'The Horse' D'Ovidio
15	Nestor 'The Rat' Rosini
16	Koby 'The Suit' Madson
21	Demetrio 'The Referee' Burtt
22	Draven 'Action Jackson' Stocks
23	Tullio 'Merciless' Carrow
24	Vladimiro 'Blackjack' Marksbury
25	Macey 'The Spider' Marinucci
26	Joy Joyce 'Mad Girl' Giannattasio
31	Manuela 'The Cook' Giacona
32	Floriana 'Roulette' Sciuto
33	Rachelle 'Blackjack' Tomasso
34	Annabelle 'Squint' Blush
35	Brionna 'The Hook' Drewry
36	Shawna 'Buddy' Averett
41	Riya 'Nightmare' Parslow
42	Breonna 'The Skinny' Woodhull
43	Onorino 'The Grim Reaper' Gismondi
44	Valerio 'Deaf' Dattoli
45	Will 'Squint' Mazzucco
46	Terrell 'The Bat' Giacalone
51	Orsino 'The Builder' Urso
52	Austen 'The Phantom' Mae
53	Timoteo 'The Bull' Rycroft
54	Isaac 'The Tiger' Kitt
55	Braeden 'The Jackal' Stanwick
56	Candido 'Triggerfinger' Lishman
61	Celeste 'Professional' Bove
62	Cointa 'The Fang' Cinelli
63	Ainsley 'Flowers' Ruffino
64	Linda 'The Calm' Ugolini
65	Brianne 'The Nose' Balbo
66	Eve 'One Eye' Lutts

d66	HERBS
11	Aggacress
12	Ichiamric
13	Sloyogon
14	Pijeonder
15	Noseafron
16	Sea Barberry
21	Sapphire Dill
22	Pygmy Sumac
23	Winter Savory
24	Blood Root
25	Emmia Grass
26	Lekacory
31	Arrearic
32	Kaceoraway
33	Otiobi
34	Autumn Vine
35	Hazel Ginger
36	Cavern Clary
41	Sea Dill
42	Heart Safflower
43	Xoyea Leaf
44	Greharaway
45	Crurearon
46	Struzioli
51	Yabbiojoram
52	Arctic Sassafras
53	Sour Anise
54	Heart Cardamom
55	Mercy Curry Leaf
56	Bitter Chervil
61	Atiell Briar
62	King's Eldthin
63	Scarlet Cap
64	Tanner's Rose
65	Gargana
66	Rogue's Cafdock

d66	OFFICE BUILDINGS
11	Hill Towers
12	East Quackenbush Place
13	6th Avenue Building
14	Long Building
15	One State Tower
16	The WLM Place
21	Number Two Hill Headquarters
22	Number 200 OLL Center
23	1515 7th Street Place
24	Hayes Building
25	Three Houston Plaza
26	The Williams Building
31	Number Two SUJ Plaza
32	The Barrett Towers
33	Aschenputtel GMBH Headquarters
34	Number 1 Bell Avenue
35	West Federal Building
36	The Steel Headquarters
41	Silver Building
42	UHRP Building
43	386 Times Avenue
44	World Place
45	The Stevens Building
46	First Grand Towers
51	12 Bloom Centre
52	DCI Place
53	First Towers West
54	Gray Hall
55	Grand Building
56	Number 11 World Towers
61	2nd Street Headquarters
62	Governor Centre
63	First Hall North
64	Five Gibson Center
65	Houston Plaza
66	The Bell Building

d66	TRIDEO MOVIES
11	Battle of the terrifying Cave.
12	Giant Beasts vs. The Gruesome Vampire!
13	The Battle of Dr. Acula!
14	Rise of the Devil Bug!
15	Return to the Atomic Wasteland!
16	Planet of the Robotic Cannibal!
21	The Troglodytes of Dr. Acula.
22	Return of the Star Shark.
23	Destination the Ruins of Balance!
24	It Came From Another Dimension.
25	Fury of the Menacing Slime.
26	Revenge of the Murderous Invader!
31	Land of the Unstoppable Creatures!
32	Kraken From the terrifying Cave.
33	Tomb of the Primitive Creep.
34	Return to Beyond.
35	Return of the Devil Ape!
36	Battle of the Were-Scorpion Gorilla!
41	Revenge of the Brutal Piranha.
42	Expedition to the Lost Cave!
43	Jungle of the Incredible Mutant!
44	Return of the Undying Plant.
45	Creep From the Cave of Death.
46	Return of the Unknown Invader!
51	When Invaders Attack!
52	Earth vs. the Merciless Being!
53	Return to Beyond.
54	Earth vs. the Devil Living Corpse!
55	The Monster Strikes.
56	Tomb of the Man.
61	Destination the Parallel Universe!
62	Bride of the Atomic Neanderthal!
63	Savagery of the Horrific Bug.
64	Earth vs. the Phantom Freak.
65	The Kraken Strikes!
66	Cannibal From Beyond Time!

SMALLTOWNS+CHOW

d66	SMALL TOWN
11	Bazile Mills
12	Pottsgrove
13	Tavares
14	Passaic
15	Upper Lake
16	Canisteo
21	Opdyke West
22	Klein
23	Delphos
24	Milladore
25	Boiling Springs
26	Perdido Beach
31	Spillertown
32	Bodega
33	Concorde Hills
34	Mahanoy City
35	Orrin
36	Jellico
41	Weirton
42	Deseret
43	Kailua
44	Ellisburg
45	Murraysville
46	Rozel
51	Mendota
52	Cottonwood
53	Port Sulphur
54	Adairville
55	Starr School
56	Tonsina
61	Natural Steps
62	Durbin
63	Clemmons
64	Bucks Lake
65	Shepherdstown
66	Larksville

d66	SNACKS
11	Huffles
12	Tiftofs
13	Angelwings
14	Cocos
15	Jice
16	Mummies
21	Wrilies
22	Fanties
23	Shinies
24	Wizards
25	Growlies
26	Barbarians
31	Snowflakes
32	Jingles
33	Barbarians
34	Smoots
35	Milkies
36	Whippersnappers
41	Rifrafs
42	Grumbles
43	Rebels
44	Mumbles
45	Drivers
46	Lasers
51	Puds
52	Sugies
53	Pasties
54	Smoots
55	Shinies
56	Vampies
61	Chikkles
62	Snackippity Doos
63	Geekeez
64	Baconoolios
65	Blastins
66	Wheatums

d66	GAMES
11	Blood Rage
12	Solitary Haven
13	Invade of Immunity
14	Protect of Privilige
15	World and Embers
16	Prototypes and Heroes
21	Fireflight
22	Farsite
23	Deadblast
24	Farmind
25	War Enigma
26	Evil Death
31	Mysteries of Lies
32	Orcs of Blasphemy
33	Oracle and Monsters
34	Death and Sin
35	Firepiece
36	Embermore
41	Evocraft
42	Anticast
43	Boxing Revolution
44	Olympic Super Stars
45	Underdogs of Premier League
46	Coaches of Playoffs
51	Managers and Medals
52	Golf and Whitewater
53	DodgeballX
54	Karatelife
55	Freestyleace
56	Speedstyle
61	Honorbound Commander
62	Mutant Twilight
63	Tales of Supremacy
64	Fields of Peace
65	Magic and Bombs
66	Liberation and Death

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DESIGNATION OF PRODUCT IDENTITY

The name Matush Manhunt and all artwork, logos and layout are product identity.

DESIGNATION OF OPEN GAME CONTENT All text and tables are open game content.

DESIGNATION OF OPEN CONTENT

All other content not designated as Product Identity is Open Game Content under the OGL.

A Matush Manhunt game